The Unofficial Elder Scrolls RPG

Third Edition

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Scroll of Errata

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The Elder Scrolls®

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Other Games

This game draws inspiration from a number of other role-playing games. In particular: Dark Heresy (Fantasy Flight Games), Eclipse Phase (Posthuman Studios), and Runequest Sixth Edition (The Design Mechanism). The authors of this book do not claim to own any of these games, or any of the mechanics drawn from and/or inspired by them. All credit goes to the respective owners.

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Introduction

*“Go ye now in peace. Let thy fate be written in the Elder Scrolls...”*

*The Elder Scrolls: Arena*

Welcome to the Unofficial Elder Scrolls Role-Playing Game! Known as the UESRPG for short, this is a fan made role-playing game designed for play in the Elder Scrolls setting.

This book is the SCROLL OF ERRATA supplement, a document containing all things error-fixing.

But the UESRPG is not just this one book, we also have our CORE RULEBOOK, PLAYERS HANDBOOK, and GM HANDBOOK *(Tell me sweet little lies)*, with the latter two offering optional rules, additional character choices, and advice for both players and GMs.

On top of this book we have planned five additional supplements to expand upon the core books.

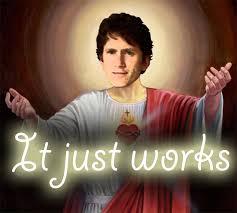
These books are entirely content focused, and are packed with rules for monsters, strange magic, and powerful artifacts!

The other supplements are BOOK OF CIRCLES, TAMRIELIC ARTIFACTS, SCROLL OF BEASTS, SCROLL OF THU’UM, SCROLL OF UNDEATH, SCROLL OF OBLIVION, and finally the WONDERS OF THE AYLEIDS.

Finally, because we plan on consistently updating and expanding the game, your feedback is critical in helping to make it the best it can be.

Drop by our Discord server, or send me an email if you have questions or want to give us feedback.

Thanks for your support, and enjoy the game!



**Transcription Error**

The sad truth of any writing project is that there will always be errors of some kind.

Transcription errors, grammar errors, copy-paste errors or simply stuff gone horribly wrong.

We of course aim to remove all of these eventually, but as to not leave you hanging in the meantime, I have chosen to release this “Scroll of Errata”.

Within its pages you will find the more immediate hot-fixes to the UESRPG to make sure that you will have the optimal game experience, even if the newest release of any given book has not been unveiled yet.

The book is split into 3 parts, The good, The bad and The ugly, covering new additions, fixes and removals respectively

The Good (New additions)

The Good stuff listed within this section are new additions to the core/supplement books that were somehow forgotten or accidentally removed before the final release was pushed out.

Each entry will specify which book it belongs to, and if possible a page-number to its intended location.

**Drain (\*) Spell (Core, Page 87, 128)**

[Conventional version]

Drain [Type]

R Attack (100 m) [Str, End, Ag, Int, Wp, Prc, Prs], Upkeep

| lvl | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| --- | --- | --- | --- | --- | --- | --- | --- |
| cost | 7 | 12 | 17 | 22 | 27 | 32 | 37 |
| str | 5 | 10 | 15 | 20 | 25 | 30 | 35 |

Fires a bolt of draining magic at target character within 100m. Inflicts a [Spell Strength] penalty to all the targets tests using that characteristic, and a [Spell Strength] bonus to all the casters test with that characteristic for one round.

[Spell Effect]

Drain

Effect: Drain (\*) \*Characteristic picked at purchase

Rules: Affected target takes a 5 x SL penalty to all tests that rely on the affected Characteristic for one round, and grants the caster a bonus to the same Characteristic for the duration of the spell.

Attributes: Upkeep

Cost: 5 x SL

**Cure Disease Spell (Core, Page 93, 131)**

[Conventional versions]

Cure Disease

| Spell level | 2 | 4 |
| --- | --- | --- |
| Cost | 9 | 16 |
| Spell Strength | 1 | 2 |

Caster removes the Diseased [Spell Strength] Condition from self. [Spell Strength] 1 = Common, [Spell Strength] 2 = Magical.

Curing Touch

Direct

| Spell level | 2 | 4 |
| --- | --- | --- |
| Cost | 7 | 14 |
| Spell Strength | 1 | 2 |

Removes the Diseased [Spell Strength] Condition from target character within 1 meter. [Spell Strength] 1 = Common, [Spell Strength] 2 = Magical.

[Spell Effect]

Cure Disease

Effect: Affected target loses the Diseased [Spell Strength] condition.

Rules: [Spell Strength] 1 = Common Disease, [Spell Strength 2] = Magical Disease.

Attributes: Potion

Cost: 7 x SL

**Bleeding (X) Condition (Core, Page 74)**

At the end of the character’s next turn, they immediately take X damage that bypasses all armor and resistances.

All Bleeding (X) conditions then expire.

If a character is affected by multiple Bleeding (X) effects in one round, only use the highest one.

**Magic Damage Type (Core, Page 73)**

New damage type called Magic, covers all the magical damage inflicted by the following spell:

* Absorb Life

Wounds inflicted by Magic damage type has the same effect as Frost or Poison (losing 1 stamina point).

While this effect may seem redundant, it is there to avoid certain races from resisting them when they should not be able to (like the argonians being immune to absorb health for instance)

**(Talent) Follow-up Strike (Core, Page 48)**

| **Follow-up Strike (Journeyman, Agility)**  The character has mastered the art of following up any attack at unexpected angles.  Whenever this character fails a Combat Style test made to attack while dual-wielding, it can choose to spend a SP to make a follow-up attack with the other weapon at a -20 penalty as a Free action.  This does **not** count as a new attack for the purpose of the attacks per round limit. |
| --- |

**Equipment Durability and how to break everything around you (Core)**

Sometimes characters want to break something, be it a door barring entrance, a locked chest or an opponent's weapon or armor.

To damage an object, you must hit it the right place, which in combat requires a precision strike.

In combat, an attack meant to damage objects worn by others do **not** inflict damage upon the wearer.

Only the Crushing quality can be used to add to this damage for the purpose of breaking objects.

In order to inflict damage, the strike must deal damage in excess of the items durability.

An item has its durability determined by referring to the table below and applying any relevant modifiers:

| **Type / example** | **Durability/Mod** |
| --- | --- |
| Armor (unmodified AR) | AR x 2 |
| Weapon (max value of dmg die + mat. modifier, i.e. 1d8+2=10) | dmg die max + material mod. |
| Puny item (jewelry, lock) | 4 |
| Tiny item (jewelry box, tools) | 6 |
| Small item (chest, trap door) | 8 |
| Standard item (coffin, door) | 10 |
| Large item (castle gate, statue) | 12 |
| Huge item (wall, boat) | 20 |
| Massive item (house, ship) | 40 |
| Item - Inferior Quality | x 0.5 |
| Item - Superior Quality | +5 |
| Item - Reinforced (metal door) | +5 |

If the damage inflicted to the item exceeds its durability score, it receives the Damaged (X) trait equal to the damage that exceeded the durability.

When the Damaged (X) trait becomes equal to or larger than the items durability, it has been destroyed.

However, any weapon/tool used to damage an object risks getting broken itself when used in this way.

Should an attack against an object fail to inflict damage above its durability, the object used to inflict the damage receives the Damaged (X) condition equal to the number of points it rolled below said items durability, i.e. 8 vs TN 10 = Damaged (2).

**Resolving opposing spell effects (Core)**

Certain Spell effects can be seen as opposing (Enrage and Calm for instance), which can bring some confusion if a target struck by one is than hit by the other. Resolve all such instances by simply assuming that the newer spell effect overrides the old one.

**Bound Trait (Core Pg. 58, Scroll of Undeath Pg. 6)**

Change the Bound Trait in the corebook to the following and add it to the Scroll of Undeath:

“This creature is bound to this world, or simply bound together by magic.

It must obey the commands of their master unless it is to defend themselves. Items with this trait use their creators willpower score when forced to roll any relevant test, and are practically weightless, counting as having an effective ENC rating of 0.”

**Summoned Trait (Core P58, Scroll of Undeath P6)**

Add the following trait to Core rulebook and Scroll of Undeath on the specified pages:

“This creature or item has been conjured from another plane of existence. Upon its death or destruction, it returns to where it came from.”

Additionally, the Summon Ghost and Summon Wraith spells also grants the creatures the Summoned Trait in addition to the usual effects.

**Master Alchemist and Nothing Ventured, Nothing Gained Talents (Core, Page 50)**

The ‘Master Alchemist’ and the ‘Nothing ventured, nothing gained’ talents have the same flavor text.

Replace the ‘Master Alchemist’ flavor text with the following paragraph:

*“The character knows how to safely get the most out of any given ingredient.”*

**(Talent)** **Monster Hunter (Core, Page 56)**

| **Monster Hunter (Expert, Strength/Agility)**  Pikes wielded by this character loses the Unwieldy quality, and gains the Splitting quality.  Additionally, the Pikeman treats creatures of size Large or above as one size category larger for the purpose of Size To-Hit effects while wielding a pike, and treat their WT as being one lower. |
| --- |

**Holding your Breath (Core)**

In certain situations it might be necessary for a character to hold his breath, such as when diving, or running through a cloud of volcanic gasses.

A character can hold his breath for 12 seconds (2 rounds in combat) per Endurance Bonus he has.

This duration is doubled if the character does nothing but hold his breath (no action or movement allowed).

For every round beyond the character’s Endurance Bonus holding their breath, the character gains a temporary level of fatigue until he dies or regains access to fresh air, after which the temporary fatigue is removed at a rate of 1 per round.

**The Bad (Fixes/Clarifications)**

The Bad stuff listen within this section is stuff that was erroneously implemented, broken, or simply wrongly implemented allowing misinterpretations.

Each entry will specify which book it belongs to, and what page the fix is intended to be applied.

**(Very Important) Damage and Power Attacks (Core, Page 15 & 47)**

An unforeseen inflation in damage values versus damage reduction due to stacking damage bonus up to three times per attack has broken the damage versus damage-reduction balance something fierce.

To fix this problem, the following changes have been implemented:

1. Power Attack (Page 15) has been changed:
   1. Power Attack (1-3, Spend after damage is rolled): Add an amount of damage to a melee attack equal to twice the stamina points spent, to a maximum of 3 for +6 damage.
2. Killing Blow (Page 47) has been changed:
   1. Instead of its listed effect, it now increases the damage from Power Attack to 3 times the amount spent to a maximum of 3 for +9 damage.

**Absorb Life (Core, Page 92 & 130)**

Specifies that its damage counts as Poison type, should be Magic type instead.

**Pricing and Acquisition (Page 41, 108)**

The Commerce skill on page 41 has multiple listed uses that are never explained on page 108.

Append the following paragraphs to the section:

<><> **Location Modifiers**

While Tamriel has a flourishing international market, due to the many merchant guilds dotting the continent, certain objects must be imported or accessed through more illegitimate means.

The following table can provides some guidelines for any such availability and pricing modifiers:

| Circumstance | Availability mod. | Price mod. |
| --- | --- | --- |
| Illegal ware | Increased 1 step | +25% |
| Stolen goods | Increased 2 steps | -20% |
| Local wares (Chitin in Morrowind) | Decreased 1 step | N/A |
| Imported from nearby region (Adaman-  tium outside High Rock) | Increased 1 step | +25% |
| Rare/limited import (Dwemer artifacts, Dragon remains.) | Increased 2 steps | +50% |

**Haggling for a Bargain**

Bargaining is a part of everyday life, and almost expected amongst professional merchants.

Should a character wish to bargain with a merchant for the price of their wares, roll an opposed Commerce Test against the merchant.

For every Degree of Success the character scores above the merchant, a 5% discount is gained.

If the merchant wins the Commerce test, increase the price by 5% per Degree of success instead.

A character can always choose to not accept a bad bargain, but a local market is a living, breathing thing and word travels fast about bad customers.

Should a character deny a ‘bargain’ and go elsewhere, the GM can choose to apply a penalty equal to the % of the bargain that was denied.

**Unscrupulous Traders**

Certain merchants can be particularly unscrupulous in their bargaining, either due to holding a monopoly on a certain ware, or being a position that allows them to press their hapless victim for an extra fee like a fence giving less for stolen goods, well knowing that the prospective seller has nowhere else to go.

When bargaining with such unscrupulous types, the GM can choose to apply a penalty ranging from -10 to -40 to the characters Commerce Test when bargaining for a better price on their goods.

**Appraising an Item**

Not knowing the current market value of certain goods has been the bane of many a haggler.

If a character wishes to assert the price of an object of interest before going for the bargain, roll a Commerce Test with a modifier equal to the items rarity (see Availability Modifiers on page 108) to see if they can learn the current rates.

On a success, the character gains a +10 bonus to their attempt at haggling.

On a failure however, add a -5 penalty per Degree of Failure to their attempt at haggling, as they have misinterpreted the current trend of the market.<><>

**Dragon Aspect (Scroll of Thu’um, Page 13)**

Append the following paragraph to the end of the “Quah” word effect description:  
“Additionally, should the Characters health pass below 50% while this shout is still active, an ancient dragonborn will appear and attack any nearby foes. Treat the Ancient Dragonborn as a Hero of Sovengarde that persists until all foes are killed, or the shout ends, whichever comes first.”

**Soul Gem Prices (Core, Page 102 & 119)**

The pricing table for Soul Gems on Page 102 and 119 do not match in their prices due to an oversight.

Refer to page 119 for the correct Soul Gem prices.

**Illusion Spells as Attacks and Secondary Actions (Core, Page 90-91 & 129)**

To clear up any confusion about which illusion spells count as attacks for the purpose of attacks per turn limit and the Cast Magic Secondary Action, the following list all counts as being attacks:

* Blind
* Calm
* Charm
* Frenzy
* Horror
* Panic
* Paralyze
* Silence

**Draugr Deathlord (Scroll of Thu’um, Page 22)**

The Draugr Deathlord is missing one of its Shouts, Disarm, which should be added to its profile, using the first two words with a -10 Magic test.

**Parrying Dagger (Core, Page 111)**

Grant the Parrying Dagger the Slashing (2) Quality.

**Shouts and Attacks per Round (Scroll of Thu’um, Page 7 to 12)**

Shouts still require a Cast Magic Primary action to use, but in order to clarify which shouts counts as attacks for the purpose of the Attacks per Round limit, refer to the following list:

* Cyclone
* Disarm
* Dismay
* Dragonrend
* Drain Vitality
* Fire Breath
* Fleshrend
* Frost Breath
* Ice Form
* Lightning Blast
* Storm Call
* Unrelenting Force
* Bend Will
* Soul Tear

**Moonshadow Power (Core, Page 37)**

The invisibility granted by the Moonshadow Power is broken if the character makes an attack while benefiting from the power.

But unlike normal invisibility, it reforms at the beginning of the next round, as long as the invisibility still has at least 1 round of duration left.

**Shadow Form (Scroll of Thu’um, Page 11)**

The invisibility granted by the Shadow Form is broken if the character makes an attack while benefiting from this shout.

**Target Number acronym definition (Core, Page 8)**

Some places in the Core-book, the short-hand term for Target Number (TN) is used, but this was never clarified in Chapter 1, as it was supposed to.

**Constant Enchantment sentence cuts off unexpectedly (Core, Page 105)**

Change the paragraph on Constant Enchantments on page X to the following: “A character may attempt to create a constant enchantment using any effect from any school as long as that effect has the Upkeep Attribute, and a listed duration. It is not dependent on their knowledge of any spells.”

**Just how much enchanted gear can one character use at once (Core)**

To clarify upon Enchanted items and their use, any single character can only wear 1 enchanted item per hit location (left/right arm, left/right leg, body, head), 1 set of clothes/robes, 1 necklace and 2 rings, and one wielded item (weapon/shield) in each of their hands.

**Utilizing Cast Enchantments (Core, Page 103)**

Using an On-Cast enchanted item requires the character to utilize the Cast Magic **Primary** action, instead of whatever the spell would normally be.

**Voice of the Ancients (Scroll of Thu’um, Page 6)**

This talent specifies that the Tongue inflicts damage with his normal speech, which seemingly grants free infinite 1d4+wbp damage which was not the intent.

A character with the Voice of the Ancients talent must attempt to silence his speech as specified in the Talent should he wish to talk as a free action.

Otherwise, the character counts as having used one of his Attacks per Round by talking without restraint.

**Executioner Talent (Core, Page 56)**

Change Executioner talent to the following:

The character increases the bonus from All Out Attacks to +30, and adds 1d4 to his Strength bonus for the purpose of the Splitting/Slashing quality when All Out Attacking with great axes and scimitars. Additionally, this character’s foes suffer a -20 penalty to Shock tests made because of wounds inflicted by greataxes and scimitars.

**Unnaturally Agile Talent (Core, Page 52)**

Remove the part about “-20 to Evade ranged attacks”, as that is no longer a thing in 3e.

**Salvage Energy (Core, Page 50)**

The last part of the talent should say “... but on a success the gem survives but with no energy.”

**Elite Advance: Lich (Scroll of Undeath, Page 10)**

Change the wording of the Lich elite advance to the following for better understanding:

“The character is either a freshly created Lich, or has been roused from ancient slumber or unending study.

Costs 500 CrP.

Requires the Necromancy skill trained to at least Adept (+30).

The character starts as a Lich.”

**Red Legion Throw (Core, Page 57)**

Change Red Legion Throw talent to the following:

When a character throws a Javelin and successfully causes damage to the target (after mitigation), the target location (either a limb or the body) is Speared. A Speared hit location is treated as crippled until the Javelin is removed, either as a Free action inflicting the Bleeding (1d4 + javelin material modifier) condition, or as a Secondary action requiring a strength test, which if successful removes the spear without causing further harm.

If the Javelin is blocked instead the shield is Speared. A speared shield requires the wielder spend one Stamina point in order to even attempt to block with the added weight of the javelin. Removing the javelin from the shield requires the character to make a Strength test as a secondary action.

**Fall Damage (Core, Page 78)**

Add the following to clarify when fall damage applies: “As long as a character is in control of their body when falling (not tied up / paralyzed / unconscious / surprised etc.), they do not take damage from falling any distance that either naturally or due to spells/talents equal to less than 3 meters.”

**(Very Important) Enchanted Weapons**

**(Core, Page 102 - 105)**

Any weapon that is enchanted gains the Magic Quality in addition to the listed effect of any enchantment added to it.

**Non-damaging Poisons (Core, page 100-101, 126+)**

Add the following to the Creating Poisons paragraph:

“Creating a poison with a non-damaging effects does *not* follow the rules for normal poisons, but are rather brewn like a normal potion, except only the spell-effects with the [Toxin] tag can be used when brewing the poison in question.

However, these more complicated compounds lose their bite much quicker than their simpler counterparts when applied to weapons, lasting for 1 minute (10 rounds) or 3 successful hits with the weapon/ammo, whichever comes first.

Characters that take damage from a poisoned weapon with a non-damaging effect must make a test as specified by the effect in question to resist, but replaces any listed characteristic with Endurance.

For the purpose of non-damaging toxins, the following spell-effects have the Toxin tag added to their profile on page 126 and forward:

* Burden
* Drain Magicka
* Fatigue
* Blind
* Calm
* Frenzy
* Paralyze
* Silence

**Talent Levels (Core, Page 46)**

It should be specified that only the character's base characteristic, not modified (by magic, enchantments etc.) counts towards unlocking Talent levels.

**(Very Important) Effect Durations**

**(Core, Page 62 & 81)**

After the combat system update for v2 of the Core rulebook, only one of the two mentions of effect durations were updated to fit the new paradigm.

Refer to the one on Page 62 for the correct one.

**~~(Very Important) Grandmaster Spellcasting (Core, Page 51, 81 & 83)~~**

~~Most conventional spells have spell levels up to 7 listed in their profiles, but the core-book offers no way to reach the Grand-master level of spell-casting.~~

~~To unlock lvl 7 spells for casting without penalties, one must take the Grandmaster Talent for the relevant school, which unlocks the 7th spell lvl in addition to the listed effect.~~

Temporarily striked out while some stuff is being worked out in relation to this.

**Size Categories (Core, Page 78)**

The corebook lists Size Enormous as the highest size category in the size descriptions, but says Massive in the Size To-hit Effects table. Replace the mention of Massive in the table with Enormous instead.

**Alchemy Ingredient Prices (Core, Page 100 & 120)**

The pricing table for Alchemy ingredients on Page 100 and 120 do not match prices due to an oversight. Refer to page 100 for the correct ingredient prices.

**Quickdraw and Potions (Core, Page 49)**

Change the talent effect to the following:

“The character’s first Ready Weapon action in a given round does not cost AP (Except reloads)

Additionally, the character can choose to either reduce the AP cost of drinking a potion to 1 ***or*** drink a potion without provoking Attacks of Opportunity.”

**Arrow Types (Core, Page 112)**

The names of the arrow types on page 112 have been switched around, the Broadhead should be Slashing, and the Bodkin should be the Splitting one.

**Throwning Star/Dart materials (Core, Page 112)**

To clarify which table to use for materials with Throwing Stars and Darts, they count as Melee Weapons for the purpose of weapon material.

**Unarmed Coup De Grâce (Core, Page 69)**

*Work in Progress*

The Ugly (Removals)

The Ugly is stuff that for one reason or another must be either temporarily or permanently removed from the game while a fix is being worked upon, or a replacement being prototyped.

Each entry will specify which book it belongs to, and what page the stuff is removed from.

**Luckily nothing has yet appeared in this category!**