**

*The “Warrior”*

**Race**

Redguard

**Birthsign**

The Warrior

**Characteristics**

*- Strength* ***(43) \****

*- Endurance*  ***(43)***

*- Agility* ***(40) \****

*- Willpower*  ***(29)***

*- Intelligence* ***(31)***

*- Perception* ***(42)***

*- Personality* ***(30)***

*- Luck*  ***(40)***

Lucky #: **13 - 43 - 24 - 16**

Unlucky #: **67**

**Attributes**

*- HP:* ***22***

*- WT:* ***10***

*- SP:* ***5***

*- MP:* ***31***

*- Speed:* ***12m***

*- Initiative:* ***+11***

**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.*

***Resistance (Poison, 3)****: This character reduces all incoming*

*poison damage by 3, and gains a +30 bonus to tests made*

*to resist non-damaging poison effects. This trait can stack.*

***Adrenaline Rush:*** *The character may choose to gain 1 SP at any time. If the character is fatigued when this power is used then remove a level of fatigue instead. This SP persists only for that encounter, and this power may only be used once until after the character’s next long rest.*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Evade* | ***1*** | ***+10*** | ***50*** |
| *Athletics* | ***0*** | ***+0*** | ***43*** |
| *Observe* | ***0*** | ***+0*** | ***42*** |
| *Combat Style* | ***2*** | ***+20*** | ***63*** |

CS: (*Longsword, Medium/Heavy, Shields, Mace, Spear, Dagger*)

**Talents**

Brawler

The character adds a bonus degree of success to any successful Combat Style or Evade tests made while within melee range of two or more opponents.

Duelist

The character adds a bonus degree of success to any successful Combat Style or Evade tests made while within melee range of only one opponent.



*The “Rogue”*

**Race**

Khajiit (Suthay-Raht)

**Birthsign**

The Thief

**Characteristics**

*- Strength* ***(28)***

*- Endurance*  ***(28)***

*- Agility* ***(46) \****

*- Willpower*  ***(30)***

*- Intelligence* ***(41) \****

*- Perception* ***(43)***

*- Personality* ***(38)***

*- Luck*  ***(40)***

Lucky #: **2 - 71 - 99 -66 - 97**

Unlucky #: **50**

**Attributes**

*- HP:* ***14***

*- WT:* ***7***

*- SP:* ***2***

*- MP:* ***41***

*- Speed:* ***10m***

*- Initiative:* ***+12***

**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.*

***Natural Weapons (Claws; 1d4; Slashing)***

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Evade* | ***1*** | ***+10*** | ***56*** |
| *Stealth* | ***1*** | ***+10*** | ***56*** |
| *Observe* | ***0*** | ***+0*** | ***43*** |
| *Subterfuge* | ***1*** | ***+10*** | ***56*** |
| *Acrobatics* | ***0*** | ***+0*** | ***46*** |
| *Combat Style* | ***0*** | ***+0*** | ***46*** |

CS (*Dagger, Parrying Dagger, Shield, Shortbow, Light Armor)*



*The “Mage”*

**Race**

Dunmer

**Birthsign**

The Mage

**Characteristics**

*- Strength* ***(31)***

*- Endurance*  ***(28)***

*- Agility* ***(38)***

*- Willpower*  ***(40) \****

*- Intelligence* ***(43) \****

*- Perception* ***(40)***

*- Personality* ***(37)***

*- Luck*  ***(40)***

Lucky #: **74 - 40 - 75 - 60**

Unlucky #: **4**

**Attributes**

*- HP:* ***14***

*- WT:* ***9***

*- SP:* ***2***

*- MP:* ***53***

*- Speed:* ***9m***

*- Initiative:* ***+11***

**Traits**

***Resistance (Fire, 3)****: This character reduces all incoming*

*fire damage by 3, and gains a +30 bonus to tests made to*

*resist non-damaging fire effects. This trait can stack.*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Destruction* | ***1*** | ***+10*** | ***50*** |
| *Alteration* | ***1*** | ***+10*** | ***50*** |
| *Illusion* | ***1*** | ***+10*** | ***50*** |
| *Restoration* | ***0*** | ***+0*** | ***40*** |
| *Logic* | ***0*** | ***+0*** | ***43*** |

**Spells**

Firebolt, Level ‘1 (Destruction)

*Cost: 3 MP*

*Range: 100m*

*SpStr: 1d4 (+WpB)*

Chain Lightning, Level ‘1 (Destruction)

*Cost: 8 MP*

*Range: 50m (10m\*2 Arcs to second then third target)*

*SpStr: 1d4 (+WpB)*

Paralyze, Level ‘1 (Illusion)

*Cost: 11 MP*

*Range: 50m*

*SpStr: +20 (1 round)*

Heal Ally, Level ‘1 (Restoration) “-10 to test”

*Cost: 4 MP*

*Range: Touch*

*SpStr: Resotres 2 HP*

Ward, Level ‘1 (Alteration) “Reaction”

*Cost: 4 MP*

*Range: Self*

*SpStr: Reduces incoming damage by 6*

Armor, Level ‘1 (Alteration) “Upkeep”

*Cost: 7 MP*

*Range: Self*

*SpStr: Caster gets AR 1 for 1 minute*



*The “Pilgrim”*

**Race**

Nord

**Birthsign**

The Ritual

**Characteristics**

*- Strength* ***(40) \****

*- Endurance*  ***(43)***

*- Agility* ***(29)***

*- Willpower*  ***(40) \****

*- Intelligence* ***(38)***

*- Perception* ***(34)***

*- Personality* ***(37)***

*- Luck*  ***(36)***

Lucky #: **89 - 16 - 18**

Unlucky #: **17 - 34**

**Attributes**

*- HP:* ***22***

*- WT:* ***13***

*- SP:* ***4***

*- MP:* ***38***

*- Speed:* ***8m***

*- Initiative:* ***+8***

**Traits**

***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.*

*Choose one of the Following*

***Mara’s Gift***

*This character can speak the word of the divines for an hour*

*in order to remove a single wound and all of its effects (not*

*including lost limbs) from themselves. This also restores an*

*amount of HP equal to the amount of damage dealt to cause*

*the wound. The character may choose to burn 2d6 Luck in*

*order to allow this power to also restore lost limbs. The character*

*must remain still for the entire duration while they perform*

*the ritual. This power can only be used once until after the*

*character’s next long rest.*

***Blessed Touch***

*This character can speak the word of the divines for an hour*

*in order to remove a single wound and all of its effects (not*

*including lost limbs) from another character. This also restores*

*an amount of HP equal to the amount of damage dealt to cause*

*the wound. The character may choose to burn 2d6 Luck in order to allow this power to also restore lost limbs. The target*

*character must remain still for the entire duration while the character performs the ritual. This power can only be used once*

*until after the character’s next long rest.*

***Blessed Word***

*The character may begin speaking the word of the divines*

*through the use of the Cast Magic action. This has the effect*

*of creating a circle with a radius equal to their Willpower bonus*

*in meters. Characters with the Undead or Undying traits must*

*flee the circle and no characters with those traits may willingly*

*enter it unless they can pass a -40 Willpower test (which may*

*only be attempted once per round).*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Lore* | ***0*** | ***+0*** | ***38*** |
| *Observe* | ***0*** | ***+0*** | ***37*** |
| *Alteration* | ***0*** | ***+0*** | ***40*** |
| *Restoration* | ***1*** | ***+10*** | ***50*** |
| *Combat Style* | ***1*** | ***+10*** | ***50*** |

CS (*Mace, Quarterstaff, Improvised Weapons, Shields, Battle Axe)*

**Spells**

Heal, Level ‘1 (Restoration)

*Cost: 4 MP*

*Range: Self*

*SpStr: Resotres 2 HP*

Heal Ally, Level ‘1 (Restoration)

*Cost: 4 MP*

*Range: Touch*

*SpStr: Resotres 2 HP*

Stabilize, Level ‘1 (Restoration)

*Cost: 1 MP*

*Range: Touch*

*SpStr: Stabilizes target dying character within 1m.*

Armor, Level ‘1 (Alteration) “Upkeep” (*You take a -10 on test*)

*Cost: 7 MP*

*Range: Self*

*SpStr: Caster gets AR 1 for 1 minute*

**Talent**

Spell Sword

The character only needs one free hand to cast spells without penalty instead of two.



*The “Archer”*

**Race**

Bosmer

**Birthsign**

The Steed

**Characteristics**

*- Strength* ***(35)***

*- Endurance*  ***(36)***

*- Agility* ***(48) \****

*- Willpower*  ***(29)***

*- Intelligence* ***(34)***

*- Perception* ***(42) \****

*- Personality* ***(34)***

*- Luck*  ***(36)***

Lucky #: **19 - 10 - 86**

Unlucky #: **8 - 75**

**Attributes**

*- HP:* ***18***

*- WT:* ***8***

*- SP:* ***3***

*- MP:* ***34***

*- Speed:* ***13m***

*- Initiative:* ***+10***

**Traits**

***Disease Resistance (50%)****: 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 50, the character doesn’t get the disease.*

***Resistance (Poison, 1)****: This character reduces all incoming*

*poison damage by 1, and gains a +10 bonus to tests made*

*to resist non-damaging poison effects. This trait can stack.*

***(Racial) Beast Tongue****: Bosmer can speak to, and understand*

*the speech of, animals.*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Observe* | ***0*** | ***+0*** | ***42*** |
| *Stealth* | ***0*** | ***+0*** | ***48*** |
| *Evade* | ***1*** | ***+10*** | ***58*** |
| *Combat Style* | ***2*** | ***+20*** | ***68*** |

CS(*Dagger, Shortbows, Javelins, Light Armor, Shields, Battle Axe)*

**Talent**

Eye of Vengeance

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



*The “Sorcerer”*

**Race**

Argonian

**Birthsign**

The Apprentice

**Characteristics**

*- Strength* ***(31)***

*- Endurance*  ***(38)***

*- Agility* ***(37)***

*- Willpower*  ***(40) \****

*- Intelligence* ***(44) \****

*- Perception* ***(40)***

*- Personality* ***(28)***

*- Luck*  ***(40)***

Lucky #: **93 - 26 - 65 - 59**

Unlucky #: **34**

**Attributes**

*- HP:* ***16***

*- WT:* ***10***

*- SP:* ***3***

*- MP:* ***69***

*- Speed:* ***9m***

*- Initiative:* ***+11***

**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 his combat rolls by his Athletics skill*

*when fighting in water.*

***Weakness (Magic) ‘2***

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Conjuration* | ***1*** | ***+10*** | ***44*** |
| *Dstruction* | ***1*** | ***+10*** | ***40*** |
| *Alteration* | ***1*** | ***+10*** | ***40*** |
| *Combat Style* | ***0*** | ***+0*** | ***37*** |

CS (*Mace, Quarterstaff, Shields, Heavy/Medium Armor)*

**Spells**

Armor, Level ‘1 (Alteration) “Upkeep”

*Cost: 7 MP*

*Range: Self*

*SpStr: Caster gets AR 1 for 1 minute*

Ward, Level ‘1 (Alteration) “Reaction”

*Cost: 4 MP*

*Range: Self*

*SpStr: Reduces incoming damage by 6*

Chain Lightning, Level ‘1 (Destruction)

*Cost: 8 MP*

*Range: 50m (10m\*2 Arcs to second then third target)*

*SpStr: 1d4 (+WpB)*

Summon Scamp, Level ‘1 (Conjuration)

*Cost: 15 MP*

*Range: Creates a Scamp with 5m of the caster*

*SpStr: Mindlock ‘1 (You lose 1 AP)*

* *Scamp Acts on the casters initiative*
* *Scamp makes a TN 35 Wp test to resist control*

**

*The “Barbarian”*

**Race**

Orsimer

**Birthsign**

The Warrior

**Characteristics**

*- Strength* ***(44) \****

*- Endurance*  ***(47)***

*- Agility* ***(37) \****

*- Willpower*  ***(35)***

*- Intelligence* ***(32)***

*- Perception* ***(38)***

*- Personality* ***(28)***

*- Luck*  ***(36)***

Lucky #: **88 - 73 - 62**

Unlucky #: **49 - 87**

**Attributes**

*- HP:* ***25***

*- WT:* ***11***

*- SP:* ***5***

*- MP:* ***32***

*- Speed:* ***10m***

*- Initiative:* ***+9***

**Traits**

***Resistance (Magic, 1)****: This character reduces all incoming*

*magic damage by 1, and gains a +10 bonus to tests made*

*to resist non-damaging magic effects. This trait can stack.*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Smithing* | ***0*** | ***+0*** | ***44*** |
| *Athletics* | ***0*** | ***+0*** | ***44*** |
| *Evade* | ***1*** | ***+10*** | ***47*** |
| *Observe* | ***0*** | ***+0*** | ***38*** |
| *Combat Style* | ***1*** | ***+10*** | ***54*** |

CS (*Light Armor, Shields, Battle Axe, broadswords, daggers)*

**Talent**

Arms Master

The character never suffers the usual -20 untrained penalty for using weapons not included in one of their Combat Styles.

*The “Class”*

**Race**

**Birthsign**

**Characteristics**

*- Strength* ***()***

*- Endurance*  ***()***

*- Agility* ***()***

*- Willpower*  ***()***

*- Intelligence* ***()***

*- Perception* ***()***

*- Personality* ***()***

*- Luck*  ***()***

Lucky #:

Unlucky #:

**Attributes**

*- HP:*

*- WT:*

*- SP:*

*- MP:*

*- Speed:*

*- Initiative:*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**Talent**

**Spells**