

The Unofficial Elder Scrolls RPG

Third Edition



Arcane Arts

The Book of Circles

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The Elder Scrolls®

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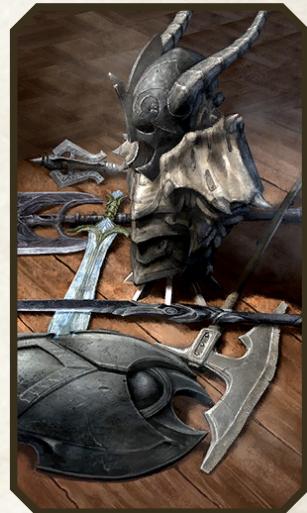
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Adaptation

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.

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Shehai Shen She Ru and Sword Singing

Shehai Shen She Ru

The Shehai Shen She Ru, or “Way of the Spirit Sword,” is the culmination of the art of sword-singing, practiced by ancient Redguards in Yokuda known as sword-singers. The greatest of the sword-singers were known as Ansei, or “Saints of the Sword.”

There are several dimensions to the Shehai Shen She Ru, each a step on the path to the title of Ansei.

First is a simple devotion to swordsmanship. This is how every sword singer begins his journey: through intense study, and eventual mastery, of the art of the blade. In game terms, this means that characters can utilize the Shehai Shen She Ru skill (with either Strength or Agility) as if it were the Combat Style [Field] skill whenever wielding any type of sword (larger or smaller weapons, such as daggers and greatswords, also count).

Second is the use of special magic techniques of the blade known as Aberrant Swordsmanship. These techniques are feats of swordsmanship that go far beyond the capabilities of a normal man. The sword-singer accomplishes this by using a sword in a way that a sword simply cannot be used, an art that obviously takes extensive practice. The sword singer may perform these techniques with any sword, and they all require the use of the Shehai Shen She Ru skill.

Third, the culmination of the Way of the Spirit Sword, is the Shehai, the spirit sword itself. The Shehai is a literal spirit sword: a part of the soul of the sword-singer made manifest. A character who combines the Shehai with the many techniques of Aberrant Swordsmanship has become a true Ansei. Manifesting the Shehai also **Requires:** the use of the Shehai Shen She Ru skill.

The following sections will deal with the latter two aspects of the Shehai Shen She Ru: Aberrant Swordsmanship, and manifesting the Shehai.

Sword Singing

In order to train the Shehai Shen She Ru skill, purchase any of the related talents, or use any of the related abilities, a character must possess the Sword-Singer elite advance:

Elite Advance: Sword Singing

The character is a sword-singer: they have devoted themselves to Shehai Shen She Ru.

Cost: 500 CrP (non-Redguards must also burn 15 Luck and obtain explicit GM permission).

Effect: The character gains the ability to train the Shehai Shen She Ru skill, learn and use Techniques of Aberrant Swordsmanship, and learn Shehai talent

Skill: Shehai Shen She Ru (Strength, Agility, Willpower)

The Shehai Shen She Ru, or “Way of the Spirit Sword,” is the culmination of the art of sword-singing, practiced by ancient Redguards in Yokuda known as sword-singers. The greatest of the sword-singers were known as Ansei, or “Saints of the Sword.” The core of the Shehai Shen She Ru is a simple devotion to swordsmanship. This is how every sword singer begins his journey: through intense study, and eventual mastery, of the art of the blade.

Characters can utilize the Shehai Shen She Ru skill (with either Strength or Agility) as if it were the Combat Style [Field] skill whenever wielding any type of sword (larger or smaller weapons, such as daggers and greatswords, also count).

“We are the ansu, the greatest warriors that live in men. Our swords sent the Left-Handers into the oceans, whose empire was four times the size of the white king. When we fight, our swords can kill the laws of nature itself. Yokuda is as you see it because our hira-dirge swords can cut the atomos, the uncuttable, and we did.”

- The Hira-Dirge Ansei to Cyrus the Restless



Shehai Talents

These talents enhance the character's use of the abilities granted to them by the Way of the Spirit Sword. In order to purchase or use any of these talents, a character must first possess the Sword-Singer elite advance.

Aberrant Adept

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

Expert (Willpower)

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 some 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),

Requires: Ansei of the First Level(Weapon Type)

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 Third Level (Weapon Type)

The character is able to manifest a powerful spirit sword.

Master (Willpower),

Requires: Ansei of the Second Level(Weapon Type)

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.

Journeymen (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).
- **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

Aberrant Swordsmanship and Techniques

Aberrant Swordsmanship

The abilities that a student of Aberrant Swordsmanship can learn are known simply as Techniques. Using a technique **Requires:** a sword of some kind, either a physical one or a Shehai, and the use of the Shehai Shen She Ru skill. Some techniques are passive abilities, while others are active.

Techniques count as magic, though they are not spells, and should thus be placed in the appropriate section of your character sheet. Characters may learn techniques with XP. Once a character has learned a technique, he may use it whenever he wants. Some techniques require that characters already know other techniques, or meet certain characteristic score requirements, before they may be learned or used.

There are two types of techniques: passive techniques and active techniques. Passive techniques simply apply some kind of bonus or effect to the character once they have been learned, though some of them must be activated (as free actions at the beginning of a turn or round) in order to provide their effect, and a character must be wielding some kind of sword in order to benefit. Active techniques are specific abilities that must be used, and call for a skill test.

During structured time, active techniques may be utilized with the Cast Magic Primary or Secondary action depending on the technique in question unless otherwise specified.

Any attacks they do win Advantage as normal, and they do not allow for attacks of opportunity. Using an active technique **Requires:** that the character follow these steps:

Step 1: Choose Technique

First, the sword-singer must choose a technique to utilize. They may only choose a technique that they have learned, and that they meet the requirements for.

A character must be wielding a sword of some kind in order to utilize techniques.

Step 2: Make Technique Test

Next, the character makes a Shehai Shen She Ru skill (WP) skill test.

This test is modified by the technique's difficulty as specified in the technique's profile.

Step 3: Resolve Technique

If the technique test was successful, apply the effects of the technique as specified in the technique's profile.

If the character failed the technique test, they lose X Stamina Points, where X is equal to the 10s digit of the Technique's difficulty (to a minimum of 1 Stamina Point).

Techniques

This section gives an overview of each technique of Aberrant Swordsmanship that a character may learn. A character can only use techniques that he meets the requirements for. Characters who meet these requirements may learn techniques with XP. Remember that techniques count as magic, though they are not spells, and should thus be placed in the appropriate section of your character sheet.

Thirty-Eight Grips

Type: Passive (activated as a Free Action)

Requires: Shehai Shen She Ru (Apprentice)

Cost: 200 XP

At the beginning of a round during combat, the character may choose to have one of the following effects apply until the beginning of the next round:

- The character receives an additional degree of success on successful attack tests made with Shehai Shen She Ru.
- The character receives an additional degree of success on successful defense tests made with Shehai Shen She Ru.
- Attacks the character makes have the Impaling quality.
- Attacks the character makes have the Splitting (2) quality.
- Attacks the character makes gain Crushing (2) quality.

The Seven Hundred and Fifty Offensive Positions

Type: Passive

Requires: Shehai Shen She Ru (Novice)

Cost: 200 XP

Effect: The sword-singer treats all attack tests made with Shehai Shen She Ru that ties against a defender as having scored an additional degree of success.

The Eighteen Hundred Defensive Positions

Type: Passive

Requires: Shehai Shen She Ru (Novice)

Cost: 200 XP

Effect: The sword-singer treats all defense tests made with Shehai Shen She Ru that ties against an attacker as if the opponent failed their test instead.

The Nearly Nine Thousand Moves

Type: Passive

Requires: Shehai Shen She Ru (Apprentice)

Cost: 300 XP

Effect: Once per round, if the character fails an attack or defense test made with Shehai Shen She Ru, he may reroll the test (but he must accept the new result).

The Ephemeral Feint

"Breathe in and then forget the breath; you cannot replace it until he is down, to fight as if dead: second principle of pneumansu."

Type: Active (activated as a Free Action)

Requires: Shehai Shen She Ru (Apprentice)

Cost: 150 XP

Difficulty: +0, with a -10 imposed for each activation of this ability beyond the first per Rest.

Effect: The character can activate this technique after being successfully attacked by a melee, ranged, or bolt-style spell attack. Activating this technique is free, and can be done before the character declares a defensive reaction. The character can immediately make a Shehai Shen She Ru test with the appropriate difficulty. If successful, the character reduces the DoS of the attacker's attack roll by the DoS on the Shehai Shen She Ru test. If the attacker's DoS are reduced to 0 or less, they count as having failed their attack. The character can then choose to declare a defensive reaction if they wish, as normal.

The Zero-Sum Interrupt

"Can you even do that, silly raga?"

"Test me."

"No," Vivec said, "For I would prefer to imagine that you could. It would mean that I would bleed prior to the cut itself, bypassing all healing; moreso, and this is what pleases me utmost... it would mean that I have indeed helped you."

Type: Active (Primary Action)

Requires: Shehai Shen She Ru (Adept)

Cost: 300 XP

Difficulty: -30

Effect: Before the technique test, character chooses a target within melee range. On success the character may immediately make a standard melee attack against that opponent as a free action, using the results of his technique test in place of his attack test. For the purpose of this attack, the target cannot react in any way, and does not benefit from any Armour, Natural Toughness, or Resistances, in addition to the attack having the Magic quality.

The Havoc Canal

"Cyrus moved to Havoc Canal, and Vivec nodded. 'Better. Your build favors that. But what if I've enchanted my skin to harden at each instance?'"

Type: Active (activated as a Free Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 150 XP

Difficulty: -20

Effect: This technique is activated as a free action, but only before a melee attack. On the character's next successful standard melee attack this turn he chooses a hit location. The attack is resolved against the chosen hit location regardless of its original hit location. If the attack test succeeds with more than five degrees of success, the character can immediately make another standard melee attack as a free action, which is automatically resolved against the chosen hit location. This second attack cannot be defended against but cannot gain advantages. These attacks are resolved simultaneously, so any advantages from the initial attack do not apply when resolving the bonus attack. This bonus attack does not count against the usual limit of attacks per round.

The Tempest Attrition

"Cyrus drew his saber, holding it left-handed in the Tempest Attrition. Vivec was impressed and said so. 'That stance allows you a riposte,' he said. Then he smiled again. 'If you're quick enough.'"

Type: Passive (activated as a Free Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 200 XP

Effect: This technique must be activated as a free action at the beginning of a round, and its effect remains until the end of that round. The character takes a -20 penalty to attack tests made with Shehai Shen She Ru for the duration. In exchange he gains a +20 bonus on defense tests (including Counter Attacks) made with Shehai Shen She Ru.

The Fingers-Knife

"The Fingers-Knife serves as five, protecting your cardinal points and your central theory; five thrusts, spaced microseconds apart, like tapping the desk bored, waiting for morning bread."

Type: Active (Primary Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 150 XP

Difficulty: -20

Effect: Before the technique test, character chooses a target within melee range. On success the character may immediately make a standard melee attack against target opponent as a free action, using the results of the technique test in place of his attack test. When resolving the attack roll for damage five times and use the largest result. The target of this attack may not attack the character until the beginning of his (the character's) next turn.

The Gaze of Confusion

"Paint fake eyes all over your face and then hide your real ones among them; the opponent can no longer read where you look."

Type: Passive (activated as a Free Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 150 XP

Effect: This technique must be activated at the beginning of a round, and its effect remains until the end of that round. Other characters must pass a +0 Perception or Observe test in order to be able to perform defensive reactions in response to the sword-singer's attacks.

The Threat of Mirrors

"Using the Math Athlete, you could occur several places during a single duel, illustrious and sure."

Type: Passive (activated as a Free Action)

Requires: Shehai Shen She Ru (Adept)

Cost: 200 XP

Effect: This technique must be activated at the beginning of a round, and its effect remains until the end of that round. Other characters must pass a Perception or Observe test with a -20 penalty before being allowed make attacks or reactions against the sword-singer each time they wish to do so. The sword-singer then loses a Stamina Point when the effect ends.

The Vectoring Cygnet

"Arm out, knee down, coal on the teeth to hide your smile."

Type: Active (activated as a free action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 100 XP

Difficulty: Variable

Effect: This technique is activated as a free action, but only before a standard melee attack. The sword-singer chooses the penalty of the test. The target of the character's next successful melee attack cannot react to that attack unless he passes a Perception or Observe test with a penalty equal to the penalty the swordsinger chose for the technique.

The Bone Shaver

"Bellguard down, over, hold. Strike at 80 grams, any degree but this one."

Type: Active (Primary Action)

Requires: Shehai Shen She Ru (Adept)

Cost: 250 XP

Difficulty: -25

Effect: The swordsinger selects a target in melee reach, and tests this technique. If successful, the character can immediately make a melee attack against the target as a free action using Shehai Shen She Ru. The swordsinger can choose the hit location freely. If the attack deals any damage successfully to the target, the target gains the Crippled Body Part condition relevant to the hit location. If the attack deals enough damage to cause a Wound conventionally, the target automatically counts as failing the Shock test.

The Sword Tremor

"Vivec spun in midair cross-legged, never moving his swordarm from its initial position. "Fa-Nuit-Hen," the name of an old master, and Cyrus fell from eight wounds that appeared without mortal notice. Point down, blade edge forward, 60 degrees rise-wise from the ground."

Type: Active (Primary Action)

Requires: Shehai Shen She Ru (Master)

Cost: 300 XP

Difficulty: -40

Effect: Before the technique test, character chooses a target within a number of meters equal to twice their Willpower bonus. The swordsinger may immediately make a standard melee attack against that target as a free action (even if they are not engaged in melee).

The attack may not be defended against, and no characters can make any other type of reaction to this attack.

If the initial attack is successful, the character may make another free attack with the same conditions, although this attack cannot gain advantages and is made at a -20 penalty. These bonus attacks can be repeated (each successful one prompting another) up to a maximum number of bonus attacks equal to the swordsinger's Willpower bonus. Each attack receives an additional, stacking -20 penalty (-20, then -40, then -60, and so forth). None of these attacks, including the first, can win Advantage. These bonus attacks do not count against the maximum attacks per round.

Walled Consequence Stance

Type: Active (Secondary Action, activated as a reaction)

Requires: Shehai Shen She Ru (Expert)

Cost: 200 XP

Difficulty: -20

Effect: This technique may be activated as a reaction to another character's use of a Shehai technique directed at the character. On success, the character may attempt a defensive reaction for free against an attack that would otherwise be impossible to defend against as a result of that technique. If the opponent's Shehai Shen She Ru technique allows them to make multiple attacks, the swordsinger can make a defensive reaction to each of them for free. Additionally, every successful defensive reaction made against an enemy Shehai user's techniques forces the attacker to immediately lose one Stamina Point.



Sword Tremor Sense

"We know of you, Surahoon, and motions were multiplied the other morning on this beach, which is sword tremor, which we can feel, and that can only mean you encountered the Ansu-Gurleth."

Type: Passive

Requires: Shehai Shen She Ru (Journeyman)

Cost: 150 XP

Effect: The character gains the Unnatural Senses (Shehai Techniques, X) trait, where X is the character's Willpower bonus multiplied by one thousand.



The Pankratosword

“But this is forbidden. Arc the bones that otherwise cannot bend.”

The Pankratosword is the pinnacle of Aberrant Swordsmanship: it is a forbidden technique that allows a Sword-Singer to draw on pure Creatia, the material of creation. It allows the Sword-Singer to bend the Earth-Bones themselves in order to alter reality, channeling pure energy through themselves as a catalyst, ultimately enabling them to “cut the uncuttable.” This technique is forbidden because its use resulted in the destruction of Yokuda, the ancient Redguard homeland, and it has been lost ever since.

Rules are provided here primarily as a guide and reference for the GM. The Pankratosword is not something that should be treated lightly. If either the GM or the players were not familiar with Shehai before reading this section of this supplement, then they probably shouldn’t be using it without first doing further research.

The Pankratosword

Type: Active

Requires: Shehai Shen She Ru (Master)

Effect: The Pankratosword does not require a test to use: if the character has learned the technique, they may use it. Before the technique is activated, the character chooses any target. This may be something “uncuttable,” such as a place, thing, memory, concept, and so forth. There are no practical limits to what may be targeted with the Pankratosword. When the technique is activated the character dies and the target is destroyed. Exactly what this means in practical terms is left to the GM, who should keep in mind that the powers at work in any use of this technique are indescribably vast.

Typically, no effect can allow a character to survive the use of this technique. However it is not impossible given the right mythic circumstances (see the text Tiber Septim’s Sword-Meeting with Cyrus the Restless). The GM can, in certain exceptional cases, allow a character to survive at great cost.

The Shehai

The Shehai, or “Spirit Sword,” is at the same time an integral part of sword-singing, and something separate from it. The Shehai is not needed for the techniques of Aberrant Swordsmanship, but the same process used to shape the world through Aberrant Swordsmanship is used to manifest the Shehai. A sword-singer who can manifest the Shehai is known as an Ansei, or “Saint of the Sword.”

The Shehai itself is an incorporeal weapon, ranging from a barely defined misty shape, to a fantastical sword of pure thought. There are a total of three levels at which a Shehai may be manifested, and the form in which it manifests is shaped by its user.

Manifesting the Shehai

In game terms, the Shehai may be manifested in structured time with the use of the Cast Magic Secondary action and a Shehai Shen She Ru (WP) skill test, the difficulty of which will vary with the desired Shehai level.

Characters must have the appropriate talent in order to manifest a Shehai of a given level.

- Manifesting a Shehai of the First Level Requires: a Shehai Shen She Ru (WP) skill test with a -10 penalty. Failing the manifestation roll costs the Swordsinger a Stamina Point.
- Manifesting a Shehai of the Second Level Requires: a Shehai Shen She Ru (WP) skill test with a -20 penalty. Failing the manifestation roll costs the Swordsinger two Stamina Points.
- Manifesting a Shehai of the third Level Requires: a Shehai Shen She Ru (WP) skill test with a -40 penalty. Failing the manifestation roll costs the Swordsinger three Stamina Points.

On success, the character manifests the Shehai in an open hand. The weapon type of the manifested Shehai is determined in advance when the character purchases the necessary talent. A Shehai persists until the character dismisses it, or for a number of hours equal to the character’s Willpower bonus minus the level of the Shehai.

A Shehai cannot be taken from the character in any way, and it may not be thrown without dissipating, as it is bound by his will. The Shehai is transparent, but is very much capable of interacting with physical objects: it can make attacks, applies all weapon qualities normally, and be defended against normally.

Shehai of the First Level

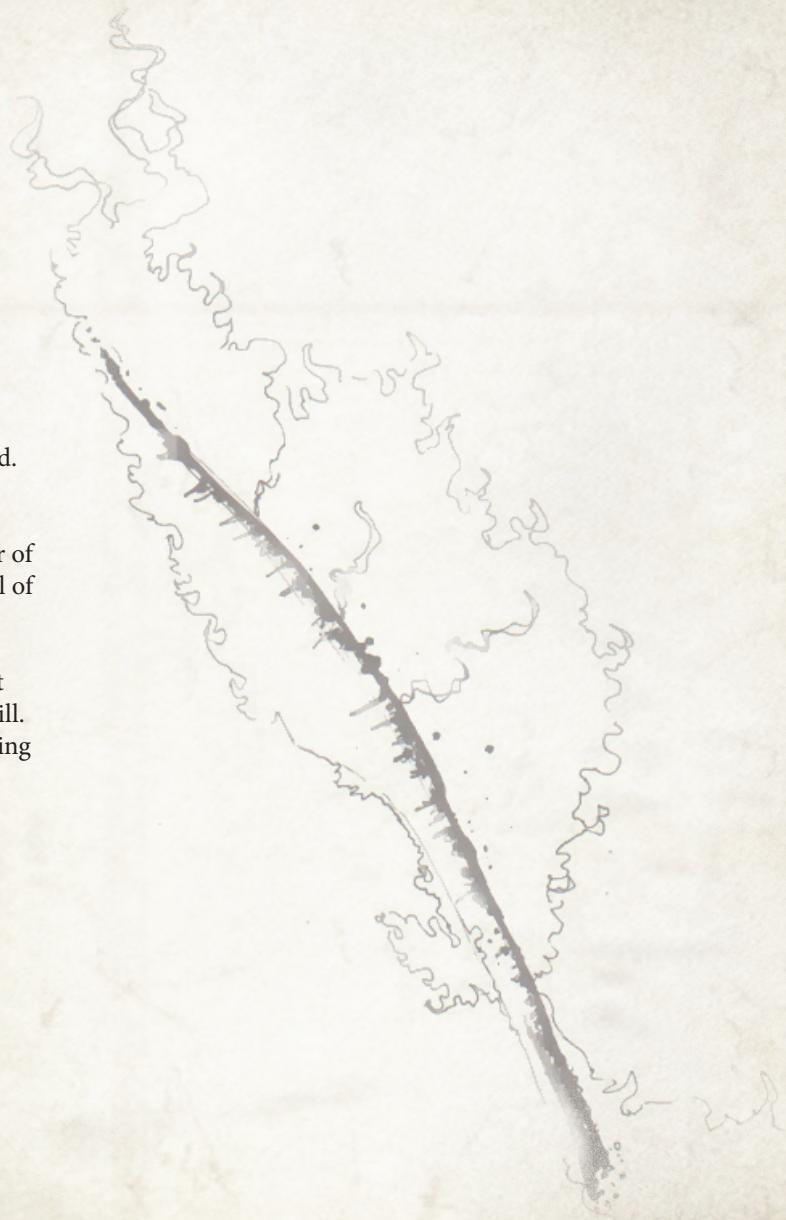
A Shehai of this level may vaguely resemble a certain weapon, but it is very weak. Use the base weapon profile for the chosen weapon type, but add half the character’s unmodified (by magic, enchantments etc.) Willpower bonus (round up) to the damage, and give the weapon the Magic and Primitive qualities.

Shehai of the Second Level

A Shehai of this level is clearly a weapon, and is quite potent. Use the base weapon profile for the chosen weapon type, but add the character’s unmodified (by magic, enchantments etc.) Willpower bonus to the damage of the weapon, and give the weapon the Magic quality.

Shehai of the Third Level

A Shehai of this level is a legendary weapon of incredible power. Use the base weapon profile for the chosen weapon type, but add twice the character’s unmodified (by magic, enchantments etc.) Willpower bonus to the damage of the weapon, and give the weapon the Magic quality.



New Weapons, Shields, and Talents

Many weapons from 2e had not been translated over to 3e when the Core Rulebook was released, and this section of the Book of Circles rectifies that by adding them back in! As well as new weapons not in 2e, and new talents associated for each weapon. Some talents that are from the core rulebook apply to certain weapons in this book, this is specified by that certain talent being on the same column of the weapon it applies to.

Here are a few new talents that have been added as well:

Armored Agility

Expert (Agility)

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

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

Expert (Endurance)

Requires: Berserker

While the character is frenzied and not wearing any armor, they have natural toughness equal to their Endurance bonus.



"Mindothrax tried every trick he knew. When the mercenary tensed his left arm, he held back his strike. When his opponent rose his sword, his shield rose too and expertly blocked. For the first time in his life, he was battling another defensive fighter. Stationary, reflective, with energy to battle for days if need be. Occasionally, another warrior would enter into the fray, sometimes from Mindothrax's army, sometimes from his opponent's. These distractions were swiftly dispatched, and the champions returned to their fight."

- Excerpt from The Mirror by Berdier Wreans

Dai-Katana and Tanto

Dai-Katana

The Akaviri equivalent of the claymore. The Dai-Katana, unlike its Tamrielic counterpart, is used to fight opponents on horseback.

Dai-Katana	
Damage	1d10
Hand	2
Range	3M
Qualities	Slashing
ENC	4
Price	325 Dr

Kensai

Expert (Strength)

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

Tanto

The tanto could be considered to be an Akaviri dagger. Unlike a dagger, however, the primary use of the tanto is not to stab, but to slash at exposed flesh. This weapon is popular with Dunmeri hitmen.

Tanto	
Damage	1d4
Hand	1
Range	1M
Qualities	Slashing, Exploit Weakness, Dueling Weapon, Small
ENC	1
Price	65 Dr

Knife Fighter

Expert (Agility)

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

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.

"First blood matters less than last breath."

- Sundas Maxims, Book of Circles



Katana and Wakizashi

Katana

The Katana is the traditional curved sword of Akavir. The blade is intended to be used with finesse, rather than strength.

Katana	
Damage	1d6(1d8)
Hand	1.5
Range	2M
Qualities	Slashing, Exploit Weakness
ENC	2
Price	200 Dr

Wakizashi

Commonly known as a shorter katana, the wakizashi is generally used by Nibenese nobles and more unsavoury characters both for its prestige and efficiency. Different from its larger cousin, this weapon has been designed for close-quarter combat.

Wakizashi	
Damage	1d4(1d6)
Hand	1.5
Range	1M
Qualities	Slashing, Exploit Weakness
ENC	1
Price	90 Dr



Daisho

Expert (Strength, Agility)

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



Trident and Rapier

Trident

The trident is a fishing tool that has gained its reputation as a weapon in the bowels of the Imperial Arena. Adapted by Nibenese fishermen, this three-pronged spear is as versatile as its more generic cousin.

Trident	
Damage	1d6(1d8)
Hand	1.5
Range	2M
Qualities	Impaling, Unwieldy
ENC	3
Price	75 Dr

Retiarius

Expert (Strength)

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 count their WT as 1 lower for the purpose of wounds.

Should the attack inflict a wound, the enemy gains the Bleeding (1d4+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.

Rapier

The rapier is a long, slender blade that is commonly used by duelists and High Rock nobles. While the rapier has not been designed for use against heavily armoured opponents, a skilled combatant can deliver lightning-quick stabs that can easily pierce a weak spot.

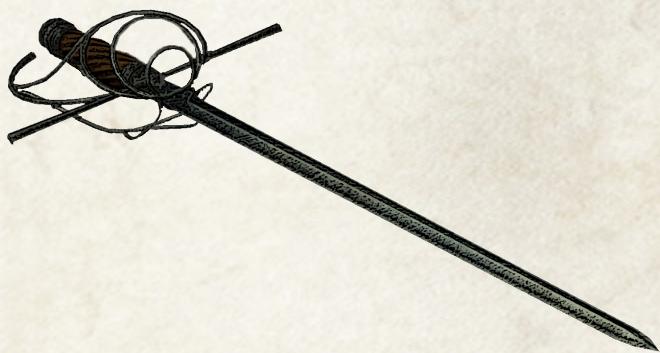
Rapier	
Damage	1d6
Hand	1
Range	2M
Qualities	Slashing, Dueling Weapon, Exploit Weakness
ENC	1
Price	105 Dr

Riposte

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

Expert (Agility)

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.



"Prepare to pay for victory in blood, but do not waste a drop."

-Tirdas Maxims, Book of Circles



Scimitar and Bola

Scimitar

The scimitar is a heavy, curved blade. This weapon is considered to be the traditional armament of the Redguards and has gained a reputation for cleaving limbs just as well as an axe.

Scimitar	
Damage	1d8
Hand	1
Range	2M
Qualities	Slashing, Concussive, Unwieldy
ENC	3
Price	135 Dr

Executioner

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

Expert (Strength)

The character increases the bonus from All Out Attacks to +30, and adds 1d4 to his 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.

Bola

The bola is a set of weights situated on the ends of an interconnected rod. This peculiar weapon is rarely seen outside of Black Marsh, where Argonian tribals use it to trip and thus catch their immobilised prey.

Bola	
Damage	-
Hand	1
Range	-
Qualities	Thrown(5/10/15), Snare
ENC	0
Price	30 Dr

[**Snare Quality:** This weapon can be used to perform the Bash and Trip Special Actions at range. Doing so always uses the attacker's Combat Style skill against the defenders Athletics or Evade skill, and ignores the range limitation of 2 meters.]

The Whirling School

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

Expert (Agility)

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.



Sling and Maiq's Special Mail Order Offer!

Sling

Made from cloth, string or straps, the sling is a primitive weapon that has survived the passing of time due to its versatility, efficiency, and ease-of-use.

Sling	
Damage	1d4
Hand	1
Range	5/25/50
Qualities	Reload(1), Small
ENC	0
Price	15 Dr

Name	Range Mod	EL	Price
Cloth	-	50	1.0 x P
Hemp	+1	100	2.0 x P
Leather Straps	+2	150	3.0 x P
Netch L. Straps	+3	200	5.0 x P
Silk	+4	250	10.0 x P
Dreugh Hide	+5	300	15.0 x P

Bullet: The shot gains the Crushing (1) quality.

Ammunition uses Ammunition Materials as normal, but at half cost.

Rain of Steel

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

Expert (Agility)

When wielding a sling the character can spend either an action or a stamina point to prepare a Rain of Steel as they load the sling with 1d6+4 bullets and wind up momentum.

Maintaining momentum is a free action. On the first attack the character makes with the Rain of Steel, the attack gains an Area of Effect of 3 meters.

Additionally, if the Rain of Steel is performed from Hiding, the buzzing sound of the cluster of bullets inflicts a +20 Panic test to all enemies who can hear it.

Maiq's Special Mail Order Offer!

Frying Pan

A weapon of ferocious survivors of the wild and infuriated wives

Frying Pan	
Damage	1d4
Hand	1
Range	1M
Qualities	Crushing, Concussive, Thrown(5/10/15), PC's Bane
ENC	1
Price	10 Dr
Extra	+5 to Survival skill

[PC's Bane Quality: This weapon only retains its stats if wielded by an angry housewife. Anytime it is wielded by a PC in any way, it loses all qualities associated, and counts as an improvised weapon for the purposes of damage]

"I heard a rumor that you're an idiot. Any truth to that?"
- Owyn 3E 433



Punch Dagger and Cestus

Punch Dagger

A small blade with a horizontal grip that fits perfectly in a clenched fist. This dagger is the preferred weapon of many assassins due to its simplicity.

Punch Dagger	
Damage	*
Hand	1
Range	1
Qualities	Slashing(1), Hand to Hand, Small
ENC	1
Price	55Dr

* Base damage is wielders Natural Weapon as per Hand to Hand Quality.

Cestus

Gloves of hardened leather-strips, often fitted with studs or spikes of various metals. Over the hands of a trained pugilist, the cestus can deal devastating blows that have the potential to break bones by virtue of its blunt design.

Cestus	
Damage	*
Hand	1
Range	1
Qualities	Crushing(1), Hand to Hand, Small
ENC	1
Price	45 Dr

* Base damage is wielders Natural Weapon as per Hand to Hand Quality.

Hand to Hand Quality:

This weapon can be used with the Unarmed Training, and counts as Unarmed for the purpose of damage. Additionally the wielder can perform actions that require an open hand while wielding these weapons at a -10 penalty.



Pugilist

Expert (Strength, Agility)

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.

Hook Sword and Bill Hook

Hook Sword

An exotic blade with a crescent tip, used for prying away enemy weapons and armor.

Many Redguard dervishes have used the hook sword to undress their heavily-armoured opponents.

Hook Sword	
Damage	1d6
Hand	1
Range	1
Qualities	Slashing(2), Dueling Weapon, Hooked
ENC	1
Price	85 Dr

Bill Hook

A polearm with a forward hooked blade on the end, favored by Breton militia and pirates. The bill hook is effective against cavalry and armor, and, used correctly, can yank opponents closer to the user.

Bill Hook	
Damage	1d10
Hand	2
Range	2-3M
Qualities	Splitting, Hooked, Unwieldy
ENC	3
Price	150 Dr

Hooked Quality:

This weapon has a hook that can be used to trip and yank opponents and their weapons. Attempts to defend against the character's Disarm, Take Weapon & Trip Special Actions is done at a -10 penalty due to the weapon's nature.



Rip and Tear

Expert (Strength, Agility)

Countless hours of training has perfected the characters technique with Hooked weapons, to the point that he can use them to tear armor asunder. 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.

Targe and Buckler

Targe

Targe: All shields can be purchased as a targe instead. Targe's are 1 weight class lower than normal shields of their type and cost 25% less. Targe's have the Targe quality: Shields with this quality halve their BR (rounding up), but counts as a free hand for wielding Small weapons or Grappling.



Buckler

Buckler: All shields can be purchased as a buckler instead. Bucklers are 1 weight class lower than a normal shield of their type, have 1 lower ENC, and cost 25% less. Bucklers have the Buckler quality: Shields with this quality can not block, but add an extra degree of success to all successful Parry tests. Also, when the defender wins an opposed Parry test, they always gains Advantage, but must pay the AP cost if picking the Special Action Advantage.



"Think of melee as a mirror. I look to my opponent's left arm when I am striking with my right. If he is prepared to block my blow, I blow not. Why exert undue force?" Mindothrax cocked an eyebrow, "But when I see his right arm tense, my left arm goes to my shield. You see, it takes twice as much power to send force than it does to deflect it. When your eye can recognize whether your opponent is striking from above, or at angle, or in an uppercut from below, you learn to pivot and place your shield just so to protect yourself. I could block for hours if need be, but it only takes a few minutes, or even seconds, for your opponent, used to battering, to leave a space open for your own strike."

- Excerpt from The Mirror by Berdier Wreans



Expanded Crafting

Not all equipment is made equal, some for cultural, and other for very pragmatic reasons.

A weapon or a piece of armor cannot be upgraded in the traditional sense, although it is possible to implement one or more modifications during its creation.

This section contains rules for characters wishing to further personalize the gear created using the Crafting rules as listed in the Core Rulebook.

Creating modified gear follows all the normal rules for Crafting as listed in the Core Rulebook, but adds the following optional steps to the process that all take place after the respective numbers (step 1a after step 1, step 2a after 2 etc):

Step 1a: Determine Modification

When an item has been chosen, pick one or more modifications from the Weapon, Armor or Shield table below, which specifies the effect and difficulty of each. The number of upgrades that can be applied to the item (every level of scaled upgrades counts toward this level) is equal to half the characters Profession Smith rank rounded up (1 for rank 1, 3 for rank 5).

Step 2a: Gather Modification Materials

The character must also gather the necessary materials for the modifications, following the same guidelines as above. The general rule of thumb is that if the character wishes to purchase all the raw materials for the upgrades, it will cost roughly one fifth of the item's base price as calculated in the last step for each modification (including levels) applied.

Step 3a: Modify Test Difficulty

After determining the initial test difficulty, add the relevant modifiers from any applied modifications to determine the final test difficulty that will be used in Step 4.



Reforging:

A smith can chose to reuse any existing weapon or armor when creating something new, regardless of how damaged it has become.

To do so, find the price for an unmodified item of its type and mark down 1/3rd of its price (100 drakes for a Full Chest plate of steel worth 300 for example). You now have materials worth that much that can be spend on creating any item made from the same material, and multiple items can be broken down to provide enough materials for the crafting roll.

Daedric items cannot be reforged this way, and will simply turn to dust if attempted.



Smithing Services

Custom crafted arms and armor can be extremely versatile, and extremely expensive. Characters can hire smiths to create items with upgrades of all types. Their cost is determined by the following formula:

Customized Item Price: Item + Upgrades + Fee

The cost for Upgrades is determined by the combined number of upgrades / upgrade levels wished for, 1 increases the cost of the base item by 20%, 2 by 50% and 3 by 100%.

Lastly, the table below provides a guideline for the flat fee charged by the smith based on the final difficulty modifier of the chosen upgrades combined.

Smith's Fee:

Upgrades total difficulty	Cost
-(1- 10)	100
-(11- 20)	200
-(21- 30)	400
-(31- 40)	800
-(41- 50)	1500
-(51- 60)	3000

Weapon, Shield, and Armor Modifications

Weapon Modifications

Upgrade (Weapon Types)	Difficulty	Effect
Serrated Edge (All weapons & Ammo with a sharp edge)	10 pr X (max3)	Bleed effect for Serrated quality (X^2), subtract X from Slashing or Splitting quality to a min of 0.
Parrying Hooks (Longsword and Great Sword)	-15	Dueling Weapon when held in both hands.
Basket Hilt (All 1-handed swords)	-15	+20 to resist Disarm attempts, +5 to Parrying, -5 to Offensive Combat Style tests.
Spiked head (Mace, Warhammer & Maul)	10 pr X (max 3)	Increases Crushing value by 2^*X on All out, decreases Crushing by 2^*X on normal attacks.
Fitted Grip (all melee weapons)	-25	+5 to Combat Style rolls for the character, -5 to anyone else using the weapon.
Wavy Blade (restricted to sword and dagger type weapons)	-20	+5 to counter attacks, -5 to parry. Increase bonus to +10 against polearms.

Shield Modifications

Upgrade	Difficulty	Effect
Shield Spike	-5	Adds +1d4 damage with the Crushing (2) quality when using the Bash special action.
Shield Bumps	-10 pr X	Grants a +5 bonus per X to block bladed weapons (including arrows, but not bolts).

Bleeding (X)

At the end of the character's next turn, they immediately take X damage that bypasses all armor and resistances. All Bleeding (X) conditions then expire. If a character is affected by multiple Bleeding (X) effects in one round, only use the highest one.

Armor Modifications

Upgrade	Difficulty	Effect
Spiked Armor	-10	Restriction: Can only be installed on Full armor Chest with 4 AR or above, adds +1 ENC. Inflicts 1d4 damage when a grapple is initiated by either side, with the Crushing quality using the characters StB if grappling, and the grapplers StB if grappled.
Environmental Seal	-5 pr X (max 3)	+10 per X to resist particle storms (ash/sand).
Fur Lined	-5 pr X (max 3)	+10 per X to resist effects of cold.
Reinforced Knuckles	Special*	Restriction: Can only be applied to Arm location armor, adds +1 ENC. This location counts as being a Cestus. The smith must choose which weapon material to make the cestus from as when creating any other weapon. This weapon is part of the armor and cannot be disarmed. It has the durability of the armor rather than the weapon.
Locked Gauntlet	-10	Restriction: Can only be installed on Full armor Arm with 4 AR or above. As a secondary action, a one-handed weapon can be locked in place within the gauntlet, preventing it from being disarmed. However, while so locked in place, the user takes a -10 penalty to parrying, and cannot use the hand for anything else unless unlocked with a Secondary action.
Ridged Shoulder Guard	-15	Restriction: Can only be installed on Full armor Chest with 4 AR or above, adds +1 ENC. Whenever the Head hit-location is struck, roll 1d10. On a result of 9 or 10, the blow is deflected to the body instead of the head.

* The difficulty of this upgrade is the same as the chosen weapon material for the cestus, but retains the quality of the armor upgrade.

