### ***Weapon Qualities***

All weapons possess special rules, known as Weapon Qualities, that represent factors that set them apart from other weapons in some fashion. Every weapon has two to three of these qualities.

***Damage Type Qualities***

Damage type qualities are exclusive to each other. If a weapon has multiple Damage Types Qualities, then the user of the weapon must select one of them every time they attack.

**Piercing**

Damage rolls of 1-2 reduce the target's Armor Rating by the total of the 1s and 2s rolled.

**Blunt**

Damage rolls of 1-2 are rerolled.

**Edged**

Damage rolls of 1-2 inflict the Bleed (x) condition on the target. The X value is equal to the total of the 1s and 2s rolled.

**Entangling**

Attacks with this weapon cannot be parried or blocked. Instead of dealing damage, a successful attack with this weapon imposes the ***Restrained*** condition on the target. While entangling a target, this weapon cannot be used. The target may make an Evade, Athletics, or a reasonable skill, as determined by the GM, test on their turn to escape.

***Effect Type Qualities***

Effect Type Qualities trigger a special ability of the weapon. Only one of a weapon’s Effect Qualities can be triggered during an attack, the user must choose one as they attack.

**Thrown (x)**

This weapon can be thrown with a ranged increment of X+StrB. Doing so consumes this weapon as if it was ammunition.

**Brutal**

Wounds inflicted with this attack inflict an additional die of damage.

**Splinter**

Shields that block this exerted attack are damaged by an amount equal to the attack’s DoS.

**Momentum**

When commiting to an attack with this weapon, you may forgo the Bonus to the test for an additional damage die as you spend the effort to build up the momentum behind the strike.

**Concussive**

Exerted attacks with this weapon cause the target to lose 1 SP, if the target would lose HP from the attack.

**Rending**

Exerted attacks may forgo the extra damage to instead damage a piece of the target’s armor by 1 point.

**Razor**

Attacks that trigger the ***Keen*** quality inflict additional Bleed equal to the attacks DoS.

**Snare**

Attacks with this weapon may forgo dealing a wound to instead render the target Prone or Disarm them of an item held in their hand.

***Passive Type Qualities***

Passive Type Qualities are always in effect and have rather minor contributions to the attack or limit some functions of the weapon.

**Heft**

The weapon is considerably cumbersome to wield and cannot be used to parry, counterattack, or to exert with on strikes while held in one hand. However due to its weight, it gains +3 damage when held in two hands.

**Small**

This weapon is small enough to be hidden on your person with relative ease. Additionally, drawing this weapon does not require the wielder to take the “Ready Item” action. This weapon is too small to be held in two hands.

**Guarded**

This weapon can function as a buckler with a material stats equivalent to the material of the weapon.

**Drawn**

This weapon requires two hands to use, one to hold the weapon and the other to notch and draw the arrow.

**Complex**

This weapon requires two hands to aim and fire. Additionally after each shot, this weapon must be reloaded by taking the “Ready Item” action before it can be fired again.

**Impact**

This weapon can be used to perform the Bash action.

**Mounted**

This weapon is specially designed for use while mounted. If you spend at least 1 Action to move while mounted, you may add your Mounts StrB to your attacks damage.

**Open**

This weapon leaves your hands relatively open for use. You may cast spells as if you had a free hand.

**Simple**

This weapon cannot be degraded and can use any small spherical item as ammunition.

**Ranged (x)**

This weapon has a Range increment of X meters and consumes an appropriate unit of ammunition.

**Impaling**

Performing an attack of opportunity halts the target and ends their movement.

**Versatile**

This weapon can be used to perform any Maneuver type Talents that could be performed by a melee weapon.

**Chained**

This weapon cannot be used to parry nor can attacks from it be parried.

# 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.

**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 | ? | ? | ? | ? | *?* |
| Steel | ? | ? | ? | ? | *?* |
| Orichalcum | ? | ? | ? | ? | *?* |
| Moonstone | ? | ? | ? | ? | *?* |
| Quicksilver | ? | ? | ? | ? | *?* |
| Dwemer Alloy | ? | ? | ? | ? | *?* |
| Adamantium | ? | ? | ? | ? | *?* |
| Malachite | ? | ? | ? | ? | *?* |
| Stalhrim | ? | ? | ? | ? | *?* |
| Ebony | ? | ? | ? | ? | *?* |

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

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

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

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

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

| ***Name*** | ***Cost*** | ***Con*** | ***EL*** | ***Rarity*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Cloth | ? | ? | ? | ? | *?* |
| Silk | ? | ? | ? | ? | *?* |
| Silverweave | ? | ? | ? | ? | *?* |
| Ancestor Silk | ? | ? | ? | ? | *?* |

??????????????????????????????????????????????

Add EL values and ENC mods to Materials

Material Qualities

* ***Fire***  
   *The full DR applies to attacks dealing Fire Damage.*
* ***Hardened***

*Adds +5 DR per Condition spent (instead of +3)*

* ***Magic (+X)***

*Has a Magic DR equal to half (rounded up) the armor’s normal DR, +X.*

* ***Frost***  
   *The full DR applies to attacks dealing Frost Damage.*