Armor

| ***Slots*** | ***Condition*** | ***ENC*** | ***Value*** |
| --- | --- | --- | --- |
| Cuirass | 3 | 2 |  |
| Helmet | 2 | 1 |  |
| Gauntlets | 2 | 1 |  |
| Boots | 2 | 1 |  |

Shields

| ***Type*** | ***Condition*** | ***ENC*** | ***Value*** |
| --- | --- | --- | --- |
| Shield | 3 | 2 |  |
| Buckler\*\* | 2 | 1 |  |
| Tower Shield\* | 3 | 3 |  |

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

Materials

| ***Type*** | ***DR*** | ***ENC*** | ***EL*** | ***Value*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Fur | 2 | +0 | 1 |  | Resist Frost (1) |
| Leather | 3 | +0 | 1 |  | /// |
| Ironhide | 4 | +0 | 2 |  | /// |
| Rubedo Hide | 6 | +0 | 3 |  | /// |
| Cloth | 1 | +0 | 1 |  | /// |
| Silk | 3 | +0 | 2 |  | /// |
| Silverweave | 4 | +0 | 4 |  | Magic (1) |
| Ancestor Silk | 5 | +0 | 5 |  | Magic (2) |
| Iron | 3 | +1 | 1 |  | /// |
| Chitin | 2 | +0 | 1 |  | Resist Fire (1) |
| Bonemold | 3 | +1 | 2 |  | /// |
| Steel | 4 | +2 | 2 |  | /// |
| Trollbone | 4 | +3 | 2 |  | Regenerate |
| Dreugh Shell | 5 | +2 | 3 |  | Resist Shock (1) |
| Moonstone | 5 | +1 | 3 |  | Magic (1) |
| Orichalcum | 5 | +2 | 3 |  | Strong (1) |
| Quicksilver | 6 | +1 | 4 |  | Magic (2) |
| Dwemer Alloy | 6 | +2 | 4 |  | Strong (1) |
| Adamantium | 7 | +2 | 4 |  | Strong (1) |
| Malachite | 7 | +1 | 6 |  | Magic (2) |
| Stalhrim | 7 | +2 | 4 |  | Icebound, Resist Frost (3) |
| Ebony | 8 | +3 | 5 |  | Magic (2), Strong (1) |
| Dragonbone | 8 | +2 | 6 |  | Magic (1), Strong (1) |

* ***Strong (X)***: +X to the Armor’s Condition

Magic and Elemental Resistances stack across the slots.

A full suit of Fur armor would have Resist Frost (4)

Armor Craftsmanship Qualities

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

New Rules

* ***Armor Degradation***: “Burning” Armor reduces its Condition. When it reaches 0, then the Armor is rendered useless. You still reduce the items DR/DMG by the amount of Spent Condition. When you chose to Burn your Armor, you choose what piece is spent.
* ***Condition***: How many times an item can be burned before breaking.
* ***Resistance (DR)***: Physical Damage Reduction

An Armor’s Resistance is equal to its material Resistance. You HALF this value for Secondary armor and add them together, dropping any remaining halves.

* ***Minimum Damage***: So long as the target CAN be harmed (i.e. Not Immune) then they will always take X damage, regardless of their Resistance.
* X = Craftsmanship of Weapon (Inferior = 1, Standard = 2, Superior = 3, Masterwork = 4)

For some Examples of Resistance totals

A full set of Steel Armor (DR 4) would be broken up as follows

* Torso: +4
* Helmet: +2
* Gauntlets: +2
* Boots: +2
* TOTAL: DR 10

A full set of Iron Armor (DR 3) would be broken up as follows

* Torso: +3
* Helmet: +1.5
* Gauntlets: +1.5
* Boots: +1.5
* TOTAL: DR 7 (.5)

For reference with the new armor  
  
Ebony Broadsword = 1d8+4+6+3 (+13)

Assuming the Following Bonuses

- Str Bonus = +6

- Weapon Mastery (Broadsword) = +3

Killing Blow would add an additional +6

Power Attacking (1-2 SP) +3/+6

Weapon Burning = Add a Damage Die to the roll (2d8)

A Critical Hit = roll 2 damage die and add them together (2d8+13 instead of 1d8+13..or 3d8+13 if your Crit and Burn)

Crushing Weapons, when Triggered, halves the targets Resistance

Piercing Weapons with Advantage half the targets Resistance

New Wounds

* ***Max Health Reduction***: For every point of damage over your WT you take (After DR), your Max HP is reduced by that amount.
* ***Wound Penalty***: When you take a Wound, you must make an Endurance Test.
* ***Pass*** = No Penalty, just the loss of Max HP
* ***Fail*** = Loss of Max HP & a -10 Penalty to all tests. This penalty stacks each time you fail this test.
* This penalty can be fixed with a successful Medicine Skill Test or after a Long or Extended rest.
* ***Crit Fail*** = Same as Fail, but with a -20 to your tests.
* ***Crit Pass*** = No Penalty & Half the Max HP lost.
* ***Field Treatment***: A successful Medicine skill test over a Short Rest (with a penalty equal to the Penalty applied by the wounds) will remove any of the negative penalties caused by Shock.
* ***Natural Wound Recovery***: You recover 1 Wound every Long Rest and 3 over an Extended Rest
* ***Medical Wound Recovery***: Over a Long Rest, a successful Medicine skill test will add ½ the tests DoS to the amount of Wounds recovered. You add the whole DoS when done over an Extended Rest.

Old Armor

***Armor***

*Type Reference List*

Padded = Fabric

Chitin = Metal

Rawhide = Fabric

Leather = Fabric

Fur = Fabric

Bone = Metal

Bonemold = Metal

Iron = Metal

Dreugh Hide = Metal

Spider Silk = Fabric

Moonstone = Metal

Trollbone = Metal

Steel = Metal

Ironhide = Fabric

Quicksilver = Metal

Dwemer Alloy = Metal

Silverweave = Fabric

Orichalcum = Metal

Adamantium = Metal

Malachite = Metal

Ancestor Silk = Fabric

Rubedo Hide = Fabric

Ebony = Metal

Stalhrim = Metal

Dragonbone = Metal

Shields

| ***Material*** | ***AR*** | ***ENC*** | ***EL*** | ***Value*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Chitin | 3 | 1 | x | 30 | Resist Shock (1) |
| Rawhide | 1 | 1 | x | 15 |  |
| Leather | 3 | 1 | x | 30 | Resist Fire (1) |
| Fur | 3 | 1 | x | 30 | Resist Frost (1) |
| Bone | 3 | 2 | x | 25 |  |
| Wooden | 2 | 1 | x | 20 |  |
| Bonemold | 4 | 2 | x | 60 |  |
| Iron | 5 | 3 | x | 50 |  |
| Moonstone | 4 | 1 | x | 110 | Magic (2) |
| Trollbone | 5 | 3 | x | 200 | Regenerate |
| Steel | 6 | 3 | x | 85 |  |
| Ironhide | 5 | 2 | x | 100 |  |
| Quicksilver | 5 | 1 | x | 325 | Magic (3) |
| Dwemer Alloy | 7 | 3 | x | 145 | Magic (3) |
| Orichalcum | 8 | 3 | x | 120 |  |
| Adamantium | 8 | 2 | x | 500 |  |
| Malachite | 8 | 1 | x | 700 | Magic (4) |
| Rubedo Hide | 8 | 2 | x | 350 |  |
| Ebony | 10 | 3 | x | 900 | Magic (3) |
| Stalhrim | 9 | 3 | x | 1000 | Icebound, Magic (3) |
| Dragonbone | 12 | 3 | x | 1400 | Magic (3) |

Armor

| ***Material*** | ***AR*** | ***ENC*** | ***EL*** | ***Value*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Linen | 2 | 2 | x | 10 / 20 |  |
| Chitin | 3 | 2 | x | 20 / 40 | Resist Shock (1) |
| Rawhide | 3 | 3 | x | 15 / 30 |  |
| Leather | 3 | 2 | x | 20 / 40 | Resist Fire (1) |
| Fur | 3 | 2 | x | 20 / 40 | Resist Frost (1) |
| Bone | 3 | 3 | x | 15 / 30 |  |
| Bonemold | 4 | 3 | x | 50 / 100 |  |
| Iron | 5 | 4 | x | 50 / 100 |  |
| Spider Silk | 4 | 2 | x | 60 / 120 |  |
| Moonstone | 4 | 2 | x | 90 / 180 | Magic (2) |
| Trollbone | 5 | 4 | x | 180 / 260 | Regenerate |
| Steel | 6 | 4 | x | 75 / 150 |  |
| Ironhide | 5 | 3 | x | 100 / 200 |  |
| Quicksilver | 5 | 2 | x | 250 / 500 | Magic (3) |
| Dwemer Alloy | 7 | 4 | x | 200 / 400 | Magic (3) |
| Silverweave | 6 | 2 | x | 100 / 200 |  |
| Orichalcum | 8 | 4 | x | 175 / 350 |  |
| Adamantium | 8 | 3 | x | 400 / 800 | Magic (2) |
| Malachite | 8 | 2 | x | 500 / 1000 | Magic (4) |
| Ancestor Silk | 7 | 2 | x | 400 / 1000 | Magic (4) |
| Rubedo Hide | 8 | 3 | x | 250 / 500 |  |
| Ebony | 10 | 4 | x | 700 / 1400 | Magic (3) |
| Stalhrim | 9 | 4 | x | 800 / 1600 | Icebound, Magic (3) |
| Dragonbone | 12 | 4 | x | 1200 / 2400 | Magic (3) |

*Armor Variant*

* ***Plate***  
  Metal Type Only

150% Cost (x1.5)

+2 AR

+1 ENC

*Targes*

* 75% Cost (x0.75)
* ½ Shield AR (rounded up)
* Counts as a free hand

*Bucklers*

* 75% Cost (x0.75)
* Cannot Block (still uses the Block skill)
* Grants a +1 DoS to parry tests

*Tower Shields*

* +2 AR
* 125% Cost (x1.25)
* +1 ENC

Old Wounds

***Wounds***

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

* *Minor Wounds*

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

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

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

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

* *Major Wounds*

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

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

* *Severe Wounds*

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

* ***Lost Body Part***

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

* ***Lost Ear***

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

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

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

* ***Lost Eye***

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

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

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

* ***Lost Foot/Leg***

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

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

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

* ***Lost Hand/Arm***

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

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

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

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

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

***Treating Wounds***

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

* *Untreated Wounds*

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

* *Treating Wounds*

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

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

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

***Weapon Materials***

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

***Weapon Craftsmanship Qualities***

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

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

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

***Heavy Weapons***

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

***Light Weapons***

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

***Unarmed Weapons***

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

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

***Ammunition Types***

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

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

***Marksman Weapons***

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** |
| --- | --- | --- | --- | --- | --- |
| Shortbow | 1d8 | 15 | /// | 1h | 1 |
| ***Qualities*** | *Drawn, Ranged (20/100/200)* | | | | |
| longbow | 1d10 | 25 | /// | 1h | 2 |
| ***Qualities*** | *Drawn, Ranged (10/250/350)* | | | | |
| Crossbow | 1d12 | 30 | /// | 2h | 2 |
| ***Qualities*** | *Complex, Ranged (10/100/200)* | | | | |
| Sling | 1d6 | 5 | /// | 1h | 1 |
| ***Qualities*** | *Simple, Ranged (10/20/30)* | | | | |
| Dart | 1d4 | 4 | /// | 1h | 0.1 |
| ***Qualities*** | *Light, Small, Thrown (5/15/30)* | | | | |
| Javelin | 1d8 | 15 | 2m | 1h | 1 |
| ***Qualities*** | *Thrown (5/15/25), Piercing, Split.* | | | | |
| Whip | 1d4 | 15 | 2-4m | 1h | 1 |
| ***Qualities*** | *Slash. Light, Snare, Flail, Hide* | | | | |
| Bola | /// | 8 | /// | 1h | 1 |
| ***Qualities*** | *Thrown (5/10/15), Snare* | | | | |

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

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

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

***Ammunition Materials***

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

***The Big Three***

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

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

* ***Slashing***

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

* ***Splitting***

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

* ***Crushing***

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

***New Damage Calculation***

Add Strength Bonus to Melee weapons

Add Perception Bonus to Marksman Weapons

***Weapon Qualities***

*Unwieldy*

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

*Shieldbreaker*

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

*Concussive*

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

*Piercing*

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

*Impaling*

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

*Light*

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

*Small*

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

*Thrown (X/Y/Z)*

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

*Mounted*

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

*Flail*

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

*Momentum*

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

*Entangling*

Attacks with this weapon cannot be parried or blocked. Instead of dealing damage, a successful attack with this weapon forces the opponent to make a Strength or Agility 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 success

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

*Dueling*

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

*Focus (X)*

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

*Complex*

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

*Drawn*

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

*Silvered*

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

*Magic*

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

*Regenerate*

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

*Icebound*

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

*Snare*

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

*Strong (X)*

Add +X to the Weapon’s Condition.

***Armor Qualities***

*Magic (X)*

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

*Regenerate*

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

*Icebound*

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

*Resist Fire/Frost/Shock (X)*

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

*Strong (X)*

Add +X to the Armor’s Condition.

***Designs***

*Elven*

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

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

*Orcish*

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

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

*Dwarven*

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

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

*Legion*

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

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

*Daedric*

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

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

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