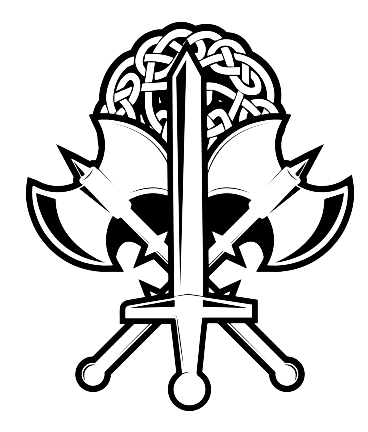
## The Elder Scrolls

*Unofficial Roleplaying Game*



Player’s Handbook

*By TutorialTuna*

## Character

In this system, a player’s character is their avatar in the secondary world. These characters are defined by their stats, skills, equipment, and the choices of the player in how they act and react to the happenings in the game. Detailed throughout this section are these defining characteristics and features that make up a character.

# Attributes

All characters and creatures are mechanically defined by their seven core attributes. These attributes represent various aspects of a character’s being and their capabilities in certain actions. Attributes are measured from 1-20 and only rare and powerful foes will have attributes beyond this, with your typical player character being unable to naturally exceed a score of 20. If, for any reason, an attribute is reduced to 0, the character instantly dies. These attributes are described below.

# Attribute Bonuses

Attributes have a bonus based on their total score. These bonuses are called on by certain abilities, actions, and spells as a modifier to the abilities' effects. When an attribute bonus is called for, it will be referred to using the attributes abbreviated form with a capital B, such as AgiB or StrB. The attribute scores and their associated values are as follows.

| ***Attribute Score*** | ***Bonus*** |
| --- | --- |
| **1**  **2-3**  **4-5**  **6-7**  **8-9**  **10-11**  **12-13**  **14-15**  **16-17**  **18-19**  **20** | **-5**  **-4**  **-3**  **-2**  **-1**  **+-0**  **+1**  **+2**  **+3**  **+4**  **+5** |

| Agility (Agi) Measures a character’s physical speed, reflexes, and coordination, reflecting their overall ability to move quickly and gracefully. Endurance (End) Measures a character’s physical health, stamina and toughness, and their resistance to damage. Intelligence (Int) Measures a character’s mental prowess, problem solving, reasoning, ability to recall information, and understanding of the mysteries of magicka. | Perception (Prc) Measures a character’s sensory awareness, as well as the accuracy of their “gut instincts” and intuition. Personality (Prs) Measures a character’s natural charisma, presence, expressiveness, and social abilities Strength (Str) Measures a character’s physical prowess, and their ability to employ that prowess and push themselves to their physical limits. |
| --- | --- |

### Willpower (Wp)

Measures a character’s mental control, resilience, and their

ability to control and shape magicka.

# Generating Attributes

When creating your character, you will roll to determine their attributes by rolling 3d6 seven times and assigning each result to a different attribute as you wish.

A character’s race applies modifiers to certain attributes that represent that race's physiological and cultural predilections and traits.

# Derived Characteristics

Certain defining characteristics of a character’s being are derived from multiple sources or are altered by an equation, such as a character’s max Health. These derived characteristics and their equations are detailed here below.

### Health (End Score x2)

A character’s Health Points (HP) maximum is equal to twice their Endurance score and reflects how much damage they can withstand before they die. Damage that characters take reduces their current HP by the equivalent amount.

### Magicka (Int Score x2)

A character’s Magicka Points (MP) maximum, which is equal to twice their Intelligence score, is a measure of how much magical energy (known as magicka) the character is naturally able to draw upon from their reserves.

### Stamina (EndB + WpB)

A character’s Stamina Point (SP) maximum is equal to their Endurance bonus plus their Willpower bonus with a minimum of one, though it may be modified in other ways. When characters reach zero SP they gain a level of the fatigue condition.

### Speed (2 + AgiB + StrB)

A character’s Speed, equal to the sum of their Agility bonus and their Strength bonus plus two with a minimum of two, is how many meters a character can move every time they take the “Move” action.

### Initiative Rating (IntB + AgiB + PrcB)

A character’s Initiative Rating (IR) is used when making initiative rolls, and is equal to the sum of their Agility, Intelligence, and Perception bonuses.

### Attunement (WpB)

Attunement represents a character’s ability to bond with magical items and is equal to their Willpower Bonus, with a minimum of one.

# Character Progression

The primary means by which characters progress in this system is through the accumulation and use of Experience Points (also known as XP) awarded by the GM. XP can be spent by characters to purchase attribute advances, train new skills, increase skill ranks, and learn new magic spells.

Listed below are some rule variants that detail when and where Players can spend their Experience. GM’s are meant to select one, or multiple, of these rules to use for their campaign.

### Safe Haven

This rule has players only allowed to spend their Experience while they are in a City or a Base of an ally or their own.

### Rest & Meditation

This rule requires the players to take an Extended Rest (One Week) in order to spend their Experience.

### In Between Sessions

This rule allows players to spend their Experience in between sessions. Their points are only dedicated at the start of the next session, so if they want to test out their advancements with someone before the next session, they can.

# Improving Skills

A character may spend their XP on increasing their skill ranks or learning new skills. Doing so costs an amount of XP equal to the rank they wish to purchase, times five. A character may seek out training in a skill, doing so costs gold and takes a week's downtime. Doing this reduces the multiplier by one.

***Next Skill Rank x5***

# Improving Attributes

Character’s may also choose to spend their XP to increase an Attribute’s score. Doing so costs an amount of XP equal to their Current Score times one and a half.

***Current Score x1.5***

## Races of Tamriel

The races provided here represent the races available to players in the Elder Scrolls video games. Every race grants a set of unique abilities, traits, and attribute modifiers.

# Altmer

*The High Elves consider themselves the most civilized culture of Tamriel; the common tongue of the Empire, Tamrielic, is based on Altmer speech and writing, and most of the Empire's arts, crafts, and sciences derive from High Elven traditions. Deft, intelligent, and strong-willed, High Elves are often gifted in the arcane arts, and High Elves boast that their sublime physical natures make them far more resistant to disease than the "lesser races."*

| **Attribute Modifiers** | | | | ***+2 Int, +1 Wp*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Mystic Blood***  Altmer have a +10 to their Max Magicka  ***Highborn***  High Elves start with one rank in Resolve for free  ***Conduit***  Once per Short Rest, the High Elf can cast a single overloaded spell for free. After they do this, they gain Weakness to Magic (2) until they finish a short rest. | | | | | | |

# Argonian

*At home in water and on land, the Argonians of Black Marsh are well-suited to the treacherous swamps of their homeland, with natural immunities protecting them from disease and poison. The female life-phase is highly intelligent, and gifted in the magical arts. The more aggressive male phase has the traits of the hunter: stealth, speed, and agility. Argonians are reserved with strangers, yet fiercely loyal to those they accept as friends.*

| **Attribute Modifiers** | | | | ***+1 Int, +1 End, +1 Agi*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Marsh-Dweller***  Argonians can breathe water and ignore all penalties to combat rolls due to swimming. Additionally, their speed while swimming is doubled  ***Histskin***  Once per Long Rest, the Argonian can regain 1d6+EndB Health as a free action  ***Reptilian***  Argonians take Half damage from Poison type attacks | | | | | | |

# Bosmer

*The Wood Elves are the various barbarian Elven clanfolk of the Western Valenwood forests. These country cousins of the High Elves and Dark Elves are nimble and quick in body and wit, and because of their curious natures and natural agility, Wood Elves are especially suitable as scouts, agents, and thieves. But most of all, the Wood Elves are known for their skills with bows; there are no finer archers in all of Tamriel.*

| **Attribute Modifiers** | | | | ***+2 Agi, +1 Prc*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Beast Tongue***  Bosmer can speak to, and understand the speech of, animals  ***Nature’s Grace***  Bosmer recover an amount of HP equal to their EndB on short rests and twice that amount on long rests  ***Hunter’s Eye***  Once per long rest, a Bosmer can spot a critical weakness of their foe. Doing so marks the target and all attacks from the Bosmer treat the targets PR as half its normal value | | | | | | |

# Breton

*Passionate and eccentric, poetic and flamboyant, intelligent and willful, the Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural. Many great sorcerers have come out of their home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest of Bretons can boast a high resistance to destructive and dominating magical energies.*

| **Attribute Modifiers** | | | | ***+2 Wp, +1 End*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Manmeri***  Bretons manmer heritage gives them a +5 max Magicka and a +1 max SP  ***Dragonskin***  Once per Long Rest, a Breton can absorb a spell cast on them as a free action. Negating all effects of the spell and regaining an amount of MP equal to the cost of the spell  ***Gift of Magnus***  Bretons gain a +1 to their max Attunement | | | | | | |

# Dunmer

*In the Empire, "Dark Elves" is the common usage, but in their Morrowind homeland, they call themselves the "Dunmer". The dark-skinned, red-eyed Dark Elves combine powerful intellect with strong and agile physiques, producing superior warriors and sorcerers. On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards. In character, they are grim, distrusting, and disdainful of other races.*

| **Attribute Modifiers** | | | | ***+2 Agi, +1 Wp*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Ashborn***  Dunmer take Half damage from Fire type attacks  ***Ruination***  All weapon attacks from a Dunmer can count as either their normal type or as Fire and they always count as having the Magic quality  ***Guardian Spirit***  Once per short rest, the Dunmer may add +1 DoS  to a Sneak or Dodge checks | | | | | | |

# Imperial

*The well-educated and well-spoken natives of Cyrodiil are known for the discipline and training of their citizen armies. Though physically less imposing than the other races, Imperials are shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other nations and races, and to have erected the monument to peace and prosperity that comprises the Glorious Empire.*

| **Attribute Modifiers** | | | | ***+2 Prs, +1 End*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Imperial Luck***  Once per long rest, Imperials can reroll 1 Failed check of their choice  ***Imperial Mettle***  Imperials gain a +5 to their Max Health and a +1 to max Stamina  ***Red Diamond***  Once per long rest, an Imperial can return to 1 HP as a free reaction to entering the Brink | | | | | | |

# Khajiit, Suthay-Raht

*The Khajiit of Elsweyr can vary in appearance from nearly Elven Ohmes to the Cathay-Raht "jaguar men" to the great Senche-Tiger. The most common breed found outside of Elsweyr, the suthay-raht, is intelligent, quick, and agile. Khajiit of all breeds have a weakness for sweets, especially the drug known as skooma. Many Khajiit disdain weapons in favor of their natural claws. They make excellent thieves due to their natural agility and unmatched acrobatics ability.*

| **Attribute Modifiers** | | | | ***+2 Agi, +1 Prc*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Claws***  Unarmed attacks have the Keen quality  ***Eyes of Night***  Khajiit can see in total darkness without penalty  ***Suthay Grace***  Suthay Khajiit can add +2m to the distance they can jump, climb, and to the amount of meters they can move after a successful Dodge check | | | | | | |

# Nord

*The citizens of Skyrim are aggressive and fearless in war, industrious and enterprising in trade and exploration. Strong, stubborn, and hardy, Nords are famous for their resistance to cold, even magical frost. Violence is an accepted and comfortable aspect of Nord culture; Nords of all classes are skilled with a variety of weapon and armor styles, and they cheerfully face battle with an ecstatic ferocity that shocks and appalls their enemies.*

| **Attribute Modifiers** | | | | ***+2 Str, +1 End*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Warrior’s Heart***  ?  ***Stalwart***  Nords gain a +10 to their max Health  ***Child of the Sky***  Nords take Half damage from Frost type attacks | | | | | | |

# Orsimer

*These sophisticated barbarian beast peoples of the Wrothgarian and Dragontail Mountains are noted for their unshakeable courage in war and their unflinching endurance of hardships. Orc warriors in heavy armor are among the finest front-line troops in the Empire. Most Imperial citizens regard Orc society as rough and cruel, but there is much to admire in their fierce tribal loyalties and generous equality of rank and respect among the sexes.*

| **Attribute Modifiers** | | | | ***+2 End, +1 Str*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Unflinching***  Orsimer can check Fortitude in place of Resolve to resist Magic and Fear  ***Rage of the Pariah***  Orsimer double their StrB when adding it to an attack’s damage while they  are in the Brink  ***Brawny***  Orsimer take no penalty to Speed due to their Armor | | | | | | |

# Redguard

*The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many weapon and armor styles, Redguards are also physically blessed with hardy constitutions and quickness of foot.*

| **Attribute Modifiers** | | | | ***+1 Agi, +1 End, +1 Str*** | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Traits** | | | | | | |
| ***Adrenaline Rush***  Redguards have one additional effort while they are in the Brink  ***Yokudan Vigor***  Redguards gain a +1 to their Max SP and recover +1 SP on Short Rests  ***Tenacity***  Redguards add +1 to all Physical Damage they inflict | | | | | | |

## The Firmament

The stars of Mundus hold old and powerful magics that can manifest in gifted children born under their light. Player characters should be among these gifted few, whether they are learned in the lessons of astronomy and are aware from whence their gifts come or not.

***The Warrior***

*The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Last Seed*** | ***August*** |
| ***Effect: Ferocity***  +2 to all Physical damage you inflict | |
| ***Power: Warwyrd***  ? | |

***The Lady***

*The Lady is one of the Warrior's Charges and her Season is Hearthfire. Those born under the sign of the Lady are kind and tolerant.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Hearthfire*** | ***September*** |
| ***Effect: Lady’s Favor***  +5 Max Health | |
| ***Power: Lady’s Grace***  ? | |

***The Lord***

*The Lord's Season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***First Seed*** | ***March*** |
| ***Effect: Trollkin***  Double all Health you restore through resting  You gain Weakness to Fire (2) | |
| ***Power: Blood of the North***  ? | |

***The Steed***

*The Steed is one of the Warrior's Charges, and her Season is Mid Year. Those born under the sign of the Steed are impatient and always hurrying from one place to another.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Mid Year*** | ***June*** |
| ***Effect: Charioteer***  +3 Speed | |
| ***Power: ???***  ? | |

***The Thief***

*The Thief is the last Guardian Constellation, and her Season is the darkest month of Evening Star. Her Charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. They will run out of luck eventually, however, and rarely live as long as those born under other signs.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Evening Star*** | ***December*** |
| ***Effect: Danger Sense***  +4 to Initiative | |
| ***Power: Ill-Fortune***  ? | |

***The Lover***

*The Lover is one of the Thief's Charges and her season is Sun's Dawn. Those born under the sign of the Lover are graceful and passionate.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Sun’s Dawn*** | ***February*** |
| ***Effect: Mooncalf***  +2 Max Stamina | |
| ***Power: Lover’s Kiss***  ? | |

***The Tower***

*The Tower is one of the Thief's Charges and its Season is Frostfall. Those born under the sign of the Tower have a lucky streak.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Frostfall*** | ***October*** |
| ***Effect: Beggar’s Nose***  ? | |
| ***Power: Tower Warden***  ? | |

***The Shadow***

*The Shadow's Season is Second Seed. The Shadow grants those born under her sign the ability to hide in shadows.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Second Seed*** | ***May*** |
| ***Effect: Darkling***  ? | |
| ***Power: Moonshadow***  ? | |

***The Mage***

*The Mage is a Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Atronach, and the Ritual. Those born under the Mage have more magicka and talent for all kinds of spellcasting, but are often arrogant and absent-minded.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Rain’s Hand*** | ***April*** |
| ***Effect: Fay***  +5 Max Magicka | |
| ***Power: Magicka Manifold***  ? | |

***The Apprentice***

*The Apprentice's Season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magic of all kinds, but are more vulnerable to magic as well.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Sun’s Height*** | ***July*** |
| ***Effect: Elfborn***  +10 Max Magicka  You gain Weakness to Magic (2) | |
| ***Power: Void Seed***  ? | |

***The Atronach***

*The Atronach is one of the Mage's Charges. Its season is Sun's Dusk. Those born under this sign are natural sorcerers with deep reserves of magicka, but they cannot generate magicka of their own.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Sun’s Dusk*** | ***November*** |
| ***Effect: Wombburn***  +20 Max Magicka  Cannot recover Magicka on Short Rests | |
| ***Power: Golem***  ? | |

***The Ritual***

*The Ritual is one of the Mage's Charges and its Season is Morning Star. Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***Morning Star*** | ***January*** |
| ***Effect: Mother’s Gift***  +1 Max Attunement | |
| ***Power: Blessed Touch***  ? | |

## Cultures of Tamriel

## Traits

## ***Skills***

## Equipment

## Spells

## Notes

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## Notes

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