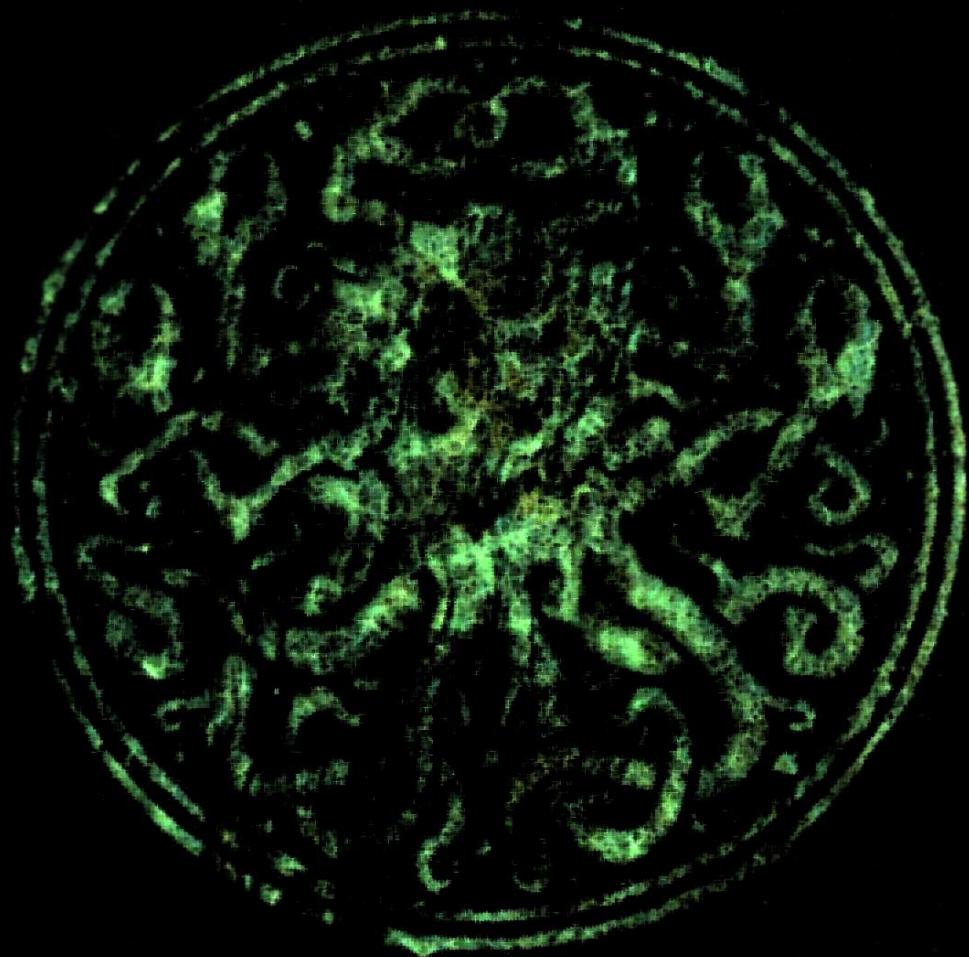


# The Unofficial Elder Scrolls RPG

Third Edition



Errata - Optional rules -  
New and updated content

The Black Book of Apocrypha v1.2

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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 Third Edition, 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.

## Foreword

... Kept you waiting, huh?

It's been about 3 years since it must have seemed like I dropped off the face of the earth.

Fair warning - skip to "[How to use this book](#)" if you don't care for emotional stuff and just want the nitty-gritty content.

I guess the most fitting word that comes to mind is damage control - A heart condition hospitalizing my mother for almost a year, followed by my grandmother hospitalized for cancer operations not long after. Watching my younger brother suffer from the same connective tissue disorder that slowly put my mother in a wheelchair all the while was especially hard.

Then came the Pandemic, and with it the widespread trouble that caused. I lost my job early on, alongside 19 colleagues. On top of all the other things that had happened, the lingering mental health issues I've been fighting for most of my life finally took their toll. A year spent with psychiatry is not how I envisioned my 2020, but hey... None of us expected 2020.

It's not all doom and gloom though, I have a new job now I much prefer to the old, the family is better for the most part, and after more than 20 years, the psychiatrist finally found some medicine that actually works, and I'm not allergic to.

I recently started up my first UESRPG campaign in many years now, which finally prompted me to push past the shame of vanishing for so long to see how the community looked these days. Seeing how many of you are still around, still working on homebrew, your own awesome projects and discussing the game was... An emotional experience.

When I first reached out to CharmingCharles a few weeks ago, I jokingly stated that I felt like the abusive father going out for smokes and never returned. I still kind of feel that way, but I feel like I at least owed you an explain why.

So here I sit, putting in the final touches on this new chapter of the UESRPG.

I've been working on the UESRPG since 2013 or thereabouts, being a pain in Seht's cogs on IRC since those first days. And while I may have strayed for a while, finding my way in life again, I can't imagine myself being anywhere else.

I leave you with this quote of Madmartigan's back in the IRC days that perfectly describe how I feel and what I've missed

- **Anon133**

```
04:42 Madmartigan: And lo, Anon did say:  
04:42 Madmartigan: "You have suffered for me to playtest this game,  
and I see how you hate broken rules. Let me show you the power of  
Anon133, born of the North, where my life is long winter. I edit  
now, in royalty, and reshape this game system which is mine. I do this  
for you, Playtester Legions, for I love you."  
04:43 Seht: lol  
04:44 Anon133: It's long since I've laughed this sh  
04:44 Anon133: this hard*Ø  
04:44 Anon133: *  
04:44 Anon133: It's not stopping  
04:45 Anon133: okay  
04:45 Anon133: 2 minutes  
04:45 Anon133: Thanks for that Madmartigan, best laugh all day
```

## How to use this book

The Book of Apocrypha is a Format similar in structure to the Scrolls of old, though with a few key differences. Within the book, you will find several smaller Scrolls of Apocrypha, each of which is its own, self-contained unit with all the rules needed to use them listed within (except in case of errata that mostly specific which content it affects).

Most of these will be short, presenting a single elite advance, set of optional rules and / or Errata.

The intent behind this is to cut down on development time for any given release, being able to simply release a new Elite Advance, a new set of spells, or a new Optional Mechanic, without having to wait for the full development cycle of a traditional Scroll in order to release said new content.

There will not be a new Book of Apocrypha for every new piece of content release, as it functions as a gathered resource. Instead, the newest content will simply be added to the book in a new chapter of its own and reuploaded as it finishes. There will be no formal release schedule, new content is uploaded when it is ready, with no pressure of release dates.

And finally, seeing as this is a book of opportunistic releases and optional content, I am offering to work with our wonderful homebrew creators on adding their amazing content to the game as well. After all, it is **your** game too.

## Scrolls of Apocrypha

"What secrets could they have worth keeping from old Mora? Sounds like a bargain to me.

Hermaeus Mora learns some fascinating new ways to skin a horker and you become the second most powerful Dragonborn that ever lived. Well that gives me a lot to think about. I need to get back to Tel Mithryn. I have some ideas about how to locate more of these Black Books..."

- Neloth Telvanni upon the Last Dragonborn's return from Apocrypha

### The Black Book of Submission (05)

Mindlock and Conjuration Alternate Rules

Mindlock - Telepathic Motivation - Rite of Conjuring	(05)
Conjuration Talents - Serpent-Sorcery	(06)

### The Black Book of Dark Arithmancy (07)

Core Rework v3 Revisited

Wound Threshold	(07)
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Book of Circles [Shehai Talents]	(20)
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### The Black Book of Y'ffre's Wrath (29)

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Worldly Tethers - Elite Advance: Demi-Lich	(37)

### The Black Book of Shifting Tides (39)

Traits, Qualities & Conditions Eratta

### The Black Book of Sovereign Throes (40)

The Pain Sorcerer Elite Advance Revised

Elite Advance: Pain Sorcerer - Flesh Magic Spells	(40)
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Ritual and Predatory Cannibalism

Carnivores - Cannibal's Prion - Gnashing Maw Talent	(44)
Predators - Savage Appetites Talent - Ring of Namira	(45)

## The Black Book of Submission

Conjuration, Necromancy, Serpent Sorcery  
and the infamous Mindlock trait revisited

The act of developing and balancing conjuration was difficult, which might have been evident from the lack of this particular school of magic at the original release of 3e.

The added bonus the Conjured creatures provided in terms of combat strength, as well as the player characters Action Point Economy had proved too easily abused in earlier iterations of the game, so a solution to balance out the benefits was needed.

Consulting the lore of Conjuration, we created the Mindlock trait to represent the ongoing, but normally unseen telepathic battle for control between the conjurer and the serving spirit.

However, in retrospect this restriction may have been too aggressive, pushing players away from Conjuration due to the lack of agency over one's character this would impose.

This Black Book will provide an optional set of modifications to the rules relating to Conjuration, Necromancy and Mindlock that should provide the players more agency over their character's actions, while still being more balanced than the rules of prior editions.

### Conjuration

The School of Conjuration focused on Calling upon otherworldly entities. These entities can manifest in a number of different forms.

#### Skill: Conjuration (Wp)

Conjuration focuses on calling upon and interacting with various otherworldly entities. Your GM may call upon you to test Conjuration when:

- Casting Conjuration Spells.
- Performing Conjuration Rituals.
- Identifying Daedra and reciting Daedric Lore.

#### New Attribute: Mental Capacity

This attribute is solely used by Mages who bind creatures (living or dead) to their will. It is equal to a caster's Maximal Action Points, noted in parentheses next to Max AP.

#### Modified Spell Trait: Mindlock (X)

All spells that incur Mindlock (X) use this modified trait.

Mindlock (X) is a new spell trait used to measure how taxing it is upon a caster's subconscious mind to control summoned minions. The caster's maximal capacity for Mindlock is equal to his Mental Capacity, representing the ability to divide attention between the mental battle to control the creature, and paying attention to one's surroundings. When a summoned creature is destroyed, banished, or released, the Mindlock is reduced, freeing up Mental Capacity for new minions.

If the Conjurer is affected by anything that would cause them to lose (or start their next round with less) AP, they must immediately roll an Opposed Willpower test against the conjured Daedra with the highest Willpower.

The Daedra gains a bonus +1 DoS (Minimum 0) for every 2 WpB it has above the Conjurer's Mental Capacity. If the Daedra wins the Opposed test it becomes unbound exactly as described in the Summon [Daedra / Construct] trait.

### Modified Conjuration and Necromancy Spells / Rituals

#### New Sidebar: Mindlock & Minion Motivation

Add the following sidebar at the beginning of the Conjuration and Necromancy spell lists in Scroll of Oblivion and Scroll of Undeath respectively:

Creatures bound by [Conjurors / Necromancers] rarely serve of their own free will, but as per the Mindlock trait, they are compelled to obey the orders they receive. However, such creatures only ever serve begrudgingly, and will never put in more than the minimal effort required to perform a task unless properly motivated by the Caster.

In game-terms this means that any creature that is subject to Mindlock will only ever spend a single AP per round to obey their master's orders.

However, the [Conjurer / Necromancer] can "motivate" their minions telepathically by actively guiding their efforts.

The following **Secondary Action** can be used by [Conjurors / Necromancers] to spur their enslaved minions into action with some telepathic "motivation".

#### Telepathic Motivation

The character directs the efforts of his mindlocked minion through the mental bond that binds them to the caster's service, removing its limit of 1 AP for the round.

#### Rite of Conjuring (Errata - Addition)

Add the following to the end of the ritual's mechanics, but before the "if the circle is imperfect..." paragraph:

*"If the character so chooses, the Daedra can instead be bound permanently to a predetermined location, to serve as its guardian or other desired duty. In addition to the usual requirements for this Rite, the space in which the Daedra is to be bound must have clearly defined borders, marked by ritual wards and sigils. This is to enforce the will of the Caster upon the Daedra in its master's absence, as well as preventing it from leaving the confines of its prison."*



## Modified Conjuration Talents

### Taskmaster (Errata - Addition)

Add the following to the end of the description of the talent's mechanical effects:

*"The character can motivate one additional Mindlocked Minion with each use of the **Telepathic Motivation** Secondary Action."*

### Master of Hordes (Errata - Addition)

Add the following to the end of the description of the talent's mechanical effects:

*"Regardless of the chosen effect, the character can now simultaneously motivate up to half their effective Willpower Bonus (rounded up) worth of Mindlocked Minions with each use of the **Telepathic Motivation** Secondary Action."*

## Players Handbook - Modified Maormer Talents

### Serpent-Sorcerer (Errata - Replacement)

Replace the last paragraph of the talent with the following:

*"If the Maormer is successful, the serpent is bound to the Maormer's will, their minds effectively fused.*

*The serpent becomes a creature under the Maormer's control, and gains the Bound and Charmed traits.*

*The Maormer gains the Mindlock (1) trait, and has direct control of the snake. Should the Maormer ever lose control of the Serpent, it will not automatically turn on its former master, preferring to simply slither away and return to their former life if possible."*



## The Black Book of Dark Arithmancy

3e Core rework v3 Revisited - Wound Threshold - Armored Casting - AP Max - Splitting - Talents - Advantage & Luck.  
We'll call it 3e v3.5... **Don't** force me to make a 3.5 joke.

As many of you may well know, the v3 Core Rework was a **massive** undertaking, correcting countless issues and juggling the insane InDesign wizardry that is the Original Core Book fiels. Several bits of errata, new additions and changes found its way into the rework, over the course of countless hours of manual labor.

However, seeing as the rework coincided with the time that my world came tumbling down, I had left the Rework team with only my insane ramblings in the shape of half-finished Errata and note documents to rely upon for guidance. Below is an excerpt from **one** of my "note hells" as we jokingly referred to them, this particular one 22 pages long.

- Allow bows to be used as unarmed attacks, but only applies if the arrows aren't already enchanted.
- 1:05 PM] Geswut: It says in the rules that an ARMED attacker can coup de grace an opponent who is both prone and restrained by the attacker. If you have unarmed as a combat skill, do you count as armed with just your fists?
  - [1:06 PM] Cyph: When you coup de grace with fisticuffs, you make the target lose 1 stamina
  - [1:06 PM] Cyph: It's on page something or another

### Part 1 - Wound Threshold

There has been many different thoughts on Wounds and Wound Thresholds ever since this project began. Some enjoyed the extra layer of grit and "reality", while others would rather enjoy the experience without.

Making an Optional system for playing without Wound Threshold might have been preferable, but for now the fix is rather simple and straight-forward. Add it back in.

Below, all the rules needed to add the old Wound Threshold system back into the game will be listed with references to where they belong in the current Core Rulebook. Note that Talents relating to Wounds and Wound Threshold will be included in the Talents Errata, as well as their variants for use without the WT System.

### [ Chapter 1 - page 13 ]

#### Wound Threshold (EB + SB + WpB)

A character's Wound Threshold (WT) is equal to the sum of their Endurance, Strength, and Willpower bonuses and reflects the amount of damage an attack must deal to wound the character. For information, see Physical Health in Chapter 5.

### [ Chapter 2 - page 29 & 30 ]

**Tough (Errata)** Replace the Tough trait with the following:

- **Tough (1)**: Increase the character's Wound Threshold by 1.

### [ Chapter 2 - page 36 ]

#### Calculating Attributes

- **Wound Threshold (WT)**: EB + SB + WpB

That they finished the book despite being low on both manpower and lacking any sensible documentation was a feat of determination and willpower that I greatly admire.

Together with CharmingCharles, I have been working on ironing out some of the kinks that resulted from my sudden leave of absence from the project, and to address the some of the concerns that the community had about some of the changes that were made in the v3 Rework.

As always when things change, there will inevitably be push-back, sometimes justified, sometimes not. I'm hoping to show you the potential of the v3 Rework in a more refined state, and honor the monumental effort that went into bringing this rework to life for you to enjoy.

- Anon133

SAVE THIS FOR ENCHANTING  
DISCUSSION (CORE REWORK)

### [ Chapter 5 - page 73 ]

#### Step 4: Resolve Attack & Advantages (Errata)

Change the following paragraph as marked in red below:

"Next, resolve any advantage gained from the combat roll (see the next page). 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 exceeds the target's Wound Threshold, the attack has also caused a wound. See Physical Health for details."

### [ Chapter 5 - page 79 ]

#### Wounds (Errata)

Change the following paragraph as marked in red below:

"Wounds represent devastating injuries caused by more damaging attacks, and not just simple cuts and bruises. If a character ever takes damage from a single attack in excess of their Wound Threshold (WT) then they take a wound. Record the amount of damage and hit location, then follow these steps:"

### [ Chapter 5 - page 81 ]

#### Frenzied (Errata)

Change the following line as marked in red below:

"Increase WT by 3, and SB by 1"

### [ Chapter 5 - page 82 ]

#### Organ Damage (Errata)

Change the following paragraph as marked in red below:

*"The character has had an internal organs damaged. Characters with this condition heal damage at half speed and reduce their SP maximum and WT by 1."*

*"I used to be an adventurer like you, then I took an arrow in the knee."*

- Unknown Guard in Skyrim

## Part 2 - Armored Casting

The idea of Armored Casting penalties was initially conceived because of the seeming disconnect between mages primarily using robes in the games and our rules allowing for unfettered use of the more protective armor.

However, given the in-game lore, this is not an issue, as evident by the Imperial Battlemages and Telvanni wizards. The system can still be used as an Optional rule if desired, but you can follow the guidelines below to restore the old, more lore-friendly system of armored spellcasting:

## [ Chapter 4 - page 54 ]

### Eldritch Knight (removed)

Without armored spellcasting penalties, this talent becomes irrelevant, and can simply be ignored.

## [ Chapter 7 - page 125 ]

### Weight Classes (Errata)

Simply ignore the penalties to Spellcasting from the Light, Medium, Heavy and Super Heavy Weight Classes.

## Part 3 - Gaining 4 Action Points

Seeing as how reaching 4 AP was practically impossible outside of high level campaigns, and/or without use of enchanted items it was removed for the sake of less math. However, seeing as spells and on-cast enchantments are cheaper, and some monsters rely on the formula it is very simple to add back in. Just follow the guidelines below, and note that any talents related to AP are listed in Part 5:

## [ Chapter 1 - page 13 ]

### Action Points (Errata)

Replace paragraph with the following:

A character's Action Points (AP) maximum, based on the sum of their Agility, Intelligence, and Perception bonuses, determines how often a character can act in a combat round. Spent AP regenerates at the start of each new round. Consult the table below to determine this value. For information, see Combat in Chapter 5.

AB + IB + Pcb	AP
<= 16	3
17+	4

## Part 4 - The Splitting Quality

In attempting to balance the Splitting Quality, it was made too unreliable compared to its counterparts. A new version, fulfilling its own niche rather than awkwardly stepping on both Slashing and Crushing's toes can be found below:

## [ Chapter 7 - page 120 ]

### Splitting (X) (Errata)

Replace paragraph with the following:

Weapons with this quality can deal savage, seeping wounds from deep cuts when properly brought to bear. If the initial damage result causes the target to lose 1 or more HP, they inflict the Bleeding Condition equal to the wielder's Strength Bonus (or X, if another value is given). If the target is immune to Bleeding, the weapon counts as Crushing for the purpose of choosing the Forceful Impact Advantage.

*[Note - Related Errata (Wounding Cleave) p.74 add to end: Alternatively increase the Bleeding (X) of this attack by +1]*

## Part 5 - Talents Errata

Being able to invest into talents, based on a characters skills rather than mostly raw characteristic alone is an idea that I had not previously considered, but one that I like. It encourages the player to invest more into their characters skills, and helps alleviate the need for heavy investment into characteristics which can be expensive, and from a roleplaying standpoint, rather boring.

Optimally the system should however not have supplanted the existing one, but rather have served as an optional means of qualifying for access to a talent, giving the player more options to customize their character.

Below, a complete list of all talents from the core books and scrolls can be found, adjusted to account for the new means of acquiring them, in the form of **Skilled requirements** that have lower characteristic requirements, listed in brackets - as well as the original way, called **Talent Level** that function as in the v2 Core.

*Note that not all Talents will have both options, since some talents requires a mix of both skill and characteristics.*

Likewise, certain talents will have Variants listed to account for whether or not the Wound Threshold system is being used, or the alternative v3 Wound system relying on Critical Success or being reduced to 0 HP being the cause of Wounds is preferred.

The sections on the following pages are meant to **completely replace** the specified parts of the books that they refer to, meaning that it also serves as a list of all talents gathered in a single place for ease of reference.

## [Core Rulebook Chapter 1 - page 19]

Replace lvl. 1-6 with rank names to match the skills above.

## [Core Rulebook Talents Chapter p. 47-59]

Most talents have a **Governing Characteristic** on which they are based. Talents governed by one of a character's favored characteristics cost less. Some talents have more than one governing 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. Normally, this Level (*the default listed Talent Level right below the flavor text*) also determines the talent's Characteristic requirements.

However, some talents have **Skillful Requirements**, for which the Characteristic requirement will be lowered, if certain conditions are met, listed in brackets [**like so**] along with the required Skill Level(s) to access this option.

◆◆◆

*Note that not all Talents will have this option, because some talents inherently require both a minimal Skill and Characteristic requisite in order to be acquired, or are simply easy enough to earn that it is not required.*

◆◆◆

The XP cost for purchasing the talent remains unchanged.

A character must meet the relevant characteristic score requirement of at least one of the talent's governing characteristics before he 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.

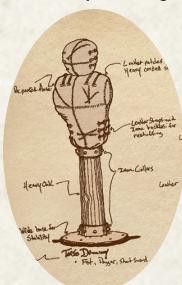
If a talent has no listed governing characteristic, then there is no need to meet any characteristic requirements, and the talent's cost is always reduced as if it was governed by the character's favored characteristic.

### Talent Costs and Requirements

Talent Level	XP Cost	Characteristic Requirement
Novice	100	25
Apprentice	200	30
Journeyman	300	35
Adept	400	40
Expert	500	45
Master	800	50

## 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 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.*

#### Adept (Perception) /

- **Skillful: [35] Observe (J Journeyman)**

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.*

#### Apprentice (Perception)

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.*

#### Expert (Perception) /

- **Skillful: [40] Observe (Adept)**

#### 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 he has the others to fall back on.

#### Observant

*The character can spot threats coming at a distance.*

#### Expert (Perception) /

- **Skillful: [40] Observe (Adept)**

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

#### Hyper Awareness

*The character uses their extreme awareness to dominate combat.*

#### Master (Perception) /

- **Skillful: [45] Combat Style or Evade (Expert)**

#### Requires Observant

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

#### Invisible

*The character is aware of every leaf and branch around him as he moves, and rarely makes a sound or leaves a trace.*

#### Apprentice (Perception)

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.

### Expert (Perception) /

#### - Skillful: [40] Observe (Adept)

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

## Light Sleeper

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

### Apprentice (Perception)

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.

### Adept (Perception) /

#### - Skillful: [35] Observe (Journeyman)

### 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.

### Adept (Strength, Agility) /

#### - Skillful: [35] Combat Style (Journeyman)

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.

### Novice (Willpower)

The character may take a primary action to gain the Frenzied condition, and only attacks enemies while in said condition as long as it was entered voluntarily.

## Controlled Anger

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

### Adept (Willpower) /

#### - Skillful: [35] Combat Style (Journeyman)

### Requires Berserker

The character may remove the Frenzied condition as a free action, and roll a +0 Willpower test to take control of any involuntarily applied Frenzied condition.

## Brawler

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

### Novice (Strength, Agility)

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 himself against multiple opponents.

### Expert (Strength, Agility) /

#### - Skillful: [40] Combat Style (Adept)

### Requires Brawler

If the character is the target of a melee attack while within the melee range of at least two opponents, then he 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.

### Master (Strength, Agility) /

#### - Skillful: [45] Combat Style (Expert)

### 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) he can choose to take the number of degrees of success that he rolled, or take a number equal to the corresponding skill rank instead.

*Note: Sources of Bonus DoS only apply to the rolled DoS.*

## Combat Flair

The character's natural sense of style and presence manifests itself in his fighting style, and makes him a more formidable opponent.

### Adept (Personality) /

#### - Skillful: [35] Persuade (Journeyman)

The character can use his Personality bonus in place of either his Agility, Intelligence, or Perception bonus (pick one) when calculating his Maximum Action Points.

## Crippling Strikes

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

### Apprentice (Strength)

The character treats all enemy Wound Thresholds as being one lower than normal when making melee attacks.



## Crippling Strikes (No Wound Threshold Variant)

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

### Apprentice (Strength)

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



## Killing Blow

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

### Master (Strength) /

#### - Skillful: [45] Combat Style (Expert)

### 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 himself at the front of any fight, and strives always to protect his allies from harm.

### **Journeyman (Strength, Endurance)**

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 his allies.

### **Journeyman (Endurance, Willpower, Perception)**

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 he can focus entirely on his opponent.

### **Novice (Strength, Agility)**

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 (Advanced Advantage Variant)**

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

### **Journeyman (Strength, Agility) /**

#### **Requires Duelist**

When the character uses the Press Advantage or Overextend Opponent advantages he may choose to double the penalty/bonus (respectively), but only as long as there are no other characters within melee range of either the character or his opponent. The effect is lost if at any time another character, friend or foe, would enter melee range of either one.

## **Exploit Advantage**

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

### **Adept (Strength, Agility) /**

#### **- Skillful: [35] 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 (including Counter Attack) against an attacker that failed its attack test, you immediately regain one AP. Only doable once per round.

## **Champion**

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

### **Master (Strength, Agility) /**

#### **- Skillful: [45] Combat Style or Evade**

#### **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 it against that opponent) he can choose to take the number of degrees of success that he rolled, or take a number equal to the corresponding skill rank instead.

*Note: Sources of Bonus DoS only apply to the rolled DoS.*

## **Dual Fighter**

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

### **Master (Strength, Agility) /**

#### **- Skillful: [45] Combat Style (Expert)**

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

## **Eye of Vengeance**

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

### **Apprentice (Agility)**

The character treats all enemy Wound Thresholds as being one lower than normal when making ranged attacks.

## **Eye of Vengeance (No Wound Threshold Variant)**

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

### **Apprentice (Agility)**

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.

## **Intimidating**

The character is an intimidating foe, whose forcefulness and presence allow him to dominate his enemies.

### **Adept (Strength) /**

#### **- Skillful: [35] Persuade (Journeyman)**

The character can use his Strength bonus in place of either his Agility, Intelligence, or Perception bonus (pick one) when calculating his Maximum Action Points.

## **Fearsome**

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

### **Expert (Strength) /**

#### **- Skillful: [40] Persuade (Adept)**

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.

### **Journeyman (Strength, Agility)**

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.

### **Expert (Agility) /**

#### **- Skillful: [40] Observe (Adept)**

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.  
**Expert (Strength) /**

### - Skillful: [40] Combat Style (Adept)

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 his 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.

## Perfect Hit

The character's attacks land exactly where they need to inflict the most damage.

### **Master (Perception) /**

#### - Skillful: [45] Observe (Expert)

The character adds their Perception bonus to the damage dealt by Precision Strike attacks (either melee or ranged).

## Precise

The character is precise in their every attack.

### **Adept (Agility, Perception) /**

#### - Skillful: [35] Combat Style (Journeyman)

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.

### **Apprentice (Agility)**

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.

### **Journeyman (Agility)**

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

## Sneak Attack

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

### **Apprentice (Agility)**

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.

### **Adept (Agility) /**

#### - Skillful: [35] 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

### **Expert (Agility) /**

#### - Skillful: [40] 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 his opponents with a wild charge.

### **Journeyman (Strength, Agility)**

The character can make an All Out Attack without the usual +20 bonus whenever he takes the dash action if his movement would carry him into melee range with someone he did not begin his turn within melee range of, and as long as he moves at least half of his 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 his advantage in combat.

### **Expert (Intelligence, Personality) /**

#### - Skillful: [40] Deceive (Adept)

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

## Rapid Reload

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

### **Journeyman (Agility)**

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

## Teamwork

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

### **Novice (Perception)**

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.

### **Journeyman (Perception)**

### **Requires Teamwork**

The character can make an attack of opportunity whenever an enemy within his 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.*

### **Journeyman (Strength, Agility)**

The character adds his Strength bonus to his unarmed damage.

## **Unarmed Defender**

*The character is a master of defending himself while unarmed.*

### **Expert (Strength, Agility) /**

- **Skillful: [40] Combat Style (Adept)**

#### **Requires Unarmed Prowess**

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

## **Unrelenting**

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

### **Journeyman (Strength)**

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.*

### **Expert (Strength) /**

- **Skillful: [40] Athletics (Adept)**

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 he may not use those weapons to parry or counter attack.

## **Wrestler**

*The character is particularly skilled at subduing his opponents.*

### **Adept (Strength, Agility) /**

- **Skillful: [35] Athletics (Journeyman)**

When the character passes a characteristic or skill test made to grapple, restrain or entangle his opponent he can choose to take the number of degrees of success that he rolled, or take a number equal to his 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.*

### **Apprentice (Intelligence)**

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.*

### **Expert (Intelligence) /**

- **Skillful: [40] 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.*

### **Expert (Intelligence) /**

- **Skillful: [40] Alchemy (Adept)**

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.*

### **Adept (Intelligence) /**

- **Skillful: [35] 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.*

### **Journeyman (Intelligence)**

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).

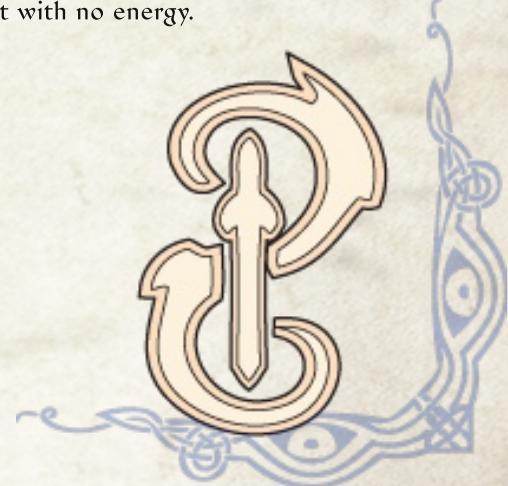
## **Salvage Energy**

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

### **Expert (Intelligence) /**

- **Skillful: [40] Enchanting (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.

#### Expert ([Skill's Governing Characteristics])

##### Requires the skill to be at Adept rank.

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.

#### Master ([Skill's Governing Characteristics])

##### Requires the skill to be at Master rank.

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?

#### Master (None)

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 him.

#### Novice (Intelligence, Perception)

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

### Businessman

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

#### Adept (Intelligence) /

##### - Skillful: [35] Commerce (Journeyman)

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

### Blending

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

#### Novice (Intelligence)

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.

#### Apprentice (Intelligence)

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.

#### Adept (Intelligence) /

##### - Skillful: [35] Logic (Journeyman)

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

## Scholar

The character is a burgeoning academic, capable of learning about many subjects in great depth.

#### Apprentice (Intelligence)

The character halves the base CrP/XP cost required to gain Specializations for the Lore skill (50 instead of 100), and may take twice the usual number.

## Smart Fighter

The character prefers to fight smarter rather than harder, making best use of each move.

#### Adept (Intelligence) /

##### - Skillful: [35] Logic (Journeyman)

The character can use his Intelligence bonus in place of either his Agility or Perception bonus (pick one) when calculating his Maximum Action Points.

## Tactician

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

#### Adept (Intelligence) /

##### - Skillful: [35] Logic (Journeyman)

Allies of this character may use his 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.

#### J Journeyman (Agility)

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.

#### Apprentice (Agility)

Reduce the distance the character falls by a number of meters equal to his Agility bonus when calculating fall damage.

## **Ghost**

*The character can move both quickly and silently.*

### **Expert (Agility) /**

#### **- Skillful: [40] Stealth (Adept)**

The character moves at his normal speed when hidden.

## **Hard Target**

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

### **Journeyman (Agility)**

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.*

### **Novice (Agility)**

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

## **Nimble**

*The character is exceedingly quick.*

### **Expert (Agility) /**

#### **- Skillful: [40] Acrobatics (Adept)**

The character may use his Agility bonus in the place of either his Perception or Intelligence bonuses when calculating his Maximum Action Points.

## **Step Aside**

*The character can easily dance through a swirling melee unharmed.*

### **Expert (Agility) /**

#### **- Skillful: [40] 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).*

### **Journeyman (Agility)**

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

## **Unnaturally Agile**

*The character is so fast they can dodge the blast of threats that would catch others in its radius.*

### **Expert (Agility) /**

#### **- Skillful: [40] 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.*

### **Adept (Endurance) /**

#### **- Skillful: [40] Athletics (Journeyman)**

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.*

### **Expert (Endurance) /**

#### **- Skillful: [40] Athletics (Adept)**

#### **Requires Die-Hard**

The character halves the passive effects of wounds.

## **Enduring**

*The character is able to push on even when exhausted.*

### **Adept (Endurance) /**

#### **- Skillful: [45] Athletics (Journeyman)**

The character halves the penalties imposed by levels of fatigue.

## **Iron Jaw**

*The character is hard to knock down or stop.*

### **Apprentice (Strength, Endurance)**

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.*

### **Adept (Willpower) /**

#### **- Skillful: [35] Command or Deceive (Journeyman)**

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 his strength in a short time.*

### **Adept (Willpower) /**

#### **- Skillful: [45] Survival (Journeyman)**

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

## **Rapid Recovery**

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

### **Journeyman (Endurance)**

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

## **Stubborn**

*The character is used to the sight of mundane horrors.*

### **Journeyman (Willpower)**

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

## Fearless

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

### Adept (Willpower) /

- Skillful: [35] Logic (Journeyman)

#### Requires Stubborn

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

## Wall of Steel

The character and his armor are one, and he is able to fight in conditions that would easily tire others.

### Master (Endurance) /

- Skillful: [45] Athletics (Expert)

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 (Only with Armored Spellcasting)

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

### Apprentice (None)

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.

### Apprentice (Intelligence)

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 his skills.

### Journeyman (Personality)

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.

### Journeyman (Personality)

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.

### Apprentice (Personality)

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.

### Journeyman (Intelligence)

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

### Journeyman (Willpower)

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

### 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.

### Adept (Willpower) /

- Skillful: [35] Conjuration (Journeyman)

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

### Expert (Willpower) /

- Skillful: [40] Conjuration (Adept)

#### 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.

## Creative

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

### Apprentice (Willpower)

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 his enemies in their tracks.

### Journeyman (Willpower)

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.

### **Adept (Willpower) /**

#### **- Skillful: [35] [Any one Magic Skill] (Journeyman)**

The character can test Willpower to negate a magical backfire.

## **Electromancer**

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

### **Journeyman (Willpower)**

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

## **Flow of Magicka**

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

### **Master (Willpower) /**

#### **- Skillful: [45] Mysticism (Expert)**

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

## **Force of Will**

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

### **Master (Willpower) /**

#### **- Skillful: [45] [Any one Magic Skill] (Expert)**

### **The character cannot take the Depth of Understanding talent.**

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

## **Healer**

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

### **Journeyman (Willpower)**

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.

## **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.

### **Master (Willpower) /**

#### **- Skillful: [45] Conjunction (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.

## **Magicka Cycling**

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

### **Expert (Willpower) /**

## **Skillful: [40] [Any one Magic Skill] (Adept)**

The character can choose before casting a spell to double the amount of magicka that will be conserved via spell restraint, but if he does this then the spell automatically backfires if he fails. 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.

### **Master (Willpower) /**

#### **- Skillful: [45] [Any one Magic Skill] (Expert)**

#### **Requires Magicka Cycling**

The character can overload a spell with the overload attribute even if he restrains that spell.

## **Methodical**

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

### **Apprentice (Willpower)**

The character cannot take the Creative talent

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

## **Overcharge**

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

### **Expert (Willpower) /**

#### **- Skillful: [40] Destruction or 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 his enemies to a cinder.

### **Journeyman (Willpower)**

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

## **Spell Mastery**

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

### **Expert (Intelligence) /**

#### **- Skillful: [40] [Any one Magic Skill] (Adept)**

#### **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.

### **Master (Intelligence) /**

#### **- Skillful: [45] [Any one Magic Skill] (Expert)**

#### **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.

### **Spell Sword**

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

### **Journeyman (Willpower)**

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.

### **Master (Willpower) /**

- Skillful: [45] [Any one Magic Skill] (Expert)

### **Requires Spell Sword**

The character does not need to speak or have hands free in order to cast spells.

### **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.

### **Adept (Willpower) /**

- Skillful: [35] 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.

### **Expert (Willpower) /**

- Skillful: [40] Conjunction (Adept)

### **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.

### **Expert (Willpower) /**

- Skillful: [40] Conjunction (Adept)

The character may reduce the (X) required by each Mindlock trait affecting them by 1 (to a minimum of 0).

### **Master of the Hordes**

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

### **Master (Willpower) /**

- Skillful: [45] Conjunction (Expert)

### **Requires Taskmaster**

The character may reduce the (X) required by each Mindlock trait affecting them by 1 (to a minimum of 0). This can apply to a maximum number of creatures summoned in this way is equal to the summoners WpB. A character may use this talent or Taskmaster on a summoned creature, but not both at once.

### **Trickster**

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

### **Apprentice (Willpower)**

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

### **Void Channeler**

The conjurer can empower their summoned Daedra.

### **Expert (Willpower) /**

- Skillful: [40] Conjunction (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.

### **Master (Willpower) /**

- Skillful: [45] Conjunction (Expert)

### **Requires Void Channeler**

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

### **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!

### **Expert (Strength, Agility) /**

- Skillful: [40] 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.

### **Expert (Strength) /**

- Skillful: [40] 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.*

### **Expert (Strength, Agility) /**

#### **- Skillful: [40] 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.*

### **Expert (Strength) /**

#### **- Skillful: [40] 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.*

### **Expert (Strength) /**

#### **- Skillful: [40] 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.*

### **Expert (Agility) /**

#### **- Skillful: [40] 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.*

### **Expert (Strength) /**

#### **- Skillful: [40] 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.*

### **Expert (Agility) /**

#### **- Skillful: [40] Combat Style (Apprentice)**

Any ranged attack the character makes with a Crossbow or Arbalest adds the Splitting Quality with a value equal to twice the number of Aim Actions made before the shot.

Additionally, if they have a tower shield, it can be set up as a secondary action and used as cover. While behind the shield, the character can take a single aim action as a free action if they do not move or reload during that turn.

## **Halberdier**

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

### **Expert (Strength) /**

#### **- Skillful: [40] 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 themself up to one meter in any single direction.

## **Hammerblow**

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

### **Expert (Strength) /**

#### **- Skillful: [40] 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.*

### **Expert (Agility) /**

#### **- Skillful: [40] 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.

### Expert (Strength, Agility) /

#### - Skillful: [40] 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.

### Expert (Agility) /

#### - Skillful: [40] 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.

### Expert (Strength, Agility) /

#### - Skillful: [40] 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, any longbow they wield gains the Exploit Weakness quality, 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.

### Expert (Strength, Agility) /

#### - Skillful: [40] 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.

### Expert (Agility) /

#### - Skillful: [40] 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.

### Expert (Strength, Agility) /

#### - Skillful: [40] 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.

### Expert (Strength, Agility) /

#### - Skillful: [40] 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.

### Expert (Strength, Agility) /

#### - Skillful: [40] Combat Style (Apprentice)

Spears the character wields gain Slashing. Additionally, Precision Strikes with a spear replaces Slashing with Crushing, and are only made at a -10 penalty. When wielding a spear in two hands it loses Unwieldy and its range is simply 3m.

## [Book of Circles Talents p. 5 & 11 - 18]

## Shehai Talents

These are the talents related to the Sword-Singer Advance

## Aberrant Adept

The character is able to attempt the myriad techniques of Abberant Swordsmanship without tiring as easily.

### Expert (Willpower) /

#### - Skillful: [40] Shehai Shen She Ru (Adept)

The character only ever loses one Stamina Point from failed Technique tests.

## Ansei of the First Level (Weapon Type)

The character is able to manifest a barely visible, and relatively weak, spirit sword.

### Adept (Willpower)

The character chooses a weapon type when this talent is purchased (must be a kind of sword). The character may manifest a first level Shehai of the chosen weapon type. The character may only ever purchase this talent once.

## Ansei of the Second Level (Weapon Type)

The character is able to manifest a spirit sword.

### Expert (Willpower)

The character may manifest a second level Shehai of the weapon type specified by the Ansei of the First Level talent. The character may have up to 2 Shehai (Effect) talents. The character may only ever purchase this talent once.

## Ansei of the Second Level (Weapon Type)

The character is able to manifest a powerful spirit sword.

### Master (Willpower)

The character may manifest a third level Shehai of the weapon type specified by the Ansei of the Second Level talent. The character may have up to 4 Shehai (Effect) talents. The character may only ever purchase this talent once.

### Shehai (Effect)

The character can manifest a Shehai tuned to their own style.

### Journeyman (Willpower)

When the character purchases this talent, choose one of the following effects. This talent may be purchased multiple times, but not with the same effect.

- **Aberrant:** Character gains a +10 bonus to technique tests when using the Shehai.
- **Blinding:** Character's Shehai counts as Sunlight.
- **Burning:** The character can, as a free action, change the composition of his Shehai. When he does this, hits with the Shehai deal fire damage.
- **Cleaving:** Hits from the character's Shehai gain the Crushing (WpB) quality. Hits from the character's Shehai as part of a technique ignore armor.
- **Concussive:** Character's Shehai gains the Concussive quality.
- **Electrifying:** The character can, as a free action, change the composition of his Shehai. When he does this, hits with the Shehai deal shock damage.
- **Freezing:** The character can, as a free action, change the composition of his Shehai. When he does this, hits with the Shehai deal frost damage.
- **Phasing:** Character's Shehai gains the Shield Splitter quality.
- **Proven:** Character's Shehai uses his WpB for the purpose of the Slashing trait.
- **Quicksilver:** Character's Shehai gains the Silvered quality
- **Reach:** The character wielding the Shehai may, as a free action, increase or decrease its Reach by 1m (though it must remain within one meter of its base Reach).  
Note: Weapons with the Small quality lose this quality while their range is extended.
- **Soul Rending:** Hits with the character's Shehai treat the target's Wound Threshold as being equal to three times their Willpower bonus (instead of its usual value).

- **Soul Rending (No WT Variant):** The numbers ranging from 01 up to the characters WpB count as additional Lucky Numbers, but only for causing a Wound on hit. Count such rolls as having scored WpB DoS to hit

- **Stable:** Character's Shehai removes the Unwieldy quality.
- **Tearing:** Character's Shehai gains the Serrated quality equal to half his WpB (round up)

- **Thirsting:** Attacks with the character's Shehai has the Savage trait.

- **Venomous:** The character can, as a free action, change the composition of his Shehai. When he does this, hits with the Shehai deal poison damage.

"Our people once were artisans, poets, and scholars, but the ever evolving strife made the way the sword inevitable - the song of the blade through the air, through flesh and bone, its ring against armor: an answer to our prayers."

## - Redguards, Their History and Their Heroes

### BoC Talents

These are the Book of Circles generally available talents

### Armored Agility

The character has practice for countless hours until a set of armor feels more like a second skin.

### Expert (Agility) /

#### - Skillful: [40] Acrobatics (Adept)

The character can ignore the penalty imposed by armor when using Acrobatics. For every level of the Acrobatics Skill above Novice, the character ignores the penalties imposed upon Acrobatics tests by the relevant Weight Class, starting with Light at Apprentice Acrobatics and stopping with Super-Heavy at Expert.

### Slash and Stash

The character is a regular cutpurse, able to seize an opportunity for riches even in the midst of combat.

### Journeyman (Agility)

After a character deals damage to an enemy, he can spend a Stamina point 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.

### 'Tis But A Scratch

The character can shrug off harm through weaving, deflecting and sheer willpower when dressed lightly.

### Expert (Endurance) /

#### - Skillful: [40] Athletics (Adept)

#### Requires: Berserker

While the character is frenzied and their AR on any one location does not exceed 1, they gain (or increase) Natural Toughness equal to their Endurance bonus. Additionally they take +10 on any Shock test they suffer in this state.

### Kensai

The character has become a master of shock and awe, stopping charges dead in their tracks, and breaking enemy morale.

### Expert (Strength) /

#### - Skillful: [40] Combat Style (Apprentice)

Daikatanas wielded by the character gain the Impaling Quality to represent their focus as an anti-charge weapon. Should the character deal a wound with an attack of opportunity against a closing enemy, all enemies who witness this must roll a +10 Panic Test, which if failed resolves as normal.

## **Daisho**

The character has mastered the art of Akaviri Blade-Dancing, becoming intimately familiar with using his weapons in perfect harmony, treating them like extensions of his own limbs.

### **Expert (Strength, Agility) /**

#### **- Skillful: [40] Combat Style (Apprentice)**

Any Katana Wielded in two hands increases their damage value to  $1d10$ .

Additionally, if the character is wielding a Katana in one hand and a Wakizashi in the other he may use the two-handed damage value of each respective weapon (Katana  $1d8$ ; Wakizashi  $1d6$ ) instead of their one-handed damage value.

The normal rules for Dual Wielding apply while wielding the weapons in this way, including the effects of the Dual Fighter talent.

## **Retarius**

The character knows the secrets of the gladiatorial arenas, and how to use their unique fighting style outside the ring.

### **Expert (Strength) /**

#### **- Skillful: [40] Combat Style (Apprentice)**

If the character successfully entangles an enemy with a net, he can spend a Stamina point to confer an additional  $-20$  penalty to all attempts to escape the net.

While attacking an entangled enemy of the same size category as the character or lower with a Trident, he counts their WT as being  $1$  lower for the purpose of wounds. Should the attack inflict a wound, the enemy gains the Bleeding ( $1d4 + \text{Material Modifier}$ ) condition regardless of the shock test.

Additionally, any Trident the character wields gains the Thrown ( $5/10/20$ ) quality, and should a thrown attack hit the target, the attack counts as having the Entangling quality, except it can be blocked, and inflicts damage as normal.



## **Retarius (No Wound Threshold Variant)**

The character knows the secrets of the gladiatorial arenas, and how to use their unique fighting style outside the ring.

### **Expert (Strength, Agility) /**

#### **- Skillful: [40] Combat Style (Apprentice)**

If the character successfully entangles an enemy with a net, he can spend a Stamina point to confer an additional  $-20$  penalty to all attempts to escape the net.

While attacking an entangled enemy of the same size category as the character or lower with a Trident, the numbers ranging from  $01$  up to the characters SB count as additional Lucky Numbers, but only for causing a Wound on hit. Count such rolls as having scored SB DoS to hit. Should the attack inflict a wound, the enemy gains the Bleeding ( $1d4 + \text{Material Modifier}$ ) condition regardless of the shock test.

Additionally, any Trident the character wields gains the Thrown ( $5/10/20$ ) quality, and should a thrown attack hit the target, the attack counts as having the Entangling quality, except it can be blocked, and inflicts damage as normal.



## **The Whirling School**

Through practice, the character has mastered the bola and its various uses.

### **Expert (Agility) /**

#### **- Skillful: [40] Combat Style (Apprentice)**

Any bola wielded by the character gains the Concussive quality. The character can now use the Trip action as a reaction to anyone moving within the bola's short range, counting as having the Impaling quality for the purpose of stopping the charge.

Lastly, the character can spend a stamina point to make a Precision Strike aimed for the targets neck, causing the bola to choke the opponent causing it to lose  $1$  stamina per round. Removing the bola **Requires** an action point and a successful  $-10$  Strength test.

## **Rain of Steel**

The character has mastered the fickle sling, knowing how to get the most out of the simple tool.

### **Expert (Agility) /**

#### **- Skillful: [40] Combat Style (Apprentice)**

When wielding a sling, the character can spend either an action or a stamina point to prepare a Rain of Steel.

This provides one of two benefits as described below:

- **Aimed Shot:** The character loads their Sling with a single bullet, and counts as having performed the Aim Secondary Action at the same time.
- **Pelting Shot:** The character loads their Sling with  $1d6 + 4$  bullets; the next attack has an Area of Effect of  $3$  meters.

To use the benefit the character must maintain **Momentum** until an attack can be made, which is maintained as a Free Action. Any attack with Rain of Steel gains the Crushing Quality (uses the character's Strength Bonus as normal). Additionally, if the **Pelting Shot** is performed from Hiding, the buzzing sound of the cluster of bullets inflicts a  $+20$  Panic test to all enemies who can hear it.

## **Pugilist**

The character has become adept at using their body as a weapon, through rigorous training or drunken brawling.

### **Expert (Strength, Agility) /**

#### **- Skillful: [40] Combat Style (Apprentice)**

While utilizing Unarmed combat, upgrade the damage die of the characters Natural Weapon by one step, and increase the Slashing or Crushing value of Hand to Hand weapons by  $1$ . The character also removes the  $-10$  penalty to actions that require open hands while wielding weapons with the Hand to Hand Quality.

## **Rip and Tear**

The character has perfected their technique with Hooked Weapons through countless hours of training, to the point that they can use them to tear armor asunder.

### **Expert (Strength, Agility) /**

#### **- Skillful: [40] Combat Style (Apprentice)**

Hook Swords wielded by this character replaces the Slashing ( $2$ ) quality with the Slashing quality.

If the character hits an armored hit location, he can spend a stamina point to make a Strength Test as a free action, which if successful removes any piece of Partial Armor (or counts as partial due to Advantage) on the hit location struck as the character pries it off.

Lastly, the penalties inflicted by the Hooked trait can be increased to  $-20$  by spending a stamina point.

## [The Player's Handbook p. 23 - 27]

The talents from this book mostly rely upon the character's nature and heritage, and as such don't have any Skillful Alternative Requirements except in rare cases, and are mostly listed for errata and completion.

### Altmer Talents

These are the Racial talents related to Altmer

#### Blood of Aldmeris

*The Altmer directly traces their unbroken family line to Aldmeris, and is empowered by their lineage.*

##### Adept (Any)

The Altmer receives an additional Power Well (10), and increases their Disease Resistance trait by an additional 25%.

#### Highborn

*The Altmer harnesses their pure elven ancestry to empower their magic, as the Aldmeri were the fathers of magicka.*

##### Expert (Any), Requires Blood of Aldmeris

The Altmer can rapidly meditate as a Cast Magic action once per Long Rest to immediately regenerate 20 Magicka Points.

### Argonian Talents

These are the Racial talents related to Argonians

#### Child of the Sap

*The Argonian is hardier than their peers, toughened by the blood of the marsh and the sap of the trees.*

##### Adept (Any)

The Argonian exchanges their Resist Disease trait for Immunity to Disease, and permanently gains +1 to their movement Speed.

#### Histskin

*The Argonian can call upon the reservoirs of Hist sap stored within their glands to rapidly regenerate injury.*

##### Expert (Any), Requires Child of the Sap

The Argonian doubles their swimming speed, and gains +30 to any Stealth or Athletics tests made while underwater. Additionally, once per Short Rest, the Argonian can immediately regenerate EnB Hit Points as a free action.

### Bosmer Talents

These are the Racial talents related to Bosmer

#### Nature's Blessing

*The Bosmer is blessed by the Y'ffre, and is toughened to the deadly toxins and blights of the wild.*

##### Adept (Any)

The Bosmer increases their Disease Resistance by an additional 25%, and increases their Resistance (Poison) trait by +1.

### Lord of the Hunt

*The Bosmer can blend into their surroundings, shimmering in and out of the terrain as the trees themselves work to conceal them from their prey.*

##### Expert (Any), Requires Nature's Blessing

Once per Short Rest, the Bosmer can attempt a Stealth test with +20 while in natural foliage or terrain. If successful, they gain the Invisible condition until they perform another action that would normally cause the Hidden status to be broken.

### Breton Talents

These are the Racial talents related to Bretons

#### Lionheart

*The Breton is steeled to magic, and taps deeper into their own merish blood to access yet more power.*

##### Adept (Any)

The Breton gains an additional Power Well (10), and increases their Resistance (Magic) trait by +1.

#### Dragonskin

*The Breton taps into ancient Merethic powers, drinking in the powers of their ancestral enemies like a nourishing milk to slake their unquenchable thirst for magic.*

##### Expert (Any), Requires Lionheart

The Breton can spend a Stamina as part of a free action to gain the Spell Absorption (5) trait for one round.

### Dunmer Talents

These are the Racial talents & Trait related to Dunmer

For the Dunmer, we've decided to present some alternate rules for their Ancestor Guardian power. Instead of summoning a vague ghost, we took inspiration from Morrowind's Ancestor Guardian power, which granted the Sanctuary spell effect, which at the time of the first draft of ze, didn't exist.

We feel the new iteration of the trait below offers a fine-tuned mechanical benefit that makes all Dunmer a foe to be reckoned with in combat, and also has a cool ribbon effect as well with the consultation aspect.

Additionally, we decided to bring the actual Ancestor Ghost into the talent section, so that every Dunmer isn't running around with a personal ghost every day, and when an ancestor is summoned into battle, it's something really special.



**(Racial) 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.



## Ancestor's Protection

The Dunmer has paid great respect to their ancestors, and in return, their spirits smile upon them.

### Adept (Any)

The Dunmer increases their Resistance (Fire) trait by +1, and their Ancestor Guardian power is increased to Sanctuary (4), and lasts for 4 Rounds instead of 3.

## Ancestor's Wrath

The Dunmer has a special bond with their ancestor, who is capable of manifesting from beyond to lend their aid in battle.

### Expert (Any), Requires Ancestor's Protection

#### Replaces the Ancestor Guardian Racial Power

The Dunmer is able to summon an Ancestor Ghost as a Cast Magic action with the Bound and Mindlock (1) traits for one minute, and benefits from Sanctuary (4) for the duration.

An Ancestor Ghost should be created by the Dunmer player and the GM cooperating to create a character with comparable combat ability to a player character. It is recommended to build the Ancestor Ghost exactly as if they were a player character with a similar amount of experience points as the party, with both combat and non-combat skills to represent their skills and trade in life. The Ancestor Ghost gains the Incorporeal trait, but aside from that, is a normal Dunmer.

The Ancestor Ghost cannot use the Ancestor Guardian power, and cannot summon more Ancestor Ghosts.

## Imperial Talents

These are the Racial talents related to Imperials

## Red Diamond

*The Imperial endures like the cornerstones of the White Gold Tower. Unbreakable.*

### Adept (Any)

The Imperial increases their bonus Stamina Points from Star of the West to 2 SP.

## Imperial Luck

*The Empire was founded on the blade, but was built with gold.*

### Expert (Any), Requires Red Diamond

The Imperial increases their bonus Stamina Points from Star of the West to 3 SP. Additionally, any time the Imperial rolls on the Treasure Table, they can roll twice and choose which result to keep.

## Khajiit Talents

These are the Racial talents related to the Khajiit

## Eye of Night

*Sharp claws and sharp eyes pave the way.*

### Adept (Any)

The Khajiit increases the size of their Natural Weapon damage dice by one step (d4 becomes d6, d12 becomes 2d8, etc), and can make a free Precision Strike with their first attack made while Hidden at night time or in total darkness.

## Eye of Fear

*Something about the eyes. Terrifying. Primal. Bestial. Filled with... rage.*

### Expert (Any), Requires Eye of Night

The Khajiit can, once per Long Rest, force a single target to take a Panic test with a -30 penalty to their Willpower, as a free action.

## Nord Talents

These are the Racial talents related to Nords

## Sons of Skyrim

*The Nord is tough, haughty, and enduring, as their people are famed for.*

### Adept (Any)

The Nord increases their Resistance (Frost) trait by +1, and increases their Tough trait by +1.

## Woad

*The Nord can daub themselves with war paint, called Woad, that is blessed by Kyne, and grants them mystical warrior-powers.*

### Expert (Any), Requires Sons of Skyrim

The Nord can, as an action, apply a smear of ritually prepared Woad war paint, which grants a Physical and Magical shield that protects against 5 points of damage for 3 Rounds that refreshes for free each Round..

If the shield has at least one hit point of damage remaining after the third Round, the shield continues to refresh until it is reduced to 0 shield HP, or until 1 minute passes.

This shield is semi-divine in nature and cannot be conventionally dispelled. The ritual necessary to prepare one dose of Woad paint requires the Nord have access to natural plants, an open sky, and must be performed over a Long Rest as they beseech Kyne for her blessings and protection in the battles to come.

## Orsimer Talents

These are the Racial talents & Trait related to Orsimer

Like the Dunmer, we on the design team weren't feeling satisfied with the Orc racial traits.

They felt lackluster, and because there were no Core rules supporting blacksmithing beyond getting a marginal discount on equipment at the time, one of their main traits is effectively a ribbon trait even though it's taking the place of a primary mechanical trait.

So, all Orsimer characters got the Tough trait that Nords have, in addition to their current traits, to help beef them up for combat and bring them on par with the other "tanky" races.

In addition, concerns were voiced about Orcs losing their frenzy racial, and rather than just tacking on "they get the frenzy talent for free," we decided to tie their berserking to a new racial talent, which is distinctly separate and compatible with the normal Frenzy talent, and is beneficial for all Orc characters, both front line fighters and mages alike.

## **Wrothgarian**

The Orsimer embodies the mountain:  
strong, tall, triumphant.

### **Adept (Any)**

The Orsimer increases their Tough trait by +1, and gains the Natural Toughness (1) trait.

## **Wrothgarian (No Wound Threshold Variant)**

The Orsimer embodies the mountain:  
strong, tall, triumphant.

### **Adept (Any)**

The Orsimer increases their Tough trait bonus to +20, and gains the Natural Toughness (1) trait.

## **Malacath's Child [Previously Berserker]**

The Orsimer can tap into the primal fury of Malacath.

### **Expert (Any), Requires Wrothgarian**

The Orsimer can channel the fury of Malacath, gaining an additional +1 to their Natural Toughness trait and their attacks cannot be parried.

Additionally, once per Long Rest, as a free action, the Orsimer can immediately heal themselves for EnB Hit Points.

## **Redguard Talents**

These are the Racial talents related to Redguards

## **High Men**

The men of Yokuda are unaffected by such trifling things as disease or venom. They are above it.

### **Adept (Any)**

The Redguard becomes Immune to Disease, and increases their Resistance (Poison) trait by +1.

## **Adrenaline Burst**

Some Redguards revel in the thrill of combat to such a degree that their delight numbs them to mortal agony.

### **Expert (Any), Requires High Men**

The Redguard's Adrenaline Rush power instead regenerates 2 Stamina Points immediately, and also heals the Redguard for 5 Hit Points.

Additionally, the Redguard ignores all Shock penalties from wounds until the Adrenaline Rush expires.

As Stendarr witnesses the tempest of my enthusiasm, my exploration shall gather accurate and recent evidence, written in an unbiased and meticulous manner to surprise and delight. Revelations about Tamriel's denizens and inhabitants will change your entire outlook on Tamriel - that I guarantee you!

- From the foreword of Flaccus Terentius

"The [Improved] Emperor's Guide to tamriel"

## **Ayleid Talents**

These are the Racial talents related to the Ayleid

## **Birds of Prey**

The Ayleids had a distinct bird motif, respecting their speed and predatory nature, but also their nobility.

### **Adept (Any)**

The Ayleid gains +1 to their movement Speed, and additionally gains +10 to their Power Well trait.

## **Lords of the Niben**

The Ayleids ruled the Nibenay with an iron fist, and used the power of starlight to fuel their night raids on the ancient Nedes, eventually enslaving them. All of them.

### **Expert (Any), Requires Birds of Prey**

The Ayleid treats their Willpower Bonus as being 3 higher instead of 2 higher when under direct starlight for the purpose of the Empowered by Starlight trait. Additionally, when they use the Empowered by Starlight power, the Ayleid can instead choose to regenerate 15 Magicka, or 8 Hit Points.

## **Falmer Talents**

These are the Racial talents related to Falmer

## **Born of Ice**

The Falmer, or Snow Elves, were dramatically attuned to the cold, more so than even the Nords, or the Atmorans that predated them.

### **Adept (Any)**

The Falmer increases their Resistance (Frost) trait by +1, and additionally, any Frost enchantments created by a Falmer deal a bonus +1 Frost damage, or gain a bonus +1 Frost Resistance.

## **Legacy of the Snow Prince**

The legend of the Snow Prince is the last great tale of the Falmer. He conjured a great blizzard and lead a great battle against the Nords, and although the Falmer lost, he made good on his pledge that many Nords would die that fateful day.

### **Expert (Any), Requires Born of Ice**

Once per Long Rest, the Falmer can as a free action by spending a Stamina Point, summon a miniaturized blizzard on themselves, which counts as a level 3 Frost Cloak which lasts for three Rounds.

Additionally, as a ritual that must be performed during a Long Rest, the Falmer can use 100 drakes worth of ritual materials, and spend 100 Magicka Points to invoke a blizzard in the immediate region, no matter the climate.

The blizzard is magical in nature and imposes a -20 on any tests reliant on sight (including combat), and additionally counts as dangerous weather. Falmer are immune to all the effects of the blizzard, which lasts for 1d12 + Personality Bonus hours, which should be rolled in secret by the GM.

## **Maormer Talents**

These are the Racial talents related to Maormer

## **Shimmerskin**

The Maormer's flesh flickers and shifts colour involuntarily, adapting to its surroundings with a mind of its own.

### **Adept (Any)**

The Maormer increases their Power Well trait by +10, and gains an additional +10 bonus on their Chameleon Skin trait, for a total of +20 to Stealth tests while hiding in the environment.

## Serpent-Sorcerer

The Maormer can form mental bonds with serpents. Their ancient magics and high wizards bind great sea serpents to their nobles' will, but for an adventurer, any snake will suffice as a companion.

### Expert (Any), Requires Shimmerskin

The Maormer can, during a Long Rest, perform a ritual requiring 50 drakes of ritual ingredients, and 30 Magicka Points to attempt to permanently bind a snake or serpent-like creature to their will.

At the conclusion of the ritual, the Maormer and the serpent make an Opposed Willpower test, where the Maormer scores an additional Degree of Success for every additional 30 Magicka Points spent on the ritual beyond the first 30.

If the Maormer is successful, the serpent is bound to the Maormer's will, their minds effectively fused. The serpent becomes a creature under the Maormer's control, and gains the Bound trait. The Maormer gains the Mindlock trait, and has direct control of the snake.

## Sload Talents

These are the Racial talents related to Sloads

### Baleful Bloating

The Sload is swollen with Magicka. And fat. Lots of fat.

### Adept (Any)

The Sload increases their Power Well by +10, and gains +10 Hit Points to their HP maximum.

### Meticulous Planning

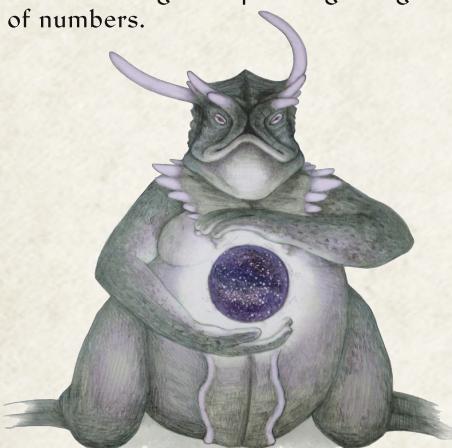
The Sload have no word for "adventure." The closest equivalent term translates to "tragic disaster."

### Expert (Any), Requires Baleful Bloating

During a Long Rest, the Sload can prepare for all contingencies by rolling a number of d100s equal to their Intelligence Bonus.

Record these results. Each of these numbers can be substituted out as the result of any test the Sload, the Sload's target, or the Sload's attacker makes before the roll is made.

After a number is used, cross it off, and that number can no longer be used during this preparation period. These numbers persist until the Sload uses all of them, or until they spend another Long Rest planning and generating a new batch of numbers.



## [Scroll of Oblivion - page 11]

The talents from this Scroll has already been updated and implemented into the v3 Core Rulebook, and are detailed in the Spellcasting Talents section. The only difference between the two is that the Tempered Focus talent has been renamed into Living Armor.



## [Scroll of Thu'um - page 6]

### Thu'um Talents

These are the talents related to using the Voice

### Adept of the Voice

The character has gained substantial control over their Thu'um.

#### Level (G. Characteristics): Adept (Willpower)

The character is allowed to Test Endurance to not spend a Stamina Point for the second word in a shout, but the third word still costs a Stamina Point to use.

### Prudent Voice

The character understands the power of understanding and restraint, making him capable of using his Voice in more subtle ways.

#### Level (G. Characteristics): Expert (Willpower) /

- Skillful: [40] Thu'um (Adept)

#### Requires: Adept of the Voice

The character can utilize his voice in subtle ways to affect the world around him.

By making a simple +0 Thu'um test, the Tongue can affect something that he can see within his Willpower Bonus in meters with any effect that could be caused by one of the words he knows, like igniting something easily flammable by using the word for fire, Yol, or cause something small to move by using the word for force, Fus. What the tongue can and cannot do with this talent is up to the GM, but the effect is generally small and innocuous, though it is still apparent to those nearby that the Tongue is using his Voice.

### Master of the Voice

The character has gained total control over their Thu'um.

#### Level (G. Characteristics): Master (Willpower)

Requires: Adept of the Voice

Replaces Adept of the Voice.

The character can now use the second word of a shout without spending a Stamina Point, and is allowed to Test Endurance to not spend a Stamina point for the Third Word in a shout.

## Voice of the Ancients

The character's speech becomes too powerful for mortals to behold, as the world trembles under the power of his Voice.

**Level (G. Characteristics): Expert (Willpower)**

**Requires: Master of the Voice**

Through meditating upon the true meaning of speech, the character's voice has become too powerful for mere mortals.

Shouts that inflict damage add the Tongue's WpB to the damage inflicted, and any shout that can be resisted adds a -10 penalty to doing so (after any modifiers chosen).

However, to those not initiated in the way of the voice, the Tongue's normal speech inflicts  $1d4 + \text{WpB}$  damage to all within WpB meters of the Tongue as the ground shakes and blood-vessels burst.

A +10 Thu'um test can be used to reduce the voice to a "whisper" temporarily, reducing his speech to the volume of "rolling thunder", removing the threat of harm.

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**"Lingrah krosis saraan Strundu'ul, voth nid balaan klov praan nau. Naal Thu'umu, mu ofan nii nu, Dovahkiin, naal suleyk do Kaan, naal suleyk do Shor, ahrk naal suleyk do Atmorasewuth. Meyz nu Ysmir, Dovahsebrom. Dahmaan daa rok."**

(Approximate Translation: Long has the Storm Crown languished with no worthy brow to sit upon. By our breath we bestow it now to you in the name of Kyne, in the name of Shor, and in the name of Atmora of old. You are Ysmir now, the Dragon of the North. Hearken to it.)

- Greybeards upon the return of Jurgen Windcaller's horn

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## [Tamrielic Artifacts - page 29]

### Elder Scroll Talent

This is the talent related to the Moth Initiate Advance

### Illuminated Understanding

The character is an expert at reading and interpreting Elder Scrolls, having honed their skills over time.

**Master (Intelligence) /**

**- Skillful [45] Lore (Expert)**

**Requires: Mediated Understanding**

As Mediated Understanding, but the character is only blinded for 1d8 hours on failing the Willpower test. The interpretation step takes twice as long as it would normally, but the degree of knowledge gained is much greater (again, the specifics are left to the GM).



## [Wonders of the Ayleids - pages 7 & 14]

### White-Gold Artificer Talents

The talents related to the White-Gold Artificer Advance

#### Patterns of the Ayleids

The character has learned the secrets of forging the weapons and armour used by the ancient Ayleids, which are blessed by starlight.

**Adept (Intelligence)**

**Requires Adept Blacksmithing, Adept Lore.**

The character can create Welkynd and Varla Elven Armour and Weapons.

#### Ancient Secrets

The character has unlocked the secrets of starlight, and, with the right materials and timing, restore power to Welkynd and Varla stones, and even create new ones.

**Master (Intelligence)**

**Requires Patterns of the Ayleids**

The character learns the Siphon Starlight and Create Ayleid Stone rituals.

### Flesh Magic Talents

The Talents relating to the Pain Sorcerer Elite Advance will not be updated this time around, as they deserve a more careful revisit, which will be covered in a future release.

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... Star-Scrying to the edge of the ice-mind

Look to the lights where the souls dance

Revealing the time when a spark will revive when the rotted unites under most skillful hands

- Excerpt from the Butcher's Journal on Ayleid Flesh Magic

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## Part 6 - Advanced Advantage

One of the biggest sources of confusion and slowing down combat in many groups was the moments that Advantage was being determined, and effects picked. For many, the overwhelming number of possible choices due to the Special Actions could mean the action would come to a grinding halt, if the player or GM did not have the effect in question memorized, and needed to look it up.

A few new effects were added, and the biggest sinners of confusion were removed to help prevent the slow-down that could follow during the Advantage step.

However, some groups, particularly those comfortable with the system like the extra freedom and creativity that the older system provided. Following the guidelines below, any group can quickly tack on the more Advanced rules for Advantage during combat should they wish.

### [ Chapter 5 - page 72 ]

#### Special Actions

Replace the text following the Header with the following:

Special actions reflect unique ways that characters can engage in combat, and can either be taken as actions of their listed type or when a character gains advantage during a combat roll.

### [ Chapter 5 - page 73 ]

#### Step 3: Roll Tests & Determine Result

Replace the Defender Wins bulletpoint with the following:

**Defender Wins:** The defense is successful, the defender chooses how to utilize their advantage and resolves it.

### [ Chapter 5 - page 74 ]

#### Advantages

Add the following to the end of the list of available advantages and their mechanical effects:

- **Press Advantage (attack only):** Character gains a +10 to their next melee attack against the opponent within 1 round.
- **Overextend (evade/parry only):** The opponent's next attack test within 1 round is made at a -10 penalty.
- **Special Action:** Immediately take a special action. Ignore the AP cost, or automatically win any opposed roll involved (The Bash SP use can also be chosen, but to benefit from the auto-success on the opposed roll, the character **must** spend an AP to do so on top of the SP).

—————  
"Use this instead of the shoulder knife. The dull shoulder knife they provide is useless against armor. This blade will cut through chain and plate. Use this blade when the fighting gets close, but don't let anyone get a good look at it."

Winning is important.  
I need to make it to the final competition."

- Letter addressed to a Soul Shriven by Leimaer the Raven

## Part 7 - Luck

Lucky number seven is dedicated to the change made to Critical Success and Failure between v2 and v3. To put further focus on luck as a tangible thing, gaining Luck points on a Critical Success, or losing them on a Critical Failure. However, if a group is already using Bonds from the Player's Handbook, and / or think the system is too harsh for possibly making players Burn luck for something beyond their control, the solution(s) below should fix this:

### [ Chapter 1 - page 9 ]

#### Critical Success & Failure

In both of the "*If the character rolls their...*" paragraphs, simply end the paragraph after "*(regardless of the target number)*" ignoring the remaining text of the paragraph.

... Or you could simply say that the Luck Points gained from Critical Success can never exceed one's Luck Bonus, and any loss of Luck Points from Critical Failure that would force them to Burn because none remained, instead inflicts a -10 penalty to the next LB amount of rolls instead.

After all - the higher you can fly, the farther you can fall.



## The Black Book of Y'ffre's Wrath

The Defender of the Green Elite Advance and their powers, Profession (Animal Trainer) explained.

This is the first bite-sized piece of new content to be sprinkled in with the Errata and revamped content so far, presenting a new Elite Advance for playing a Warden, defenders of the green devoted to protect Y'ffre's charges.

### Defenders of the Green

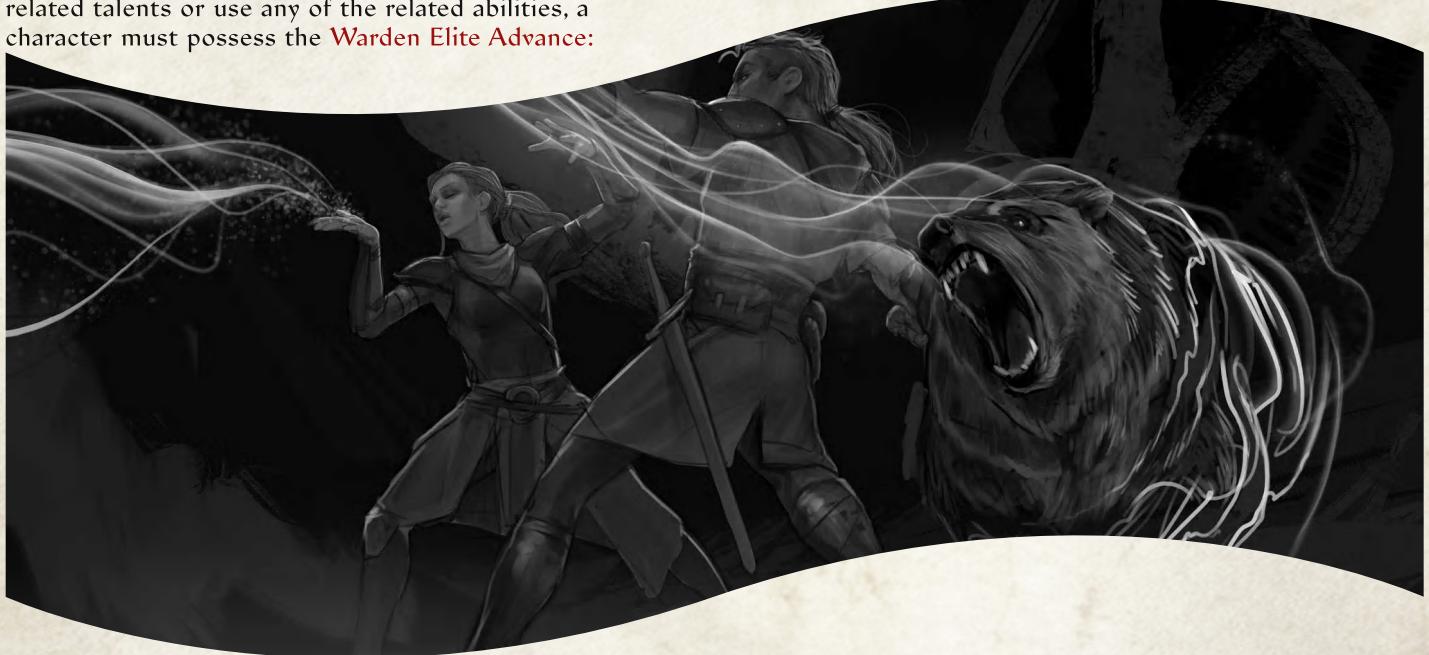
Devoted worshippers of Y'ffre and defenders of the Green, the Wardens are a curious and often misunderstood group of warriors dedicated to protect the lands of Tamriel. Being master storytellers who weave tales of nature into magic reality, the Wardens are often mistaken for the Spinner Priests of the Bosmer, which is far from the truth. The Wardens are not afraid of spilling blood for the sake of protecting nature against those who mean it harm.

Members of all races form the ranks of the Wardens, an informal brotherhood gathered only by their shared vow to protect all of Y'ffre's domain against harm. They are master survivalists, taking full advantage of nature's bounty, and are not bound by the Green Pact of the Bosmer, contrary to popular belief. Any member of the Wardens of Bosmer heritage must of course still honour this oath separately to his vow as a Defender of the Green.

They are known for telling stories of nature, its fury and its benevolence, and manifesting these in myriad ways. Plants grow, ripen for harvest, or entangle people at their behest, the chill of winter slows the advance of interlopers, and the forest's animals come to the aid of the Warden. This, combined with their skill at arms, means that these militant survivalists have proven a menace to bandits and poachers alike for as long as people have intruded upon the sanctity of the domains of Y'ffre.

#### Playing as a Warden

In order to train the Conte skills, purchase any of the related talents or use any of the related abilities, a character must possess the **Warden Elite Advance**:



### Elite Advance: Warden

The character is a Warden; they have devoted themselves to Y'ffre's will.

**Cost:** 500 CrP (The character must burn 10 luck, or only 5 if born a Bosmer, and obtain explicit GM permission)

**Effect:** The character gains the ability to train Conte Y'ffre & Frostfall skills, learn and use Warden Spells and Talents.

### The Tales of Y'ffre

The Conte, or "Short tales of Y'ffre" are the culmination of the Warden's devotion to the Path of the Green, their tales of nature becoming magic reality,

**Note:** Magic of the Conte can never be cast without the Verbal Component, as the telling of the tale itself is what brings the magic to life in the first place.

#### Skill: Conte Y'ffre (Willpower, Personality)

*Example Specializations: Bears, Cliff Racers, Familiar*  
Striking pacts with beasts and plants alike, the Warden tells tales of nature's warmth and compassion, its capacity for growth, or the wrath of nature scorned.

Your GM may ask you to test Conte Y'ffre when:

- Attempting to convey your intent to an animal
- Attempting to gauge the state of nature around you
- Attempting to use Conte Y'ffre spells or talents

#### Skill: Conte Frostfall (Willpower, Personality)

*Example Specializations: Same as Spell origin schools*  
Embodying the Frostfall, the Warden's tale unleashes the wrath of harsh winter; frost, blizzards and decay upon foes. Characters can utilize the Conte Frostfall (using Willpower or Personality) as if it were the relevant Magic School skill when casting or purchasing Conventional Spells with the [Frost] Attribute, or which deals Frost based damage. Any talent that can affect the original spell still functions as if it was cast with the original School.

## Warden Talents

These talents enhance the character's use of the abilities granted to them by the Conte. In order to purchase or use any of these talents, a character must first possess the Warden Elite Advance.

### Tales of Tongues

The Warden knows the ancient tales of the secret tongues of birds and words of wolves.

#### Apprentice (Personality)

By spending 5 Magicka, the Character can use the Beast Tongue Racial Ability of the Bosmer (Core Rulebook p. 24) for Personality Bonus Minutes. If the character is a Bosmer they can use this talent at the same cost to ignore the Perception test to speak with unfamiliar animals entirely. The talent can be used this way before or after the test.

### Tales of Kinship

The Warden knows the secret stories of Yffre's creatures, and can weave themselves to become a part of them.

#### Journeyman (Willpower)

##### Requires: Conte Yffre (Novice)

Any creature with the Bestial Trait that has been sufficiently calmed by the use of the Profession Animal Trainer skill, or through the use of Beast Tongue can, during a Long Rest, become the target of a ritual requiring 50 drakes of ritual ingredients, and 30 Magicka Points to strike a bargain with the spirits of Yffre's sacred beast.

At the conclusion of the ritual, the Warden and the Beast make an Opposed Willpower test, where the Warden scores an additional Degree of Success for every additional 30 Magicka Points spent on the ritual beyond the initial cost.

If the Warden is successful, they have struck a bargain with that type of creature, and can learn the Call of Nature (X) spell related to said type of creature [Details on Page 31].

### Tales of Brotherhood (X)

The Warden knows the ancient tales of Men, Mer and Beastfolk that befriended the fiercest beasts of Yffre.

#### Expert (Willpower)

##### - Skillful: [40] Conte Yffre (Adept)

##### Requires: Tales of Kinship

The Character deepen the bond between one of their oath-bound Beasts and themselves, turning it into a familiar. When this Talent is purchased, choose one creature that you have a Bargain with. When the Warden summons this creature, they can choose to temporarily reduce their Maximum Magicka Pool by the Spell Cost for a number of days equal to their Personality Bonus, during which the Familiar will be summoned indefinitely.

Should the familiar perish before the end of this period, the Magicka Pool is restored as if the period had expired. Only one familiar can be summoned at any given time.

### Tales of the Wild Hunt

The Warden has been bestowed the tale of ancient times where monsters were truly wild, unconstrained by the Green Pact, and can empower his familiar with this power.

#### Master (Willpower)

##### - Skillful: [45] Conte Yffre (Expert)

##### Requires: Tales of Brotherhood (X)

The Character's Familiar summoned with the Tales of Brotherhood (X) may gain the Wild Shape Racial Ability of the Unglamoured Bosmer (The Player's Hand-book page 20), the effects of which are chosen upon the summoning of the Familiar. Additionally, the familiar gains the Magic quality on all attacks with its natural weapons. Lastly, if the familiar perishes from injury, the Warden can spend a Stamina Point and pay the cost of summoning the Familiar to instantly restore it to full health. This can only be done once for every time the familiar is summoned.

### Frozen Gate

The Warden tells the tales of people who went into the raging snow of the Frostfall, never to be seen again.

#### Adept (Willpower) /

##### - Skillful: [35] Conte Frostfall (Journeyman)

##### Requires: Conte Frostfall (Journeyman)

The Warden can spend 20 Magicka and a Cast Magic Secondary Action (+o Conte Frostfall) to create a portal of ice underneath someone within 25 meters to make them appear on the ground before the caster within 3 meters. If no such location is available the effect fails automatically. On a successful cast, the Warden rolls their Willpower opposed by the Target's Evade or Athletics skill if they want to avoid it. This counts as a spell of 4th Spell Level.

### Secluded Grove

Through Yffre, nature provides a sanctuary in which the Warden and their allies can rest deeply or in safety.

#### Adept (Personality) /

##### - Skillful: [35] Conte Yffre (Journeyman)

##### Requires: Conte Frostfall (Journeyman)

The Warden can choose to invoke the nature's spirits to provide comfort or safety, within the confines of a small natural area. Pick one of the following:

• **Comfort:** The Warden and their allies double the effects gained as a result from a Long or Short rest in the area. A character can choose to have a Wound healed instead of the usual benefit gained from a long rest in the grove.

• **Safety:** The Warden and their allies will not be disturbed by any wildlife with the Bestial trait during their sleep. Additionally, they count as if they had the Light Sleeper (Core Rulebook p. 48) Talent, or gain a +20 bonus to their Observe test if they already have said talent for the purpose of noticing potential threats.

Calling upon this boon costs 5 Magicka for a Short rest, and 15 Magicka for a long rest, that is paid upon awakening.

"There was a sacred grove on your Bitter Coast. Verano ordered it cut down to build a merchant warehouse.

My... partner... died defending it. Good enough?"

- Warden Boldekh's answer to Morag Tong assassin Naryu on why he would partake in an assassination contract.



## Conte Y'ffre Spells

This section contains a number of spells for the Conte Y'ffre skill that Wardens may learn through their innate connection with Y'ffre, Lord of the Wild.

### Call of Nature (X)

*"... they surged forth, the savage wolves making short work of the poachers and bring peace once more!"*

#### Upkeep, Mindlock (Spell Str), Charmed\*

[The spell profile, formatted like below is made as follows]

Creature	Level	Cost	Spell Strength
Example	*	*	*

**Level = Highest TN of Combat / Attack Magic [up to]:**  
30 (1), 40 (2), 50 (3), 60 (4), 70 (5), 80 (6), 90+ (7)

**Spell Strength = 1, and +1 for each following criteria:**  
(HP = 30+) - (Combat or Attack Magic TN above 50)

**Cost = HP modified by the spell level as follows:**  
SStr. 1 = (HP) - SStr. 2 = (HP + WT) - SStr. 3 = (HP x 2)

Summons the chosen animal with the Summoned & Bound traits, which appears within five meters of the Warden. Keeping the animal apparition manifested in the world imposes [Spell Str] Mindlock on the Warden. Roll initiative for the Animal when summoned, as it acts on its own turn.

#### \*New Trait: Charmed

This creature serves willingly, and does not require Telepathic Motivation to use its full potential, nor does it attempt to break free of its masters control unless attacked, in which case it will defend itself. Just remember - they serve willingly, not blindly.

#### \*New Spell Tag: Natural

Only targets standing on a surface that could sustain natural life in some capacity, a forest floor, a dirt road, or a riverbed etc, can be affected by this spell.

## Fungal Growth

*"... and the spores invigorated the defenders to fight once more, for the glory of Y'ffre!"*

#### AoE (5m, cone), Overload (+WpB/2 Str.), Natural\*

lvl:	1	2	3	4	5	6	7
cst:	11	13	15	17	19	21	23
str:	2	4	6	8	10	12	14

A patch of mushroom rapidly grows and spew spores at all targets within a 5m cone, healing [Spell Strength] to all of the Warden chooses within, leaving the rest untouched.

## Budding Seeds

*"... with the coming of spring, all life new and old would once again be spurred to life!"*

#### Upkeep, Overload (+1 Str.), Natural\*

lvl:	3	6
cst:	15	30
str:	1	2

Plants burst forth only to fade out of reality moments later around the caster for 1 Round, granting the Regeneration ([Spell Strength]) trait to all targets who the Warden chooses within 10 meters, leaving the rest untouched.

## Leeching Vines

*"... but not all plants were defenseless against the woodsman, and soon he was felled like the many trees."*

#### Overload (+WpB to Dmg)

lvl:	1	2	3	4	5	6	7
cst:	9	12	15	19	21	24	27
str:	1	1	1	2	2	2	3

Carnivorous vines sprout from the caster, swirling at anything that dares attack them. The Vines have [Spell Strength] AP that it can spend to Counter Attack against melee attacks versus the Caster. It uses the Casters Willpower as Combat Style, and can only defend against attacks that the Warden has not already attempted to stop. A successful Counter Attack inflicts Spell Level Poison damage, healing the Caster for half the amount (round up).

## Lotus Flower

*"... who refuses to serve nature, shall serve as sustenance when the earth claims their corpse."*

#### Overload (+1 Spell Str.)

lvl:	3
cst:	12
str:	3

Beautiful blossoms spring forth, wrapping around the melee weapon currently in the Casters hand. For the next [Spell Strength] hits, or until the weapon leaves the Warden's hand, successfully Inflicting damage with this weapon restores 1 HP to the wielder, in addition to its normal effects. Can only be applied once per weapon.

## Nature's Grasp

*"... gardeners are gathered, in more ways than one by their commitment to nurturing nature."*

#### Direct, Overload (+10 Spell Str.), Reaction, Natural\*

lvl:	3
cst:	10
str:	15

Successfully casting this spell counts as performing a Disengage action, except the caster is pulled by plants, trees and roots to safety near a chosen ally within [Spell Strength] meters, without having expended any movement.



## Profession [Animal Trainer] Explained

There are people who through patience and valiant effort are capable of taming animal companions and use them for various utility; hunting, emotional support or even warfare. This section contains an explanation for the use of this often overlooked skill in the Core Rulebook, expanding upon its use by providing mechanics for said utilization.

### Profession [Animal Trainer] (Int)

Example Specializations: Calming, Body language, Training

Profession (Animal Trainer) covers a wide field of related expertices, culminating in the ability to influence and understand animals around you, and even befriend them. Your GM may ask you to test Profession (Animal Trainer) when you try to accomplish tasks like the following:

- Understanding the meaning behind an animal's behavior
- Attempting to calm a startled animal
- Keeping an injured Animal Companion under control

Examples and expanded explanations are listed below:

#### Calming a Startled Animal

An animal trainer can through a combination of body language and a soothing voice attempt to calm an animal that has been startled, or at least keep it in check long enough to find an escape route from its territory.

As long as nothing is interrupting the Animal Trainer (such as a pesky warrior wailing away at the lion you're trying to keep at bay for long enough that you can escape) they may attempt an extended Profession (Animal Trainer) with a Penalty equal to the animal's Willpower. The total number of successes required is equal to the Beast's WpB.

During the test, the animal will be focused on the Animal Trainer and will only attack if feeling threatened. If any roll fails during the test, the animal will immediately return to its startled state, and either attack the trainer, or flee as appropriate of its prior mental state.

If the trainer is successful, the animal will either have been calmed, or convinced that you are not worth attacking (for now) as long as you leave its territory immediately.

#### Training and Using Animal Companions

For as long as Men and Mer have existed, there have been those with a talent for taming the beasts of the land. Through patiance and experimentation, they discovered the myriad ways in which animals could be useful to others. Hunting, fishing, pack animal, performer, emotional support and many more, almost any animal can be trained in some capacity to be useful to its master.

In this section we will cover the process of taming, and subsequently training an animal into a loyal Companion.

#### How to Tame Your Dragon

The first step to creating your own Animal Companion is to get a hold of a suitable animal. Any creature with the **Bestial Trait** qualifies (Though stories of organizations successfully taming smarter things, like the Dawn Guard who successfully tamed Trolls for combat do exist).

Whether you hunt it down by non-lethal means, purchase it from a marketplace or calm one enough to gain its trust, the next step is always the same, taming it.

Taming an animal is a long and arduous process, which can take weeks, months or even years depending on the animal. The process requires the trainer to roll an **Extended Profession [Animal Trainer] Test**, with each roll representing one week of focused training. The Degrees of success required in total to gain the loyalty of the animal is equal to the animal's Willpower score minus the Trainers 1B. Failed rolls during the training simply count as wasted time, except if failed by 3 Degrees or more, in which case there is a setback, removing the DoF from the total. Upon reaching the required Degrees of Success, the animal gains the **Trained (Scroll of Beasts p. 5)** and **Loyalty (X, Y)\* Traits**, successfully turned into an Animal Companion.

Finally, the trainer must choose from the following list of commands that the Animal Companion can understand. Choose 1 command for every 5 Intelligence of the animal:

- **Fight (Creature)** [See Animal Companions and Combat]
- **Fight (Humanoid)** [See Animal Companions and Combat]
- **Guard** [Ex. Keep watch, safeguard place/object etc]
- **Hunt** [Ex. Track prey, Fetch prey, Find own food etc]
- **Perform Labour** [Ex. Pull cart/plough, Riding etc]
- **Search** [Find valuable commodity, Track by scent etc]
- **Scout** [Look for danger/traps, Notice ambush etc]
- **Travel** [Use as mount, deliver messages etc]

Note down the new Traits and available commands on your Animal Companion's sheet, after which it is ready for use. When ordered, the animal will perform one of its preset commands to the best of its abilities, but it may, at the GM's discretion, do other things fitting of said animal.

#### \*New Trait: Loyalty (X, Y)

This creature has been domesticated, and willingly follows the will of its owner, at least to a certain extent. It is loyal to its owner (X), and if its loyalty is tested, it must roll its combined Intelligence + Willpower score (Y) or revert to its natural behavior until calmed.

A Companion's Loyalty is tested when: Asked to act against its nature; When mistreated; When very hungry; Taking a Wound; Having lost 3/4th of its health.

#### Animal Companions and Combat

When a character with an Animal Companion enters battle, one of two things will immediately happen:

If the Companion **has** the relevant Fight (X) command, it will roll initiative and enter the fight alongside its master, rolling its own initiative. Unless given specific instructions on who or how to attack by its master, it will fight in whichever manner befits the animal in question.

If the companion does **not** have the relevant Fight (X) command, it will instead retreat to safety nearby, awaiting its masters summons once combat has ended.

However, should an encounter contain combatants of both types, and only one is trained, the creature will avoid the other at all costs, but fight as instructed otherwise.

Lastly, the trainer can **always** order the animal to retreat.

## The Black Book of Revenant Shades

Lichdom and its myriad forms expanded.



In this Black Book, we will revisit the Lich Elite Advance from the Scroll of Undeath. Liches were among the earliest elite advances of 3e, and suffer from a lack of content to make them interesting compared to later counterparts.

The following section is an optional replacement for page 10 of the **Scroll of Undeath**, and provides a more in-depth system than what is supported by the existing advance.

### Lichdom

Liches are (with few exceptions) necromancers who have embraced undeath: they have used an object known as a Phylactery to transfer their soul out of their body so that it might be bound to them again at the moment of their death, thus rendering themselves immortal, undead beings. Liches are powerful beings, resistant to most types of mundane harm, and capable of harnessing magical reserves beyond that of most "mortally challenged" mages. However, the true nature of these powers depend on the type of Lich they become, and later perfecting themselves into.

#### The Rite of Unlife

"Traditional" Lichdom is achieved through the Rite of Unlife, an advanced ritual known only to a select few. Becoming a Lich is not a simple task, and simply learning the details of the Rite of Unlife is a difficult task. If a character manages to discover the secret (such as by finding a copy of the forbidden Tome of Unlife) then they can perform it themselves using the following steps:

Becoming a Lich essentially requires enchanting one's corpse with one's own soul. This is a three step process, and takes roughly two weeks.

First, a number of minor rituals are performed which result in the character's soul being bound to a temporary storage vessel, known as a Phylactery.

Second, the character must remain near the Phylactery for several days as the transfer of his soul completes.

Finally, a third ritual is performed, ending at the exact moment the transfer completes. During this phase, the character dies, and his soul is re-bound to his corpse, granting him full Lichdom.

In game terms, the first stage requires a week long set of rituals to prepare the Phylactery, and the character's body, for the transition to undeath. Successfully completing these rites requires passing a -20 Necromancy skill test. The GM should make this test for the character in secret, and note the results.

The rites themselves will vary depending on the source from which the character learns of them, but they invariably require a number of gruesome components (the details of which are left to the GM).

The character must also choose an object to be their Phylactery. After the Phylactery is chosen and the preparatory rites are complete, the character is then bound to the Phylactery.

If this object passes further than 3 meters away from them while they are bound to it, then the character is killed instantly and their soul destroyed.

The second stage simply requires that the character remain bound to the Phylactery for one week.

The third and final stage is a ritual, completed on the last day of the second stage. Completing this ritual requires a Necromancy skill test with a -30 penalty, and several hours. The ritual culminates at the precise moment that the transfer of the character's soul to and from the Phylactery completes: the character is simultaneously killed and his soul is re-bound to his body. He is now a Lich (See Elite Advance: Lich), and is no longer bound to the Phylactery in any way: apply the appropriate effects.

If a Lich does not preserve its body with the **Rite of Mortal Transcendence**, when it reaches its natural age of death, its body will die, though its spirit will continue to inhabit it, and it will begin to rot away over about a month, and have its Personality reduced to 05, and gain the Skeletal trait.

If the character fails the test, failed the test for the rites in the first stage, or the ritual is interrupted somehow, then the Lich is killed instantly and their soul destroyed... Unless...

In some cases, an aspiring Lich may save themselves from the brink of destruction, by binding their soul to Mundus in a desperate attempt to stave off death. A GM may allow a player that failed one of these tests a final Necromancy Test with a -20 modifier in order to save their soul at least. If this test is successful, they cling on to life, barely, but they become no more than an echo of their former selves. He is now a Nether Lich (See Elite Advance: Nether Lich), an incorporeal being akin to a revenant, which, while powerful comes with their own limitations to overcome.



"... A plentiful source of souls is needed as well. These must be wrenching from their owners, as painfully as possible. The higher the degree of torment among your sacrifices, the purer the ascent to lichhood, the greater the power gathered in undeath. You ascend on a glorious stairway of screams and horror!"

- Excerpt from: A Guide to Ascendancy: Pathway to Lichdom

## Rite of Undeath Elite Advances

The following become available after performing the **Rite of Unlife**, either by succeeding, or clinging on to life:

### Elite Advance: Lich

*The character is either a freshly created Lich, or has been roused from ancient slumber or unending study.*

**Cost:** 500 CrP (Requires the Necromancy Skill trained to at least +30)

**Effect:** The character is a Lich, gaining the following traits and abilities:

#### Lich Traits

- **Dark Sight:** The Lich can see and act normally in areas with dim or no light.
- **Immune to Frost**
- **Resistance (Shock, Normal Weapons 3)**
- **Power Well (10):** Increases max Magicka by 10.
- **Skeletal Claws (only Skeletal):** 1d8 Slashing, Reach 1m.
- **Undead:** The Lich does not eat, breathe, or require organs to function. The Demi-Lich is immune to Disease, Illusion magic, Poison, passive wound effects, aging, Fatigue, Burning, Dazed, Deafened, and Organ Damage. It cannot take actions that causes it Fatigue.

#### Special Abilities

- **Dark Ceremony (1 SP + [15 x corpse] Magicka):** As a Secondary Action, the Lich can immediately raise a number of nearby corpses up to their WpB for 1 minute, using the profile of Zombies (See Scroll of Undeath p. 29). They will attack any **living** beings nearby, and are not bound to the will of the Lich, but they will not be hostile to him either.

### Elite Advance: Nether Lich

*The character is either a freshly created Nether Lich, or has recently escaped the madness of the failed ascension.*

**Cost:** 300 CrP + 5 Luck Points (Requires the Necromancy Skill trained to at least +30)

**Effect:** The character is a Nether Lich, gaining the following traits and abilities, as well as counting the gear on their person at the time of the rituals end as having the **Offerings Unto One Self** special ability applied to them.

#### Nether Lich Traits

- **Dark Sight:** The Nether Lich can see and act normally in areas with dim or no light.
- **Immune to Frost**
- **Incorporeal:** The Nether Lich has the Flyer (12m) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world, except through attacks and Magic. Its attacks ignore non-magic AR.
- **Resistance (Shock 3)**
- **Power Well (5):** Increases max Magicka by 5.
- **The Fog of Madness:** Whenever the Nether Lich rolls a skill check, and the result is a double (11, 22 etc) **above** their target number, they must immediately succeed a Luck test or forget how to use the skill for the rest of the scene.
- **Undead:** The Nether Lich does not eat, breathe, or require organs to function. The Demi-Lich is immune to Disease, Illusion magic, Poison, passive wound effects, aging, Fatigue, Burning, Dazed, Deafened, and Organ Damage. It cannot take actions that causes it Fatigue.

## Special Abilities

- **Offerings Unto One Self (40 Magicka):** Once per Long Rest, the Nether Lich can attempt a -20 Necromancy Skill Test in order to apply the necessary rites to pull a material object into the immaterial plane, making it usable by the character. This **mostly** applies to weapons or armor, but other objects **may** be made usable by the incorporeal character at the GMs discretion.

Becoming a **Lich** allows the character to further study and reflect upon the true nature of undeath, and slowly perfect their immortal form, becoming progressively stronger. With time, they can unlock the secret knowledge of first becoming a **Dread Lich**, and ultimately, a powerful **Archlich**.

**Details on how to progress in power as a Lich can be found in the **Path to Ascendancy** section on page 35 - 36.**

However, the **Nether Lich**, having failed their ultimate ascension are stuck in their now immortal, but limited incorporeal form, unable to improve their condition. The only way for them to avoid slowly losing their sanity and inevitably turning into no more than a Wraith, they need to fashion themselves a corporeal vessel to contain and channel their unbound soul, becoming a **Demi-Lich**.

**Details on the endeavour to become one of the possibly rarest types of undead, the Demi-Lich, can be found in the **Worldly Tethers** section on page 37 - 38.**

*"Child of Nirn ponder, which would you choose: tyranny of mages, restricting spell use, or necromancy, communion with they dead, ancestors returned, generations reunited?"*

- Excerpt from Worm Saga by Mannimarco



## Path to Ascendancy

Becoming an immortal Lich is but the first step on the path to true enlightenment, for as death and its magical horizon expands infinitely at the moment of their ascension, so does the obsession with their infinite potential.

Many liches spend decades, if not millenia, studying the finer facets of death, and the magic that binds all things - dead or alive - together with its invisible thread.

While most grow irrevocably insane trying to grasp at concepts far exceeds their ability, a few, through an epiphany, or a religious revelation from the King of Worms, unveil secrets that forever change them in myriad ways.

There are two veils that obscures the true power of their undead form, which they must endeavour to uncover.

### Veil of the Anchorite

Uncovering the first veil starts with a realization:

*"The body is but a vessel, and while it was important in life, it serves no purpose but to anchor you in this world."* While the fragile bones that now tie you to this world are somewhat important, they are, in fact, not immutable.

Working from this assumption, the Lich can then alter their physical form to better serve their new purpose, an anchor meant to keep you safe on your journey to ascension.

The ritual for becoming a Dread Lich, while much shorter than that of their initial ascension, is no less perilous. First, the Lich must Bind their soul to a Phylactery, akin to the Rite of Unlife, except taking no more than a day due to their soul only being bound by their will, rather than life.

Then they must create an undead servant who's properties they would like to absorb, using the appropriate **Rite of Undeath** (See *Scroll of Undeath* p. 7 - 8) as normal to create the vessel with which they will ultimately merge.

Finally, the Lich must subsume the form of their servant, strengthening and expanding its already vast capabilities, before rebinding their soul into the improved vessel.

In game terms, the first part of the ritual requires a **-20 Necromancy skill test** in order to bind their soul to a phylactery once again, preparing the body for alteration. The second part simply requires following the procedure of the relevant Rite of Undeath.

Third, comes an Opposed roll, pitting the Lich's Willpower against the Endurance of the newly made servant. If successful, they must then succeed a **-30 Necromancy skill test** in order to rebind their soul to the newly made body. Apart from the Opposed test, the rolls for the Ritual should be made by the GM and noted down in secret.

The ritual culminates at the precise moment that the transfer of the character's soul to and from the Phylactery completes: the soul returns to its new vessel, turning him into a Dread Lich (See Elite Advance: Dread Lich).

If the character fails the test, failed the test for the rites in the first stage, or the ritual is interrupted somehow, then the lich is killed instantly and their soul destroyed.

## Elite Advance: Dread Lich

The character is either a newly created Dread Lich, or has been roused from ancient slumber or unending study.

**Cost:** 500 CrP + 5 Luck (Requires Necromancy [Int] +40 or more, Lich Elite Advance, Minimum total XP = 5000)

**Effect:** The character is a Dread Lich, gaining the following traits and abilities on top of those gained as a regular Lich, and count as having the Dread Form special ability applied:

### Dread Lich Traits

- **Resilient (3):** Increase the character's Max. HP by 3
- **Resistance (Shock, Normal Weapons 4)** (this replaces the original Resistance values gained as a Lich).
- **Power Well (15):** Increases max Magicka by 15 (this replaces the original Power Well gained as a Lich).

### Special Abilities

- **Dread Form (60 Magicka):** Once per Long Rest, the Dread Lich can attempt a **-20 Necromancy Skill Test** in order to gain up to 2 Special Abilities from an existing undead servant created by the caster. If the test is successful, the servant dies, and the caster gains the chosen benefits until the next time the Dread Form ability is used. If **Refresh Spells (1 SP)** is chosen, recover 10 Magicka rather than the original effect. While they absorb these traits by merging with the chosen creature, their exterior form remains that of their own, but with appropriate modifications to accommodate the new abilities gained by the merger. If the test was a failure, the creature will immediately become hostile to the caster and attack it, roll initiative!



"Corruption on corruption, 'til the rot sunk to his very core,  
Though he kept the name Mannimarco, his body and his mind  
Were but a living, moving corpse as he left humanity behind.  
The blood in his veins became instead a poison acid stew."

- Excerpt from the book: *Mannimarco, King of Worms*

## Veil of the Sepulchral

Only the most dedicated of Necromancers ever discover the existence of the second veil, much less the secret of how to uncover the forbidden knowledge hidden behind it.

Your mortal coil, even in its immortal state, is so... Limited. You perceive a horizon of magical potential that most beings could not even dream of imagining, but your vessel would be torn asunder by the merest touch of this power.

... And then it hits you. Your body is a Vessel; not a prison, but a catacomb... And you are free to write your epitaph. Your tomb could be filled however you wish, but with the proper ward, the coffin that contains your soul will be safe. This final revalation will either make or break you...

The ritual for becoming an Archlich is unlike anything the character has ever undertaken before, putting thier past work to shame at their child-like simplicity in comparison.

First the Lich must obtain an artifact of immense power, the "purer" the better (GM discretion applies for what can apply as an artifact in this case, a relic of a holy knight, something blessed by the aedra, a daedric artifact etc).

They must then gather as many sacrifices as they can, for their ascension will take the energy of countless Black Souls if their own is to survive this final ascension.

For their souls to be of **any** value to you, they must all be gathered in a single Soul Urn (See Scroll of Undeath p. 9). These can only be obtained, if one has successfully created a Soulsnare, or stolen the urn from another Necromancer.

Then, all your bones must be inscribed with unholy wards, incantations and sigils, in order to safely contain your soul at the end of the ritual. If the Dread Lich has not already lost their flesh (See sidebar in Rite of Unlife), this must be done, manually if needed, before the rite can proceed.

Then, the Dread Lich transfers his soul from his body one last time, using the artifact as their phylactery, corrupting it with their now tainted, barely recognizable soul. The transfer and subsequent corruption takes a week.



Then, finally, the Dread Lich places the Soul Urn and the corrupted artifact next to one another, and transfers his soul back into his body for the last time, hoping that the transfer completes before the Black Souls run out, leaving him powerless to complete the transformation in time.

In game terms, the following steps need to take place:

- Find an appropriate Artifact to corrupt
- Obtain any number of Black Souled sacrifices to kill
- Be in possession of a Soul Urn to fill the souls into
- Inscribe your bones with a multitude of wards, sigils and incantations, requiring a -30 Lore skill
- (Optional) If the Dread Lich still has flesh, it must be removed manually, inflicting 10 HP worth of damage per location so stripped, meaning it can take several days
- Transfer their soul to the Artifact with a -50 Necromancy skill test, corrupting it in the process.
- Transfer their soul back into their body, using an Extended -30 Necromancy skill test, which requires a number of Degrees of Success equal to their (WpB \* 5). The Dread Lich gets 1 roll for the Extended Test per Black Soul was gathered in the Soul Urn, with Degrees of Failure subtracting from any successes gathered. If the total Degrees of Success on the test ever reach negative values, or there are no more Black Souls left, the character dies.

If any single roll in the ritual fails, apart from the final Extended Test that has its own rules, the character dies. But, if by some miracle they succeed, despite all odds against them, they become an **Archlich** as detailed below:

### Elite Advance: Archlich

*The character is either a newly created Archlich, or has been roused from ancient slumber or unending study.*

**Cost:** 500 CrP + 5 Luck (Req. Grandmaster [Necromancy] Talent, Dread Lich Elite Advance, Min. total XP = 7500)

**Effect:** The character is an Archlich, gaining the following traits and abilities on top of those gained as a Dread Lich:

#### Lich Traits

- **Immune to Normal Weapons** (this replaces the original Resistance value gained as a Dread Lich).
- **My Body, my Temple:** The Lich can enchant their body with a Constant effect as if it was an EL 4 object. You can not pick the Invisibility - Chameleon - or Sanctuary effects. This enchantment **can** be removed as part of a Long Rest.
- **Power Well (30):** Increases max Magicka by 30 (this replaces the original Power Well gained as a Dread Lich).
- **Sight Beyond Sight:** The Archlich ignores the Chameleon (X) and Invisible condition applied to others.

#### Special Abilities

- **Kindred Worm (Special \*):** The Archlich can use the Reanimation spell (\* See Scroll of Undeath p. 6) to target an existing undead at Willpower at 50 or below, using the spell to make it a permanent servant. If used this way, ignore the Upkeep and Mindlock (1) qualities, and if the spell is successful, and Willpower succeeded, it is yours forever.

- **Foul Regeneration (1 SP + 1 AP):** In a morbid display, the Archlich instantly regenerates 10 HP or 10 Magicka

*"His eyes burning dark fire, he opened his toothless maw,  
Vomiting darkness with each exhalation of his breath,  
All sucking in the fetid air felt the icy touch of death..."*

- Excerpt from the book: Mannimarco, King of Worms

## Worldly Tethers

For most Necromancers, death would have been the preferred outcome to failing their ascension as opposed to becoming a Nether Lich, beings doomed to slowly fade away, mostly unable to interact with the world, and their sanity slowly but steadily slipping from their grasp.

But, on **very rare** occasions, Necromancers can figure out how to evolve **beyond** the need for a physical body entirely. These enlightened individuals were close to reaching the end of their unholy journey, understanding the nature of magic and reality in a way that no mortal could conceive.

Such radical and incomprehensibly perilous ideas usually spur from the mind of someone with nothing left to lose, but everything to gain, or from someone with the audacity and megalomaniac desire to ultimately defy even the gods.

The path of the Demi-Lich is one that is seldomly trod, and rarely ever successfully, even by the most achieved Liches. Many Necromancers have stood before Arkay's divine judgement before achieving this god-like state of undeath.



### The Necromancer's Eclipse

Whether it is out of desperation, or simply a deranged desire for power to rival the very gods, the path to become a Demi-Lich is equally dangerous to Lich and Nether Liches.

First the Necromancer must either obtain a Black Soulgem, create one through the **Rite of Necromantic Transcendence** (**See Scroll of Undeath p. 8**), or by bargaining for one with the Ideal Masters, or one of the myriad Daedric Princes.

This Black Soulgem must then be specially prepared for the ritual, using a combination of enchanting and occult rites from all across Tamriel and beyond.

Then, the Necromancer must do the unthinkable, Soul Trap their very soul and force it inside the prepared Soulgem. And then if their mind by some miracle survives unscathed,

they must do another unthinkable act, splintering the Black Soulgem, sundering their very soul into several fragments. Specifically, the Soulgem must be split into 8 fragments. This is easier said than done when trapped inside said gem, and without the use of Telekinesis, or a specially prepared servant to perform the deed, the Necromancer is stuck.

The 8 fragments must then be gathered into 1 object that will become the catalyst for their will manifest on Mundus. The catalyst can be almost anything, though it **usually** takes the shape of something precious, ornamental or of symbolic importance, like the skull of the Necromancer, replacing their eyes and a number of teeth with the Gem fragments.

In game terms, the following steps need to take place:

- Obtain or create a Black Soulgem
- Prepare the Black Soulgem with various occult rites and Enchanting, requiring a **-40 Enchanting & Lore skill test**
- Cast the Soul Trap spell on them self and then die, followed by an **Extended Willpower Test**, requiring the Lich to reach 15 Degrees of Success within their WpB rolls
- Make an **Extended Mysticism (only if the Lich has Telekinesis) or -30 Necromancy Skill (if directing an undead servant) test** that requires 8 DoS. Any failed roll = death.
- One final **-50 Necromancy skill test** to anchor the soul

If **any one** of these rolls (except those stating otherwise) fails, then the lich immediately, and irrevocably dies! However, on a success, they become a dreadful **Demi-lich**.

### Warning

Becoming a Demi-Lich necessitates remaking vast portions of the character from scratch to accomodate the drastically different way they interact with the world. As such, to avoid confusion it should only ever be done so after careful deliberation, from both the player and the Game Master.

The rules are present for those that wish to do so, but these beings are better served for NPCs of vast power.

### Elite Advance: Demi-Lich

*The character is either a newly created Demi-Lich, or has been roused from ancient slumber or unending study.*

**Cost: Varies\*** (Requires Nether Lich **or** Lich Elite Advance, Grandmaster [Necromancy] Talent, Min. total XP = 7500)

**\* 1200 CrP + 5 Luck for Nether Lich, 1000 CrP + 10 Luck for Lich**

**Effect:** The character is a Demi-Lich. Follow the guidelines presented below, step by step, to convert an existing NPC or character into the dreaded Demi-Lich. This involves redesigning much of the character from scratch and can be a rather lengthy process, consider yourself warned:

### Strip Down to Basics

First, take a new character sheet, as we will be rebuilding the character from the ground up, using the old sheet as the baseline for the future steps. A character beginning this process is reset to 0 spent XP and will work their way up:

### Step 1: Race

Note down the Characteristic Baseline for your original race, but only the values for the following:

#### Intelligence - Willpower - Perception - Personality

The remaining Characteristics are determined by other means that will be specified in later steps as needed.

Apply any traits that does not require having a physical body in order to have an effect (Power Well, Weakness, and Racial Features / Powers for instance would be copied, while Resistances to Poison and Disease, and Natural Weapons would not as they are features of the physical body).

Lastly, Demi-Liches are **Tiny Sized characters**. Attempts to hit the Demi-Lich suffer a -20 penalty. **However**, their **Carry Rating** is static, at the predefined value of **5 points**.

## Step 2: Characteristics

There are two options when it comes to characteristics, besides the Luck Score which carries over from before. The character keeps their old Favored Characteristics. Remember that only Int, Wp, Prc & Prs are used here.

- Transfer and Pay:** The character can keep their existing values in the four characteristics described in step 1, but only if the player spends the necessary xp to repurchase the advances necessary to do so. If you cannot remember how many advances in each stat you've purchased, and can not figure it out, follow the **Start from Scratch** option.

- Start from Scratch:** The character must generate new starting values that they can then increase later.

There are two ways of doing this, Roll or Point Buy:  
**Rolling:** Roll 2d10 four 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 baseline. With GM permission, two of these sets may be rerolled, once.  
**Point Buy:** Instead of rolling for characteristics, the player can choose to distribute 45 points among their various characteristic scores. No more than 20 points may go to one characteristic.

## Step 3: Birthsign & Demi-Lich Traits

The Demi-Lich keeps their Birthsign from before their Ascension, though they will not receive the benefits of any boon gained from said sign that relies on a physical body.

After applying the Birthsign effects, add the following list of Traits and Special Abilities to your character sheet:

### Demi-Lich Traits

- Beyond the Material (4o):** The Demi-Lich cannot perform actions that would require a physical body, and anything that would force them to roll a physical characteristic instead uses the value of 40 to brace their vessel. Any such roll can **never** be rerolled by use of Luck points.
- Dark Sight:** The Demi-Lich can see and act normally in areas with dim or no light.
- Flyer (12):** The Demi-Lich can fly at a Speed of 12
- From Beyond:** The Demi-Lich is immune to the effects of fear and any mind affecting magic (ie. Illusions)
- Immune to Normal Weapons and Frost**
- Magic Resistant:** Reroll failed tests to resist Magic
- My Vessel, my Temple:** The Lich can enchant their Vessel with a Constant effect as if it was an EL 5 object. You cannot pick either the Invisibility or Chameleon effects. This enchantment **can** be removed as part of a Long Rest.
- Natural Toughness (3):** Reduce all incoming damage by 3 on all locations. Does not count as armor.

- Power Well (5o):** Increases max Magicka by 50
- Regeneration (2):** The Demi-Lich heals very quickly. Test Willpower at the start of each round to heal 2 HP
- Resistance (Shock 5)**
- Sight Beyond Sight:** The Demi-Lich ignores the **Chameleon (X)** and **Invisible** condition applied to others.
- Telekinesis (3):** See **Core Rulebook p. 62**
- Tough:** The Demi-Lich's HP is (20) and its WT is (15)
- Undead:** The Demi-Lich does not eat, breathe, or require organs to function. The Demi-Lich is immune to Disease, Illusion magic, Poison, passive wound effects, aging, Fatigue, Burning, Dazed, Deafened, and Organ Damage. It cannot take actions that causes it Fatigue.
- Weakness (Sun-light, 5)**

## Step 4: Spend XP

Before anything else, mark down the XP from Characteristic Advancements (if applicable, see Step 2) and the cost of first becoming a **Lich** or **Nether Lich** as appropriate. These count as already having been spent as of right now.

You can now freely spend the remaining XP, with the caveat that **you must purchase any skills and talents that you had before first**, as long as they are not invalidated by your lack of a physical body (Athletics, a Weaponry Talent etc).

## Step 5: Finishing Touches

It is now time to Calculate Attributes, simply follow the guidelines below, following them as needed.

- Health Points (HP):** 20 HP (From the Tough Trait)
- Linguistics (LA):** Same languages as before Ascension
- Stamina Points (SP):** 4 (From the 10s digit of the Beyond the Material [4o] Trait)
- Magicka Points (MP):** Intelligence
- Size Category:** Tiny
- Speed:** 12 (From the Flyer [12] Trait)
- Carry Rating (CR):** 5 (It's... A floating skull...)
- Initiative Rating (IR):** 1B + Pcb + 4 (From the 10s digit of the Beyond the Material [4o] Trait)
- Action Points (AP):** 3 - **Or** 4 if 1B + Pcb + 4 = 17+

With these steps completed, the Demi-Lich is now fully formed, and ready to spread terror upon Tamriel.

### Anon133... What in Oblivion is a Demi-Lich?!

Truth be told, they are based off a single mention in TES Arena's Main Quest, the knowledge that old TES was a homebrew world based on DND, and that some interesting lore could link hypothetically lead one to think that the Ideal masters are, or were such creatures that ended up making their very Oblivion Realm their Vessel.

This is all speculation ofc, but the TL;DR is as follows:

The Ideal Masters were mortal sorcerers that transcended the need for physical bodies, traversed the void to Oblivion and made a realm for themselves where they exist in the shape of Soulgems that can influence the realm at will. There are examples of Necromancers using realms as their Phylactery in Elder Scrolls.

Old DND states that a Demi-Lich is a Necromancer that makes eight special Soul Gems, embed them in their body and slowly remove more and more of said body until all of their Soul has been absorbed into said gems and becomes their Phylactery, often adorned into their Skull, becoming a purely magical being.

And the 8 soul pieces empowering 1 magical being... hmm...

## The Black Book of Shifting Tides

Traits, Conditions & Qualities Errata... That's it...

Some Conditions, Traits & Qualities through error, lacking foresight, or the devilish hand of hasty copy-paste had errors / been broken by updates. Here I intend to fix that.

### Racial Traits

The following Racial Traits have been altered:

#### [Core p. 24] Beast Tongue (Errata - Addition)

Add the following to the end of the Trait description:  
*"Additionally, the character receives a +20 bonus to any Profession [Animal Trainer] skill tests they make."*

#### [Player's Handbook p. 11; Wonders of the Ayleids p. 6]

#### Flesh Shaping (Errata - Addition)

Add the following to the end of the Trait description:  
*"Involuntary targets are entitled to an Endurance test to resist this violent reshaping of their own flesh and blood."*

#### [Core p. 27] Voice of the Emperor (Errata - Replace)

To clarify the intent of the trait, replace the original text of the Trait with the following instead:

*"For the purpose of Spellcasting and Overloading spells, the Imperial can use Personality in place of Willpower. The value of Spell Restraint while doing this is still based on the character's Willpower Bonus."*

*"Additionally, any skill used to cast spells [Core Spell Schools, not associated Talents or Elite Advance specific ones] adds Personality as a governing characteristic"*

### Traits

The following Traits were altered or replaced for clarity:

#### [Core p. 60] Bound (Errata - Replace)

Replace the description of the trait with the following:  
*"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. If attacked by its master for any reason, it turns hostile and immune to commands. 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."*

#### [Core p. 61] Stunted Magicka (Errata - Replace)

Replace the description of the trait with the following:  
*"Characters with this trait do not regenerate magicka naturally, and halves the benefits gained from Spell Restraint."*

#### [Core p. 61] Summoned (Errata - Replace)

Replace the description of the trait with the following:  
*"This creature or item has been conjured from another plane of existence. Upon its (or the summoners) death or destruction, it returns to where it came from immediately."*

#### [Core p. 62] Telekinesis (Errata - Removal)

Remove the first line of the trait as it simply repeats twice.

#### [Core p. 62; Scroll of Undeath; Scroll of Thu'um]

#### Undead (Errata - Addition)

Add the following to the end of the Trait description to make Restoration less useless, and fix the infinite SP loop:  
*"They are also immune to any mind affecting magic (i.e Illusion). Lastly, they cannot take any action that would cause them to gain fatigue."*

#### But... What about my super cool Illusion Mage?

Don't worry, a future talents will be available to fix this "travesty" of a decision, but lore-wise it needed to happen.

### Qualities

The following Quality was changed for clarity:

#### [Core p. 74 - 120 - 125] Damaged (Errata)

Replace the last sentence of the Damaged (X) Weapon Quality on page 120 with the following:  
*"Natural Weapons cannot receive this Quality. All instances of this quality stacks."*

Add the following to the end of the Damaged (X) Armor Quality on page 125:

*"Natural Armor cannot receive this Quality. All instances of this quality stacks."*

Finally, remove the last sentence of the Forceful Impact bullet point in Advantages on page 74 as it is redundant.

### Conditions

The following Condition was changed to fix that it was not functioning / used as intended:

#### [Core p. 81; BoA p. 10] Frenzied (Errata)

Change the following bullet-point of the Condition description, as marked by red text below:

*"• Must attempt to attack the nearest person or creature in melee combat each turn if able, using only All Out Attacks."*

The Berserker and Controlled Anger talents on page 10 of the Book of Apocrypha Talents Errata have been adjusted to take this new change into account.



# The Black Book of Sovereign Throes

The Ayleid Pain Sorcerer Revised.

The addition of Ayleid Flesh Magic, in the shape of the Pain Sorcerer Elite advance provided an interesting mechanic unlike any other before in 3e, powerful but dangerous.

However, in some cases, failing the spells would ultimately prove the better option to spending the resources to successfully achieve the primary goal of the spell in question. Likewise, the ritual to store an infinite amount of Pain Points proved easily abused by enterprising individuals.

The following section is an optional replacement for pages 11 - 15 of the Wonders of the Ayleids v2, and provides a rebalanced system that stays true to the original spirit.

## Ayleid Flesh Magic

The Ayleids were a very cruel race, and their love of pain and torture, as well as their worship of Daedra led them to create a very sick and twisted magic based on manipulating the flesh of their enemies, and even sometimes themselves.

### Elite Advance: Pain Sorcerer

*The character is studied in the arts of dark flesh-magic, and is fuelled by the pain and torment of others.*

**Cost:** 500 CrP if Ayleid, 1000 CrP if non-Ayleid

**Effect:** The character has access to the Flesh Magic skill, and generates a Pain Point any time a living creature or character within their Perception in metres is slain, Wounded, Burning, Bleeding, or fails a Panic or Horror test, or otherwise suffers excruciating pain and torture.

An event that causes multiple of these effects to a single target only grants a single Pain Point. For a target to considered eligible, they must be living and sentient. The Flesh Shaper can have a number of Pain Points equal to half their Willpower score. All Pain Points are lost after a Long Rest.

### New Skill: Flesh Magic (Intelligence, Willpower)

Wielded by ancient Ayleid sorcerers, Flesh Magic is used to twist, gnarl, warp, and change the living form. Fuelled by agonies and foul murder, Flesh Magic is potent, cruel, and terrible. The GM may ask you to test Flesh Magic when:

- Casting a Flesh Magic spell
- Identifying the effects of a Flesh Magic spell
- Performing Flesh Magic rituals

Unlike conventional magic, Flesh Magic is fuelled by the Pain Points gained from the Pain Sorcerer Elite Advance. The caster should declare their target(s) and test to successfully cast the spell. On a failure, the caster loses a number of Pain Points equal to the spells base cost plus the number of targets selected and gains a point of Corruption.

If successful, the caster gains 1 spell dio, and then chooses how many additional Pain Points to invest in the spell. Pain Points "purchase" additional spell dios, and the caster must also pay the base cost of the spell for each selected target. The caster then rolls all D10s in the Spell Pool, and applies the effects based on whether or not the total meets or beats the target(s)'s Endurance score.

If the result is below, the spell was **Botched**, and the caster instead follows the guidelines the spell's Botched variant. After the effects of a Flesh Magic spell wear off, the target immediately loses a Stamina Point. Flesh Magic spells have a range of the user's Perception in metres.

### Example for Harden Flesh

In this case, lets say a flesh magician with a +30 in Flesh Magic casts Harden Flesh on himself. He successfully casts, and pays the base cost (1) + 3 PP spent on additional d10s. Therefore he rolls 4 d10. The Flesh Magician has an Endurance score of 31, and therefore his 4d10 roll must meet or beat 31. He rolls his 4d10 pool and the total comes out to 28, just shy! The spell is Botched and in place of the desired effect, he gains Natural Toughness 1 for 1 minute instead.



## Flesh Magic Spells

Below is a list of spells that the Pain Sorcerer can learn:

### Harden Flesh

**Base Cost:** 1 + ( 1 PP per Spell D10 )

A classic spell cast by flesh-magicians to toughen themselves or their allies, this spell gnarls and scales the flesh of their target to better withstand the blade and the axe. If Harden Flesh meets or beats the target's Endurance score, they gain the Natural Toughness (EnB) trait for 1 minute. **If the spell is Botched, the target gain the Natural Toughness (1) trait for 1 minute instead.**

### Ayleid Bondage

**Base Cost:** 3 + ( 2 PP per Spell D10 )

Used by Ayleid slave-wardens to punish or bind prisoners or captives, this spell fuses the target's hands together at the forearm, making their hands and arms unusable. If Ayleid Bondage meets or beats the target's Endurance score, both (or all) of the target's arms are treated as Crippled for a number of minutes equal to the caster's WpB.

**If the spell is Botched, the target must succeed on an Endurance +30 (-10 for every PP spent above the Base Cost) test or one of the its arms (randomly determined) is treated as Crippled for 1 round instead, as it swells and bloats, but does not gravitate towards or fuse with the target's other arm.**

## Mutate

**Base Cost:**  $2 + (\text{2 PP per Spell Dio})$

The Ayleid Flesh-Sculptors changed their own forms, and the forms of their slaves to better suit their roles and tasks. If Mutate meets or beats the target's Endurance score, the target gains one of the Mutations of the caster's choice from the list below for one minute:

- Amphibious (\*)
- Bite (Vicious Beak, d6 Splitting, Bite)
- Climber (Speed)
- Crawler (\*)
- Dark Sight (\*)
- Flyer (Speed x 2)
- From Beyond
- Natural Weapons (Talons [hands or feet], d6 Slashing)
- Quadruped
- Savage
- Swimmer (\*)
- Thick Skull
- Unrelenting
- Vicious (+1 StB)
- Undying
- Catfall (\*)

If the spell is Botched, the target must succeed on an Endurance -30 (+10 for every PP spent above the Base Cost) test to gain one of the effects marked with an (\*). It can choose to automatically fail if desired.

## Flesh Blade

**Base Cost:**  $2 + (\text{1 PP per Spell Dio})$

A common spell used by Ayleid Flesh Sorcerers and their cohorts, it causes the target's chosen arm to morph into a fleshy blade of magically infused bone and sinew. If Flesh Blade meets or beats the target's Endurance score, one of the target's arms transforms into a bony blade as their forearm bones extend and burst from their wrist, leaving their hand a flopping shredded mass of flesh. The arm cannot be used for any normal purposes, but counts as a Broadsword (d8)+1 with the Magical trait, and gains Slashing (Caster's WpB) for one minute, which uses the character's Unarmed or Broadsword skill for attacks and defence.

If the spell is Botched, the target must succeed on an Endurance +30 (-10 for every PP spent above the Base Cost) test or the arm erupts in a mess of flesh and bone, counting as being Crippled, but gaining the Slashing (StB) and Magic qualities for one minute instead.

## Fleshmend

**Base Cost:**  $2 + (\text{2 PP per Spell Dio})$

Used frequently to heal grievous wounds, Fleshmend is popular among any Flesh Mage expecting trouble. If Fleshmend meets or beats the target's Endurance score, all of the target's Wounds are immediately considered treated, and the character regains (EnB) HP.

If the spell is Botched, the target instead heals for only EnB HP. This spell can bring a character to full HP while they have active wounds without maiming them.

## Trollblood

**Base Cost:**  $2 + (\text{2 PP per Spell Dio})$

Harnessing the power of hypermetabolism and taking inspiration from the trolls that plague Cyrodiil's wilderness, the Trollblood spell is popular for obvious reasons.

If Trollblood meets or beats the target's Endurance score, the character gains the Regeneration (+30, [Caster's WpB]) trait for one minute.

If the spell is Botched, the target must succeed on an Endurance -30 (+10 for every PP spent above the Base Cost) test in order to gain access to the Regenerate (+30, D) trait for one minute instead.

## Painsurge

**Base Cost:**  $3 + (\text{2 PP per Spell Dio})$

The Flesh Mage harnesses the raw power of agony to set their targets' nerves ablaze. If Painsurge meets or beats the target's Endurance score, the target is wracked with crippling pain, and suffers a -30 on all tests for 1 minute.

If the spell is Botched, the target only suffers a -10 on all tests for one round.

This spell does **not** cause the target to gain Fatigue.

## Hemorrhage

**Base Cost:**  $3 + (\text{2 PP per Spell Dio})$

Ayleid Flesh Mages could use their magics to rupture the organs and blood vessels of their foes. If Hemorrhage meets or beats the target's Endurance score, the target immediately gains the Bleeding ([Caster's WpB] x 2) condition, and suffers the Organ Damage condition, which must be treated exactly as if it were a wound.

If the spell is Botched, the target must succeed on an Endurance +30 (-10 for every PP spent above the Base Cost) test or gains the Bleeding (Caster's WpB) condition instead.

This spell does **not** cause the target to gain Fatigue.

## Siphon Life

**Base Cost:**  $4 + (\text{3 PP per Spell Dio})$

The Flesh Mage strips the flesh and blood off their target to mend their own wounds. If Siphon Life meets or beats the target's Endurance score, the target immediately takes 2d10 Magic damage, and the caster is healed for the amount of damage dealt. This ignores Natural Toughness.

If the spell is Botched, the target must succeed on an Endurance +30 (-10 for every PP spent above the Base Cost) test or take d10 Magic damage that the caster heals for half the amount of damage dealt.

If a target dies from this spell's damage, they explode into a fine mist of bone and blood, which causes a Horror -10 test for all characters in the immediate vicinity of the victim.

This spell does **not** cause the target to gain Fatigue.

## Disguise Flesh

**Base Cost:**  $1 + (\text{1 PP per Spell Dio})$

The Flesh Mage can disguise and shape the flesh of their target to appear as another. If Disguise Flesh meets or beats the target's Endurance score, the target is successfully disguised and can take the form of a specific character or creature the caster personally has seen and memorized the appearance of for one hour.

If the spell is Botched, the target instead can be disguised as a member of a different race or species, but no one in particular for one hour or roll an Endurance +30 (-10 for every PP spent above the Base Cost) test to resist the change entirely.

## Blood Frenzy

**Base Cost:** 2 + (1 PP per Spell Dio )

The Flesh-Wizard drives their target into a furious blood rage. If the Blood Frenzy meets or beats the target's Endu-

rance score, the caster can inflict and remove the Frenzied condition upon it at will as a Free Action for 1 minute.

If the spell is Botched, the target gain the Frenzied condition for 1 minute outside of the caster's control.

## Corruption

Each time a character's Corruption score exceeds their Endurance Bonus, they must roll a d20 on the Corruption table below, and reset their Corruption back to 0. Corruption represents malignancies, addiction to pain, and pathos that develop in the character absent the indulgences of agony. Whenever the character has less total Pain Points stored than they have total number of Corruptions, they suffer the effects of their Corruptions.

D20	Corruption Effect
1	The character has violent shaking fits, and suffers a -10 on all Agility based tests.
2	The character's eyes go bloodshot and cloudy, forcing a -10 on all Observe tests.
3	The character's skin tightens to their bones like an ancient hag's, giving them a shrivelled appearance and reducing their maximum Stamina by 1.
4	The character is overwhelmingly drowsy and exhausted, and suffers 1 level of Fatigue until their pain-thirst is slaked.
5	The character is wracked with unnerving ticks, and suffers a -10 on all Personality based tests.
6	The character wastes away and their muscles atrophy, and suffers a -10 penalty on all Strength based tests.
7	The character's skin erupts into painful sores, and gains the Bleeding (1) condition any time they take damage.
8	The character's constitution falters and they are sick to their stomach, and suffer a -10 on all Endurance based tests.
9	The character's eyes become sensitive to bright light, and suffer a -10 penalty on all vision based tests made in daylight or bright torchlight.
10	The character becomes antipathic and withdrawn, and suffers a -20 on all Command, Commerce, and Persuade tests.
11	The character becomes violently ill, and must test Endurance every hour or lapse into a violent vomiting session for d4 rounds and gain 1 level of Fatigue.
12	The character feels so heavy, and increases their Encumbrance level by 1.
13	The character becomes sluggish and slow, and halves their Speed.
14	The character's fingers shake and quiver, and they lose fine motor skills, suffering a -20 penalty on all Subterfuge tests, relevant Profession tests, Medicine tests, and casting tests that require somatic components.
15	The character struggles to pay even the barest attention to things, and suffers a -10 penalty on all Perception tests.
16	The character seems to rot with a blackening pox, and suffers the effects of a random disease, or Common Disease.
17	The character is touched by Oblivion and becomes increasingly morbid and evangelical. They suffer a -20 penalty on all Personality based tests, but gain a +10 on any Conjuration, Flesh Magic, or Medicine tests.
18	The character is haunted by a reflection of their own visage, their internal ugliness made manifest. The character causes Panic +0 in all characters that behold their visage unmasked by a hood, helm, or shawl, even their allies and close friends.
19	The character's nerve falters under crippling anxiety, and they suffer a -20 on all Willpower based tests.
20	The character's mind bends and buckles under the weight of addiction, and suffers a -20 penalty on all Intelligence tests.

## Flesh Magic Talents

Expanding upon the already gruesome and dark magicks of the Ayleids, takes lots of practice and time with the ancient magic, but with frequent use, the Flesh Sorcerer can unlock far more powers than they could've ever imagined.

### Power from Pain

The character has gained the ability to exchange pain power for magicka.

### Expert (Willpower, Intelligence) /

#### - Skillful [40] Flesh Magic (Adept)

The character has trained extensively with using the pain and suffering of others, and has developed a way of trans-

forming that into pure magicka. They may now spend PP as if they were Magicka for the purpose of non-Flesh Magic.

### Blood Magic

The character has developed vampiric tendencies and can use their life essence to cast their Flesh Magic spells.

#### Expert (Willpower) /

#### - Skillful [40] Flesh Magic (Adept)

Experimenting with their own body, and taking a bit of inspiration from more vampiric magic, the caster can now expend their own HP in place of PP at 1:1 ratio.

## **Red Osmosis**

The character can meditate during a rest and sacrifice their power to heal themselves of their injuries at a faster pace.

### **Master (Intelligence) /**

#### **- Skillful [45] Flesh Magic (Expert)**

Meditating on their own wicked deeds while resting, the caster can now convert leftover PP into HP during a long rest at a 2:1 ratio, and 5:1 during a short rest.

## **Dark Inspiration**

Using their dark power, the character can now make themselves appeal more to others.

### **Expert (Intelligence) /**

#### **- Skillful [40] Flesh Magic (Adept)**

The character has harnessed the power of pain to boost their mental capacity and charismatic prowess.

The character may add a bonus to an Intelligence or Personality based test, gaining +5 per 2 Pain Points (to +15 max).

## **Dark Vigour**

Fueling themselves with the pain they cause upon others, the character can now unnaturally fortify their bodies.

### **Expert (Willpower) /**

#### **- Skillful [40] Flesh Magic (Adept)**

Using their flesh magic to boost their own physical prowess, the caster may now spend 4 Pain Points for a +10 bonus on an Endurance or Strength based test.

If this is used on a Combat Style (Str) test, the caster also gains a +1 StB on a successful melee attack.

## **Blood Harvest**

When seeing a bleeding enemy the character gains more power to use.

### **Apprentice (Willpower, Intelligence)**

The sight of blood pouring from a wound fuels your powers even more. When the Flesh Mage gains a Pain Point from a character or creature suffering the Bleed condition, they instead gain 2 Pain Points.

## **Stuff of Nightmares**

The character has developed the ability to draw more power from frightened enemies.

### **Apprentice (Willpower, Intelligence)**

Screams of terror and fleeing enemies fan the flames of your power far beyond what they used to. When the Flesh Mage gains a Pain Point from a character or creature failing a Panic or Horror test, they instead gain 2 Pain Points.

## **Fires of Oblivion**

The character can now draw more power from ignited enemies.

### **Apprentice (Willpower, Intelligence)**

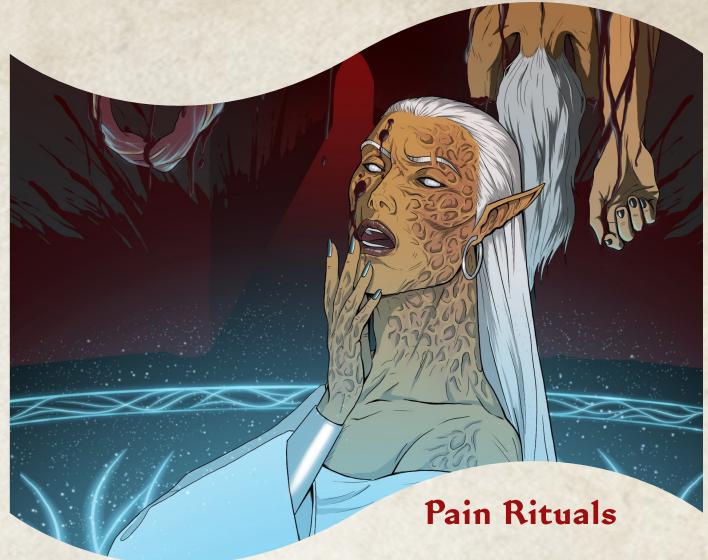
Studying fire, the caster has honed their senses to be able to take more power from those under its searing embrace. When the Flesh Mage gains a Pain Point from a character or creature Burning, they instead gain 2 Pain Points.

## **Morbid Curiosity**

The character has studied the deceased enough to gain more power from those approaching death's door.

### **Apprentice (Willpower, Intelligence)**

Harnessing the power of death itself, the caster has unlocked secrets that gain him more power from the slain. When the Flesh Mage gains a Pain Point from a character or creature being slain or Wounded, they instead gain 2 Pain Points.



## **Pain Rituals**

Rituals involving torture, pain, suffering, and harnessing moonlight. Most revolve in creating a ritually prepared area, and boosting the effectiveness of any Flesh Magic casted within that area.

### **Rite of Desecration**

**Cost:** A Varla Stone or filled Grand/Black Soulgem - Spent levels can be changed / rerolled for more degrees, costing a Welkynd Stone or filled Lesser Soul Gem. This ritual requires a medium sized to large sized room to be prepared with various amounts of different rituals and incantations cast around the room. Depending on the size of the room, it may take a shorter or longer amount of time (Up to GM discretion). At the end of it, the caster makes a Flesh Magic skill test with a -10 penalty per level of effect that they desire from their Desecrated Sanctum. These levels of effect can be spent on the following:

- Store Pain Points for later use (2 PP per level spent)
- Reduce the Effective Endurance score of anyone inside by (-5 x level spent) for the purpose of Flesh Magic.

Additionally, the Flesh Magician loses none of their Pain Points upon taking a Long Rest within their Sanctuary. This Ritual is normally used by Pain Sorcerers to cast the more powerful Pain Rituals that are otherwise too difficult.

### **Rite of Transformation**

This ritual is one of the more basic, but most powerful ritual that a pain sorcerer may undertake. First the character must choose a certain Flesh Magic spell to cast, then cast the ritual. To cast this ritual, they must roll a -30 Flesh Magic skill test. If successful, they must roll to overcome the target's Endurance as normal, but counting their Endurance score as being +10 higher per point of Base Cost of the chosen spell. If successful, the effects of the spell becomes permanent upon the target of the spell.

If the target already has (a) permanent flesh spell(s), add the base cost penalty of existing spells to the current roll.

This spell works on most Flesh Magic spells except:

- Flesh Mend
- Siphon Life
- Hemorrhage

### **Rite of Superior Sorcery**

By extending any flesh spell into a short ceremony, the mage can perfect the parameters for maximal effect. By changing the casting time of any Flesh Magic Spell to a number of AP equal to half the targets EB (round up), it lasts twice as long, and negates the Endurance Test the target would receive to resist a botched Flesh Spell's effects.

# The Black Book of Anthropophagic Vitae

Ritual and predatory practices of Cannibalism.

This short book is dedicated to the acts of "cannibalism" that takes place in Tamriel, whether driven by desperation, dark desire, or ancient traditions. It is a curious thing that felt fitting as a "palette cleanser" after the Pain Sorcerer...

## Anthropophages of Tamriel

The subject of Cannibalism in Tamriel is surrounded by a lot of superstition, misconceptions and cultural taboo's. But the truth is that the practice is far more wide-spread than most would believe, and not all who partake in the flesh of their fellow men, mer and beastfolk do so out of dark urges or to curry daedric favor.

.... Of course, the stigma towards anthropophages are not completely unjustified, counting Daedric cultists, vampire lords, were-beasts and people driven insane by the taste of the forbidden flesh among their colorful ranks.

While the subject is highly nuanced, and any discussion dissuaded by the Priesthood of Arkay, it is easiest to split cannibals into two categories - Carnivores and Predators.

### Carnivores

The first group of cannibals can best be described as the Carnivores, those that devour flesh for the purpose of nourishment, whether out of religious dogma or desperation.

The most notable example of religious cannibalism is that of the Bosmer, who through the edicts of the Green Pact are strictly carnivorous, and through the "Meat Mandate" of the pact must eat the flesh of their conquered enemies within three days, although friends and family may help.

A few tribal communities practice cannibalism as well, be it for religious reasons, or out of tradition. However, these are few and far between, with most carnivore cannibals being unfortunate souls left with no other option but to devour the deceased or join their ranks.

### Carnivore Cannibalism and you

For those curious about partaking in anthropophagy out of religious doctrine or desperation, read below.

The process of harvesting the flesh of another sentient being is the same as the one for animals, as detailed on page 4 of the Scroll of Beasts under **Survival Crafting**.

However, when it comes to the preparation and consumption of said flesh things start to differ. To safely prepare the meat, the final roll becomes a +0 Profession (Cooking) test accounting for the severity of the terrible disease that ravages those who partake in prolonged cannibalism. Consuming unprepared or improperly cooked flesh counts as immediate exposure to the **Diseased (-20) trait**, which inflicts the following disease if the Endurance test is failed:

### Cannibal's Prion

With each consumption, the increasing dose of prions build up in the victim, resulting in involuntary twitching of various muscles, and a steady decline of cognitive functions.

### Disease Progression:

Upon initial infection, the disease has no ill effects, which is why most people do not notice until it is too late. For each subsequent time the character is exposed to the disease, they are Drained for 5 Points worth of Intelligence and Agility. Unlike Common Diseases, one must seek out intense medical treatment (which requires a -20 Profession [Medicine] skill test and weeks of treatment) or divine intervention from a priest of any respectable religion (which comes with its own dangers of persecution or death) in order to be cured and remove the built up negative effects.

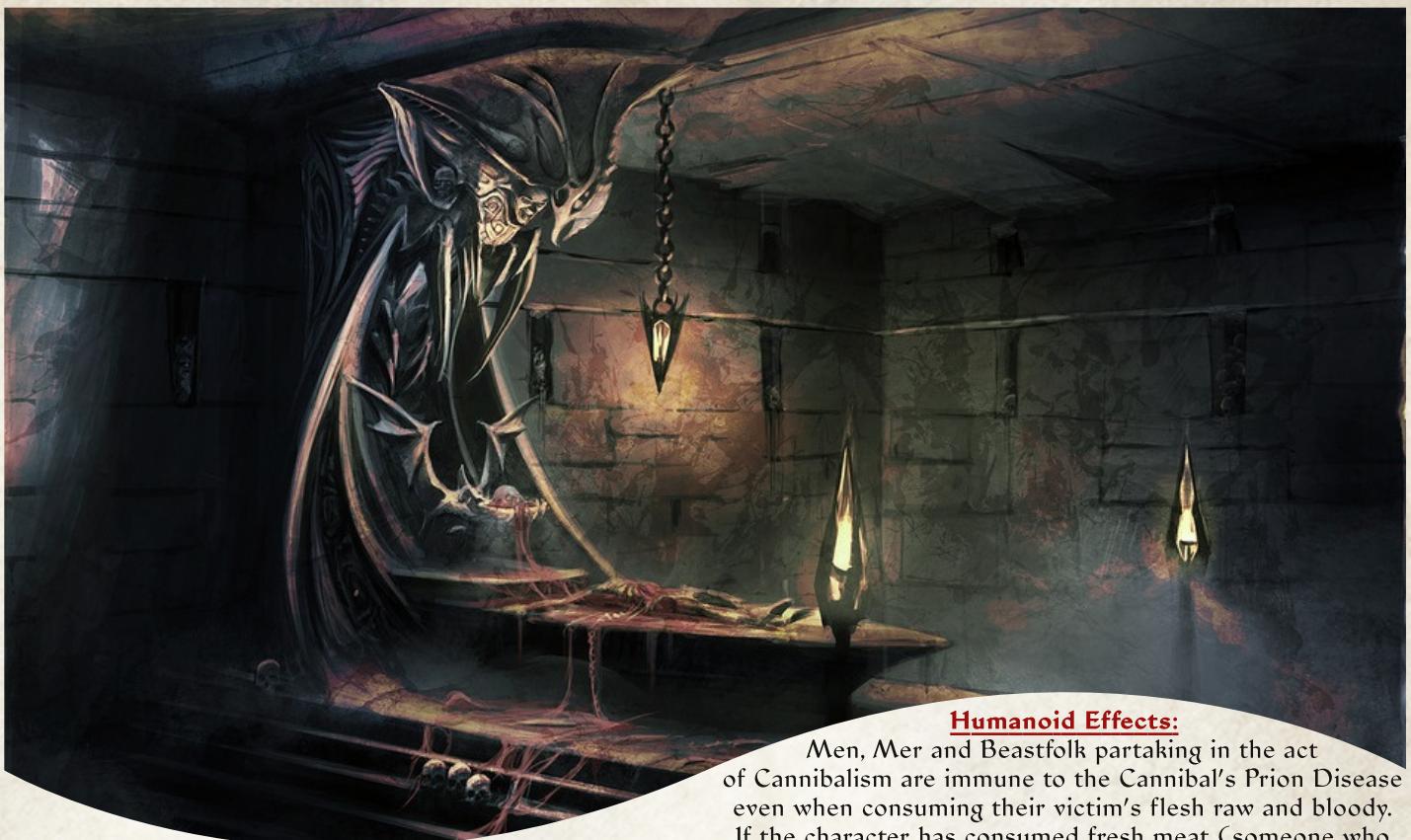
However, there is one notable exception to this, being the **Bosmer** who, as long as they adhere strictly to the Green Pact, are immune to the Cannibal's Prion disease entirely.



### New Talent: Gnashing Maw

Having filed down their teeth to vile-looking points, the cannibal can easily rend the flesh from their next meal...  
**Adept (Strength, Endurance) / Skillful [35] Survival (Journeyman)**

The character gains the **Natural Weapons (Bite; 1d4; Splitting; 1 m)** and **Bite** (See Scroll of Beasts p. 5) traits. Additionally, the horrid teeth allows the cannibal to devour the flesh straight off a corpse without harvesting it first (but doing so still counts as it being uncooked). However, the character takes a -10 penalty to all social skill tests in which their horrible appearance might make people uneasy. But... intimidating people can potentially gains a +10 bonus.



## Predators

The second, ill-reputed type of Anthropophages in Tamriel are the various groups of of dark-fated beings now less than human like Werewolves, Vampires and Draugr - as well as various Daedric cults, most famously The Forgotten of Namira, though Mehrunes Dagon has been recorded to force prospective champions to prove their worth by consuming the still beating heart of their unlucky predecessor.

Completely independently of one another, these people all developed similarly cannibalistic practices in the pursuit of one all-consuming common goal - Power.

The benefits of cannibalism varies depending on the nature of the being that performs it, but for those with the proper aptitude, the benefits are typically tangible in a way that no mere Carnivore would be able to achieve through feasting.

Benefiting from Predatorial Cannibalism requires the character to purchase the Savage Appetites Talent, which can't be purchased without express GM permission. The talent affects different types of beings in separate ways, so make sure to take note of which effect would apply to you.



### New Talent: Savage Appetites

Your appetite for the forbidden fruit sates the unease in your dark soul and fills you with unimaginable power...

**Expert (None)**

**Requires the character to have sated their curiosities for their forbidden fruit before in some capacity.**

The character is affected differently, depending on their current form and their definition of cannibalism. Seeing as not all of these have been created (yet), their listed effects are to be considered placeholders.

### Humanoid Effects:

Men, Mer and Beastfolk partaking in the act of Cannibalism are immune to the Cannibal's Prion Disease even when consuming their victim's flesh raw and bloody. If the character has consumed fresh meat (someone who died within the last hour), they can choose to either regain a number of SP equal to the 10's digit of the victim's HP, or gain the same number of d4's on their next Long rest, which they can use to heal from injury. If the character would heal more HP than their Health Point Maximum this way, the points become bonus HP until their next rest.

### Vampire Effects:

While rare and highly unusual, some vampires develop a taste for the sanguine nectar of their fellow kindred. Normally this would provide them with no sustenance, but some master the art of draining the life-force that the victim had already absorbed, potentially providing the benefit of several regular feedings with but a single victim.

### Vampire Lord Effects:

In addition to the regular effects, some Vampire Lords develop a taste for the flesh of their human victims. If a Vampire Lord consumes the flesh of their victim, the flesh provides some additional life-force, and allows the character to transport blood in fresh chunks of flesh.



It is important to note that **Werewolves are intrinsically cannibalistic creatures**, and do not need this talent to benefit, as the rules for this will be listed with their other traits.



### **Added Effect: Ring of Namira**

Humanoids in possession of Namira's Ring (See Tamrielic Artifacts p. 20) count as if having the **Savage Appetites** Talent while wearing it. If the character already has the talent, double any benefits gained (twice the number of SP or d8's of health back during during Long Rests).

