

BIRTHSIGNS

The Stars of Tamriel are divided into thirteen constellations. Three of them are the major constellations, known as the Guardians. These are the Warrior, the Mage, and the Thief. Each of the Guardians protects its three Charges from the thirteenth constellation, the Serpent.

When the sun rises near one of the constellations, it is that constellation's season. Each constellation has a Season of approximately one month. The Serpent has no season, for it moves about in the heavens, usually threatening one of the other constellations.

Birthsigns confer several bonuses, as well as affecting to some extent a character's fate and personality.

THE APPRENTICE



The Apprentice's Season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magick of all kinds, but are more vulnerable to magic as well.

SPECIAL ABILITY

Elfborn - Starting Strain is increased by 3. However, all magical harmful Magic Actions targeting this character gain a Boost.

THE ATRONACH

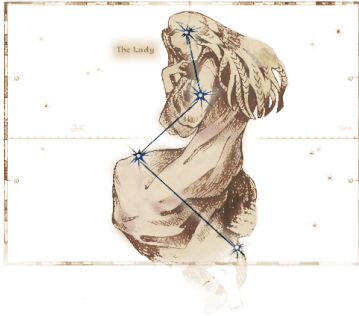


The Atronach (often called the Golem) is one of the Mage's Charges. Its season is Sun's Dusk. Those born under this sign are natural sorcerers with deep reserves of magicka, but they cannot generate magicka of their own.

SPECIAL ABILITIES

Wombburned - Starting Strain is increased by 6, but the character born under this sign can no longer regain Strain through means of rest, and cannot make Cool checks to regain Strain after encounters. However, when spending Advantage to restore Strain, those born under the Sign of the Atronach regain double what they would normally. Additionally, when affected by *any* Spell Action, the character restores 1 Strain.

THE LADY



The Lady is one of the Warrior's Charges and her Season is Heartfire. Those born under the sign of the Lady are kind and tolerant.

SPECIAL ABILITY

Lady's Favor - Confers a Boost die to all skills that use Endurance or Personality as their governing attribute.

THE LORD



The Lord's Season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs.

SPECIAL ABILITIES

Trollkin - Those born under the Lord are cursed with the blood of the Trollkin, permanently increasing the damage they take from Fire damage effects by 2.

Blood of the North - Once per Encounter, Lords may use this power as an Action to restore 3 Wounds on themselves.

THE LOVER



The Lover is one of the Thief's Charges and her season is Sun's Dawn. Those born under the sign of the Lover are graceful and passionate.

SPECIAL ABILITY

Lover's Kiss - Once per Session, may cast the Lover's Kiss power at the cost of 4 Strain, which inflicts upon the target the **Paralyze** effect, for 1 round, or 20 seconds.

THE MAGE



The Mage is a Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Golem, and the Ritual.

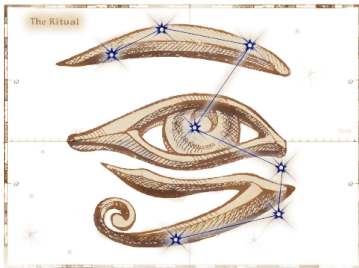
Those born under the Mage have more magicka and talent for all kinds of spellcasting, but are often arrogant and absent-minded.

As the Dwemer didn't believe in magic, they knew this constellation as "The Mechanist". This constellation contains the Planet Julianos, which is also called the Eye of the Sage.

SPECIAL ABILITY

The Mage - Confers a Boost die to all Magic skill checks, as well as granting an additional +1 to starting Strain Threshold.

THE RITUAL



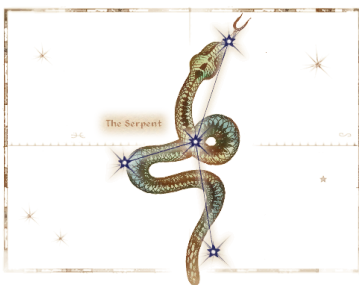
The Ritual is one of the Mage's Charges and its Season is Morning Star. Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines.

SPECIAL ABILITIES

Blessed Word - Once per Encounter, cast this power to force an Undead target within Medium range to suffer the effects of fear for 3 rounds.

Mara's Gift - Once per Session, may use this power as an Action to restore 5 Wounds on themselves.

THE SERPENT



The Serpent wanders about in the sky and has no Season, though its motions are predictable to a degree. No characteristics are common to all who are born under the sign of the Serpent. Those born under this sign are the most blessed and the most cursed.

Alone of the constellations it is said to be formed of Unstars, rather than stars and planets.

SPECIAL ABILITY

Star Curse - Once per Session, those born under the Serpent may cast Star Curse at the expense of 10 Strain, which inflicts 2 Wounds of Poison Damage to the target every round for 3 rounds, ignoring soak. Additionally, Serpent is cured of all poison effects currently affecting them.

THE SHADOW

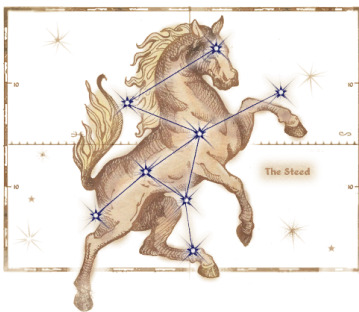


The Shadow's Season is Second Seed. The Shadow grants those born under the sign the ability to hide in shadows.

SPECIAL ABILITY

Moonshadow - Once per Session, Shadow may gain the **Invisibility** effect for 60 seconds, or 3 Rounds - cancelling upon taking action, as per normal.

THE STEED



The Steed is one of the Warrior's Charges, and its Season is Mid Year. Those born under the sign of the Steed are impatient and always hurrying from one place to another.

SPECIAL ABILITY

Charioteer - Once per Session, Steed may move two range bands (Long to Short, or Medium to Engaged) in one maneuver, ignoring difficult terrain.

THE THIEF



The Thief is the last Guardian Constellation, and its Season is the darkest month of Evening Star. Its Charges are the Lover, the Shadow, and the Tower.

Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. They will run out of luck eventually, however, and rarely live as long as those born under other signs.

This constellation contains the Planet Arkay, which is also called the Eye of the Thief.

SPECIAL ABILITY

Luck of the Thief - At the beginning of each Session, when contributing Story Points to the Player Pool, those born under the Sign of the Thief instead contribute 2 Story Points to the Player Pool, but also contribute 1 to the GM Pool.

THE TOWER



The Tower is one of the Thief's Charges and its Season is Frostfall. Those born under the sign of the Tower have a knack for finding gold and can open locks of all kinds.

SPECIAL ABILITIES

Tower Key - Once per Session, as a Maneuver, may open any lock with a Difficulty of Hard or easier, without performing any check. Shares its per Session Cooldown with Tower Warden.

Tower Warden - Once per Session, as a Maneuver, may reflect 3 damage received, from any source, for 2 rounds. Shares its per Session Cooldown with Tower Key.

THE WARRIOR



The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest.

His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers.

This constellation contains the Planet Akatosh, which is also called the Eye of the Warrior.

SPECIAL ABILITY

Warrior's Endurance - Confers a Boost die to all Combat skills, as well as granting an additional +1 to starting Wound Threshold.