***Imperial Trade Laws***

* 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

***Minted Coins, Antique & Modern***

***Banking***

***Commerce and Rarity***

***Bargaining***

***Tool Quality***

-10/+0/+10/+20 to skill tests

***Base Armor***

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

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

***Armor Craftsmanship Qualities***

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

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

***Armor Materials***

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

***Weapon 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 |

***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 .2, 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 carriers 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.

***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* | | | | |

***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

***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 |

***Clothing***

***Articles of Clothing***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Outfit | 1 | 10 |
| Cloak | 1 | 8 |
| Belt | .5 | 5 |
| Gloves | .5 | 5 |
| Shoes | .5 | 8 |

***Qualities of Clothing***

| ***Item*** | ***EL*** | ***Value*** |
| --- | --- | --- |
| Ragged | -1 | x0.5 |
| Common | /// | x1 |
| Extravagant | +1 | x2 |
| Exquisite | +2 | x3 |

***Clothing Materials***

| ***Item*** | ***ENC*** | ***EL*** | ***Value*** |
| --- | --- | --- | --- |
| Cloth | /// | 1 | +0 |
| Fur\* | x2 | 1 | +5 |
| Silk | /// | 2 | +20 |
| Silverweave | /// | 3 | +50 |
| Ancestor Silk | /// | 4 | +90 |

\* Every 2 pieces of Fur Clothing worn gives Resist Frost (1)

***Containers***

| ***Item*** | ***ENC*** | ***Value*** | ***Capacity*** |
| --- | --- | --- | --- |
| Backpack, Small | 1 | 15 | 10 |
| Backpack, Large | 2 | 25 | 15 |
| 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 1d4 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.

***Simple Tools***

| ***Name*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Shovel |  |  |
| Pickaxe |  |  |
| Chisel |  |  |
| Hammer, Hand |  |  |
| Hammer, Sledge |  |  |
| Crowbar |  |  |
| Ram, Portable |  |  |
| Game Trap, Small\* |  |  |
| Game Trap, Large\* |  |  |
| Fishing Pole |  |  |
| Fishing Net |  |  |
| Grappling Hook |  |  |
| Mannacles |  |  |
| Cooking Pot |  |  |
| Tinderbox |  |  |

***Craft Tools***

| ***Name*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Cooking Kit |  |  |
| Hunting Kit |  |  |
| Repair Kit |  |  |
| Smith’s Tools |  |  |
| Smith’s Forge |  |  |
| Field Alchemy Kit |  |  |
| Field Alchemy Lab |  |  |
| Full Alchemy Lab |  |  |
| Tanning Kit |  |  |
| Tanning Station |  |  |

***Miscellaneous Goods***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Ball Bearings, 100 |  |  |
| Bedroll |  |  |
| Bell |  |  |
| Blanket |  |  |
| Blanket, Winter |  |  |
| Block and Tackle |  |  |
| Caltrops, 10 |  |  |
| Chain (3 Meters) |  |  |
| Chalk |  |  |
| Hourglass |  |  |
| Ink, vial |  |  |
| Ladder (3 Meters) |  |  |
| Lock |  |  |
| Magnifying Glass |  |  |
| Oil (Flask) |  |  |
| Parchment, 10 sheets |  |  |
| Piton |  |  |
| Pole (3 Meters) |  |  |
| Quill |  |  |
| Rope (20 Meters) |  |  |
| Sealing Wax |  |  |
| Signal Whistle |  |  |
| Spikes, Iron |  |  |
| Spyglass |  |  |
| Tent, One Person |  |  |
| Tent, Two Person |  |  |
| Vial |  |  |
| Waterskin |  |  |
| Whetstone |  |  |
| Mess Kit |  |  |
| Dining Set, Wooden |  |  |
| Dining Set, Iron |  |  |
| Dining Set, Silver |  |  |

***Livestock***

| ***Item*** | ***Value*** |
| --- | --- |
|  |  |
|  |  |

***Vehicles***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Wagon |  |  |
| Cart |  |  |
| Carriage |  |  |
| Stage Coach |  |  |
| Rowboat |  |  |
| Small Sailboat |  |  |
| Large Sailboat |  |  |
| Longship |  |  |
| Galleon |  |  |
| Warship |  |  |

***Crafting Materials***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Cloth Bolt |  |  |
| Leather |  |  |
| Fur Pelt |  |  |
| Chitin |  |  |
| Rawhide |  |  |
| Bone |  |  |
| Bonemold Resin |  |  |
| Iron Ingot |  |  |
| Steel Ingot |  |  |
| Silk Bolt |  |  |
| Moonstone Ingot |  |  |
| Trollbone |  |  |
| Ironhide |  |  |
| Quicksilver Ingot |  |  |
| Dwemer Alloy |  |  |
| Silverweave Bolt |  |  |
| Orichalcum Ingot |  |  |
| Adamantium Ingot |  |  |
| Malachite Ore |  |  |
| Ancestor Silk Bolt |  |  |
| Rubedo Hide |  |  |
| Ebony Ingot |  |  |
| Stalhrim |  |  |
| Dragonbone |  |  |
| Gold Ingot |  |  |
| Silver Ingot |  |  |
| Brass Ingot |  |  |
| Copper Ingot |  |  |

***Provisions***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
|  |  |  |
|  |  |  |

***Common Services***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
|  |  |  |
|  |  |  |

***Property***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
|  |  |  |
|  |  |  |

***Lifestyle Expenses***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
|  |  |  |
|  |  |  |

***Trade Goods***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
|  |  |  |
|  |  |  |

***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 |

***Alchemical Goods***

***Potions***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
|  |  |  |
|  |  |  |

***Tools***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |

***Ingredients***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
|  |  |  |
|  |  |  |

***Enchanting Goods***

***Soul Gems***

| ***Item*** | ***ENC*** | ***Value*** | ***Max Soul*** |
| --- | --- | --- | --- |
| Petty |  |  |  |
| Lesser |  |  |  |
| Common |  |  |  |
| Greater |  |  |  |
| Grand |  |  |  |
| Black |  |  |  |

***Tools***

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Magetallow Candle |  |  |
| Enchanting Table |  |  |