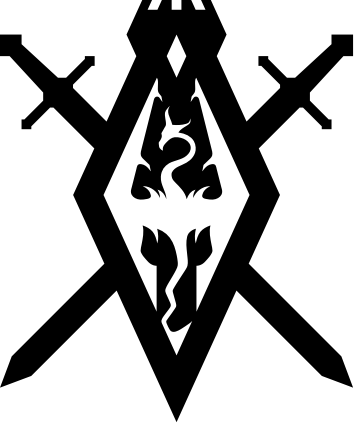
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## The Elder Scrolls

*Unofficial Roleplaying Game*



Core Rulebook

*By Tutorialtuna*

***Restoration***

*Governing Attribute*: **Willpower**

*Description and Common Uses*

This skill influences the use of spells from the school of Restoration. Restoration is focused on healing and restoring targets, and harming the undead.

***Resolve***

*Governing Attribute*: **Willpower**

*Description and Common Uses*

This skill governs the strength of a character’s will and their ability to resist fear and mind affecting magic.

***Security***

*Governing Attribute*: **Intelligence**

*Description and Common Uses*

This skill governs a character’s ability to examine, disarm, create, and tinker with locks and mechanical traps and contraptions.

***Skyclad***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character’s natural toughness and their ability to reduce the brunt of damage while unarmored.

***Unarmored Defense***

A character wearing no armor, aside from shields, gains a PR and MR equal to their rank in this skill.

***Sneak***

*Governing Attribute*: **Agility**

*Description and Common Uses*

This skill governs a character’s ability to hide in shadows, move unseen, perform a feat of sleight of hand, pick pockets, and to disguise themself.

***Speechcraft***

*Governing Attribute*: **Personality**

*Description and Common Uses*

This skill governs a character’s ability to negotiate, deceive, coerce, and discern a character’s motives and emotions through communication.

## Core Mechanics

This system is a lighter weight version of the system found in AWES. Inspired by the simplicity found in Arena and Daggerfall, this system will be a game that requires very little in the way of mechanical knowledge to enjoy.

# Rulings, not Rules

The rules presented in this system are meant to tell you how to resolve certain situations, but do not mandate when these situations occur. That is up to the Gamemaster and their players.

So I hereby invest in you the authority to do whatever you want, you got that GMs? You’re in charge now, so have fun and don’t worry too much.

# The Dice Chain

This system makes use of the following dice chain for its mechanical needs.

***D6 - D8 - D10 - D12 - D20***

Using a d20 to resolve all checks and using the remaining die for various other rolls. Such as; Weapon and Spell Damage, Random Table Results.

# Action Checks

Whenever a character’s action calls for a Check, the acting player will roll a D20 and compare the rolled result to their Target Numbers and the difficulty of the Check to determine their Degrees of Success.

# Target Numbers

A character’s Target Number (or TN) is based on their skills and attributes. The following equation calculates the character’s TN.

***Governing Attribute + ( Skill Rank\*2)***

All Target Numbers are divided into three Degrees of Success that determine how well the character succeeded in the Check.

***TN - 1/2 - 1/5***

These Degrees also mark the Difficulty of a Check. A Routine Check needs only 1 DoS, a Challenging needs 2 DoS, and an Arduous needs 3 DoS. The Difficulty is assigned by the Gamemaster.

***Medicine***

*Governing Attribute*: **Intelligence**

*Description and Common Uses*

This skill governs a character’s ability to restore health during rests, stabilize dying characters, and to remove wounds.

***Medical Healing***

This skill can be checked during rests to recover an amount of health based on the check’s DoS. A character can heal themselves or one other character during their rest. Detailed below is the amount of health healed through resting in such a manner.

***DoS \* (Medicine Rank + 3 on Short Rests & + 10 on Long Rests)***

This method is the only way to restore health beyond a wound threshold, outside of naturally healing.

***Mercantile***

*Governing Attribute*: **Intelligence**

*Description and Common Uses*

This skill governs a character’s ability to bargain prices, appraise an item’s value, and to gather information of the local trade. Along with your knowledge on economics.

***Bargaining***

A character can check their Mercantile skill in an opposed check versus a merchant to bargain for a higher selling price or a lower buying price. However, doing so risks the inverse if they fail the check. The price shifts towards the favor of the winner and uses the winner’s Mercantile Rank for the calculation.

***(5 + Mercantile Rank) \* DoS % Shift in favor of the winner***

***Mysticism***

*Governing Attribute*: **Willpower**

*Description and Common Uses*

This skill influences the use of spells from the school of Mysticism. As a school, Mysticism is a rather obscure discipline focused on manipulating magicka itself to produce a number of exotic effects.

***Prowess***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character’s raw ability to strike hard and lethally. Characters add their rank in this skill to the damage of their melee attacks.

***Illusion***

*Governing Attribute*: **Willpower**

*Description and Common Uses*

This skill influences the use of spells from the school of Illusion. As a school, Illusion focuses on manipulation and deception to affect the minds of targets and the light around them.

***Leadership***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character's ability to take charge and give orders in combat through the issuing of tactics.

***Leadership Tactics***

At the start of combat, a character with ranks in Leadership may select one Tactic benefit to issue out to their allies. A character can only issue one Tactic per combat and can only benefit from one tactic during combat. However, a character who is affected by multiple tactics, such as from multiple leaders, may choose which issued tactic they benefit from. Leaders do not benefit from their own tactics.

***Strike Order***

All allies add the leadership rank to their Initiative.

***Defensive Order***

All Allies add the leadership rank to their Physical Damage Reduction.

***Offensive Order***

All allies add the leadership rank to their attack’s physical damage.

***Lore (\_\_\_)***

*Governing Attribute*: **Intelligence**

*Description and Common Uses*

This skill governs a character’s knowledge on a given topic, such as; provincial history and politics, cultural and religious customs and traditions, or specific fields of study like herbology, zoology, and geography.

***Martial***

*Governing Attribute*: **Agility**

*Description and Common Uses*

This skill governs a character’s ability to use melee weapons, such as; Swords. Axes, Maces, Staves, Spears, and Daggers.

# Opposed Checks

If a Check is being made in opposition to another Character, such as an Attack being opposed by a Block, then the Check has no Difficulty. These Checks instead compare their DoS and whoever rolled lower wins.

# Advantage & Disadvantage

While the difficulty of a Check represents the actual challenge the action poses, Advantage and Disadvantage represent external influences on the out =come of the Check. Such influences could be; trying to climb using a grappling hook (Advantage) or attempting to swim against a current in heavy armor (Disadvantage).

Whenever a character has such an influence on their Check, they roll the D20 twice and either take the better or worse result. Worse if they have Disadvantage and the better one if they have Advantage.

If a Check is at double Disadvantage, it simply cannot be attempted until one of the Disadvantages are removed.

# Structured Time

All time within the secondary world is managed in one of three ways, being; Encounter Rounds, Exploration Rounds, and Open Time. These time frames each break time down into different chunks to make them easier to be tracked and handled by the players and Gamemasters.

Encounters are measured in 10 second rounds where all actions happen concurrently.

Effects in an encounter, either from special actions, spells or traps, have their duration measured in rounds. Encounters are detailed in a later section of this book.

Exploration is measured in ten minute rounds that are used to help track spell durations, light sources, weather, and environmental effects. Exploration, and all of its uses, is detailed in the Gamemastery Guide.

Open time is the simplest of the measurements as it is untracked time, such as; spending downtime, going shopping in a city, spending time at camp, and other narrative periods of time.

## Combat

Combat and conflict are a given in any adventure. Whether you face villainous men and mer, vile monsters, or the dangerous daedra, the rules here will prepare you for any fight.

# Flow of Combat

Every round of combat follows this flow of events.

In combat, the term Actor refers to the acting character in the initiative.

***Roll Initiative***

***↓***

***Actor commits their effort***

***↓***

***Resolve actions***

***↓***

***Turn passes to next in Initiative***

***↓***

***Repeat steps 2 through 3 until combat ends***

# Rolling for Initiative

When Initiative is called, all characters engaged in the combat must roll a D10 and add their Initiative Rating to the result. This result is the character's place in the Initiative. Ties go to whoever has the higher Speed.

# Commitment, Effort, & Exertion

All characters have 2 Effort with which they commit to their actions in combat. They can commit fully to a single action with both otf their effort or they can split their effort and partially commit to two actions. Characters that fully commit to an action may also choose to spend a point of Stamina to gain a bonus effect.

# Guard

Characters have a binary value known as Guard that determines whether or not they can roll to defend themselves when they are attacked. If their Guard is up, theft can roll to defend and they cannot if it is down.

***Crafting (\_\_\_)***

*Governing Attribute*: **Intelligence**

*Description and Common Uses*

This skill governs a character’s ability to craft, examine, appraise, and maintain the products and tools of a selected craft.

***Crafting Options***

The crafting skill has each of these following options detailed in a later section of this book. A character may choose to specialize in any craft, even if it isn’t listed below, but they and their GM are responsible for its mechanics.

***Alchemy - Construction - Enchanting - Smithing***

***Critical Strike***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character’s training in lethal combat and can allow for critical damage attacks.

***Critical Strikes***

Whenever a character rolls their Rank or lower in the Critical Strike Skill on a physical attack, melee or ranged, they add a bonus damage die to the attack’s damage.

***Destruction***

*Governing Attribute*: **Willpower**

*Description and Common Uses*

This skill influences the use of spells from the school of Destruction. As a school, Destruction focuses on harming targeted objects and beings through the use of various kinds of elemental and magical attacks.

***Dodge***

*Governing Attribute*: **Agility**

*Description and Common Uses*

This skill governs a character’s ability to evade incoming threats, such as; a hostile spell or attack, fall debris, or quickly jumping out of a trap.

***Fortitude***

*Governing Attribute*: **Endurance**

*Description and Common Uses*

This skill governs a character’s general health and ability to resist poisons, disease, and natural hazards.

***Alteration***

*Governing Attribute*: **Willpower**

*Description and Common Uses*

This skill influences the use of spells from the school of Alteration. As a school, Alteration focuses on altering the physical and magical properties of things.

***Archery***

*Governing Attribute*: **Perception**

*Description and Common Uses*

This skill governs a character's ability to use ranged weapons, such as; bows, darts, whips, and crossbows.

***Athletics***

*Governing Attribute*: **Strength**

*Description and Common Uses*

This skill governs a character’s ability to perform feats of strength and physical prowess, such as; jumping, climbing, and lifting heavy objects.

***Awareness***

*Governing Attribute*: **Perception**

*Description and Common Uses*

This skill governs a character’s ability to take in their surroundings, spot hidden threats and treasures, and to keep a vigilant watch during rests.

***Block***

*Governing Attribute*: **Endurance**

*Description and Common Uses*

This skill governs a character’s ability to utilize a shield to parry incoming attacks and to use a shield as an off-hand weapon by bashing with it.

***Shields as Weapons***

When a shield is used as a weapon, it inflicts a D6 damage and has no special quality. Shield’s can be used for dual-wielding without a specific technique.

***Conjuration***

*Governing Attribute*: **Willpower**

*Description and Common Uses*

This skill influences the use of spells from the school of Conjuration. As a school, Conjuration focuses on calling upon and interacting with various otherworldly entities.

# Areas of Effect

Some abilities, spells, and items may affect a given area rather than a specific target. When this is the case, all characters within the area with their Guard up may roll a Check to reduce the damage. A successful defense will reduce the damage they take by DoS die.

# Dual-Wielding

When fighting with a weapon in either hand allows the character to add an extra die to the attack's damage in place of gaining advantage when you commit yourself to an attack.

# Mounted Combat

Fighting while mounted allows your mount to act on your Turn in combat and allows them to use their Effort for any of their normal actions. The rider may also use the mounts Stamina in place of their own for exerting on attacks.

# Unarmed Combat

Unarmed attacks have a damage die of a D6 with no special qualities without further training.

# Two-Handed Combat

Wielding a weapon in two hands allows for greater control, allowing the character to reroll damage die rolls of 1 & 2.

# Ranged Combat

Ranged weapons have a listed Range (x) value that shows how far their range increments are. Within the range of x, the attacks have no penalty. Within the range of x\*2, the attacks suffer Disadvantage.

# Attacks of Opportunity

Certain actions will leave a character open for an attack from a foe. These attacks are called Attacks of Opportunity (AoO) and which skills trigger them are listed in the actions block. Additionally, any unconventional situation that the GM would believe an AoO could happen may be called by the GM at the moment.

# Reactions

Certain abilities and spells trigger in reaction to a target performing a given action. These reactions can be done at any time during the initiative so long as their trigger occurs within range of the reacting character.

# Throwing Weapons

A character can throw any weapon that they can use. Using the appropriate weapon skill. The range of a thrown weapon is equal to the following equation.

***StrB + Size Mod: (D6 = +2, D8 = +1, D10 = +0, D12 = -1)***

# Falling

A character takes 1d6 damage for every 2m they fall beyond the first 3m. This damage ignores a character's armor and other DR.

# Holding your Breath

A character can hold their breath for an amount of rounds equal to 1 + their EndB. Characters take 1d8 damage every round beyond this limit. This damage ignores all DR.

# Lighting

Characters who are deprived of light suffer Disadvantage on any check that would rely on sight to perform. Individual light sources will detail their effective area. Additionally, if the GM would consider an action impossible to perform given the area's lighting, then the player should be informed as such.

# Subdual Damage

Any physical attack can have its damage be treated as Subdual Damage. Choosing this halves the damage inflicted and cannot inflict wounds. If a character would die to subdual damage, they instead fall unconscious.

 ***Skills*** 

Nearly every roll will have an associated skill and whenever these rolls are made, they are being checked against the skills Target Number. All skills have six ranks from 0-5 and each of these ranks provides a series of bonuses, as shown in this segment.

More skills will be defined in the Player’s Handbook.

# Skill Ranks

| ***Rank*** | ***Equivalence*** | ***Bonuses*** |
| --- | --- | --- |
| Novice (0) | Little to no knowledge | +0 |
| Apprentice (1) | Basic Proficiency | +2 |
| Journeyman (2) | Practical Proficiency | +4 |
| Adept (3) | Extensive Experience | +6 |
| Expert (4) | Professional Proficiency | +8 |
| Master (5) | Complete Mastery | +10 |

# Custom Skills

Character’s may choose to create custom skills with the assistance of their Gamemaster. These skills can either cover a highly specific feat or field of training or cover a whole new homebrew mechanic designed by the player and Gamemaster.

# Unchecked Skills

These skills do not have a governed attribute and instead grant unique benefits for training them through unique mechanics and benefits.

# Standard Skill Descriptions

This section gives an overview of each skill, what it represents, its governing attribute, some common applications, and any skill specific miscellaneous mechanics. Some skills have more advanced mechanics that are brought into further detail in the expanded books, such as Crafting.

***Evade***

| ***AoO*** | No | ***Check*** | Evasion |
| --- | --- | --- | --- |
| ***Result***  Attempt to move out of the way of an incoming attack or hazard. If you win the opposed check, you negate the incoming attack and can move DoS meters in any unobstructed direction without provoking any attacks of opportunity | | | |
| ***Exertion***  Exerting yourself on an evasion doubles the  distance you can move after a successful evasion | | | |

***Parry***

| ***AoO*** | No | ***Check*** | Weapon Skill |
| --- | --- | --- | --- |
| ***Result***  Attempt to turn away an incoming melee attack using your weapon. Winning the opposed check negate the attack | | | |
| ***Exertion***  Exerting yourself in a parry turns the parry into a counterattack. If you win the opposed check, you inflict damage as if your parry Action was an Attack | | | |

***Use/Ready Item***

| ***AoO*** | Yes | ***Check*** | None |
| --- | --- | --- | --- |
| ***Result***  Either ready an item from your inventory or use a readied item | | | |

***Raise Guard***

| ***AoO*** | No | ***Check*** | None |
| --- | --- | --- | --- |
| ***Result***  Raise your Guard | | | |

***Hold Action***

| ***AoO*** | No | ***Check*** | None |
| --- | --- | --- | --- |
| ***Result***  Devote one or both of your Effort to holding a standard action of your choosing to perform as a Reaction to a declared trigger. As a reaction, this held action cannot be committed or exerted | | | |

# Damage

All weapons have a Damage Die (Die) and an amount of these die equal to the checks DoS are rolled to determine the damage of successful attacks and add the attacker’s Strength Bonus to the damage for melee attacks, Perception Bonus for ranged, and Willpower Bonus for magical damage. This total is then reduced by the applicable Damage Reduction (DR) of the target. The character's Health Points (HP) are then reduced by the remaining amount.

There are different damage types and some inflict special effects. These effects are detailed in the Damage Types entry in the Conditions section below.

# Minimum Damage

An attack always inflicts a minimum amount of damage equal to the amount of die rolled in the attack even if the target’s DR would reduce the damage to 0. This minimum is ignored if the target is Immune to the damage type.

# Wound Levels

A character’s Max Health is divided into three levels, being: 1x, 1/2, and 1/5. Whenever a character’s current health drops below one of these levels, their max Health is set to the cap of that level until they can get their wound treated.

In order to even attempt to treat a wound, the character must be currently at their current wound level’s max value.

# Death & The Brink

When a character drops to 0 HP, they enter a state called “The Brink”. While a character is in this state, they must make a Death Save using a D20 and if the roll is less than 10 + the amount of Death Tolls the character has, they gain 1 Death Toll. When a character reaches 5 Death Tolls, they die.

Whenever a character takes damage while on the brink, they instantly gain a Death Toll. At the start of a character’s turn while in the Brink, they must spend 1 SP to stay conscious. If they don’t have an SP or choose not to spend one, they fall unconscious.

Death Tolls are cumulative and are only removed after a completed long Rest.

# Rest & Recovery

Characters can recover their stats by resting with adequate food and drink. If a character rests without these supplies, they recover none of their stats from the rest. There are two types of rest and they are as follows. A character must be at the max for their current wound level to heal beyond it.

***Long Rest***

A long rest needs 24 hours worth of relaxing activities and sleep with enough food for at least two meals. Characters restore the following stats after a complete long rest.

***HP = 1+EndB, SP = All, MP = All***

***Short Rest***

A short rest needs a small meal and about an hour of relaxation. Characters restore the following stats after a complete short rest.

***HP = 1, SP = EndB, MP = 2\*WpB***

# Unconventional Actions

Characters may choose to attempt something not covered by the following standard actions. These characters may describe their desired action to their Gamemaster, who will make a ruling on how to go about doing it.

It is on the player and the Gamemaster to work out if and how a character can commit to or exert themselves on these actions. It would be useful to note this new action down in the later Notes section in the back of this book.

# Improvised Weapons

A character may use any item that the Gamemaster warrants as usable, as a weapon with a damage die based on the Gamemaster’s ruling. These weapons however do not gain the bonus of a special quality like normal weapons.

# Standard Actions

The following actions are available to any character that meets the listed requirements.

***Attack***

| ***AoO*** | No | ***Check*** | Weapon Skill vs Defense |
| --- | --- | --- | --- |
| ***Result***  Attack a target within reach of your weapon, inflicting *(DoS) die damage* | | | |
| ***Commit***  Committing to an attack gives *Advantage* to the check | | | |
| ***Exertion***  Exerting yourself in an attack adds *+1 Die* to the attacks damage | | | |

***Cast Spell***

| ***AoO*** | N/A | ***check*** | Spell School |
| --- | --- | --- | --- |
| ***Result***  Casts a spell that you have the ability to, following the effects  detailed in the spell’s description | | | |
| ***Commit***  Committing to casting a spell reduces the spells  end cost by 1 MP, doing so leaves you open to attacks of opportunity | | | |
| ***Exertion***  Exerting yourself while casting a spell grants *Advantage* to the  casting check | | | |

***Move***

| ***AoO*** | No | ***Check*** | None |
| --- | --- | --- | --- |
| ***Result***  Move a distance up to your speed. You can move a portion of your speed, then take another action and move the rest afterwards | | | |
| ***Commit***  Committing to your movement allows you to move double your speed | | | |
| ***Exertion***  Exerting yourself in your movement allows you to move triple your speed | | | |

***Block***

| ***AoO*** | No | ***Check*** | Block |
| --- | --- | --- | --- |
| ***Result***  Attempting to deflect an incoming attack with a shield, winning the opposed check negates the full attack. While losing the opposed check still allows the character to add their Shield’s DR to their total DR | | | |