This Document is a loose collection of the changes, it lacks any real form of organization and can be a pain to look through. But it will be fixed and made into its own PDF like the other main scrolls and books

Core Changes

* Skills
* Light Weapons (Str/Agi)
* Heavy Weapons (Str)
* Marksman (Prc/Agi)
* Unarmed (Str/Agi)
* Block (Str/End)
* Evasion (Agi)
* Alteration (Wp)
* Destruction (Wp)
* Conjuration (Wp)
* Restoration (Wp)
* Illusion (Wp)
* Mysticism (Wp)
* Enchanting (Int)
* Alchemy (Int)
* Athletics (Str/End)
* Acrobatics (Str/Agi)
* Speechcraft (Prs)
* Mercantile (Int)
* Sneak (Agi)
* Security (Agi/Int)
* Smithing (Str/Int)
* Medicine (Int)
* Survival (Prc/Int)
* Awareness (Prc)
* Riding (Agi/End)
* Lore (Int)
* Animal Handling (Int)
* Linguistics (Int)
* Artistry (Int/Prs)
* Engineering (Int)
* Provisioning (Prc/Int)
* Perks (Separate Doc)
* Progression
* Character Sheet

Combat Changes

* The Big Three
* Slashing
* Splitting
* Crushing
* New Actions
* New Stamina Abilities
* New Advantages
* Gear Conditions (degradation)
* New Conditions
* Wounds
* Damage Types
* Action Economy
* Dual Wielding
* Mounted Combat
* Miscellaneous Rules
* Guard Mechanic

*New Mechanics to be added*

* Mass Combat
* Players Bases/Homes
* Provisioning
* Sanity
* Followers

Spellcasting MAGIC IS DONE IN OTHER DOC

* New Enchanting
* New Alchemy

Character Changes

* Swap Characteristics and Attributes (names)
* Removal of Favored Attributes ??
* New Racials
* New Birthsigns
* Cultures
* Backgrounds
* New Weapons Stats
* New Armor and Shield Stats
* Talents

***Derived Characteristics***

* Health (End)
* Stamina (EndB + ½ WpB)
* Magicka (Int)
* Initiative (IntB+AgiB+PrcB)
* Move Speed (AgiB + ½ StrB)
* Carry Rating ([StrBx2]+[EndB])
* Wound Threshold (EndB+WpB+StrB)
* Luck Points (Same)
* Attunement (½ WpB)
* Passive Awareness (½ Awareness Bonus)

Rounding is handled by using the 2nd number in the total score. (x<5 rounds down --- x>5 rounds up)

***Degradation***

Characters can “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. Each time you burn an item, they take the “Damaged (+1)” quality. The +1 refers to its stacking nature. If any piece of equipment has a Damaged quality greater than 5 (6+), the item is rendered useless until repaired.

***Burning Armor & Shields***

When you burn a point of your Armor’s condition, you half incoming physical damage, after reduction.

***Burning Weapons***

When you burn a point of your Weapon’s condition, you add +1 Damage Die to your roll. (1d8 becomes 2d8)

***Progression***

*Article = Xp Cost*

[0-49] Skill Point = (1+Rank)\*2

* Master Rank (50) costs 20xp

Talents = Level\*10

* Levels (1-3)

Attributes Point = 5\*Bonus

***Gaining Perks***

You gain 1 Perk in a skill every Rank you get past Novice. (You will have an amount of perks equal to the skills Rank Bonus, meaning only 5 per Skill)

***Campaign Progression Level***

At the start of your Campaign, the GM must decide on a “Progression Rate” which will determine the amount of Experience the players will gain each session. This rate takes the form of a multiplier to the Exp Rewards listed below.

* ***Natural = As Listed***
* ***Heroic = x2 Exp***
* ***Legendary = x5 Exp***

***Experience Rewards***

*Action = Xp Reward (no stacking)*

Attended the Session = 2 xp

Completed a Major Campaign Objective = 3 xp

Successfully Resolved a Social Encounter = 2 xp

Dealt with a Lock or Trap = 1 xp

Engaged in Roleplay = 1 xp

Crafted an item = 1 xp

Successfully Solved a Puzzle = 1 xp

Traveled to a New Landmark = 2 xp

Defeated a Challenging Foe = 2 xp

***Skill Ranks***

| ***Skill Rank*** | ***Point Range*** |
| --- | --- |
| (1) Novice | 0 - 9 |
| (2) Apprentice | 10 - 19 |
| (3) Journeyman | 20 - 29 |
| (4) Adept | 30 - 39 |
| (5) Expert | 40 - 49 |
| (6) Master | 50 |

***Skill Expertise***

Skill Expertise represents a level of higher mastery that one develops as they progress in their abilities in a given skill. Rolling a number equal to or less than your Expertise in a skill counts as having rolled a Lucky Number. If the Number rolled is a listed Unlucky Number then it is treated as a normal success then.

Your Expertise is equal to your Rank (1-6) in the specific skill by default and can be improved by taking the “(Skill) Expertise Talent”, granting a +2 bonus.

***Wounds (Old, will be replaced soon)***

When a target receives an amount of damage in a single attack equal to their Wound Threshold (WT) after any damage reduction, they are forced to make an Endurance test. If they pass this test, they will suffer a Minor wound and failing will have them take a Major wound. This wound is applied to the body part that they were hit on. Rolling a lucky number results in no wound being taken. However, if you either roll an unlucky number or receive a second wound on a location that already has a Major wound, you take a Severe Wound, which is a permanent and very troublesome effect. Minor wounds do not stack on the same spot, if you are affected by a Minor wound on a spot that already has one, then the second wound is ignored.

* *Minor Wounds*

***Legs*** - Your speed is halved and you take a -10 on Agility tests. Having a Minor wound on both legs quarters your speed and you take a -20 instead.

***Arms*** - You can not add your StrB/AgiB to damage if the wounded arm is used to attack and you take a -10 on Strength tests. Having a Minor wound on both arms results in you no longer being able to take the Power Attack and Power Bash stamina abilities and you take a -20 on Strength tests.

***Head*** - You take a -10 to Perception and Willpower tests and roll your Initiative twice, taking the lower result.

***Torso*** - Your actions per turn are reduced by 1.

* *Major Wounds*

The struck body part takes the “Crippled Body Part” condition. In addition to this condition, due to the pain, the character cannot spend Stamina and casting spells takes 2 Actions instead of 1.

***Crippled Body Part***  
 A piece of the character’s body has been rendered temporarily useless. Multiple instances of this condition can affect a character at once as long as each affects a different hit location and/or the body parts associated with that hit location. Any body part that has been crippled suffers all the same penalties as if it had been lost, using lost eye if the head location has been crippled, and the organ damage condition if the body location has been crippled. However, they can still be healed.

* *Severe Wounds*

You take the following condition based on which body part is wounded.

* ***Lost Body Part***

The character loses a part of their body. A character can have multiple instances of this condition at once, each affecting a different body part. If an attack would hit a body part that has been entirely lost, the attack hits the body location instead. This condition applies additional penalties that vary based on the body part. In the case of the head, there is a choice between an ear or an eye (GM’s decision).

* ***Lost Ear***

*The character has had their ear removed or destroyed, and their hearing damaged. They suffers the following penalties:*

*• All tests that rely on hearing are made with a -20 penalty.*

*• If both ears are lost, the character gains the deafened condition permanently.*

* ***Lost Eye***

*The character has had their eye removed or destroyed and suffers the following penalties:*

*• All tests that rely on sight are made with a -20 penalty.*

*• If both eyes are lost, the character gains the blinded condition permanently.*

* ***Lost Foot/Leg***

*The character has had their leg severed somewhere between the ankle and the hip, and suffers the following penalties.*

*• You cannot hold yourself up on your own, rendering yourself prone unless someone helps prop you up, which takes the use of one arm and together you move at the half the speed of the slower character.*

*• If both legs are lost, gain the Immobilized condition permanently and fail any tests that rely entirely on movement.*

* ***Lost Hand/Arm***

*The character has had their arm severed somewhere between the wrist and the shoulder, and suffers the following penalties:*

*• Can no longer perform any action that would require the use of the lost arm, such as holding an item.*

*• All tests that rely on the use of two hands are made with a -20 penalty.*

* ***Organ Damage (Lost Body Part: Body)***

*The character has had internal organs damaged. Characters with this condition heal damage at half speed and cannot regain Stamina or Magicka over short rests*

***Treating Wounds***

In order for a character to begin to heal wounds, those wounds must be treated first. If a wound is not treated within a number of days equal to the character’s Endurance bonus, the character becomes Maimed: you will take the Minor Wound effect for the appropriate body part permanently.

* *Untreated Wounds*

Characters cannot regenerate HP naturally while they have untreated wounds and only receive half the normal HP they would get from magical healing.

* *Treating Wounds*

A wound can be treated by a successful Medicine test, which takes an amount of time based on the wounds severity. Once a character’s wound(s) have been treated, they can begin to heal naturally again. If this test results in a critical failure, the limb immediately becomes Maimed.

* Minor Wounds = Short Rest
* Major Wounds = Long Rest
* Severe Wounds = Extended Rest
* *Curing Wounds*

Once a wound has been treated it can be properly healed. After treatment if a character returns to max HP, then the wound and all of its effects are removed. The one exception is that characters cannot heal lost limbs in this fashion.

***Medicinal Healing***

You can attempt to bandage and treat injuries over periods of rest. You can test the Medicine skill to restore an amount of HP based on how long you spent tending to the target. You can divide the HP you restore across multiple targets at your discretion. To receive healing, you cannot perform any other Rest Actions and cannot currently have an untreated wound.

* *Short Rest:* Restore DoS HP
* *Long Rest:* Restore DoS HP\*2

Healing in this manner requires a Medicine Kit (costs 1 Use) to get the full effect. If you lack the proper kit, you can improvise using anything you could logically use as a bandage, splint, or sling. Doing so halves the amount of HP you get to distribute.

This type of Healing is not considered “Natural” for effects that would modify natural healing.

***Dual Wielding***

You may choose to wield a weapon in each hand and attack with them together instead of fighting with a single weapon. Doing so allows you to select which weapon you want to attack with. Having separate weapon qualities or enchantments allows some extra choice in combat.  
 You may only wield a weapon with the Light quality in your off hand. Additionally, when you All Out Attack, you may forgo the +20 to the attack to roll the damage die of both your weapons together. You add both material and craftsmanship bonuses, but you only add your Strength Bonus to the damage once. This is a cumulative damage and is not treated as two separate attacks for Reduction purposes. You may add your Agility to the damage only if both of the weapons have the Light quality. The second weapon cannot trigger its Quality.

***Mounted Combat***

Attacking while mounted allows you to spend your AP to perform any action that your mount could do. Such as moving using their speed, performing a natural attack, or any other listed abilities that the mount has on its stat block.

Attempting to evade while mounted, or coax your mount into performing an action that would certainly frighten the mount, will require a successful Ride skill test. If you fail the test twice in a row or by rolling an unlucky number results in you being thrown from your mount. If you are fastened to your mount in such a manner that would prevent you from falling off, you are instead left misaligned and reeling and cannot control your mount again until you spend 1 AP to regain control.

***Multiple Attacks per Round***

Each spell or attack a character makes on their turn beyond the first, imposes a -10 penalty to the test. These conditions apply to each other, so casting a spell imposes a -10 to an attack and vice versa.

NOTE: You are not limited to two attacks per round

***Action list (2 per Turn)***

* *Melee Attack*

Perform an Unarmed or Weapon attack against a target within the reach of the weapon. One (1) Meter for unarmed attacks.

* *All Out Attack*

As Melee Attack, but it takes 2 actions and grants a +20 to the test.

* *Ranged Attack*

Perform an Attack using a ranged weapon. This provokes attacks of opportunity.

* *Aim*

Spend an action to add +2 damage to a physical ranged attack. This provokes attacks of opportunity.

* *Throw Item*

Throw any item that lacks the “Thrown” quality up to a distance of (StrB\*2) meters if the item is small, or (StrB) for heavy items. Doing so calls for either a Weapon skill test at a -20 or an Athletics test.

* *Raise Guard*

Regain your Guard.

* *Cast Spell*

Cast a spell. Provokes attacks of opportunity, unless it is a touch spell.

* *Ready/Use Item*

Ready an item from your inventory, or use a readied item. Requires an open hand. Provokes attacks of opportunity.

* *Move*

Move a distance equal to your Move Speed. When you take this action, you may move any amount and take another action until you have moved up to your Move Speed.

* *Disengage*

Spend an action to move away from an enemy without provoking an attack of opportunity.

* *Trip*

Perform an Unarmed or Melee Weapon skill test vs. the targets Unarmed, Evasion, or Athletics skill. If you win, the target is Knocked Prone.

* *Bash*

You can test Athletics, Unarmed, or Block vs. a targets Athletics, Unarmed, or Block. The target must be within 2 meters of you. If you win the opposed test, the target is knocked back 1 meter and they take the Dazed condition. If you pass, but fail by DoS, the target is just pushed 1 meter.

* *Hold Action*

Declare an action and what would provoke it, you may perform this action outside of your turn.

* *Grapple*

As is in 3e-v3 for now

* *Charge*

Move up to half your move speed and if you are brought within melee range of a target, you can make a Melee attack against them.

* *Guard Break*

You may spend 2 Actions to attempt to directly disrupt your opponents Guard. This functions as a normal attack vs. their defense and if your win the target loses their Guard. This doesn’t inflict any damage to the target.

***Defensive Reactions (Guard up required)***

* *Parry*

Test your weapon skill vs. an incoming melee attack and compare the DoS. If you win the test, you negate the attack completely, ties go to whoever has the higher weapon skill TN. You cannot parry a ranged or spell attack.

* *Block*

Test your Block skill vs. an incoming melee or ranged attack and compare the DoS. If you win, you negate the attack completely. If you pass but the attacker gets more DoS, then the attack is resolved against your shield arm with a combined AR of your Shield and whatever armor on your shield arm. You cannot block a spell attack. Ties go to the attacker.

* *Evade*

Test your Evasion skill vs, an incoming melee, ranged, or spell attack and compare the DoS. If you win, you completely negate the attack and may move 1 meter in any unobstructed direction without provoking an attack of opportunity. Ties go to the defender.

***Damage Types***

* *Raw: Raw damage has no special effect, but CANNOT be reduced in any way whatsoever.*
* *Physical: Physical damage is reduced by Armor (AR) and is the generic damage inflicted by all physical weapons.*
* *Poison: Damage rolls of 1-2 on Poison effects inflict the “Sickened” condition on the target for the round.*
* *Shock: Damage rolls of 1-2 on Shock effects Daze the target.*
* *Fire: Damage rolls of 1-2 on Fire effects give the target the Burning ‘(1-2) condition.*
* *Frost: Damage rolls of 1-2 on Frost effects reduce the target's Speed by half for the round.*
* *Magic: Magic damage has no special effects.*

***Stamina Actions (1 per Round)***

* *Power Attack*

Spend 1/2 SP to add +3/+6 damage to a physical melee attack, doing so imposes a -10 to the Attack’s TN. This must be declared before the test is rolled. If you fail the test on a power attack, your Guard is dropped.

* *Power Bash*

Spend 1 SP to inflict StrB physical damage on a Bash and if your DoS is greater than the targets EndB/AgiB (highest one), you knock them prone.

* *Centering*

Spend 1 SP to gain a +10 on your next casting test. You can spend additional SP to gain a +10 per stamina spent to a max of a +30.

* *Sprint*

Spend 1 SP to double your speed for the round.

* *Heroic Action*

Spend 1 SP on your turn to perform an extra action.

* *Physical Exertion*

Spend 1 SP to gain a+20 on your next, non-combat related, Strength or Endurance based test.

* *Tackle*

Spend 1 SP after taking the Move action to make an opposed Athletics or Unarmed vs. a target that you end your movement within 2 meters of them. If you fail the test, you are left prone 1m behind the target. If you lose the opposed test, nothing happens and if you win, then both you and the target are knocked prone.

***Guard***

Your Guard represents your ability to defend yourself, if you have your Guard up you may test defense against incoming attacks. There are many ways to break an opponent’s Guard, the most straightforward method would be to take the “Guard Break” action. Raising one’s Guard is a standard action. Alternatively, characters caught in a surprise round have their Guard Down and Guard is dropped when you are Stunned, Paralyzed, or Knocked Prone.

***Advantage Actions***

* *Counterattack*

After a successful Parry attempt, you may immediately make a melee attack against your attacker.

* *Escape*

After a successful Evasion test, you may freely move up to your Move Speed without provoking any attacks of opportunity.

* *Critical Strike*

Roll your weapon’s damage die again and add it to your damage. This second die cannot trigger the weapons quality effect.

* *Disarm*

After a successful parry, you force the target to drop whatever they used to attack you. The item simply drops right at their feet.

***The Big Three***

Nearly every weapon has one of these three qualities; Slashing, Splitting, and Crushing. Each of these lend a special effect to their weapons when triggered.

The odds of the quality triggering is based on the weapons craftsmanship. Inferior weapons trigger on a damage roll of 1, Standard weapons trigger on damage rolls of 1-2, Superior weapons trigger on damage rolls of 1-3, and Masterwork weapons trigger on damage rolls of 1-4.

* ***Slashing***

When triggered, it will double the rolls value for the damage of the attack. So a roll of 2 on a Standard weapon will inflict 4 damage instead of 2.

* ***Splitting***

When triggered, if the attack inflicts any amount of physical damage, it will inflict Bleed ‘X on the target. Where X is the roll that triggered the quality.

* ***Crushing***

When triggered, you treat the target’s AR as being Half its normal value for resolving the attack's damage.

***New Damage Calculation***

Add Strength Bonus to Melee weapons

Add Perception Bonus to Marksman Weapons

***Encumbrance***

Carrying a burden beyond your physical capability will impose certain penalties. Your Carry Rating is divided into 5 values, each corresponding with a scaling penalty. These values are as follows

* Unburdened (X<CR) -0 Penalty.
* Light Load (X<1.25\*CR) -1 Penalty
* Heavy Load (X<1.5\*CR) -2 Penalty
* Encumbered (X<1.75\*CR) -3 Penalty
* Overencumbered (X<2\*CR) -4 Penalty

The penalty is applied to your Speed and Initiative, and is added to the cost of any spell you cast. You also take an X\*10 penalty to your Sneak and Acrobatics skills.

***Passive Awareness***

A character may wish to sneak past an unalert sentry or the GM may wish to keep a Secret Door actually a secret. In both of these cases, Passive Awareness can be deployed.

Unless a character is actively searching or monitoring their surroundings, characters will roll their Sneak skill against the targets Passive Awareness. PA is a required DoS needed to move past the sentry undetected.

Secret Doors and other hidden components of the environment can be discovered using Passive Awareness. When designing a location with such a component, the GM should assign a PA value to the hidden component. If the character passes within a certain distance of the secret and their PA is equal to or greater than the assigned value, then they become aware of something. The GM may have them become aware of a trail in the dust, hinting towards a secret door (however, they may still need to find out how to open it) or they notice that a brick has been obviously moved or tampered with. Just because they are made aware, that does not mean they immediately know what it is or how to access it.

Passive Awareness is equal to Half (Rounded using the Ones Place value) the tens place value of the character’s Awareness skill.

***Weapons***

***Light Weapons***

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** |
| --- | --- | --- | --- | --- | --- |
| Dagger | 1d4 | 5 | 1m | 1h | 1 |
| ***Qualities*** | *Slash. Light, Small, Thrown (5/10/15)* | | | | |
| Tanto | 1d4 | 5 | 1m | 1h | 1 |
| ***Qualities*** | *Slash. Small, Light, Piercing* | | | | |
| Shortsword | 1d6 | 10 | 1m | 1h | 1 |
| ***Qualities*** | *Slash. Light, Piercing* | | | | |
| Wakizashi | 1d4/6 | 10 | 1m | 1.5h | 1 |
| ***Qualities*** | *Slash. Light, Dueling* | | | | |
| Rapier | 1d8 | 20 | 2m | 1h | 1 |
| ***Qualities*** | *Piercing, Light, Dueling* | | | | |
| Saber | 1d8 | 25 | 2m | 1h | 1 |
| ***Qualities*** | *Slash. Light* | | | | |
| Hand Axe | 1d6 | 10 | 1m | 1h | 1 |
| ***Qualities*** | *Split. Light, Small, Thrown (5/10/15)* | | | | |
| Club | 1d4 | 5 | 1m | 1h | 1 |
| ***Qualities*** | *Crush. Light, Small* | | | | |
| Net | /// | 25 | 2m | 1h | 1 |
| ***Qualities*** | *Entangling, Thrown (3/4/5)* | | | | |
| Katana | 1d6/8 | 30 | 2m | 1.5h | 2 |
| ***Qualities*** | *Slash. Light, Dueling* | | | | |
| Dia-Katana | 1d10 | 40 | 3m | 2h | 2 |
| ***Qualities*** | *Slash. Light* | | | | |
| Quarterstaff | 1d4/6 | 15 | 3m | 1.5h | 1 |
| ***Qualities*** | *Concuss. Light* | | | | |
| Spear | 1d8/10 | 20 | 2-3m | 1.5h | 2 |
| ***Qualities*** | *Impaling, UW, Piercing, Light* | | | | |

***Weapon Craftsmanship Qualities***

| ***Quality*** | ***Value*** | ***Effect*** |
| --- | --- | --- |
| Inferior | x0.5 | -1 Damage & Quality (1) |
| Standard | x1 | Quality (2) |
| Superior | x3 | +2 Damage & Quality (3) |
| Masterwork | x5 | +4 Damage & Quality (4) |

The Value multiplier is applied to the total of the Base Weapon plus its Material.

\* Quality (X) determines the roll # that will trigger the effects of Slashing, Crushing, and Splitting

***Heavy Weapons***

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** |
| --- | --- | --- | --- | --- | --- |
| Broadsword | 1d8 | 20 | 2m | 1h | 2 |
| ***Qualities*** | *Slash.* | | | | |
| Longsword | 1d8/10 | 30 | 2m | 1.5h | 2 |
| ***Qualities*** | *Slash.* | | | | |
| Greatsword | 1d12 | 50 | 3m | 2h | 3 |
| ***Qualities*** | *Slash.* | | | | |
| Mace | 1d8 | 25 | 1m | 1h | 2 |
| ***Qualities*** | *Crush. Concussive, UW* | | | | |
| Maul | 1d12 | 40 | 2m | 2h | 4 |
| ***Qualities*** | *Crush. Concussive, UW* | | | | |
| Warhammer | 1d8/10 | 30 | 1m | 1.5h | 2 |
| ***Qualities*** | *Crush. Concussive, UW* | | | | |
| Flail | 1d6 | 25 | 2m | 1h | 2 |
| ***Qualities*** | *Crush. Concuss. Flail, Momentum* | | | | |
| Pole Hammer | 1d10 | 30 | 3m | 2h | 3 |
| ***Qualities*** | *Crush. Concussive, UW* | | | | |
| War Axe | 1d8 | 25 | 1m | 1h | 2 |
| ***Qualities*** | *Split, UW, Shieldbreaker* | | | | |
| Battle Axe | 1d8/10 | 30 | 1m | 1.5h | 2 |
| ***Qualities*** | *Split, UW, Shieldbreaker* | | | | |
| Great Axe | 1d12 | 40 | 2m | 2h | 4 |
| ***Qualities*** | *Split, UW, Shieldbreaker* | | | | |
| Long Axe | 1d10 | 30 | 3m | 2h | 3 |
| ***Qualities*** | *Split, UW, Shieldbreaker* | | | | |
| Halberd | 1d10 | 30 | 2-3m | 2h | 3 |
| ***Qualities*** | *Splitting, Impaling, UW* | | | | |
| Pike | 1d12 | 35 | 2-4m | 2h | 4 |
| ***Qualities*** | *Impaling, Piercing, UW* | | | | |
| Lance | 1d12 | 25 | 2-3m | 1h | 4 |
| ***Qualities*** | *Crush. Shieldbreaker, UW, Concuss, Impaling, Mounted* | | | | |

***Unarmed Weapons***

| ***Type*** | ***Die*** | ***Value*** | ***R*** | ***H*** | ***ENC*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- | --- | --- |
| Katar | /// | 8 | / | 1 | 1 | Split. Light |
| Punch Knife | /// | 5 | / | 1 | 1 | Piercing, Small, Light |
| Cestus | /// | 8 | / | 1 | 1 | Crush. Light |
| War Talons | /// | 10 | / | 1 | 1 | Slash. Light |
| Targe | 1d6 | 30 | 2 | 1 | 2 | Split. Guarded |

***\* Guarded***: This Item can be used as a Shield with a DR equal to a Buckler of the same material.

***Marksman Weapons***

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** |
| --- | --- | --- | --- | --- | --- |
| Shortbow | 1d6 | 15 | /// | 1h | 1 |
| ***Qualities*** | *Drawn, Ranged (20/100/200)* | | | | |
| longbow | 1d8 | 25 | /// | 1h | 2 |
| ***Qualities*** | *Drawn, Ranged (10/250/350)* | | | | |
| Crossbow | 1d12 | 30 | /// | 2h | 2 |
| ***Qualities*** | *Complex, Ranged (10/100/200)* | | | | |
| Sling | 1d6 | 5 | /// | 1h | 1 |
| ***Qualities*** | *Simple, Ranged (10/20/30)* | | | | |
| Dart | 1d4 | 4 | /// | 1h | 0.1 |
| ***Qualities*** | *Light, Small, Thrown (5/15/30)* | | | | |
| Javelin | 1d8 | 15 | 2m | 1h | 1 |
| ***Qualities*** | *Thrown (5/15/25), Piercing, Split.* | | | | |
| Whip | 1d4 | 15 | 2-4m | 1h | 1 |
| ***Qualities*** | *Slash. Light, Snare, Flail, Hide* | | | | |
| Bola | /// | 8 | /// | 1h | 1 |
| ***Qualities*** | *Thrown (5/10/15), Snare* | | | | |

***\* Simple***: This weapon cannot be burned and can use any small spherical item as ammunition.

***\* Hide***: The Whip is made of hide and gains the following damage bonuses from its applicable materials.

* Leather +0 Damage (+0 Value)
* Ironhide +2 Damage (+25 Value)
* Rubedo Hide +4 Damage (+50 Value)

***Ammunition Materials***

| ***Type*** | ***Bonus*** | ***Value*** | ***EL*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- |
| Iron | +1 | +4 | 1 | /// |
| Chitin | +0 | +0 | 1 | /// |
| Steel | +2 | +8 | 2 | /// |
| Silver | +2 | +10 | 3 | Silvered |
| Moonstone | +3 | +14 | 3 | Magic |
| Orichalcum | +3 | + | 3 | /// |
| Quicksilver | +4 | + | 4 | Magic |
| Dwemer Alloy | +4 | + | 4 | /// |
| Adamantium | +5 | + | 4 | /// |
| Malachite | +5 | + | 6 | Magic |
| Stalhrim | +5 | + | 4 | Magic, Icebound |
| Ebony | +6 | + | 5 | Magic |
| Dragonbone | +7 | + | 6 | Magic |

***Ammunition Types***

| ***Type*** | ***Value*** | ***Quality*** |
| --- | --- | --- |
| Broadhead | 3 | Slash. |
| Bodkin | 5 | Piercing |
| Barbed | 3 | Split. |
| Ball Bearing | 2 | Crush, Ball |

***\* Ball***: This ammunition can only be used with a Sling.

***Weapon Materials***

| ***Type*** | ***Bonus*** | ***Value*** | ***EL*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- |
| Wood | +0 | +5 | 1 | Blunt |
| Bone | +0 | /// | 1 | Frail |
| Iron | +0 | +15 | 1 | Strong (1) |
| Chitin | +0 | +5 | 1 | /// |
| Steel | +1 | +35 | 2 | Strong (1) |
| Silver | +1 | +50 | 3 | Silvered |
| Trollbone | +1 | +65 | 2 | Regenerate, Blunt |
| Moonstone | +2 | +75 | 3 | Magic |
| Orichalcum | +2 | +70 | 3 | Strong (1) |
| Quicksilver | +3 | +90 | 4 | Magic |
| Dwemer Alloy | +3 | +110 | 4 | Strong (1) |
| Adamantium | +4 | +130 | 4 | Strong (1) |
| Malachite | +4 | +140 | 6 | Magic |
| Stalhrim | +4 | +180 | 4 | Magic, Icebound |
| Ebony | +5 | +200 | 5 | Strong (1), Magic |
| Dragonbone | +6 | +250 | 6 | Strong (2), Magic |

***Armor***

***Base Armor***

| ***Slots*** | ***Condition*** | ***ENC*** | ***Value*** |
| --- | --- | --- | --- |
| Cuirass | 3 | 2 | 40 |
| Helmet | 2 | 1 | 25 |
| Gauntlets | 2 | 1 | 20 |
| Boots | 2 | 1 | 20 |
| Shield | 3 | 2 | 30 |
| Buckler\*\* | 2 | 1 | 20 |
| Tower Shield\* | 3 | 3 | 40 |

\*\* +2 DoS to Block melee attacks, ½ DR  
\* +2 DoS to Block ranged attacks

***Armor Craftsmanship Qualities***

| ***Quality*** | ***Value*** | ***Effect*** |
| --- | --- | --- |
| Inferior | x0.5 | -1 Condition |
| Standard | x1 | /// |
| Superior | x2 | +1 Condition |
| Masterwork | x3 | +2 Condition |

* The Value multiplier is applied to the total of the Base Armor plus its Material.

***Armor Materials***

| ***Type*** | ***DR*** | ***ENC*** | ***EL*** | ***Value*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Fur | 2 | +0 | 1 | +5 | Resist Frost (1) |
| Leather | 3 | +0 | 1 | +10 | /// |
| Ironhide | 4 | +0 | 2 | +50 | /// |
| Rubedo Hide | 6 | +0 | 3 | +70 | /// |
| Cloth | 1 | +0 | 1 | +0 | /// |
| Silk | 3 | +0 | 2 | +30 | /// |
| Silverweave | 4 | +0 | 4 | +60 | Magic (1) |
| Ancestor Silk | 5 | +0 | 5 | +110 | Magic (2) |
| Iron | 3 | +1 | 1 | +15 | Strong (1) |
| Chitin | 2 | +0 | 1 | +5 | Resist Fire (1) |
| Bonemold | 4 | +1 | 2 | +40 | /// |
| Steel | 4 | +2 | 2 | +55 | Strong (1) |
| Trollbone | 4 | +3 | 2 | +75 | Regenerate |
| Dreugh Shell | 5 | +2 | 3 | +75 | Resist Shock (1) |
| Moonstone | 5 | +1 | 3 | +85 | Magic (1) |
| Orichalcum | 5 | +2 | 3 | +80 | Strong (1) |
| Quicksilver | 6 | +1 | 4 | +120 | Magic (2) |
| Dwemer Alloy | 6 | +2 | 4 | +110 | Strong (1) |
| Adamantium | 7 | +2 | 4 | +150 | Strong (1) |
| Malachite | 7 | +1 | 6 | +165 | Magic (2) |
| Stalhrim | 7 | +2 | 4 | +180 | Icebound, Resist Frost (3) |
| Ebony | 8 | +3 | 5 | +200 | Magic (2), Strong (1) |
| Dragonbone | 8 | +2 | 6 | +300 | Magic (2), Strong (2) |

***Weapon Qualities***

*Unwieldy*

Attempts to parry using this weapon suffer a -20 penalty.

*Shieldbreaker*

Attacks from this weapon halve the DR of shields used to block them (round up).

*Concussive*

Successful Power Attacks that exceed the targets WT knocks the target prone.

*Piercing*

Attacks made with advantage using this weapon may half the targets DR for resolving its damage as its Advantage Action.

*Impaling*

When this weapon is used to make an attack of opportunity against a character who is entering melee range of the wielder, and that attack successfully inflicts damage, the target’s movement ends just outside of your weapon's reach.

*Light*

The wielder may add their Agility Bonus to damage instead of their Strength or Perception Bonus.

*Small*

This weapon is relatively small. It cannot be used to parry or counter attacks from 2 handed weapons, but readying it does not cost an AP. The wielder may make a Stealth skill test to conceal the weapon. Enemies with normal weapons can opportunity attack characters with this weapon who enter their range.

*Thrown (X/Y/Z)*

This weapon can be thrown as a ranged attack against a target within X/Y/Z meters. Resolve this like a normal ranged attack.

*Mounted*

This weapon takes a -30 on all tests made while not mounted.

*Flail*

Weapons of this type are able to strike unpredictably. These weapons cannot be parried or countered, but cannot be used to parry or counter attack either. If a character critically fails an attack with a flail they hit themselves.

*Momentum*

The wielder may spend 1 AP to increase the weapons Die by 1 step, to a max of 1d12. This increase can carry across turns. After every attack with this weapon, the damage die is reset to its starting value.

*Entangling*

Attacks with this weapon cannot be parried or blocked. Instead of dealing damage, a successful attack with this weapon forces the opponent to make an Athletics or Evasion test. If they fail, they suffer a -20 penalty to all combat tests as they become entangled. They can use an action to repeat the test and free themselves on a success.

If this effect was applied by a melee attack, then if the target character leaves the melee ranged of the Entangling weapon then the character wielding the weapon must choose to either let go of their weapon (maintaining the effect on the target), or keep their weapon (removing the effect from the target).

*Dueling*

Weapons with this quality add an additional degree of success to successful tests made to parry with them.

*Focus (X)*

Character treats the hand holding the item as a free hand for the purposes of casting spells. Touch spells can be cast through the item using its reach. The Mage treats their Willpower Bonus as being (X) points higher when wielding their Focus.

*Complex*

Complex weapons must be reloaded after each attack. Reloading this weapon can be done as the “Ready Item” action.

*Drawn*

This weapon must be reloaded and drawn before it can be fired. Doing so provokes attacks of opportunity.

*Silvered*

Counts as Silver for the Silver-Scarred trait and counts as Magic.

*Magic*

Weapons with this quality bypass the Resistance to Normal weapons trait and can properly harm incorporeal foes.

*Regenerate*

Trollbone gear slowly repairs itself. After every Extended Rest, the item regains 1 Condition.

*Icebound*

Stalhrim gear takes better advantage of Frost enchantments, doubling the EL of any item made of Stalhrim when made using a Frost spell.Stalhrim weapons may act as both Physical or Frost damage for bypassing resistances or exploiting weaknesses.

*Snare*

This weapon can be used to perform the Bash, Trip, and Disarm actions at range. Doing so always uses the attacker’s Marksman skill against the defenders Athletics or Evade skill.

*Strong (X)*

Add +X to the Weapon’s Condition.

***Armor Qualities***

*Magic (X)*

This armor takes X less damage from offensive spells. This has no effect on elemental effects, such as freezing or burning.

*Regenerate*

Trollbone gear slowly repairs itself. After every Extended Rest, the item regains 1 Condition.

*Icebound*

Stalhrim gear takes better advantage of Frost enchantments, doubling the EL of any item made of Stalhrim when made using a Frost spell. Stalhrim Armor can also spend its Condition against frost attacks.

*Resist Fire/Frost/Shock (X)*

This armor reduces incoming (Element) damage by X. This armor cannot be “Condition Burned” against elemental attacks, but does grant a +10 Bonus to tests made to resist elemental effects, such as freezing and burning.

*Strong (X)*

Add +X to the Armor’s Condition.

***Designs***

*Elven*

The Elves are well known for their arms and armor taking to enchantments better than others, As well as being of a lighter design.

* 1.5x Cost
* +1 EL to Weapons and Armor

*Orcish*

The Orcish smiths have every right to be proud of their craftsmanship. Their weapons and armor are extremely durable, however they are heavier.

* 1.5x Cost
* +1 ENC to Weapons and Armor
* Weapons & Armor gains +1 Condition

*Dwarven*

The mythical Dwemer made their armor in such a way that the pieces fit perfectly together as to not hinder the wearer and to better grasp weapons for better control.

* 2x Cost
* Wearing a full set of Dwemer Armor reduces the Armor’s Weight by Half.
* Tests made to use a Dwemer Weapon or Shield gain a +10 bonus when the wearer is wearing Dwemer Gauntlets

*Legion*

The smiths of the Imperial Legion designed their armor out of layered plates, meant to be easily removed and replaced for faster repairs.

* 1.5x Cost
* Repairing Legion armor costs half the normal cost and takes half the normal time

*Daedric*

The Daedra are among the greatest craftsmen and imbue their equipment with the animus of lesser daedra, or even their own essence, to empower the item.

* 3x Cost
* Daedric Armor gains a +1 DR
* Daedric Armor gains Magic (1), this stacks with any magic quality that the material has
* Daedric weapons gain the Magic quality
* Daedric weapons gain a +2 Damage

*The Design cost multiplier is applied to weapons AFTER the material cost multiplier.*

***Conditions***

*Bleeding ‘X*

At the end of the character’s turn, they will X raw damage, then the X value is reduced by 2. When the X value reaches 0, the Bleeding ends.

*Burning ‘X*

At the start of the character’s turn, they will take X Fire damage, then the X value will increase by +1. Taking frost damage while burning reduces the X value by the damage rolled, even if it is resisted. Dousing yourself in water reduces the X value to 0.

*Blinded*

The character loses all vision and suffer the following penalties:

* Cannot see anything.
* Suffers a -30 to tests benefitting from sight.
* Automatically fail any tests that rely solely on sight.

*Shrouded ‘X*

You form is somewhat concealed, either by shadow or by illusory magics, granting you a +5\*X bonus to your stealth tests.

*Invisible*

Invisible characters cannot be seen. Characters fail all sight related tests related to spotting the character, and attack them at a -30 penalty, assuming they can guess where they might be in the first place.

*Dazed*

The character gains one less action point at the beginning of their turn, to a minimum of one.

*Deafened*

The character loses the ability to hear. deafened characters cannot hear anything and automatically fail tests that rely on hearing.

*Slowed*

The character’s Speed is reduced by half (round up).

*Stunned*

A stunned character will have 0 Actions available to them on their next turn.

*Frenzied*

While the character is frenzied, they must perform at least one attack on their turn and can only take the Move action once per turn. So if the only viable target is an ally, then you must attack them. However, you may choose to not attack, or if lacked a viable target, by spending 2 Stamina points.

*Hidden*

The character is hidden from enemies and moving stealthily. Characters must spend 2 meters of their movement for the round for each 1 meter that they actually move while hidden, and can only take the move action once per turn. Enemies cannot attempt to defend themselves against the attacks of hidden characters, but attacking causes a character to lose this condition immediately afterwards.

If a hidden character would enter line of sight of at least one character from whom they have not previously hidden, they must make a Stealth test opposed by that character’s Awareness. On success, or if they achieve more degrees of success, they remain hidden. Otherwise that character becomes aware of them.

*Immobilized*

Immobilized characters cannot move. They may still attack and take other actions, and can defend themselves.

*Prone*

The character is prone, and every 1 meter that they move while prone costs 3 meters of their movement for the round. They also suffer a -20 penalty to all combat related tests and their Guard is dropped and cannot be regained until they stand back up.

A character can make a -10 Acrobatics test to leap to their feet without provoking an Attack of Opportunity.

*Paralyzed*

The character is frozen, unable to move any part of their body and cannot perform any actions or reactions. A paralyzed character is open for a Coup De Grace.

*Restrained*

The character is restrained, and thus unable to move. They also cannot attack or defend themselves.

*Unconscious*

The character is knocked out and loses consciousness: they fall prone if the circumstances allow it, and may not take action. If a character gains a level of fatigue while unconscious, they die.

*Fatigued*

When a character gains a level of fatigue, they acquire the Fatigued condition. If they gain additional levels of fatigue, the effects worsen. Fatigue is most typically gained when a character falls to 0 SP, or spends/loses SP when they are at 0.

***Fatigue Effects***

| ***Level*** | ***Effect*** |
| --- | --- |
| Fatigued (1) | -10 Penalty to All tests |
| Exhausted (2) | -20 Penalty to All tests |
| Drained (3) | -30 Penalty to All tests |
| Fainted (4+) | The character is left Unconscious |

*Frightened*

While frightened, you cannot freely move closer to the source of your fear. If you have to move closer to them, all terrain is considered Difficult Terrain (x2 Movement) and all actions you make against your fear are at a -20 penalty.

*Frostbite*

While you have Frostbite, your Move Speed is halved and you take a -20 on all tests made using Agility, Endurance, or Strength.

*Heat-Stroke*

While you have Heat-Stroke, your Move Speed is halved and you take a -20 on all tests made using Strength, Perception, or Endurance.

*Sickened*

The target suffers a -10 to all tests.

***Miscellaneous Rules***

*Dropping a Torches, Candles, & Lanterns*

When you drop one of these items, the item is extinguished if you roll under the listed % value.

* ***Dropped from standing height, Dry*** *Torch 10%, Candle 25%, Lantern 5%*
* ***Dropped from more than 3m, Dry*** *Torch 25%, Candle 50%, Lantern 15%  
  Lanterns will spill its lit oil instead of being extinguished, creating a 1d4 meter area of burning terrain.*
* *The % increases by +10% for every meter beyond 3 that it falls, or is thrown.*
* *If the ground is damp, +40%*
* *If the item falls into enough water to submerge most of its surface, it's instantly extinguished.*

*Recovering Arrows/Bolts*

One can attempt to recover any arrow or bolt that hit the target, those that miss are assumed to be lost or broken. To recover the ammunition, you make an Awareness skill test and you recover DoS (x2) amount, capped at the amount fired.

*Subdual Damage*

Subdual damage is non-lethal and must be declared before the damage is rolled. Unarmed, Crushing, or Concussive weapons inflict damage at normal value, while all other weapon types only deal half damage. When a target is dropped to 0 or lower HP by Subdual damage, they fall unconscious.

*Donning & Doffing Armor*

Equipping any piece of gear that lacks complicated straps and fastenings takes 1 AP and can be done within a round (10 Seconds). Any piece that would require time to fasten properly would take 3 AP, the full round, and any piece that is complex or cumbersome with many strappings (such as a Full Cuirass) will take 3 full rounds.

*Firing/Throwing Into Melee*

When you perform a ranged attack against a target who is within 2m of another target, you gain a +10 to your attack for every hostile target within 2m of your desired target. You take a -10 to the TN for every ally within 2m of the target.

*Falling*

You take 1d10 + X Raw Damage when you fall 3m or more. Where X equals the distance you fall beyond the initial 3m. So long as you are not restrained or otherwise unable to react, you may test Acrobatics to reduce the Fall Damage by your DoS.

*Drowning & Suffocating*

A character can hold their breath for an amount of rounds equal to their EndB x2. Every round you go without air, you lose 3 SP. Every round while unconscious in this manner causes you to lose 5 HP until you die.

*Minimum Reach*

If a weapon has a listed minimum reach (2-3m) then you will suffer a -10 penalty to all tests made to use the weapon, to attack or parry, against a target that is closer than your minimum reach.

*Lighting*

Traversing in the dark can be a very dangerous thing. Detailed here are the lighting rules for the various light sources.

| ***Source*** | ***Area*** | ***Duration*** |
| --- | --- | --- |
| *Candle* | *1m* | *6 Hours* |
| *Torch* | *8m* | *4 Hours* |
| *Lantern* | *5m* | *1 Hour* |
| *Campfire* | *10m* | *4 Hours but can be Fed* |
| *Bonfire* | *15m* | *6 Hours but can be Fed* |

*Jumping*

You may attempt to jump using the Acrobatics Skill as a move action. The distance you cover is equal to ⅓ of the test’s DoS, rounded down and if your equipped Burden is Heavy or greater, then taking the action to jump consumes 1 Stamina.

*Climbing*

You may attempt to climb using the Athletics skill as a move action. Doing so allows you to travel a vertical distance equal to the test’s DoS. The test may have an appropriate penalty or bonus based on the surface you are trying to climb and if your equipped Burden is Heavy or greater, then taking the action to climb consumes 1 Stamina.

*Swimming*

You may attempt to swim using the Athletics skill as a move action. You may swim a distance equal to your test’s DoS. You suffer the check penalty from any worn armor to your Athletics test and if your equipped Burden is Heavy or greater, then taking the action to swim consumes 1 Stamina.

*Rest Periods*

You may take different durations of rest to receive benefits such as recovery and regaining spent abilities.

* ***Short (1 Hour)***

- Regain 1 Stamina

- Regain IntB Magicka

* ***Long (24 Hours)***

- Regain All Spent Stamina & Magicka

- Regain EndB Health

* ***Extended (Week)***

- Regain All Spent Stamina & Magicka

- Regain All Health, unless you have an active wound

*Plying your Trade*

Over an Extended Rest, you may test a Skill in an attempt to use it to earn an honest wage. Doing so will require you to find a way to apply your skill, such as speaking to a Merchant and getting hired as a temporary clerk or as an assistant to a crafter. Keep in mind that certain guilds will require permits for you to use specific skills, the Mages Guild limits Magic Training by non-members for example.

You can earn an amount of Gold equal to your tests DoS\*Rank (in the skill). The “Work Ethic” talent will increase this multiplier.

*Various Terrain*

Different types of terrain can be imposed on the battlefield through several means, from spells to logical uses of nature or equipment. Detailed here are the different terrain types and their effects.

* ***Difficult Terrain***

- Moving over this terrain costs 2 meters.

* ***Burning Terrain***

- Entering, Ending, or Starting your turn in this terrain inflicts 1d6 Fire Damage.

* ***Slick Terrain***

- Moving over this terrain requires the target to make a (+0) Acrobatics test or fall prone.

* ***???***

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***Linguistics***

***Undertakings***

***Disease***