

The Elder Scrolls:
EDGE
of
TAMRIEL
SECOND EDITION
INTRODUCTION

WELCOME TO TAMRIEL

Tamriel, or The Arena, is one of several continents on the world of Nirn - a magical world, with a rich and complex history. Divided into Nine distinct provinces, Tamriel itself is a land of unique cultures and numerous lands to explore. In contrast, however, Tamriel is also a land with a history of war, conflict, and deep dark secrets.

This Setting intends to provide players with the opportunity to embark on adventures in Tamriel. While the intention at writing is for the players to play in the late 3rd Era, or early 4th Era, it could be used to play throughout any timeline in the Elder Scrolls.

Below are described the major differences between this Setting and the Genesys Core.

NEW CHARACTERISTICS - ATTRIBUTES

Unlike most settings, Edge of Tamriel actually makes a change to the Characteristics presented in the Genesys Core Rulebook. Besides naming them **Attributes** - to match the theme - Cunning has been removed, and Brawn has been split into two Attributes; Strength and Endurance.

Skills normally found in Brawn and Cunning have been shifted between all Attributes.

STRENGTH

Similar to Brawn in Genesys Core, Strength primarily represents physical prowess in terms of swinging a weapon, hammering metal and lifting heavy objects. Unlike Brawn, Strength, in this setting, does not also represent physical resilience, instead only representing active, exerted force.

ENDURANCE

The other component of Brawn, Endurance has been parted out of Brawn as the other half of Strength. Representing passive physical prowess, Endurance is the ability to outlast disease, cold, and extreme situations. It also is the Attribute used to determine Wounds and Soak, and is used for the Block skill.

AGILITY

Agility operates the same as it does in the Genesys Core Rulebook, though a few more skills have been placed under it in this setting. For those familiar with Elder Scrolls, the Speed attribute has been folded into Agility as well.

INTELLECT

Intellect operates the same as it does in the Genesys Core Rulebook, and is the governing attribute for the same skills.

WILLPOWER

Intellect operates the same as it does in the Genesys Core Rulebook, though a few more skills have been placed under it in this setting.

PERSONALITY

Personality operates the same as the Presence Attribute, but has been renamed for this setting for flavour and to match the aesthetic of the setting.

SKILL CHANGES

Skills have changed slightly for the Edge of Tamriel Setting, primarily due to certain skills being renamed to better fit the theme. Some skills have been added, such as the Magical Schools that are more common in the setting, as well as a new Block skill.

NEW SKILLS, DIFFERENT SKILLS

While the Edge of Tamriel setting does make use of mostly the same skills as Genesys Core, some of them have been renamed to fit the setting, have had certain capabilities and attributes changes, and some are new altogether.

Listed here are all the new or altered skills, how they might be used, and how they might be different.

GENERAL SKILLS

This group of skills represents those skills that serve a more generalised purpose, intended for everyday use. They can find use in any scenario and are important to every adventurer. Some, naturally are role specific and no adventurer should be expected to have all of them - but it is the best place to start when rounding out a character.

ACROBATICS (AGILITY)

Acrobatics is simply the Coordination skill renamed to fit the setting and style of Tamriel. Reference the Genesys Core Rulebook, page 59 for details on Coordination.

ALCHEMY (INTELLECT)

While very similar to the Alchemy skill in Genesys, the Edge of Tamriel setting has additional rules for Alchemy, found in its corresponding section of this booklet. Otherwise, the Alchemy skill operates the same as it would in the Genesys Core Rulebook, page 57.

Additionally, Alchemy contains some abilities typically associated with **Medicine**. Alchemists can make checks to diagnose diseases and poisons, as well as attempt to heal Critical Injuries with herbs and tonics.

NEW USES FOR THIS SKILL...

- Identifying and diagnosing Diseases and Poisons.
- Consuming raw Alchemical Ingredients and gaining beneficial effects.

ENCHANT (INTELLECT)

Enchanting is a new crafting skill added, with the capability of imbuing otherwise mundane objects with magicka, to gift them unique abilities and magical properties. Enchanting makes use of Soul Gems, soul energy, and complex inscribing to bind magicka to items. Whether this produces a flaming sword or a ring that can make you Levitate, Enchanting is a powerful tool for bolstering adventuring gear.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to imbue weapons and armor with magical properties.
- Your character wants to be able to identify magic items, or spot enchanted gear on foes.
- Your character wants to make practical use of captured souls.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to *enchant* people, such as mesmerising them.
- Your character wants to cast spells.

ENGINEERING (INTELLECT)

Engineering is very similar to the Mechanics skill in Genesys, but has a more limited usage in the Elder Scrolls. In Tamriel, an Engineer would be responsible for the creation of wagon wheels and porticuli mechanisms, but also operating such things. In the rare instances of interaction with Dwemer technology, Engineering is the skill used to *attempt* to interact with them.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to construct a mechanism, such as a pulley or lever-mechanism.
- Your character wants to operate the mechanisms of a complex ship or boat, such as rigging and ruddering.
- Your character wants to build or operate a siege weapon, such as a ballista or catapult.
- Your character wants to try to understand or operate ancient Dwemer technology.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to build armor or weapons.
- Your character wants to drive a wagon that is hitched to a horse or beast of burden.

HANDLE ANIMAL (WILLPOWER)

Handle Animal is very similar to the Riding skill in Genesys, but it is expanded to the general ability to interact with animals, both wild and domestic. Whether riding a horse, or wrangling a herd of Netc, Handle Animal is essential to doing so efficiently and effectively. This skill is also used when directing and working with animal companions (unless they're Senche and happen to be your cousin).

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to ride a horse, guar, or other mount.
- Your character wants to direct their hound to circle around the enemy.
- Your character wants to pacify and wrangle an angry or otherwise hostile wild animal.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to literally talk to animals.
- Your character is trying to track an animal.

RUMOURS (WILLPOWER)

Rumours is simply the Streetwise skill renamed to fit the setting and style of Tamriel, and with **Willpower** as its governing attribute. Reference the Genesys Core Rulebook, page 65 for details on Streetwise.

SMITHING (STRENGTH)

Whether forging fearsome weapons and armor, or simply repairing those damaged in battle, Smithing is an essential skill for a lone warrior. Focused on the ability to pound out metal into blades and armor, it also includes the general creation of armor and weapons, including bows, staves, leathers and cloth.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to build armor or weapons for themselves or companions.
- Your character wants to repair damaged weapons or armor.
- Your character wants to identify armor or weapons.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to build mechanical items.

SEARCH (WILLPOWER)

Search is simply the Perception skill renamed to fit the setting and style of Tamriel. Reference the Genesys Core Rulebook, page 62 for details on Perception.

SNEAK (AGILITY)

Sneak is simply the Stealth skill renamed to fit the setting and style of Tamriel. Reference the Genesys Core Rulebook, page 64 for details on Stealth.

SECURITY (AGILITY)

Security is simply the Skulduggery skill renamed to fit the setting and style of Tamriel, and with **Agility** as its governing attribute. Reference the Genesys Core Rulebook, page 59 for details on Skulduggery.

COMBAT SKILLS

Combat skills are the essential skills for those who want to slay monsters and dive into combat using the merit of their own two hands. While Magic Skills can be used to deal damage, Combat Skills specialise in weaponry and warfare of a more martial nature. Keen to be a master of blade, blunt or bow? Combat Skills are where you want to start.

BLOCK (ENDURANCE)

Block is a new combat skill added, which covers the use of weapons and shields defensively. A key ability for any Knight or Adventurer is the ability to defend themselves, and a capability of properly using a shield is essential for any Guardsman or Imperial Legionnaire. Whether deflecting blows, or beating back enemies with a weighty targe, the Block skill is valuable to any melee combatant.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to use the **Block Action** (described below) to increase their defenses.
- Your character wants to strike with their shield, to bash or knock back an enemy.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to endure some physical trauma or test.
- Your character is trying to bolster their passive defenses.

BLOCK ACTION

A new action added to bolster the use of shields, the Block Action allows a player to raise their shield defensively. When a player is blocking, their **Block skill** becomes the **difficulty** for their opponents attack, making them **significantly** harder to hit.

HAND-TO-HAND (STRENGTH OR AGILITY)

Hand-to-Hand is simply the Brawl skill renamed to fit the setting and style of Tamriel, except that characters may choose to use **Strength** or **Agility**, as the governing attribute, depending on their fighting style.. Reference the Genesys Core Rulebook, page 67 for details on Brawl.

MARKSMAN (AGILITY)

Marksmanship is simply the Ranged skill renamed to fit the setting and style of Tamriel. Reference the Genesys Core Rulebook, page 68 for details on Stealth.

ONE-HANDED (STRENGTH OR AGILITY)

One-Handed is simply the Melee (Light) skill renamed to fit the setting and style of Tamriel, except that characters may choose to use **Strength** or **Agility**, as the governing attribute, depending on their fighting style.. Reference the Genesys Core Rulebook, page 68 for details on Melee (Light).

TWO-HANDED (STRENGTH OR AGILITY)

Two-Handed is simply the Melee (Heavy) skill renamed to fit the setting and style of Tamriel, except that characters may choose to use **Strength** or **Agility**, as the governing attribute, depending on their fighting style.. Reference the Genesys Core Rulebook, page 68 for details on Melee (Heavy).

MAGIC SKILLS

Magic Skills are those used to utilise Magic Actions, primarily, but also those tied to manipulating Magicka in any form. These skills are designed to follow the Major Schools of Magic studied in Elder Scrolls, with the exception of Necromancy - which is not often considered a proper school.

ALTERATION (INTELLECT)

The School of Alteration is a widely practised form of magic, that focuses on using magicka to alter, sometimes drastically, the world around it, allowing practitioners to change the basic structure, material and behaviour of the physical world. This also includes manipulating magicka itself to create barriers and platforms. Want to protect your allies? Breathe underwater? Turn lead into gold? You will enjoy Alteration magic.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to use the Shield Magic Action, creating barriers to protect their allies.
- Your character needs to identify Alteration Magic when encountered, determining what spell might be in effect.
- Your character wants to make minor modifications to the world around them, such as changing the color of a flower, or turning a bowl into a cup. Be creative!
- Your character wants to buff their allies, allowing them to jump higher, swim deeper, fly, or even walk on water.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to use magic to attack their enemy.
- Your character wants to perform magic tricks that involve fake images.
- Your character wants to create new material from magic.

CONJURATION (INTELLECT)

The School of Conjuration is the study of calling beings and items straight from the realms of Oblivion. As such, Conjuration is considered a regulated form of Magic, and is taught only to skilled practitioners. Beyond formal schools, Conjuration has always been the chief practise of witches and warlocks on the fringe of society - or in the high towers of Telvanni Wizards in Morrowind. By utilising rituals, chants and incantations, Conjuration can throw open brief portals into Oblivion, from which creatures and items can be procured... Or unleashed.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to summon Daedric entities to help them.
- Your character wants to conjure magical weapons for a short time.

- Your character wants to create portals, or even attempt to travel into Oblivion.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to use magic to directly attack their enemy.
- Your character wants to cast spells that directly affect other creatures.

DESTRUCTION (WILLPOWER)

The School of Destruction is a potent and powerful art of manipulating magicka into dangerous weapons and elemental effects. From flinging fireballs to shrouding oneself in sparking lightning, Destruction is the preferred school of warmages and elementalists both. Beyond simple elemental attacks, Destruction magic can also weaken and shatter enemy defenses, willpower and weapons.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to throw fireballs and blast enemies with lightning.
- Your character wants to weaken enemy attributes and skills for a short time.
- Your character wants to produce small amounts of fire, ice or lightning to use for small cantrips.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to change the world around them with magic (besides simply destroying it).
- Your character wants to imbue weapons with elemental power.

ILLUSION (PERSONALITY)

The School of Illusion is an oddly regarded school, with a perception of suspicion and appreciation in equal parts. Focusing on manipulating magicka and the mind, Illusion can create intangible images and sounds, both in the real world, but also in the mind of another creature. Illusion magic is potent in affecting the behaviour of other creatures, for their benefit or otherwise.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to create light or sounds.
- Your character wants to affect an enemy's mind, causing fear, paralysis, blindness or even madness.
- Your character wants to bolster allies' morale, calm their nerves, or muffle their footsteps.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to use magic to directly attack an enemy.
- Your character wants to create real objects, or alter their physical reality.

MYSTICISM (WILLPOWER)

The School of Mysticism is a questionable one. Regarded as the most complicated magical school, with the most convoluted practises and the most difficult to explain to novices. So much so, that in some Provinces, Mysticism is not even studied. Mysticism is best described as ancient and archaic methods of magic, from long before even the Merethic Era, focused on understanding and manipulating the very patterns of existence. With myriad and disparate capabilities - from binding a soul to a vessel, to reading minds and dispelling magic - Mysticism is a diversely capable school of magic, that is often overlooked.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to use magic to detect or dispel magic.
- Your character wants to use magic to peer into the mind's eye.
- Your character wants to try to understand or identify magicka or spells.
- Your character wants to trap and fuse souls of defeated foes into Soul Gems.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to use magic to directly attack an enemy.
- Your character wants to physically manipulate the world around them.

NECROMANCY (INTELLIGENCE)

Necromancy is typically not considered a “School” of magic in its own right, perhaps simply due to the fact that it is not typically taught in any schools, and is oftentimes considered to be a sub-school of Conjuration. Illegal in almost every Province, Necromancy is the hidden and dark art of manipulating raw life force, with the primary purpose of raising the dead. Necromancy is also capable of twisting life force into poisons or diseases.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to raise the dead.
- Your character wants to inflict enemies with poison or disease.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to resurrect dead players as more than zombies.
- Your character wants to talk to spirits.

RESTORATION (WILLPOWER)

The School of Restoration is a perfectly valid school of magic, focused on the use of magicka to mend wounds, bolster abilities, and aid allies. As the name suggests, Restoration is focused on all things curative - from healing wounds or fatigue, to curing diseases and poisons. In addition, the studies of Restoration typically give a practitioner a good understanding of the body and basic medicine.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to heal their party's wounds and strain with magic.
- Your character wants to use magic to bolster and fortify their allies' abilities, and skills.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to create medicine.
- Your character wants to create balms or potions.

SPECIAL TALENTS

PERFORM

The Perform Talent can be found as part of the Bard tree, and allows a character to begin a performance, lasting upwards of 30 minutes (though can be ended prematurely at any time). During a Dramatic or Combat Encounter, this performance requires a maneuver to maintain each round.

While the Performance is maintained, the character can take the following actions:

Uplifting Balad: Character may take an Uplifting Balad action; Make an **Average Charm or Cool** check. One ally for each success, in short range, gains a Boost to their next action.

Mournful Prose: Character may take a Mournful Prose action; Make an **Average Deception or Intimidate** check. One enemy for each success, in short range, gains a Setback to their next action.

Special Thanks: Character may take a Special Thanks action; Make a **Hard Charm or Cool** check. If successful, one ally within short range may upgrade their next skillcheck once.

Slandorous Remarks: Character may take a Slandorous Remarks action; Make a **Hard Deception or Intimidate** check. If successful, one enemy within short range has their next skillcheck downgraded once.

Additionally, while the performance is maintained, characters can also perform the Inspiring Rhetoric or Scathing Tirade actions (or maneuvers), and are granted one Boost while doing so as part of the performance.

The Perform talent is further upgraded by the **Acting Lessons** talent, which reduces the initial difficulty of the Performance action, and the **From the Diaphragm!** talent, which increases the effective range of all actions taken as part of the performance - note that this includes Inspiring Rhetoric or Scathing Tirade actions (and maneuvers).

BIRTHSIGNS

Birthsigns are a new step added to Character Creation, which is designed to be selected directly following **Step 1: Background**. Birthsigns represent your astrologically association with the cosmos, and which star sign rested overhead upon the birth of your character.

Beyond saying something about your character's personality, Birthsigns imbue those born under their sign with special traits and abilities. These abilities are covered in the Birthsigns section, and can be selected, or rolled for.

ORIGINS

Origins are another step added to the Character Creation process, following the selection of one's **Birthsign**. While Classes determine what a character's profession is *now*, Origins help a character define the training they received early in life. These origins help characters round out their skills, or really solidify their role, with access to new Major skills, and free ranks in skills. These can be found right before Classes, in the **Origins and Professions** section.

USING CLASS TREES

In addition to the usual skills and bonuses applied by Classes, this booklet includes Class Trees similar to those found in Fantasy Flight's Star Wars RPG, that follows similar rules to Genesys. These are optional, but the table should agree to either all use these tables, or none - as they are balanced against one another. These can be found at the end of the Classes section.