Magic Actions

Following Genesys' update to Magic utilising a series of Magic Actions, we've stripped down the EoT Magic Tables to conform to a number of selectable actions. Most of these conform to what is found in the Genesys Core Rulebook, but some take exception to better fit the Elder Scrolls universe, and the capabilities of Magicka in that universe.

For clarifications on casting spells in Genesys, reference the Core Rulebook starting on page 210.

Damage

Concentration: No
Base Skill: Destruction
The **Damage** action conforms to the rules of the **Attack** action found in the Genesys Core Rulebook on page 215. It utilises the Attribute of the Dominant Skill (See Sidebar "Dominant Skills") for base damage.

A basic Damage spell emits a bolt of red, crackling energy at a target, consisting of pure Destruction magic. It is non-elemental, and applies wounds directly to the target without any frippery. Efficient, but not the most exciting.

Before making the attack, users can add effects to the spell using the Damage Spell Effects table:

Effect	Skill	Difficulty Mod
Fire - The attack gains the Burn quality with a rating equal to ranks in Destruction.	Destruction	+1
Ice - The attack gains the Ensnare quality with a rating equal to ranks in Destruction.	Destruction	+1
Lightning - The attack gains the Stun quality with a rating equal to ranks in Destruction, as well as gaining the Auto-Fire quality (must increase the difficulty by 1 to use the Auto-Fire quality as normal).	Destruction	+1
Radiant - The attack gains the Disorient quality with a rating equal to ranks in Restoration. When targeting Undead, each uncancelled success adds +2 to Damage.	Restoration	+1
Fatigue - The attack inflicts Strain, rather than Wounds.	Destruction	+1
Blast - The attack gains the Blast quality with a rating equal to ranks in Destruction.	--	+1
Touch - May select a target Engaged with character.	--	0
Range - Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Disintegrate - Attack gains the Sunder quality.	Destruction	+1
Poison - If the attack deals damage, target must pass a **Hard()** **Resilience** check or suffer Wounds and Strain equal to ranks in caster's Necromancy skill.	Necromancy	+2
Drain - Attack heals caster for half of the damage dealt, after Soak is applied, up to ranks in Necromancy.	Necromancy	+2
Empowered - The attack deals damage equal to twice the Attribute	Destruction	+2

linked to the skill. If the attack has the Blast quality it now affects all targets in Short range (up from Engaged).		
Precision - The attack gains the Pierce quality with a rating equal to ranks in Destruction.	Destruction	+2

Sidebar: Dominant Skill

The basic Damage spell requires a Destruction check. However, this skill can change, based on the number of the above effects added to a spell. Whichever effect adds more difficulty to a check, determines which skill is used, with the exception of those labelled as "--" which do not affect the dominant skill.

This same logic is applied to other Magic Actions. The base skill of the Action is listed below the title, but may be changed as effects are added.

In instances where the Genesys Core Rules indicated ranks of Knowledge, instead use ranks of the Dominant Skill (whatever that may be).

Conjure
Concentration: Yes
Base Skill: Conjuration
The Conjure Magic Action will operate the same as the action in the Genesys Core Rulebook, on page 215. Please reference that page for rules on the base Conjuration Action, while referencing the below Effect Table.

The exception in Edge of Tamriel is the list of Effects has been changed/expanded, and the removal of the ability to conjure tools - which is not entirely thematically appropriate. This distinguishment is, ofcourse, subject to GM interpretation.

Effect	Skill	Difficulty Mod
Additional Summon - The spell now summons one additional weapon or creature. After casting the spell, may spend 2 Advantage to summon an additional time (may expend Advantage this way multiple times).	Conjuration	+1
Medium Summon - May summon a two-handed weapon, or a Rival no larger than silhouette 1.	Conjuration	+1
Range - Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Summon Ally - The summoned creature is friendly to the caster, and is controlled according to the Sidebar: Directing Summoned Creatures.	Conjuration	+1
Grand Summon - May summon a Rival up to Silhouette 3.	Conjuration	+2
Supreme Summon - The character may summon a Nemesis of Silhouette 1.	Conjuration	+2 (Upgrade)

Raise
Concentration: Yes
Base Skill: Necromancy
The **Raise** action allows a caster proficient in Necromancy to raise a once-living body to life once more. Begin by making an Easy () Necromancy check to raise an fallen minion creature. The creature remains raised for 1 round per success, unless maintained by concentration.

Raised creatures will typically act with aggression to those they perceive as threats, but otherwise remain in the general area of their death, without being commanded by their summoner. Little of the previously living creature remains. It cannot talk and it has no memories of its life, effectively a husk.

Effect	Skill	Difficulty Mod
Additional Risen- May choose to raise an additional target within range of the spell.	Necromancy	+1
Medium Summon - May raise the corpse of a Rival no larger than Silhouette 1.	Necromancy	+1
Range - Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Summon Ally - The risen corpse is friendly to the caster, and is controlled according to the Sidebar: Directing Summoned Creatures.	Necromancy	+1
Grand Summon - May raise the corpse of a Rival up to SIlhouette 3.	Necromancy	+2

SIDEBAR: DIRECTING SUMMONED CREATURES
Giving orders and commands to creatures, their initiative and actions.

RESTORE
Concentration: No
Base Skill: Restoration
The Restore Magic Action will operate the same as the **Heal** action in the Genesys Core Rulebook, on page 215. Please reference that page for rules on the base Heal Action, while referencing the below Effect Table.

Any mention of Knowledge or Magical skill in the Genesys Core Rules, will in place use Restoration.

Effect	Skill	Difficulty Mod
Additional Target - The spell affects one additional target within range. Can spend Advantage to affect one additional target within range (may do so multiple times).	--	+1
Range - Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Cure - Select an ongoing status effect, Simple or Serious Disease on the target. That effect immediately ends.	Restoration	+1
Resist - Target gains Boost to Resilience checks made to resist Disease or Poison equal to caster's ranks in Restoration.	Restoration	+1
Heal Critical - Select one Criticall Injury the target is suffering from. On a successful cast, the Critical Injury is also healed.	Restoration	+2
Greater Cure - Select an ongoing Severe Disease. That Disease is immediately cured.	Restoration	+2
Revive Incapacitated - May target incapacitated targets.	Restoration	+2

Note: Resurrection is not a spell in the Elder Scrolls universe, and is deliberately left off this list.

Sidebar: Resurrection

Reviving the dead is deliberately difficult in the Elder Scrolls universe. It typically requires a pact with a Daedra, a gift from the Divines, or intricate necromantic rituals. GMs should encourage players to pursue these avenues in the event of player death, but it is not so simple to return the dead to life.

Shield

Concentration: Yes
Base Skill: Alteration
The Shield Magic Action will operate the same as the **Barrier** action in the Genesys Core Rulebook, on page 215. Please reference that page for rules on the base Heal Action, while referencing the below Effect Table.

Any mention of Knowledge or Magical skill in the Genesys Core Rules, will in place use Alteration.

Effect	Skill	Difficulty Mod
Additional Target – The spell affects one additional target within range. Can spend Advantage to affect one additional target within range (may do so multiple times).	--	+1
Range – Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Elemental Cloak – Enemies that begin their turn Engaged with target must pass a **Hard() Acrobatics** check or suffer damage of elemental type equal to caster's Destruction skill. Duration is equal to Shield effect.	Destruction	+1
Spell Absorption – When target is affected by a successful enemy spellcast, may spend Threat generated by the enemy check to gain a Boost to their next Action. This may be done so a number of times equal to the caster's Mysticism skill.	Mysticism	+1
Sanctuary* – Affected targets gain Ranged and Melee Defense equal to ranks in Mysticism.	Illusion	+2
Empowered – Shield effect reduces damage equal to the number of uncancelled Success, instead of the normal effect.	Alteration	+2
Spell Reflection – When target is affected by a successful enemy spellcast, may spend 3 Threat or 1 Despair generated by the enemy check to redirect the effect of said spellcast to the original caster.	Alteration	+2

***Note:** Name is similar to a RAW Effect, but Sanctuary is utilised here as related to the Elder Scrolls magical effect "Sanctuary", which causes enemy attacks to miss.

Fortify

Concentration: Yes
Base Skill: Restoration
Perform an Easy Difficulty Restoration check to Increase a target's Wound Threshold by 1, and an additional 1 per two uncancelled Success.

Before making a Fortify check, choose any number of additional effects from the below table:

Effect	Skill	Difficulty Mod

Effect	Skill	Difficulty Mod
Skill - Target increases a Skill Rank by 1.	Restoration	+1
Wounds - Further increases target's Wound Threshold by a number equal to ranks in Restoration.	Restoration	+1
Strain - Target increases Strain Threshold by a number equal to ranks in Restoration.	Restoration	+1
Speed - Target gains a second free maneuver, without the need to expend Strain.	Restoration	+1
Range - Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Additional Target - The spell affects one additional target within range. Can spend Advantage to affect one additional target within range (may do so multiple times).	--	+2
Attribute - Target increases an Attribute by 1.	Restoration	+2

Weaken

Concentration: Yes
Base Skill: Destruction
Perform an Easy Difficulty Destruction check to decrease a target's Wound Threshold by 1, and an additional 1 per two uncancelled Success.

Before making a Weaken check, choose any number of additional effects from the below table:

Effect	Skill	Difficulty Mod
Skill - Target increases a Skill Rank by 1.	Destruction	+1
Wounds - Further increases target's Wound Threshold by a number equal to ranks in Restoration.	Destruction	+1
Strain - Target increases Strain Threshold by a number equal to ranks in Restoration.	Destruction	+1
Speed - Target gains a second free maneuver, without the need to expend Strain.	Destruction	+1
Range - Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Additional Target - The spell affects one additional target within range. Can spend Advantage to affect one additional target within range (may do so multiple times).	--	+2
Attribute - Target increases an Attribute by 1.	Destruction	+2

Befuddle

Concentration: Yes
Base Skill: Illusion
At its base, Befuddle allows the caster to create lights and sounds in Short range. This check is simple, and as such has no difficulty until the effects below are added. When these effects are added, the caster utilises these illusory effects to manipulate their targets in various ways.

Effect	Skill	Difficulty Mod
Charm - Add Boost to all Charm checks made against the target, equal to ranks in Illusion.	Illusion	+1
Calm - Add Setback to a target's Discipline checks to resist Coercion or Charm checks to yield a fight, equal to caster's ranks in Illusion.	Illusion	+1
Discretion - After a successful Befuddle action, target gains Setback equal to ranks in Illusion, when making Vigilance check to recognise Illusion effects.	Illusion	+1
Range - Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Additional Target - The spell affects one additional target within range. Can spend Advantage to affect one additional target within range (may do so multiple times).	--	+2
Fear - Target must immediately make a Fear check equal to ranks in caster's Illusion skill. If failed, they suffer the normal consequences of failing a Fear check.	Illusion	+2
Rally - Add Boost to a target's Discipline or Cool checks to resist Fear effects, equal to caster's ranks in Illusion. If target is currently suffering from a Fear effect, they may immediately reattempt their Fear check to shrug off the effects, with the added Boost from Rally.	Illusion	+2
Silence - If spell is successful, target is unable to speak for as long as the Befuddle spell is maintained.	Illusion	+2
Blind - If spell is successful, target is Blinded, and endures all the normal consequences of being blinded, for as long as the Befuddle spell is maintained.	Illusion	+3
Frenzy - Target loses control and attacks the nearest target. If it has multiple targets to choose from, target is randomly determined. Lasts for as long as the Befuddle spell is maintained.	Illusion	+3

Spell Abilities

Many spells in Tamriel serve more utility purposes, and more specific purposes. Most of these do not have considerable modification to them, and very little in common enough to share an Effect Table. However, all of these can be modified by the **Spell Abilities - Additional Effects** table.

Chameleon

Concentration: Yes
Base Skill: Illusion
Make an **Average (♦ ♦) Illusion** check to cast Chameleon on a target within **Short** range. While concentration is maintained, any character attempting a Perception check to see the target suffers ■ per ranks in caster's **Illusion** skill.

Detect

Concentration: No
Base Skill: Mysticism

At time of casting choose Magic or Creature. Make an **Average (♦♦) Mysticism** check to detect all objects and auras of that type within **Short** range of the caster, for a few brief moments, giving the user an impression of the forces and beings around them, telling them: The number of Creatures or Magic Forces/Objects, and their general distance and direction from them. In the case of Magic, it will indicate the School of Magic.

When Range modifies this spell, it affects the range of detection, rather than the point of casting.

Dispel

Concentration: No
Base Skill: Mysticism
Dispel works as written in the Genesys Core Rulebook, Page 212.

Additionally, when used against a target's **Enchanted Item**, they may instead Disable the target Enchantment effects for a number of rounds equal to Success.

Feather

Concentration: Yes
Base Skill: Alteration
Make an **Average (♦♦) Alteration** check to cast Feather on a target within **Short** range. While concentration is maintained, the target has their effective Encumbrance lowered by 1, equal to ranks in Alteration.

Invisibility

Concentration: No
Base Skill: Illusion
Make an **Hard (♦♦♦) Illusion** check to cast Invisibility on a target within **Short** range. For one round per success, that target gains the **invisible** effect. While invisible, any creature that attempts to perceive the target visually, does so while suffering the effects of being Blinded. This effect lasts for a number of rounds equal to Success generated in the creation of the potion, or until the target performs a physical action.

Jump

Concentration: Yes
Base Skill: Alteration
Make an **Average (♦♦) Alteration** check to cast Jump on a target within **Short** range. While concentration is maintained, target doubles their jump height and distance. Additionally, target gains a Boost to Acrobatics checks equal to caster's ranks in the Alteration skill.

Levitation

Concentration: Yes
Base Skill: Alteration
Make a **Hard (♦♦♦) Alteration** check to cast Levitate on a target within Short range. While concentration is maintained, target can **Fly** at their walking movement speed, using their Maneuver each turn to travel vertically, in additional to horizontally.

Lock

Concentration: No
Base Skill: Alteration
Make an **Average (♦♦) Alteration** check to cast Lock on a door or container within **Short** range. This object is considered Locked, with difficulty equal to the caster's Alteration skill. It has no duration, and remains locked.

Mark & Recall

This is tricky. Thinking the Mark will be Average, but the Recall is harder.

Night Eye

Concentration: Yes
Base Skill: Illusion

Make an **Easy (◆) Illusion** check to cast Night Eye on a target within **Short** range. While concentration is maintained, target ignores ■ due to darkness.

Open

Concentration: No
Base Skill: Alteration

Open allows a caster to use their **Alteration** skill to bypass physical locks, in lieu of Security. Difficulties, setback, and upgrades remain as normal.

Project

Concentration: Yes
Base Skill: Mysticism

Make a **Hard (◆◆◆) Mysticism** check to cast Project, creating a duplicate of the caster's likeness at one location within Medium range. Projection will mimic the caster, producing sound and copying actions as intangible illusions. Lasts as long as concentration is maintained.

Scry

Concentration: Yes
Base Skill: Mysticism

Make a **Hard (◆◆◆) Mysticism** check to cast Scry. Choose a location within Medium range. The caster can now see and hear as though standing in that location, but cannot interact with surroundings. Lasts as long as concentration is maintained.

Slowfall

Concentration: Yes
Base Skill: Alteration

Make an **Average (◆◆) Alteration** check to cast Slowfall on a target within Short range. Target becomes immune to the damaging effects of falling, instead falling at their normal movement speed, for as long as concentration is maintained.

Soul Trap

Concentration: Yes
Base Skill: Mysticism

Make an **Easy (◆) Mysticism** check to cast Soul Trap on a target within Short range, lasting as long as concentration can be maintained. Upon death, the target's soul is captured into the closest Soul Gem that can accommodate its size, based on the character's enemy type:

Petty Soul Gem - Minion
Common Soul Gem - Rival
Grand Soul Gem - Nemesis

SIDEBAR: BLACK SOULS

As an optional rule, GMs may choose to enforce the restriction that the souls of sentient mortals - men, mer and such - can only be captured in Black Soul Gems. Black Soul Gems are difficult to

obtain, and are considered illegal in almost all Provinces. As compensation for the difficulty of obtaining these Soul Gems, Black Soul Gems are more potent even than Grand Soul Gems.

Creating a Black Soul Gems requires performing the Black Soul Gem ritual. Doing so requires performing a **Hard (♦♦♦) Mysticism** or **Necromancy** check at **night** during the *Shade of the Revenant* – an astrological event that occurs on specific dates: The 27th of Last Seed, The 4th, 12th, 20th, and 28th of Heartfire, the 6th, 14th, 22nd and 30th of Frostfall, or the 7th, 15th and 23rd of Sun's Dusk. During this time, any number of empty **Grand Soul Gems** into empty **Black Soul Gems.**

This ritual is considered dark magic, and considered evil. Spectators will object, and it will attract attention.

Swiftswim
Concentration: Yes
Base Skill: Alteration

Make an **Average (♦♦) Alteration** check to cast Swiftswim on a target within Short range. Target can now ignore one setback due to swimming, and move at full speed underwater.

Telekinesis
Concentration: Yes
Base Skill: Alteration

Make an **Average (♦♦) Alteration** check to cast Telekinesis, enabling the caster to manipulate one Silhouette 0 object within Short range as though handling it by hand. Can utilise this to make Ranged attacks with the objects as an Improvised Attacks. Use Mysticism skill to make the attack. In the case of this spell, the **Additional Target** Effect applies to the number of objects that can be manipulated at once.

Telepathy
Concentration: Yes
Base Skill: Mysticism

Make a **Hard (♦♦♦) Mysticism** check to form a mental link with a target within Short range. Once this link is formed, caster can read surface thoughts of the target and project their own thoughts into that target's mind. When When utilising the **Additional Target** effect, caster adds additional targets within range to this mental network.

Teleportation
Concentration: Yes
Base Skill: Alteration

Make an **Average (♦♦) Mysticism** check to cast Teleportation, which teleports target to a known location within Short range. When utilising the **Additional Target** effect, caster can choose to extend this action to subsequent turns, removing the additional difficulty from the **Additional Target** effect once per additional turn spent casting, up to the number of additional targets.

Water Breathing
Concentration: Yes
Base Skill: Alteration

Make an **Average (♦♦) Alteration** check to cast Water Breathing on a target within Short range. Target no longer needs to breathe while underwater. This does NOT include spaces of vacuum or without air.

Water Walking
Concentration: Yes

Base Skill: Alteration
Make an **Average ($\diamondsuit$ $\diamondsuit$) Alteration** check to cast Water Walking on a target within Short range.
Target can choose to walk atop walker while active, as though it were a solid surface.

Spell Abilities – Additional Effects

Effect	Skill	Difficulty Mod
Range – Increase Range once per increase in Difficulty. May be taken multiple times.	--	+1
Additional Target – The spell affects one additional target within range. Can spend Advantage to affect one additional target within range (may do so multiple times).	--	+1

Sidebar: Alternate Durations
In the heat of an encounter, a Mage find it prudent to fire off one of the above utility spells without needing to maintain concentration. In these instances, the GM may find it acceptable to use the number of uncancelled successes to indicate turns of duration for these purposes, and have the spell require no concentration.