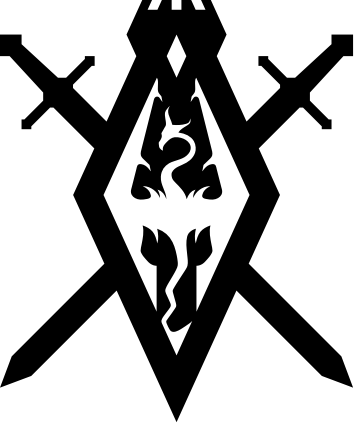
## The Elder Scrolls

*Unofficial Roleplaying Game*



Core Rulebook

*By Tutorial*

## 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.

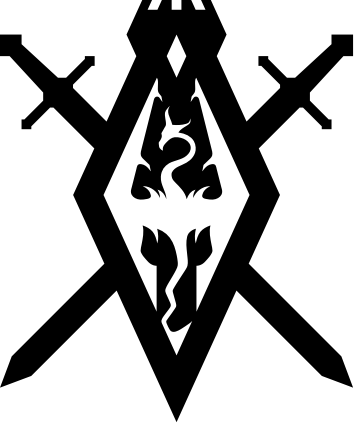
# Guard

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.



## The Elder Scrolls

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## 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.

# 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 Gamemaster’s 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.

# 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.

# 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. Subdual damage is tracked cumulatively in its own counter. If a character takes a total amount of subdual damage equal to their current health, they fall unconscious. Any healing can reduce a character's total subdual damage as if it was restoring health. All subdual damage is removed after a short or long rest.

# 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.

 ***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.

***Martial Feats***

In combat, a character may forgo an amount of Damage Die to perform special feats. Some feats require you to forgo multiple dice to perform. The effects of each feat is detailed below. Players and Gamemasters are encouraged to describe these feats in their own words. If a target dies from damage inflicted from an attack, every die that was not counted towards the kill can be retroactively used on a Feat.

## Disarming Strike - 3 Die

Knocks an item from the target's hand that lands 2m away from the target’s reach.

## Knock Prone - 3 Die

Knocks the target prone. Require a weapon with Heft or Concussive.

## Maneuvering Strike - 1 Die

The attack may move themselves and their target up to 2m in any direction.

## Blinding Strike - 3 Die

Inflicts the Blind Condition on the target until the end of your next turn.

## Bash - 1 Die

Inflicts the Staggered condition on the target. Requires a shield or a weapon with Concussive.

## Throw - 2 Die

You can grab a target of your size or smaller and throw them (StrB) meters in any direction. Requires a melee attack within 1m.

## Rally - 1 Die +

All allies that can hear you regain an amount of HP equal to 2x the number of dice you spent on this action.

## Frighten - 2 Die +

All enemies that can see you take the amount of Die spent on this action as subdual damage.

## Arcing Strike - 2 Die +

Hit an amount of additional targets within range of your weapon equal to the amount of die spent. Melee attacks only.

## Defend - 2 Die +

Gain PR equal to half the die spent on this feat, rounded down, until the start of your next turn.

# 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 | | | |

***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 | | | |

***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.

***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.

***Aegis***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character’s training in the use of armor. Characters add their rank in this skill to the PR of their worn armor’s rating, not to their total.

***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.

***Arcanum***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character’s connection to the flow of magicka. Character’s add twice their rank in this skill to their max Magicka.

***Archery***

*Governing Attribute*: **Perception**

*Description and Common Uses*

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

***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.

***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.

***Devotion (\_\_\_)***

*Governing Attribute*: **Varies**

*Description and Common Uses*

This skill governs a character’s personal belief in their faith and their knowledge of their religion’s rituals and traditions. This skill is governed by a different attribute based on which god they serve, each listed below.

***Deities***

A character may choose from the following deities to devote themselves to. Each deity has their own entry in a later section that details their dogma and blessings.

| ***Strength***  ***Endurance***  ***Agility***  ***Intelligence***  ***Willpower***  ***Personality***  ***Perception*** | *Mehrunes Dagon, Molag Bal, Talos, Boethiah*  *Zenithar, Malacath, Stendaar, Peryite*  *Dibella, Mephala, Kynareth*  *Julianos, Sotha Sil, Hermaeous Mora*  *Vaermina, Almalexia, Akatosh, Arkay, Meridia, Lorkhan*  *Mara, Clavicus Vile, Vivec, Azura, Sanguine, Sheogorath*  *Nocturnal, Hircine, Namira* |
| --- | --- |

***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.

## Magic

Magic is a common sight in the world of the Tamriel, with mages and spellswords being among the usual adventuring party. While many people wield magic as a useful tool to help in daily life, few delve deeper and devote themselves to the mastery of the arcane. So whether you are a novice dabbler or an avid practitioner, the rules detailed below will help you understand the rules of magic in the Elder Scrolls.

# Spellcasting

A character has three options when casting a spell, these being; Quick Casting, Overloaded Casting, and Ritual Casting. Casting any spell requires a successful skill check with the spell’s school of magic and consumes an amount of the caster’s magicka as detailed in the spell’s block. These options each have slightly different rules that will be detailed below.

***Quick Casting*** is available to all spells and is the listed effects of the spell.

***Overloaded Casting*** is available only to spells that have an Overloaded section in its spell block. Overloaded spells cost double the listed magicka.

***Ritual Casting*** is available to any spell that has a Ritual section in its spell block. Ritual spells cost double the listed magicka and has to be cast over a Short Rest. Ritual spells will detail a material requirement to cast them. This item is either a focus, which is not destroyed but is bound to the place of casting and as long as the item is undisturbed, the spell will persist. If the item is a component, then it is destroyed in the ritual’s casting, regardless of whether or not the spell was successfully cast.

# Caster Level

Most spells make use of a value called Caster Level (CL), this value is equal to the Caster’s Rank in the Magic School’s skill + 1. Different spells use the CL in different ways, each detailed in the spell's description.

***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.

***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.

***Precision***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character’s lethal accuracy with ranged weapons. Character’s add their rank in this skill to the damage of their ranged physical attacks.

***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.

***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.

***Survival***

*Governing Attribute*: **Perception**

*Description and Common Uses*

This skill governs a character’s ability to survive in the wilderness, follow, find, and identify tracks, skin and butcher a carcass, harvest ingredients from slain monsters, set up camp, start a fire, and clean drinking water.

***Unarmed***

*Governing Attribute*: **Endurance**

*Description and Common Uses*

This skill governs a character’s ability to fight using their natural weapons, such as; fists, feet, claws, and bites.

***Vigor***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character's physical conditioning and stamina. Characters add their rank in this skill to their max Stamina.

***Vitality***

*Governing Attribute*: **Unchecked**

*Description and Common Uses*

This skill represents a character’s toughness and resilience towards physical harm. Characters add twice their rank in this skill to their max health.

***Levitation Notes***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Drain (2), Direct | | | |
| ***Effects***  The target gains a flight speed equal to the spells  DoS | | | | |
| ***Overloaded Effect***  Overloading the spell doubles the spell’s Flight  speed value | | | | |

***Burden***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target suffers from an increased carry weight level equal to the spell’s DoS | | | | |
| ***Overloaded Effect***  Increases the Drain (1) to *Drain (5)* and the target suffers the *Paralyzed* Condition | | | | |

***Featherflight***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target adds the spell’s DoS to their jump height and distance. Additionally, they can reduce the distance they fall by DoS for determining fall damage | | | | |
| ***Overloaded Effect***  Overloading the spell reduces the targets carry weight level by DoS instead of its normal effect | | | | |

***Seastride***

| ***MP Cost*** | 2 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target gains the ability to walk on water at a speed equal to the spell’s DoS, capped at the target’s normal speed | | | | |

# Schools of Magic

The various magic effects are divided into parent Schools of magic. Exactly which schools are recognized, and how they’re organized, varies from era to era in Tamriel, but for the sake of simplicity this rulebook will utilize the following schools:

The school of ***Alteration*** revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.

The school of ***Conjuration*** focuses on calling upon otherworldly entities and animating the dead. These entities can manifest in a number of different forms.

The school of ***Destruction*** centers on harming targets in a variety of ways. Either through direct damage, or sapping their abilities and defenses.

The school of ***Illusion*** focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy’s perception of reality, or augment one’s own.

The school of ***Mysticism*** is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.

The school of ***Restoration*** revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used against the undead.

# Attack Spells

Spells with the Direct, Ranged (X), or Touch Traits count as attacks. They are resolved as appropriate for an attack of that type (either ranged, melee or direct as detailed in the Spell Trait section above):

The casting check for the spell is also the attack check, and the caster’s degrees of success are compared to the defender’s.

Spell casting checks can suffer from circumstantial modifiers that the GM rules are appropriate.

Spells cannot be parried or countered, only blocked or evaded.

Spells with the AoE attribute are resolved as AoE attacks.

# Spell Traits

Spells have traits listed in their profiles that modify their rules or clarify how they function in game terms. The effects for these attributes are detailed below.

* **Direct**: Forces a target within (**Prc**) Meters of you to make a **Resolve** check to resist the spell's effect. If the target does not wish to resist the spell's effect, they may willingly fail the check. Unconscious targets cannot resist. Direct spells can target the caster. This effect requires the caster to be able to see the target.
* **Drain (X)**: The caster can refresh the effect (including any required checks or rolls, using the original target(s)) and duration of this spell when it ends by paying X MP.
* **Channeled**: You may maintain the spell's effect without spending Magicka in exchange for taking no other actions aside from maintaining the spell.
* **AoE**: Affects all targets caught within the area. Targets may make an Evasion check, 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.

* **Ranged (X)**: Acts as a ranged attack with a max range of X meters and may be defended using Evasion or Block, though it cannot be parried, only resisted.
* **Mindlock**: You have 1 less Action on your turn while this trait is present. You may release your Mindlock at any time, however, you lose control over the spell. You can only ever have one instance of Mindlock active at a time.
* **Reaction**: May be cast as a reaction when specified.
* **Touch**: This spell counts as a Melee Attack and has a Reach of 1m. If the caster has a Natural Weapon with a Reach greater than 1m, then that becomes the reach of this Spell type.
* **Prolonged**: This spell’s effect will persist until the end of the caster’s turn after an amount of rounds equal to the Caster Level.
* **Instant**: The spell’s effect is instantaneous and is gone after the effect is resolved

## Spells

Detailed here are all of the spells available to characters and monsters alike, divided into their sorted Schools of Magic.

# Alteration

The school of Alteration revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.

***Ward Notes***

| ***MP Cost*** | 2 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Reaction, Direct, Instant | | | |
| ***Effects***  This spell can be cast in place of the *Block* skill when taking the Block Defensive Reaction. This function as if the caster was using a shield with the Magic quality and a DR of DoS+CL | | | | |
| ***Overloaded Effect***  Replaces Direct with a (WpB) meter Sphere AoE | | | | |
| ***Ritual Casting***  Using a *Flawless Sapphire* as a focus, the caster  creates a magical barrier in an area of a 100m  Sphere AoE. No teleportation or magical  observation will function within the affected zone  until the Ritual Focus is removed from its stationary  resting place. | | | | |

***Locksplitter***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Touch, Instant | | | |
| ***Effects***  This spell can be cast in place of a *Security* check and counts as having Lockpicks | | | | |

***Banishment Notes***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Direct | | | |
| ***Effects***  Banishes a summoned Daedra with a Soul Level equal to the spell’s DoS, or less, back to its native plane of Oblivion | | | | |
| ***Overloaded Effect***  Overloading this spell doubles the spell’s DoS for the purpose of determining the Soul Level the spell can banish | | | | |

***Spirit of Doom***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  This spell forces a chaotic Daedric spirit into the body of the target that will grow in power every round that the spirit is inside the target. After 2 full rounds, the spirit erupts from the target and returns to oblivion, tearing away at the target's soul and vital essence as it departs. The spirit will inflict (DoS) d6 + CL as Raw Damage | | | | |

***Spirit of Sorcery***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  Summons a Daedric Spirit into the body of the target that empowers their magic while draining their lifeforce. All spells cast by the target add this spell’s DoS+CL to their other spell’s CL. However, the target will take 1d10 Raw Damage every time they cast a spell while the Spirit is still inside them | | | | |

***Buoyancy Notes***

| ***MP Cost*** | 2 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target gains the ability to breathe underwater and adds the DoS to their speed while swimming | | | | |

***Passwall***

| ***MP Cost*** | 4 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  The target can move up to DoS meters through any non-magical solid surface | | | | |
| ***Overloaded Effect***  Overloading this spell doubles the distance the target can move through solid surfaces | | | | |

***Wildshape***

| ***MP Cost*** | 4 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target takes on the stats of a Beast type creature with a Soul Level equal to the DoS. Being dropped to 0 health while in the form of a Beast, forces the target back to their normal form at 0 health | | | | |
| ***Ritual Casting***  Using an unaltered *Physical Part of the Animal* as a focus, the caster can turn into the animal associated with the focus, such as using the hide of a bear to turn into a bear, for a duration equal to the CL in hours, rather then rounds | | | | |

***Bend Reality***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  This spell can be cast in place of an *Athletics* check | | | | |

***Telekinesis Notes***

| ***MP Cost*** | 2 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Ranged (10) | | | |
| ***Effects***  The caster may either interact with an item or pull  an item towards them with 10m of them that they can see. The item must have a weight of DoS + CL or less, or require an amount of force equivalent to this limit, in order to interact with it | | | | |
| ***Overloaded Effect***  The spell gains the (CL + WpB meters) Wave AoE and trait and loses the Instant and Ranged (10) traits. Any target caught within the AoE is flung to the far end of the AoE and must make a *Fortitude* check or be knocked prone and takes fall damage as if they had fallen whatever distances they were thrown | | | | |

# Conjuration

The school of Conjuration focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms.

### ***The Fragility of Binding & the power of Nymics***

Summoning spells that conjure Daedric beings into Mundus also binds them to the will of their summoner, it is this binding that forces the Daedra to obey and not just kill their summoner. This binding is represented by the ***Mindlock*** trait. However, this binding is a fragile thing and can be broken if the summoner is foolish enough to break one of these rules.

Firstly, never accept a gift freely given by a summon Daedra, doing so releases them of their binding. The second way to break the binding is usually the folly of the young and sentimental. Never address a Daedra by a name that they have not given by the Daedra themself. However, if the summoner knows the Daedra’s Nymic, or “True Name”, the binding is not necessary as invoking a Daedra’s Nymic binds them to their will ***without the need of Mindlock***. And thirdly, the inverse of the first rule. Never freely give the Daedra a personal item, doing so breaks their binding and allows the Daedra a way to curse you through your connection with the item.

### ***Soul Levels***

Summoning spells refer to a creature’s “Soul Level”, the table below details this value.

| ***Soul Level*** | ***Caster Level*** |
| --- | --- |
| Petty | 1 |
| Lesser | 2 |
| Common | 3 |
| Greater | 4 |
| Grand | 5 |
| Black | 6 |

### ***Summoning Resistance***

The summoned creature is the target of the Direct trait for summoning spells, so they get to check Resolve to resist the control of the summoner.

***Bound Armor Notes***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  Creates a complete suit of armor, that covers any that the target is wearing, with a total DR of (CL + DoS). If the target is wearing armor with a greater total DR, then they use the greater value. Bound Armor cannot be degraded | | | | |
| ***Overloaded Effect***  Overloading this spell multiples the CL by the DoS, instead of adding them together, for determining the total DR | | | | |

***Bound Weapon***

| ***MP Cost*** | 2 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  Creates a weapon of the casters choice that has a material bonus equal to the CL or less. Bound Weapons cannot be degraded. Bound weapons that require ammunition come with 10 shots with the same material bonus | | | | |
| ***Overloaded Effect***  Overloading this spell adds the caster’s WpB to the weapon’s base damage maximum | | | | |

# Destruction

The school of Destruction centers on harming targets in a variety of ways. Either through direct damage, or sapping their abilities and defenses.

### ***Type Damage Spells***

All spells with (Type) in its name and description are assigned a damaged type by the mage from the options of Fire, Frost, Shock, and Poison when they learn it. Each Type is treated as a different spell.

***(Type) Bite Notes***

| ***MP Cost*** | 2 | ***School*** | **Destruction** | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Touch, Instant | | | |
| ***Effects***  Inflicts (DoS) d10 + CL (Type) Damage on the target | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Touch trait with a 4m Wave AoE | | | | |

***(Type) Bolt***

| ***MP Cost*** | 2 | ***School*** | **Destruction** | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (15), Instant | | | |
| ***Effects***  Inflicts (DoS) d8 + CL (Type) Damage on the target | | | | |
| ***Overloaded Effect***  Overloading this spell adds a (WpB) meter Sphere AoE trait to the spell | | | | |
| ***Ritual Casting***  Using a *Filled Soul Gem* as a focus, the caster turns the soul gem into an arcane defense turret that will fire a basic (Type) Bolt spell at any target that the creator hasn’t deemed an ally. The Turret has a TN equal to its creator and has a CL equal to the Soul Level that the Soul Gem is filled with. This turret has its own initiative (+10) and will always spend both of its actions charging and the it will release the bolt at the end of its turn every round | | | | |

***Spirit of Battle Notes***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  Summons a Daedric spirit into the body of the target that empowers their physical attacks at the cost of the target's own lifeforce. The target adds this spell’s DoS+CL to all of their physical attacks’ damage and half of all damage they inflict with a physical attack is considered Raw Damage. However, the target takes 1d10 Raw Damage after every attack they make while the spirit is still inside them | | | | |

***Reanimation***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Ranged (10), Drain (2), Mindlock | | | |
| ***Effects***  Reanimates a slain corpse at full health, they gain the Undead trait along with the Bound (DoS) and Zombified conditions. The corpse must have been alive within the past hour and can only be of a size based on your CL. (*Puny being CL 1 and Huge being CL 6*) | | | | |
| ***Overloaded Effect***  Overloading this spell removes the Zombified Condition from the spell’s effect | | | | |
| ***Ritual Casting***  Using an *Empty Black Soul Gem* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Daedra Notes***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2), Mindlock | | | |
| ***Effects***  Summons a Daedra type creature with a Soul level equal to or less then the Spells’ CL. The Summoned creature will have the Bound (DoS) condition. | | | | |
| ***Overloaded Effect***  Overloading this spell imposes Disadvantage on the summoned Creature’s Resolve check | | | | |
| ***Ritual Casting***  Using a *Daedra’s Heart* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Aedra***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2), Mindlock | | | |
| ***Effects***  Summons an Aedra type creature with a Soul level equal to or less then the Spells’ CL. The Summoned creature will have the Bound (DoS) condition. | | | | |
| ***Overloaded Effect***  Overloading this spell imposes Disadvantage on the summoned Creature’s Resolve check | | | | |
| ***Ritual Casting***  Using a portion of *Aedric Essence* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Beast Notes***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1), Mindlock | | | |
| ***Effects***  Summons a Beast type creature with a Soul level equal to or less then the Spells’ CL. The Summoned creature will have the Bound (DoS) condition. | | | | |
| ***Overloaded Effect***  Overloading this spell imposes Disadvantage on the summoned Creature’s Resolve check | | | | |
| ***Ritual Casting***  Using a *Flawless Emerald* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Undead***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1), Mindlock | | | |
| ***Effects***  Summons an Undead type creature with a Soul level equal to or less then the Spells’ CL. The Summoned creature will have the Bound (DoS) condition. The undead summoned using this spell are pulled from the creatia of the Soul Cairn | | | | |
| ***Overloaded Effect***  Overloading this spell imposes Disadvantage on the summoned Creature’s Resolve check | | | | |
| ***Ritual Casting***  Using an *Empty Black Soul Gem* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

# Illusion

The school of Illusion focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy’s perception of reality, or augment one’s own.

***Shadowform Notes***

| ***MP Cost*** | 3 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  This spell can be cast in place of making a *Sneak* check | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Instant trait with the Prolonged and Drain (2) traits. The target gains the *Invisible* condition. This spell ends its effects if the character takes an attack action, uses an item, or casts a spell | | | | |
| ***Ritual Casting***  Using a portion of *Vampire Dust* as a component, the spell functions as the Overloaded version with the following ability. If the Invisibility condition is broken, it will renew at the end of the target’s next turn if the target does not perform any action that would break it | | | | |

***Magelight***

| ***MP Cost*** | 1 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Channeling | | | |
| ***Effects***  The spell creates a luminous sphere above the caster’s head that projects bright light in a (DoS+WpB) Meter radius | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Channeling trait with the Prolonged and Drain (1) traits | | | | |

***Night Eye***

| ***MP Cost*** | 2 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target gains the *Darksight (DoS)* trait | | | | |
| ***Overloaded Effect***  Overloading this spell removes the Drain (1) trait and inflicts the *Blinded* condition on the target | | | | |

***(Type) Cloak Notes***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target becomes enveloped in a wreath of elemental energy.After a melee attack that hits the target of this spell, the attacker takes (CL)\*DoS (Type) Damage | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Direct and Drain (1) traits with the (WpB) Sphere AoE and Channeling traits. Inflicting its damage to everyone in the area, rather than as a retaliation attack | | | | |

***(Type) Weakness***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (10), Drain (2) | | | |
| ***Effects***  The target takes the *Weakness (Type) (DoS)* trait | | | | |
| ***Overloaded Effect***  Overloading this spell adds the caster’s WpB to the Weakness traits X value | | | | |

***Wildfire***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (10), Instant | | | |
| ***Effects***  Inflicts the *Burning ([DoS] d6 + CL)* condition on the target | | | | |
| ***Overloaded Effect***  Overloading this spell gives it a 3m Sphere AoE and makes the affected area into *Burning Terrain* for 3 rounds | | | | |

***(Type) Glyph Notes***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (10), 3m Sphere AoE (Upon Detonation) | | | |
| ***Effects***  Creates a magical symbol that covers a 1m, or smaller, space that will explode for a stored damage equal to (CL + WpB)\*DoS (Type) Damage after a predetermined parameter is met. The Caster can only maintain an amount of runes equal to their WpB and the runes will persist for 24 hours, or until detonated. No matter their size, these glyphs cannot be placed less than 3m of each other, doing so renders them inert.  ***Proximity:*** *The Glyph detonates whenever a character comes within a certain distance (chosen by the caster).*  ***Time****: The Glyph detonates after a set amount of time.*  ***Manual****: The caster can detonate the Glyph manually from any distance by using the Cast Magic action.* | | | | |
| ***Ritual Casting***  Using a portion of *(Type) Salt* as a component, the Glyph becomes permanent and does not count towards the caster maximum amount of active glyphs | | | | |

***Chain Lightning***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (10), Instant | | | |
| ***Effects***  Inflicts (DoS) d6 + CL Shock Damage on the target and (DoS-1) d6 damage to any other target within 3m of the primary target and (DoS-2) d6 damage to any targets within 2m of the secondary targets | | | | |
| ***Overloaded Effect***  Overloading this spell changes the d6 to a d8 for the spell’s damage | | | | |

***Heartrend***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (15), Instant | | | |
| ***Effects***  Inflicts the *Bleeding (DoS\*CL)* condition on the target | | | | |

***Poisonbloom Notes***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Drain (1), 5m Sphere AoE | | | |
| ***Effects***  Creates a cloud of noxious gas that counts as difficult and obscured terrain and inflicts (DoS) d6 + CL Poison Damage to anyone who ends or starts their turn in the area | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Drain (1) and Prolonged traits with Channeling | | | | |

***Arctic Gale***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Channeling, 8m Wave AoE | | | |
| ***Effects***  The Area is considered *Slick* and *Freezing* terrain anyone that falls prone within the area are pushed to the edge of its range | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the 8m Wave with a 6m Sphere AoE | | | | |

***Curse of Frailty***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  Inflicts the *Sickened (DoS)* condition on the target | | | | |

***Curse of Lethargy***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  Inflicts the *Slowed (DoS)* condition on the target | | | | |

***Curse of Enervation***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  Inflicts the *Feeble (DoS)* condition on the target | | | | |

# Restoration

The school of Restoration revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used specifically against the Undead.

***Healing Notes***

| ***MP Cost*** | 3 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Direct | | | |
| ***Effects***  Target restores *(2+CL)\*DoS* HP. This healing cannot raise someone past their current wound level. | | | | |
| ***Overloaded Effect***  Target restores *(5+CL)\*DoS* HP. This healing cannot raise someone past their current wound level. | | | | |
| ***Ritual Casting***  Using a *Flawless Emerald* as a component, the spell will affect upto five targets within the caster’s immediate area, restoring *(2+CL)\*DoS* HP. This healing cannot raise someone past their current wound level. | | | | |

***Respite***

| ***MP Cost*** | 2 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  Target restores *DoS* SP. | | | | |

***Replenish***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  The target restores (*DoS+CL*) magicka. | | | | |

***Turn Undead***

| ***MP Cost*** | 2 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Prolonged, Drain (1) | | | |
| ***Effects***  Undead targets are marked by this spell. While marked, the undead take *+DoS* damage from all attacks from the caster and their allies. | | | | |

***Mayhem Notes***

| ***MP Cost*** | 3 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  The target suffers the *Frenzied (DoS)* condition | | | | |
| ***Overloaded Effect***  The target suffers the *Frightened (DoS)* condition | | | | |

***Silence***

| ***MP Cost*** | 2 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  The target loses the ability to make any sound for the duration of the spell | | | | |
| ***Overloaded Effect***  Replaces the Prolonged and Drain (2) traits with the Instant trait. The target suffers the *Fatigued (DoS)* condition | | | | |

***Beguile***

| ***MP Cost*** | 3 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  This spell may be cast in place of making a *Speechcraft* check | | | | |
| ***Overloaded Effect***  Overloading this spell inflicts the *Charmed (DoS)* condition on the target and replaces the Instant trait with the *Prolonged* and *Drain (2)* traits | | | | |

***Sanctuary***

| ***MP Cost*** | 3 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  The spell can be cast in place of an *Dodge* check | | | | |
| ***Overloaded Effect***  Overloading this spell gives the Prolonged and Drain (2) traits. The target gains the *Blurred (DoS)* condition | | | | |

# Mysticism

The school of Mysticism is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.

***Teleport Notes***

| ***MP Cost*** | 3 | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (5), Instant | | | |
| ***Effects***  The caster teleports to an unoccupied location they  can see within range | | | | |
| ***Overloaded Effect***  When this spell is overloaded, it creates an invisible mark at the location where it was cast. On subsequent overloaded castings the caster may choose to either create a new mark, overriding the old one, or teleport to their mark regardless of distance. This teleport only works if the caster and their mark on on the same plane of existence | | | | |
| ***Ritual Casting***  Using an *Empty Greater or Grand Soul Gem* as a focus, the caster may create a magic teleportation circle. This circle can teleport anyone with the keyword to any other circles linked to it | | | | |

***Absorb Health***

| ***MP Cost*** | 2 | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Touch, Instant | | | |
| ***Effects***  The target takes (DoS) D6 magic damage and the caster restores an amount of health equal to half the damage dealt | | | | |

***Absorb Magicka***

| ***MP Cost*** | 4 | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Touch, Instant | | | |
| ***Effects***  The target loses (DoS) D6 Magicka and the caster restores an amount equal to half the rolled amount | | | | |

***Absorb Stamina Notes***

| ***MP Cost*** | 3 | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Touch, Instant | | | |
| ***Effects***  The target loses (DoS) Stamina and the caster restores the same amount of Stamina | | | | |

***Soul Trap***

| ***MP Cost*** | 2 | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Prolonged, Drain (1) | | | |
| ***Effects***  The target becomes Soul Trapped and will have their soul trapped in a valid Soul Gem in the caster’s inventory. | | | | |

***Dispel***

| ***MP Cost*** | 4 | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  Ends a chosen spell effect on the target if the spell has a CL lower than the casting checks (DoS) + the CL | | | | |

***Negation***

| ***MP Cost*** | 3 | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Prolonged, Drain (2) | | | |
| ***Effects***  The caster is rendered unable to cast any spell or use any magical abilities. | | | | |

# Melee Weapons Notes

| ***Name*** | ***Die*** | ***Value*** | ***Qualities*** |
| --- | --- | --- | --- |
| Dagger | **d6** | **10** | *Small, Finesse* |
| Tanto | **d6** | **15** | *Small, Finesse, Keen* |
| Shortsword | **d8** | **20** | *Finesse, Versatile* |
| Wakizashi | **d8** | **25** | *Finesse, Keen* |
| Whip | **d6** | **20** | *Reach, Snare, Finesse* |
| Rapier | **d8** | **25** | *Finesse, Piercing* |
| Handaxe | **d6** | **12** | *Keen* |
| Katana | **d10** | **60** | *Finesse, Keen* |
| Staff | **d6** | **15** | *Reach* |
| Spear | **d10** | **20** | *Reach, Piercing* |
| Waraxe | **d8** | **30** | *Brutal, Keen* |
| Battleaxe | **d8** | **50** | *Brutal, Keen* |
| Greataxe | **d8** | **70** | *Brutal, Heft, Keen* |
| Mace | **d10** | **20** | *Concussive* |
| Flail | **d8** | **40** | *Concussive, Chained* |
| Maul | **d12** | **60** | *Concussive, Heft* |
| Longsword | **d10** | **40** | *Finesse, Versatile* |
| Greatsword | **d12** | **80** | *Heft, Brutal, Versatile* |
| Broadsword | **d10** | **30** | *Brutal, Versatile* |
| Pike | **d12** | **60** | *Reach, Heft, Piercing* |
| Halberd | **d12** | **60** | *Reach, Heft, Brutal* |

# Ranged Weapons

| ***Name*** | ***Die*** | ***Value*** | ***Qualities*** |
| --- | --- | --- | --- |
| Dart | **d6** | **6** | *Small, Piercing, Ranged (8)* |
| Shuriken | **d6** | **6** | *Small, Keen, Ranged (8)* |
| Bola | **d6** | **8** | *Snare, Ranged (5)* |
| Bow | **d10** | **50** | *Drawn, Ranged (50)* |
| Crossbow | **d12** | **80** | *Complex, Ranged (25)* |
| Arrow/Bolt | **--** | **2** | *Piercing or Keen* |

***Cleanse Notes***

| ***MP Cost*** | 3 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Touch | | | |
| ***Effects***  This spell may be cast in place of making a *Medicine* check when made to treat a Disease | | | | |
| ***Ritual Casting***  Using a *Flawless Pearl* as a component, the caster may attempt to outright cure a disease. To do this, the spell’s DoS must be equal to or greater than the disease's current stage. | | | | |

***Boon of Vitality***

| ***MP Cost*** | 4 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Prolonged, Drain (2) | | | |
| ***Effects***  Target gains the *Vitalized (DoS)* condition | | | | |

***Boon of Alacrity***

| ***MP Cost*** | 3 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Prolonged, Drain (1) | | | |
| ***Effects***  Target gains the *Hasted (DoS)* condition | | | | |

***Boon of Might***

| ***MP Cost*** | 3 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Prolonged, Drain (1) | | | |
| ***Effects***  Target gains the *Empowered (DoS)* condition | | | | |

***(Type) Guard***

| ***MP Cost*** | 3 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Prolonged, Drain (2) | | | |
| ***Effects***  The target gains *(Type) Resistance (DoS)* | | | | |

## Equipment

Treasure and equipment are a staple to any adventure. Detailed here are some of the basic equipment used in this game. Further items are detailed in the Player’s Handbook and the Gamemaster’s Guide.

# Currency

The main currency of Tamriel in the time during and after the Septim Empire is the Septim, a golden coin around the size of a quarter. Named after the dynasty that ruled the Septim Empire, it features a bust of Tiber Septim and a depiction of Akatosh. The inscription on the front reads: “The Empire is Law. The Law is Sacred.” And the reverse reads: “Praise be, Akatosh and all the Divines.”

# Weapons

Conflict and danger are constants in Tamriel, and it is wise for adventurers to arm themselves. The use of each of these classes are governed by their own skill. All weapons are defined by a Weapon Profile, which contains all the information necessary to use the weapon.

# Weapons Traits

Some weapons have a special trait listed in their description. All of the various special traits are detailed here below.

**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 doubles the wielder’s StrB for its damage.

**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.

**Drawn**

This weapon requires two hands to use, one to hold the weapon and the other to notch and draw the arrow. This counts as a Two-Handed Weapon.

**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. This counts as a Two-Handed Weapon.

**Ranged (x)**

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

**Concussive**

Exerted attacks with this weapon cause the target to lose 1 SP, if the target would lose HP from the attack. Subdual Damage inflicted with a concussive weapon is not halved.

**Snare**

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

**Brutal**

When commiting to an attack with this weapon, you may forgo the Advantage on the test for an additional damage die.

**Reach**

This weapon can attack targets 2m away from you.

**Versatile**

This weapon can be used to perform any Martial Feat, regardless of requirements, that could be performed by a melee weapon.

**Finesse**

This weapon can add the wielder’s AgiB to it’s damage in place of their StrB.

**Piercing**

This weapon ignores an amount of the target’s PR equal to the attack's DoS.

**Keen**

Attacks that inflict damage with this weapon, inflict the Bleed (X) condition. The X value is equal to the attack’s DoS.

**Magic**

This weapon counts as magical for bypassing resistances.

**Silvered**

This weapon counts as magical for bypassing resistances & counts as silver for triggering weaknesses.

## Conditions

At various times throughout an adventure, characters may be subject to certain conditions. For better or worse, these conditions are detailed here below.

***Bleeding (X)***

At the end of the character’s turn, they will takle X raw damage, then the Bleeding ends. Either the character or an ally within 1m can spend an action to make a ***Medicine*** skill check to halt the bleeding.

***Burning (X)***

At the start of the character’s turn, they will take 1d6+X Fire damage, then the X value will increase by +2. Taking frost damage while burning reduces the X value by the damage dealt, even if it is resisted. Dousing yourself in water reduces the X value to 0.

***Blinded***

The character loses all vision and suffer the following penalties:

* Cannot see anything.
* Suffers double Disadvantage to checks benefitting from sight.
* Automatically fail any checks that rely solely on sight.

***Invisible***

Invisible characters cannot be seen. Characters fail all sight related checks related to spotting the character, and attack them at Disadvantage assuming they can guess where they might be in the first place.

***Staggered***

The character can only commit 1 effort on their turn instead of 2. This condition does not stack.

***Deafened***

The character loses the ability to hear. deafened characters cannot hear anything and automatically fail checks that rely on hearing.

***Slowed (X)***

The character’s Speed and Initiative are reduced by X, while slowed the character cannot perform any reactions.

# Weapon Materials

| ***Name*** | ***Value*** | ***Damage Bonus*** | ***Enchant Level*** | ***Qualities*** |
| --- | --- | --- | --- | --- |
| ***Iron*** | **--** | **+0** | **1** | *---* |
| ***Steel*** | **1.5x** | **+1** | **1** | *---* |
| ***Silver*** | **2x** | **+1** | **2** | *Silvered* |
| ***Orichalcum*** | **2.5x** | **+3** | **1** | *---* |
| ***Moonstone*** | **3x** | **+2** | **2** | *Magic* |
| ***Quicksilver*** | **4x** | **+3** | **3** | *Magic* |
| ***Dwemer Alloy*** | **4x** | **+4** | **3** | *---* |
| ***Adamantium*** | **4.5x** | **+6** | **2** | *---* |
| ***Malachite*** | **5x** | **+5** | **4** | *Magic* |
| ***Ebony*** | **6x** | **+6** | **3** | *Magic* |

# 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 six slots for use with armor; Cuirass, Helmet, Left Arm, Right Arm, Greaves, and Boots. A character can only have one of each type in a given slot. A shield can be carried in an open hand.

A character’s ***Total DR*** is the average DR across all of their slots. A character’s magic and physical DR are calculated in the same manner, but produce different totals.

***Sum of all slots DR / 6***

# Armor Attributes

All armor pieces have these attributes associated with them:

* ***Physical Damage Reduction (PR)***: The amount of incoming physical damage that is reduced.
* ***Magical Damage Reduction (MR)***: The amount of incoming magical damage that is reduced.
* ***Qualities***: Any qualities the armor has.
* ***Value***: The cost of the armor piece in Drakes both for an individual piece.

# Armor Qualities

Many armor pieces and shields possess special rules, known as Armor Qualities, that represent specific effects, or certain differences between armor types.

**Heavy**

Due to this armor’s size and weight, it reduces the wearer’s speed and initiative by -1. Additionally, wearing at least 3 pieces of this armor imposes ***Disadvantage on all Sneak*** checks made by the wearer.

**Small**

This item does not require the “Ready Item” action to equip.

**Set (Type)**

If a character wears at least 3 pieces of this armor, they gain a point of resistance in the assigned type.

**Set (Strong)**

If a character wears at least 3 pieces of this armor, they gain a +1 to their Physical DR.

**Natural**

Hides from certain creatures gain unique effects. These effects can be found in the creature’s Loot section in their bestiary entry.

# Shields

Shields are treated with the same stats as any other piece of heavy or light armor, aside from the fact that there are two variants. Each listed below with their changes.

**Buckler**

Bucklers are small shields that are easy to carry and get ready.

***½ Price***

***Can’t block Ranged Attacks***

***Gains the Small quality***

**Tower Shield**

Tower Shields are larger and longer than normal shields, covering most of the wielder.

***1.5x Price***

***-1 Initiative***

***Grants Advantage to block checks against ranged attacks***

# Light Armor

| ***Material*** | ***Value*** | ***PR*** | ***MR*** | ***EL*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Silk | **60** | ***3*** | ***7*** | ***4*** | *-* |
| Fur | **20** | ***5*** | ***3*** | ***1*** | *Set (Frost)* |
| Leather | **30** | ***6*** | ***3*** | ***1*** | *Natural* |
| Chitin | **35** | ***5*** | ***4*** | ***1*** | *Set (Fire)* |
| Iron | **60** | ***7*** | ***3*** | ***1*** | *-* |
| Steel | **85** | ***8*** | ***3*** | ***2*** | *-* |
| Bonemold | **110** | ***7*** | ***4*** | ***1*** | *Set (Fire)* |
| Orichalcum | **225** | ***9*** | ***3*** | ***1*** | *?* |
| Moonstone | **275** | ***8*** | ***5*** | ***2*** | *-* |
| Quicksilver | **320** | ***9*** | ***7*** | ***3*** | *-* |
| Dwemer Alloy | **350** | ***10*** | ***6*** | ***3*** | *Set (Strong)* |
| Adamantium | **520** | ***12*** | ***5*** | ***2*** | *Set (Strong)* |
| Malachite | **580** | ***11*** | ***9*** | ***4*** | *-* |
| Ebony | **650** | ***13*** | ***7*** | ***3*** | *Set (Strong)* |

# Heavy Armor

| ***Material*** | ***Value*** | ***PR*** | ***MR*** | ***EL*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Fur | **35** | ***7*** | ***4*** | ***1*** | *Heavy, Set (Frost)* |
| Leather | **40** | ***8*** | ***4*** | ***1*** | *Heavy, Natural* |
| Chitin | **45** | ***7*** | ***5*** | ***1*** | *Heavy, Set (Fire)* |
| Iron | **70** | ***9*** | ***4*** | ***1*** | *Heavy* |
| Steel | **100** | ***10*** | ***4*** | ***2*** | *Heavy* |
| Bonemold | **120** | ***9*** | ***5*** | ***1*** | *Heavy, Set (Fire)* |
| Orichalcum | **280** | ***11*** | ***4*** | ***1*** | *Heavy* |
| Moonstone | **300** | ***10*** | ***6*** | ***2*** | *Heavy* |
| Quicksilver | **350** | ***11*** | ***8*** | ***3*** | *Heavy* |
| Dwemer Alloy | **400** | ***12*** | ***7*** | ***3*** | *Heavy, Set (Strong)* |
| Adamantium | **580** | ***14*** | ***6*** | ***2*** | *Heavy, Set (Strong)* |
| Malachite | **620** | ***13*** | ***10*** | ***4*** | *Heavy* |
| Ebony | **680** | ***15*** | ***8*** | ***3*** | *Heavy, Set (Strong)* |

## Notes

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***Frenzied (X)***

While the character is frenzied, they must abide by the following actions based on the X value of the frenzied condition.

***1:*** *The character must spend their actions attacking the last creature to inflict damage or a negative effect on them.*

***2:*** *The character must spend their actions attacking the closest viable target, friend or foe.*

***3:***  *The character must attack their closest ally.*

***Immobile***

Immobilized characters cannot move. They may still attack and take other actions, and can defend themselves.

***Prone***

The character is prone, and every 1 meter that they move while prone costs 3 meters of their movement for the round. They also suffer Disadvantage to all combat related checks and their Guard is dropped and cannot be regained until they stand back up.

A character can make an Acrobatics check to leap to their feet without provoking an Attack of Opportunity.  
***Paralyzed***

The character is frozen, unable to move any part of their body and cannot perform any actions or reactions.

***Restrained***

The character is restrained, and thus unable to move. They also cannot attack or defend themselves.

***Unconscious***

The character is knocked out and loses consciousness: they fall prone if the circumstances allow it, and may not take action.

***Fatigued***

When a character gains a level of fatigue, they acquire the Fatigued condition. If they gain additional levels of fatigue, the effects worsen. Fatigue is gained when a character falls below 0 SP.

***Fatigue Effects***

| ***Level*** | ***Effect*** |
| --- | --- |
| Fatigued (-1) | Disadvantage on All checks |
| Exhausted (-2) | Double Disadvantage on All checks |
| Drained (-3) | The character is left Unconscious |

***Frightened (X)***

While frightened, the character suffers increasing penalties as the X value increases. These penalties stack with each other instead of replacing the ones below it.

* **(1)** The character’s panic causes them to hesitate and they can no longer take any non-defensive reactions while within 5m of the source of their fear.
* **(2)** The character cannot willingly move closer to the source of their fear. While within 5m, the character can no longer take defensive reactions.
* **(3)** The character must spend at least one action on their turns to move away from the source of their fear until it is out of sight.

***Sickened (X)***

The target suffers Disadvantage to all checks and takes X bonus damage from physical sources.

***Empowered (X)***

The character adds X to the base damage of all of their physical attacks and all of their attacks count as Magical.

***Hasted (X)***

The character adds X to their Speed and Initiative.

***Vitalized (X)***

The character takes X less damage from physical sources and all of their checks at Advantage.

***Feeble (X)***

The character reduces their attack’s base damage by X and cannot spend stamina.

***Bound (1, 2, or 3)***

Creatures with the Bound (1) condition have only half their normal health, Bound (2) gives them their full health, and Bound (3) gives them +10 to their max health.

***Zombified***

This creature has only 1 Effort and cannot take the Evade Defensive Reaction.

***Zapped (X)***

The character loses X magicka whenever they take this condition, this loss is not returned when the condition is removed. Additionally, while a character is Zapped, they cannot overload their spells.

***Blurred (X)***

Before a character makes an Evade reaction to avoid an incoming ranged or melee attack, they roll a d10 and if they roll X or less, the attack is negated.

***Charmed (X)***

The character’s mind becomes influenced by the source of the charm. The effects of this charm increase in severity as the X value increases, each stage detailed below.

* **(1)** The character enters a state of mental suggestion and the source of their Charm gains ***Advantage*** to all Speechcraft checks against them and can use Speechcraft to convince them to do something beyond their nature and morality. While in this state, they lose the will to fight.
* **(2)** The character views the source of their Charm as a friend and ally and will support and defend them at all costs.
* **(3)** The character will obey any command from the source of their Charm.

# Damage Types

There are several different types of damage in this system and each have their own special effects, which are detailed here. These special effects trigger on damage rolls of 1-2. Adding up the 1s and 2s rolled to determine the X value of the below effects.

* ***Raw****:* Raw damage has no special effect, but CANNOT be reduced in any way whatsoever.
* ***Physical****:* Physical damage is reduced by DR from Armor (AR) and is the generic damage inflicted by all physical weapons.
* ***Magic****:* Magic damage has no special effects. However, spells that inflict Magic damage will have their own special effects.
* ***Poison****:* When a 1-2 is rolled on a Die that inflicts Poison damage, the target suffers from the ***Sickened (X)*** condition until the end of their next turn.
* ***Fire****:* When a 1-2 is rolled on a Die that inflicts Fire damage, the target takes the ***Burning (X)*** condition.
* ***Frost****:* When a 1-2 is rolled on a Die that inflicts Frost damage, the target suffers from the ***Slowed (X)*** condition until the end of their next turn.
* ***Shock****:* When a 1-2 is rolled on a Die that inflicts Shock damage, the target takes the ***Zapped (X)*** condition.