# Common Traits

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***Iron Will***

Reroll Resolve tests to resist magical effects.

*Crawler*

The creature is not slowed down by Difficult Terrain.

*Climber (X)*

The creature can climb walls and ceilings as if open ground, with a Speed of X.

*Swimmer*

The creature doubles their speed while swimming.

*Amphibious*

The creature can breathe water and air and is not slowed down while swimming.

*Aquatic*

The creature can breathe underwater, but cannot breathe air and is not slowed down while swimming.

*Flyer (X)*

The creature can fly at a Speed of X.

*Quadruped*

The creature doubles their movement speed when running on all fours.

*Bite*

A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's Physical Resistances.

*Catfall*

Halves any fall damage that the creature takes.

*Colossal Strikes*

Cannot be parried, but tests made to evade attacks from this creature always win in ties.

*Dark Sight*

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

*Minion*

If an attack against this creature inflicts damage that exceeds its WT, the creature instantly dies.

*Regeneration*

The creature heals an amount of Health equal to its Endurance Bonus at the start of its turn.

*Stubborn*

The creature rerolls tests made to resist fear and panic.

*Teamwork*

Gains a bonus +1 Damage on any attack rolls made while an ally with Teamwork is in Reach of the same target. This bonus is capped at +5.

*Thick Skull*

Immune to Stun and Dazed.

*Elemental Affinity (TYPE)*

Attacks made that inflict (TYPE) damage, can reroll the damage if desired.

*From Beyond ???*

The creature is not native to Mundus and thus is beyond mortal. The creature is immune to aging, disease, non-damaging poisons, and mind altering magics (i.e. illusions)

*Undead ???*

Does not breathe or eat, immune to disease, poison, aging, fatigue, dazed, deaf, and Bleed.

***Skeletal***

Ranged attackers suffer -20 to hit. The creature is immune to Burning, and takes half damage from Slashing weapons, but always takes max damage from melee Crushing weapons.

***Incorporeal***

Has the Flyer (Speed) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.

*Bestial*

This creature has an animalistic level of intelligence. Incapable of using weapons and armor properly and acts according to its primal instinct.

***Diseased -X (Y) “Z”***

Attacks from this creature that have the “Diseased” quality that roll a damage of (Y) or lower infect the target with “Z” disease. The target makes a -X Endurance test to resist the disease at the end of combat, if they fail they become infected.

*Sun-Scarred*

This creature suffers in sunlight. When exposed to sunlight, all tests are Penalized.

***Elites Traits (REWORK INTO SPECIALS)***

Elite Traits are applied to any normal Stat Block by a GM to elevate a normal foe into a greater threat.

***Elite Leadership***

All of the Elite’s allies gain a +10 to their TNs.

***Elite Vigor***

The Elite’s max Health increases by +10 and their Max Stamina increases by +2.

***Elite Sorcery***

The Elite’s Casting Pool increases by +5.

***Elite Abilities***

***Elite Attack (X)***

The Foe can choose to inflict max damage with an attack or spell X times per day.

***Elite Defense (X)***

The Foe can choose to instantly regain their Guard X times per day.

***Elite Resistance (X)***

The Foe can choose to take half damage or gain a +20 on a test to resist an effect X times per day.

***Elite Action (X)***

The Foe has X bonus Action Points. These Action Points do not refresh as normal. They do refresh after a long rest.

***Elite Casting (X)***

The Foe may cast a spell they know as a Reaction X times per day.

***Elite Skill (X)***

The Foe may instantly gain a +20 to any non-combat or non-magic skill test X times per day.

***NPC Racial Modifiers***

***Altmer***

+4 Castings

Weakness to Magic (3)

***Mental Strength***

Altmer ignore all penalties to Willpower tests made to resist magic.

***Argonian***

Gains the Swimmer and Amphibious traits

Immune to Poison

***Bosmer***

+2 Damage to Ranged Attacks

Resist Poison (1)

***Breton***

+2 Castings

Resist Magic (2)

***Dunmer***

Resist Fire (4)

***Ruination***

Dunmer may choose to treat their attacks damage as if it were either Physical or Fire for weaknesses and Damage type effects.

***Imperial***

+1 Stamina

+1 Expertise

***Khajiit***

Gains Dark Sight

+2 Speed

***Nord***

+2 Damage with Melee Attacks

Resist Frost (2)

Resist Shock (1)

***Orsimer***

+5 Health

Resist Magic (1)

***Redguard***

Resist Poison (1)

***Adrenaline Rush***

Once per Short Rest, the Redguard may regain 2 Stamina as a free action while in combat. Additionally, you ignore the passive effects of Major and Minor wounds for the duration of the combat.

***Target Sizes***

*Puny*

* 0.1x End Health
* +20 to Evasion

*Tiny*

* 0.5x End Health
* +15 to Evasion

*Small*

* 0.75x End Health
* +10 to Evasion

*Standard*

* 1x End Health

*Large*

* 1.25x End Health
* -10 to Evasion

*Huge*

* 1.5x End Health
* -15 to Evasion

*Massive*

* 2x End Health
* -20 to Evasion