Living in Tamriel

This chapter features mechanics and rules to further the sense of immersion into the world of Tamriel. Several of these rules are entirely optional and the Gamemaster should take a moment to read them and determine if they should be used at their table.

***Items and Encumbrance***

Encumbrance represents the mass and bulk of the items the character is wearing, wielding, or carrying on their person. The Encumbrance Value (ENC) of an item is a single digit number that represents this. Items with an ENC of zero are, on their own, inconsequential. But if a character is carrying a large number of these items, treat every 10 zero ENC items as having a total ENC of one.

If a character is carrying an item in such a way that the space it takes up isn’t an issue (such as inside a pack or container), its ENC is halved (round down).

***Encumbrance Levels***

Carrying a burden beyond your physical capability will impose certain penalties. Your Carry Rating (CR) 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, Acrobatics, and Athletics skills.

***Hunger & Thirst***

For a sense of realism and necessity for proper preparation in a group's supplies on their journey, some Gamemasters may wish to have them track food and water supplies. The rules here are a very simplistic and impactful method of adding such an incentive to your player’s decision making.

If the characters lack Food and Water during a rest, they cannot gain the benefits from the rest. They do not recover Stamina, Magicka, Health, and do not gain the “Well Rested” benefit if they would normally. Character’s can benefit from a Short Rest without food & water once before they will need to sate themselves again.  
 If the character’s go more than a day without food & water, they begin to suffer a -10 penalty to all tests. After three days without proper sustenance, they will suffer from the “Malnourished” condition, following its rules as detailed later in this chapter.

***Resting***

During their adventures characters will often spend long periods of time in dangerous environments and situations, and will typically need some time to recover afterwards. One way to do that is by resting. There are three different types of rests: short rests, long rests, and extended rests.

***Short Rests***

A short rest is an hour-long period of downtime in which the character performs no strenuous physical activity. At the end of a short rest, a character regenerates one Stamina Point or removes one level of fatigue, and regains IntB Magicka Points.

***Long Rests***

A long rest is a 24 hour long period of downtime in which the character performs no strenuous physical activity.  
 At the end of a long rest, a character removes all levels of fatigue and regains all SP spent, heals an amount of Hit Points equal to their Endurance bonus, and regenerates all of their missing Magicka Points. Many powers also recharge at the end of a long rest. A character must be conscious at the start of the Long Rest to gain its benefits.

***Extended Rest***

An extended rest represents a week of downtime and minor activities.

At the end of an extended rest, a character restores all missing Stamina, Magicka, and Health (so long as they do not have any condition or trait that would prevent recovery) and may select one Downtime Activity, detailed below.

A character cannot benefit from a Long or Short rest during an Extended rest and can only perform one downtime activity per Extended rest.

* *Craft an Item*

Certain items detailed in the different Crafting sections require an Extended Test to be worked on. The exact rules are detailed in the (CRAFTING) chapter.

* *Treat a Disease*

Attempting to treat a diseased creature takes time and effort. Diseases and their treatments are detailed in the “Disease” section within this chapter.

* *Ply your Trade*

A character may choose to use one of their skills to earn some money during their downtime. Which skill they choose is up to the player. However, they must explain how they are utilizing their skill to the Gamemaster, who determines if their action would prove profitable and what, if any, complications and roleplay scenarios the player could encounter during their downtime.

The player must make three tests using their chosen skill and they earn an amount of Gold equal to the highest DoS multiplied by their skill Rank. They could also earn some extra rewards based on the exact outcome of any Roleplaying encounters as the Gamemaster sees fit.

* *Learn a Spell*

As detailed in the “Learning Spells” section in the (MAGIC) chapter, a character can attempt to study a spell during a long or extended rest. The exact rules are detailed in the aforementioned section and chapter.

* *Train a Skill*

A character may choose to spend the time to properly train a skill. Doing so grants a -1 to the Exp cost of increasing a skill or talent. This benefit increases to a -2 if the character has a trainer to help them, at whatever cost the GM thinks is appropriate. Training can only reduce the cost of one talent or one skill point per extended rest. The cost of a Talent of Skill cannot be reduced to less than 2 exp. If the trainer is considered a master in the given skill (master skill rank), the discount is a -3 instead.

* *Pursue an Undertaking*

Detailed below are “Undertakings” which are long term goals of a character. During an Extended rest, you may choose to make appropriate tests to continue progressing along your undertaking. The exact rules and methods of progression will be detailed in the Undertakings section within this chapter.

***Rest Actions***

Performing any action aside from resting during a Short or Long rest, prevents the character from receiving the benefits of the rest.

# Traveling

Traveling across the lands of Tamriel can be challenging and dangerous. Detailed below are actually two rulesets for traveling, a basic and an advanced version. Gamemasters should decide on which one best fits whatever style of play they wish to cultivate at their table.

***Basic Travel Rules***

This ruleset is a very simplistic design that leaves most of the journey to the whims of the Gamemaster. It is barebones and should be used if travel does not play a large part of your game's themes.

***Travel pace***

A character, or group of characters, can travel at either a slow, normal, or fast pace. This determines how far they can move in a given period of time, and how taxing the journey is.

| ***Pace*** | ***Speed*** | ***Effect*** |
| --- | --- | --- |
| Fast | 7 kph, 56/8 hours | -10 on Role Checks |
| Moderate | 5 kph, 40/ 8 hours | ---- |
| Slow | 3 kph, 24/ 8 hours | +10 on Role Checks |

Characters traveling through particularly difficult terrain travel at half the normal pace for their given speed.

***Travel and Exhaustion***

The travel pace assumes that characters travel roughly 8 hours in a day. For each hour traveled beyond this the characters must make an Endurance test (starting at +0 for the first hour) with a stacking -10 penalty for each hour beyond this. On failure, the character loses 1 SP.

***Advanced Travel Rules***

This ruleset is more involved and is intended to impart a sense of scale to the world of Tamriel and a sense of risk and intention when travel is involved. This ruleset should be used if Travel is wanted to be an intrinsic and desired part of play, one where the journey is as important as the destination.

To use this ruleset simply follow the steps below and resolve the outcomes as the Gamemaster sees fit.

***Step 1:*** *Determine Travel Pace*

A character, or group of characters, can travel at either a slow, normal, or fast pace. This determines how far they can move in a given period of time, and how taxing the journey is.

| ***Pace*** | ***Speed*** | ***Effect*** | ***Toll*** |
| --- | --- | --- | --- |
| Fast | 7 kph, 56/ 8 hours | -10 on Tests | +3 |
| Moderate | 5 kph, 40/ 8 hours | ---- | +0 |
| Slow | 3 kph, 24/ 8 hours | +10 on Tests | -2 |

Certain modes of transportation may affect your speed. These effects are listed below.

| ***Mount*** | ***Pace*** | ***Toll*** |
| --- | --- | --- |
| Horse | +2 | -1 |
| Cart | -2 | -0 |
| Carriage | -1 | -1 |

While traveling through “Difficult Terrain”, your kph is reduced.

- ***Rough Terrain*** (i.e. *Trackless Woods*)

* -1 kph & +2 Toll

- ***Arduous Terrain*** (i.e. *Over a Mountain*)

* -2 kph & +3 Toll

***Step 2:*** *Determine Methods of Rest*

While traveling, the party must settle on how they will be choosing to rest along their journey.

***Camping***

You resolve to camp out during your journey. Doing so increases the Journey’s Toll by 4 and requires 1 portion of Rations for every character each day. Up to 2 characters can elect to improve the campsite as their ***Traveler Action***, doing so calls for a ***Survival*** skill test and you combine both characters DoS and reduce the Journey’s Toll by half the total.

***Taverns***

You have decided to rest in Taverns and Inns during your journey. Doing so reduces the Journey’s Toll by 2 and costs 12 gold per person. Taverns are usually only found along main roads and are rare on smaller paths. Having to halt your Journey early in order to rest at an inn because you never know when the next one will come, causes your total distance traveled over the Leg to be reduced by a roll of 1d10 kilometers. Food and drink are included in the cost listed above.

***Step 3:*** *Determine Traveler Action*

Each Character may elect to perform one of the following Actions to aid in the journey. Characters may change their Action or roll the same one again for every leg of the Journey.

For every test that fails, you add 5 to the Journey’s Toll. For every character that doesn’t choose a Traveler Action, you increase the Journey's Toll by 2.

***Scouting***

You may elect to hasten your Journey by scouting ahead for short cuts and to avoid obstacles. This calls for an ***Awareness*** skill test and will increase your pace by +2 if successful and +3 if you roll an advantage.

***Piloting***

Using a Carriage, Cart, or other vehicle requires at least one character to roll an appropriate skill of ***Riding, Animal Handling,*** or ***Engineering*** skill test, based on the exact type of vehicle, and Reduces the Journey’s Toll by the Test’s DoS/2 or the full DoS if you roll an advantage.

***Healer***

You may elect to lend medical aid to a wounded or ill character during the Journey. Doing so allows you to roll for Recovery, See ***Health and Wounds*** for further details. While acting as a Healer, you function as having performed no Traveler Action, and failing the test has no further negatives to the Toll.

***Assist***

You may elect to aid another traveler in their Role, doing so will reduce the Toll taken from a failed test by 1 per assistant, to a max of 3.

***Guarding***

You may make an ***Awareness*** test to keep an eye out for threats. If you are successful, if you are attacked, you cannot be surprised. If you roll an advantage, you can alert one other character to also be immune to surprise.

***Hunting***

If you choose to not consume a Ration, or lack one, you may elect to Hunt for your food. Doing so calls for a ***Hunting Challenge*** and reduces your speed by 1 kph. The rules and benefits for this is detailed below in the ***Hunting*** section below.

***The Journey’s Toll***

Every choice the party makes increases the Journey’s Toll and at the end of each Leg the Gamemaster tallies up the Toll and the party must divide it between them as they see fit.

The following adverse conditions are the different effects that Toll can cause during your Journey. At the start of the Leg, you make an Endurance test at the difficulty listed on the chart to resist the effect for the leg and the GM rolls 1d10 on the Affliction chart to determine what happens to the character.

Any reference to an X value is equal to the amount of Toll that is assigned to the character.

| ***Toll*** | ***Test*** |
| --- | --- |
| 1-5 | -10 |
| 6-9 | -20 |
| 10+ | -30 |

***Afflictions***

| ***Roll*** | ***Affliction*** |
| --- | --- |
| 1-3 | *Due to an accident, you take X Wounds.* |
| 4-5 | *You contract a Common Disease at stage 1.* |
| 6-7 | *A Minor injury prevents you from taking a Traveler Action on the next Leg.* |
| 8-10 | *Your poor condition and weary form results in you losing some progress in your training. You lose X/2 Exp.* |

***Additional Conditions***

There are a few things that can affect the Toll of a Journey then those listed above. These conditions are applied at the start of each Leg.

***Sick & Wounded Travelers***

Travelers that have at 4+ Wounds or are suffering from a disease at Stage 2+, can’t perform any Traveler Actions.

***Extreme Temperatures***

Traveling in conditions of extreme temperatures, such as traversing a Desert in the Summer or the Cold North during Winter, decreases your pace by 1 kph and increases your Toll by 5.

***Hunting Challenge***

When a character chooses to Hunt, whether by taking the ***Hunting*** Traveler Action or by simply choosing to go hunting. The following Skill Challenge is a short and simple method for making the act of hunting a little more engaged and less taxing on the Gamemaster.

Hunting is performed over a Long Rest, preventing the Hunter from gaining the benefits of the rest.

***Roll for Bounty***

Before a hunter can begin their game, they must roll to see if there is prey to be had. The Hunter with the highest Luck must roll a Luck Test, with a modifier based on how bountiful the area is by GM discretion. If this test is successful, the DoS applies a modifier to the next test.

| ***DoS*** | ***Mod*** |
| --- | --- |
| 1-4 | +0 |
| 5-7 | +10 |
| 8+ | +20 |
| Crit | +30 |

***Roll for Quarry***

The Hunters make a Survival skill test, using Teamwork for multiple hunters, and the DoS determines what size of prey they manage to track down.

| ***DoS*** | ***Prey*** |
| --- | --- |
| 1-4 | Small Game |
| 5+ | Large Game |
| Crit | Hunter’s Choice |

***Roll for Approach***

The Hunters may choose to either run down their prey or sneak up on them. Rolling an Athletics or Sneak skill test. Failure results in the prey escaping.

***Roll for the Strike***

The Hunters then make an attack roll against the Prey and if successful, roll damage against them. The Star Blocks for Small and Large Game should be easily taken down in one strike. However, if multiple attacks are needed, then they repeat the Approach and Strike steps.

***Roll for Harvest***

Detailed in the stat block for the Game animals are the rules for harvesting materials and meat from them. Once the prey is killed, the Hunter then tests to harvest their gain from them.

***Roll for Trapping***

If the Hunters choose to utilize traps, then they skip the Approach step and instead roll a Survival skill test to set up a trap. The hunter requires an appropriate trap for the game they are after in order to do this.  
 If the strike step fails to kill the Prey, the beast must make a successful Physical test to escape the trap before they could try and escape. Failing this test allows the Hunter to strike again.

***Happenings on the Path***

While traveling, the party may encounter certain happenings that will either help or hinder them on their path. At the end of each leg, the GM will tallie up all failures and crits, failures and successes, and determine whether a Complication or a Favor occurs. The different outcomes have the following values associated with them.

| ***Result*** | ***Value*** |
| --- | --- |
| Crit Fail | 1 Complication |
| Crit Pass | 1 Favor |

Complications and Favors cancel each other out, so if you total 2 Favors and 3 Complications, then the end result is a Complication with an X of 1. If they cancel each other to an end result of 0, then no event happens. Detailed below are the different Complications and Favors that can occur.

***Complications***

| ***Roll*** | ***Event*** |
| --- | --- |
| 1-2 | Fell Signs |
| 3-4 | Obstacle |
| 5-6 | Lost Supplies |
| 7-8 | Poor Weather |
| 9 | Lost the Way |
| 10 | There are Enemies Nearby |

***Advantages***

| ***Roll*** | ***Event*** |
| --- | --- |
| 1-2 | A Sight to Behold |
| 3-4 | Short Cut |
| 5-6 | Nature’s Bounty |
| 7-8 | Fine Weather |
| 9 | A Fine Site to Camp |
| 10 | A Helping Hand |

***Detailed Complications***

***Fell Signs***

“*You come across signs of ill omens that leave you all shaken.*”

* The Journey's Toll is increased by X+1

***Obstacle***

“*An unexpected obstacle lies before you, moving it will certainly slow your progress.”*

* Your total distance traveled in this Leg is reduced by X\*5

***Lost Supplies***

“*You come to realize that at some point during the last few hours, much of your supplies have either been lost or ruined.*”

* Roll 1d10 and everyone must elect an amount of supplies from the following list to discard. If the party lacks the required amount of items, they simply lose all they have that would apply.
* *Food Stuffs, Loose Weapons, Armor, Clothes, Torches, and Tools.*

***Poor Weather***

“*Right when you thought it couldn’t get any worse, it got worse. Sandstorms, downpours, and blizzards.*”

* Your Distance Traveled in this Leg is reduced by X\*5
* The Journey’s Toll is increased by X+2

***Lost the Way***

“*Due to some lapse in judgment or mistake on the map, you have realized that you have been heading the wrong way.*”

* You lose X days worth of Food
* The Journey’s Toll is increased by X+2

***There are Enemies Nearby***

“*It has come to your attention that you are not alone on the path and you must be ready to face the incoming threat.*”

* The Gamemaster can make the scenario however they see fit, such as an ambush by bandits, pack of wolves, rabid orge, or even stumbling on a hostile Camp or Lair that the party will have to circumvent through choice instead of combat.

***Detailed Favors***

***A Sight to Behold***

“*You come across a wonderful sight, from a peaceful and serene pond or glen to a truly breathtaking view from the cliff side.*”

* The Journey's Toll is reduced by X+1

***Short Cut***

“*You have found a useful path that will bypass a portion of the Journey.*”

* You travel an extra X\*5 Kilometers in this Leg.

***Nature’s Bounty***

“*The wealth of the wilds has found its way to your board, enjoy the fruits of your fortune.*”

* You gain X+3 days worth of Food

***Fine Weather***

“*The sky parts and the wind blows, the fresh air carries you onward.*”

* Your Pace for the next Leg is increased by X
* The Journey’s Toll is reduced by X

***A Fine Site to Camp***

“*You found the perfect spot to camp, it was safe, soft ground, and calm. True bliss is rare on the path.*”

* The Journey’s Toll is reduced by X+4

***A Helping Hand***

“*You have come across another traveler on the road who is willing to lend a hand.*”

* The party can choose from one of the following benefits to receive.
* Reduce Toll by X
* Gain X Days Food
* The next Legs Pace is increased by X
* Remove X Wounds (Divided across the party as they see fit)

# Diseases & Infections

Diseases are contracted from contact with diseased peoples or animals, or other creatures that are otherwise filthy, such as skeevers or mudcrabs. Sometimes diseases can be caught as the result of traps, poisons, or environmental effects, such as Corprus. Diseases are contracted after a failed Endurance test after an encounter with a disease carrier. Diseases are contracted at stage one, but can progress to different stages. The farther along the stage of the Disease, the harder it is to cure and treat.

***Treating Disease***

Every disease has a listed “Treat” difficulty based on the stage, this is the modifier to Medicine skill tests made to treat the disease. Treating a Disease is done over a Long or Extended Rest and if successful, reduces the infected creature's Stage by 1 step, until it reaches 0 when it is cured.

If the test fails, the healer must make an Endurance test to avoid contracting the disease, if the disease is listed as Contagious.

***Resisting Disease***

Every disease has a listed “Resist” difficulty based on the stage, this is the modifier to an Endurance test made to resist the disease from progressing. If the character rolls a lucky number or successfully resists a disease progressing twice in a row reduces the disease stage by 1 step, until it reaches 0 when it is cured.

***Anatomy of a Disease***

Every disease has a detailed entry below. Detailed here are explanations of each part of the Disease.

* *Stage*

Each disease has three stages, each one has its appropriate changes to the following parts.

* *Chance*

Every disease has an assigned percentile value, for those GMs who want to afflict a character with a random disease.

* *Severity*

This value is how hard the disease is to cure using the Cure spell.

* *Treat*

This is the test difficulty associated with trying to treat the disease using the Medicine skill.

* *Resist*

This is the test difficulty associated with resisting the disease using your Endurance.

* *Gestation*

The time period between the Endurance test to resist stage progression.

* *Carriers*

A few creatures that are known to frequently carry the disease.

* *Symptoms*

The actual effects and penalties that affect a creature with this disease. There are two types of Symptoms; Conditions and direct modifiers.

**Symptom Conditions**

* *Vomiting*

Your illness has induced vomiting. Whenever you attempt to eat or drink anything (i.e. potions), you must make a -10\*X End test or Vomit it up. When you vomit, you lose 1 SP. If you are attempting to drink/eat medicine (i.e. a Cure Disease Potion) you make a +10 End test instead.

* *Headache*

Your head feels as if it could split at any moment. All skill tests that use WP, INT, or PRS reduce their DoS by 2+X, and all Magicka costs are increased by 3+X.

* *Coughing*

Damn this cough, not a moment of rest. Whenever you attempt to speak out loud (i.e. calling out in combat), attempt to hide using stealth, or chanting an arcane incantation, you must make a successful -10\*X End test or fail whatever it was you were attempting.

* *Soreness*

Your body aches relentlessly, your natural healing rate is halved, your WT is reduced by 2+X, and your Speed is reduced by X.

* *Shakes*

Your hands tremble endlessly. Any test you make that uses or benefits from a firm and steady grip (Pickpocketing, Hand Gestures, Lock Picking, and resisting being disarmed…) suffer a -10\*X penalty.

* *Fatal*

At the end of the next Gestation period, your illness will take your life if you fail a Stage 3 resist test. If you pass this test, you will postpone the fatality by another gestation period until you are cured or eventually fail the test and die.

* *Feeble*

Your body is drained of its strength. You inflict -X less physical damage from your attacks. Additionally, your CR is reduced by X\*2.

**Common Diseases**

Common Diseases are caught most often from traps, poisons, or from fighting Diseased animals or people. Common Diseases often start out relatively minor, but some progress severely. Common Diseases are often spread through contact or bodily fluids, preventing them from breaking out into full blown plagues. Common Diseases bear mild social stigma, which can escalate to disgust and suspicion if it is allowed to develop into later stages. Given the ease of treating Common Diseases, only the truly destitute and unfaithful are afflicted with what is seen as their just due.

***Shared Effects of Common Diseases***

All Common Diseases cause the following effects in their victims:

* ***Diseased*** (-10, Y=The Disease they have)
* -10 to all Social Based tests

The Diseases include a d100 result in case you want to randomize Disease contraction without regard to which creatures are typically carriers.

***Ataxia***

*“Ataxia is a mild common disease affecting the victim's strength and dexterity. Symptoms include generalized pain, muscle stiffness and paleness. This can affect the victim's ability to pick locks. It may be contracted from slaughterfish, bears, zombies, skeevers and alit.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-20* |
| ***Treat*** | *+20* | *+10* | *+0* |
| ***Severity*** | *1* | *2* | *2* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1:** *Shakes (1)*

**Stage 2**: *Feeble (1)*

**Stage 3**: *Shakes (2)*

***Chills***

*“Chills is an extremely dangerous common disease affecting the victim's mind and coordination. Symptoms include clumsiness and mental confusion. It may be contracted from the undead.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-20* | *-30* |
| ***Treat*** | *-0* | *-10* | *-20* |
| ***Severity*** | *1* | *2* | *2* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1**: *Shakes (1)*

**Stage 2**: *Headache (1), Vomiting (1)*

**Stage 3**: *Shakes (2), Headache (2)*

***Cholera***

*“Cholera is one of the deadliest diseases in Tamriel, and is always fatal unless a cure is provided very quickly.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-20* | *-30* |
| ***Treat*** | *-10* | *-20* | *-30* |
| ***Severity*** | *3* | *4* | *5* |

*Chance*: ???

*Gestation*: 3 Days

*Symptoms*

**Stage 1**: *Soreness (1), Vomiting (1)*

**Stage 2**: *Feeble (1)*

**Stage 3**: *Soreness (2), Vomiting (2), Fatal*

***Consumption***

*“The willpower, agility, and strength of a victim of Consumption will slowly leave them, until they are cured or they die.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-20* | *-30* |
| ***Treat*** | *+10* | *+0* | *-10* |
| ***Severity*** | *4* | *5* | *6* |

*Chance*: ???

*Gestation*: ???

*Symptoms*

**Stage 1**: *Coughing (2)*

**Stage 2**: *Vomiting (1), Coughing (3)*

**Stage 3**: *Feeble (1), Fatal*

***Gangrene***

*“A repulsive disease associated with Namira. Gangrene is a condition that occurs when body tissue dies. It is caused by a loss of blood supply due to an underlying illness, injury, and/or infection. Fingers, toes, and limbs are most often affected, but gangrene can also occur inside the body, damaging organs and muscles.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-15* | *-20* | *-25* |
| ***Severity*** | *3* | *3* | *4* |

*Chance*: ???

*Gestation*: 1 Day

*Symptoms*

**Stage 1**: *Feeble (1), Soreness (1), -1 Max SP*

**Stage 2**: *Feeble (2), -2 Max SP*

**Stage 3**: *Fatal*

***Leprosy***

*“A repulsive disease associated with Namira. Victims of Leprosy slowly waste away, unless a cure is provided.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-20* |
| ***Treat*** | *-10* | *-20* | *-30* |
| ***Severity*** | *3* | *4* | *5* |

*Chance*: ???

*Gestation*: 3 Days

*Symptoms*

**Stage 1**: *Feeble (2), Soreness (2), -20 on Social Tests*

**Stage 2**: *Feeble (3), Soreness (3), -30 on Social Tests*

**Stage 3**: *Feeble (4), Soreness (4), -40 on Social Tests*

***Rabies***

*“Rabies is a serious disease which leads to madness and eventual death. It can be contracted from rabid wolves and other animals.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-15* |
| ***Treat*** | *-10* | *-20* | *-30* |
| ***Severity*** | *2* | *2* | *3* |

*Chance*: ???

*Gestation*: 4 Days

*Symptoms*

**Stage 1**: *Headache (1)*

**Stage 2**: *Soreness (2), Frenzied Condition*

**Stage 3**: *Fatal*

***Rockjoint***

*“Rockjoint is an acute common disease affecting a victim's manual dexterity and ability to use melee weapons. Symptoms include painful swelling and immobility of all joints. It may be contracted from wolves, alit, zombies and domesticated guar.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-5* | *-10* | *-15* |
| ***Treat*** | *-10* | *-15* | *-20* |
| ***Severity*** | *1* | *1* | *2* |

*Chance*: ???

*Gestation*: 4 Days

*Symptoms*

**Stage 1**: *Shakes (1), Feeble (2)*

**Stage 2**: *Shakes (2), Soreness (1)*

**Stage 3**: *Soreness (2), Feeble (3)*

***Rotbone***

*“Contracted from Durzogs, Rotbone causes fatigue.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-15* |
| ***Treat*** | *---* | *-10* | *-15* |
| ***Severity*** | *2* | *2* | *3* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1**: *Feeble (1), -1 Max SP*

**Stage 2**: *Feeble (2), -2 Max SP*

**Stage 3**: *Feeble (3), -3 Max SP*

***Wound Rot***

*“Wound Rot very slowly erodes the victim's strength, endurance, and health until cured.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-10* | *-15* | *-20* |
| ***Severity*** | *2* | *2* | *3* |

*Chance*: ???

*Gestation*: 3 Days

*Symptoms*

**Stage 1**: *Feeble (1), -5 Max HP*

**Stage 2**: *Feeble (2), -10 Max HP*

**Stage 3**: *Soreness (2), Feeble (3)*

***Yellow Fever***

*“The endurance, willpower, and health of a victim of Yellow Fever will decline each day, until they find a cure or die.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *-20* |
| ***Treat*** | *-10* | *-15* | *-20* |
| ***Severity*** | *2* | *3* | *3* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1**: *Headache (2), Feeble (1)*

**Stage 2**: *Soreness (1), -5 Max HP*

**Stage 3**: *Feeble (2), -10 Max HP, Fatal*

***Frostlimb***

*“A relatively obscure Disease, Frostlimb causes intense sensations of coldness within the victim’s arms and legs, especially their fingers. As a result, fine motor skills are punished greatly, and the effect of Frost damage is greatly magnified.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-20* | *-30* |
| ***Treat*** | *---* | *-10* | *-20* |
| ***Severity*** | *3* | *3* | *4* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1**: *Shakes (1), Weakness to Frost (2)*

**Stage 2**: *Shakes (2), Weakness to Frost (4)*

**Stage 3**: *Shakes (3), Weakness to Frost (6)*

***Brain Rot***

*“Brain Rot is a progressively worsening, mind affecting disease. It dampens the intelligence, intuition, and mental acuity of its victims. Eventually, Brain Rot destroys any semblance of sanity and of the self in its victims, leaving them to shuffle in a broken stupor until they are cured or die.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-20* | *-30* | *-30* |
| ***Treat*** | *-10* | *-20* | *-30* |
| ***Severity*** | *2* | *3* | *4* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1**: *Headache (2), -2 Initiative, -10 Max Magicka*

**Stage 2**: *-3 Initiative, -15 Max Magicka*

**Stage 3**: *Headache (2), -25 Max Magicka*

Blight Diseases

***Ash Woe Blight***

*“Ash Woe Blight is an acute blight disease affecting the victim's will and thought processes. It may be contracted from corprus beasts or other blighted creatures.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-5* | *-10* | *-15* |
| ***Treat*** | *-10* | *-15* | *-20* |
| ***Severity*** | *3* | *4* | *5* |

*Chance*: ???

*Gestation*: 4 Days

*Symptoms*

**Stage 1**: *Headache (2)*

**Stage 2**: *Headache (3)*

**Stage 3**: *Headache (4)*

***Ash-Chancre***

*“Ash-Chancre is an acute blight disease affecting the victim's behavior. It may be contracted from corprus beasts or other blighted creatures.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-15* | *-15* | *-20* |
| ***Severity*** | *3* | *4* | *5* |

*Chance*: ???

*Gestation*: 4 Days

*Symptoms*

**Stage 1**: *-20 on Social Tests*

**Stage 2**: *-30 on Social Tests*

**Stage 3**: *-40 on Social Tests, Frenzied Condition*

***Black-Heart Blight***

*“Black-Heart Blight is an acute blight disease affecting the victim's strength and endurance. It may be contracted from corprus beasts or other blighted monsters. The disease has also spread to zombies, allowing it to live on despite the ending of the Blight in 3E 427.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-15* | *-15* | *-20* |
| ***Severity*** | *2* | *3* | *4* |

*Chance*: ???

*Gestation*: 3 Days

*Symptoms*

**Stage 1**: *Feeble (2), Soreness (2)*

**Stage 2**: *Feeble (3), -1 Max SP*

**Stage 3**: *Feeble (4), -2 Max SP*

***Chanthrax Blight***

*“Chanthrax is an acute blight disease affecting the victim's dexterity and mobility. It may be contracted from corprus beasts or other blighted monsters. The disease has also spread to boars and zombies, allowing it to live on despite the ending of the Blight in 3E 427.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-10* | *-15* | *-20* |
| ***Treat*** | *-15* | *-15* | *-20* |
| ***Severity*** | *3* | *4* | *4* |

*Chance*: ???

*Gestation*: 3 Days

*Symptoms*

**Stage 1**: *Soreness (2), -1 Max SP*

**Stage 2**: *Soreness (3), Shakes (1)*

**Stage 3**: *Shakes (2), -2 Max SP*

Magical Diseases

***Astral Vapors***

*“A magical disease which circumvents resistance. Symptoms include stunted and damaged magicka reserves. It may be caught from Dread Zombies.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-15* | *-20* | *-30* |
| ***Treat*** | *-15* | *-20* | *-25* |
| ***Severity*** | *4* | *5* | *6* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1**: *Headache (2), -10 Max Magicka*

**Stage 2**: *Headache (3), -20 Max Magicka*

**Stage 3**: *Headache (4), -30 Max Magicka*

***Caliron’s Curse***

*“Some people have recovered from Caliron's Curse by themselves in a week or two, but their strength, speed, and agility remain stunted. It is best to cure the disease quickly.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-15* | *-20* | *---* |
| ***Treat*** | *-10* | *-15* | *---* |
| ***Severity*** | *4* | *5* | *---* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1**: *-5 Strength & Agility*

**Stage 2**: *-10 Strength & Agility*

**Stage 3**: *Disease ends, if it ends in this manner the Attributes lost are permanent*

***Cannibal’s Prion***

*“Cannibal's Prion affects the victim's agility and intelligence. It can be contracted from partaking in cannibalism.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-15* | *-20* | *-30* |
| ***Treat*** | *-10* | *-15* | *-25* |
| ***Severity*** | *4* | *5* | *6* |

*Chance*: ???

*Gestation*: 2 Days

*Symptoms*

**Stage 1**: *Headache (1), Shakes (2)*

**Stage 2**: *Headache (2), Feeble (1)*

**Stage 3**: *Frenzied Condition*

***Chrondiasis***

*“Chrondiasis is a magical disease which consumes the victim's intelligence and innate magicka day by day. Unless cured, this will eventually result in death.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *-15* | *-20* | *-25* |
| ***Treat*** | *-10* | *-15* | *-20* |
| ***Severity*** | *4* | *5* | *6* |

*Chance*: ???

*Gestation*: 4 Days

*Symptoms*

**Stage 1**: *Headache (2), -10 Max Magicka*

**Stage 2**: *Headache (3), -20 Max Magicka*

**Stage 3**: *Headache (4), Fatal*

***Troll Thirst***

*“Victims of Troll Thirst are blinded by rage. They must continuously kill to stay alive. The ailment is mercifully short-lived, and the victim will return to normal if they manage to survive. The disease is known to be contracted in the wilds around Dawnstar.”*

| ***Stage*** | ***1*** | ***2*** | ***3*** |
| --- | --- | --- | --- |
| ***Resist*** | *---* | *-10* | *---* |
| ***Treat*** | *-10* | *-20* | *---* |
| ***Severity*** | *3* | *4* | *---* |

*Chance*: ???

*Gestation*: 1 Hour

*Symptoms*

**Stage 1**: *Headache (3)*

**Stage 2**: *Frenzied Condition*

*The affected creature loses 10 HP every 10 minutes that they do not inflict damage on a living creature.*

**Stage 3**: *Ends the Disease*

# Linguistics

The people of Tamriel speak many distinct languages and there exists several ancient scripts and tongues that have been lost to the ages. Detailed here are the mechanics of linguistics and the different languages characters could encounter throughout their travels across Tamriel.

***Levels of Fluency***

All characters have a level of Fluency in their known languages. Fluency is measured in four levels, from 0 to 3. Detailed below are the descriptions and effects of each level.

* ***(0) Inarticulate***: You lack any ability to understand this language.
* ***(1) Amateur***: Your ability to understand this language is a matter of debate. You are able to identify common and prominent words and phrases but cannot properly speak or write the language.
* ***(2) Knowledgeable***: You are able to properly read the language, however your verbal ability is lacking. Your Speechcraft skill suffers a -20 penalty when using this language.
* ***(3) Fluent***: You may freely read and speak this language without complication.

***Cyrodilic, Imperial Common***

Throughout most of history, ever since the 1st era, the Cyrodilic language has spread and been adapted as a shared “Trade Language” across most of Tamriel. Nowadays, everyone holds a basic knowledge of Cyrodilic.

All characters begin with ***Fluency (2)*** in Cyrodilic.

***(Learning Languages is handled as an Undertaking, a mechanic detailed in the APG)***

***Mother Tongues***

A character's Racial Language is always considered Common for point costs.

***Languages of Tamriel***

Detailed here are the different languages from across Tamriel and beyond in some cases. Languages are divided into three types, each describing its difficulty to learn and how available are tutors in that language.

*Common (1 Point per Fluency)*

Cyrodilic

Altmeris

Dunmeris

Bosmeris

Orcish

Old Bretic

Yoku

Nordic

*Rare (2 Points per Fluency)*

Kennish

Jel

Lamian

Impish

Ta’Agra

Nedic

Harpish

Tsaesci

*Esoteric (3 Points per Fluency)*

Daedric

Ayleidoon

Dwemeris

Falmeris

Faerie

Dovahzul

Elder Script

Hist

# Miscellaneous Rules

ADDED TO AS NEEDED

FROM OTHER DOCS, PORTED FOR IMPLEMENTATION & REVISION

***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* |

***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 1m meter area of burning terrain for 6 rounds (1 minute).*
* *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.*