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***Condition Burning***

This rule allows characters to “Burn” their equipment for greater efficacy at the cost of the item’s Condition.

The character May elect to burn their item's condition to gain a listed benefit As a free action performed alongside a main action or reaction. Each time you burn an item, they take the “Damaged (+1)” quality. The +1 refers to its stacking nature.

***Burning Armor***

When you burn a point of your Armor’s condition, you take the minimum possible damage from the attack. You can only Burn the condition of Armor you are wearing on the location that the attack is damaging. The Minimum damage can only be reduced by half (RU) from AR or any other DR.

***Burning Shields***

When you burn a point of your Shield’s condition when Blocking you can burn the condition in place of Stamina for Power Block. You can also Burn the shield’s condition in place of a Stamina point for taking the Bash action with a Shield.

***Burning Weapons***

When you burn a point of your Weapon’s condition, you will inflict Max damage or gain a +20 to a Parry test. If both parties burn their Armor/Shield and their Weapon, then the attack is handled normally.

***Variant Craftsmanship Qualities for Armor***

The rules for Superior and Inferior armor in the core rules have left myself and others I have spoken with disappointed. Detailed here is a variant rule for them meant to utilize the rules in this file as well as making the effort of making Superior gear actually worth it.

| ***Quality*** | ***Effect*** | ***Cost*** |
| --- | --- | --- |
| *Inferior* | *Gains the “Brittle” quality* | *-25%* |
| *Common* | *No Change* | *--* |
| *Superior* | *Gains the “Durable” quality* | *+100%* |

* ***Brittle****: Whenever you Burn the Armor’s condition, the item takes the Damaged (2) quality instead of 1.*
* ***Durable****: Burning the Armor’s condition only gives it Damaged (½), instead of 1.*

***Crafting Styles***

Certain races and cultures are well known for their specially crafted equipment. These special qualities are represented by the following Styles. To craft using any given style, requires the appropriate Talent.

***Orcish***

The Orismer are well renowned as the modern day masters of metallurgy. Their works are among the most reliable equipment one could hope for. Orcish items boast an increased value of +75%.

Orcish Armor gains a +1 to its base physical AR.

Orcish Weapons gain the “*Brutal*” quality.

* ***Brutal****: Weapons with this quality reroll damage rolls of 1 until they get a different result.*

***Elven***

The Elves of Tamriel are of a slighter frame then men and boast a greater aptitude for the arcane, their works reflect this nature. Elven works have an increased value of +50%.

Elven style Weapons and Armor gain a +1 to their EL, a -1 to their ENC value, and they gain the “*Magic*” quality. (to a minimum ENC of 1)

***Daedric***

The works of the Daedra are among the strongest you could obtain, most are viewed as relics and artifacts on their own. Daedric works have an increased value of +100%. In order to make Daedric gear, you require a Daedric Heart to be part of the crafting materials. Small Daedric hearts can only be used on weapons with a range of 1 and only Partial Arms and Leg armor.

Daedric Armor gains +2 to its Physical and Magical AR as well as a +1 to its ENC value.

Daedric Weapons gain a +2 to its Damage, gain a +1 to their ENC, and gain the “*Magic*” quality.

*(****NOTE****: The Daedric Style is meant to be a Replacement for the Daedric material)*

***Variant Weight Class System***

The Weight Class system has two glaring holes in it in my opinion, namely the Weight Class and Combat Style relation and how you determine what your Weight class is when wearing mixed armors.

***Weight Class & Combat Style***

You suffer no penalty for wearing armor of a weight class that is not part of your Combat Style. However, you half the percentile penalties (such as those to Acrobatics, but not Magic penalty) if the weight class is a part of your Combat Style.

***What is my Weight Class?***

Your effective Weight Class is based on the following. Each piece has a Value to it (Chest = 2, Arms, legs, and Head are ½, and Shields are 1) and whatever the combined value is the highest is the effective Weight Class of your equipment.

For example, if you are wearing a Heavy Cuirass, Medium pauldrons and Shield, with light leggings you have the following values

* *Heavy* = 2 (from the Cuirass)
* *Medium* = 2 (½ x2 +1, from arms and shield)
* *Light* = 1 (½ x2, each leg)

In the case of a tie, it goes to the Heavier Weight Class. So in the example above, you would be equipped with a Heavy Weight Class.

Personally, I find this system to be a more reasonable and realistic approach than the RAW version where your Weight Class is based on the heaviest single piece of armor you wear, so only wearing a single Full Ebony Boot would give you the “*Super Heavy*” penalties.

***Clarified Crafting Times***

Detailed here is a comprehensive list of times for crafting various items. Certain monsters have a time listed for making armor from their Hides, this chart would replace those times.

| ***Item*** | ***Time*** |
| --- | --- |
| *Partial Chest* | *2 Days* |
| *Full Chest* | *4 Days* |
| *Partial Limb* | *1 Day* |
| *Full Limb* | *2 Days* |
| *Shield* | *3 Days* |
| *Buckler* | *1 Day* |
| *Tower Shield* | *4 Days* |
| *Targe* | *2 Days* |
| *1H Weapons* | *3 Days* |
| *1.5H Weapons* | *4 Days* |
| *2H Weapons* | *5 Days* |
| *Small Misc.* | *1 Day* |
| *Medium Misc.* | *2 Days* |
| *Large Misc.* | *4 Days* |
| *10, Arrows/Bolts* | *1 Day* |
| *Complex Weapon* | *5 Days* |
| *Bows* | *2 Days* |
| ***Modifiers*** | ***Time*** |
| *Inferior* | *x0,5* |
| *Superior* | *x2* |
| *Bone* | *x0.5* |
| *Metal* | *x2* |
| *Crystalline* | *x3* |

* *All remainders from Modifiers are dropped*
* *Crystalline materials are those like Malachite, Stahlrim, and Ebony*
* *Craftsmanship Modifiers are always applied last.*
* *Crafting will always take a minimum of 1 Day*

***Variant Material Gathering***

Instead of simply paying a blank fee for crafting equipment, here are the values of Ingots and other crafting materials that would be required to craft an item. These components can be found as loot or given as rewards.

The table below details the required components, divided into the Core Materials and Fastenings. The Core material is whatever the Stats you want the item to have, such as Iron, Steel, Leather, or Mithril. Fastenings is a catch- all term for several small items needed to finish an item, such as paddings, straps and clasps.

| ***Item*** | ***Core*** | ***Fastenings*** |
| --- | --- | --- |
| *Partial Chest* | *3 Units* | *3* |
| *Full Chest* | *5 Units* | *4* |
| *Partial Limb* | *1 Unit* | *1* |
| *Full Limb* | *2 Units* | *2* |
| *Shield* | *3 Units* | *2* |
| *Buckler* | *1 Unit* | *1* |
| *Tower Shield* | *4 Units* | *3* |
| *Targe* | *2 Units* | *1* |
| *1H Weapons* | *1 Unit* | *1* |
| *1.5H Weapons* | *2 Units* | *2* |
| *2H Weapons* | *3 Units* | *3* |
| *Small Misc.* | *1 Unit* | *1* |
| *Medium Misc.* | *2 Units* | *2* |
| *Large Misc.* | *4 Units* | *3* |
| *10, Arrows/Bolts* | *1 Unit* | *1* |
| *Complex Weapon* | *2 Units* | *4* |
| *Bows* | *1 Units* | *3* |

Repairing equipment only ever requires 1 Unit per test.

***Material Unit Costs***

The table listed below are the prices for the different materials by Unit. All units have a weight of 0.2, except for Fastenings which have a weight of 0.1. Now, this system does make several items more expensive to make, but it also makes the more expensive items far cheaper.

| ***Material*** | ***Cost*** |
| --- | --- |
| *Fastening* | *1* |
| *Chitin* | *6* |
| *Cloth* | *1* |
| *Hide* | *3* |
| *Fur* | *4* |
| *Leather* | *5* |
| *Iron* | *10* |
| *Steel* | *18* |
| *Bonemold* | *10* |
| *Moonstone* | *20* |
| *Dreugh Hide* | *23* |
| *Mithril* | *70* |
| *Dwemer* | *30* |
| *Orichalcum* | *23* |
| *Adamantium* | *80* |
| *Malachite* | *150* |
| *Stalhrim* | *300* |
| *Ebony* | *200* |
| *Dragonbone* | *1000* |

***New Weapons***

* Whip
* Estoc
* Glaive
* Tulwar
* Gladius
* Morningstar
* Poleaxe

***New Armor***

* Imperial Templar
* Akaviri Armor
* Imperial Dragonscale
* Madness
* Amber