Economy

On a normal day a plethora of goods flow through Tamriel’s markets. Tamriel’s many thriving economies have resulted in a continent linked through trade and commerce. There are a vast number of goods and services produced by these systems that characters might need to survive, or might encounter, during their adventures. This chapter is concerned with the economics of the Elder Scrolls setting, as well as detailing the various items players use or buy.

***Currency***

The main currency of Tamriel in the time during and after the Septim Empire is the Septim, a golden coin around the size of a quarter. Named after the dynasty that ruled the Septim Empire, it features a bust of Tiber Septim and a depiction of Akatosh. The inscription on the front reads: “The Empire is Law. The Law is Sacred.” And the reverse reads: “Praise be, Akatosh and all the Divines.” Although many provinces issue their own provincial currencies these can all be converted to Septims. If you are running a campaign in an era before the Septim Empire, simply use an alternative name (such as “Remans”). And while we have no information on the way that the Empire handles its monetary policy, the authors are making the assumption that there are different types or denominations of currency in existence within the empire. In game terms, this means a few things:

* This Chapter will use the more Era-neutral word “Drakes” for currency. “Gold” is an acceptable substitute, though the authors would prefer not to assume that every coin actually contains gold.
* Coins have no in-game weight unless the GM decides a character is simply carrying too much money to ignore. This is done for simplicity.
* Rather than making players keep track of the different kinds of coins they have, it should be assumed that characters can carry as much money as they want, simply making use of more and more valuable denominations.
* Likewise, it should be assumed that there are enough coins of the various denominations floating around that individuals can always complete transactions accurately and receive change.

In short, don’t worry about how many of which types of coins you’re carrying. Just keep track of how many Drakes you have. This is to save time and accounting for both the players and the GM.

For groups that enjoy this sort of thing, it is easy to convert the system into one based around different types of coins. Simply use the value of a single Drake as the base for the lowest value coin and scale things up by multiples of ten for more valuable coins as you see fit.

# Pricing & Acquisition

Not all prices for one item are going to be the same: regional price variations are to be expected. Some things are simply harder to get a hold of in some places, and easier in others. Additionally, item price will vary drastically with the quality of the item itself. ***We have intentionally left item rarity up to the Game Master for the majority of items in this section.*** These guidelines should help the GM produce prices that are acceptable for gameplay purposes.

***A Note on Rounding***

If an item ever ends up with a fractional price for any reason, simply round up to the nearest whole number.

***Availability & Cost Modifiers***

In order to locate an item for sale, a character must make a Mercantile or Luck test. The difficulty of the test should be determined by the specific item the character is looking for. The GM should use their judgment and lore knowledge in equal measure when making their decision. The following table can provide some guidelines:

| ***Availability*** | ***Modifier*** |
| --- | --- |
| Extremely Rare | -40 |
| Rare | -30 |
| Scarce | -20 |
| Uncommon | -10 |
| Average | -- |
| Ordinary | +10 |
| Common | +20 |
| Plentiful | +30 |
| Ubiquitous | +50 |

***Item Quality Level***

Items can also vary drastically in quality based on how well they were made, or some feature inherent to the item. This will modify their price and their availability. There are four quality levels for most items: inferior, standard, superior, and Masterwork. Exactly what measurable impact this has on the item (if any) will be explained in the appropriate section.

| ***Quality*** | ***Availability*** | ***Value*** |
| --- | --- | --- |
| Inferior | 2 Steps more common | x0.5 |
| Standard | No change | x1 |
| Superior | 2 Steps rarer | x3 |
| Masterwork | 3 Steps rarer | x5 |

***Location Modifiers***

While Tamriel has a flourishing international market, due to the many merchant guilds dotting the continent, certain objects must be imported or accessed through more illegitimate means. The following table can provides some guidelines for any such availability and pricing modifiers:

| ***Circumstance*** | ***Availability*** | ***Value*** |
| --- | --- | --- |
| Illegal Wares | 1 Step rarer | 1.25x |
| Stolen Goods | 2 Steps rarer | 0.8x |
| Local Wares | 1 Step more common | ----- |
| Imported | 1 Steps rarer | 1.25x |
| Limited Resource | 2 Steps rarer | 1.5x |

***Unscrupulous Traders***

Certain merchants can be particularly unscrupulous in their bargaining, either due to holding a monopoly on a certain ware, or being a position that allows them to press their hapless victim for an extra fee like a fence giving less for stolen goods, well knowing that the prospective seller has nowhere else to go. When bargaining with such unscrupulous types, the GM can choose to apply a penalty ranging from -10 to -40 to the characters Mercantile Test when bargaining for a better price on their goods.

***Haggling for a Bargain***

Bargaining is a part of everyday life, and almost expected amongst professional merchants.

Should a character wish to bargain with a merchant for the price of their wares, roll an opposed Mercantile Test against the merchant.

For every Degree of Success the character scores above the merchant, a 5% discount is gained. If the merchant wins the Mercantile test, increase the price by 5% per Degree of success instead.

A character can always choose to not accept a bad bargain, but a local market is a living, breathing thing and word travels fast about bad customers.

Should a character deny a ‘bargain’ and go elsewhere, the GM can choose to apply a penalty equal to the % of the bargain that was denied.

***Appraising an Item***

Not knowing the current market value of certain goods has been the bane of many a haggler.

If a character wishes to assert the price of an object of interest before going for the bargain, roll a Mercantile Test with a modifier equal to the item's rarity (see Availability Modifiers above) to see if they can learn the current rates.

On a success, the character gains a +10 bonus to their attempt at haggling.

On a failure however, add a -5 penalty per Degree of Failure to their attempt at haggling, as they have misinterpreted the current trend of the market.

***Imperial Trade Laws***

???

Lore, fluff, and GM notes

* Restricted Goods
* Ebony
* Dwemer Relics
* Ayleid Relics
* Magic Training
* Spellbooks
* Slavery
* Maran/Dibellan Incense
* Malachite
* Illegal Goods
* Moon Sugar
* Skooma
* Black Soul Gems
* Khajiit Furs
* Hist Sap
* Hist Saplings
* Argonian Eggs
* Daril

# Weapons

Conflict and danger are constants in Tamriel, and it is wise for adventurers to arm themselves. Weapons in the UESRPG are divided in a number of different ways: First, there are four classes of weapons: Heavy, Light, Unarmed, and Marksman. The use of each of these classes are governed by their own skill. All weapons are defined by a ***Weapon Profile***, which contains all the information necessary to use the weapon.

***Reach***

This determines your threatened area and how far away a target can be for you to be able to attack them. If your weapon has a listed minimum reach (such as 2-4m, 2 being the minimum) then you suffer a -20 to attack and parry with your weapon if your target is within your minimum reach.

In instances of tied DoS in an opposed combat test, the tie goes to the weapon with the greater reach. If that is equal, then the tie goes to the Player. In the instance of PvP, you can use the characters Skill or Luck as a tertiary tie breaker.

***Damage Die***

Weapons have a listed “Damage Die” or simply “Die” that determines the amount of d10s that are rolled after a successful attack with the weapon to resolve attack damage.

***Weapon Craftsmanship Qualities***

Weapons can be made of varying qualities. This quality applies a modifier to both its value and its base damage.

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

***Weapon Type***

All weapons have one of the following Types associated with it. Each Type has a unique effect on the weapon and also lends access to an Advantage Action that can only be performed by a weapon with the given Type.

***Blunt***

Blunt Weapons do not suffer any Damage Penalty from Degradation.

***Impaling***

When someone attempts to enter your weapons reach, you may make a free AoO against them.

***Keen***

Keen weapons may reroll damage rolls of 1.

***Versatile***

Versatile weapons may choose any of the Advantage Actions of the other three types.

***Ranged***

Ranged weapons rely on their ammunition to provide one of the above types for its special effect.

***Hand***

This shows how many hands are required to use the weapon. One handed, or 1h, weapons can be used in a single hand leaving an open hand for a second weapon, spell casting,the use of a shield, or anything one could do with a free hand. Two handed, or 2h, weapons require both hands to use. Hand and a half, or 1.5h, weapons may be used in either one or two hands. They are better weighted for use in two hands and they provide a +1 DoS on tests made to use them in two hands and suffer a -1 DoS on tests made to use them when held in one hand.

***Weapon Qualities***

Many weapons possess special rules, known as Weapon Qualities, that represent factors that set them apart from other weapons in some fashion.

***Heft***

Attempts to parry or block attacks from this weapon take a -10 penalty and attempts to parry with this weapon take a -10 as well.

***Splinter***

Blocked Power Attacks from this weapon damage the defender’s shield by 1 point.

***Small***

This weapon can be used while grappling or being grappled and can be concealed among your clothes with a successful stealth test.

***Piercing***

Power Attacks made with this weapon half the targets DR

***Brutal***

Power Attacks made with this inflict +2 Damage.

***Thrown (X)***

This weapon can be Thrown without penalty within (X+StrB) meters. After this distance does it start suffering the penalties of throwing weapons.

***Dueling***

When parrying with this weapon, you gain +1 DoS.

***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 Evasion skill.

***Swift***

This weapons design allows it to be drawn from its scabbard as part of an attack. If this weapon is Sheathed, it can be readied for free as part of an attack.

***Damaged (X)***

The weapon inflicts X less damage, to a minimum of 0.

***Flail***

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

This weapon can also build up momentum over multiple attacks. You can spend 1 AP to add +1d10 to your next attack’s damage roll.

***Drawn***

This weapon must be reloaded and drawn using a readied arrow or bolt before it can be fired. Doing so provokes attacks of opportunity. Arrows and Bolts kept in a Quiver are always considered readied for use.

***Complex***

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

***Impact***

This weapon can be used to take the Bash action and if you inflict a wound on the target, they take the Dazed condition.

***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).

***Mounted***

This weapon is specially designed for use while mounted. If you spend at least 1 Action to move while mounted, you may add your Mounts StrB to your attacks damage.

***Hand and a Half Weapons***

Hand and a half weapons are well balanced for use in two hands, granting a +1 DoS to all tests made to use the weapon when held in two hands. However this balance becomes a bit of hindrance when wielding it in one hand, imposing a -1 DoS to all tests made to use the weapon.

***Simple***

This weapon cannot be burned and can use any small spherical item as ammunition.

***Light***

You may add your AgiB to your damage with this weapon instead of your StrB.

***Ranged (X)***

This weapon has a Range increment of X meters.

***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 (+65 Value)
* Rubedo Hide +4 Damage (+100 Value)

***Open***

This weapon leaves your hands relatively open for use. You may cast spells as if you had a free hand, but you do suffer a -10 penalty to any action that would require precise motor skills as they get in the way.

***Marksman Weapons***

Governed by the “***Marksman***” skill.

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** | ***Type*** |
| --- | --- | --- | --- | --- | --- | --- |
| Shortbow | 1d10 | 15 | /// | 2h | 1 | Ranged |
| ***Qualities*** | *Drawn, Ranged (25)* | | | | | |
| Longbow | 2d10 | 25 | /// | 2h | 2 | Ranged |
| ***Qualities*** | *Drawn, Ranged (50)* | | | | | |
| Crossbow | 3d10 | 35 | /// | 2h | 2 | Ranged |
| ***Qualities*** | *Complex, Ranged (15)* | | | | | |
| Sling | 1d10 | 5 | /// | 1h | .5 | Blunt |
| ***Qualities*** | *Simple, Hide* | | | | | |
| Dart | 1d10 | 4 | /// | 1h | .1 | Keen |
| ***Qualities*** | *Thrown (6)* | | | | | |
| Javelin | 2d10 | 15 | 2m | 1h | 1 | Keen |
| ***Qualities*** | *Thrown (4)* | | | | | |
| Whip | 1d10 | 15 | 2-4m | 1h | 1 | Keen |
| ***Qualities*** | *Hide, Snare, Flail* | | | | | |
| Bola | /// | 8 | /// | 1h | .5 | /// |
| ***Qualities*** | *Thrown (8), Snare* | | | | | |

***Ammunition Types***

| ***Type*** | ***Value*** | ***Quality*** |
| --- | --- | --- |
| Broadhead | 3 | Brutal |
| Bodkin | 5 | Piercing |
| Ball Bearing | 2 | Simple |

***Unarmed Weapons***

Governed by the “***Unarmed***” skill.

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** | ***Type*** |
| --- | --- | --- | --- | --- | --- | --- |
| Katar | /// | 8 | 1m | 1h | .5 | Impaling |
| ***Qualities*** | *Swift, Piercing* | | | | | |
| Cestus | /// | 8 | 1m | 1h | .5 | Blunt |
| ***Qualities*** | *Swift, Open, Dueling* | | | | | |
| Punch Knife | /// | 5 | 1m | 1h | .5 | Keen |
| ***Qualities*** | *Swift, Small, Light* | | | | | |
| War Talons | /// | 10 | 1m | 1h | .5 | Keen |
| ***Qualities*** | Swift, Open, Light | | | | | |

***Light Weapons***

Governed by the “***Light Weapons***” skill.

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** | ***Type*** |
| --- | --- | --- | --- | --- | --- | --- |
| Dagger | 1d10 | 6 | 1m | 1h | 1 | Impaling |
| ***Qualities*** | *Light, Small, Thrown (4)* | | | | | |
| Tanto | 1d10 | 6 | 1m | 1h | 1 | Keen |
| ***Qualities*** | *Light, Small, Swift* | | | | | |
| Shortsword | 1d10 | 10 | 1m | 1h | 1 | Versatile |
| ***Qualities*** | *Light, Piercing* | | | | | |
| Wakizashi | 1d10 | 10 | 1m | 1h | 1 | Keen |
| ***Qualities*** | *Light, Swift* | | | | | |
| Rapier | 2d10 | 30 | 2m | 1h | 1 | Impaling |
| ***Qualities*** | *Light, Dueling* | | | | | |
| Saber | 2d10 | 30 | 2m | 1h | 1 | Keen |
| ***Qualities*** | *Light, Mounted* | | | | | |
| Hand Axe | 1d10 | 10 | 1m | 1h | 1 | Keen |
| ***Qualities*** | *Light, Thrown (3)* | | | | | |
| Club | 1d10 | 5 | 1m | 1h | 1 | Blunt |
| ***Qualities*** | *Light, Impact* | | | | | |
| Net | /// | 25 | 3m | 1h | 1 | /// |
| ***Qualities*** | *Entangling, Thrown (3)* | | | | | |
| Katana | 2d10 | 30 | 2m | 1.5h | 2 | Keen |
| ***Qualities*** | *Light* | | | | | |
| Dia-Katana | 3d10 | 40 | 3m | 2h | 2 | Keen |
| ***Qualities*** | *Light* | | | | | |
| Quarterstaff | 1d10 | 15 | 3m | 1.5h | 1 | Blunt |
| ***Qualities*** | *Light, Impact* | | | | | |
| Spear | 2d10 | 20 | 2-3m | 1.5h | 2 | Impaling |
| ***Qualities*** | *Light, Piercing* | | | | | |

***Heavy Weapons***

Governed by the “***Heavy Weapons***” skill.

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** | ***Type*** |
| --- | --- | --- | --- | --- | --- | --- |
| Broadsword | 2d10 | 20 | 2m | 1h | 2 | Versatile |
| ***Qualities*** | *Brutal* | | | | | |
| Longsword | 2d10 | 30 | 2m | 1.5h | 2 | Versatile |
| ***Qualities*** | *Dueling* | | | | | |
| Claymore | 3d10 | 50 | 3m | 2h | 3 | Versatile |
| ***Qualities*** | *Heft, Brutal* | | | | | |
| Mace | 2d10 | 25 | 1m | 1h | 2 | Blunt |
| ***Qualities*** | *Impact* | | | | | |
| Maul | 3d10 | 40 | 2m | 2h | 4 | Blunt |
| ***Qualities*** | *Heft, Impact* | | | | | |
| Warhammer | 2d10 | 30 | 1m | 1.5h | 2 | Blunt |
| ***Qualities*** | *Impact* | | | | | |
| Flail | 2d10 | 25 | 2m | 1h | 2 | Blunt |
| ***Qualities*** | *Flail, Impact* | | | | | |
| Pole Hammer | 2d10 | 30 | 3m | 2h | 3 | Blunt |
| ***Qualities*** | *Heft, Impact* | | | | | |
| War Axe | 2d10 | 25 | 1m | 1h | 2 | Keen |
| ***Qualities*** | *Splitter* | | | | | |
| Battle Axe | 2d10 | 30 | 1m | 1.5h | 2 | Keen |
| ***Qualities*** | *Splitter* | | | | | |
| Great Axe | 3d10 | 40 | 2m | 2h | 4 | Keen |
| ***Qualities*** | *Heft, Splitter, Brutal* | | | | | |
| Long Axe | 2d10 | 30 | 3m | 2h | 3 | Keen |
| ***Qualities*** | *Heft, Splitter* | | | | | |
| Halberd | 3d10 | 30 | 2-3m | 2h | 3 | Versatile |
| ***Qualities*** | *Heft, Splitter* | | | | | |
| Pike | 3d10 | 35 | 2-4m | 2h | 4 | Impaling |
| ***Qualities*** | *Brutal, Piercing* | | | | | |
| Lance | 3d10 | 25 | 2-3m | 1h | 4 | Impaling |
| ***Qualities*** | *Mounted, Piercing, Impact* | | | | | |

***Weapon Materials***

Every weapon is made of something, and the material of a weapon can dramatically improve its effectiveness. When picking a weapon, you must pick a material for that weapon as well from the appropriate table below. A weapon’s material determines...

* ***Enchant Level***: The maximum soul energy of any enchantment that can be placed on the weapon.
* ***Price Modifier***: Modifies the base price of the weapon to determine the final cost (quality modifies this value).
* Any modifiers to damage or range the weapon receives.
* Any additional qualities the weapon has.

***Melee Weapon Material Table***

| ***Type*** | ***Bonus*** | ***Value*** | ***EL*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- |
| Wood | +0 | +5 | 1 | Dull |
| Bone | +0 | /// | 1 | Brittle |
| 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, Dull |
| 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 |

***Ammunition Material Table***

| ***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 |

***Special Material Qualities***

Several materials have special qualities that they lend to weapons made from them. These special effects are detailed here below.

***Dull***

This material can only be used to make Blunt or Ranged type weapons.

***Brittle***

This weapon can only take one point of damage before breaking.

***Strong (X)***

Increases the amount of damage a weapon can take before breaking by X.

***Silvered***

This weapon counts as Silver in regards to the “Silverscarred” trait and counts as magic for bypassing resistance to mundane weapons.

***Regenerate***

This material repairs itself by 1 point after every Long Rest and is fully repaired after an Extended Rest.

***Magic***

The weapon counts as Magical for the purpose of bypassing resistance to Mundane Weapons.

***Icebound***

Weapons made of Stalhrim may treat their damage as Frost if the target is weak to frost damage. Additionally, the weapon treats its EL as if it was 6 if the enchantment is frost based.

# Armor

There are many styles and types of armor that the people of Tamriel use to defend themselves. This section provides rules for the use of both worn armor and shields.

***Armor Slots & Total DR***

Characters have four slots for use with armor; Cuirass, Helmet, Gauntlets, Boots. A character can only have one of each type in a given slot.

A character’s ***Total DR*** is the total of the listed DR of the armor in all of their slots, dropping remainders. When totalling this value, Helmets, Boots, and Gauntlets halve the materials listed DR.

***An example of Total DR***

This is the breakdown of the total DR for a character wearing a full set of Leather Armor.

Cuirass: +3

Helmet: +1.5

Gauntlets: +1.5

Boots: +1.5

TOTAL: DR 7 (.5)

***Armor Attributes***

All armor pieces have these attributes associated with them:

* ***Damage Reduction (DR)***: The amount of incoming physical damage is reduced.
* ***Qualities***: Any qualities the armor has.
* ***ENC***: The ENC value for a given piece of armor. ENC is halved when armor is worn (but not for carried shields).
* ***Enchant Level (EL)***: The maximum soul energy of any enchantment that can be placed on the piece of armor.
* ***Price***: The price of the armor piece in Drakes both for an individual piece (for one hit location) and the full suit.

***Armor Qualities***

Many armor pieces and shields possess special rules, known as Armor Qualities, that represent specific effects, or certain differences between armor types.

***Magic (X)***

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

***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.

***Fire/Frost/Shock (X)***

This armor reduces incoming (Element) damage by X. This armor grants a +5 Bonus to tests made to resist elemental effects, such as freezing and burning. This effect stacks.

***Damaged (X)***

The Armor’s DR is reduced by X. If this drops the armor’s DR to 0, then it is rendered useless until it is repaired.

***Durable***

This armor can be damaged one time before taking a penalty to its DR. This use can be repaired as if it was normal DR.

***Armor Craftsmanship Qualities***

The overall quality with which a piece of armor is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the profile.

| ***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.

***Base Armor***

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

\*\* +2 DoS to Block melee attacks, ½ DR  
\* +2 DoS to Block ranged attacks, -1 Speed

***Armor Materials***

| ***Type*** | ***DR*** | ***ENC*** | ***EL*** | ***Value*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Fur | 2 | +0 | 1 | +5 | Frost (1) |
| Leather | 3 | +0 | 1 | +10 | /// |
| Ironhide | 4 | +1 | 2 | +50 | /// |
| Rubedo Hide | 6 | +1 | 3 | +70 | /// |
| Cloth | 1 | +0 | 1 | +0 | /// |
| Silk | 2 | +0 | 2 | +30 | /// |
| Silverweave | 3 | +0 | 4 | +60 | Magic (1) |
| Ancestor Silk | 4 | +0 | 5 | +110 | Magic (2) |
| Iron | 4 | +1 | 1 | +15 | /// |
| Chitin | 2 | +0 | 1 | +5 | Fire (1) |
| Bonemold | 4 | +1 | 2 | +40 | /// |
| Steel | 5 | +2 | 2 | +55 | Durable |
| Trollbone | 5 | +3 | 2 | +75 | Regenerate |
| Dreugh Shell | 6 | +2 | 3 | +75 | Shock (1) |
| Moonstone | 5 | +1 | 3 | +85 | Magic (1) |
| Orichalcum | 6 | +3 | 3 | +80 | Durable |
| Quicksilver | 6 | +1 | 4 | +120 | Magic (2) |
| Dwemer | 7 | +3 | 5 | +110 | /// |
| Adamantium | 8 | +2 | 4 | +150 | Durable |
| Malachite | 7 | +1 | 6 | +165 | Magic (2) |
| Stalhrim | 7 | +3 | 4 | +180 | Icebound, Frost (3) |
| Ebony | 8 | +4 | 5 | +200 | Magic (2) |
| Dragonbone | 9 | +2 | 6 | +300 | Magic (2), Durable |

# Goods & Services

This section contains prices for all the common, everyday things that characters need to survive, the luxuries that separate the rich from the poor, and all the various properties and services that adventurers might need on their journey.

***Lifestyle Expenses***

Lifestyle expenses are a simple, average number players can use to track their spending during downtime, and reflect the average amount a character spends on a daily basis to maintain a lifestyle of a certain comfort level. More comfortable lifestyles are typically more expensive, but bring potential advantages in one’s status and perception.

These expenses include housing, food, casual entertainment, and all the other costs a character might accrue during normal daily life.

| ***Type*** | ***Value per Week*** |
| --- | --- |
| Squalid | 15 |
| Poor | 30 |
| Modest | 60 |
| Comfortable | 100 |
| Wealthy | 200 |
| Lavish | 400 |
| Opulent | 650 |

NOTE

These Values may be adjusted as the desired Economy and Gold Reward estimate is better defined for SE.

***Lodging***

Often on the road an adventurer won’t have the option of choosing where to spend the night. But when they do, they’ll quickly discover that luxury is expensive. This section contains prices for a single night of lodging in an inn or other temporary accommodations, with more comfortable lodgings costing more while offering their own advantages.

| ***Type*** | ***Value per Day*** |
| --- | --- |
| Squalid | 2 |
| Poor | 4 |
| Modest | 8 |
| Comfortable | 12 |
| Wealthy | 25 |
| Lavish | 50 |
| Opulent | 80 |

***Common Services***

This section contains rules for basic services a character may need, including transportation and message delivery.

| ***Service*** | ***Value*** |
| --- | --- |
| Errand Runner (Per Task) | 2 |
| Courier (per 5km) | 3 |
| Post, Letter (per Province crossed) | 1 |
| Post, Package (per Province crossed) | 5 |
| Uncomfortable Transport | 10/day |
| Comfortable Transport | 30/day |
| Pampered Transport | 60/day |

***Tools (WIP/Crafting)***

Some characters need specialized tools for their profession. Some of these can be easily carried, while others cannot. A superior quality tool set provides a +10 bonus to any tests associated with it, while an inferior quality one imposes a -10 penalty.

| ***Type*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Smithy | \* | 200 |
| Delicate Craft (jeweler, cartographer…) | 2 | 100 |
| Simple Craft (potter, carpenter…) | 2 | 75 |
| Lockpicks & Probes | .2 | 10 |
| Cooking Utensils | 1 | 20 |
| Survival Kit | 1 | 30 |

***Hirelings (WIP/Companions)***

This section contains prices for hiring NPCs to perform particular tasks. This can range from legions of hired mercenaries and servants, to the services of a single skilled enchanter or smith.

| ***Type*** | ***Value per Day*** |
| --- | --- |
| Slave (Food/Upkeep) | 3 |
| Manual Laborer | 5 |
| Household Servant | 7 |
| Thugs (enforcers, thieves) | 8 |
| Guard (sentry, militia) | 10 |
| Ranger (scout, guide) | 20 |
| Craftsmen (smith, tailor, jeweler) | 25 |
| Apprentice (enchanter, alchemist, caster) | 30 |
| Mercenary (professional soldier) | 50 |
| Scribe/Clerk (lawyer, bureaucrat) | 75 |
| Mage (enchanter, alchemist, caster) | 100 |

***Livestock & Pets (WIP/Companions)***

Livestock is critical to the survival of many communities. The cost to maintain livestock (grazing is usually free, but it is important to have food stockpiled) for a week is roughly a twentieth of the animal’s price.

| ***Type*** | ***Value*** |
| --- | --- |
| Cow | 50 |
| Horse | 100 |
| Chicken | 5 |
| Pig | 30 |
| Guar | 50 |
| Sheep | 20 |
| Slave | 80 |

***Entertainment & Recreation***

The prices here are for books, games, and other assorted recreational or entertainment items. Most of these have no game effect, though the GM might rule that characters can learn certain things by reading books, or give them bonuses on tests for referencing them. Superior quality might reflect nicer looking materials, or, in the case of books, that the book itself is a rare edition.

| ***Type*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Dice | .1 | 1 |
| Game Set | 1 | 10 |
| Deck of Cards | .2 | 5 |
| Tickets to an Event, Common | .1 | 15 |
| Tickets to an Event, Elegant | .1 | 50 |
| Book. Entertaining | .5 | 80 |
| Instrument | 1 | 50 |

***Food & Drink (WIP/Crafting)***

The various cultures of Tamriel eat many different foods. For convenience, simply assume that food purchased reflects the food of the local culture unless the character goes out of their way to find something else. Superior quality food tastes better, but otherwise there are no game effects.

When consuming alcohol, every drink a character consumes in excess of their Endurance bonus causes them to lose 1 SP.

| ***Type*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Ale (Mug) | .2 | 1 |
| Ale (Gallon) | 1 | 4 |
| Wine (Common, Pitcher) | .5 | 5 |
| Wine (Fine, Bottle) | 1 | 75 |
| Meat (Serving) | .5 | 4 |
| Bread (Loaf) | .2 | 1 |
| Rations (1 Day’s worth) | .5 | 10 |

***Clothing & Jewelry***

As with food, clothing varies drastically across Tamriel. As such the items in this section are meant to be generic, and apply regardless of culture. Superior quality clothing or jewelry looks better, or is more durable, depending on the item. Clothing and jewelry items that have an ENC of 1 are treated as 0 when worn.

| ***Type*** | ***EL*** | ***ENC*** | ***Value*** |
| --- | --- | --- | --- |
| Clothing (Tunics, Suits) | | | |
| * Ragged | 1 | 1 | 10 |
| * Common | 2 | 1 | 15 |
| * Expensive | 3 | 1 | 30 |
| * Extravagant | 4 | 1 | 50 |
| * Exquisite | 5 | 1 | 80 |
| Robes/Dresses | | | |
| * Ragged | 2 | 1 | 15 |
| * Common | 3 | 1 | 20 |
| * Expensive | 4 | 1 | 35 |
| * Extravagant | 5 | 1 | 60 |
| * Exquisite | 6 | 1 | 100 |
| Cloak/Cape/Mantle | | | |
| * Ragged | 1 | 1 | 10 |
| * Common | 2 | 1 | 15 |
| * Expensive | 3 | 1 | 30 |
| * Extravagant | 4 | 1 | 50 |
| * Exquisite | 5 | 1 | 80 |
| Amulets/Necklace | | | |
| * Common | 2 | .5 | 20 |
| * Expensive | 4 | .5 | 55 |
| * Extravagant | 5 | .5 | 70 |
| * Exquisite | 6 | .5 | 120 |
| Rings | | | |
| * Common | 2 | .2 | 20 |
| * Expensive | 4 | .2 | 55 |
| * Extravagant | 5 | .2 | 70 |
| * Exquisite | 6 | .2 | 120 |

***Adventuring Gear***

Between tools and supplies there are plenty of things that an adventurer might find themselves needing on the road. A superior quality item provides a +10 bonus to any tests associated with it, while an inferior quality one imposes a -10 penalty.

***Containers like the sack, backpack, or chest hold the listed amount of ENC, but halve the effective value of the ENC contained within them as long as the objects could reasonably fit.***

| ***Type*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Abacus | 1 | 10 |
| Bedroll | 1 | 15 |
| Blanket | 1 | 10 |
| Bottle, Glass | .1 | 5 |
| Caltrops, bag of 20 | .1 | 10 |
| Scroll/Map Case | 1 | 8 |
| Chain, 3 meter | 2 | 20 |
| Chalk, piece | .1 | 1 |
| Chest (30 ENC Max) | 6 | 50 |
| Climbing Kit | 2 | 40 |
| Crowbar | 1 | 10 |
| Flask | .5 | 8 |
| Grappling Hook | .5 | 10 |
| Hammer/Saw/Chisel/ Mallet | 2 | 8 |
| Medical Kit | 1 | 60 |
| Holy Symbol | .5 | 30 |
| Hourglass | 1 | 10 |
| Hunting Trap, Small | 4 | 15 |
| Hunting Trap, Large | 6 | 30 |
| Ink, bottle | .2 | 20 |
| Ink Pen | .1 | 1 |
| Piton | .2 | 5 |
| Ceramic Jug | .5 | 3 |
| Ladder, Rope (3 Meters) | 2 | 20 |
| Lock (per success threshold) | .5 | 20 |
| Magnifying Glass | .5 | 75 |
| Manacles | 1 | 20 |
| Mirror, small | .2 | 7 |
| Oil (Flask) | .2 | 3 |
| Paper (10 Sheets) | .5 | 6 |
| Parchment (10 Sheets) | .5 | 4 |
| Pickaxe | 1 | 20 |
| Pole, 3 Meter | 1 | 5 |
| Cooking Pot | 1 | 15 |
| Rope, 20 Meters | 1 | 10 |
| Merchant’s Scale | 1 | 15 |
| Shovel | 1 | 10 |
| Spyglass | 1 | 100 |
| Vial (1 Potion) | .1 | 2 |
| Waterskin (1 liter) | .5 | 3 |
| Tent, one person | 2 | 35 |
| Whistle | .1 | 2 |

***Property & Transportation (WIP/PC Holdings)***

Some adventurers are not wanderers, and own property of their own. For some this takes the form of a small home, while others own and operate entire ships. Maintaining a property or means of transportation costs 5% of its total price every month.

| ***Type*** | ***Value*** | ***Upkeep Per Month*** |
| --- | --- | --- |
| Hovel/Shack | 100 | 5 |
| Cabin/Cottage | 1000 | 50 |
| Apartment | 1000 | 50 |
| Small House | 2500 | 125 |
| Large House | 5000 | 250 |
| Villa/Mansion | 10000 | 500 |
| Estate | 25000 | 1250 |
| Keep/Castle | 50000 | 2500 |
| Cart (Small) | 60 | 3 |
| Cart (Large) | 120 | 6 |
| Wagon | 250 | 12 |
| Rowboat | 100 | 5 |
| Sailboat | 500 | 25 |
| Silt Strider | 10000 | 500 |
| Ship (Small) | 30000 | 1500 |
| Ship (Large) | 60000 | 3000 |
| Warship (Small) | 50000 | 2500 |
| Warship (Large) | 100000 | 5000 |

***Special Equipment***

You only have one slot for Special Equipment.

Special Equipment have the same Craftsmanship Cost multipliers as Armor.

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Bandolier | 1 | 15 |
| Quiver | 1 | 10 |
| Spellbook | 1 | 10 |
| Plating | 2 | 30 |

***Bandolier***

You can equip three (3) items, none with an ENC greater than .5, and these items are always considered “Readied” for the Use Item action. If you have an open slot, you can fill it by taking the Ready Item action. An inferior Bandolier carries only two (2) items, Superior carries four (4), and Masterwork carries five (5).

**Quiver**

A quiver is used to store Arrows, to a maximum of fifteen (15), and negates the weight of the Arrows stored inside. An inferior quiver holds only ten (10) arrows, a superior one holds twenty (20) and a masterwork holds thirty (30). Arrows stored inside a Quiver don’t need to be readied before they are used.

***Spellbook***

A Mage can transcribe their spells in this book, each spell increases the item's value by ten (+10), over an Extended Rest. The spellbook counts as having the Focus (1) trait when used to cast a spell that is transcribed within. A Spell book doesn’t need to be held to gain the benefit of Focus, but it does need to be equipped as your Special Equipment. A standard Spellbook can only contain 5 spells, an inferior can only hold 3, a superior can hold 7, and a masterwork can hold 10 spells.

Finding a Spellbook that contains a spell you do not know allows you to study it over a Long Rest. After the rest, you must make a Skill Test of the Spell’s School. If successful, you learn the spell.

***Plating***

Plating counts as another piece of Armor and follows all the same rules as standard secondary armor, except that it cannot be Burned. This grants DR equal to half the Material, just like Helmets, Boots, and Gauntlets.

***Gemstones***

?

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Diamond | .1 | 50 |
| Emerald | .1 | 40 |
| Sapphire | .1 | 30 |
| Ruby | .1 | 20 |
| Garnet | .1 | 8 |
| Topaz | .1 | 10 |
| Amethyst | .1 | 12 |
| Pearl | .1 | 5 |
| Flawed Gem | /// | x0.5 |
| Flawless Gem | /// | x2 |

***Containers***

?

| ***Item*** | ***ENC*** | ***Value*** | ***Capacity*** |
| --- | --- | --- | --- |
| Backpack, Small | 1 | 15 | 10 |
| Backpack, Large | 2 | 25 | 15 |
| Belt Pouch | .5 | 10 | 5 |
| Chest, Small | 4 | 20 | 20 |
| Chest, Medium | #1 | 40 | 35 |
| Chest, Large | #1 | 75 | 50 |
| Crate, Small | #2 | 25 | 40 |
| Crate, Medium | #2 | 35 | 60 |
| Crate, Large | #2 | 60 | 80 |
| Sack, Small\* | .5 | 5 | 10 |
| Sack, Large\* | 1 | 15 | 15 |
| Barrel, Small\*\* | 3 | 20 | 20 |
| Barrel, Large\*\* | # | 35 | 40 |

\* A Sack must be held in a Hand.

\*\* Barrels are the only Container that can hold Liquids.

***Light Sources***

?

| ***Item*** | ***ENC*** | ***Value*** | ***Area of Light*** | ***Duration*** |
| --- | --- | --- | --- | --- |
| Candle | .1 | 3 | 1m | 6 Hours |
| Torch\* | .5 | 7 | 8m | 4 Hours |
| Lantern\*\* | 1 | 15 | 5m | 1 Hour |

\* A Torch can be used as a 1 handed Light Weapon with a reach of 1m that inflicts 1d5 Fire Damage. On an Unlucky # roll, the torch breaks. The Torch will also break if you are unsuccessful in parrying an attack with it or you Power Attack with it.

\*\* A Lantern can be equipped as a Special Item which will still shed light and allow for the use of both hands. Lanterns can be refilled with a flask of oil.

# Arcane Goods

Tamriel is a land of innumerable magical wonders, many of which find their way into the markets and guild halls of average Tamrielic cities. This section contains prices for those items.

***Soul Gems***

Soul gems are gems that can be used to capture the souls of men and beasts. There are a number of different soul gems, each of which has its own base charges and can only hold certain types of souls. Black souls are the souls of men, mer, and the beast races. All other creatures have white souls.

| ***Soul Gem*** | ***SL*** | ***Charges*** | ***ENC*** | ***Value*** |
| --- | --- | --- | --- | --- |
| Petty | 1 | 3 | .2 | 15 |
| Lesser | 2 | 5 | .2 | 30 |
| Common | 3 | 7 | .2 | 50 |
| Greater | 4 | 9 | .5 | 60 |
| Grand | 5 | 12 | .5 | 75 |
| Black | 5 | 12 | .5 | 80 |

Characters can also purchase soul gems that are completely, or only partially, full. The price of filled soul gems can be determined with the following formula:

***Gem Price \* SL of the Soul + 10***

***Enchanted Items***

Finding an enchanted item for sale can be difficult, and when they are for sale they are often extraordinarily expensive due to how rare skilled enchanters are. Only mages regularly traffic in these items, and they know their true value. The price of the item should incorporate the price of the base item, and the strength of the enchantment.

***Base Item \* Spell Level Modifier***

| ***Spell Level*** | ***Value*** |
| --- | --- |
| Spell Level 1 | 1.5x |
| Spell Level 2 | 2x |
| Spell Level 3 | 3x |
| Spell Level 4 | 5x |
| Spell Level 5 | 6x |
| Spell Level 6 | 8x |

***Enchanting Tools***

These tools are used in the creation of magic items.

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Magetallow Candle | .2 | 30 |
| Magepress Scroll | .5 | 20 |
| Enchanting Table | \* | 250 |

***Enchantment Services***

Enchanted items can be extremely powerful, and extremely expensive. Characters can hire enchanters to create items with enchantments of all types. Their cost is determined by the following formula, note that the client must provide the item that is being enchanted:

***Enchanter Fee***: Soul Gem (Filled) + Skill Fee

The Enchanter’s skill Fee is based on the Spell LEvel of the enchantment. Note that not every enchanter is a master and most public enchanters are only able to make up to level 4 enchantments at best. For higher level enchantments will require a character to seek them out.

| ***Enchanting Skill Fee*** | ***Value*** |
| --- | --- |
| Spell Level 1 | 75 |
| Spell Level 2 | 100 |
| Spell Level 3 | 150 |
| Spell Level 4 | 250 |
| Spell Level 5 | 300 |
| Spell Level 6 | 400 |

***Alchemical Ingredients***

Potions are created using alchemical ingredients. Higher quality ingredients have higher strength, allowing for more powerful effects. The following formula shows the value of an alchemical ingredient.

***Ingredient Rarity\*8***

***Potions***

Listed here is the formula to determine the value of a potion as well as some common potions.

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Potion | .2 | (10+Potency)\*Magnitude |

Easy way to write a Potion in your inventory

* ***(Form) of (Effect) (mX, pX)***

***Elixir of Healing*** (m2, p4) [Value: 28]

* Restores 8 Health when drunk.

***Elixir of Replenish*** (m2, p4) [Value: 28]

* Restores 8 Magicka when drunk.

***Elixir of Respite*** (m2, p4) [Value: 28]

* Restores 4 Stamina when drunk.

***Tincture of Ward*** (m2, p4) [Value: 28]

* Grants the drinker 4 Temp HP that replenishes at the start of each of the drinkers turns for 3 rounds.

***Bomb of Fire*** (m2, p4) [Value: 28]

* *Thrown (5), Marksman Weapon*
* *Inflicts 1d10+4 Fire Damage in a 2m AoE*

***Varnish of Poison*** (m2, p4) [Value: 28]

* Can be applied 2 Times
* Inflicts 6 Poison Damage on contact

***Alchemy Tools***

These are the tools and components used in alchemy.

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Field Alchemy Kit | 2 | 35 |
| Field Alchemy Lab | 5 | 60 |
| Full Alchemy Lab | \* | 120 |
| Distilled Water | 1 | 5 |
| Distilled Alcohol | 1 | 5 |
| Distilled Grease | 1 | 5 |
| Distilled Oil | 1 | 5 |

* *Field Kits*

Field Kit alchemy tools can be used over a Short Rest and can be easily carried. However, you can only ever create 1 potion per test using a Field Kit.

* *Field Labs*

Field Lab alchemy tools must be set up, which takes a Short Rest, before they can be used and when you wish to move on again it takes another Short Rest to pack it all back up. Alternatively, you can use it normally over a Long Rest, assuming you set up and packed up during the period. Field Labs allow the creation of multiple Potions per test, as noted in the creation section of the rules.

* *Full Labs*

Full Lab alchemy tools cannot be transported, as they are completely stocked with the proper tools and containers needed to create your potions. Creating potions in a full lab grants a +10 to your Alchemy tests.

# Training

WIP

Trainers

“Skill” Books/Spell Tomes

# Trade Goods

WIP

# Banking