## RACE

*Description*

| **Baseline Attributes** | | | | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **STR** | **END** | **AGI** | **INT** | **WP** | **PRC** | **PRS** |
|  |  |  |  |  |  |  |
| **Native Culture** | | | *?* | | | |
| **Traits** | | | | | | |
| ***NAME***  ?  ***NAME***  ?  ***NAME***  ? | | | | | | |

## BIRTHSIGN

*Desc.*

| ***Tamrielic Month*** | ***Gregorian Month*** |
| --- | --- |
| ***?*** | ***?*** |
| ***Effect: ??***  ? | |
| ***Star-Cursed: ??***  ? | |

## CULTURE

| ***Cultural Language*** | | ***?*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***?*** | | | |
| ***Cultural Traits*** | | | |
| ***NAME***  ?  ***NAME***  ?  ***NAME***  *?* | | | |

*Desc...*

## BACKGROUND

BLANK

***Tier ???: ???***

| ***Modifiers*** | ***Equipment*** |
| --- | --- |
| *?* | *?* |

***CLASS***

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| ***?*** | ***?*** |
| ***Class Feature***  ? | |
| ***Description***  *?* | |

#### *ADVANTAGE*

| ***CrP Cost*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| ? | |

#### *DISADVANTAGE*

| ***CrP Gain*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| ? | |

***SPELL***

| ***MP Cost*** | ? | ***School*** | ? | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

#### ***TALENT***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

***(RULEBOOK) ACTION***

| ***AoO*** | ? | ***Test*** | ? |
| --- | --- | --- | --- |
| ***Result***  ? | | | |
| ***Commit***  ? | | | |
| ***Exertion***  ? | | | |

**BLANK**

| ***Cost*** | ? | ***Slot*** | ? | ***ENC*** | ? |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | ? | | | |
| ***Rarity*** | | ? | | | |
| ***Details*** | | | | | |
| ? | | | | | |

*TRAIT/TALENT (BESTIARY)*

???

*(BESTIARY) ACTION*

| ***AoO*** | ? | ***Test*** | ? |
| --- | --- | --- | --- |
| ***Result***  ? | | | |
| ***Commit***  ? | | | |
| ***Exertion***  ? | | | |

*BLANK ARMOR (BESTIARY)*

| ***Cost*** | ? | ***Slot*** | ? | ***ENC*** | ? |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | ? | | | |
| ***Details*** | | | | | |
| ?  *?* | | | | | |

#### *SPECIAL ITEM (BESTIARY)*

| ***Item Type*** | ***?*** |
| --- | --- |
| ***ENC*** | ***?*** |
| ***Effect*** | |
| ? | |

***BLANK NAME (BESTIARY)***

| ***Species Type*** | | ***?*** | | |
| --- | --- | --- | --- | --- |
| ***Soul Level & Type*** | | ***?*** | | |
| ***Size Category*** | | ***?*** | | |
| ***Attributes*** | ***Score*** | ***Characteristics*** | | ***Value*** |
| Strength | **?** | Health | | **?** |
| Endurance | **?** | Wound Thr. | | **?** |
| Agility | **?** | Magicka | | **?** |
| Perception | **?** | Stamina | | **?** |
| Intelligence | **?** | Initiative | | **?** |
| Willpower | **?** | Speed | | **?** |
| Personality | **?** | ??? | | **?** |
| ***Saves*** | | ***1 DoS*** | ***2 DoS*** | ***3 DoS*** |
| Awareness | | **?** | **?** | **?** |
| Resolve | | **?** | **?** | **?** |
| Fortitude | | **?** | **?** | **?** |
| ***Skills*** | | ***1 DoS*** | ***2 DoS*** | ***3 DoS*** |
| Combat | | **?** | **?** | **?** |
| Magic | | **?** | **?** | **?** |
| Evasion | | **?** | **?** | **?** |
| Stealth | | **?** | **?** | **?** |
| Knowledge | | **?** | **?** | **?** |
| Social | | **?** | **?** | **?** |
| Physical | | **?** | **?** | **?** |
| Blank Skill | | **?** | **?** | **?** |
| ***Damage Resistances & Weaknesses*** | | | | |
| **Poison** | **Fire** | **Frost** | **Shock** | **Magic** |
| **?** | **?** | **?** | **?** | **?** |
| **Physical** | **Shield** | **Silver** | **Sunlight** | **Mundane** |
| **?** | **?** | **?** | **?** | **?** |

***Basic Offensive Options***

| ***Name*** | ***Die*** | ***Con*** | ***Reach*** | ***Hand*** | ***ENC*** |
| --- | --- | --- | --- | --- | --- |
| NAME | ? | ? | ? | ? | ? |
| ***Type*** | *?* | | | | |
| ***Qualities*** | *?* | | | | |

***Standard Equipment***

| ***Item Name*** | ***ENC*** | ***Brief Description*** |
| --- | --- | --- |
| ? | **?** | *?* |
| ? | **?** | *?* |
| ? | **?** | *?* |

***Spells Known***

| ***Spell Name*** | ***MP Cost*** | ***Overload*** | ***Caster Level*** |
| --- | --- | --- | --- |
| ? | **?** | **Y/N** | **?** |
| ? | **?** | **Y/N** | **?** |
| ? | **?** | **Y/N** | **?** |

FULL BESTIARY PAGE

***BLANK NAME***

| ***Species Type*** | | ***?*** | | |
| --- | --- | --- | --- | --- |
| ***Soul Level & Type*** | | ***?*** | | |
| ***Size Category*** | | ***?*** | | |
| ***Attributes*** | ***Score*** | ***Characteristics*** | | ***Value*** |
| Strength | **?** | Health | | **?** |
| Endurance | **?** | Wound Thr. | | **?** |
| Agility | **?** | Magicka | | **?** |
| Perception | **?** | Stamina | | **?** |
| Intelligence | **?** | Initiative | | **?** |
| Willpower | **?** | Speed | | **?** |
| Personality | **?** | ??? | | **?** |
| ***Saves*** | | ***1 DoS*** | ***2 DoS*** | ***3 DoS*** |
| Awareness | | **?** | **?** | **?** |
| Resolve | | **?** | **?** | **?** |
| Fortitude | | **?** | **?** | **?** |
| ***Skills*** | | ***1 DoS*** | ***2 DoS*** | ***3 DoS*** |
| Combat | | **?** | **?** | **?** |
| Magic | | **?** | **?** | **?** |
| Evasion | | **?** | **?** | **?** |
| Stealth | | **?** | **?** | **?** |
| Knowledge | | **?** | **?** | **?** |
| Social | | **?** | **?** | **?** |
| Physical | | **?** | **?** | **?** |
| Blank Skill | | **?** | **?** | **?** |
| ***Damage Resistances & Weaknesses*** | | | | |
| **Poison** | **Fire** | **Frost** | **Shock** | **Magic** |
| **?** | **?** | **?** | **?** | **?** |
| **Physical** | **Shield** | **Silver** | **Sunlight** | **Mundane** |
| **?** | **?** | **?** | **?** | **?** |

***Basic Offensive Options***

| ***Name*** | ***Die*** | ***Con*** | ***Reach*** | ***Hand*** | ***ENC*** |
| --- | --- | --- | --- | --- | --- |
| NAME | ? | ? | ? | ? | ? |
| ***Type*** | *?* | | | | |
| ***Qualities*** | *?* | | | | |

***Standard Equipment***

| ***Item Name*** | ***ENC*** | ***Brief Description*** |
| --- | --- | --- |
| ? | **?** | *?* |
| ? | **?** | *?* |
| ? | **?** | *?* |

***Spells Known***

| ***Spell Name*** | ***MP Cost*** | ***Overload*** | ***Caster Level*** |
| --- | --- | --- | --- |
| ? | **?** | **Y/N** | **?** |
| ? | **?** | **Y/N** | **?** |
| ? | **?** | **Y/N** | **?** |

Creature Description & Info

***Special Actions & Equipment***

*ACTION*

| ***AoO*** | ? | ***Test*** | ? |
| --- | --- | --- | --- |
| ***Result***  ? | | | |
| ***Commit***  ? | | | |
| ***Exertion***  ? | | | |

***Traits & Talents***

*TRAIT/TALENT*

???

*TRAIT/TALENT*

???

***Encountering a (BLANK)***

***Loot***

Personal Effects Table

* Items it can have (random chart)

Trove Table

* Items it keeps in its treasure trove (Random Chart)

Component Table

* Items that can be harvested from the creature

**BLANK (RULEBOOK)**

| ***Cost*** | ? | ***Slot*** | ? | ***ENC*** | ? |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | ? | | | |
| ***Rarity*** | | ? | | | |
| ***Details*** | | | | | |
| ? | | | | | |

### ***Wounds***

When a character takes damage, after reduction, greater than their ***Wound Threshold (WT)***, they take a wound. Every character can only take six (6) wounds before succumbing to them and instantly dying.

The character suffers adverse effects for every two wounds they have. These penalties are listed below.

* ***2 Wounds***: Can no longer add any Attribute Bonus to Damage.
* ***4 Wounds***: Can no longer recover health from resting and only recover half the normal HP from Spells, Potions, and Medical Attention.
* ***6 Wounds***: Instant Death.

### ***The Brink***

When a character drops to zero HP, they enter a state known as ***The Brink***. While a character is in this state, taking any damage inflicts 1 Wound and 2 wounds if the damage exceeds the character’s Wound Threshold.

Additionally, characters in the Brink must make a ***Fortitude*** Test at the end of their turn (or every minute if outside of combat) and if they fail, they take 1 wound. Characters in the brink must also spend 1 SP at the start of their turn to maintain consciousness. If the character lacks the SP to spend or chooses not to spend it, they will fall unconscious at the end of their turn.

## RACE (NEW)

*Description*

| **Attribute Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| ? | | | | ? | | |
| **Native Culture** | | | | *?* | | |
| **Traits** | | | | | | |
| ***NAME***  ?  ***NAME***  ?  ***NAME***  ? | | | | | | |

### ***Traits???***

During character creation, players may take certain traits to add flavor to their characters. A character is not required to take any traits, but they’re recommended. Traits are chosen from a preset list, and each trait has an associated CrP cost or bonus: traits with positive effects (Listed here as Advantages) incur CrP costs, while traits with negative effects (Listed here as Disadvantages) provide CrP bonuses.

You can only gain a certain amount of bonus CrP based on your ***Campaign Starting Power***. Taking negative traits does not allow you to take more than your max bonus from the starting power.

## Advantages

These traits offer a net positive to the character and cost a listed amount of CrP.

#### *Healthy*

| ***CrP Cost*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| +10 to your Fortitude Save | |

#### *Acute Senses*

| ***CrP Cost*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| +10 to your Awareness Save | |

#### *Rapid Recovery*

| ***CrP Cost*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| ? | |

#### *Polyglot*

| ***CrP Cost*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| ? | |

#### *Iron Will*

| ***CrP Cost*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| +10 to your Resolve Save | |

#### *Charming*

| ***CrP Cost*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| ? | |

#### *Stargift*

| ***CrP Cost*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| +10 Max Magicka | |

## Disadvantages

These traits offer a net penalty to the character and grant a bonus to their Starting CrP.

#### *Combat Paralysis*

| ***CrP Gain*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| You roll Initiative twice and take the lower result | |

#### *Sickly*

| ***CrP Gain*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| -10 to your Fortitude Save | |

#### *Stunted Magicka*

| ***CrP Gain*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| -10 Max Magicka  -1 Max Attunement | |

#### *Lingering Injury*

| ***CrP Gain*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| ? | |

#### *Weak Willed*

| ***CrP Gain*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| -10 to your Resolve Save | |

#### *Boarish*

| ***CrP Gain*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| ? | |

#### *Oblivious*

| ***CrP Gain*** | ***?*** |
| --- | --- |
| ***Effect*** | |
| -10 to your Awareness Save | |

MAYBE TALENTS

#### ***Berserker***

*FLUFF*

| ***Talent Level*** | ***One*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Modified Action*** | ***Raise Guard*** |
| ***Effect*** | |
| When you commit to the *Raise Guard* action, you may choose to enter a Battle Frenzy. While in this frenzy, you inflict *+3 Damage* with all of your melee physical attacks. You also have | |

#### ***Crimson Mist***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Modified Action*** | ***?*** |
| ***Effect*** | |
| ? | |

Sunder (Damage Item)

#### ***Sunder***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a melee attack with a Heavy Weapon, you may take a Penalty to your test to target your opponent’s weapon or a piece of their armor. Doing so deals no damage to your opponent, but does inflict (DoS) damage to the targeted item | |

Multishot

#### ***Multishot***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Ranged Technique*** |
| ***Effect*** | |
| ? | |

Trick Shot

#### ***Trick Shot***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Ranged Technique*** |
| ***Effect*** | |
| ? | |

# Armor

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

### ***Armor Slots & Total DR***

Characters have four slots for use with armor; Cuirass, Helmet, Gauntlets, and Boots. A character can only have one of each type in a given slot. You can use a fifth slot, for a shield, if you have an open hand to carry it.

A character’s ***Total DR*** is the total of the listed DR of the armor in all of their slots. In addition to DR, some armor grants bonuses to the wearer’s Wound Threshold.

### ***Armor Attributes***

All armor pieces have these attributes associated with them:

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

***Armor Craftsmanship Qualities***

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

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

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

### ***Armor Qualities***

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

**Ringed**

Piercing weapons ignore an additional point of DR every time it is triggered on an attack.

**Loud**

The design of this armor causes some considerable noise while moving, hindering stealth. ***Penalty to Sneak tests***. This condition does not stack with other instances of Loud.

**Bulk**

Due to this armor’s size and weight, it reduces the wearer’s speed and initiative by -1.

**Hindered Vision**

The helmet blocks a good amount of the wearer’s vision. ***-1 to the wearer’s initiative***.

**Small**

This item does not require the “Ready Item” action to equip.

**Cover**

This large shield can be used as ***partial cover*** against ranged attacks.

**Damaged**

?

**Jerkin**

| ***Cost*** | ? | ***Slot*** | Torso | ***ENC*** | 1 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Hide | | | |
| ***Rarity*** | | Common | | | |
| ***Details*** | | | | | |
| This simple leather vestment offers minor protection from harm.  *DR: 2* | | | | | |

**Ringmail**

| ***Cost*** | ? | ***Slot*** | Torso | ***ENC*** | 2 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal | | | |
| ***Rarity*** | | Common | | | |
| ***Details*** | | | | | |
| A common armor among the Nords of Skyrim, it boasts the lightweight nature of leather armor combined with the benefits of metallic reinforcements.  *DR: 3*  *WT: +2*  *Ringed* | | | | | |

**Gambeson**

| ***Cost*** | ? | ***Slot*** | Torso | ***ENC*** | 1 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Fabric | | | |
| ***Rarity*** | | Common | | | |
| ***Details*** | | | | | |
| This lightweight armor, this is the preferred vestment of mages and scholars as well as for those who enjoy a casual amount of protection in life.  *DR: 2*  *WT: +1* | | | | | |

**Chainmail**

| ***Cost*** | ? | ***Slot*** | Torso | ***ENC*** | 4 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal | | | |
| ***Rarity*** | | Uncommon | | | |
| ***Details*** | | | | | |
| Ther typical armor worn by sellswords from across Tamriel, chainmail is a superb armor. However, piercing weapons are capable of slipping between the chains.  *DR: 5*  *WT: +3*  *Loud*  *Ringed* | | | | | |

**Scalemail**

| ***Cost*** | ? | ***Slot*** | Torso | ***ENC*** | 3 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal or Scale | | | |
| ***Rarity*** | | Uncommon | | | |
| ***Details*** | | | | | |
| This suit of layered scales is a cultural favorite of the Argonians as they make use of the abundant scales of the wildlife of Black Marsh. Additionally, the nobility of High Rock and Hammerfell can also be seen with this style of armor made from intricately carved plates and wyrm scales.  *DR: 3*  *WT: +2* | | | | | |

**Platemail**

| ***Cost*** | ? | ***Slot*** | Torso | ***ENC*** | 6 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal or Scale | | | |
| ***Rarity*** | | Rare | | | |
| ***Details*** | | | | | |
| The pinnacle of protection, this armor is the envy of warriors and represents a significant investment on behalf of its wearer.  *DR: 8*  *WT: +3*  *Loud*  *Bulk* | | | | | |

**Cowl**

| ***Cost*** | ? | ***Slot*** | Head | ***ENC*** | 1 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Fabric or Hide | | | |
| ***Rarity*** | | Common | | | |
| ***Details*** | | | | | |
| A padded hood worn as a protective layer by many scouts, hunters, mages, and others who may not wish to draw too much attention.  *DR: 1* | | | | | |

**Open Helmet**

| ***Cost*** | ? | ***Slot*** | Head | ***ENC*** | 2 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal or Scale | | | |
| ***Rarity*** | | Uncommon | | | |
| ***Details*** | | | | | |
| This armored headpiece is considered a necessity by nearly every sellsword and soldier.  *DR: 1 WT: +2* | | | | | |

**Full Helm**

| ***Cost*** | ? | ***Slot*** | Head | ***ENC*** | 2 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal or Scale | | | |
| ***Rarity*** | | Rare | | | |
| ***Details*** | | | | | |
| This enclosed helmet is a prime piece of protection that is usually worn by those who are able to tolerate the limitations it imposes on one’s sight for the improved protection.  *DR: 2*  *WT: +3*  *Hindered Vision* | | | | | |

**Bracers**

| ***Cost*** | ? | ***Slot*** | Hands | ***ENC*** | 1 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Hide or Metal | | | |
| ***Rarity*** | | Common | | | |
| ***Details*** | | | | | |
| Simple sheets of hide or metal to protect the forearm from glancing blows.  *WT: +1* | | | | | |

**Gauntlets**

| ***Cost*** | ? | ***Slot*** | Hands | ***ENC*** | 2 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal or Scale | | | |
| ***Rarity*** | | Uncommon | | | |
| ***Details*** | | | | | |
| Complete hand protection, these are a valued piece of equipment for anyone who enjoys having all of their fingers.  *DR: 1*  *WT: +1* | | | | | |

**Boots**

| ***Cost*** | ? | ***Slot*** | Feet | ***ENC*** | 1 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Hide | | | |
| ***Rarity*** | | Common | | | |
| ***Details*** | | | | | |
| These hardened leather boots are  among the most common pieces of protection.  *WT: +1* | | | | | |

**Greaves**

| ***Cost*** | ? | ***Slot*** | Feet | ***ENC*** | 2 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal or Scale | | | |
| ***Rarity*** | | Uncommon | | | |
| ***Details*** | | | | | |
| A plated set of boots and shin guards, these are the preferred footwear of your fully armored warriors.  *DR: 1*  *WT: +1*  *Loud* | | | | | |

**Buckler**

| ***Cost*** | ? | ***Slot*** | Shield | ***ENC*** | 1 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal or Hide | | | |
| ***Rarity*** | | Common | | | |
| ***Details*** | | | | | |
| This small shield is lightweight and easily kept at hand for use. A favored weapon of Archers who need to switch between ranged and melee kits quickly.  *DR: 3*  *Small* | | | | | |

**Shield**

| ***Cost*** | ? | ***Slot*** | Shield | ***ENC*** | 2 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal or Scale | | | |
| ***Rarity*** | | Common | | | |
| ***Details*** | | | | | |
| The Shield is one of the most commonly equipped pieces of gear for warriors who wish to prevent the most harm for the best price.  *DR: 5* | | | | | |

**Tower Shield**

| ***Cost*** | ? | ***Slot*** | Shield | ***ENC*** | 3 |
| --- | --- | --- | --- | --- | --- |
| ***Material Type*** | | Metal | | | |
| ***Rarity*** | | Uncommon | | | |
| ***Details*** | | | | | |
| These massive shields are a go to for front line warriors and soldiers for its improved protection against ranged opponents.  *DR: 5*  *Bulk*  *Cover* | | | | | |

### ***Materials***

### ***Material Qualities***

Magic (x)

Durable

Heavy

Fire

Frost

Shock

### ***Metal Type Materials***

| ***Name*** | ***Cost*** | ***Con*** | ***EL*** | ***Rarity*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| ***Iron*** | ? | ? | 1 | ? | *?* |
| ***Steel*** | ? | ? | 2 | ? | *?* |
| ***Orichalcum*** | ? | ? | 1 | ? | *?* |
| ***Moonstone*** | ? | ? | 3 | ? | *?* |
| ***Quicksilver*** | ? | ? | 4 | ? | *?* |
| ***Dwemer Alloy*** | ? | ? | 3 | ? | *?* |
| ***Adamantium*** | ? | ? | 3 | ? | *?* |
| ***Malachite*** | ? | ? | 4 | ? | *?* |
| ***Stalhrim*** | ? | ? | 3 | ? | *?* |
| ***Ebony*** | ? | ? | 3 | ? | *?* |

### ***Scale Type Materials***

| ***Name*** | ***Cost*** | ***Con*** | ***EL*** | ***Rarity*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| ***Chitin*** | ? | ? | 1 | ? | *?* |
| ***Newtscale*** | ? | ? | 1 | ? | *?* |
| ***Goldscale*** | ? | ? | 2 | ? | *?* |
| ***Dreugh Shell*** | ? | ? | 2 | ? | *?* |
| ***Dragonscale*** | ? | ? | 3 | ? | *?* |

### ***Hide Type Materials***

| ***Name*** | ***Cost*** | ***Con*** | ***EL*** | ***Rarity*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| ***Leather*** | ? | ? | 1 | ? | *?* |
| ***Fur*** | ? | ? | 1 | ? | *?* |
| ***Ironhide*** | ? | ? | 2 | ? | *?* |
| ***Rubedo*** | ? | ? | 2 | ? | *?* |

### ***Fabric Type Materials***

| ***Name*** | ***Cost*** | ***Con*** | ***EL*** | ***Rarity*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| ***Cloth*** | ? | ? | 3 | ? | *?* |
| ***Silk*** | ? | ? | 4 | ? | *?* |
| ***Silverweave*** | ? | ? | 5 | ? | *?* |
| ***Ancestor Silk*** | ? | ? | 6 | ? | *?* |

SPECIAL ITEMS

* Spellbook
* Quiver
* Bandolier
* Plating
* ?