Combat

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In most adventures there is conflict, and this conflict is often physical. After all, the world of the Elder Scrolls can be a dangerous place. Wars, strange monsters, criminals, mercenaries, faction infighting, and any number of other scenarios can all force a party to use violence to accomplish their goals, or simply force the party into dangerous situations. This chapter contains mechanics for resolving combat, as well as other game mechanics to handle the variety of situations the players might encounter during their adventures.

***A Note on Time***

The UESRPG divides time into two categories: narrative time and structured time. ***Narrative Time*** is meant to be used in any situations that do not demand the time-sensitive resolution of tasks. Functionally this means that almost any non-combat situation will use narrative time. In game terms, narrative time is a period in which the GM can freely advance time at any rate based on the needs of the story and the players. This could mean briefly describing the party’s long journey across a vast desert, or playing out an important conversation minute by minute. ***Structured Time*** is used to handle time-sensitive events in which every second counts and the exact order of actions is crucial. Combat almost always takes place in structured time, which is what the rules of this chapter are intended for, though the GM could decide to handle it in narrative time instead.

***Structured Time***

The largest unit of structured time is called an ***encounter***. An Encounter represents an entire sequence of dramatic events that make up a unified “block” of structured time that may be contained within sections of narrative time, or followed up by another encounter. Encounters focused on a particular combat scene are known as Combat Encounters. Encounters are broken down into Rounds: periods of time in which characters take actions, representing roughly ten seconds of “real” time. During a round the GM counts down from highest to lowest initiative, giving each character a turn to act when their initiative step is reached, until every character has had a turn. During a Turn, the active character may take 2 actions and resolves their effects are detailed in their descriptions

***Effect Durations***

Effect durations are measured in rounds, and end immediately after the initiative step on which they took effect. For example, if an Orc is stunned for 2 rounds on their turn, they remain stunned until right after the end of their turn 2 rounds later (assuming their turn takes place at the same initiative “step” as it did originally).

# Combat Overview

Combat encounters can be resolved by following these steps:

***Step 1***: **Determine Surprise**

If one or more characters aren’t expecting an attack, or are unaware of their attacker’s intentions, they have been surprised. The GM should determine which characters count as being surprised for the first round of combat. Surprised characters do not roll 1d10 for initiative, they simply use their Initiative Rating. They also may only take reactions until after their first turn has passed.

***Step 2***: **Set the Scene**

Before the characters can begin taking their turns, the GM should outline the parts of the scenario that they are aware of, including the combatants they face, the positions of everyone involved, and the environment they’re fighting in. If the group is using a battle map or grid, this would be the time to set it up.

***Step 3***: **Determine Initiative**

To determine the order in which characters take their turns during each round of the combat, all characters involved must make an Initiative Roll (1d10 plus the character’s Initiative Rating, using the characters Initiative Rating and then Luck

bonus (meaning PCs beat NPCs) to break ties, in that order). The GM rolls initiative for any NPCs involved, and should roll once for larger groups of similar NPCs. If new combatants enter the picture, simply have them roll and take their place in the order as appropriate. Characters that aren’t surprised and that haven’t started their turn yet may still take up to reactions as normal.

***Step 4***: **Round Start**

Starting with the character with the highest initiative, each character takes one turn. During each Turn, the active character may take 2 Actions, referred to as Action Points (AP), and resolve their effects as detailed in their description. Even if the character does nothing, they still lose the AP. The character currently taking a turn is known as the active character. Once their turn is over, the character with the next highest initiative takes their turn, and so on until all characters have taken a turn. Sometimes the rules will refer to initiative “steps,” which simply refer to individual initiative values in the order.

***Step 5***: **Round End**

Once all characters have had a turn, the round is over.

***Step 6***: **Encounter Ends**

Repeat steps 4 and 5 until the combat is finished, or the event that triggered the switch into structured time is resolved.

***Mapping Combat***

This chapter assumes players are using some sort of grid or battle map to track the positions of characters. For ease of use, each grid square in such a system should represent a square meter. More details on using a combat grid, or advice for playing the game without one, can be found later in this chapter.

***Action Types***

Actions represent all the things that a character can do during an encounter. All characters can take 2 Actions. Some Actions require both of the character’s actions for the round, this will be stated in the description of the action.

***Standard Actions****,* simply called Actions*,* can only be taken during the character’s own turn. They are dedicated combat actions where the character is the instigator.

***Extended actions*** are action that requires the use of more than one AP, which can cause it to require more than one turn.

***Reactions*** are actions that are taken to counter or resist other characters’ actions, or other events, that the character is aware of. Only one reaction attempt is permitted for each threat or event, but any number of reactions may be made per round.

***Stamina Actions*** are a unique class of actions that act as modifiers and additions to a character's other actions. Such as a Power Attack adding extra damage to a melee attack at the cost of Stamina. You may only perform 1 Stamina Action per turn and cannot perform them alongside a Reaction.

***Free Actions*** can be taken at any time during the combat round, and cost no action points to activate, though the GM should keep in mind what is reasonable for a character to achieve in ten seconds.

***Advantage Actions*** are special actions that a character can take after an opposed test if they passed their test and their opponent failed their.

***Multiple Action Turns***

Because characters can take multiple primary or secondary actions on their turn, it is possible that characters can use up all of their AP to create some interesting action combinations when their turn arises. When declaring multiple actions on their turn, the character must declare them individually, resolving other character’s reactions first before declaring and resolving any more.

***Guard***

A character’s Guard represents their ability to defend themself, if they have their Guard up, they 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.

***Mounted Combat***

Attacking while mounted allows characters to spend their AP to perform any action that their 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. Additionally, the character gets an additional Action that can only be spent on the mounts actions. Using any skill while mounted suffers a -10 penalty for every rank that it is lower than the character’s Ride skill.

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

***Falling Attacks***

If a character attacks a target while dropping from above with a melee weapon, they add whatever damage that the fall would inflict to their attack. If the attack is successful, then the attacker only takes half the fall damage.

***Dual Wielding***

A character may choose to wield a weapon in each hand and attack with them together instead of fighting with a single weapon, or a weapon and shield. Doing so allows them to select which weapon they want to attack with. Having separate weapon qualities or enchantments allows some extra choice in combat.  
 A character may only wield a weapon with the Light quality in their off hand. Additionally, when they take the “All Out Attack” action, they may forgo the +20 to the attack to roll an additional d10 for the damage. They add both material and craftsmanship bonuses, but they only add their 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. When doing this, the character must declare which of their weapons is the “Main” weapon in the attack. Only the main weapon can trigger its qualities and enchantments.

***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.

***Improvised Weaponry***

In certain cases a character might find themselves forced to fight using improvised weaponry. Attacks with improvised weapons suffer a -10. When an improvised weapon is being used, the GM and the Player should decide what Real Weapon it properly imitates. The Improvised Weapon has all of the stats of its real counterpart but rolls its damage twice and takes the lower result. Also, Improvised Weapons break after taking the Damaged (2) quality, or greater.

***Cover***

Cover is used by characters to obstruct attacks against them, either in ranged or close combat. This occurs by either physically blocking a blow, or by obscuring the exact location of the target. If the character is incapable of seeing their target, they simply cannot attack them unless they have another way of knowing that they are there. Otherwise they suffer a circumstance penalty to attack targets who are trying to use cover that their attack cannot penetrate based on the GM’s judgment of the level of the cover. If the target is protected by cover that the attack can penetrate with relative ease, the attacker suffers no penalty to hit but rolls twice and chooses the lower value for damage.

***Circumstance Modifiers***

Like all tests, tests made in melee combat should always be subject to difficulty based on the environment or circumstances in which the combat is happening. Disadvantageous circumstances can be rated in a simple scale by the GM, and should not usually be worse than -30. The table below provides the scale and some examples.  
*Melee*

| ***Modifier*** | ***Examples*** |
| --- | --- |
| -10 | Poor Visibility |
| -20 | Fighting from the lower ground or prone, Partial Cover |
| -30 | Fighting Blind, Full Cover |

*Ranged*

| ***Modifier*** | ***Examples*** |
| --- | --- |
| -10 | Poor Visibility, Firing in light wind, Firing while moving |
| -20 | Partial Cover, Firing in moderate wind |
| -30 | Full Cover, Firing in high winds, poor visibility |

***Area of Effect Attacks***

Some ranged attacks, typically spells, affect an area. Area of effect attacks that cause damage can only be defended against by evading or blocking, and only if the character is aware of the incoming attack. On a successful defense, either a block or an evade, the character halves the incoming damage (round up) before resolving the effects. Additionally, on a successful evade, the character may move a single meter in any direction. If this would carry them outside the range of the area of effect, they are not affected at all.

***Unarmed Combat***

All characters can choose to fight using their Natural Weapons using the Unarmed Skill. Unarmed attacks inflict 1d10 damage and may add either the Character's StrB or AgiB and have no Type or qualities with a Reach of 1m. If the character has the ***Natural Weapon*** trait, then the trait will detail a different Unarmed option, such as a Khajiit’s claws. Natural weapons ignore rules regarding one, two, or hand and a half weapons, and cannot be disarmed.

An Unarmed character cannot parry attacks from weapons with a reach greater than 1m.

***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.

***Ranged Combat***

Ranged combat is any form of combat that happens at a distance with weapons which must be shot, thrown, or slung at their target. Ranged attacks are resolved similarly to melee attacks, except they cannot be parried or counter attacked. Ranged attackers can only use the ***Critical Hit*** advantage action. The range of a Ranged weapon is shown by the ***Range (X)*** quality of the weapon. This quality’s X value is a set distance that represents the range increment of the weapon. Within the first increment, the target is considered at ***Close Range*** and the attacker gains a +10 bonus to their skill test against targets within Close Range. This bonus is reduced by -10 for every increment beyond close range.  
 For example, a Shortbow has the ***Range (25)*** quality. So the wielder of the bow gains a +10 bonus to their attacks with the bow against targets within 25m of them, a +0 with 50m, and a -10 past 75m. A ranged attack test with a penalty of -50 is impossible as the projectile simply drops to the ground before it can reach the target due to gravity.

***Recovering Arrows/Bolts***

One can attempt to recover any arrow or bolt that hits 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.

***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.

***Standard Actions***

*Melee Attack*

Perform an Unarmed or Weapon attack against a target within the reach of the weapon. Unarmed attacks have a reach of one meter.

*All Out Attack*

As a 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 -10 or an Athletics test at a -20.

*Raise Guard*

Regain lost Guard.

*Cast Spell*

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

*Ready/Use Item*

Ready an item from the character's inventory, or use a readied item. Requires an open hand. Provokes attacks of opportunity.

*Move*

Move a distance equal to their Speed. When this action is taken, they may move any amount and take another action until they have moved up to their Speed. A character may spend half their allotted movement to stand from the prone position.

*Disengage*

Spend an action to move away from an enemy without provoking an attack of opportunity. This action does not allow you to move, it just prevents anyone from making an Attack of Opportunity against the character.

*Trip*

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

*Bash*

Perform an Athletics, Unarmed, or Block skill test vs. a targets Athletics, Unarmed, or Block. The target must be within 2 meters of the character. If the character wins the opposed test, the target is knocked back 1 meter and they lose 1 Stamina.

*Hold Action*

Declare an action and what would provoke it, the character may perform this held action outside of their turn if the declared trigger is met.

*Charge*

Move up to half their speed and if they are brought within melee range of a target, they can make a Melee attack against them as part of this action

*Guard Break*

The character may spend 2 Actions to attempt to directly disrupt their opponent's Guard. This functions as a normal attack vs. their defense and if the character wins, the target loses their Guard. This doesn’t inflict any damage to the target.  
 *Feint*  
 The Character may make a Sneak test against their opponent’s Awareness. If successful, the target cannot roll to defend against the next attack that targets them from the character on their turn. The target must be within melee reach of the character.  
 *Force Movement*  
 The character may make an Unarmed, Athletics, or Weapon skill test vs. the target’s Unarmed, Athletics, or Evasion skill test. If the character is successful, then they may move themself and the target up to 3m each.

*Grapple*

In place of making a normal attack a character can choose to attempt to grapple their opponent. This requires an Unarmed or Athletics Skill test opposed against either an Unarmed, Athletics, or Evasion skill test. On success, the target gains the restrained condition. The target may attempt to escape by using the ***Resist*** action. On success they break free. Characters suffer a -20 penalty when attempting to grapple characters of larger size than them, and cannot grapple characters of two or more sizes larger. While they have an opponent restrained, the character may not perform any normal actions and can only take the following actions.

* ***Takedown***: The character may render their victim, and themself, prone. They suffer no prone penalties in relation to any tests made against their target.
* ***Move***: The character may move themself and their victim a number of meters up to half their Strength bonus in any direction.
* ***Attack***: The character may make a normal attack against their restrained victim, who cannot defend themself. They must use a weapon with the ***Small*** quality. If the target is both prone and restrained, and the character is armed, this can be a coup de grâce. Using the Unarmed skill, they can choose to instead cause the target to lose Strength Bonus Stamina points.

***Reactions***

*Parry*

The character tests their weapon skill vs. an incoming melee attack and compares the DoS. If the defender wins the test, you negate the attack completely, ties go to whoever has the higher weapon skill TN. Ranged and spell attacks cannot be parried. The character must have their Guard up to use this reaction.  
 *Block*

The character tests their Block skill vs. an incoming melee or ranged attack and compares the DoS. If the defender wins, they negate the attack completely. If they pass but the attacker gets more DoS, then the attack is resolved against the combined DR of the Shield and the defender’s armor. Spells cannot be blocked. Ties go to the attacker. The character must have their Guard up to use this reaction.  
 *Evade*

The character tests their Evasion skill vs, an incoming melee, ranged, or spell attack and compares the DoS. If they win, the attack is negated and may move 1 meter in any unobstructed direction without provoking an attack of opportunity. Ties go to the defender.

*Attack of Opportunity*

This reaction allows a character to take advantage of an opening to make a melee attack against an opponent when they are vulnerable. Attacks of opportunity are resolved before the action they are being made in reaction to is resolved. Any character may use a reaction to perform an Attack of Opportunity without interrupting their current action, but they must be able to see their target. A character can only perform 1 Attack of Opportunity per round. This reaction may be triggered by the following:

* ***Movement***: When an opponent moves within the character’s melee range without taking the disengage action.
* ***Spellcast***: When an opponent casts a spell within their melee range (unless the spell counts as a melee attack).
* ***Standing Up***: When a prone character stands up within their melee range without using the Disengage action.
* ***Ranged Attack***: When an opponent makes a ranged attack or reloads a weapon within their engagement range.
* ***Ready***: When an opponent takes the Ready Item action. If the opponent does so as a free action, it does not allow for an attack of opportunity.

***Stamina Actions***

*Power Attack*

The character can spend 1 or 2 SP to add +3 or +6 damage respectively 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 they fail the test, not by DoS, on a power attack, the attacker’s ***Guard*** is dropped.

*Power Bash*

The character can spend 1 SP to inflict 1d10+StrB physical damage on a Bash and if the damage exceeds the target’s WT, you knock them prone.

*Centering*

The character can spend 1 SP to gain a +10 on their next casting test. They can spend additional SP to gain a +10 per stamina spent to a max of a +30.

*Sprint*

The Character can spend 1 SP to double their speed for the round.

*Heroic Action*

The character can spend 1 SP on their turn to perform an extra action.

*Physical Exertion*

The character can spend 1 SP to gain a+20 on their next, non-combat related, Strength or Endurance based test.

*Tackle*

The character can spend 1 SP after taking the Move action to make an opposed Athletics or Unarmed vs. a target’s Evasion, Unarmed, or Athletics that you end your movement within 2 meters of. 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.

***Advantage Actions***

*Counterattack*

After a successful Parry or Block attempt, the character may immediately make a melee attack against their attacker.

*Escape*

After a successful Evasion test, the character may freely move up to their Speed without provoking any attacks of opportunity.

*Critical Strike*

After a successful attack, the character may add +1d10 to their attack's damage.

*Disarm*

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

*Penetrate Armor*  
 After a successful attack, the character can reduce their target’s DR by half.

*Close the Gap*

After a successful block, you can move forward 2m closer to the attacker without provoking an attack of opportunity. If there is no space open to move through, you instead move yourself and the attacker the remaining distance.

*Send Sprawling*

The target is knocked back 1m and is Dazed. The character may spend 1 SP to knock the target Prone. This can only be performed after a successful attack with a Blunt weapon.

*Run Through*

The attack inflicts Max Damage with 1 of its weapons Die. The character may spend 1 SP to Max out 2 die instead. This can only be performed after a successful attack with an Impaling weapon.

*Razor’s Edge*

Inflict the Bleeding condition equal to half the damage Dealt. The character may spend 1 SP to add their Damage Attribute (Str, Agi, Prc) Bonus to the X value of the Bleed effect. This can only be performed after a successful attack with a Keen weapon.

***Subdual Damage***

Subdual damage is non-lethal and must be declared before the damage is rolled. Unarmed, and Blunt 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.

***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 1d10 Fire Damage.

* ***Slick Terrain***

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

***Unusual Combat Scenarios***

There are several odd combat scenarios characters may find themselves in.

* ***Climbing***

A climbing character suffers a -10 penalty for every Rank that their Combat skill exceeds their Athletics skill. Characters are limited to fighting with a single limb, unless they have extras

* ***Swimming***

A climbing character suffers a -10 penalty for every Rank that their Combat skill exceeds their Athletics skill and all attacks inflict half damage. Character’s cannot make any ranged attacks while swimming other than thrown, which also have half the range.

* ***Swinging & Jumping***

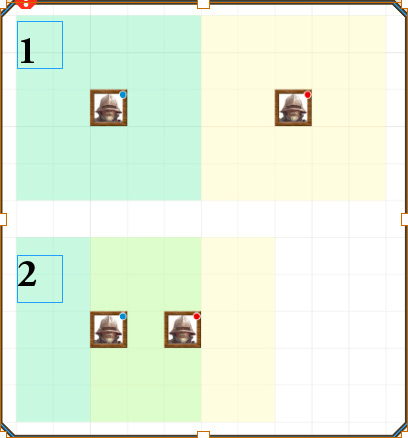
A climbing character suffers a -10 penalty for every Rank that their Combat skill exceeds their Acrobatics skill. If the character fails a combat roll they must pass an Acrobatics test or fall prone, and suffer appropriate fall damage.

# Running Combat

This page provides some visual examples to help players understand how they might utilize battle grids and other tools to make combat run as smoothly as possible.

***Using a Grid***

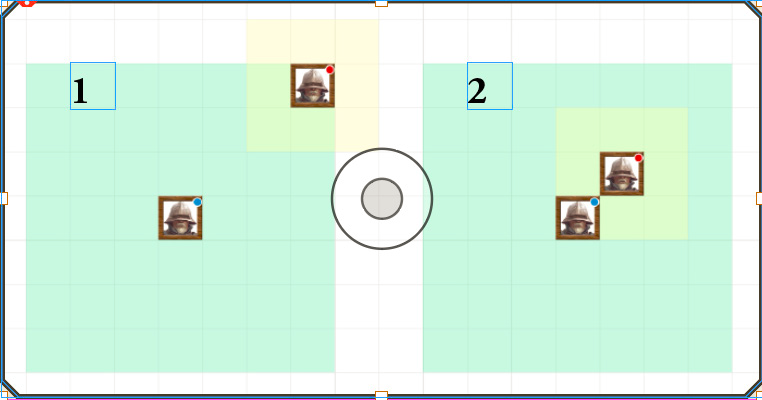
The creators of the UESRPG highly recommend the use of a battle map or grid when running combat encounters. A grid helps players to understand their own situation, assists the GM in keeping track of the big picture, and makes understanding the consequences of combat ranges much easier. The easiest way to use the UESRPG with a grid is to assume that each grid square represents a square meter. Two characters cannot share the same grid square, though characters can be allowed to pass through another character’s square if both parties are willing. The system also functions just fine on a hex grid. If you are using an online grid or map system that supports auras (as displayed in the example pictures) then using auras can be a good way to help players visualize their weapon ranges.



***Visuals Examples***

Below, the red mercenary wields a 2m range weapon (yellow aura) outside the 2m range (green aura) of the blue mercenary. He then moves into the edge of his/his opponent’s range. Both mercenaries can attack the other at this range. Below, the red mercenary wields a 1m range weapon at the edge of the 3m range of the blue mercenary. Stepping any

closer triggers an opportunity attack from the blue mercenary, but doing so is necessary for him to enter melee range (right).



***Tracking Initiative***

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***Theatre of the Mind***

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# Health & Damage

During the course of the players’ adventures, it is very likely that they will suffer injury of some kind. The following sections explain how to handle damage, fatigue, wounds, and death.

***Damage***

Damage represents the ability of an attack to harm a character. An attack's damage is reduced by the target's applicable Damage Reduction (DR). The character's Health Points (HP) are then reduced by the remaining amount.

***Damage Types***

There are several different types of damage in UESRPG and each have their own special effects, which are detailed here.

* ***Physical****:* Physical damage is reduced by DR from Armor (AR) and is the generic damage inflicted by all physical weapons.
* ***Magic****:* Magic damage has no special effects. However, most spells that inflict Magic damage will have their own special effects.
* ***Raw****:* Raw damage has no special effect, but CANNOT be reduced in any way whatsoever.
* ***Poison****:* When a 1 is rolled on an attack that inflicts Poison damage, the target suffers from the ***Sickened*** condition until the end of their next turn.
* ***Fire****:* When a 1 is rolled on an attack that inflicts Fire damage, the target takes the ***Burning (1)*** condition.
* ***Frost****:* When a 1 is rolled on an attack that inflicts Frost damage, the target suffers from the ***Slowed*** condition until the end of their next turn.
* ***Shock****:* When a 1 is rolled on an attack that inflicts Shock damage, the target takes the ***Dazed*** condition.

***Damage Reduction***

All damage, except Raw damage, can be reduced with the appropriate DR. All attacks that inflict Physical Damage are reduced by DR given by Armor listed as Armor Rating (AR). Elemental damage, such as Fire, Frost, Shock, and Poison, are reduced by their corresponding Resistance. This resistance is usually shown by the ***Resist (Element) (X)*** Trait which would reduce the damage by X. Some Armors also provide elemental protection which will simply list the element and the amount of DR, such as ***Fire (X)***.

The Resistance (Magic) (X) trait or the Magic (X) quality from armor reduces the damage of any damaging spell, regardless of element, by X. This has no effect on the ***Burning (X)*** condition or elemental damage from a natural source, such as lava, cold environments, lightning strikes, or Alchemical Potions.

There are actions and circumstances that half a character’s DR, if multiple of these occur on the same attack, you half the DR and apply a -1 DR for every other source of the penalty.

***Death***

If a character is reduced to 0 Health Points they fall unconscious. A character who is unconscious at 0 HP must pass an Endurance test on their turn. If they fail three times they die. If they succeed three times, they stabilize and can stop making the tests. The characters' failures and successes are tracked separately and do not need to be consecutive. Taking damage at least once causes the character to fail the next test. If an effect would Stabilize them (this can be done with a Survival (-20) or Medicine skill test made using a healer’s kit) or by having their HP being healed above o, then they stop testing but remain unconscious until they are woken up or until the start of their next turn where they awake and are prone.

***Degradation***

The character May elect to damage their item's condition to gain a listed benefit As a free action. Each time an item is damaged, The differences and effects between Armor and Weapon degradation are detailed below.

***Damaging Armor & Shields***

When a character damage’s their armor, they half the damage against an incoming Physical Attack. Doing so imposes the Damaged (1) quality on the armor. Only Shields and Cuirasses can be used in this manner. A shield can only be damaged after a Blocked Attack. When the armor’s DR is reduced to 0 or has a damaged quality of 6 or greater, the item is broken and cannot be used until it is repaired.

***Damaging Weapons***

When a character damages their weapon, they add +1d10 to their next attack damage. Doing so imposes the Damaged (2) quality. When a weapon has a damaged quality of 6 or greater, the item is broken and cannot be used until it is repaired.

***Wounds***

When a character takes damage, after reduction, greater than their Wound Threshold (WT), they take an amount of Wounds equal to the excess damage. Wounds reduce a character max health and are much harder to heal then simple lost Health. If a character takes 10 wounds, they suffer from the ***Broken*** condition. Taking 20 wounds results in the character taking the ***Maimed*** condition. These conditions require a successful Medicine skill test over a rest period to remove from the affected character. Broken takes a Short Rest to mend and the Maimed condition requires a Long Rest to tend to. A character cannot begin to heal their Wounds while they have the Maimed condition.

***Recovery***

Characters can spend a period of time to recover their lost and spent Health, Stamina, and Magicka. The amount they regain depends on the duration of their rest. Listed here are the different types of Rest periods that a character can take and the benefits of each one. Regaining HP through rest is considered Natural Healing.

* *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 conditions that would prevent you from healing.

***Medicinal Healing & Treating Wounds***

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

* *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 they lack the proper kit, they can improvise using anything they could logically use as a bandage, splint, or sling. Doing so halves the amount of HP they get to distribute.

A character can have the amount of HP restored through Medicinal Healing remove an equal amount of Wounds instead. Doing so does not also restore the Health.

# Conditions

*Broken*

A character with this condition cannot add their Str, Agi, Wp, or Prc bonuses to the damage of their attacks and suffer a -10 penalty to all of their tests.

*Maimed*

A character with this condition cannot add their Str, Agi, Wp, or Prc bonuses to the damage of their attacks and suffer a -10 penalty to all of their tests. This penalty stacks with the penalty from Broken. Additionally, Maimed characters cannot spend Stamina on any Stamina actions.

*Bleeding ‘X*

At the end of the character’s turn, they will do 1d10+X raw damage, then the Bleeding ends. You can spend an action to make a Medicine skill test to halt the bleeding.

*Burning ‘X*

At the start of the character’s turn, they will take 1d10+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*

The character’s form is somewhat concealed, either by shadow or by illusory magics, granting them a +5\*X bonus to their Sneak 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 can only perform 1 action on their turn instead of 2. This condition does not stack.

*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 lacking a viable target, by spending 1 Stamina point.

*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 enters the line of sight of at least one character from whom they have not previously hidden, they must make a Sneak 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. Unconscious characters are vulnerable to a Coup de Grace.

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

*Frostbite*

While the character has Frostbite, their Move Speed is halved and they take a -20 on all tests made using Agility, Endurance, or Strength.

*Heat-Stroke*

While the character has Heat-Stroke, their Move Speed is halved and they take a -20 on all tests made using Strength, Perception, or Endurance.

*Sickened*

The target suffers a -10 to all tests.

*Malnourished*

The character is suffering from a lack of food and water. As such, their natural healing rate is halved and they take a -10 penalty to all tests they make. This condition can only be removed by consuming enough food and water to state their needs.

*Well Rested*

Characters who take a long or extended rest in a safe and comfortable area, such as a nice Inn or their home, recover +1 SP, +5 MP, and +2 HP during this rest. Additionally, they gain a +1 to their WT until their next rest of duration.

*Lover’s Comfort*

Characters who take a long or extended rest in the company of an intimate companion gain a +1 bonus to their WT and a +1 to their Initiative rating. This can stack with Well Rested.

# Size & Movement

This section contains more detailed rules for movement, and creatures of larger and smaller sizes.

***Movement***

During their turn a character can move an amount of meters equal to their speed by taking the ***Move*** action. Characters move at half speed through difficult terrain (water, climbing, dense forest, etc).

**Jumping**

A character may also make an ***Acrobatics*** test to jump over or up to an obstacle, either horizontally or vertically. This can represent either completely clearing the obstacle, or just jumping high enough to grab it with both hands, depending on what the GM feels is appropriate. If the character does not spend several seconds running or otherwise preparing (approximately a round) before the jump then they suffer a -10 penalty to the test. When jumping ***vertically***, each meter they wish to jump beyond the first imposes a -20 penalty on the test. When jumping ***horizontally***, each meter they wish to jump beyond the first imposes a -10 penalty on the test. Critical Failure results in the character tumbling to the ground, leaving them prone.

**Falling**

Falling even a relatively short distance can be quite dangerous if a character is unlucky. Falling inflicts 1d10+[meters fallen beyond 2m] Raw damage. As long as a character is in control of their body when falling (not tied up / paralyzed / unconscious / surprised etc.), they do not take damage from falling any distance that is either naturally or due to spells/talents equal to less than 3 meters.

***Holding your Breath***

In certain situations it might be necessary for a character to hold their breath, such as when diving, or running through a cloud of volcanic gasses. A character can hold their breath for 12 seconds (2 rounds in combat) per Endurance Bonus they have. This duration is doubled if the character does nothing but hold their breath (no action or movement allowed). For every round beyond the character’s Endurance Bonus holding their breath, the character gains a temporary level of fatigue until they die or regains access to fresh air, after which the temporary fatigue is removed at a rate of 1 per round.

***Size***

Tamriel is home to creatures of many shapes and sizes. A character’s size affects them in a number of critical ways. There are seven different size categories.

* ***Puny***

This category is reserved for the smallest of creatures like kwama foragers, rats, or mice.  
 ***HP = EndB\*2  
 -30 to hit by characters of larger size / at range***

* ***Tiny***

This category includes smaller characters like cats

or large cave rats.  
 ***HP = ½ End  
 -20 to hit by characters of larger size / at range***

* ***Small***

This category includes everything ranging from

quadrupeds like wolves to smaller bipeds like goblins.  
 ***HP = End -10  
 -10 to hit at range***

* ***Standard***

Standard sized characters fall fairly close to the

average size for man or mer. There are no effects associated with this category.  
 ***HP = End***

* ***Large***

This category includes characters that are substantially larger than average, including quadrupeds like horses and larger bipeds like trolls.  
 ***HP = End +10  
 +10 to hit at range***

* ***Huge***

This category includes very large characters such as

giants or larger dwemer constructs.  
 ***HP = End x1.5  
 +20 to hit by characters of smaller size / at range***

* ***Massive***

This category is reserved for extremely large

characters, like dragons.  
 ***HP = End x2  
 +30 to hit by characters of smaller size / at range***