*Table of Contents*

* ***Demi-Races***
* Minotaur
* Riekling
* Goblin
* Lamia
* Harpy
* ***Daedric Races***
* Dremora
* Mazken
* Aureal
* Shrike
* ***Akaviri Races***
* Tsaesci
* Tang’Mo
* Ka’Po’Tun
* Kamal
* ***Heritages***
* Dragon’s Blood
* Dhampyr
* Demiprince
* ***Talents***
* Minotaur
* Riekling
* Goblin
* Lamia
* Harpy
* Tsaesci
* Kamal
* Tang’Mo
* Ka’Po’Tun
* Dremora
* Mazken
* Aureal
* Shrike
* Dragon’s Blood
* Dhampyr
* Demiprince
* ***Core Racial Alternatives***
* Saxhleel, Argonian
* Skaal, Nord
* Sarpa, Argonian
* Naga, Argonian
* Paatru, Argonian
* Wood Orc
* ***New Elite Advances***
* Lord of Oblivion
* Nightingale (*Needs Talents*)
* Dragonknight (*Needs Talents*)
* Claw-Dancer
* Warden
* Spellbinder (*Needs Talents*)
* Warlord
* Blackguard

***A Note on Daedric PCs***

The rules for the playable daedric races found here are made to be as balanced as possible without losing their “Daedric Flair”. Their reduced resistances are done for this purpose, but for consistency with their monstrous daedric counterparts, they may increase these traits by purchasing their racial talents.

In my honest opinion, playing daedra sounds ridiculously awesome and I hope that these rules allow for a balanced option for my fellow fiendish fans.

I am currently looking into some options for the Akaviri races along with some suitable art for them.

One set of the Demiprince’s talents will be unique to their divine parent, with one for Aedra as a whole and one for each Daedric Prince.

***Minotaur***

*(Based on ESO making Minotaurs more intelligent)*

*Insert Lore Article*

**Minotaur Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 35 | 30 | 21 | 20 | 25 | 22 | 20 |

**Traits**

* ***Large Size:*** *+10 to Ranged Attacks that target you*
* ***Too big for town:*** *You take a -20 on Stealth tests made to hide or move silently when not in the wilderness.*
* ***Monstrous Appearance:*** *You are considered a monster by most people, your presence will be treated with suspicion and concern. You suffer a -15 on all social tests made against a person who would be disturbed by your presence.*
* ***Magic Resistant:*** *Re-rolls failed tests to resist Magic.*
* ***Stubborn:*** *Re-rolls failed Panic tests.*
* ***Thick Skull:*** *Immune to Stun and Dazed.*
* ***Tough****: This character gains a +10 bonus to Shock tests*
* *Natural Weapon*

***Horns****: d8 Splitting, UW, Magic, Reach 1m.*

**Powers**

* ***Breath of Kyne***

*Minotaur count as Nords for taking the “Storm Voice” elite advance.*



***Riekling***

*Rieklings are a race of small, blue-skinned humanoid creatures native to northern Solstheim. They are aggressive, and can be dangerous in groups. Despite being considered little more than beasts by the local Nords, Rieklings are naturally cunning. Some are intelligent enough to speak Cyrodilic, although they rarely say anything intelligible. Rieklings also have their own language. They scavenge what few relics they can find from the other races, and form strange attachments to these treasures.*

**Riekling Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 24 | 26 | 27 | 20 | 23 | 28 | 20 |

**Traits**

* ***Small****: Rieklings are small sized characters. Attempts to hit the Riekling suffer a -10 penalty. However, the character’s maximum Speed is reduced by 3.*
* ***Immune to Frost****: This character ignores all incoming frost damage and any negative effects from the cold.*
* ***Broken Cyrodilic:*** *You do not start play knowing Cyrodilic, instead you know “Riekish”.*

**Abilities**

* ***Natural Ambusher:*** *You have +1 AP during a surprise round of combat.*

**Other**

* *During character creation, Riekling characters may choose to begin with the Survival or Riding skill trained to Novice rank for free.*



***Goblin***

*(Based on RaistheWolf’s Goblin Race)*

*Insert Lore Article*

**Goblin Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 26 | 22 | 28 | 20 | 22 | 27 | 20 |

**Traits**

* ***Dark Sight****: A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.*
* ***Small****: Goblins are small sized characters. Attempts to hit the Goblins suffer a -10 penalty. However, the character’s maximum Speed is reduced by 2.*
* ***Broken Cyrodilic:*** *You do not start play knowing Cyrodilic, instead you know “Kennish/Goblin”.*

**Abilities**

* ***Gang Up (1 SP, 1 AP, Reaction)****: When an ally takes the attack action on a target within melee range of this creature, it may take the attack action against that target as a reaction. This attack does not count towards the attack total of that round and gains +1 damage and -10 to the defender’s role for each ally (including this creature but not including the attack that triggered this reaction) using the same feature to make an attack against that creature at the same time. This can only be used once per round and costs a stamina point. No other stamina points may be used on this attack (such as to increase damage) and the attack must not be an All-Out Attack or Precision Strike.*

**Other**

* *During character creation, Goblin characters may choose to begin with the Survival or Stealth skill trained to Novice rank for free.*



***Lamia***

*Insert Lore Article*

**Lamia Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 26 | 24 | 24 | 23 | 29 | 25 | 20 |

**Traits**

* ***Natural Weapons:*** *Claws - 1d6 Slashing, 1m*
* ***Natural Armor:*** *Lamia are treated as wearing Partial Armor (AR 2/MAR 1) on all unarmored hit locations.*
* ***Amphibious:*** *Can breath water and ignores the skill cap placed on their Combat rolls by her Athletics when fighting in water.*
* ***Dark Sight:*** *A creature with this trait can see and act normally in areas with dim or no light.*
* ***Half-Serpent:*** *A Lamia treats their Leg hit locations as being Body.*
* ***Legless:*** *Lamia can’t wear leg armor or boots, aside from their natural armor.*
* ***Monstrous Appearance:*** *You are considered a monster by most people, your presence will be treated with suspicion and concern. You suffer a -15 on all social tests made against a person who would be disturbed by your presence.*

**Abilities**

* ***Terrifying Shriek****: Once per day, a lamia can shriek magically as an action. All of the lamia’s foes within 20m must immediately make a Panic test at +20.*



***Harpy***

*Insert Lore Article*

**Harpy Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 23 | 24 | 28 | 20 | 23 | 28 | 23 |

**Traits**

* ***Natural Weapons:*** *Talons - 1d4 Slashing, Exploit Weakness, 1m (You can make attacks with your Talons while airborne)*
* ***Dark Sight:*** *A creature with this trait can see and act normally in areas with dim or no light.*
* ***Flyer:*** *Speed equals your StrB + EndB + AgiB*
* ***Feathered Wings:*** *Your wings are treated as your Arms for hit location and you lose the Flyer trait when even one of your wings/arms are wounded. You can’t wear armor on your Wings/Arms unless custom made and your Flyer speed is reduced by 3 if you wear medium armor and by 6 when wearing heavy armor. You also cannot hold any item with a weight greater than 1 while flying and cannot make weapon attacks or cast spells (that would require your hands) while flying.*
* ***Monstrous Appearance:*** *You are considered a monster by most people, your presence will be treated with suspicion and concern. You suffer a -15 on all social tests made against a person who would be disturbed by your presence.*
* ***Resist Normal Weapons (2)***
* ***Hawk Eye:*** *Harpies begin play with Observe train at novice rank. Harpies gain a +10 to Observe tests that rely on sight while airborne.*

**Abilities**

* ***Earth's Harsh Embrace (1 SP):***

*Instead of dealing damage on a successful hit in melee with its Talons against a Medium or smaller target, the Harpy can spend a Stamina Point to grab them and soar upwards 6m. The Harpy can then immediately spend another Stamina Point and Action point to continue flying upwards. If multiple Harpies are carrying the same target, only one needs to spend a Stamina Point per 6m of height. This is treated as a Grapple for the purposes of breaking free, and the Harpy can choose to drop the target at any point, which will suffer falling damage as normal.*



***Tsaesci***

*The Tsaesci (pronounced by some as "sayessie"), which means Snake Palace, are a race originating from the continent of Akavir, east of Tamriel. The Anuad creation myth asserts that the Wandering Ehlnofey were divided across three continents, with those on Akavir becoming the Tsaesci (and therefore related to the Yokudans and Atmorans). Ancestor worship seems to be an integral part of Tsaesci culture, although at least four deities, symbolizing different elements, are known: Ilni (weather/air), Myn (sun/fire), Nyfa (earth) and Zisa (oceans/water). Water occupies a special place in the Tsaesci faith, as they believe that all waterways connect the realms of the dead and the living. The Tsaesci were also known for their use of magic. Additionally, they utilize a special magic called 'kiai', which shares similarities with Shouts of the nordic Thu'um.*

**Tsaesci Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 25 | 26 | 27 | 25 | 24 | 23 | 24 |

**Traits**

* ***Power Well (5):*** *The character has more magicka than usual. Increase their MP max by 5. This trait can stack.*
* ***Resistance (Poison, 2):*** *This character reduces all incoming poison damage by 2, and gains a +20 bonus to tests made to resist non-damaging poison effects. This trait can stack.*
* ***Vigorous****: The Tsaesci gains a +1 to their Max Stamina.*

**Abilities**

* ***Heiko****: Once per long rest, the Tsaesci may convert their magicka into stamina or their stamina into magicka. One Stamina can restore ten Magicka and ten Magicka can restore one Stamina. When they use this ability, they can expend any amount of their resources.*



***Examples of Tsaesci Names***

*Sidri-Ashak, Versidue-Shaie, Savirien-Chorak, Mishaxhi, Ghelin-Brol, Vashu-Pir, Jaiv-Yora, Lein-Barduik, Beloren-Kaie, Feina-Darak, Brazollus Dor, Vhysradue*

***Dremora***

*Dremora (also known as "The Kyn") are a warlike Daedric race primarily associated with the Daedric Prince of Destruction, Mehrunes Dagon; although they are often found in the service of other Daedra lords. They are commonly encountered throughout the planes of Oblivion. Dremora are known to be highly intelligent beings, and make capable warriors and mages.*

*Dremora are humanoid beings that resemble demon-like knights, and usually appear to be at least six or seven feet tall. In battle, Dremora have been known to wear spiked, crimson Daedric armor. Notable features include horned faces that range from grotesque to resembling tattooed Dunmer, deep ashen gray, blue, purple or red complexions, and voices that are deep and guttural.*

**Dremora Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 30 | 27 | 24 | 25 | 27 | 25 | 20 |

**Traits**

* ***From Beyond:*** *Daedra are immune to the effects of disease, fear, poisons (but not damage), and any mind affecting magic (ie. Illusions).*
* ***Void Born:*** *Daedra have a base, and max, luck of 30. Daedra do not get a Birth Sign.*
* ***Dark Sight:*** *Can see and act normally in areas with no light.*
* ***Resistance (Normal Weapons, 3)***
* ***Resistance (Magic, 1)***
* ***Spell Reflect (1):*** *Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.*
* ***Demonic Countenance****: Dremora have the “Disturbing Voice” negative trait but do not gain the bonus CrP from it.*
* ***Planar Dissociation****: If you are affected by a “Banish Daedra” spell or effect, you are not cast out of mundus, as you are permanently bound, but you enter a state of dissociation for 4 rounds. You are considered stunned for this time, but you also take half damage during this time as your body shifts between Mundus and Oblivion, with the spell casting you out and your binding holding you in.*

**Abilities**

* ***Soul Bound Gear (Once per Day):*** *While your Exile to mundus has limited your access to your old gear, you can still pull a single piece of it to you. Once per day, you may summon a single Daedric weapon or piece of Armor for an amount of rounds equal to your Willpower Bonus.*
* ***Animus:*** *When you die, you will return to life in the void. Your comrades may summon you through the “Rite of Conjuring” to return you to life.*
* *You lose 5 Luck*
* *You lose Half of your accumulated ExP (Not what you have spent)*
* *It takes you 1d4 days to reform before you can be summoned.*

**

**Others**

* ***Racial Cost:*** *In order to play a Daedra, you must spend 500 CrP. Daedra are also banned from taking any Elite Advances.*

***This race can only be taken with express GM permission***

***Mazken***

*Insert Lore Article*

**Mazken Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 24 | 25 | 27 | 25 | 27 | 25 | 24 |

**Traits**

* ***From Beyond:*** *Daedra are immune to the effects of disease, fear, poisons (but not damage), and any mind affecting magic (ie. Illusions).*
* ***Void Born:*** *Daedra have a base, and max, luck of 30. Daedra do not get a Birth Sign.*
* ***Dark Sight****: Can see and act normally in areas with no light.*
* ***Innate Magic****: Can cast spells even if hands are occupied.*
* ***Resistance (Normal Weapons, 3)***
* ***Weakness (Frost, 5)***
* ***Spell Absorption (2)***
* ***Power Well ‘10***
* ***Planar Dissociation****: If you are affected by a “Banish Daedra” spell or effect, you are not cast out of mundus, as you are permanently bound, but you enter a state of dissociation for 4 rounds. You are considered stunned for this time, but you also take half damage during this time as your body shifts between Mundus and Oblivion, with the spell casting you out and your binding holding you in.*

**Abilities**

* ***Animus:*** *When you die, you will return to life in the void. Your comrades may summon you through the “Rite of Conjuring” to return you to life.*
* *You lose 5 Luck*
* *You lose Half of your accumulated ExP (Not what you have spent)*
* *It takes you 1d4 days to reform before you can be summoned.*
* ***Seducing Touch (Once per Day)****: As an attack, the Mazken can reach out and touch a target in melee. The target takes d4 Magic damage that ignores armor immediately. The target takes an additional d4 Magic damage that ignores armor at the end of each round until they pass a +0 Willpower test, which can be taken once per round as a free Action at the start of the character's turn. Each time this effect*

**Others**

* ***Racial Cost:*** *In order to play a daedra, you must spend 500 CrP. daedra are also banned from taking any Elite Advances.*

**

***This race can only be taken with express GM permission***

***Aureal***

*Insert Lore Article*

**Aureal Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 28 | 26 | 24 | 24 | 25 | 27 | 24 |

**Traits**

* ***From Beyond:*** *Daedra are immune to the effects of disease, fear, poisons (but not damage), and any mind affecting magic (ie. Illusions).*
* ***Void Born:*** *Daedra have a base, and max, luck of 30. Daedra do not get a Birth Sign.*
* ***Planar Dissociation****: If you are affected by a “Banish Daedra” spell or effect, you are not cast out of mundus, as you are permanently bound, but you enter a state of dissociation for 4 rounds. You are considered stunned for this time, but you also take half damage during this time as your body shifts between Mundus and Oblivion, with the spell casting you out and your binding holding you in.*
* ***Dark Sight****: Can see and act normally in areas with no light.*
* ***Innate Magic****: Can cast spells even if hands are occupied.*
* ***Resistance (Normal Weapons, 3)***
* ***Reflect Magic (1)***
* ***Tough ‘1:*** *Increase WT by +1*
* ***Weakness (Poison, 5)***

**Abilities**

* ***Sunder Weapon (Once per Day):*** *As an action, the Golden Saint can touch a single weapon, which immediately gains the Damaged (10) quality. Acts as an Unarmed Precision Attack.*
* ***Animus:*** *When you die, you will return to life in the void. Your comrades may summon you through the “Rite of Conjuring” to return you to life.*
* *You lose 5 Luck*
* *You lose Half of your accumulated ExP (Not what you have spent)*
* *It takes you 1d4 days to reform before you can be summoned.*

**Others**

* ***Racial Cost:*** *In order to play a daedra, you must spend 500 CrP. daedra are also banned from taking any Elite Advances.*

**

***This race can only be taken with express GM permission***

***Shrike***

*Shrikes are a race of Daedra found in the Evergloam, Nocturnal's realm of Oblivion. In appearance, they resemble tall, scantily clad, beautiful women. Despite their power, Nocturnal Shrikes are prone to bouts of debilitating melancholy. They often utilize dark magic associated with crows. Shrikes serve their mistresses faithfully, offering counsel, and have even been known to make sacrifices out of love for their mistresses.*

**Shrike Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 23 | 24 | 26 | 27 | 28 | 25 | 30 |

**Traits**

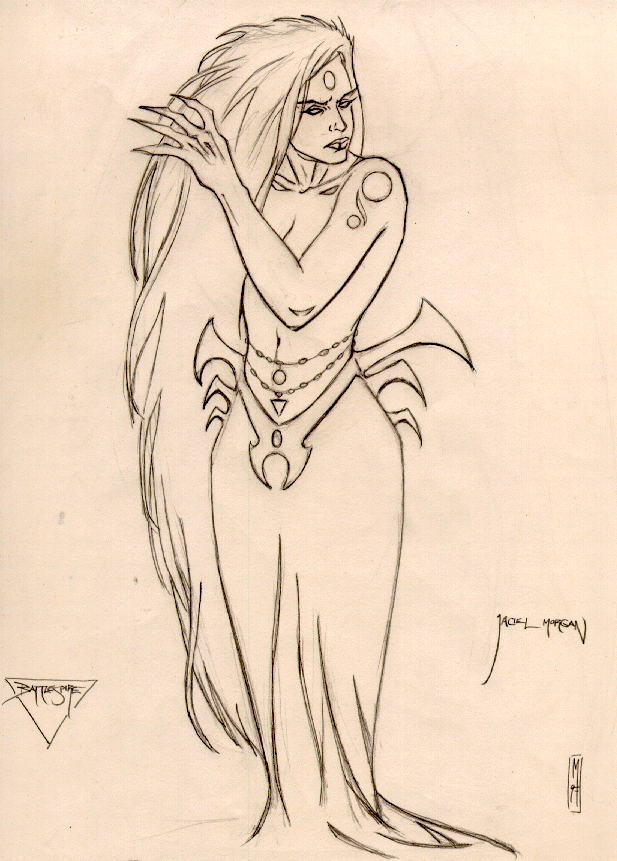
* ***Resistance (Normal Weapons, 3)***
* ***Magic Resistant****: Re-rolls failed tests to resist spells.*
* ***Resist (Magic) ‘2***
* ***Dark Sight:*** *Can see and act normally in areas with no light.*
* ***From Beyond:*** *Daedra are immune to the effects of disease, fear, poisons (but not damage), and any mind affecting magic (ie. Illusions).*
* ***Void Born:*** *Daedra have a base, and max, luck of 30. Daedra do not get a Birth Sign.*
* ***Planar Dissociation****: If you are affected by a “Banish Daedra” spell or effect, you are not cast out of mundus, as you are permanently bound, but you enter a state of dissociation for 4 rounds. You are considered stunned for this time, but you also take half damage during this time as your body shifts between Mundus and Oblivion, with the spell casting you out and your binding holding you in.*

**Abilities**

* ***On Black Wings (1 SP/10 MP)****: The Shrike is enveloped in crows and vanishes, reappearing anywhere within 20m from where they started.*
* ***Animus:*** *When you die, you will return to life in the void. Your comrades may summon you through the “Rite of Conjuring” to return you to life.*
* *You lose 5 Luck*
* *You lose Half of your accumulated ExP (Not what you have spent)*
* *It takes you 1d4 days to reform before you can be summoned.*

**Others**

* ***Racial Cost:*** *In order to play a daedra, you must spend 500 CrP. daedra are also banned from taking any Elite Advances.*

**

*(Battlespire Concept Art for Jaciel Morgan, a Greater Shrike)*

***This race can only be taken with express GM permission***

*OTHER RACES*

***BLANK***

*Desc...*

**BLANK Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

**Traits**

**Abilities**

**Others**

*Heritages function as a Trait that must be taken at Character Creation.*

***Dragon’s Blood***

*The blood of the dragon flows through you and they shall know you as Dragonborn.*

***Costs:*** *Must be taken at Character Creation.*

* *Costs 300 CrP & must burn 10 Luck*
* ***Requires Express GM Permission***

***Benefits***

* ***Blood of Kings:*** *You have the ability to wear the Amulet of Kings*
* ***Voice of the Dragon:*** *You count as a Nord for taking the “Storm Voice” Elite Advance*
* ***Eyes of the Dragon:*** *You have the ability to see through illusions. You also have a natural ability to read Dragon Script.*
* ***Soul of the Dragon:*** *When you slay a Dovah, you absorb their soul. You may spend the dragon’s soul as if you burned 5 luck per soul and can be used to learn new Words of Power in place of Exp.*

***Dhampyr***

*You were sired by a creature of the night, you are the misbegotten spawn of a Vampire.*

***Costs:*** *Must be taken at Character Creation.*

* *Costs 300 CrP*
* ***Requires Express GM Permission***

***Benefits***

* *Resistance to Normal Weapons ‘1*
* *Immunity to Disease*
* *Poison Resistance ‘1*
* *Weakness to Fire ‘2*
* *You only restore Half the HP you would normally from Potions and Spells, unless it is an Absorption spell.*
* *Your Natural Healing Rate is doubled*

***Demiprince***

*A Demiprince is the Daedric offspring of a Daedric Prince and a lesser entity such as a mortal. Although they often inherit aspects of their princely parent, they are notably eccentric and can be lacking in characteristics such as foresight, memory, cruelty, or willfulness. Some acquire, or are given, minor realms of Oblivion to rule, although many of these pocket realities are bizarre even by the standards of Oblivion. Some demiprinces are known to visit Mundus for the express purpose of interacting with mortals, an act usually abhorred by regular Daedra.*

*Some notable Demi-Princes are Fa-Nuit-Hen, son of Boethiah and one that became a deity of swordsmanship and battle. On the other side of the deific spectrum, Emmeg Gro-Kayra was the son of Malacath and an Orsimer maiden whom he blessed with a child. Sadly, Emmeg’s mother died in childhood but, due to the trickery of Sheogorath, he was slain far too early in life to become a true deific being like his Father. Although, even when his head was cut from his shoulders, he lived, confused on how this was the case. Not fully understanding his true nature as an immortal.*

***Costs:*** *Must be taken at Character Creation.*

* *Costs 400 CrP*
* ***Requires Express GM Permission***

***Benefits***

* ***Void Born:*** *Daedra have a base, and max, luck of 30. Daedra do not get a Birth Sign.*
* ***Immortality***

*Demi-Princes are immortal, they will not suffer a mortal death. When a Demi-Prince would normally* ***die****, they may make a +10 Wp test to stay alive at 1 HP. Doing this reduces their luck score by 2 and halves their accumulated Exp. If a Demiprince truly dies, they reform in their daedric parents native plane of Oblivion to await judgment from their sire. Additionally, your Natural Healing Rate is doubled.*

* ***Blood of the Ada***

*You may select* ***1*** *of your racial characteristic baselines to replace with* ***33***

* ***Resistance ‘2 to a damage type of your choice (Not Magic)***
* ***Immunity to Disease***
* ***Natural Imperfection***

*Your dual natural as a half daedric mortal has its benefits, and its penalties.*

*You must have at least 2 minor negative traits (You do* ***NOT*** *gain CrP from these traits however and they can never be removed)*

*Racial Talents*

***Minotaur Racial Talents***

*Blood of Morihaus*

*“In ancient days your kind was sired by the Demigod Morihaus, his divine blood lingers in your veins.”*

**Expert (Any), must be a Minotaur**

You gain “*Natural Toughness ‘2*”. You gain the following ability.

***Gore (Once per Day)***

*The minotaur can gore a target when it makes an attack with its Horns by spending a Stamina point to roll an additional d8 and add it to it's damage. If the attack deals damage, it automatically deals a Wound, but cannot Sever limbs.*

*Heir of Paravania*

*“Paravania, bride of Morihaus, dragonborn empress of ancient days. You hear her words in your dreams, old and powerful words.”*

**Master (Any), must have Blood of Morihaus**

Once per day, you may release a bellowing cry and have your voice reverberate with such force that it casts your foes aside. All creatures, friend or foe, with a 4m radius centered on you must make a +0 Strength test or get flung 1d6 meters away, getting knocked prone, and take any fall damage traveling that distance would incur.

Riekling

Goblin

Lamia

***Dremora Racial Talents***

*Ceaseless Wrath*

*“Burning within you are the fires of oblivion, you have come to harness this power and will use it to crush any fool who stands before you.”*

**Expert (None), Must be a Dremora**

You gain the “Magic Resistant” trait. Your Resistance to Normal Weapons and Magic increase by 1.

You also gain the following ability.

***Daedric Fury (Once per Day)***

*The Dremora can work themselves into a frenzy, and roll all damage twice and pick the highest on all its melee attacks until it willingly ends the fury, or is Stunned or Dazed. While this fury is active all of your attacks must be “All Out Attacks”*

*Soldier of the Endless War*

*“The endless war of the Kyn, not only is it the only life you have ever known, but it is what you were made for.”*

**Master (None), Must have Ceaseless Wrath**

Your Resistance to Normal Weapons increases by 1. You natural Spell Reflect increases by 1. The Duration of your “*Soul Bound Gear*” is now measured in minutes instead of rounds.

***Tsaesci Racial Talents***

*Blood of the Viper*

*“Fluff.”*

**Expert (Any), must be a Tsaesci**

Your Power Well trait increases by 5 and your Vigorous trait adds an additional +1 to your Max Stamina.

*Kiai*

*“The mystical art of Kiai has been compared to the Thu’um of the Nords. The Kiai are short shouts uttered when performing an attacking move.”*

**Master (Any), must be a Tsaesci**

You gain access to the following abilities, each costs Stamina to use.

* ***Ikari (Wrath)***

This shout invigorates the Tsaesci with the power to follow up on an attack.

* *By spending 1 Stamina, you can make 1 extra attack in the same round. You can spend an additional 2 to perform yet another additional attack. You can only gain two extra attacks using this Shout.*
* ***Shori (Victory)***

This shout allows the Tsaesci to absorb a portion of a slain victim's lifeforce.

* *After delivering the killing blow on a target, you can spend 1 or 2 stamina to recover 3 or 6 Health.*
* ***Osu (Push)***

This shout reverberates with enough force to stagger a target.

* *Allows you to use your Voice to perform the Bash action on a target within 2m.*

***Mazken Racial Talents***

*The Mad God’s Blessing of Cunning*

*“The Mad God has blessed you with the ability to influence the minds of others, shall you use this power to sow discord and paranoia or to simply destroy their very minds.”*

**Expert (None), Must be a Mazken**

Your Seducing Touch Ability now inflicts +1 Damage, now 1d4+1.  
 Additionally, you may forgo all damage from your Seducing touch to simulate the ***Charm*** or ***Command*** *(Spellcraft ‘1)* spells at a level equal to your ***WpB*** without spending the Magicka to cast them and without the need of a Casting Test. The DoS to resist the effect is equal to your ***PrsB***. The Upkeep of the spell does still drain Magicka of the appropriate level.

You now also restore HP equal to the Damage inflicted with Seducing Touch.

*Darkness of the Psyche*

*“????”*

**Master (None), Must be an Mazken**

Your Resistance to Normal Weapons Increases to 5, and you Spell Absorption increases to 3.

You gain the following Ability.

*Mad God’s Shroud (Once per Short Rest)*

*When reacting to an attack, you can spend a Stamina Point to gain the Sanctuary 5 effect for one round. Sanctuary 5 adds 5 additional DoS to any successful defensive reactions.*

***Aureal Racial Talents***

*The Mad God’s Blessing of Glory*

*“Lord Sheogorath has given you the power to protect his realm, authority, and to spread his Glorious gift to all who dare oppose you.”*

**Expert (None), Must be an Aureal**

m

* ?

***Shrike Racial Talents***

* ?
* ?

Dragon’s Blood

Dhampyr

***Demiprince Racial Talents***

You may only have one “Scion” talent.

*Child of Nirn*

*“Description”*

**Expert (Any), Must have the “*Demiprince*” heritage**

**Banned from taking “Not of this World”**

You gain a Birthsign of your Choice or determine it by birthday or roll for one. Allows you to take the Racial Talents of your Mortal parentage.

*Not of this World*

*“Description”*

**Expert (Any), Must have the “*Demiprince*” heritage**

**Banned from taking “Child of Nirn”**

You gain the “*From Beyond*” trait.

* ***From Beyond:*** *You are immune to the effects of disease, fear, poisons (but not damage), and any mind affecting magic (ie. Illusions).*

*Beyond Mortal*

*“Your mortal form begins to give way to the absolute divine power coursing through your veins.”*

**Master (Any), Requires “*Not of the World*”**

You gain +1 Max SP, +3 Max HP, +5 Max MP, and you gain Natural Toughness ‘3. However, your daedric heritage can no longer be concealed. From glowing eyes and fiendish horns to cloven feet or the amalgamation of your eyes into a single large one. You gain the “***Monstrous Appearance***” and “***Undying***” trait.

* ***Monstrous Appearance:*** *You are considered a monster by most people, your presence will be treated with suspicion and concern. You suffer a -10 on all social tests made against a person who would be disturbed by your presence.*

*Scion of the Divine*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Azura*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

At the start of each Session, you make two D% rolls and record the results. You may substitute these rolls for any D% test during the session.

During daylight hours, you gain the “*Telepathy (5)*” trait. During the night, you gain the ability to spend 12 Magicka or 1 Stamina to gain the Incorporeal trait for 1 round. Using this ability takes 1 AP and takes a primary action and costs Upkeep.

You gain Power Well (10).

*Scion of Boethiah*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Clavicus Vile*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Hermaeus Mora*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Hircine*

*“The hunter’s call has whispered to you since your birth. Your father watches you, waiting to determine your place in his pack as either hunter or prey.”*

**Expert (None), Must have the “*Demiprince*” heritage**

Your Base move speed and Initiative bonus both get a +2. Additionally, you gain the ability “*Hunter’s Mark*” and the trait “*Pursuer*”.

***- Hunter’s Mark (1 SP)****: The Hunter can mark a single target, they deal an extra 1d4 damage to that target. The mark persists until the prey is killed or the hunter abandons the hunt.*

***- Pursuer****: If the Hunter moves in the direction of their marked target, they can double their move speed.*

*Scion of Malacath*

*“You were born with a fire in your eyes that has never dimmed and the only home you know is the battlefield. Sadly you inherited your father's rage. Sometimes at night, you can feel his regret for your affliction.”*

**Expert (None), Must have the “*Demiprince*” heritage**

You gain +1 max SP and you can spend 1 AP to gain the Frenzied Condition. While Frenzied you gain Natural Toughness ‘2, Magic Resistant,+1 AP, and all attacks gain the “*Savage*” trait.

*Scion of Mehrunes Dagon*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Mephala*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Meridia*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

You can radiate a bright light in a radius of 30m at will that will last until you dismiss it. You can choose to overload the light, losing the ability to call upon it until you finish a Short Rest, which forces every creature that can see you to make a -10 Agility or Endurance test or become Blind for 1 minute. All of your Attacks count as “Sunlight” damage and you inflict +2 damage against Undead.

*Scion of Molag Bal*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

Whenever you deal the killing blow, the target is Soul Trapped if you wish. Additionally, you can consume a trapped soul to restore one of your three vital stats; HP, SP, & MP. The amount you restore is based on the soul’s type. Black Souls restore 2d6, while White Souls restore 1d4. (x2 for Magicka)

If you don’t have a Soul Gem when you kill the target, you can consume the soul directly if you choose.

However, you gain the “*Bal’s Curse (X)*” trait. Where X is equal to the total amount of Black Souls you have consumed. During a Long Rest, you can make a Wp test to reduce the X value by your WpB. Rolling a Lucky number resets X to 0, and rolling an Unlucky number results in doubling the X value.

* ***Bal’s Curse (X)****: The character takes X bonus damage from Silvered and Sunlight damages.*

*Scion of Namira*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Nocturnal*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Peryite*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Sanguine*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Sheogorath*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Scion of Vaermina*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

All of your Mind affecting Spells, traits, and abilities bypass all immunities and resistances. Also, any mind affecting spell, trait, or ability cast on a sleeping target cannot be resisted.

Additionally, you can force an Opposed WP test against a target that you can see. This target is completely unaware of what is happening. If you win the Opposed test, you become aware of the target's innermost fears. If they win the test, they become immune to this ability for 24 hours. You can then spend 1 Stamina or 10 Magicka to have them perceive you as this fear, functioning as if they had “*Aversion ‘2*” with you as the source for 1 round. Forcing this test takes 1 AP, acts as the “Cast Magic” action, and can be maintained through upkeep.

You gain Power Well (10).

*Scion of Jyggalag*

*“Description”*

**Expert (None), Must have the “*Demiprince*” heritage**

*Core Racial Alternatives*

**Nord Alternative to War-Cry**

* ***Thunderfist***

Once per Short Rest, you can add your Strength Bonus to the damage of a Power Attack in addition to the bonus damage from the Stamina spent.

**Bonus Falmer Racial Ability**

* ***???***

???

***Saxhleel***

Argonian Variant (Replaces the Core Argonian)

**Saxhleel Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 25 | 24 | 28 | 27 | 24 | 25 | 22 |

**Traits**

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

**Abilities**

* ***Sap-Drinker****: When a Saxhleel drinks a Potion, they may Increase the Spell Level of the potion by +2.*

***Skaal***

Nord Variant

**Skaal Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 28 | 28 | 23 | 21 | 24 | 27 | 23 |

**Traits**

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

**Abilities**

* ***Oneness****: A Skaal can take a moment to center themselves and attune to the land around them. Doing this takes 3 rounds, and at the end the Skaal will receive one of the following benefits. Oneness can only be performed once per Long Rest.*
* *+10 on your next test within 1 minute*
* *Regain 1 Stamina*
* *Regain 5 Magicka*
* *Gain a +20 on a Logic Test made immediately after the 3 rounds*
* *Increase your Non-Damage Frost resistance by +2 until you refresh this ability*

**Other**

* *During character creation, Skaal characters may choose to begin with the Survival skill trained to Novice rank for free.*

**Alternative Talents**

*Woad stays the same, but the Skaal don’t have access to “Sons of Skyrim”. Instead they get the following talent and it counts as the required talent for Woad.*

*Child of the All-Maker*

*“Description”*

**Adept (Any)**

*The Skaal’s Oneness ability refreshes after a Short Rest instead of a Long Rest.*

***Sarpa***

Argonian Variant

*“The Sarpa are a subspecies of Argonian that are known as “Winged Argonians”. They boast a lighter frame than all other argonians and have large portions of their bodies covered in feathers. Their Hist ancestors removed their ability to breathe underwater for the ability to glide.”*

**Sarpa Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 23 | 22 | 30 | 27 | 24 | 27 | 22 |

**Traits**

* ***Disease Resistance (75%)****: Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 75, the character doesn’t get the disease.*
* ***Immunity (Poison)****: The character is immune to the effects of poison.*
* ***Patagia****: The character has a membranous set of wings along their arms, torso and tail that allow them to maintain a steady glide. These wings can only be used if the Argonian is wearing Light armor or no armor on their Torso.*

*When the wings are usable, the Argonian takes no fall damage and can slow their descent to a rate that gives them the “Glide ‘3” trait.*

* ***Glide ‘X***

*The character can fly to a limited degree. They can move up to their base move speed in any direction aside from up, but for every X meters they travel, they drop 1 meter in altitude. A gliding creature can make a -10 Athletics/Acrobatics test to gain X meters in Altitude.*

* ***(Racial) Inscrutable****: Argonians receive a -10 penalty to Persuade tests made to interact with non-Argonians. However, Observe tests made to try to distinguish their motives are made with a -10 penalty.*

**Alternative Effect for “Histskin”**

*Gains a Climbing Speed equal to their Base Speed. Gains a +20 to all Agility tests made while Gliding. Additionally, once per Short Rest, the Argonian can immediately regenerate EnB Hit Points as a free action.*

***Naga***

Argonian Variant

**Naga Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 27 | 25 | 26 | 25 | 26 | 26 | 22 |

**Traits**

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

**Abilities**

* ***Caustic Spit****: Once per Short Rest, the Naga can spit a viscous acidic substance that dissolves the skin of their prey. This spit is sprayed in a 3m Cone and inflicts 1d8+EndB Poison Damage.*

***Paatru***

Argonian Variant

**Paatru Baseline Characteristics**

| ***STR*** | ***END*** | ***AG*** | ***INT*** | ***WP*** | ***PRC*** | ***PRS*** |
| --- | --- | --- | --- | --- | --- | --- |
| 24 | 24 | 26 | 28 | 27 | 25 | 20 |

**Traits**

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

**Abilities**

* ***Life Mender****: The Paatru have been given the gift of healing hands by their Hist Ancestor. Whenever a Paatru restores Health (either their own or another's) through a spell or the use of the Medicine Skill, they restore an additional 2 Health.*

**Other**

* *During character creation, Paatru characters may choose to begin with the Profession (Medicine) skill trained to Novice rank for free.*

*New Elite Advances*

***Lord of Oblivion***

*“As a Lord of Oblivion you have started upon the path to immense power and authority. You will grow to command forces, establish your own Clan Bond, and acquire your own Plane of Oblivion.”*

***Costs:*** Costs 500 CrP

***Requirement:*** You must be a Daedra or Demiprince born of a Daedra. This EA is allowed regardless of the Daedric races restriction on EAs.

As a Lord of Oblivion, you have access to the following powers and talents.

***Clan Bond***

You now have the ability to form a Clan Bond with other Daedra with you as the Clan Lord. This process is a very roleplay based mechanic between the GM and the Player. You must first win enough respect and trust of the Daedra for them to leave their old Clan to join you and in order for them to do this they must be unbound at the time, either in Oblivion or on Mundus.

Some Daedra might have some form of debt that they must repay or be excused of before they can join your Clan.

It is on the Player to keep track of their Clan’s members and their rank within the Clan. Nameless grunts are unimportant to distinguish but must still be counted.

You gain the following benefits on Persuasion tests made to establish your prestige with other Clans, either convincing someone to join you or dealing with other high ranking Clan Lords.

| ***Amount of Members*** | ***TN Bonus*** | ***Lordly Perk*** |
| --- | --- | --- |
| 0-5 | -20 | “*Lord & Master*” Power |
| 6-15 | -10 | “*Kynmarch*” Power |
| 16-50 | -0 | “*Come Forth*” Power |
| 51-200 | +10 | “*Lord’s Mantle*” Power |
| 201+ | +20 | “*Clan Crown*” Power |

* ***Lord & Master***

*When you cast any Summon Daedra Spell, you get a +10 to the test if you choose to summon one of your Clansmen. Additionally, summoned Clansmen make no attempt to break the spell’s binding. (Meaning no opposed WP test)*

*You also gain the following new spell.*

***Summon Clansmen (3rd Level Conjuration Spell/ costs 28 MP)***

*Functions as the Summon Daedra Spell in all regards, except that it isn’t bound to a specific type of daedra, instead when this spell is cast you may summon one of your Clansmen.*

* ***Kynmarch (1 AP + 1 SP)***

*You can bark an order and command all friendly Daedra within 10m to immediately make a free Attack action that does not count towards the usual attack limit per round.*

* ***Come Forth (2 AP + X Magicka/Once Per Week)***

*Make a -10 Conjuration Skill Test, if successful you can summon an amount of your Clansmen equal to your Personality Bonus. They are summoned in an unoccupied area within 10m of you and act on your turn. They will remain with you for an amount of minutes equal to you WP Bonus or until dismissed. Each one costs an amount of Magicka dependent on their Threat Rating as listed below. Regardless of what you summon you get “Mindlock ‘2”.*

* *Minor Solo = 8*
* *Minor Group = 12*
* *Major Solo = 18*
* *Major Group = 24*
* *Deadly Solo = 28*
* *Deadly Group = 36*
* *Deadly Group+ = 40*
* ***Lord’s Mantle***

*For each of your Clansmen within 10m of you, you get Natural Toughness ‘1, capped at ‘6.*

*You also get the following special actions while within 10m of at least 3 of your Clansmen.*

* *Lord’s Wrath (1 AP)*

*As a Reaction to the death of a Clansmen, you can grant all remaining Clansmen within 10m of you +1d4 Action Points (up to their max) and they restore an amount of HP equal to 1d6+ your Personality Bonus.*

* *Lord’s Will (2 AP)*

*You may siphon 3d10 Magicka from any of your Clansmen within 10m of you.*

* *Lord’s Might (2 AP)*

*You may add an additional 1d6 damage to your next Power Attack or Damaging Spell.*

* ***Clan Crown***

*Summoning your Clansmen via a Summon Daedra Spell now costs half magicka. This also affects “Come Forth”.*

*You also get the following special actions while within 10m of at least 3 of your Clansmen.*

* *Lord’s Guard (1 AP + 10 Magicka)*

*As a Reaction, you can Half any incoming damage for the round.*

* *Lord’s Resistance (1 AP + 15 Magicka)*

*As a Reaction, you can gain a +20 on the next test made to Defend or Resist an attack or spell. Using this action counts as taking a Defense action and doesn’t require additional AP to Block, Dodge or Parry.*

***Talents for the Lord of Oblivion***

*Planar Fief*

*“You have enough power to lay claim to a Plane of Oblivion. This doesn’t happen without consequence.”*

**Master (Any), Must be a Lord of Oblivion with 50+ Clansmen**

You can feel a pull in your soul, guiding you to your destined realm. Finding a way into your plane to claim it as yours is up to you. A simple way is to use the “Rite of Planar Transference” to open a portal. Claiming the plane requires some form of trial, either martial, intellectual, or any other form of trial. (Determined by you and your GM)

Once you have claimed your plane you gain the ability to teleport to it by meditating for at least 1 hour. You can also return to your previous location through the same method.

While you hold dominion over your plane, you can act as the Daedric Prince in a “Rite of Morpholithic Inscription” (Creating Sigil Stones and permanent portals into your plane)

Your Realms landscape is shaped by your will and desire, you can over a long rest change a large-scale landscape feature within your realm such as adding or removing a mountain or forest. You may also control the weather within your plane at will.

Resting inside your plane doubles your natural healing rate and slowly mends wounds, even restoring lost limbs after 3 days.

*A Note of Planar Lordship*

*There will be many times where you will have to defend or even reclaim your Realm from usurpers. Threats from both within and without will rise to challenge your authority and title as Clan Lord, so be cautious of other clans and new Clansmen who held more power in their old Clan. Also keep the nature of your Clansmen in mind, from the cowardice of Scamps, the honor of the Dremora, to the cunning treachery of the Xivilai.*

*A Note on Titles*

*Daedra have no true gender, so the Titles of Lord and Lady can be used interchangeably and many Lords/Ladys choose a more unique title, either one based on a mortal title (Duke, Count, Baron) or one of Daedric origin. (Valkyn, Markyn, Shrike Mistress)*

*Planar Rift*

*“Your power allows you to pierce the veil between Mundus and Oblivion for a brief moment.”*

**Expert (Any), Must have the “Planar Fief” Talent**

You gain the following new ability.

***Open Rift (2 AP + 2 SP/Once per Week)***

You open a portal to your Demiplane that will remain open for 1 minute or until the max amount of beings has passed through it. An amount of beings equal to your Personality Bonus +1 may pass through this portal before it closes. Within the week of using this ability, you and any creature that has gone through the portal may return to the original location at your discretion.

*Fountain of Rebirth*

*“Fountains of Rebirth allow Clansmen to return to it instead of their natural plane when they reform.”*

**Expert (Any), Must have the “Planar Fief” Talent**

You can now create a Wellspring within your Demiplane, this allows you and your Clansmen to respawn in your Demiplane instead of their normal plane.

You gain a +10 TN Bonus on Persuasion tests made to establish your prestige with other Clans, either convincing someone to join you or dealing with other Clan Lords.

*Throne of Power*

*“You have acquired a powerful position within your realm that grants you greater authority over your clan.”*

**Expert (Any), Must have the “Planar Fief” Talent**

Within your realm is a literal Throne that you can choose to move to a new location by meditating for 1 minute while sitting on it.

You gain a +10 TN Bonus on Persuasion tests made to establish your prestige with other Clans, either convincing someone to join you or dealing with other Clan Lords.  
 While within 3m of your throne, you gain the following.

* *Realm Awareness*

While on your Throne you have complete awareness of the goings on within your realm, unless it is obscured via the Rite of Warding or similar magic.

* *Clan Telepathy*

While on your Throne you may telepathically contact any of your Clansmen regardless of what plane they are on at the time. Unless they are obscured by magic.

* *Clan Audience*

While on your Throne you can instantly summon any Clansmen to you without test or cost. Unless they are bound by magic at the time.

***Nightingale***

*“Nightingales are the mortal champions of Nocturnal who have promised her service in death in return for great power and fortune in life.”*

***Costs:*** Costs 400 CrP

***Requirement:*** To become a Nightingale, you must enter a contract with the Daedric Prince Nocturnal.

As a Nightingale, you have access to the following powers and talents.

***Nocturnal’s Shade***

When you become a Nightingale, you gain access to a source of power called “Shade”. This pool is used to utilize Nocturnal's gifts and even allows you to warp fate in your favor.

Your first set of gifts is determined by your contract with Nocturnal; Agent of Stealth, Agent of Strife, and Agent of Subterfuge.

Your max Shade is equal to your Luck Score. Listed below are the first of Nocturnal’s gifts that you will have access to with more become available through Talents.

You recover 1 Shade for every DoS you get on a successful Persuade, Stealth, or Subterfuge skill test that wasn’t modified by Nocturnal’s Fortune or any other Nightingale power. You can also spend 1 Luck Point to recover 5 Shade or burn 1 Luck to recover 10 Shade.

***Nocturnal’s Fortune***

Nocturnal’s Fortune is an ability shared by all Nightingales and is the most universal use of your Shade.

You may spend 1 Point of Shade to adjust a rolled test by 2, either up or down. If you adjust it to a lucky number, it will function as if you had rolled the lucky number, but you have to increase or decrease the roll by 2, so if that would skip over the lucky number, it won’t work. You can spend as many Shades Points as you want on this ability.

***Shadow Sight***

You may spend 2 Shade to gain Darksight for 1 minute.

***Shadow Step***

You may spend 1 Shade and add 2 to your Speed for the Round. You can spend up to 10 Shade on this ability per use.

***Agent of Stealth***

Represented by the crescent moon, the Agent of Stealth is given the power to manipulate darkness to conceal them from the perception of others.

***Shadowcloak***

You may spend 5 Shade to become invisible for 1 round, you can upkeep this effect for only 1 Shade. This invisibility will break whenever you would normally break the effects of the Invisibility Spell, but you can choose to spend 1 additional Shade to prevent it from breaking. While under the effects of Shadowcloak, you make no sound at all, this also prevents you from speaking verbally.

***Agent of Subterfuge***

Represented by the half-moon, the Agent of Subterfuge is given the power to bend the minds of those around them.

***Obfuscation***

You may spend 10 Shade to force a target within 5m of you to make a +0 Willpower test. The target enters a state of dissociation where they are unable to react to anything for 1 minute or until they take damage or are physically shaken back to reality.

You may choose to whisper into the ear of the target while they are under the effects of Obfuscation to alter their thoughts, believing your suggestion as their own thoughts, ideas, or opinions.

The Nightingale may end this effect early if they wish and this power can only be used on the same target once every 24 hours.

***Agent of Strife***

Represented by the Full Moon, the Agent of Strife is given the power to sap the lifeforce from their victims.

***Siphon***

You may spend X Shade to choose a target within sight of you to take 1dX+Luck Bonus unavoidable Damage and restore an amount of Health equal to the damage dealt. This ability can only be used once on the same target every 24 hours. The amount of Shade you spend determines the size of the Die used to attack.

*2 Shade = 1d4, 4 Shade = 1d6, 6 Shade = 1d8*

*8 Shade = 1d10, 10 Shade = 1d12.*

***Nightingale Talents***

*Shadewalk*

*“Your mastery of the dark now allows you to stride along shadows as if you were a part of them.”*

**Expert (Any), Must be the Agent of Stealth**

While under the effects of Shadowcloak, you can freely move along any surface, regardless of orientation, that is not illuminated by a light source.

*Mirage*

*“Description”*

**Expert (Any), Must be the Agent of Subterfuge**

Effect

*Discord*

*“Your power to drain the life from your targets instills a primal fear into the target.”*

**Expert (Any), Must be the Agent of Strife**

Those targeted by your Siphon ability must make a +10 Horror Test. Allows you to use your WpB instead of your Luck bonus for determining the damage dealt.

*Fortune’s Favor*

*“At the end of the road, when your luck has run dry, may shadow hide you.”*

**Journeyman (Any)**

Allows you to calculate your Shade by subtracting your luck from 50. Allowing you to have higher Shade than your Luck. Useful for when you have burned away your Luck.

*Shade Eternal*

*“Your pact with the Mistress of the Night has grown.”*

**Master (Any)**

You regain 5 Shade at the start of each session and regain double Shade when you would normally regain Shade.

***Dragonknight***

*“These skillful masters-at-arms use the ancient Akaviri martial arts tradition of battle-spirit, and wield fearsome magic that pounds, shatters and physically alters the world around them.”*

***Costs:*** Costs 500 CrP, 300 CrP for Tsaesci

As a Dragonknight, you have access to the following powers and talents.

***Battle-Spirit***

Dragonknights utilize the Akaviri martial tradition of “Battle-Spirit” that allows them to manifest special powers.

When you take this Elite Advance, you gain the new “Battle-Spirit” skill at Novice Rank.

***New Skill: “Battle-Spirit” (Endurance)***

This skill is used to perform your various “Arts”. Rolling a Lucky Number on a Battle-Spirit test reduces the Spirit cost by 1 for that test.

***Spirit Energy***

You have a pool of “Spirit” that is equal to your Willpower bonus + Your rank in the “*Battle-Spirit*” skill (Novice being 1 and Master being 6). Your “Arts” consume your Spirit and in order to recover your spent Spirit, you must spend 1 Hour in meditation to recover 2 Spirit per hour spent in meditation.

***Akaviri Arts***

These Arts are the various special powers and maneuvers that a Dragonknight can perform using their Battle-Spirit.

When you first acquire this Elite Advance, you learn all of the following Arts of the Novice Rank.

Everytime you gain a Rank in the Battle-Spirit skill, you learn the Arts of that Rank. Except at Master rank, you may only choose 1 Master Art to learn.

The use of an Art costs 1 AP and you can only perform 1 Art per round.

***Novice Arts***

“***Searing Strike***”

*“Your weapon ignites with a searing flame as you strike.”*

***Costs***: 1-3 Spirit

Use your Battle-Spirit skill (*Capped by your Combat Style TN*) to make an attack. This attack will inflict +2 Fire Damage for every point of Spirit spent, to a max of +6. This can stack with Power Attack.

“***Stonefist***”

*“Channeling power through your body and into the earth beneath you, the ground cracks and shakes under the force.”*

***Costs***: 2 Spirit

All targets within a 5m radius centered on you must make an Agility or Strength (Acrobatics/Athletics) test opposed by your Battle-Spirit test. Those that fail are rendered Prone.

“***Draw Essence***”

*“You expend your Spirit to recuperate your own vitality.”*

***Costs***: X Spirit

You may convert X Spirit into Stamina.

***Apprentice Arts***

“***Molten Lash***”

*“Your spirit ignites in your hand and forms into a whip that you lash your foe with.”*

***Costs***: 1-4 Spirit

You make a melee attack using Battle Spirit against a target within 5m of you. The target will take 1d10 + Spirit spent Fire Damage.

“***Igneous Shield***”

*“Your spirit manifests into a protective barrier surrounding you.”*

***Costs***: 3 Spirit (*Reaction*)

You take Half damage, after reduction, from an incoming attack and resist any negative effect from the attack. (Such as being tripped, stunned, and so on.)

***Journeyman Arts***

“***Inhale***”

*“Breathing in deep, you draw energy from the area around you and use it as a fuel source and ignite it with your Spirit to release a burst of flame.”*

***Costs***: 1-4 Spirit

You drain 1-4 Health from all targets within a 3m radius centered on you. You then release a burst of fire in the same area inflicting an additional amount of Fire Damage equal to the total amount of Health drained.

“***Dragon Leap***”

*“Your Spirit manifests into a pair of draconic wings that propels your forward.”*

***Costs***: 1-4 Spirit

You are launched 3m per Spirit spent either forward or upward. You inflict 1d4 + Distance Traveled Fire damage in a 3m area around where you land.

***Adept Arts***

“***Burning Heart***”

*“You expend your Spirit to rapidly mend your body as your form becomes translucent and your heart bursts into flame as fire travels down throughout your body.”*

***Costs***: 1-4 Spirit

You restore 1-4D4 + EndB Health instantly.

“***Fiery Grip***”

*“Your Spirit manifests into a burning chain that you launch at your foe, pulling them forth.”*

***Costs***: 1-3 Spirit

Make a Ranged attack using your Battle-Spirit skill to launch a Chain of fire at a target within 10m, inflicting 1d4 + Spirit spent. If the target is Medium size or smaller, they are pulled an amount of meters towards the caster equal to the damage dealt.

***Expert Arts***

“***Dark Talons***”

*“Your spirit manifests as a set of large obsidian talons that erupt beneath the target, piercing their bodies and holding them in place.”*

***Costs***: 3 Spirit

You may mark up to 3 targets within 10m of you. These targets take 1d6 physical damage and are immobilized, preventing them from moving or taking the Evade action. At the start of their turn, the target may make an Agility or Strength save to break free. These targets will remain bound until they either break free or until the Dragonknight uses another Art.

“***Cinder Storm***”

*“Your Spirit Manifests a cloud of superheated air and smoke.”*

***Costs***: 1 Spirit per round you Upkeep the Cloak.

You become enveloped in a cloak of burning air that inflicts 1d6 Fire damage to all targets within a 5m area centered on you, and restores you for 2 HP for every target that receives damage from this ability.

***Master Arts***

“***Draconic Power***”

*“Visual Description”*

***Costs***: X Spirit

Effect

“***Ardent Flame***”

*“Visual Description”*

***Costs***: X Spirit

Effect

“***Earthen Heart***”

*“Visual Description”*

***Costs***: X Spirit

Effect

***Dragonknight Talents***

*Name*

*“Description”*

**Master (Any)**

Effect

*Name*

*“Description”*

**Master (Any)**

Effect

*Name*

*“Description”*

**Master (Any)**

Effect

***Claw-Dancer***

*“The art of Claw-Dances refers to the Khajiiti martial arts, which plays a major yet ascetic part in the race's history and philosophy. They are considered synonymous with the unarmored form of defense, or the lack of any armor.”*

***Costs:*** Costs 500 CrP, 300 CrP for Khajiit

As a Claw-Dancer, you have access to the following powers and talents. When you take the Claw-Dancer elite advance, you may select one of the three Novice talents to get for free.

***The Claw-Dances***

There are three detailed Fighting Styles here, they are the Goutfang, the Desert Rain, and the Whispering Fang. Each of these styles will utilize a different skill and offer various new abilities and actions. You cannot use any of the abilities from Claw-Dancing if you are wearing armor of a Light or Heavier weight Class.

Each Claw-Dance boasts a unique Kata, which is a personal training routine that is performed over a Long Rest. Each Kata requires a successful skill test and will impart a buff on the Dancer until their next Long Rest.

***Goutfang***

Goutfang, known as Vrin-Thak in Ta'agra, is an arrhythmic style that is known for using the flow of energy through its user. It is a balanced and fast moving martial art with a defense that is reminiscent of the ancient Nordic warriors. It has a versatility that requires coordination and strength.

* *Aspects for Consideration*
* *Unarmed through Strength*
* *Boosted Unarmored Defense*
* *Expending Magicka to imbue your unarmed attacks*

***Desert Rain***

Rawlith Khaj, meaning Desert Rain in Ta'agra, is a form of sword-style martial arts that is practiced by the eponymous order of monks. While it is mainly used with a sword, there are elements of kicking that require rapid agility.

* *Aspects for Consideration*
* *Multiple Attacks*
* *Extra Stamina*

***Whispering Claw***

The Whispering Claw, known as Ziz Kurah in Ta'agra, also known as the Whispering Fang is a fast-moving and silent fighting style that is meant for taking another life, ideally for an assassin. Masters of the claw-dance are known for their quick reflexes and flight-like acrobatics.

* *Aspects for Consideration*
* *Unarmed through Agility*
* *Increased speed and mobility*
* *Improved Sneak Attack*
* *Pressure Points*

***Claw-Dancer Talents***

*Novice of the Goutfang*

*“Description”*

**Novice (Strength)**

As a Novice of Goutfang, you have access to the Goutfang Kata and can use Athletics for unarmed attacks, grapples, and parries.

* ***Goutfang Kata***

The Goutfang Kata will give the Dancer Natural Toughness ‘X. Where X is the Dancer’s Strength Bonus.

*Adept of the Goutfang*

*“Description”*

**Adept (Strength)**

**Requires Novice of the Goutfang**

As an Adept of Goutfang, all of your Unarmed attacks made using Athletics gain the “Concussive '', “Crushing”, and “Magic” qualities.

You may also use your Forearms as a Shield using the Athletics skill to block. Blocking in this way gives you a physical Brace of (StrB\*EndB/2 Rounded Down).

*Master of the Goutfang*

*“Description”*

**Master (Strength)**

**Requires Adept of the Goutfang**

As a Master on Goutfang, you can now empower your Unarmed strikes made using Athletics with arcane energy. You can spend 5 Magicka on an unarmed strike made using Athletics to imbue it with +X Fire or Shock damage. The X value is equal to the Dancer’s Strength Bonus.

When Blocking with your Forearms using Athletics, you can spend 3 Magicka to give it a Magical Brace equal to its Physical Brace.

*Novice of the Desert Rain*

*“Description”*

**Novice (Endurance)**

As a Novice of the Desert Rain, you can perform one extra attack per round so long as the extra attack is an unarmed attack made as a Kick using Combat Style.

* ***Desert Rain Kata***

The Desert Rain Kata allows you to perform an amount of Defensive Reactions made to Parry equal to your Endurance Bonus without an AP cost.

*Adept of the Desert Rain*

*“Description”*

**Adept (Endurance)**

**Requires Novice of the Desert Rain**

As an Adept of the Desert Rain, you can perform an extra Kick per round. Each kick must be preceded by a successful attack made using Combat Style. You may also spend 1 Stamina to increase your Max Attacks per round by +1, this use of Stamina does not count towards your Stamina usage for the round.

*Master of the Desert Rain*

*“Description”*

**Master (Endurance)**

**Requires Adept of the Desert Rain**

As a Master of the Desert Rain, you can harness your magicka into physical energy. You can spend 10 Magicka in place of 1 Stamina for any action that would cost an SP. You can also now spend 2 Stamina to increase your Max Attacks per round by +2, this use of Stamina does not count towards your Stamina usage for the round.

*Novice of the Whispering Claw*

*“Description”*

**Novice (Agility)**

As a Novice of the Whispering Claw, you can perform the Whispering Claw Kata and can use Acrobatics for unarmed attacks and can add their Acrobatics Rank to damage while attacking with Advantage.

* ***Whispering Claw Kata***

The Whispering Claw Kata allows you to add your Agility Bonus to the damage of all Unarmed attacks made using Acrobatics. This bonus damage stacks with any other damage added to unarmed attacks. (such as from Unarmed Prowess)

*Adept of the Whispering Claw*

*“Description”*

**Adept (Agility)**

**Requires Novice of the Whispering Claw**

As an Adept of Whispering Claw, all of your Unarmed attacks made using Acrobatics gain the “Exploit Weakness”, “Magic” qualities. You also add your Acrobatics Rank to your Move Speed.

You may move an amount of meters equal to your Acrobatics Rank\*2 after every successful unarmed attack using Acrobatics. Taking this movement doesn’t provoke attacks of opportunity.

*Master of the Whispering Claw*

*“Description”*

**Master (Agility)**

**Requires Adept of the Whispering Claw**

As a Master of the Whispering Claw, you can channel your innate Magicka into your strikes to target your opponent's pressure points to debilitate your foes. You can spend 5 Magicka to impose a negative condition on the target based on where you hit them. The target can make an Endurance test against the attack to resist the negative effect

* Arms/Legs = Crippled Limb (for 2 Rounds)
* Torso = Bleed “X (X = Agility Bonus)
* Head = Stunned

***Warden***

*“Wardens are defenders of the Green, spiritual emissaries and caretakers of nature. Wardens all uphold an Oath to protect the natural world from the toils of civilization as well as protect the innocents from the dangers of the wilds.”*

***Costs:*** Costs 500 CrP, 300 CrP for Bosmer

As a Warden, you have access to the following powers and talents.

***The Warden’s Oath***

The Warden’s aren’t a strict order or guild and many Conclaves of Wardens exist completely unconnected to each other, some of which are unaware of the existence of others. However, every conclave swears an Oath to protect nature and maintain the balance of the world. Wardens serve two purposes that they must balance at all times. To protect nature from mortals and to protect mortals from nature.

While your Oath is upheld, spirits of nature will view you and your companions as an ally. These spirits include; Spriggans, Nereids, Ice Wraiths, Wisps, and Fae.

Failing to uphold your oath results in the Spirits to abandon you until you atone for your transgression. This results in the loss of your Warden abilities.

***Guardian Spirit***

The Wardens utilize a form of natural magic to manifest a Guardian Spirit as a companion. These Guardian Spirits are minor Ehlnofey spirits of nature that view you as an ally and friend due to your “Warden’s Oath”. The first time you summon your Guardian is a deeply spiritual moment as you form a permanent bond with your Spirit, as each time you summon a new Guardian you are actually summoning the same Spirit just in a new form.

Summoning your Guardian Spirit takes a Long Rest spent in the wilderness and the spirit will take the form of some kind of local animal. You can at any time repeat this summoning to change the form of your Guardian Spirit.

Your Guardian Spirit will gain the “*Bound*” and “*Warden’s Best Friend*” traits. The Guardian functions as an Animal Companion for all purposes and you can use Personality for your Animal Trainer skill when training your Guardian. If the Guardian Dies, it maintains all trained abilities and regardless of the Guardians form, it has the Neutral nature. Without any Talent, your Guardian Spirit will have the stats of either a Small or Large game animal. You can learn to manifest greater creatures with Talents. Stronger Guardians may call for a sacrifice and/or skill test in order to manifest.

***Natural Balance***

Wardens are taught to commune with the spirits of the wild to further their connection with nature and to better understand any threats or disturbances affecting the area around them. During a Short Rest, a Warden can call out to the Spirits in the area to ascertain knowledge of the surrounding territory. While outdoors, this area is roughly 5km (3 miles) in every direction from where you choose to commune. In caves and other confined natural locations, the area is limited to only 100m of you. The spirits cannot inform you of any finer details about areas of civilized construction beyond that it is simply their and possibly the type of inhabitants. You instantly gain knowledge of the following features of the land around; *The general terrain and bodies of water, any prevalent plants, minerals, animals, or people, powerful sources of magic or corrupting influence, and any constructed buildings*.

Alternatively, you can spend the Short Rest to request aid from the Spirits in one of two ways. Either direct aid, where the Spirit performs some form of manipulation of the terrain to aid you, such as making the area Difficult Terrain for your foes or hindering the speed of escaping prey. This direct aid should be determined by the Warden and their Storyteller and should call for an appropriate Persuade test. The second way is a Boon, this is a small blessing that the Spirits bestow upon the Warden. This blessing is chosen by the Warden from the list below, some Boons are specific to certain terrains. Any Boon bestowed upon a Warden also affects their Guardian Spirit.

| ***Boon*** | ***Terrain*** |
| --- | --- |
| Gain Resistance ‘X to Fire | Barren |
| Gain Resistance ‘X to Frost | Cold |
| Gain Resistance ‘X to Shock | Water |
| Gain Resistance ‘X to Poison | Swampy |
| Gain Unnatural Sense (Life) X\*3 | Forest |
| Gain Dark Sight | Caves |
| Gain Resilient ‘X\*2 | Any |
| Gain Power Well ‘X\*5 | Any |
| Gain a +X/2 to all Damage Dealt | Any |
| Gain a +X to Speed and Initiative | Plains |
| Cure Disease on Self | Water |
| Gain Waterbreathing | Water |
| Gain Waterwalking | Water |
| Take no Fall Damage | High |
| Gain Climber ‘X | Caves/High |
| Gain +X/2 Max Stamina | Plains |
| All natural beasts become docile towards you | Any |

X = PrsB (Rounded Down)

Each Boon will persist for 1 Hour.

***Warden Talents***

*Nature’s Bounty*

*“Description”*

**Adept (Personality)**

When you receive a Boon, you can share it with an amount of allies equal to your PrsB.

*Gift of the Wilds*

*“Description”*

**Master (Personality)**

A Boon will persist until your next Long Rest. This extended duration only affects the Warden and their Guardian Spirit.

*Primal Guardian*

*“Description”*

**Adept (Personality)**

Your Guardian Spirit can adopt the form of any Beast type animal with a threat rating of Trivial or Minor.

You Guardian Spirit increases the Max HP of whatever form it takes by your Personality Bonus.

*Sacred Guardian*

*“Description”*

**Expert (Personality), Requires “Primal Guardian”**

Your Guardian Spirit can adopt the form of any Beast type animal with a threat rating of Major or less.

Your Guardian Spirit increases the Max HP of whatever form it takes by your Personality Bonus x2.

*Eternal Guardian*

*“Description”*

**Master (Personality), Requires “Eternal Guardian”**

Your Guardian Spirit can adopt the form of any Beast type animal with a threat rating of Deadly or less.

Your Guardian Spirit increases the Max HP of whatever form it takes by your Personality Bonus x3.

*Spirit Bond*

*“Description”*

**Journeyman (Willpower)**

You gain a Telepathic link to your Guardian Spirit that can only be interrupted by warding magics or by being on different planes of existence.

*Spiritual Influence*

*“Description”*

**Master (Personality)**

You can reroll a failed Persuade test made to call for Direct Aid once per Long Rest.

*Balance of the (Terrain)*

*“Description”*

**Adept (Personality)**

You gain the following benefits to your Natural Balance abilities when you use them in a specific terrain. This has no effect on Boons marked as “Any”.

The area around you that you learn of is increased to 10km while outdoors and 200m while in confined natural areas.

You double your Personality Bonus for determining the Effects of your Boons while inside the chosen terrain.

This Talent can be taken multiple times, each time for a different terrain.

***Spellbinder***

*“Masters of the Arcane, Spellbinders harness the very flow of magicka to create new and powerful spells at a whim.”*

* ***Costs:*** *Costs 500 CrP/Exp and must have Adept Rank in 2 Schools of Magic. (Alchemy and Enchanting do not count)*

As a Spellbinder, you have access to the following powers and talents.

***Spellbinding***

Spellbinders are called such for their use of an arcane discipline known as “Spellbinding”. This skill allows a Spellbinder to manipulate and augment their spells for complete control over them. However, this power also allows the binder to empower their magics beyond their control and conventional measures, risking the loss of control to perform feats of magic outside of most people's understanding of magic.

Listed here are the various actions a Spellbinder can perform to augment the spells. The effects of Spellbinding can only be applied to spells the Spellbinder casts themselves, they cannot be connected to Enchantments, Potions, Scrolls, or Racial abilities.

* ***Manipulation***

This action allows the Spellbinder to alter the spells form to one of those listed below.

The value listed by “Cost” represents an amount of additional Magicka that is added to the cost of the spell at the time of casting. The extra magic cost from spell Manipulation is added after any Spell Restraint occurs.

The Z value is a variable amount of extra magicka the Spellbinder wishes to add to the spell as they cast it.

* ***Chain***

*R Attack (20m)*

*Cost: 5 + (Z \* 2)*

*Affects a single target within 50m of the caster. Then affects up to Z additional targets chosen by the caster, each within 10m of the previous target(use first roll). If a target evades this attack, the spell skips that target and moves on to the next target.*

* ***Self***

*Cost: 1*

*Affects the caster.*

* ***Touch***

*M Attack (1m)*

*Cost: 1*

*Affects a single target character within 1m of the caster.*

* ***Bolt***

*R Attack (100m)*

*Cost: 2*

*Affects a single target character within 100m of the caster.*

* ***Cone***

*AoE (3 + Zm, cone)*

*Cost: 5 + Z*

*Affects all targets within a 3 + Z meter cone (a cone with a length of 3 + Z meters, and the same width).*

* ***Storm***

*Upkeep, AoE (1 + (3 x Z), sphere)*

*Cost: 5 + Z*

*Affects all targets within 1 + (3 x Z) meters of target point within 100m. Leaves behind a persistent zone in this area for 1 round that causes the same effect to any characters who pass through it (or end their turn in it if they started there). Upkeeping the spell does not let the caster move the storm, it merely refreshes the effect and duration.*

* ***Pulse***

*AoE (1 + Zm, sphere)*

*Cost: 4 + Z*

*Affects the caster and all targets within 1 + Z meters of the caster.*

* ***Wall***

*Upkeep, AoE (Z meter, wall)*

*Cost: 5 + Z*

*Creates a wall 1m wide and 1 + (2 x Z) meters long within 100m, with an orientation chosen by the caster. Affects all targets within the area of the wall. Leaves behind a persistent zone in this area for 1 round that causes the same effect to any characters who pass through it (or end their turn in it if they started there). Upkeeping the spell does not let the caster move the wall, it merely refreshes the effect and duration.*

* ***Empowerment***

This action allows a Spellbinder to empower their spells with greater effects. It is with this ability that Spellbinders risk the loss of control over their magic.

A Spellbinder may choose one of the following modifiers to apply to their spells as they cast it.

The casting of an Empowered spell suffers a TN penalty equal to (5\*SL) and failing to cast an Empowered Spell causes a Backfire. A Spellbinder can only Empower one spell in each Round.

* *Add a -20 Modifier to the Spell’s Save.*
* *Maximize the Damage of the Spell.*
* *Double the Spell’s range.*
* *Have an amount of targets equal to your WpB caught within the Spell’s AoE be completely unaffected.*
* *Triple the Spell’s Duration between each upkeep.*
* *Cast the Spell as a Reaction.*
* *Give the Spell the Mage Guard or Overload Attribute.*
* ***Counterspell***

This is one of the Spellbinders most potent methods of defense. It allows a Spellbinder to mimic a hostile spell’s cast to negate the spell entirely.

If the Spellbinder can visually see a spell being cast within 30m of them, and they can cast the same spell, they can test the appropriate spell school skill to cancel the spell. Both the Spellbinder and the original caster lose the amount of magicka the spell costs to cast unrestrained. The act of Counterspelling takes 1 Action Point and counts as a Defensive Reaction.

***Spellbinder Talents***

* *Savant talents still drain magicka to upkeep*

*Savant of Alteration*

*“Description”*

**Expert (Any), Requires Adept rank in Alteration**

Level 1 Alteration spells no longer cost any Magicka. Additionally, the time it takes to learn new Alteration spells and the required DoS it takes to create new Alteration spells are halved.

*Name*

*“Description”*

**Master (Any), Requires Master rank in Alteration**

Level 2 Alteration spells no longer cost any Magicka. Additionally,

*Name*

*“Description”*

**Master (Any), Requires Grandmaster in Alteration**

Level 3 Alteration spells no longer cost any Magicka. Additionally,

*Savant of Conjuration*

*“Description”*

**Expert (Any), Requires Adept rank in Conjuration**

Level 1 Conjuration spells no longer cost any Magicka. Additionally, the time it takes to learn new Conjuration spells and the required DoS it takes to create new Conjuration spells are halved.

*Name*

*“Description”*

**Master (Any), Requires Master rank in Conjuration**

Level 2 Conjuration spells no longer cost any Magicka. Additionally,

*Name*

*“Description”*

**Master (Any), Requires Grandmaster in Conjuration**

Level 3 Conjuration spells no longer cost any Magicka. Additionally,

*Savant of Destruction*

*“Description”*

**Expert (Any), Requires Adept rank in Destruction**

Level 1 Destruction spells no longer cost any Magicka. Additionally, the time it takes to learn new Destruction spells and the required DoS it takes to create new Destruction spells are halved.

*Name*

*“Description”*

**Master (Any), Requires Master rank in Destruction**

Level 2 Destruction spells no longer cost any Magicka. Additionally,

*Name*

*“Description”*

**Master (Any), Requires Grandmaster in Destruction**

Level 3 Destruction spells no longer cost any Magicka. Additionally,

*Savant of Illusion*

*“Description”*

**Expert (Any), Requires Adept rank in Illusion**

Level 1 Illusion spells no longer cost any Magicka. Additionally, the time it takes to learn new Illusion spells and the required DoS it takes to create new Illusion spells are halved.

*Name*

*“Description”*

**Master (Any), Requires Master rank in Illusion**

Level 2 Illusion spells no longer cost any Magicka. Additionally,

*Name*

*“Description”*

**Master (Any), Requires Grandmaster in Illusion**

Level 3 Illusion spells no longer cost any Magicka. Additionally,

*Savant of Mysticism*

*“Description”*

**Expert (Any), Requires Adept rank in Mysticism**

Level 1 Mysticism spells no longer cost any Magicka. Additionally, the time it takes to learn new Mysticism spells and the required DoS it takes to create new Mysticism spells are halved.

*Name*

*“Description”*

**Master (Any), Requires Master rank in Mysticism**

Level 2 Mysticism spells no longer cost any Magicka. Additionally,

*Name*

*“Description”*

**Master (Any), Requires Grandmaster in Mysticism**

Level 3 Mysticism spells no longer cost any Magicka. Additionally,

*Savant of Necromancy*

*“Description”*

**Expert (Any), Requires Adept rank in Necromancy**

Level 1 Necromancy spells no longer cost any Magicka. Additionally, the time it takes to learn new Necromancy spells and the required DoS it takes to create new Necromancy spells are halved.

*Name*

*“Description”*

**Master (Any), Requires Master rank in Necromancy**

Level 2 Necromancy spells no longer cost any Magicka. Additionally,

*Name*

*“Description”*

**Master (Any), Requires Grandmaster in Necromancy**

Level 3 Necromancy spells no longer cost any Magicka. Additionally,

*Savant of Restoration*

*“Description”*

**Expert (Any), Requires Adept rank in Restoration**

Level 1 Restoration spells no longer cost any Magicka. Additionally, the time it takes to learn new Restoration spells and the required DoS it takes to create new Restoration spells are halved.

*Name*

*“Description”*

**Master (Any), Requires Master rank in Restoration**

Level 2 Restoration spells no longer cost any Magicka. Additionally,

*Name*

*“Description”*

**Master (Any), Requires Grandmaster in Restoration**

Level 3 Restoration spells no longer cost any Magicka. Additionally,

***Warlord***

*“Fluff.”*

* ***Costs:*** *Costs ???*

As a Warlord, you have access to the following powers and talents.

*Name*

*“Description”*

**Master (Any)**

Details

***Blackguard***

*“Fluff”*

* ***Costs:*** *Costs ???*

As a Blackguard, you have access to the following powers and talents.

*Name*

*“Description”*

**Master (Any)**

Details