

# EDGE OF TAMRIEL

## PLAYER RACES



### ALTMER

The Altmer, or self-titled "Cultured People", are a tall, golden-skinned race, hailing from the Summerset Isles. They are also known as High Elves by the other denizens of Tamriel, and Salache by the Ayleids. In the Empire, "High" is often understood to mean proud or snobbish, and as the Altmer generally personify these characteristics, the "lesser races" generally resent them. Altmer consider themselves to be the most civilized culture of Tamriel; the common tongue of Tamriel is based on Altmer speech and writing, and most of the Empire's arts, crafts, laws, and sciences are derived from Altmer traditions. However, the Altmer's self-assurance of superiority has rarely translated to a position of dominance in the Empire. The Altmer are the most strongly gifted in the arcane arts of all the races, and they are very resistant to diseases. However, they are also somewhat vulnerable to magicka, fire, frost, and shock, which makes them very weak against their strongest point - magic. They are among the longest living and intelligent races of Tamriel, and they often become powerful magic users due to both their magical affinity and the many centuries they can devote to their studies.

STRENGTH	ENDURANCE	AGILITY	INTELLECT	WILLPOWER	PERSONALITY
1	2	2	3	2	2

- **Wound Threshold:** 10+Endurance

- **Strain Threshold:** 12+Willpower
- **Starting Experience:** 100XP
- **Special Abilities:** Altmer gain one free rank in any **two** Magic Schools of choice, though skills still cannot exceed 2 at Character Creation.
- **Aldmeri Magicka:** Altmeri aptitude for Magicka reduces the Strain cost to utilise Magic Actions by 1.
- **Elemental Weakness:** Magic **Damage** actions that utilise an elemental Destruction quality ignore 1 Soak when a targeting Altmer.

## ARGONIAN

Argonians (they prefer Saxhleel in Jel, their native tongue, a word that means "People of the Root") are the little-understood reptilian denizens of Black Marsh. Years of defending their borders have made the Argonians experts in guerrilla warfare, and their natural abilities make them equally at home in water and on land. They have developed natural immunities to the diseases and poisons that have doomed many would-be explorers and conquerors of the region, and have been known to exude a sharp, faintly sulfurous odor when agitated. Very old Argonians can be distinguished by their paler, even translucent, scales. Their seemingly expressionless faces belie a calm intelligence, and many Argonians are well-versed in the magical arts. Others rely on stealth or steel to survive, and their natural agility makes them adept at either. They are, in general, a reserved people, slow to trust and hard to know, yet they are fiercely loyal, and will fight to the death for those they have named as friends.

While Argonians appear reptilian in nature at first glance, they also exhibit qualities of fish and amphibians: they are able to breathe underwater through small gills behind their ears, and swim using the same method as that of a tadpole or eel by moving their tail side-to-side to propel through the water. Argonians possess the most alien personalities in all of Tamriel from a human or meric perspective and it is often assumed that Argonians possess neither personality nor emotions. Of course this is not true; Argonians simply do not facially express their emotions as much as man and mer do, though anger is easily detectable from their bared teeth and narrowed eyes. Argonians' genders are sometimes referred to as life-phases, implying they may be able to change gender. It is said that upon exiting the juvenile stage of life, an Argonian will lick Hist sap in order to stimulate the hormonal glands, which sprout appropriate organs from which the Argonian's gender can be determined. However, this is unconfirmed, and Argonian hatchlings may apparently be of either gender. Argonian appearance ranges from reptilian to almost human; this is caused by the Hist sap they ingest as hatchlings which ceremonially takes place on their Naming Day. Ancient cave paintings depict figures which appear to be more tree-like than Argonian.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	3	1	3	1

- **Wound Threshold:** 11+Endurance
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 100XP
- **Special Abilities:** Argonians gain one free rank in Alchemy, One-Handed, or Survival, though skills still cannot exceed 2 at Character Creation.
- **Amphibious:** Argonians can breathe underwater, swim at normal speed, and remove one Setback imposed by water as Difficult Terrain.

- **Argonian Resistance:** Argonians lower the difficulty of Resilience checks when resisting Diseases by 1, and are immune to Poison (unless otherwise indicated).
- **Natural Weapons:** Argonians can use their teeth or claws for Hand-To-Hand attacks, gaining a natural +1 to Damage.

## BOSMER

*The Bosmer are the Elven clan-folk of Valenwood, a forested province in southwestern Tamriel. In the Empire, they are often referred to as Wood Elves, but Bosmer, Boiche, or the Tree-Sap people is what they call themselves. Bosmer rejected the stiff, formal traditions of Aldmeri high culture, preferring a more romantic, simple existence in harmony with the land, its wild beauty and wild creatures. They are relatively nimble and quick in body and wit compared to their more "civilized" Elven cousins, making them well-suited for a variety of professions, including scouts, thieves, traders and scholars. The best archers in all of Tamriel, the Bosmer snatch and fire arrows in one continuous motion; they are even rumored to have invented the bow. They have many natural and unique abilities; notably, they can command simple-minded creatures and have a nearly chameleon-like ability to hide in forested areas. As part of their Green Pact they are religiously carnivorous and cannibalistic and do not harm vegetation of Valenwood (though they are not averse to using wooden or plant-derived products created by others).*

Strength	Endurance	Agility	Intellect	Willpower	Personality
1	2	3	1	3	2

- **Wound Threshold:** 9+Endurance
- **Strain Threshold:** 12+Willpower
- **Starting Experience:** 100XP
- **Special Abilities:** Bosmer gain one free rank in Alchemy, Marksman, or Sneak, though skills still cannot exceed 2 at Character Creation.
- **Beast Tongue:** Bosmer have the innate ability to communicate with animals on a basic level, expressing concepts, emotions and desires to them, and understanding likewise. Once per Session, they can use this connection to magically Charm an animal. Target beast must pass a **Hard Discipline** check, else be Charmed by the Bosmer, and follow their instructions for 10 minutes.
- **Resistant:** Bosmer lower the difficulty of Resilience checks when resisting Diseases and Poisons by 1.

## BRETON

*Bretons are the human descendants of the Aldmeri-Nedic Manmer of the Merethic Era and are now the inhabitants of the province of High Rock. They are united in culture and language, even though they are divided politically, for High Rock is a fractious region. Bretons make up the peasantry, soldiery, and magical elite of the feudal kingdoms that compete for power. Many are capable mages with innate resistance to magicka. They are known for a proficiency in abstract thinking and unique customs. Bretons appear, by and large, much like other pale-skinned humans. They are usually slight of build and not as muscular as Nords or Redguards. Their Elvish ancestry is usually only detectable upon a closer inspection of their eyebrows, ears, or high cheekbones, though many individual Bretons appear to be more Nordic or Imperial than anything else. The great diversity in their appearance is to be expected from their politically fractured society, though their clothes, accents, customs and names are fairly uniform.*

Strength	Endurance	Agility	Intellect	Willpower	Personality
1	2	2	3	2	2

- **Wound Threshold:** 9+Endurance
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 90XP
- **Special Abilities:** Bretons gain one free rank in any Magic School of choice, though skills still cannot exceed 2 at Character Creation.
- **Fortify Magicka:** Breton aptitude for Magicka grants them **one** Boost to all Magic Actions.
- **Magic Resistance:** Bretons are resistant to most magical effects. When unwillfully targeted by a Magic Action, said Magic Action gains a Setback.

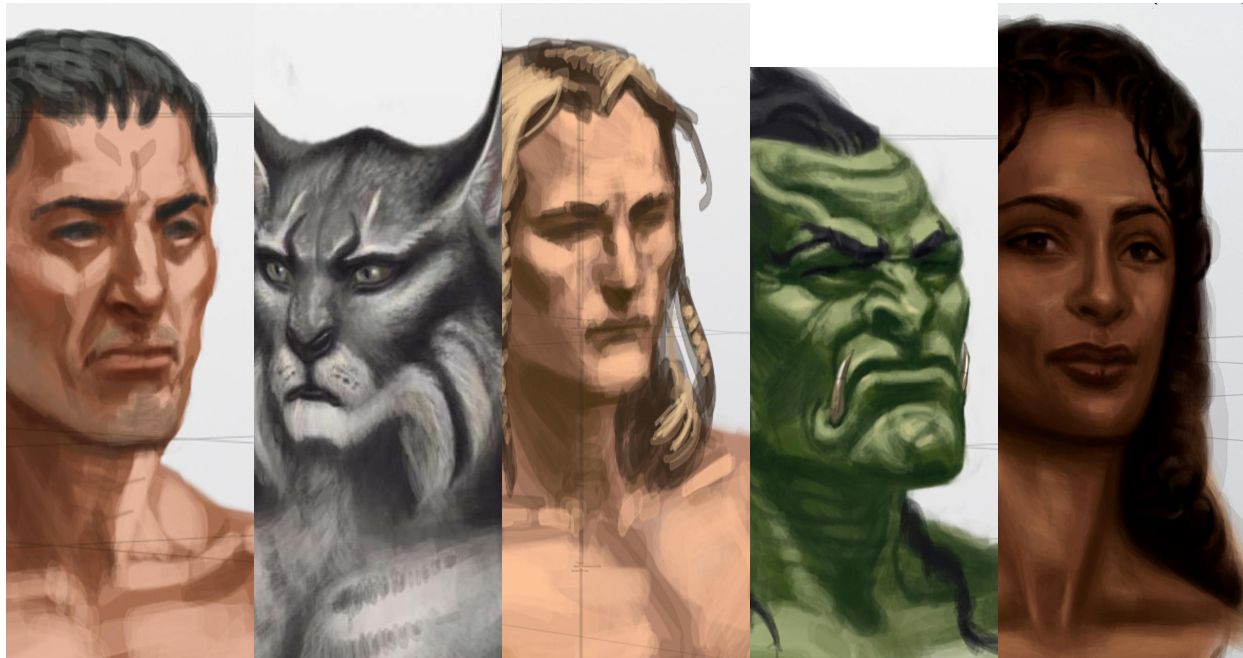
## DUNMER

*The Dunmer, also known as Dark Elves, or Moriche in the Ayleid tongue, are the ash-skinned, red-eyed, Elven peoples of the Eastern Empire. "Dark" is commonly understood as meaning such characteristics as "dark-skinned", "gloomy", "ill-favored by fate" and so on. The Dunmer and their national identity, however, embrace these various connotations with enthusiasm. In the Empire, "Dark Elf" is the common usage, but among their Aldmeri brethren they are called "Dunmer". Their combination of powerful intellects with strong and agile physiques produce superior warriors and sorcerers. On the battlefield, Dunmer are noted for their skill with a balanced integration of the sword, the bow and destruction magic. In character, they are grim, aloof, and reserved, as well as distrusting and disdainful of other races.*

*Dunmer distrust and are treated distrustfully by other races. They are often proud, clannish, ruthless, and cruel, from an outsider's point of view, but greatly value loyalty and family. Young female Dunmer have a reputation for promiscuity in some circles. Despite their powerful skills and strengths, the Dunmer's vengeful nature, age-old conflicts, betrayals, and ill-reputation prevent them from gaining more influence.*

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	2	2	2	2

- **Wound Threshold:** 11+Endurance
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 100XP
- **Special Abilities:** Dunmer gain one free rank One-Handed, Destruction, or Necromancy, though skills still cannot exceed 2 at Character Creation.
- **Ancestor Guardian:** Once per session, a Dunmer can summon an Ancestor Spirit for 10 minutes. This entity can assist the player with knowledge, lore, or combat. (See Bestiary for Ancestor Spirit listing).
- **Fire Resistance:** Dunmer always halve damage (after soak) received by fire or Fire Magic.



## IMPERIAL

Known as Cyrodiils, Cyrodilics or Cyro-Nordics before the time of Talos, the well-educated and well-spoken Imperials are the natives of the civilized, cosmopolitan province of Cyrodiil. Imperials are also known for the discipline and training of their citizen armies, and their respect for the rule of law. Though physically less imposing than the other races, the Imperials have proved to be shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other nations and races and erect the monument to peace and prosperity that comprises the Glorious Empire. Their hegemony has waxed and waned throughout the eras, and most historians refer to three distinct Empires, the ends of which each mark a new epoch in Tamrielic history.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	1	2	2	3

- **Wound Threshold:** 10+Endurance
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 100XP
- **Special Abilities:** Imperials gain one free rank in Mercantile, Charm, or Block, though skills still cannot exceed 2 at Character Creation.
- **Voice of the Emperor:** Gain a Boost die to all Charm, Mercantile, or Deception checks.

- **Destiny:** Once per session, Imperials can reroll one failed dice check.

## ⚔️ KHAJIIT

The Khajiit are a race of feline humanoids hailing from the province of Elsweyr, well-known for their keen intelligence and agility. While these traits make them superb thieves and acrobats, Khajiit are also fearsome warriors. However, strenuous training must typically be undertaken to make wielding magic a serious option, either in passive or aggressive actions. Khajiit rarely take to the sea, though the prospect of trade and shipping skooma does draw some to work as sailors.

Physiologically, Khajiit differ greatly from both the varied races of man and mer, not only in their skeletal structure (possessing a tail and, in some forms, a digitigrade stance, i.e. toe walking) and dermal makeup (the "fur" that covers their bodies) but in their digestion and metabolism as well. The Khajiit, along with the Argonians and the Imga, make up the so called 'beast races' of the Empire, due to their anthropomorphic qualities. It is currently unclear whether a successful union between Khajiit and other races may occur, for no well-documented cases exist despite rumors. The divergent appearance and mannerisms of the Khajiit often lead bigoted members of other races to look down on them.

## ⚔️ KHAJIIT BREED OPTIONS

Khajiiti breeds vary greatly based on the moon cycles. While there are over a dozen forms Khajiit can take, only a handful of these breeds are commonly seen outside of Elsweyr, for various reasons. Of these breeds, Cathay, Suthay-raht, and Ohmes-raht are available for play in Edge of Tamriel, and their statlines will differ greatly, as represented below.

### Cathay

Sporting more standard plantigrade legs and standing as tall as the average Man or Mer, Cathay Khajiit are the most common breed found outside of Elsweyr. They have the advantage of being relatively balanced in terms of ability and skill.

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	2	1	3	2

- **Wound Threshold:** 10+Endurance
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 90XP
- **Special Abilities:** Cathay Khajiit gain one free rank in Mercantile or Hand-to-Hand, though skills still cannot exceed 2 at Character Creation.

### Suthay-raht

Suthay-raht stand smaller than a Cathay, closer in height to a Bosmer, and are considerably more bestial. They are supported on slender, digitigrade legs that grant them more superior stealth and quickness at the expense of stability.

Strength	Endurance	Agility	Intellect	Willpower	Personality
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2	1	3	1	3	2
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- **Wound Threshold:** 9+Endurance
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 90XP
- **Special Abilities:** Suthay Khajiit gain one free rank in Acrobatics or Sneak, though skills still cannot exceed 2 at Character Creation.

### Ohmes-raht

*Ohmes-raht are small bipedal humanoids, and one of the least bestial of all Khajiiti breeds (second to the almost mer-like Ohmes). They sport smooth, thin coats of fur, the tone of their skin often showing through, and while they have cat-like ears and tails, their faces more closely resemble that of a man or mer. Ohmes-raht are the more politically minded of the Khajiit, commonly operating as ambassadors to other Provinces.*

Strength	Endurance	Agility	Intellect	Willpower	Personality
1	2	2	1	3	3

- **Wound Threshold:** 9+Endurance
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 90XP
- **Special Abilities:** Ohmes-raht Khajiit gain one free rank in Mercantile or Sneak, though skills still cannot exceed 2 at Character Creation.

**Additionally,** all Khajiit gain the following racial abilities:

- **Eye of Fear:** Once per encounter, Khajiit can force a target to pass a Hard Fear check.
- **Eye of Night:** Khajiit remove one Setback caused by dark environments.
- **Natural Weapons:** Khajiit can use their teeth or claws for Hand-To-Hand attacks, gaining a natural +1 to Damage.

### NORD

*The Nords are the children of the sky, a race of tall and fair-haired humans from Skyrim who are known for their incredible resistance to cold and magical frost. They are fierce, strong and enthusiastic warriors, and many become renowned warriors, soldiers and mercenaries all over Tamriel. Eager to augment their martial skills beyond the traditional methods of Skyrim, they excel in all manner of warfare, and are known as a militant people by their neighbors. Nords are also natural seamen, and have benefited from nautical trade since their first migrations from Atmora. They captain and crew many merchant fleets, and may be found all along the coasts of Tamriel.*

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	3	2	1	2	1

- **Wound Threshold:** 11+Endurance
- **Strain Threshold:** 9+Willpower
- **Starting Experience:** 100XP
- **Special Abilities:** Nords gain one free rank in One-Handed, Two-Handed, or Resilience, though skills still cannot exceed 2 at Character Creation.
- **Woad:** Once per Encounter, Nords can utilise their **Woad** ability to increase their Melee Defense by 2 as a reaction to an attack. This defense increase lasts for the remainder of the round.
- **Frost Resistance:** Nords always halve damage (after soak) received by frost or Frost Magic.

## ORC

*Orcs, also called Orsimer or "Pariah Folk" in ancient times, are sophisticated, beastlike people of the Wrothgarian Mountains, Dragontail Mountains, and Orsinium (literally translated as "Orc-Town"). They are noted for their unshakable courage in war and their unflinching endurance of hardships. In the past, Orcs have been widely feared and hated by the other nations and races of Tamriel, and were often considered to be goblin-ken. However, they have slowly won acceptance in the Empire, in particular for their distinguished service in the Emperor's Legions. Orc armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire, and are fearsome when using their berserker rage. Most Imperial citizens regard the Orc society as rough and cruel. The Orcs of the Iliac Bay region have developed their own language, known as Orcish, and have often had their own kingdom, Orsinium.*

Strength	Endurance	Agility	Intellect	Willpower	Personality
3	3	1	1	3	1

- **Wound Threshold:** 12+Endurance
- **Strain Threshold:** 9+Willpower
- **Starting Experience:** 100XP
- **Special Abilities:** Orcs gain one free rank in Smithing, Block, or One-Handed, though skills still cannot exceed 2 at Character Creation.
- **Berserk:** Once per Session, may perform **Berserk** as a Maneuver: Release the contained rage of Mauloch, seeing red and lusting only for blood! For three rounds, Increase Wound Threshold and Strain Threshold by 4, and Strength and Endurance Attributes are increased by 1. However, for the duration reduce effective Personality, Willpower, and Intellect attributes by 1.
- **Magic Resistance:** Orcs are resistant to most magical effects. When unwillfully targeted by a Magic Action, said Magic Action gains a Setback.

## REDGUARD

*The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many weapon and armor styles,*



*Redguards are also physically blessed with hardy constitutions, resistance to poison, and quickness of foot. Redguards do not share the same blood as the other human races, and they have no connection with the ancestral Nordic homeland of Atmora.*

Strength	Endurance	Agility	Intellect	Willpower	Personality
2	2	3	2	2	2

- **Wound Threshold:** 10+Endurance
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 90XP
- **Special Abilities:** Redguards gain one free rank in One-Handed, Athletics, or Mercantile, though skills still cannot exceed 2 at Character Creation.
- **Adrenaline Rush:** Once per Encounter, Redguards can perform **Adrenaline Rush** as a maneuver: Gain a second Action as part of your current turn. After this Action has been spent, suffer 3 Strain.
- **Resistant:** Redguards lower the difficulty of Resilience checks when resisting Diseases and Poisons by 1.