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***Briarheart***

*Reachmen, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 29* | *Combat 90* |
| *Endurance 48* | *Wound Thr. 17* | *Magic 40* |
| *Agility 53* | *Magicka 25* | *Evade 63* |
| *Intelligence 25* | *Stamina 4* | *Observe 75* |
| *Willpower 40* | *Initiative +12* | *Stealth 63* |
| *Perception 50* | *AP 3* | *Knowledge 25* |
| *Personality 25* | *Speed 16m* | *Social 25* |
| *Luck 35* | *Size Medium* | *Physical 80* |

*\* Weapons & Armor*

*Briarhearts will have one of the following weapons*

***- Dual Moonstone Hand Axes****: 1d6+2, 1h, 1m, Splitting, Small,*

*Thrown (5/10/15)*

***- Moonstone Halberd****: 1d12+2, 2h, 2-3m, Splitting, UW, Impaling*

***- Moonstone Maul****: 1d12+2, 2h, 2m, Crushing, UW, Concussive, Shield Splitter*

***- Superior Full Bone Armor****: AR 4, Medium*

***- Champion of the Clan****: Each Briarheart is blessed with one of the following gifts from their Clan. These blessings cost the*

* ***Gift of the Flame (Weapon Enchantment)***

*The Weapon inflicts +3 Fire Damage on Strike*

* ***Gift of the Earth’s Blood (Armor Enchantment)***

*Wearer heals 3 HP a round, only works during the heat of battle*

* ***Gift of the Starry Sky (Personal Enchantment)***

*The Briarheart gains Magic Resistance 4, 7 at night.*

*\* Special Abilities*

***- Killing Blow (1 SP)****: After rolling melee damage, the*

*Dremora can spend SP to increase the damage by +3 for*

*each Stamina Point spent, up to a maximum of 2 SP.*

***- For the Reach! (2 AP/Once per Combat):*** *The Briarheart may bellow forth a war cry to their fellow reachmen and invigorate them. All Reachmen allies of the Briarheart that can hear them, at the time this power is used, gain +5 Max HP for the duration of the combat.*

***- Blood Rage (2 AP)****: The Briarheart can work themselves into a rage, gaining the* ***Frenzied*** *condition.*

*\* Traits & Talents*

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

***- Fury of the Old Gods****: The Reachmen gains a +10 bonus to all Combat Style tests made while in* ***Frenzy*** *or using the* ***All-Out Attack*** *action as they fight with the fervor of the Old Gods.*

***- Vow of Enmity:*** *The reachmen can reroll one Damage roll each round so long as their target is a Nord or Breton.*

***- Unrelenting****: Enemies can’t disengage while within Melee range.*

***- Dual Fighter****:+1 Attack per round so long as one attack is made with the off hand weapon.*

***Buoyant Armiger***

*Dunmer, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 22* | *Combat 85* |
| *Endurance 44* | *Wound Thr. 12* | *Magic 50* |
| *Agility 65* | *Magicka 45* | *Evade 90* |
| *Intelligence 45* | *Stamina 4* | *Observe 75* |
| *Willpower 40* | *Initiative +16* | *Stealth 75* |
| *Perception 60* | *AP 3* | *Knowledge 65* |
| *Personality 50* | *Speed 16m* | *Social 70* |
| *Luck 40* | *Size Medium* | *Physical 65* |

*\* Unconventional Skills*

***- Profession (Poet)****: TN 80*

***- Illusion****: TN 65*

***- Survival (Ashlands)****: TN 80 (90)*

*\* Weapons & Armor*

***- Malachite Shortsword****: 1d6+3, 1h, 1m, Slashing, Magic,   
Exploit Weakness*

***- Malachite Halberd****: 1d12+3, 2h, 2-3m, Impaling, Magic, UW, Splitting*

***- Malachite Shortbow****: 1d6, 2h, (35/115/215), Reload 1*

***- Malachite Arrows (15)****: +3, Magic*

***- Partial Malachite Armor****: AR 5, MAR 2, Magic*

*\* Special Abilities*

***- Vivec’s Fury (1 SP)****: For the remainder of combat, the Dunmer gains a +1 to Damage and +10 to their Combat TN.*

***- Almsivi Restoration (1 SP + 2 AP/Once per Combat)****: The Dunmer may whisper a prayer to the Three, restoring 2d8 HP or removing a negative Condition.*

***- Ancestor’s Protection (1 AP/Once per Combat)****: The Dunmer can gain the effects of Sanctuary 4 for 4 rounds.*

*\* Traits & Talents*

***- Fire Resistance ‘4****: The Dunmer reduces fire damage taken by 4*

***- Vivec’s Mystery****: Buoyant Armigers have 2 Luck Points they can spend to reroll failed tests.*

***- Spell Sword****: Can cast spells with only one free hand.*

***- Duelist****: +1 DoS to any successful Combat or Evade test made while within melee range of only one opponent.*

***- Spellcaster****: The Dunmer knows the following spells. The Dunmer does not track Magicka, but instead can cast each spell they know one time and can maintain Upkeep for 3 rounds on each.*

*\* Known Spells*

* *Blind ‘3*
* *Silence ‘3*
* *Sanctuary ‘3*

***Dawnguard Hunter***

*Redguard, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 25* | *Combat 65* |
| *Endurance 50* | *Wound Thr. 13* | *Magic 40* |
| *Agility 40* | *Magicka 45* | *Evade 50* |
| *Intelligence 45* | *Stamina 5* | *Observe 70* |
| *Willpower 40* | *Initiative +14* | *Stealth 50* |
| *Perception 60* | *AP 3* | *Knowledge 55* |
| *Personality 35* | *Speed 12m* | *Social 45* |
| *Luck 40* | *Size Medium* | *Physical 55* |

*\* Unconventional Skills*

***- Knowledge (Vampires)****: TN 65*

*\* Weapons & Armor*

***- Dawnguard Silver War Axe****: 1d8+1, 1h, 2m, Splitting, UW,*

*Reroll's damage rolled against Vampires.*

***- Crossbow****: 1d10, 2h, 20/100/250, Complex, Reload 2, Crushing 4*

***- Silver Bolts of the Dawn (15)****: +1 Damage, Magic, Counts as Sunlight*

***- Dawnguard Armor****: AR 4, MAR 1, Medium, Wearer cannot be bitten by a Vampire while conscious.*

***- Dawnguard Shield****: BR 10 (5), MBR is 8 vs spells cast by Vampires*

*\* Special Abilities*

***- Adrenaline Rush (1 AP/Once per Combat)****: Restores 1 SP*

***- Cometh the Dawn (1 SP + 1 AP/Once per Combat)****: The Hunter can use special techniques of their Order to aid in the hunt. For 3 rounds, the Hunter can sense any Invisible Vampires within 15m of them and Inflict +3 Damage against all Vampires.*

*\* Traits & Talents*

***- Disease Resistance (75%)***

***- 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.*

***- Vampire’s Bane****: Combat TN is 85 when fighting Vampires*

***- Eye of Vengeance****: Treats their targets WT as being 1 lower for ranged attacks.*

***- Iron Will****: The character may reroll failed Willpower tests to resist any form of mental manipulation or coercion (but only once per test).*

*\* Other Equipment*

*Hunters of the Dawnguard are equipped with 2 of the following items.*

*- A Scroll of 3rd level Sunbeam*

*- A Scroll of 4th level Stendarr’s Aura (Spellcraft ‘1)*

*- Two 3rd level Potions of Healing (+6 HP)*

*- Two 3rd level Potions of Magic Armor (3 MAR, 1 Minute)*

***Imperial Battlemage***

*Nibenese, Major Group, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 20* | *Combat 65* |
| *Endurance 40* | *Wound Thr. 13* | *Magic 75* |
| *Agility 35* | *Magicka 50* | *Evade 45* |
| *Intelligence 50* | *Stamina 5* | *Observe 55* |
| *Willpower 55* | *Initiative +12* | *Stealth 35* |
| *Perception 45* | *AP 3* | *Knowledge 60* |
| *Personality 40* | *Speed 10m* | *Social 40* |
| *Luck 35* | *Size Medium* | *Physical 55* |

*\* Unconventional Skills*

***- Destruction****: TN 95*

***- Conjuration****: TN 85*

*\* Weapons & Armor*

***- Focused Steel Mace****: 1d8+1, 1h, 2m, Crushing, Spell Focus, UW*

***- Focused Steel Broadsword****: 1d8+1, 1h, 2m, Slashing, Spell Focus*

***- Full Steel Armor****: 6 AR Heavy*

*\* Special Abilities*

***- War Magic (1 SP)****: The Battlemage can spend 1 Stamina to reroll a spell’s Damage roll. This may be chosen after the initial damage roll. The second roll must be used.*

***- Aetheric Adjustment (1 SP)****: When casting a spell, the Battlemage may choose to either add 1 round to the duration,*

*or add 1m to the AoE range of a spell, but risks backfire upon*

*failure.*

*\* Traits & Talents*

***- Shadow Legion Training****: All spells cast by the battlemage are overloaded, if it can be overloaded. The Battlemages Willpower bonus is treated as 2 higher for overloading spells. (****WpB 7****)*

***- Brawler****: +1 DoS to Combat tests when engaged in melee with 2+ opponents.*

***- Spell Sword****: Cast spells one handed at no penalty.*

***- Teamwork****: The Battlemage adds +1 DoS to any successful Combat tests made to attack or defend against opponents in melee range as long as that opponent is also within melee range of an ally.*

***- Spellcaster****: Does not track Magicka, but instead can cast each*

*spell one time.*

*\* Known Spells*

* *Fire, Frost, Shock Bolt lvl 4*
* *Fire, Frost, Shock Ball lvl 4*
* *Fire, Frost, Shock Cloak lvl 4*
* *Fire, Frost, Shock Cone lvl 3*
* *Magic Armor, Ward. & Shield lvl 4*
* *Summon Scamp*
* *Summon Banekin*
* *Summon Hellhound*

***Imperial Legionnaire***

*Colovian, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 25* | *Combat 75* |
| *Endurance 50* | *Wound Thr. 12* | *Magic 20* |
| *Agility 40* | *Magicka 35* | *Evade 60* |
| *Intelligence 35* | *Stamina 6* | *Observe 65* |
| *Willpower 40* | *Initiative +11* | *Stealth 40* |
| *Perception 45* | *AP 3* | *Knowledge 45* |
| *Personality 35* | *Speed 11m* | *Social 45* |
| *Luck 35* | *Size Medium* | *Physical 55* |

*\* Weapons & Armor*

***- Steel Spear****: 1d8/10+1, 1.5h, 2-3m, Impaling, UW*

***- Steel Javelin x3****: 1d8+1, 1h, 2m, UW, Thrown (5/15/25)*

***- Steel Broadsword****: 1d8+1, 1h, 2m, Slashing*

***- Full Steel Armor****: 6 AR Heavy*

***- Steel Tower Shield****: BR 10 (5), Heavy, +10 on Block Tests*

*\* Special Abilities*

***- Legion Training (1 SP)****: Legionnaires can spend 1 Stamina to reroll a melee/thrown Damage roll. This may be chosen after the initial damage roll. The second roll must be used.*

***- Troop Discipline (1 SP)****: Legionnaires can spend 1 Stamina to reroll a failed Str or End based test made to resist a negative condition.*

*\* Traits & Talents*

***- Duelist****: +1 DoS to any successful Combat or Evade test made while within melee range of only one opponent.*

***- Brawler****: +1 DoS to Combat tests when engaged in melee with 2+ opponents.*

***- Teamwork****: The Battlemage adds +1 DoS to any successful Combat tests made to attack or defend against opponents in melee range as long as that opponent is also within melee range of an ally.*

***- Red Legion Thrower****: If the target takes damage from a Javelin thrown by the Legionnaire will render the Hit Location “Speared”.*

*While speared, the location is considered crippled and until the javein is removed, the target loses 2 HP at the start of each round.*

***Knight of the Nine***

*Colovian, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 25* | *Combat 75* |
| *Endurance 50* | *Wound Thr. 13* | *Magic 75* |
| *Agility 35* | *Magicka 40* | *Evade 35* |
| *Intelligence 40* | *Stamina 6* | *Observe 50* |
| *Willpower 45* | *Initiative +11* | *Stealth 35* |
| *Perception 40* | *AP 3* | *Knowledge 60* |
| *Personality 40* | *Speed 10m* | *Social 60* |
| *Luck 40* | *Size Medium* | *Physical 65* |

*\* Unconventional Skills*

***- Restoration (Ward, Sunlight)****: TN 85 (95)*

***- Destruction (Fire)****: TN 85 (95)*

***- Command****: TN 80*

*\* Weapons & Armor*

***- Silver Mace****: 1d8+1, 1h, 2m, Crushing, Focus, UW, Magic*

***- Silver Longsword****: 1d8/10+1, 1.5h, 2m, Slashing, Magic, Focus*

***- Full Steel Armor****: 6 AR Heavy*

***- Steel Shield****: BR 10 (5), Medium*

*\* Special Abilities*

***- Charge (1 AP, 1 SP)****: When activated this ability lets the knight to be able to move twice their movement rating, and then attack with +2 damage on to the attack*

***- Rally (1 SP)****: When activated, the Knight rallies nearby allies and they all receive the benefits of the Teamwork talent until the Knight’s next turn*

***- Searing Radiance (1 SP)****: A Knight can channel pure magicka through their blades when fighting iniquity, dealing an extra 1d4 Fire Damage that counts as Sunlight after making a successful melee attack.*

***- Exorcist (1 SP + 2 AP)****: The Knight can cast the Spell “Sunder Binding” at 4th level without having to Roll to Cast. The DoS is set at 5 to resist this effect.*

*\* Traits & Talents*

***- Brawler****: +1 DoS to Combat tests when engaged in melee with 2+ opponents.*

***- Spell Sword****: Cast spells one handed at no penalty.*

***- Blessing of the Nine****: The Knight is immune to disease and gains a +30 to Wp tests made to resist non-damaging Magic Effects.*

***- Spellcaster****: Does not track Magicka, but instead can cast each*

*spell one time.*

*\* Known Spells*

* *Ward lvl 1-5*
* *Heal lvl 1-5*
* *Heal Ally lvl 1-5*
* *Sunbeam lvl 3-5*
* *Fire Bolt lvl 3-5*

***Tongue***

*Nord, Major Group, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 48* | *Hit Points 25* | *Combat 88* |
| *Endurance 50* | *Wound Thr. 15* | *Magic 65* |
| *Agility 42* | *Magicka 38* | *Evade 52* |
| *Intelligence 38* | *Stamina 5* | *Observe 63* |
| *Willpower 55* | *Initiative +11* | *Stealth 42* |
| *Perception 43* | *AP 3* | *Knowledge 48* |
| *Personality 35* | *Speed 12m* | *Social 45* |
| *Luck #* | *Size Medium* | *Physical 70* |

*\* Unconventional Skills*

*-* ***Thu’um****: TN 75*

*\* Weapons & Armor*

***- Steel War Axe****: 1d8+1 Splitting; Unwieldy, Reach 2m*

***- Steel Broadsword****: 1d8+1 Slashing; Reach 2m*

***- Steel Mace****: 1d8+1 Crushing; Unwieldy, Reach 2m*

***- Steel Spear****: 1d8(1d10)+1 Impaling, Unwieldy Reach 2m*

***- Full Steel****: 6 AR, Heavy*

***- Steel Shield****: BR 10 (5), Medium*

*\* Special Abilities*

***- Thunderfist (Once per Day)****: When power attacking, the Nord can add their StrB to the attack alongside the normal bonus damage.*

***- Dragon Tongue (1 SP)****: The Tongue can use an Action to Shout. The Shouts below are common ones used by Nord Tongues, but they can know any 3 non-legendary Shouts the GM wants them to.*

* ***Frost Breath (+0 Thu’um Test)***

*The Tongue breathes frost, dealing 1d8 frost*

*damage to all targets within a 15 degree cone*

*up to twenty meters in front of them. Counts as*

*a ranged, area of effect attack for the purposes*

*of evasion.*

* ***Fire Breath (+0 Thu’um Test)***

*The Tongue breathes flame, dealing 1d8 fire*

*damage to all targets within a 15 degree cone*

*up to twenty meters in front of them. Counts as*

*a ranged, area of effect attack for the purposes*

*of evasion.*

* ***Unrelenting Force (+0 Thu’um Test)***

*The Tongue shouts with great force, stunning*

*all targets within a 15 degree cone up to twenty*

*five meters in front of it for one round. Counts*

*as as a ranged, area of effect attack for the*

*purposes of evasion.*

* ***Whirlwind Sprint (+0 Thu’um Test)***

*Character moves forward a number of meters*

*equal to two times their Speed.*

*\* Traits & Talents*

***- Brawler****: +1 DoS to Combat tests when engaged in melee with*

*2+ opponents.*

***- (Optional) Weapons Prowess****: The Warrior may have any*

*kind of weapon talent appropriate to their specific weapon*

*they are using.*

***- 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.*

*\* Other Equipment*

***- 2 Potions of Healing (Lvl ‘4)****: Restores 8 Health*

***- 2 Potions of Rejuvenate****: The character regains 1 SP or removes 1 level of fatigue if they have any.*

*\* Tongue Variant*

***War Crier***

* *Thu’um skill is 95*
* *HP is 35, SP is 6*
* *Knows the Second word of all their known shouts*
* *War Criers will commonly know the following shouts and can know upto 4 different shouts all with two words. All of the Tongues commonly known shouts listed above, take a -10 on the Thu’um test for the second word.*
* ***Regenerate (-10 Thu’um Test, -20 for two words)***

*The War Crier gains the “Regeneration (2)” trait per word.*

* ***Storm Call (-10 Thu’um Test, -30 for two words)***

*Summons a magical storm of thunder and lightning that lasts for 1 minute. During this time, each round 1d4 random targets (not including the War Crier) are struck by a bolt of lightning that deals 2d6 damage Shock damage.*

* ***Battle Fury (-0 Thu’um Test, -10 for two words)***

*All Allies within 25 meters of the character, and the War Crier themselves, receive a +5 modifier to Combat Style skill tests for four rounds.*

* *Selects from the Following Gear*

***- Skyforge Steel War Axe****: 1d8+3 Splitting; Unwieldy, Reach 2m*

***- Skyforge Steel Broadsword****: 1d8+3 Slashing; Reach 2m*

***- Skyforge Steel Mace****: 1d8+3 Crushing; Unwieldy, Reach 2m*

***- Skyforge Steel Great Axe****: 1d12+3 Splitting; Unwieldy, Reach 2m, 2h, Concussive, Shield Breaker*

***- Full Skyforge Steel****: 8 AR, Heavy*

***- Skyforge Shield****: BR 12 (6), Medium*

***Sword Singer***

*Redguard, Deadly Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 24* | *Combat 75* |
| *Endurance 48* | *Wound Thr. 12* | *Magic 45* |
| *Agility 55* | *Magicka 40* | *Evade 75* |
| *Intelligence 40* | *Stamina 4* | *Observe 58* |
| *Willpower 45* | *Initiative +12* | *Stealth 65* |
| *Perception 38* | *AP 3* | *Knowledge 50* |
| *Personality 35* | *Speed 14m* | *Social 45* |
| *Luck #* | *Size Medium* | *Physical 65* |

*\* Unconventional Skills*

***- Shehai Shen She Ru****: TN 75*

*\* Weapons & Armor*

***- Steel Scimitar****: 1d8+1 Slashing; UW, 1h, Concussive, Reach 2m*

***- Bola****: 1h, Thrown (5/20/15), Snare*

***- Partial Adamantium****: 5 AR, 2 MAR, Medium*

*\* Special Abilities*

***- Adrenaline Rush (Once per Day)****: 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.*

***- Ansei of the Second Level (2 AP)****: Manifests a Shehai, a blade composed of the Sword Singer’s very own soul. The Shehai has the stats of a Chosen Sword type weapon with the magic trait and a +4 to Damage as its Material Modifier.*

***- Shehai Effects****: When the Sword Singer summons their Shehai, they may select Two of the following traits to bestow upon it.*

***• Quicksilver****: Character’s Shehai gains the Silvered quality*

***• Stable****: Character’s Shehai removes the Unwieldy quality.*

***• Burning****: The character can, as a free action, change the*

*composition of his Shehai. When they do this, hits with the Shehai deal fire damage instead of Physical.*

***• Electrifying****: The character can, as a free action, change the composition of his Shehai. When they do this, hits with the Shehai deal shock damage instead of Physical.*

***• Freezing****: The character can, as a free action, change the composition of his Shehai. When he does this, hits with the Shehai deal frost damage instead of Physical.*

***- Aberrant Technique****: The Sword Singer can perform one of the following Techniques each round. If they fail the associated test, they lose 1 SP.*

***The Ephemeral Feint (Free Action)****: The Sword Singer tests their Shehai skill in reaction to a Melee or Ranged attack against them and reduces the Attacks DoS by their Shehai’s DoS.*

***The Tempest Attrition (Free Action)****: The Sword Singer may take a -20 penalty on all of their attacks within the round in exchange for a +20 on all Defensive tests, including Counters.*

*\* Traits & Talents*

***- Resistance (Poison, 3)****: 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.*

***- Master of the Blade****: 1 extra DoS to melee attacks made with a Slashing weapon.*

*\* Sword Singer Variant*

***Ansei***

* *Shehai Shen She Ru skill is 95*
* *HP is 32, SP is 6*
* *The Ansei has the Following Abilities*

***- Ansei of the Third Level (2 AP)****: Manifests a Shehai, a blade composed of the Sword Singer’s very own soul. The Shehai has the stats of a Chosen Sword type weapon with the magic trait and a +8 to Damage as its Material Modifier.*

***- Shehai Effects****: These are in addition to the ones available to the Sword Singer.*

***• Thirsting:*** *Attacks with the Ansei’s Shehai have the Savage trait.*

***• Cleaving:*** *Hits from the Ansei’s Shehai gain the Crushing (4) quality. Hits from the Ansei’s Shehai as part of a technique ignore armor.*

***• Aberrant:*** *Character gains a +10 bonus to technique tests when using the Shehai.*

***- Aberrant Technique:*** *These are in addition to those available to the Sword Singer.*

***The Fingers-Knife (1 AP)****: The Ansei makes an attack using their Shehai Shen She Ru skill against a target within Melee range. If Successful, Roll damage 5 times and take the best result.*

***The Gaze of Confusion (Free Action)****: This technique must be activated at the beginning of a round, and its effect remains until the end of that round. Other characters must pass a +0 Perception or Observe test in order to be able to perform defensive reactions in response to the Ansei’s attacks.*

***The Sword Tremor (1 AP)****: Before the technique test, the Ansei chooses a target within 8m. The Ansei may immediately make a standard melee attack against that target as a free action (even if they are not engaged in melee). The attack may not be defended against, and no characters can make any other type of reaction to this attack. If the initial attack is successful, the character may make another free attack with the same conditions, although this attack cannot gain advantages and is made at a -20 penalty. These bonus attacks can be repeated (each successful one prompting another) up to 4 times. Each attack receives an additional, stacking -20 penalty. None of these bonus Attacks count towards the Ansei’s max attacks per round.*

* *Selects from the Following Gear*

***- Adamantium Scimitar****: 1d8+3 Slashing; UW, 1h, Concussive, Reach 2m*

***- Full Adamantium****: 7 AR, 3 Magic, Heavy*

***Nordic Housecarl***

*Nord, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 22* | *Combat 80* |
| *Endurance 45* | *Wound Thr. 12* | *Magic 25* |
| *Agility 40* | *Magicka ---* | *Evade 50* |
| *Intelligence 35* | *Stamina 4* | *Observe 50* |
| *Willpower 35* | *Initiative +11* | *Stealth 40* |
| *Perception 40* | *AP 3* | *Knowledge 45* |
| *Personality 40* | *Speed 13m* | *Social 40* |
| *Luck #* | *Size Medium* | *Physical 70* |

*\* Weapons & Armor*

***- Steel War Axe****: 1d8+1 Splitting; Unwieldy, Reach 2m*

***- Steel Broadsword****: 1d8+1 Slashing; Reach 2m*

***- Steel Mace****: 1d8+1 Crushing; Unwieldy, Reach 2m*

***- Steel Spear****: 1d8(1d10)+1 Impaling, Unwieldy Reach 2m*

***- Partial Steel****: 4 AR, Medium*

***- Steel Shield****: BR 10 (5), Medium*

*\* Special Abilities*

***- Thunderfist (Once per Day)****: When power attacking, the Nord can add their StrB to the attack alongside the normal bonus damage.*

***- I am your Shield (1 SP)****: The Housecarl may choose to become the target of an attack targeting an ally within 2m of them and may make a defensive reaction against the attack for free.*

*\* Traits & Talents*

***- Tough:*** *This character gains a +20 bonus to Shock tests*

***- Resistance (Frost, 3)****: 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, 2)****: 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.*

***- Carrier of Burdens****: Housecarls ignore the negative penalties from wounds during combat or from their equipment and may reroll one failed test per combat.*

***- I am your Sword****: When fighting alongside or in the defense of their charge, they gain a +1 DoS on all tests.*

*\* Nord Housecarl Variant*

***Sword Thane***

* HP is 30, SP is 6, SB is 6
* All skills (except Magic) gain a +20 Bonus
* All weapons gain the Magic and Proven qualities
* Armor is Replaced with the following

**Full Runed Steel**: AR 6, MAR 1, Heavy

* Sword Thanes get the following abilities

**- Brawler**: +1 DoS to Combat tests when engaged in melee with 2+ opponents.

***Psijic Monk***

*Altmer, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 30* |
| *Endurance 30* | *Wound Thr. 12* | *Magic 110* |
| *Agility 30* | *Magicka 85* | *Evade 30* |
| *Intelligence 65* | *Stamina 3* | *Observe 55* |
| *Willpower 70* | *Initiative +13* | *Stealth 30* |
| *Perception 45* | *AP 3* | *Knowledge 100* |
| *Personality 40* | *Speed 8m* | *Social 40* |
| *Luck #* | *Size Medium* | *Physical 30* |

*\* Weapons & Armor*

***- Psijic Staff****: 1d6/d8 +2, 1.5H, 2m, Concussive, Arcane, Magic*

* ***Innate Spell****: Shock Bolt lvl 2 (1d6+2)*

***- Moonstone Robes****: AR 1, MAR 1, Partial, Magic*

*\* Special Abilities*

***- Precognition (Once Per Day):*** *As a free action, the Psijic may replace any D% roll with a Success with a DoS of 9 or a Failure. This can be used on anyone in combat, friend or foe.*

***- Equilibrium (1 AP + 1 SP):*** *The Psijic can spend 1 SP as an action to refresh all of their spent spells. Alternatively, they could expend any of their spells to recover an amount of HP equal to the SL\*2.*

***- Counterspell (1 Spell)****: As a Reaction, the mage can expend a use of one of their spells, to test Magic versus a spell being cast by someone they can see. If the mage gets more DoS than the target, they can negate the spell.*

*\* Traits & Talents*

***- Weakness (Magic, 2)****: This character increases all incoming magic damage by 2 after mitigation, and suffers a -20 penalty tests made to resist non-damaging magical effects. This trait can stack.*

***- Mental Strength****: The Altmer ignores penalties to Willpower tests made to resist paralysis.*

***- Mark of Artaeum****: All Psijics have the Isle of Artaeum Marked for Recall.*

***- Spellcaster****: Does not track Magicka, but instead can cast each*

*spell one time.*

*\* Known Spells*

* *Fire, Frost, Shock Bolt lvl 4*
* *Ward lvls 2, 4, & 6*
* *Astral Projection lvl 5*
* *Temporal Distortion lvl 6*
* *Ethereal Form lvl 4*
* *Recall lvl 3*
* *Passwall lvl 4*
* *Silence lvl 4*
* *Paralyze lvl 4*

***Telvanni Magister***

*Dunmer, Major Group, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 20* | *Combat 40* |
| *Endurance 40* | *Wound Thr. 15* | *Magic 130* |
| *Agility 30* | *Magicka 80* | *Evade 40* |
| *Intelligence 80* | *Stamina 4* | *Observe 60* |
| *Willpower 80* | *Initiative +15* | *Stealth 30* |
| *Perception 40* | *AP 3* | *Knowledge 110* |
| *Personality 35* | *Speed 9m* | *Social 35* |
| *Luck #* | *Size Medium* | *Physical 30* |

*\* Weapons & Armor*

***- Ebony Staff****: 1d6/d8 +4, 1.5H, 2m, Concussive, Arcane, Magic*

* ***Innate Spell****: Fire Bolt lvl 2 (1d6+2)*

***- Ebony Robes****: AR 3, MAR 3, Partial, Magic*

*\* Special Abilities*

***- Ancestral Guardian (Once per Day)****: The Dunmer gains Sanctuary (3) for 3 rounds.*

***- Empower Spell (1 SP)****: The mage can spend 1 Stamina to gain one of the following modifiers for their spells.*

* *Add a -20 Modifier to the Spell’s Save.*
* *Maximize the Damage of the Spell.*
* *Triple the Spell’s Duration between each upkeep.*
* *Cast the Spell as a Reaction.*

***- Counterspell (1 Spell)****: As a Reaction, the mage can expend a use of one of their spells, to test Magic versus a spell being cast by someone they can see. If the mage gets more DoS than the target, they can negate the spell.*

*\* Traits & Talents*

***- Vast Arcanum****: At the start of each of the Magister’s turns, they regain the use of one of their spent spells.*

***- Overload****: All of the Magister’s damaging spells add their WpB to the damage. (+8 Damage)*

***- 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.*

***- Spell Sword****: Can cast spells with only one free hand.*

***- Spellcaster****: Does not track Magicka, but instead can cast each*

*spell one time.*

*\* Known Spells*

* *Fire, Frost, Shock Bolt lvls 4, 5, 6, 7*
* *Fire, Frost, Shock Ball lvls 4, 5, 6, 7*
* *Fire, Frost, Shock Storm lvls 4, 5*
* *Ward lvls 2, 4, 6*
* *Summon Dremora Kynmarcher lvl 5*
* *Levitate lvl 4*
* *Paralyze lvl 6*
* *Ethereal Form lvl 4*

*\* Other Equipment*

*The Magister may select one of the following Items*

***- Amulet of Spell Guard****: Constant effect; Reflect ‘4*

***- Amulet of Recall****: Cast on Use; For the Magister, this will return them to their tower.*

***- Scroll of Summon Dremora Lord****: Single Use, lasts 3 Rounds*

***- Daedric Staff****: 1d6/d8 +5, 1.5H, 2m, Concussive, Arcane, Magic*

* ***Innate Spell****: Fireball lvl 3 (1d8+4)*

***Redoran Warrior Lord***

*Dunmer, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 25* | *Combat 100* |
| *Endurance 50* | *Wound Thr. 15* | *Magic 55* |
| *Agility 35* | *Magicka 40* | *Evade 65* |
| *Intelligence 40* | *Stamina 5* | *Observe 55* |
| *Willpower 45* | *Initiative +10* | *Stealth 45* |
| *Perception 35* | *AP 3* | *Knowledge 50* |
| *Personality 35* | *Speed 11m* | *Social 55* |
| *Luck #* | *Size Medium* | *Physical 60* |

*\* Weapons & Armor*

***- Ebony Broadsword****: 1d8+4 Slashing; Reach 2m, Magic, Proven*

***- Ebony Shield****: BR 12, MBR 9, Magic*

***- Full Ebony****: Full AR 8, MAR 4, Magic*

*\* Special Abilities*

***- Ancestral Guardian (Once per Day)****: The Dunmer gains Sanctuary (3) for 3 rounds.*

*- ?*

*\* Traits & Talents*

***- Duelist****: +1 DoS to any successful Combat or Evade test made while within melee range of only one opponent.*

***- Brawler****: +1 DoS to Combat tests when engaged in melee with*

*2+ opponents.*

***- 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.*

***- (Optional) Weapons Prowess****: The Warrior may have any*

*kind of weapon talent appropriate to their specific weapon*

*they are using.*

*\* Other Equipment*

*- ?*

***Khajiiti Claw-Dancer***

*Khajiit/Suthay-Raht, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 22* | *Combat 95* |
| *Endurance 45* | *Wound Thr. 11* | *Magic 35* |
| *Agility 45* | *Magicka ---* | *Evade 85* |
| *Intelligence 35* | *Stamina 4* | *Observe 70* |
| *Willpower 35* | *Initiative +11* | *Stealth 75* |
| *Perception 40* | *AP 3* | *Knowledge 55* |
| *Personality 30* | *Speed 12m* | *Social 40* |
| *Luck #* | *Size Medium* | *Physical 85* |

*\* Weapons & Armor*

***- Unarmed Strike****: 1d4+4 Slashing; Reach 1m, Magic*

* ***Goutfang****: Gains Concussive and Crushing*
* ***Whispering Claw****: Add +4 to damage when you hit with Advantage*
* ***Desert Rain****: +1 Unarmed attack per round*

***- Goutfang Block****: Using Forearms, BR 8*

*\* Special Abilities*

***\* Only 1 Kata Active at a time***

***- Goutfang Kata (1 SP)****: Gain Natural Toughness ‘4 for the remainder of the day.*

***- Whispering Claw Kata (1 SP)****: Add an additional +4 damage to unarmed strikes for the remainder of the day.*

***- Desert Rain (1 SP)****: Can make 4 additional defensive reactions per round without spending AP for the remainder of the day.*

***\* Optional Master Abilities***

***- Master of the Goutfang (7 Uses)****: Add +4 Fire or Shock damage to an unarmed Strike or give the Goutfang Black a Magical Brace equal to its normal Brace for the round.*

***- Master of the Whispering Claw (7 Uses)****: Force the target to make an End Save or suffer a negative penalty based on the hit location.*

* Arms/Legs = Crippled Limb (for 2 Rounds)
* Torso = Bleed “4
* Head = Stunned (1 Round)

***- Master of the Desert Rain (3 Uses)****: Restore 1 Stamina Point instantly. Additionally, you can spend 1 SP to increase your Max Attacks per round by +2 for the round. This doesn’t count as a “Use” and doesn’t count towards your limited Stamina Actions per round*

*\* Traits & Talents*

***- Unarmed Prowess****: Add Strength Bonus to Unarmed damage*

***- Sneak Attack****: Add +3 to damage when you hit with Advantage*

***- Cat Fall****: Reduce the distance the character falls by 4 when calculating fall damage.*

***- Leap Up****: The character can stand up from prone without spending any movement, and without triggering attacks of opportunity.*

***- Step Aside****: Evade reactions made against attacks of opportunity are free until the character fails one, at which point they must pay 1 AP for it.*

*\* Other Equipment*

*- ?*

***Thalmor Justiciar***

*Altmer, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 17* | *Combat 60* |
| *Endurance 35* | *Wound Thr. 12* | *Magic 90* |
| *Agility 30* | *Magicka 70* | *Evade 40* |
| *Intelligence 50* | *Stamina 3* | *Observe 50* |
| *Willpower 60* | *Initiative +12* | *Stealth 40* |
| *Perception 45* | *AP 3* | *Knowledge 70* |
| *Personality 30* | *Speed 9m* | *Social 50* |
| *Luck #* | *Size Medium* | *Physical 40* |

*\* Unconventional Skills*

***- Investigate****: TN 70*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

***- Spell Sword****: Cast spells one handed at no penalty.*

*\* Other Equipment*

*- ?*

***Greybeard***

*Nord, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Ordinator***

*Dunmer, Major Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Vigilant of Stendarr***

*Breton, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Hlaalu Merchant Prince***

*Dunmer, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Knight of the Imperial Dragon***

*Colovian, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Moth Priest***

*Nibenese, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***The Snow Prince***

*Falmer, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Dregas Volar***

*Dremora, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Lord Harkon***

*Nord/Vampire, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Jaciel Morgan***

*Shrike, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Vanus Galerion***

*Altmer, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Rishaal Tamir***

*Scamp?, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***The Imperfect***

*Construct, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Karstaag***

*Frost Giant, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Sinmur***

*Giant, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Miraak***

*Nord, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Domihaus the Bloody-Horned***

*Minotaur, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Divayth Fyr***

*Dunmer, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Umbra***

*Orsimer, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Valkyn Skoria***

*Flame Dremora, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Fa-Nuit-Hen***

*Bosmer Demiprince, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Beasts of the Wild Hunt***

*Beast/Bosmer, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Lamae Bal***

*Nede Vampire, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Alrabeg the Hunter***

*Daedra, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Storihbeg the Manbeast***

*Daedra/Werewolf, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Uricanbeg the Great Stag***

*Daedra, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Gulibeg the Quick Fox***

*Daedra, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Hrokkibeg the Mighty Bear***

*Daedra, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Molag Grunda***

*Winged Twilight Demiprince, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Alandro Sul***

*Ashlander Demiprince, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***The Divine Crusader***

*Nord Demiprince, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Umaril the Unfeathered***

*Ayleid Demiprince, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Mannimarco, the King of Worms***

*Altmer Lich, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***The Umbra’Keth***

*Shadow, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Selene***

*Changeling, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Molag Kena***

*Xivkyn Demiprince, ????, 5000 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Morihaus***

*Minotaur Demiprince, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Name***

*????, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*

***Name***

*????, ????, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size Medium* | *Physical ??* |

*\* Unconventional Skills*

*- ?*

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits & Talents*

*- ?*

*\* Other Equipment*

*- ?*