Character

In game terms, a character is simply a collection of statistics and other information that help define and accurately represent a being in the Elder Scrolls setting. This same system is also used to define the various people, monsters, and other beings that populate the setting. From this point forward, the player characters will be referred to as PCs, while non-player characters will be referred to as NPCs. Even monsters and other creatures are classified as characters. Characters, particularly PCs, can be divided into two main parts: the character concept and the character profile.

### Character Concept

A character concept simply defines who the character is within the context of the game setting. This can range from a simple idea in a player’s head (a dashing rogue who fights with a rapier!) to an in depth back-story written before the game begins. However extensive it may be, all characters should have a basic concept associated with them, even the NPCs that the GM creates for the party to interact with.

### Character Profile

A character profile defines who the character is within the context of the game rules, providing a suite of stats which can be used to resolve a variety of dramatic scenarios in which the character may find themselves. These values are the focus of the majority of the rules in this book, and will be the focus of the rest of this section as well.

Each character profile is made up of the following elements:

* ***Attributes***: Eight values that represent the broad physical and mental capabilities of the character.
* ***Characteristics***: Derived statistics that represent more specific measurements of a character's capabilities and their current resources.
* ***Skills***: A set of categories and associated ranks that reflect a character’s ability to perform certain actions.
* ***Talents***: A set of unique abilities the character has come to possess through training or experience.
* ***Traits***: Rules that reflect inherent physical facts about the character, certain abilities they naturally possess, or particular features of their personality.
* ***Magic***: The set of all magical abilities the character possesses

### Attributes

The eight Attributes are values that define the broad physical and mental capabilities of each character. Attributes have two pieces of information associated with them: the attribute score, and the attribute bonus. A given attribute’s Score is a value, at minimum zero, that represents that attribute. The scores tend to hover in the 45-55 range on average. Higher values are better. A given attribute’s Bonus is a value equal to the tens digit of the associated attribute score, and is used for certain calculations where the full score is too large.

Below is a list of all the attributes that define a character, how they are abbreviated, and what they each represent. All attributes have a hard set ***max at 70***. Only magical fortification can bring an Attribute score beyond this max.

***Strength*** (Str / StrB) measures a character’s physical prowess, and their ability to employ that prowess and push themselves to their physical limits.

***Endurance*** (End / EndB) measures a character’s physical health, stamina and toughness, and their resistance to damage.

***Agility*** (Ag / AgiB) measures a character’s physical speed, reflexes, and coordination, reflecting their overall ability to move quickly and gracefully.

***Intelligence*** (Int / IntB) measures a character’s mental prowess, problem solving, reasoning, ability to recall information, and understanding of the mysteries of magicka.

***Willpower*** (Wp / WpB) measures a character’s mental control, resilience, and their ability to control and shape magicka.

***Perception*** (Prc / PcB) measures a character’s physical awareness, as well as the accuracy of their “gut instincts” and intuition.

***Personality*** (Prs / PsB) measures a character’s natural charisma, presence, expressiveness, and social abilities.

***Luck*** (Lck / LkB) measures a character’s good fortune: how often events tend to go their way. A character’s Luck cannot exceed 50.

### Characteristics

A character’s characteristics are statistics derived from a character’s attributes that represent more specific measurements of a character’s capabilities. While attributes reflect general aptitude in a certain area, characteristics measure specific values with very precise meanings used for particular game mechanics.

***Experience Points***

The character’s current amount of Experience Points (XP), which increase throughout a campaign. These can be spent on advancements. See Character Advancement later on in this chapter.

***Health Points (Endurance Score)***

A character’s Health Points (HP) maximum is equal to 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. For information, see Physical Health in Chapter (COMBAT).

***Stamina Points (Endurance Bonus x2)***

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

***Magicka Points (Intelligence)***

A character’s Magicka Points (MP) maximum, which is equal to 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. For information, see Chapter (MAGIC).

***Initiative Rating (AgiB + IntB + PcB)***

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. For information on initiative, see Combat in Chapter (COMBAT).

***Speed (AgiB + ½ StrB)***

A character’s Speed, equal to the sum of their Agility bonus and half their Strength bonus, is how many meters a character can move every time they take the “Move” action. For information, see Movement & Size in Chapter (COMBAT).

***Attunement ( ½ WpB)***

Attunement represents a character’s ability to bond with magical items and is equal to Half their Willpower Bonus (rounded up). See Enchanting in Chapter (CRAFTING) for details

***Starting Languages***

All characters begin play with Cyrodilic and their Cultural Language at ***Fluency (2)***. All characters have an amount of points equal to their ***IntB*** that they can spend on learning additional languages or attaining Fluency in one of their default languages.

***Size Category (Standard by default)***

A character’s Size Category reflects their physical size, and the effects thereof. All roughly human sized characters are Standard size, but some characters can be larger or smaller. For information see Movement & Size in Chapter (COMBAT)

INVENTORY MANAGEMENT

### Prophecy

The player characters in AWES are bound by the unseen hands of fate, or the “plot” if you would prefer. These character’s have access to a special resource known as ***Prophecy*** which can be used to either perform special feats and abilities or they can be saved and spent to gain access to new or stronger powers.

Characters may only have ***two*** unique Powers of Prophecy, each one having three levels to further increase their effectiveness. Additionally, certain legendary NPCs may also have access to these Powers of Prophecy. Additionally, Birthsigns grant an active Power of Prophecy to the character that will consume a point of Prophecy to use, but are stronger than the minor passive ones listed below. This power from a character’s Birthsign does not count towards their max of 2.

In the ***Advanced Player’s Guide***, are the Mythic Skills and Transformations. These character options provide access to unique and powerful Powers of Prophecy which do not count towards their max of 2.

### The Powers of Prophecy

Listed below are the effects of the different Powers of Prophecy. Every power costs an amount of Prophecy equal to twice the rank you wish to unlock. So the first level is 2 Prophecy, the second level is 4 and the third costs 6.

Aside from these special powers, everyone can spend a point of Prophecy to perform one of the following actions at any time.

***Universal Powers of Prophecy***

* Remove a Death Toll
* Ignore a Rolled Complication
* Add 1 DoS to a Passed Test
* Remove 1 DoS from an opponent’s Test
* Gain 1 XP

## Aegis

The character gains a constant Physical Damage Reduction (PR) equal to this power's rank.

## Matrix

The character gains +4 to their max Magicka for every rank they have in this power.

## Wrath

The character gains a constant bonus to all damage they inflict equal to this power’s rank.

## Savant

Each rank in this power gives the character 10 skill points they can divide across any skills they wish.

## Barrier

The character gains a constant Magical Damage Reduction (MR) equal to this power's rank.

## Ready

The character gains +2 to their Initiative for every rank they have in this power.

## Heroism

The character gains +5 to their max Health for every rank they have in this power.

## Vigorous

The character gains +2 to their max Stamina for every rank they have in this power.

## Fleet

The character gains +2 to their Speed for every rank they have in this power.

# Character Creation

Legendary heroes fill the history of the Elder Scrolls setting, but even the greatest heroes need to start somewhere. The world of Tamriel is a vast and diverse one, and there are an enormous number of potential characters a player may want to create. However there are some things that all characters have in common, and it is on this common ground that we can start to build up a new character.

Standard character creation is a ***nine*** step process. It is necessary to go through these steps in the correct order, and it is recommended you read through this list before moving on in order to inform your future decisions. When you actually start building the character, write down the details from each step on a character sheet as you go along so you don’t lose track of things.

### Step 1: Select a Race

During this step you will choose your character’s race. We have included the “core” races featured in the games in this book, though additional races can be found in the ***Advanced Player’s Guide***. You should ask your GM which era the game is taking place in, and which races are allowed for the campaign, before you pick one. Each race comes with their own attribute baseline used to generate attributes for members of that race, and many races have bonus powers & traits.

### ***Step 2***: **Generate Attributes**

During this step you will get to generate your attribute scores using dice and the attribute baseline appropriate to your choice of race in the previous step.

### ***Step 3***: **Determine Birthsign**

Next, you determine your character’s Birthsign, choosing the charge of the warrior, mage, or thief and then rolling on the appropriate table. There is a chance during this step that the character will receive the Star-Cursed version of a sign instead, reflecting the threatening presence of the Serpent sign at the time of their birth.

### ***Step 4***: **Choose a Culture**

Next, you may select your character’s Culture, one of three Cultural Traits, and distribute your “Cultural Skill” budget. This culture represents where and how your character was raised and the influences that affected you growing up. You may form any race and culture combination that you can explain away with a backstory.

### Step 5: Choose your Backgrounds

Next

### Step 6: Select your Personal Details

Next

### Step 7: Select your Specializations

Next

### ***Step*** 8: **Spend CrP & Purchase Equipment**

Next, you spend your allotted CrP on any advancements that you desire. Any CrP remaining after this process is over is converted to XP. Characters also start with a budget of drakes which can be used in this step to purchase equipment and other items that the character will begin the game with.

### ***Step*** 9: **Finishing Touches**

Finally, calculate your character’s characteristics and finalize any remaining aspects of the character sheet. You’re good to go!

### Campaign Start

Before the Players can create their characters, the GM must choose the Campaigns ***Starting Power*** and its ***Progression Rate***. Progression Rates are detailed in the ***Character Progression*** section below.

***Starting Power***

The campaign’s starting power details the characters starting CrP and Cultural Skills.

| ***Level*** | ***CrP*** | ***alent Lvl*** | ***Wealth*** | ***Cultural*** | ***Attribute Die*** | ***Trait Max*** |
| --- | --- | --- | --- | --- | --- | --- |
| Low | 30 | 1 | 250 | 20 | 1d10 | +10 |
| Mid | 40 | 2 | 500 | 30 | 2d10 | +15 |
| High | 50 | 3 | 1000 | 40 | 3d10 | +20 |

### Generating Attributes

During this step you will roll for your Attribute scores, using the Attribute baseline as a starting point for each attribute as you see fit.

**30 - 27 - 25 - 25 - 23 - 22 - 20**

Roll ***Xd10*** seven times and once this is complete assign each of the resulting values to one of your attributes (except Luck). Add each roll to the attribute score of the assigned attribute that is listed in your attribute baseline. The amount of D10’s you roll for your attributes is listed on the ***Campaign Starting Power*** chosen by the GM under ***Attribute Die.***

Your race provides you with some ***Attribute Boons*** and ***Banes*** that influence your rolls. When you roll for your Boons, you roll twice and use the greater value and when you roll for your Banes, you roll twice and take the lower value.

### Campaign Progression Level

At the start of your Campaign, the GM must decide on a “Progression Rate” which will determine the amount of Experience the players will gain each session. This rate takes the form of a multiplier to the Exp Rewards listed below.

* ***Natural = As Listed***
* ***Heroic = x2 Exp***
* ***Legendary = x5 Exp***

### Character Progression

The primary means by which characters progress in the AWES 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, learn new magic, and purchase talents.

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.

### Experience Rewards

*Action = Xp Reward (no stacking)*

Attended the Session = **2 xp**

Completed a Major Campaign Objective = **3 xp**

Successfully Resolved a Social Encounter = **2 xp**

Dealt with a Lock or Trap = **1 xp**

Engaged in Roleplay = **1 xp**

Crafted an item = **1 xp**

Successfully Solved a Puzzle = **1 xp**

Traveled to a New Landmark = **2 xp**

Defeated a Challenging Foe = **2 xp**

***Skill Ranks***

| ***Skill Rank*** | ***Point Range*** |
| --- | --- |
| (1) Novice | 0 - 9 |
| (2) Apprentice | 10 - 19 |
| (3) Journeyman | 20 - 29 |
| (4) Adept | 30 - 39 |
| (5) Expert | 40 - 49 |
| (6) Master | 50 |

### Progression Costs

*Article = Xp Cost*

[0-49] Skill Point = (1+Rank)\*2

* Master Rank (50) costs 20xp

Talents = Level\*10

* Levels (1-3)

Attributes Point = 5\*Bonus

### Customizing with CrP

You are given an allowance of ***Creation Points (CrP)*** based on the starting level of the Campaign. You may spend them on the options shown on the charts below and may spend them on Character Traits, or gain some extra CrP by taking some negative Character Traits. Any unspent CrP becomes XP after character creation.

***CrP Costs***

| ***Advancement*** | ***CrP Cost*** |
| --- | --- |
| Skill Point | (Skill Rank) |
| 1st Level Talent | 5 |
| 2nd Level Talent | 10 |
| 3rd Level Talent | 15 |
| Increase Attribute by 1 | 3\*Bonus |
| Learning an Extra Spell ! | 5 |
| Learn a Ritual | 10 |

! = You get 1 Free Spell for every Rank beyond Novice in a Spell School you have.

***Skill Ranks and Costs***

| ***Skill Rank*** | ***Point Range*** | ***CrP Cost*** |
| --- | --- | --- |
| (1) Novice | 0 - 9 | 1 |
| (2) Apprentice | 10 - 19 | 2 |
| (3) Journeyman | 20 - 29 | 3 |
| (4) Adept | 30 - 39 | 4 |
| (5) Expert | 40 - 49 | 5 |
| (6) Master | 50 | 6 |

### Races

The races provided in this book encompass the core races portrayed in the Elder Scrolls games. Additional races can be found in the ***Advanced Player's Guide***. Each race comes with their own

Attribute baseline used to generate attributes for members of that race, and many races have bonus powers or traits. You should ask your GM which races are allowed in the campaign before you pick one.

## 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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Intelligence  Willpower | | | | Strength | | |
| **Native Culture** | | | | *Altmeri* | | |
| **Traits** | | | | | | |
| ***Mystic Blood***  Altmer have a +10 to their Max Magicka and naturally regain lost magicka at twice the normal rate  ***Highborn***  High Elves gain a +10 to their Resolve save’s TN  ***Conduit***  Once per Short Rest, the High Elf can cast a single overloaded spell for free. After they do this, they take +3 damage from all magical sources until they complete 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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Endurance  Agility | | | | Personality | | |
| **Native Culture** | | | | *Saxhleel* | | |
| **Traits** | | | | | | |
| ***Marsh-Dweller***  Argonians can breathe water and ignore all penalties to combat rolls due to swimming. Additionally, their swim speed is doubled  ***Histskin***  Once per Long Rest, the Argonian can regain 2d6+EndB Health as a free action  ***Reptilian***  Argonians take Half damage from Poison type attacks | | | | | | |

Variant: Sarpa

Variant: Paatru

Variant: Naga

## 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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Agility  Perception | | | | Strength | | |
| **Native Culture** | | | | *Bosmeri* | | |
| **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 | | | | | | |

Variant: Unglamoured

## 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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Willpower  Endurance | | | | Perception | | |
| **Native Culture** | | | | *Bretonic* | | |
| **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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Agility  Willpower | | | | Personality | | |
| **Native Culture** | | | | *Dunmeri & Velothi* | | |
| **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 Evade test | | | | | | |

## 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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Endurance  Personality | | | | Willpower | | |
| **Native Culture** | | | | *Colovian & Nibenese* | | |
| **Traits** | | | | | | |
| ***Imperial Luck***  Once per long rest, Imperials can reroll 1 Failed  test 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 5 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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Agility  Intelligence | | | | Endurance | | |
| **Native Culture** | | | | *Anequinan & Pellitinese* | | |
| **Traits** | | | | | | |
| ***Claws***  Unarmed attacks can count as Keen or Blunt  ***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 Evasion test | | | | | | |

## 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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Strength  Endurance | | | | Agility | | |
| **Native Culture** | | | | *Nordic* | | |
| **Traits** | | | | | | |
| ***Warrior’s Heart***  After a Nord commits to a Strike or Shot, they gain +2 PR until the start of their next turn  ***Stalwart***  Nords gain a +10 to their Fortitude save’s TN.  ***Child of the Sky***  Nords take Half damage from Frost type attacks | | | | | | |

## Orsimer, Iron Orc

*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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Strength  Endurance | | | | Intelligence | | |
| **Native Culture** | | | | *Orcish* | | |
| **Traits** | | | | | | |
| ***Unflinching***  Orsimer can test Fortitude in place of Resolve to resist Magic and Fear  ***Rage of the Pariah***  Orsimer take Half damage from all sources and 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 Boons** | | | | **Attribute Banes** | | |
| --- | --- | --- | --- | --- | --- | --- |
| Strength  Agility | | | | Willpower | | |
| **Native Culture** | | | | *Crown & Forebear* | | |
| **Traits** | | | | | | |
| ***Adrenaline Rush***  Redguards have unlimited Stamina and do not suffer the penalties of fatigue 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 | | | | | | |

### Birthsigns

Next you roll for your character’s Birthsign, choosing the charge of the Warrior, Mage, or Thief and then rolling a d5 (1d10, halving the result) on the appropriate table. There is a chance during this step that the character will receive the Star-Cursed version of a sign instead, reflecting the threatening presence of the Serpent sign at the time of their birth.

***Charge of the Warrior***

| ***Roll*** | ***Result*** |
| --- | --- |
| 1 | The Warrior |
| 2 | The Lady |
| 3 | The Lord |
| 4 | The Steed |
| 5 | Reroll, take Star-Cursed |

***Charge of the Thief***

| ***Roll*** | ***Result*** |
| --- | --- |
| 1 | The Thief |
| 2 | The Lover |
| 3 | The Tower |
| 4 | The Shadow |
| 5 | Reroll, take Star-Cursed |

***Charge of the Mage***

| ***Roll*** | ***Result*** |
| --- | --- |
| 1 | The Mage |
| 2 | The Apprentice |
| 3 | The Atronach |
| 4 | The Ritual |
| 5 | Reroll, take Star-Cursed |

***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***  +10 to Fortitude | |
| ***Star-Cursed: Warwyrd***  +2 to all Physical damage you inflict -1 Max Attunement | |

***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 | |
| ***Star-Cursed: Lady’s Grace***  +5 Max Health  -2 Max Stamina | |

***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: Blood of the North***  Restores 1d8 Health on Short Rests | |
| ***Star-Cursed: Trollkin***  Double all Health you restore through resting  You take +4 Damage from Fire Type attacks | |

***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***  +2 Speed | |
| ***Star-Cursed: Beast of Burden***  +4 Carry Rating  -15 to Awareness | |

***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 | |
| ***Star-Cursed: Ill-Fortune***  You gain +1 Luck at the start of every session  All Luck Burns cost double | |

***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 | |
| ***Star-Cursed: Lover’s Kiss***  Fully restore all SP on Short Rests  -5 Max Health | |

***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***  +10 to Awareness | |
| ***Star-Cursed: Tower Warden***  +2 WT  -3 Carry Rating | |

***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***  You can see perfectly in total darkness | |
| ***Star-Cursed: Moonshadow***  Your Sneak tests are always Boosted  -2 Speed | |

***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 | |
| ***Star-Cursed: Arcanum***  Restore 1d12+IntB Magicka on Short Rests  Cannot recover Stamina on Short Rests | |

***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 take +3 damage from all Magical Sources | |
| ***Star-Cursed: Void Seed***  You inflict +2 damage with damaging spells  -15 to Resolve | |

***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 | |
| ***Star-Cursed: Golem***  Reduce up to 5 damage from hostile damaging  spells and and restore an amount of Magicka equal to the amount reduced  Recover half Magicka on Long Rests | |

***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 | |
| ***Star-Cursed: Blessed Touch***  +3 to any health you restore on yourself or others, through spells or the use of the medicine skill  -5 Max Health | |

IDEAS: APG Races and Signs

* Rules for Mundus Stones +
* Star Stones
* Doom Stones
* Heaven Stones
* Reman Stones
* Wayshrines
* Ayleid Wells
* Skyshards
* Ritual Stone variants (read its description)
* Creatia (Daedric Birthsigns)
* Demiprince
* Dragonborn
* Dhampyr
* Half-Giant
* Addition Races
* *Minotaur*
* *Goblin*
* *Riekling*
* *Dremora*
* *Dwemer*
* *Falmer*
* *Maormer*
* *Nede*
* *Tsaesci*
* *Argonian; Sarpa, Naga, & Paatru*
* *Khajiit; Dagi, Tojay, Cathay, Ohmes*
* *Wood Orc*
* *Wild Orc / Orc-Ken*
* *Factotum*
* *Unglamored / Changeling (Bosmer)*
* *Veeshkleel (Argonian)*
* *Lukiul (Argonian)*

### Cultures

A character’s Culture represents the land and customs that shaped them throughout their life. The land of Tamriel is home to countless cultures and subcultures, but for the simplicity of the game, all cultures are provided with three variant ***Cultural Traits*** that represent the different characteristics of that culture’s variants.

When selecting your character’s Culture, you are given a list of ***Cultural Skills*** and are given an amount of ***Cultural Points*** by the Campaign’s starting power to distribute across the list of cultural skills as you see fit. Additionally, all Cultures have three ***Cultural Traits*** that offer the character a small boon. When selecting your culture, you may select one of these traits. You cannot put more than half your total cultural skill points into a single skill.

Additional Cultures will be introduced in the ***Advanced Player’s Guide***.

IDEAS: APG Origins, Cultures, & Transformations

* Elite Paths
* *Dragonknight*
* *Shadowmage*
* *Sword Singer*
* *Thu’um/Tongue*
* *Living Saint*
* *Claw-Dancer*
* *Nightingale*
* *Warden*
* Additional Cultures
* *Primal*
* *Ayleid*
* *Falmeri*
* *Maormeri*
* *Dwemeri*
* *Clanbond (Daedric)*
* *Akaviri*
* *Programming (Factotum)*
* *Reachfolk*
* *Skaal*
* Transformations
* *Vampire*
* *Lycanthrope*
* *Sleeper*
* *Lich*
* *Vestige*
* Origins
* *Shadowscale*
* *Royal*

## Altmeri

| ***Cultural Language*** | | ***Altmeris*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Lore***  ***Artistry***  ***Enchanting***  ***Alchemy***  ***Illusion***  ***Provisioning*** | | | |
| ***Cultural Traits*** | | | |
| ***Phynaster’s Lesson***  The ancestor god Phynaster taught the Altmer to live longer by shortening their stride.  ***You take a -1 to your Speed***  ***You gain +6 Max Health***  ***Arcane Supremacy***  The Elves of the Summerset Isles are known to produce the most gifted of mages.  ***You reduce the total cost of your Overloaded spells by 1***  ***Shimmering Threads***  High Elven society considers artistic and skillful expression of oneself as an important part of attaining Alaxon.  ***When you pursue a Passion, you regain 2 Luck instead of 1*** | | | |

*Desc*

## Anequinan

| ***Cultural Language*** | | ***Ta’Agra*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Athletics***  ***Sneak***  ***Survival***  ***Unarmed***  ***Light Weapons***  ***Evasion*** | | | |
| ***Cultural Traits*** | | | |
| ***On Warm Sands***  The harsh climates of the northern deserts and badlands have hardened this one to the trials of life.  ***+3 to Max Health***  ***Life in the Scar***  Living among the massive canyon called the Scar and the countless smaller canyons have strengthened this one’s body .  ***+10 to your Fortitude***  ***Do-Radhin***  The tribal warrior culture of the northern tribes has produced the strongest warriors in Elsweyr.  ***You inflict +1 to all Physical Damage attacks*** | | | |

*Desc*

## Bosmeri

| ***Cultural Language*** | | ***Bosmeris*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Marksman***  ***Sneak***  ***Survival***  ***Animal handling***  ***Acrobatics***  ***Medicine*** | | | |
| ***Cultural Traits*** | | | |
| ***Way of the Hunt***  The life of the Bosmer is one where one must be willing to take a life to survive.  ***You inflict +3 Damage vs. Beast type foes.***  ***Among the Green***  Moving through the forest canopy to avoid the various predators of the wild has taught you the benefits of moving quickly and silently.  ***Your Sneak tests are Boosted while in Wilderness among vegetation***  ***Wild Senses***  Living among the predators of Valenwood has honed your senses to always be on alert.  ***+10 to your Awareness*** | | | |

*Desc*

## Bretonic

| ***Cultural Language*** | | ***Bretic*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Riding***  ***Lore***  ***Provisioning***  ***Enchanting***  ***Speechcraft***  ***Conjuration*** | | | |
| ***Cultural Traits*** | | | |
| ***Daily Magic***  The people of High Rock, both high and low, tend to use magic to perform several daily tasks.  ***You gain +3 to your Max Magicka***  ***Chivalry***  The heirs of the Direnni hold a strong belief in valor, honor, and justice.  ***When you uphold a Bond, you regain 2 Luck instead of 1***  ***A New Hill***  “Find a hill, become a king.” An old Breton proverb used to describe the Bretons' drive for a better life.  ***You gain +1 xp for “Completing a Major Objective” once per session*** | | | |

*Desc*

## Colovian

| ***Cultural Language*** | | ***Cyrodilic*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Athletics***  ***Riding***  ***Speechcraft***  ***Smithing***  ***Restoration***  ***Block*** | | | |
| ***Cultural Traits*** | | | |
| ***Highlander***  Living in the high altitudes and mountainous terrains of Colovia have toughened you to arduous paths and marches.  ***You gain +1 Max Stamina***  ***Legion Pride***  The people of Colovia are the heart and soul of the Red Legion. Their sense of unity leaves them willing to fight and die together, rather than falling apart.  ***You inflict +2 damage while Flanking***  ***Star of the West***  Colovia has been a staunchly independent land and the peoples pride in their home is unrivaled.  ***You gain +1 xp for “Completing a Major Objective” once per session*** | | | |

*Desc*

## Crown

| ***Cultural Language*** | | ***Yoku*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Speechcraft***  ***Lore***  ***Artistry***  ***Riding***  ***Animal Handling***  ***Medicine*** | | | |
| ***Cultural Traits*** | | | |
| ***Heir of Yokuda***  The Yokudan traditionalists hold their ancestral glory as a virtue of their society and support those of the “Old Blood”.  ***+10 Skill Points to spend on your Cultural Skills***  ***Ancient Glory***  Stories of the ancient nobility and heroes of Yokuda influence the youth of the Crowns to emulate the past and seek to join the coveted ranks of the ancient heroes.  ***You gain +1 xp for “Completing a Major Objective” once per session***  ***Hel Shira***  Many Crowns of Hammerfell make it a custom to pass on martial techniques from parent to child.  ***You inflict +1 to all Physical Damage attacks*** | | | |

*Desc*

## Dunmeri

| ***Cultural Language*** | | ***Dunmeris*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Destruction***  ***Sneak***  ***Light Weapons***  ***Lore***  ***Evasion***  ***Artistry*** | | | |
| ***Cultural Traits*** | | | |
| ***Thrice-Blessed***  The three fold virtues of the Tribunal of Mercy, Mastery, and Mystery encourage personal growth and mastery of one’s chosen field.  ***+10 Skill Points to spend on your Cultural Skills***  ***Shadowed Path***  The art of secrecy is key to the House politics of the Dunmer and even the open and proud Redoran and Indoril understand the value of a hidden blade.  ***You inflict +3 damage while Hidden***  ***Bitter Rivalry***  The House Wars are a constant aspect of Dunmeri life and the House Kin commonly hold a spiteful hatred towards their foes.  ***You inflict +2 damage vs. members of a rival faction (Bonds)*** | | | |

*Desc*

## Forebear

| ***Cultural Language*** | | ***Yoku*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Athletics***  ***Light Weapons***  ***Heavy Weapons***  ***Unarmed***  ***Riding***  ***Engineering*** | | | |
| ***Cultural Traits*** | | | |
| ***Life on the Dunes***  The harsh and oppressive heat in the badlands and deserts of Hammerfell are where you call home.  ***Your Fortitude saves made to resist the effects of the Heat are Boosted***  ***Wayfarer***  Many of the Forebears live as nomadic warriors, scouts, and adventurers who have become highly adept at life on the move.  ***You can maintain full rest benefits while traveling at any pace.***  ***The Ra’Gada Spirit***  The heirs of the Ra’Gada hold a firm superstition of magic and this constant state of caution fortified their will to the effects of magic.  ***+10 to your Resolve*** | | | |

*Desc*

## Saxhleel

| ***Cultural Language*** | | ***Jel*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Alchemy***  ***Medicine***  ***Artistry***  ***Survival***  ***Mercantile***  ***Animal Handling*** | | | |
| ***Cultural Traits*** | | | |
| ***Inscrutable***  The trade customs of Argonia are shrewd even by Imperial standards.  ***You can reroll 1 Intelligence or Personality based test for free***  ***once per session***  ***Bogborn***  Living in the bogs and fens of Black Marsh has fortified  your immune system.  ***+10 to your Fortitude***  ***Ambusher***  Marsh warfare is one of lying in wait and striking fast and then escaping to continue the fight.  ***You inflict +3 damage while Hidden*** | | | |

*Desc*

## Nibenese

| ***Cultural Language*** | | ***Cyrodilic*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Speechcraft***  ***Mercantile***  ***Lore***  ***Enchanting***  ***Alteration***  ***Destruction*** | | | |
| ***Cultural Traits*** | | | |
| ***Magocracy***  The highest regarded members of the Aristocracy of Nibenay are the Battlemages. This has led many of the Nibenese to idolize Mages and the practice of spellcraft itself.  ***+3 to Max Magicka***  ***Cosmopolitan***  The people of the Niben frequently trade with many diverse groups, it makes it easier if you can talk with them.  ***You start play with 5 additional Language Points***  ***Voice of the Emperor***  The Nibenese are cunning linguists and take to the games of social manipulation with relative ease.  ***You can reroll 1 Intelligence or Personality based test for free***  ***once per session*** | | | |

*Desc*

## Nordic

| ***Cultural Language*** | | ***Nordic*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Survival***  ***Unarmed***  ***Light Weapons***  ***Heavy Weapons***  ***Athletics***  ***Provisioning*** | | | |
| ***Cultural Traits*** | | | |
| ***Northerner***  The harsh cold of your northern home has left you inured to the biting winds.  ***Your Fortitude saves made to resist the effects of the Cold are Boosted***  ***Warborn***  One could count the years Skyrim has spent in peace using their fingers, and maybe those of their foes.  ***You inflict +1 to all Physical Damage attacks***  ***Nordic Honor***  The people of the north live in a society where one’s word and actions are as important, if not more so, then the strength of their arm.  ***When you uphold a bond, you regain 2 Luck instead of 1*** | | | |

*Desc*

## Orcish

| ***Cultural Language*** | | ***Orcish*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Smithing***  ***Engineering***  ***Heavy Weapons***  ***Unarmed***  ***Athletics***  ***Survival*** | | | |
| ***Cultural Traits*** | | | |
| ***War-Child***  You were raised by the War-Wife of your stronghold’s Chieftain. From a young age, she expected strength and would settle for nothing less.  ***You inflict +1 to all Physical Damage attacks***  ***Hearth-Child***  Being raised by the Hearth-Wife had you working all day, running water, repairing structures, cooking, and aiding your kin in the mines.  ***+10 to your Fortitude***  ***Forge-Child***  Working alongside your stronghold’s Forge-Wife, you learned the craft of Malacath’s children.  ***You start play with the “Orcish Design” smithing talent.***  ***Also you have 1 piece of starting equipment, be of Orcish Design*** | | | |

*Desc*

## Pellitinese

| ***Cultural Language*** | | ***Ta’Agra*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Speechcraft***  ***Mercantile***  ***Artistry***  ***Sneak***  ***Security***  ***Provisioning*** | | | |
| ***Cultural Traits*** | | | |
| ***Var Zhab***  Life in Pellitinese cities is one of social interplay and constant willingness to deceive, steal, and manipulate to get ahead.  ***You can reroll 1 Agility or Personality based test for free***  ***once per session***  ***Life in the Tenmar***  Living in the jungles of southern Elsweyr has trained this one to never let their guard down, lest they fall prey to a bigger hunter.  ***+10 to your Awareness***  ***Sweet Tooth***  The Pellitinese are prone to selfish decadence and relaxation, this does allow them to boast a calmer outlook on life.  ***When you pursue a Passion, you regain 2 Luck instead of 1*** | | | |

*Desc*

## Velothi

| ***Cultural Language*** | | ***Dunmeris*** | |
| --- | --- | --- | --- |
| ***Cultural Skills*** | | | |
| ***Survival***  ***Destruction***  ***Conjuration***  ***Animal Handling***  ***Medicine***  ***Sneak*** | | | |
| ***Cultural Traits*** | | | |
| ***Nomad***  The nomadic tribes of old Resdayn are accustomed to life on the move.  ***You can maintain full rest benefits while traveling at any pace.***  ***Reclaimer***  The Velothi are a highly religious people that hold their beliefs as the truest faith among the Dunmer. This zealous determination can push them beyond their limits.  ***You gain +1 Max Stamina***  ***Ashlander***  Many of the Velothi tribes reside in the scorched lands across Morrowind known as the “Ashlands.”  ***Your Fortitude saves made to resist the effects of the Heat are Boosted*** | | | |

*Desc*

### Backgrounds

During character creation, players select a combination of the following ***Backgrounds*** to establish their character’s past experiences. These options are largely descriptive rather than prescriptive and it is up to the player and their gamemaster how to interpret their character’s Background.

The amount of Backgrounds players get to choose from is determined by the age of their character. Younger characters have less experiences but more potential while the elderly are closer to their end but have experienced more.

Your Backgrounds offer you some extra starting Skills, Attribute Points, Equipment, and other special benefits. Some Backgrounds have higher tiers and to benefit from them, the character must select that Backgrounds multiple times.

***Youths***

Young characters are those who have yet to become fully fledged adults as determined by their culture or are not fully grown physically. Youths get ***2 Backgrounds*** and modify your Racial Baselines as follows; *-5 Strength, Endurance, Intelligence and +5 Agility, Perception, and Willpower.*

***Adults***

Adults are the standard age group for characters and are fully grown and/or culturally acknowledged adults. Adults get ***3 Backgrounds*** and have unmodified racial baselines.

***Elders***

Elders are those who have experienced a longer life and edges closer to their natural end. Elders get ***4 Backgrounds*** and the following modifiers to their Racial Baselines; *-5 Strength, Agility, Perception and +5 to Intelligence, Willpower, and Personality.*

## Nobility

Nobility across Tamriel is a diverse and complicated web of loyalties and rivalries among the differing Kingdoms, Principalities, and Noble Families of the provinces. Those among the Nobility boast greater wealth, education, and quality of life compared to the common folk. While the life of a noble is a grand one, they have several people who would see them harmed.

***Tier One: Petty Noble***

As a member of the Petty Nobility, your nobility is bound to a greater noble, either through noble birth or by royal decree. Petty Nobles tend to be Gentry or newly named Knights.

| ***Modifiers*** | ***Equipment*** |
| --- | --- |
| *+5 Speechcraft*  *+5 to a Cultural Skill*  *+5 Intelligence*  *-5 Personality or Willpower* | *100 Drakes*  *10 Bank Credit*  *A Set of Expensive Clothing*  *A Signet Ring* |

***Tier Two: Titled Noble***

As a titled Noble you have been given both privilege and purpose as a protector or governor. Titled Nobles are among the Noble elite of Tamriel and find themselves as peers to Thanes, Landed Knights, and Kinlords.

Titled Nobles are bound to service in some way, such as annual military service or tax collection. How this should be handled in game is up to the Player and the Gamemaster.

| ***Modifiers*** | ***Equipment*** |
| --- | --- |
| *+5 to a Cultural Skill*  *+5 to a Cultural Skill*  *Inspire Heroism talent* | *200 Drakes*  *20 Bank Credit*  *A Noble Crest* |

***Alternative****:* ***Attendant***

You may forgo your 2 +5s to Cultural Skills in place of a personal Attendant. This NPC companion is a servant of your household who is trained and capable as a traveling aide.

***Stat Block to be Determined***

## Chained

You spent a significant period of time as a Slave, Prisoner, or Captive and endured many trials that have hardened your body. However, your time in chains left you complacent and lacking in training.

| ***Modifiers*** | ***Equipment*** |
| --- | --- |
| *+5 Endurance*  *+5 Strength*  *-5 Willpower*  *-5 CrP* | *?* |

## Student

You have spent a period of time as a student, either under a personal tutor or in an academic university.

This Background can be taken twice, however the second instance doesn’t provide the +5 Intelligence.

| ***Modifiers*** | ***Equipment*** |
| --- | --- |
| *+10 to a Skill of Choice*  *+5 to a Skill of Choice*  *+5 Intelligence* | *?* |

## Arcane Study

You have spent a great deal of time training in the arts of Sorcery and have even managed to acquire some knowledge of spells and some useful magical items.

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

| ***Modifiers*** | ***Equipment*** |
| --- | --- |
| *+5 to a School of Magic*  *+5 to a School of Magic*  *+5 to a School of Magic*  *+5 to Enchanting or Alchemy* | *?* |

## Militant

BLANK

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

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

## Street Rat

BLANK

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

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

## Survivor

BLANK

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

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

## Exile

BLANK

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

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

## Divine Devotion

BLANK

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

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

## Dark Devotion

BLANK

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

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

## Laborer

BLANK

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

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

## Scoundrel

BLANK

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

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

## Wildling

BLANK

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

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

## Artisan

BLANK

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

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

## Traveler

BLANK

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

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

### Personal Details

Character’s have three types of Personal Details, being; ***Bonds***, ***Flaws***, and ***Passions***. Each of these details are meant to incentives and reward players for playing towards their character, rather than a simple blank slate. These are largely optional and only provide a minor, but very useful, reward.

These Details can restore a character’s spent ***Luck*** once per session each. Exactly when and how these details come into effect are detailed in their own sections below, along with some examples.

***Bonds***

?

***Passions***

?

***Flaws***

?

### Character Specializations

??

Major Save (+10)

Minor Save (+5)

Primary Skills (+10 to 4 Skills)

Any Talent that uses these skills is cheaper?

### Special Traits (APG?)

???

Giantling

Halfling

Magemuted

Stargifted

Dragonborn

Greychild

Blood of Ada

Royalty

Incarnate