



UESRPG 3e

CRB v2 Reference

Original rules by the various UESRPG 3e contributors.

Compiled and edited by SupaBeardyMan.

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This reference is not intended to serve as a replacement for reading the rules presented in the Core Rulebook or the many UESRPG 3e supplements. For clarity and to reconcile any conflicts, make sure to refer to the original documents.

Contact SupaBeardyMan#6062 on Discord or SupaBeardyMan on reddit for any suggestions for or corrections to this supporting document.

Item Qualities

Weapon Qualities

Crushing (X)*	<i>Bonus damage</i> equal to the wielder's Strength bonus (or X, if another value is given), <i>capped at the AR</i> of the hit location <i>or BR</i> of a shield used to block it.
Splitting (X)*	<i>Bonus damage</i> equal to the wielder's strength bonus (or X, if another value is given), but only <i>if the initial damage result causes the target to lose 1 or more HP</i> .
Slashing (X)*	<i>Bonus damage</i> equal to the wielder's Strength bonus (or X, if another value is given) <i>against unarmored</i> hit locations.
Bleeding (X)	End of next turn, take X damage (bypass AR/resistance). Then remove all Bleeding effects. Apply highest value of X.
Complex	Cannot move on a turn while reloading.
Concussive	<i>On a bash</i> special action after gaining advantage with this weapon, gain a +20 <i>bonus</i> to the opposed test.
Damaged (X)	Deal X less damage. If damage is impossible, it's destroyed. Does not stack: apply higher effect.
Dueling Weapon	Add 1 DoS to successful parry and counter attack tests.
Entangling	<i>Cannot be parried or blocked. Damage = 0.</i> Target tests Strength or Agility. On fail, -20 to all combat tests until the target uses an AP to repeat the test. <i>If applied with melee and the target leaves melee range</i> , the attacker must decide to let go to maintain the effect or keep the weapon and remove the effect.
Focus	Treat the hand holding the weapon counts as a free hand to cast spells.
Exploit Weakness	Treat full armor as partial, and partial as unarmored. Don't reduce location AR; used to trigger effects like slashing.
Flail	<i>Cannot be affected by or used for parries/counters.</i> In attacks <i>against blockers with shields</i> ; if both tests are passed and attacker DoS > defender DoS, target BR = 0. <i>On a critical fail</i> , attacker is the new target of the attack.
Impaling	On attacks of opportunity that damage target HP, target cannot finish turn's movement.
Magic	Can damage creatures that are immune to normal weapon damage.
Mounted	Can only be used while moving on a mount.
Primitive	For damage, roll twice and take the lower result.
Proven	For damage, roll twice and take the higher result.
Shield Splitter	Halve BR of shields used to block (Round up).
Small	Cannot Parry or counter attacks from 2H weapons. Readying does not cost 1AP. Can test Subterfuge to conceal. Enemies with normal weapons can opportunity attack against wielder if the wielder enters their range.
Thrown (X/Y/Z)	Can be thrown for a ranged attack using either Str or Ag. Deal normal damage and do not apply Core Qualities to damage if thrown.
Unwieldy	Attempts to counter attack with this weapon suffer a -20 penalty.
Hand to Hand	Used with unarmed training. Counts as unarmed for damage. Perform actions requiring open hand at -10.
Snare	Can perform bash and trip at range. Always use combat style vs. target athletics/evade. Ignore 2m range.
Hooked	Attempts against wielder's Disarm, Take Weapon & Trip Special Actions suffer -10.

Armor Classes/Qualities

(Unlisted)	The armor is light enough that no penalties are applied to its user.
Light	-10 penalty to Acrobatics skill tests.
Medium	-10 to Agility based tests (except Combat Style skill tests), and reduce Speed by 1.
Heavy	-20 to Agility based tests (except Combat Style skill tests), and reduce Speed by 2.
Super-Heavy	-30 to Agility based tests (except Combat Style skill tests), and reduce Speed by 3.
(Crippling)	Speed = 0, and suffer a -40 to all tests.
Magic	Provides protections against certain attacks; magic shields can be used to block these attacks.
Damaged (X)	Reduce AR or BR by X. If AR/BR is reduced to 0, the armor piece or shield is destroyed.

Actions

Primary Actions: <i>Only taken during a character's turn.</i>	
Attack <i>(Limited to two per round)</i>	Variations: <ul style="list-style-type: none"> ◇ All Out Attack (Melee): 2 AP total, +20 to attack. ◇ Coup de Grâce: Killing blow against helpless (unconscious, restrained and prone, etc.) target. ◇ Precision Strike: Choose hit location of the attack, -20 to attack test.
Disengage	Cannot take attacks of opportunity/held or delayed attacks.
Cast Magic	Cast a spell, rule for 2 attacks per round still applies
Delay	Delay Turn: declare circumstances of delayed action. If conditions are met, insert delayed turn as a Free Action. If the circumstances aren't met before their next turn, AP are lost entirely. Defensive Stance: Save 1 AP for use on a reaction any time before the end of the round, when it is lost.

Secondary Actions: <i>Taken during a character's turn or as a reaction.</i>	
Aim	Gain a +10 to next ranged attack. Can stack if the action is taken multiple consecutive times, to a maximum of +30.
Cast Magic (Non-Attack)	Cast a spell that does not count as an attack.
Dash	Can use 1 AP to move up to his/her speed. Added to any base movement for their turn.
Hide	Test Stealth against Observe from anyone who may spot them. On success, the character gains the hidden condition.
Ready Weapon/Drink Potion	Draw/sheath/withdraw/reload a weapon. Can be used to drink a potion for 2AP

Free Action:
<i>Performed at anytime during a combat round. Can include talking, signaling, observing, dropping items, etc. GM discretion.</i>

Reactions: <i>Used in response to a threat or event a character is aware of.</i>	
Attack of Opportunity	Make a melee attack against a vulnerable opponent. Made before opponent's action is resolved. Triggered by: <ul style="list-style-type: none"> ◇ Retreat: Opponent moves out of melee range without disengaging. ◇ Approach: Moves closer to the character within melee range; i.e. moving 3m to 2m against a 3m weapon. ◇ Spellcast: When the opponent casts a spell within melee range, unless the spell counts as melee. ◇ Standing up: When the opponent stands up from prone within melee without using the arise action. ◇ Ranged attack: when an opponent within melee makes a ranged attack or reloads. ◇ Ready: The opponent within melee readies or reloads a weapon/drinks a potion; unless done as a free action.
Block	Use a shield to block an incoming ranged or melee attack.
Parry	Use a weapon or shield to try to deflect an incoming melee attack.
Counter Attack	Attempt to make a melee counter attack in response to an attack from an opponent he/she is aware of.
Evade	Attempt to dodge an incoming ranged or melee attack.

Special Actions: <i>Can be taken as the listed action or when a character gains advantage.</i>		
Arise	Secondary	Remove the prone condition without provoking an Attack of Opportunity.
Bash	Primary	Athletics/unarmed vs opponent's Athletics/unarmed/Evade. If won, opponent is knocked back 1m, loses 1AP, and tests Acrobatics to avoid falling prone. Target cannot be larger size. Range 2m.
Blind Opponent	Secondary	Combat Style vs. opponent's Evade or Combat Style (if wielding a shield). If target loses, he/she is blinded for 1 round. Attacker must have access to something that can blind the opponent.
Disarm	Primary	Athletics/unarmed vs opponent. If won, weapon is flung 1d4m in a random direction. Target cannot be larger
Force Movement	Primary	Combat Style vs opponent. If won, move self and opponent in any direction. Must be the same direction. Target must be within melee.
Resist	Secondary	Athletics/unarmed vs opponent Athletics/unarmed. If won, character may escape restraint or grapple.
Take Weapon	Primary	Athletics/unarmed vs opponent. If won, take opponent's weapon. Target cannot be larger size. Range 1m.
Trip	Secondary	Athletics/unarmed vs opponent Athletics/unarmed/Combat Style/Evade. If won, target falls prone. Target cannot be larger. Range 2m.

Character Conditions

Condition Keywords						
Blinded	Cannot see anything; -30 to tests that benefit from sight; auto-fail tests that rely solely on sight.					
Burning (X)	<ul style="list-style-type: none"> ◇ Start of round: suffer a hit of X fire damage to appropriate hit location, body by default. Then increase X by 1. ◇ Stacking: If a second instance of burning is applied, combine the two X values. ◇ Taking Action: Must pass Wp -20 at the start of their turn to attempt to do anything but extinguish the fire. ◇ Extinguishing: Ag +20 (-10 for every value of X after 1). On success, character is prone and loses the condition. 					
Chameleon (X)	Blends into the environment. Sight based tests to detect are made at -X. Only apply the highest value.					
Dazed	Start each round with one less action point, to a minimum of one.					
Deafened	Cannot hear anything; auto-fail tests that rely on hearing.					
Frenzied	<ul style="list-style-type: none"> ◇ Must attack the nearest enemy in melee if able. Can only make All Out Attacks. ◇ If not in range, must move towards the nearest enemy. May not attempt to flee. ◇ Increase WT by 3 and SB by 1 ◇ -20 to skill tests not based on Str/Ag/End. ◇ Gains 1 SP, which can exceed SP max. ◇ Immune to stun/fear/passive wound effects. 					
Hidden	Move only 1m for every 2m spent; cannot dash; enemies cannot defend against attacks; attacking removes the condition. If there is line of sight, stealth v. observe. If character loses, he/she is revealed to the observer.					
Immobilized	Cannot move; but can attack, defend, and take other actions.					
Invisible	Others fail all sight related tests related to spotting him/her. Attack at -30, if they can guess the character's location.					
Muffled (X)	The character is harder to hear. Hearing based tests to detect are made at -X. Only apply the highest value.					
Prone	Move only 1m for every 2m spent. -20 to combat related tests. Full armor counts as partial. Standing up requires half base movement speed. If they do not have enough remaining speed, they must take the Arise action.					
Paralyzed	Frozen; unable to move any part of their body. Can only cast spells that don't require speech or motion.					
Restrained	Unable to move. Cannot attack or defend. Can only cast spells that don't require motion.					
Silenced	Character believes they are making sound. -20 to cast spells requiring speech. Can roll Prc -20 to realize what is happening.					
Slowed	Speed is halved (round up).					
Stunned	Lose all remaining AP. Cannot regain AP at the start of each round while Stunned.					
Unconscious	Fall prone. Cannot take action. If they gain a level of fatigue while unconscious, they die.					
Encumbrance					Fatigue	
Level (Value)	Total ENC	Test Penalty	Speed Penalty	Stamina Penalty	Fatigued (1)	-10 to all tests
Minimal (0)	<= 1 times CR	None	None	None	Exhausted (2)	-20 to all tests
Moderate (1)	> 1 times CR	-10	-1m	-1 SP max	Drained (3)	-30 to all tests
Severe (2)	> 2 times CR	-20	1/2 Speed (Round down)	-3 SP max	Unconscious (4)	Fall unconscious
Crushing (3)	> 3 times CR	-40	Immobilized	-5 SP max	5+	Character dies
Crippled/Lost Body Parts						
Lost /Crippled Ear	Tests that rely on hearing suffer -20 penalty. If both ears are lost, character is permanently deafened.					
Lost/Crippled Eye	Tests that rely on sight suffer -20 penalty. If both are lost, character is permanently blinded.					
Lost/Crippled Foot/Leg	Permanently slowed. Tests that use 2 legs suffer -20 penalty. If both legs are lost, permanently immobilized.					
Lost/Crippled Hand/Arm	Can't use 2H weapons/shields/1h weapons in lost arm. Tests that use both hands suffer -20 penalty. If both hands are lost, cannot wield weapons and auto-fail tests that require hands.					
Organ Damage	Heal damage at half speed and reduce SP max and WT by 1.					

Magic, Healing, Misc.

Restoring HP (No untreated wounds)			Hit Locations		Spell Attributes	
Magical Healing	Instantly (unless otherwise noted) heal specified HP.	1-5	Body	Upkeep	Caster can refresh the effect/test/roll/duration using the original target when the spell ends by paying the original MP paid.	
		6	Right Leg			
		7	Left Leg			
Natural Healing	Naturally restore EB HP on a long rest, with a long rest. This is doubled if not doing anything strenuous and is entirely focused on healing/is being cared for.	8	Right Arm	Overload	Benefit from extra specified effect when not restraining the spell.	
		9	Left Arm	R/M Attack (range)	Counts as a melee/ranged attack with listed range.	
		0	Head	AoE (range, form)	Ranged Area of Effect attack with the given form/radius.	
Wounds				Direct	Has a target(s) but is not an attack and can't be normally defended.	
Healing Wounds	To begin to heal wounds, they must be treated. If it is not treated in (EB) days, any body parts crippled count as being permanently crippled/lost (maimed).			Reaction	Spell can be cast as a reaction.	
Healing Untreated Wounds	Cannot naturally regen HP while they have untreated wounds. Magical healing restores HP as normal, removes passive effects, and forestalls unconsciousness for (amount healed) rounds. If healed to full HP with an untreated wound, character is maimed.			[Variation]	Has multiple variations corresponding to one of the listed items in the spell entry. Each is a separate spell.	
Treating Wounds	Treated by successful Profession [Medicine], which takes ~1 hour. After treatment, HP can be healed naturally.			Spending Stamina: 1 SP each cannot spend both luck and stamina on the same test.		
Curing Wounds	After treatment, if HP gained is ≥ damage from the cause of the wound, then the wound and effects are removed. Lost limbs cannot be healed in this fashion.			Physical Exertion	Spend before test. +20 on the next Str/End based skill/char test. Cannot be used on combat style skill tests.	
Item/ Weapon Quality Modifiers				Sprint	Spend before moving. Modify dash action to allow movement up to twice speed.	
Quality		Availability		Price		
Inferior (Primitive)		2 steps more common		-50%		
Common		No change		—		
Superior (Proven)		2 Steps Rarer		+100% (+200%)		
Item Availability: Modifiers to Commerce or Investigate tests.						
Extremely Rare	-40	Average	—			
Rare	-30	Ordinary	+10			
Scarce	-20	Common	+20			
Uncommon	-10	Plentiful	+30			
Average	—	Ubiquitous	+40			
Defense resolutions: Resolve before advantage is taken.						
Evade	Negate attack entirely. Move 1m for free.		Precision Strike		Choose the hit location of the attack.	
Parry	Negate attack entirely.		Penetrate Armor		Treat full armor as partial, and partial as unarmored for resolving an attack. Does not lower AR.	
Block	If damage exceeds BR, char takes full damage to shield arm. Otherwise, no damage. Magic damage treats normal BR as half (round up).		Press Advantage (Attack Only)		+10 to next melee attack against target within 1 round.	
			Overextend (Evade/Parry Only)		Opponent's next attack test within 1 round is at -10.	
			Special Action		Immediately take a special action. No AP cost OR auto-win opposed roll.	