# What is going on here?

As I continue to test and tweak SE’s current design, I find myself thinking of more intuitive and understandable ways to handle certain mechanics. I have been wanting to try and experiment with more “drastic” changes to the UESRPG system and to attempt to truly make SE a distinct design entity. While I had originally wanted to maintain the same feel of the games mechanics to provide an updated edition for the members of the community that had been having issues with UESRPG 3e but with the return of some of the Core Designers and their “Black Books of Apocrypha” projects, I feel that 3e may see a revival. This renewed attention from the core team has made me feel the need to move away from their design and present my own to the community.

This document will lay out an overview of these “Drastic” changes that I am wanting to implement, their mechanics and my reasoning for them. As with all of my projects for the UESRPG, I wish for as much community feedback as possible so that I can get a broad scope of opinions and thoughts on my progress and designs.

Please acknowledge that I am not the best at making and defending my point in writing such as this, so If you feel willing to contact me for any clarification, please feel free to contact me on Discord. Either in a Private Chat or in the # UESRPG-SE-Design channel.

Please take Note that SE is currently in a completely playable state using my original revisions of 3e’s designs.

Additional paragraphs will be added to these entries to maintain a current overview of the SE Rework.

# Non-Mechanical Changes

Ever since I started this project, the name “UESRPG Special Edition” has left me a little sour as I do not wish to imply that my edition is superior to those created by others, such as the Core Editions, RRe, and the Vengard Hack. With this in mind and the consideration of distancing SE from the Core Editions, I have been considering changing the name of the project.

# Thematic Changes

While the UESRPG Core Editions have all had their roots as a hack of other systems designed to cater to their own specific settings and lore, I am wanting to approach this new SE with the goal of ensuring that the system is designed specifically for TES.

***Ideas***

These ideas are meant to bring in a hint of features from both the Games and the Lore to give the game a more “authentic” TES feel.

* ***Classes*** would be a starting archetype with a unique ability and bonus skills.

# Core System Changes

The most drastic change would be to the ***Dice System*** of the game. Changing it from the current ***Blackjack Mechanic*** to my own ***3T Mechanic***, which is my custom variation of the D100 system found in “Call of Cthulhu”.

The ***3T Mechanic*** (3-Tiered) is based on the division of the TN of tests into three tiers which denote the rolls Degree of Success. The divisions are the whole TN, one half the TN, and one fifth the TN.

**TN 60 -> 30 -> 12**

One of the most evident benefits of this design is how it caters to the GM’s ability to manage a test's difficulty. Instead of having to judge an appropriate numeric modifier (ranging from +/- 40), the GM only has to choose from three “Descriptive” difficulty levels. These three levels simply state how much DoS is required to succeed on the test. So a character with a 60 TN (as shown above) who needs to make a Routine difficulty test needs to roll less than 60, while a Challenging Difficulty test must be below 30, and an Arduous Difficulty test needs to be below a 12. Instances of an external influence on a test’s outcome are handled using the Advantage/Disadvantage system found in both D&D 5e and CoC 7e.

***Things for me to Consider***

* How should I handle multiple instances of external influence?

This system allows for a minor burden to be lifted from the GMs, as they no longer need to defend their chosen modifiers for a given test. As for players and practical benefits, using this mechanic I plan on making a new action design that benefits from the test’s DoS rather than having a static effect on a success.

# Combat Changes (Old)

Along with the addition of the aforementioned “Multi-Tiered” Action design, Combat will see a very different Weapon system. Specifically with the removal of “Damage Die” and having a more consistent damage that is determined by how well you managed to hit your target, using DoS. So all weapons will have a ***Base Damage*** and will be improved by the weapon’s material and the Damage Attribute Bonus of the wielder (StrB, AgiB, PrcB). This total damage is then ***multiplied*** by the DoS of the attack (1-3). This change is done with the idea of making damage more consistent and having Higher TNs matter more than just hitting more often, you will also be inflicting more damage.

Along with coming changes to Advantage actions, the introduction of the 3T type Actions, and the addition of more environmental effects and support, hopefully I will be able to create an intuitive and dynamic combat system with several avenues of action and support for a multitude of playstyles.

To assist in making a character’s choice of weapon or spell more impactful, all elemental damage types and the different weapon types will have a special effect that triggers whenever you get 3 DoS on an attack with it. With physical weapons, the attacker will be able to spend SP to also trigger an improved effect and mages can spend 1 MP to trigger a greater effect with elemental damage.

# Magic Changes

Yet another topic that I wish to address is the application of Magicka as a resource. I have personally found the math in UESRPG 3e to sometimes be a little too “crunchy” and when I played a Mage, the Magicka resource was just a minor part of the whole issue. However, when I ran a starter adventure with pre-generated characters and entirely new players, they found the “Restraint” and “Overload” to be strange.

So I will be flipping the dynamic in the system. Restraint and Overload always felt wrong to me as not every spell could even be overloaded, so Restraint was left to be the most logical “Default” casting method. I have seen disputes between the GM and PC during a PbP game I was briefly in about the PC forgetting to apply their restraint to several (non-overloaded) spells and had run low on MP and wanted to recalculate the costs to get some MP back, while the GM refused because “The PC should know hope their character works”.

So to fix this, all spells will have simpler math for the MP cost and Character’s will have a more easily calculated MP pool. With this done, Restraint will be removed as a core feature and added as a talent that will allow you to “Restrain” a failed spell to prevent the loss of the MP. Overloading will become an “opt in feature” for spells, increasing the cost to increase the effect. If I make the base spells only costing 1-5 magicka to cast (MP pool is reduced in some fashion), then Overloading will double the spell.

***What About Spell Levels?***

I am contemplating the removal of “Spell Levels” in favor of “Caster Level”. Basically, the Caster’s rank in the spell skill determines the power of their spells rather than simply having to buy a stronger spell. This may lead me to making certain spells “Level Locked” requiring a certain skill rank to be able to cast them, at least properly.

***New & Redone Spell Traits***

Upkeeps

* *Drain (X)*  
   Maintaining this spell’s effect drains X MP at the start of the caster’s turn at the end of the spell’s duration.
* *Mindlock*

So long as this spell is active, the caster has 1 less action that they can perform on their turn. Only one instance of Mindlock can affect a target at a time.

* *Channeling*

So long as this spell is active, the caster cannot take any action, including reactions.

Castings

* *Instant*

The spell’s effect is instantaneous and is gone after the effect is resolved

* *Charged*

This spell can be charged by spending multiple actions on its casting. These spells can be charged over multiple turns, but if you take an action or reaction other than to charge or release it, all built up charge is lost. The Casting test is rolled upon release, which is done as a free action on the caster’s turn. A spell can only be charged up to ten times.

Forms

* *Bolt (X)*

Hits a single target within X meters as a ranged attack.

* *Touch*

Can target a single target within range of a natural weapon of the caster, or 1m for those without a listed natural weapon.

* *Aura (X)*

The spell affects any target within 2m of the Aura source. Certain Aura Spells have unique conditions to acknowledge.

* *Direct*

Can affect a single target within (Caster’s Wp) meters that the caster can see. The target can make a Wp Test vs the casting to resist if they wish to, they do not need to be aware to make this judgement. (a Talent will impose a penalty to those who are unaware and to better understand why it is this way, think of it like this. Resisting is a passive and natural response, letting it affect you willingly is what requires awareness of the spell.)

* *AoE*

Affects all targets caught within the area. Targets may make an Evasion test, and if successful they take reduced damage and can move DoS meters, if this would carry them out of the area, they take no damage instead.

* *Beam (X, Y)*

X meters Long, Y meters wide

* *Wave (X)*

X meters long, starting with the 1m space in front of the caster and increases in width by 2m (1 on either side) for every meter it extends outwards.

* *Sphere (X)*

A Sphere with a Radius of X.

***Caster Levels***

A character’s caster level is based on their rank in the given school of magic. Caster Level determines an aspect of the spells power, such as Firebolts Damage, the amount healed, or the duration of spells.

***Example of a new Spells***

*Firebolt*

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Bolt (20m), Charged | | | |
| ***Effects***  Launches a Bolt of flame at a target within 20m,  Inflicting CL + WpB + Charge Fire Damage. | | | | |
| ***Overloaded Effect***  Gives the spell a 3m Sphere AoE | | | | |

*Levitation*

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Drain (3) | | | |
| ***Effects***  The target gains the Flyer (X) trait equal to the  Caster’s (2\*DoS) for (Caster Level) Rounds. | | | | |
| ***Overloaded Effect***  The Caster can overload the spell to add their WpB  to the Flyer trait from this spell. | | | | |

*Name*

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

***Arcane Anomalies***

***Spellbinding***

# Skill & Talent Changes

If I increase the emphasis on my Perk System that can be found in the current SE version, then I may expand on the amount of Perks and double the amount you get. 1 Perk every 5 Points rather than every 10.

***Skill List***

* Heavy Weapons
* Light Weapons
* Marksman
* Unarmed
* Evasion
* Block
* Alteration
* Conjuration
* Destruction
* Restoration
* Mysticism
* Illusion
* Alchemy
* Enchanting
* Engineering
* Smithing
* Artistry
* Provisioning
* Animal Handling
* Riding
* Athletics
* Acrobatics
* Medicine
* Lore
* Speechcraft
* Mercantile
* Sneak
* Security
* Survival
* Awareness

# Character Changes

Health = Endurance

Magicka = (IntB\*2) + WpB

Stamina = EndB + ½ WpB

Speed = AgiB + ½ StrB

Carry Rating = (StrB\*2) + EndB

Attunement = ½ WpB

Initiative = AgiB + PrcB

Wound Threshold = EndB + StrB + WpB

# Class Concept

The idea of these classes is to assist players in getting the “Feel” they want from their playstyle during character creation. How they will work is each one will provide a set of bonuses to certain skills, with 25 points for the player to spread across their skill set, and a “Class Feature” that provides a unique ability or buff and an optional set of bonus gear.

*Note: I can’t do Gear until the gear is made*

***Example Classes***

The following Class Features may need to be buffed

* Thief
* Nightblade
* Scout

*Mage*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Alteration  Destruction  Conjuration  Mysticism  Illusion  Restoration  Lore  Enchanting  Alchemy | ? |
| ***“Magicka Manifold”***  Mages get a +1 Multiplier to their magicka | |
| ***Description***  *Most mages claim to study magic for its intellectual rewards, but they also often profit from its practical applications. Varying widely in temperament and motivation, mages share but one thing in common - an avid love of spellcasting.* | |

*Warrior*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Heavy Weapons  Light Weapons  Marksman  Unarmed  Block  Athletics  Evasion  Smithing  Riding | ? |
| ***“Armsmaster”***  Warriors add +2 damage to all their melee weapons | |
| ***Description***  *Warriors are the professional men-at-arms, soldiers, mercenaries, and adventurers of the Empire, trained with various weapons and armor styles, conditioned by long marches, and hardened by ambush, skirmish, and battle.* | |

*Rogue*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Sneak  Light Weapons  Block  Evasion  Speechcraft  Mercantile  Engineering  Security  Unarmed | ? |
| ***“Fool’s Luck”***  Rogues can reroll one test per session for free | |
| ***Description***  *Rogues are adventurers and opportunists with a gift for getting in and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting in their luck and cunning to survive.* | |

*Sorcerer*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Conjuration  Destruction  Alteration  Mysticism  Enchanting  Illusion  Block  Heavy Weapons  Marksman | ? |
| ***“Artifice Affection”***  Sorcerers gain a +2 to their Attunement | |
| ***Description***  *Though spellcasters by vocation, sorcerers rely most on summonings and enchantments. They are greedy for magic scrolls, rings, armor and weapons, and commanding undead and Daedric servants gratifies their egos.* | |

*Barbarian*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Heavy Weapons  Block  Evasion  Survival  Marksman  Unarmed  Athletics  Smithing  Acrobatics | ? |
| ***“Hail & Hearty”***  Barbarians gain +10 to the Max Health | |
| ***Description***  *Barbarians are the proud, savage warrior elite of the plains nomads, mountain tribes, and sea reavers. They tend to be brutal and direct, lacking civilized graces, but they glory in heroic feats, and excel in fierce, frenzied single combat.* | |

*Assassin*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Light Weapons  Marksman  Alchemy  Sneak  Security  Evasion  Athletics  Acrobatics  Block | ? |
| ***“Quarry”***  Once per combat, the Assassin can choose one target to mark as their quarry. The Assassin adds +1 to their attacks multiplier against their quarry | |
| ***Description***  *Assassins are killers who rely on stealth and mobility to approach victims undetected. Execution is with ranged weapons or with short blades for close work. Assassins include ruthless murderers and principled agents of noble causes.* | |

*Knight*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Heavy Weapons  Riding  Block  Mercantile  Speechcraft  Lore  Light Weapons  Enchanting  Medicine | ? |
| ***“Ironclad”***  Knights add +1 to the DR of armor they wear | |
| ***Description***  *Of noble birth, or distinguished in battle or tourney, knights are civilized warriors, schooled in letters and courtesy, governed by the codes of chivalry. In addition to the arts of war, knights study the lore of healing and enchantment.* | |

*Healer*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Restoration  Medicine  Alchemy  Evasion  Speechcraft  Alteration  Illusion  Unarmed  Mysticism | ? |
| ***“A Healer’s Touch”***  Any healing done by the Healer is increased by 2 | |
| ***Description***  *Healers are spellcasters who swear solemn oaths to heal the afflicted and cure the diseased. When threatened, they defend themselves with reason and disabling attacks and magic, relying on deadly force only in extremity.* | |

*Witchhunter*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Marksman  Evasion  Enchanting  Alchemy  Sneak  Block  Light Weapons  Conjuration  Mysticism | ? |
| ***“Mindshield”***  Witchhunters can reroll failed Willpower tests made to resist a direct spell or mind altering effect | |
| ***Description***  *Witchhunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks, and necromancers.* | |

*Battlemage*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Destruction  Conjuration  Alteration  Mysticism  Marksman  Heavy Weapon  Block  Enchanting  Alchemy | ? |
| ***“War Magic”***  Battlemages add +2 to all of their spells damage | |
| ***Description***  *Battlemages are wizard-warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with elemental damage and summoned creatures.* | |

*Thief*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Sneak  Security  Speechcraft  Mercantile  Evasion  Acrobatics  Unarmed  Marksman  Athletics | ? |
| ***“Pilferer”***  Thieves do not half their speed while hidden | |
| ***Description***  *Thieves are pickpockets and pilferers. Unlike robbers, who kill and loot, thieves typically choose stealth and subterfuge over violence, and often entertain romantic notions of their charm and cleverness in their acquisitive activities.* | |

*Monk*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Unarmed  Evasion  Lore  Athletics  Acrobatics  Sneak  Marksman  Restoration  Medicine | ? |
| ***“Windwalker”***  Monks gain a +2 to their Speed and can move 1 extra meter after a successful Evasion test | |
| ***Description***  *Monks are students of the ancient martial arts of hand-to-hand combat and unarmored self defense. Monks avoid detection by stealth, mobility, and agility, and are skilled with a variety of ranged and close-combat weapons.* | |

*Archer*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Marksman  Heavy Weapons  Block  Evasion  Athletics  Survival  Sneak  Medicine  Riding | ? |
| ***“Called Shot”***  When the Archer takes the Aim action, they add +3 to their weapons damage | |
| ***Description***  *Archers are fighters specializing in long-range combat and rapid movement. Opponents are kept at distance by ranged weapons and swift maneuver, and engaged in melee with sword and shield after the enemy is wounded and weary.* | |

*Crusader*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Heavy Weapons  Block  Restoration  Alteration  Destruction  Speechcraft  Medicine  Riding  Alchemy | ? |
| ***“Resolute”***  Crusaders gain a +2 to their max Magicka and Stamina | |
| ***Description***  *Any heavily armored warrior with spellcasting powers and a good cause may call himself a Crusader. Crusaders do well by doing good. They hunt monsters and villains, making themselves rich by plunder as they rid the world of evil.* | |

*Nightblade*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Sneak  Illusion  Light Weapons  Alchemy  Security  Mysticism  Marksman  Evasion  Alteration | ? |
| ***“Quiet Caster”***  Nightblades can cast spells without losing the Hidden condition and add + 1 to their Caster Level while Hidden | |
| ***Description***  *Nightblades are spellcasters who use their magics to enhance mobility, concealment, and stealthy close combat. They have a sinister reputation, since many nightblades are thieves, enforcers, assassins, or covert agents.* | |

*Bard*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Speechcraft  Mercantile  Lore  Artistry  Light Weapons  Block  Security  Illusion  Acrobatics | ? |
| ***“Bardic Charm”***  Once per session, a Bard may choose to have Advantage on a Speechcraft, Mercantile, or Illusion test and they grant a +1 to any Magicka and Stamina recovered by allies during a rest | |
| ***Description***  *Bards are loremasters and storytellers. They crave adventure for the wisdom and insight to be gained, and must depend on sword, shield, spell and enchantment to preserve them from the perils of their educational experiences.* | |

*Spellsword*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Heavy Weapons  Light Weapons  Block  Evasion  Alteration  Destruction  Mysticism  Alchemy  Enchanting | ? |
| ***“Spell-Weave”***  Spellswords gain a +2 to their melee damage after successfully casting a spell and gain a +1 to their Caster Level after the make a successful attack | |
| ***Description***  *Spellswords are spellcasting specialists trained to support Imperial troops in skirmish and in battle. Veteran spellswords are prized as mercenaries, and well-suited for careers as adventurers and soldiers-of-fortune.* | |

*Scout*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Sneak  Survival  Marksman  Athletics  Evasion  Alchemy  Medicine  Light Weapons  Block | ? |
| ***“Pathfinder”***  Scouts gain a +2 to their Speed and are not hindered by Difficult Terrain | |
| ***Description***  *Scouts rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight. By contrast with barbarians, in combat scouts tend to be cautious and methodical, rather than impulsive.* | |

*Pilgrim*

| ***Skill Set*** | ***Gear*** |
| --- | --- |
| Lore  Speechcraft  Mercantile  Marksman  Restoration  Illusion  Alchemy  Evasion  Light Weapons | ? |
| ***“Wayward”***  Pilgrims gain +2 to their Stamina and recover +2 Health and Stamina whenever they would normally recover them during a rest. | |
| ***Description***  *Pilgrims are travellers, seekers of truth and enlightenment. They fortify themselves for road and wilderness with arms, armor, and magic, and through wide experience of the world, they become shrewd in commerce and persuasion.* | |

# Elite Abilities

The idea of “Elite Abilities” is SE’s version of Elite Advances and is divided into Elite Skills, which add new abilities and mechanics tied to their own skill, and Elite Talents, which either add a single special power or allow normal skills to be used in new ways.

***Elite Skills***

* Thu’um
* Shehai
* Sight
* Shadowmagic
* Claw-Dancing
* Battle-Spirit
* Devotion

***Elite Talents***

* Auramancy (Mysticism)
* Dwemer Machinery (Engineering)
* Astral Artifice (Enchanting)
* Polymorphing (Alteration)
* Pain Sorcery

# Transformations

* Vampire
* Lycanthrope
* Sleeper
* Lich

Mutations

* Briarheart
* Hagraven
* Vestige