# Оружие

## Обычное оружие

Обычное оружие зачастую изготовлено из самых распространенных материалов, Железа или Стали. Их специальные свойства обычно отражают их форму, вес и стиль, не более того. Такое оружие считается не-магическим, с точки зрения правил, но их можно посеребрить или зачаровать.

Внешне такое оружие выглядит как типичные представители своего вида. В случае же более экзотических версий их (смотри секцию Экзотическое оружие), то их внешний вид всегда соответствует стилю, а не функционалу.

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| **Свойство** | **Описание** |
| Проникающее |  |
| Оборонительное |  |
| Нормальное |  |
| Высококритичное |  |
| Сноровка |  |
| Громоздкое |  |
| Дезориентирующее |  |
| Обычное |  |
| Отражающее |  |
| Подготовка |  |
| Точное |  |
| Неточное |  |
| Нокдаун |  |
| Превосходное |  |
| Укрепленное |  |

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Оружие ближнего боя** | | | | | | | | |
| Кинжал | Одноручное | +1 | 2 | Вплотную | 1 | 50 | 1 | Проникающее1, Обычное |
| Меч | Одноручное | +2 | 2 | Вплотную | 1 | 100 | 2 | Проникающее1, Обычное |
| Длинный меч | Одноручное | +3 | 3 | Вплотную | 2 | 200 | 2 | Оборонительное 1, Обычное |
| Двуручный меч | Двуручное | +4 | 2 | Вплотную | 3 | 300 | 4 | Проникающее1, Оборонительное 1, Сноровка 3, Обычное |
| Боевой топор | Одноручное | +3 | 3 | Вплотную | 2 | 150 | 1 | Высококритичное 1, Обычное |
| Двуручная секира | Двуручное | +4 | 3 | Вплотную | 4 | 300 | 4 | Громоздкое 3, Проникающее1, Высококритичное 2, Обычное |
| Булава | Одноручное | +3 | 4 | Вплотную | 2 | 75 | 1 | Обычное |
| Боевой молот | Одноручное | +3 | 4 | Вплотную | 2 | 150 | 2 | Дезориентирующее, Обычное |
| Молот | Двуручное | +4 | 4 | Вплотную | 4 | 300 | 3 | Дезориентирующее, Нокдаун, Обычное |
| Щит | Блокирование | +0 | 6 | Вплотную | 2 | 80 | 1 | Оборонительное 1, Отражающее 1, Неточное 1, Нокдаун, Обычное |
| Башенный щит | Блокирование | +0 | 6 | Вплотную | 3 | 160 | 2 | Оборонительное 2, Отражающее 2, Неточное 2, Нокдаун, Обычное |
| Копье | Одноручное | +2 | 4 | Короткая | 2 | 90 | 1 | Обычное |
| Алебарда | Двуручное | +3 | 3 | Короткая | 5 | 250 | 3 | Оборонительное 1, Проникающее3, Обычное |
| **Оружие дальнего боя** | | | | | | | | |
| Короткий лук | Стрельба | 6 | 3 | Средняя | 2 | 150 | 3 | Обычное |
| Длинный лук | Стрельба | 8 | 3 | Длинная | 3 | 450 | 4 | Сноровка 3, Обычное |
| Арбалет | Стрельба | 7 | 2 | Длинная | 3 | 600 | 5 | Проникающее2, Подготовка 1, Обычное |

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### Серебряное оружие

Оружие ближнего боя может быть покрыто слоем серебра за 200 септимов. Такое оружие считается более эффективным против некоторых монстров, и у него убирается свойство Обычное.

## 

## Редкое оружие

Редким оружием считаются образцы, изготовленные со знанием секретов опытных мастеров различных культур, древних исчезнувших цивилизаций или даже призванные из глубин Обливиона. Такие практически всегда считаются магическими, если не указано особо.

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### Эльфийское мастерство

Elven weapons are built from a combination of lightweight, neigh magical materials, including quicksilver and mithril. These weapons are the result of eons of work of refinement of both aesthetic and functionality, and as such are some of the most beautiful tools of warfare found on Tamriel - gilded and gold with silvery edges, and a prominent eagle motif representative of Auriel.

Elven weapons are intended to light, thin, and wielded with grace and precision. They are not particularly strong, though they hold a sharper edge than most other weapon types. As such, most elven weapons excel at ripping through armor, or finding key weak points.

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Оружие ближнего боя** | | | | | | | | |
| Эльфийский кинжал | Одноручное | +1 | 1 | Вплотную | 0 | 150 | 3 | Проникающее 2 |
| Эльфийский меч | Одноручное | +2 | 2 | Вплотную | 1 | 300 | 4 | Проникающее 1 |
| Эльфийское копье | Одноручное | +2 | 3 | Короткая | 1 | 270 | 4 | Проникающее 1 |
| **Оружие дальнего боя** | | | | | | | | |
| Эльфийский короткий лук | Стрельба | 6 | 2 | Средняя | 1 | 450 | 4 | Проникающее 1 |
| Эльфийский длинный лук | Стрельба | 8 | 2 | Длинная | 2 | 1350 | 6 | Проникающее 1, Точное 1, Сноровка 2 |

Elven weapons bestow no particular bonuses to being wielded, beyond their baseline stat bonuses, with increases to Проникающееand Accuracy across the board. Additional, all Elven weapons have significantly reduced Encumbrance ratings.

### Двемерская эффективность

In stark contrast to their High Elven cousins, Dwemer weaponry is focused on cold efficiency and effectiveness in combat, with only a passive focus on aesthetic. Constructed of heavy and strong Dwemersteel, their weapons resemble a burnished bronze or brass, with shimmering golden blades and bulky adornments.

Dwemer weapons can be difficult to use due to their added weight, but their straightforward design and function make them quick to understand. Dwemer weapons excel at battering enemies effectively, and are strong enough to parry blades of almost any make.

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Оружие ближнего боя** | | | | | | | | |
| Двемерский длинный меч | Одноручное | +4 | 3 | Вплотную | 3 | 800 | 6 | Оборонительное 1, Высококритичное 1 |
| Двемерский боевой топор | Одноручное | +4 | 3 | Вплотную | 3 | 600 | 5 | Высококритичное 2 |
| Двемерская булава | Одноручное | +4 | 4 | Вплотную | 3 | 600 | 5 | Дезориентирующее, Высококритичное 1 |
| Двемерский щит | Блокирование | +1 | 6 | Вплотную | 3 | 320 | 6 | Оборонительное 2, Отражающее1, Неточное 1, Нокдаун |
| **Оружие дальнего боя** | | | | | | | | |
| Двемерский арбалет | Стрельба | 8 | 2 | Длинная | 3 | 2400 | 7 | Проникающее 2 |

Dwemer weapons are sturdy, heavy, but effective. Dwemer weapons increase the base damage of their weapons, but also increase their Encumbrance rating. Dwemer weapons, designed for efficient warfare, also gain a rank of Высококритичное.

### Орочье совершенство

Among the mortal races of Tamriel, few weapons can compare to those crafted by the Orsimer of Wrothgar. Master smiths, Orcs design and forge weapons of immaculate form, weight, and purpose. The steely green Orichalc weapons are sturdy and hold a dangerous edge, and typically dangerously curved and jagged aesthetics to fit the dispositions of their creators.

Typically crafted with perfect balance and of light yet suitable weight, Orcish weapons are treasured for their effectiveness in combat. There is no area an Orcish weapon does not excel - with a sturdy build, and deadly purpose.

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Оружие ближнего боя** | | | | | | | | |
| Орочий боевой топор | Одноручное | +4 | 2 | Вплотную | 2 | 150 | 2 | Превосходное, Высококритичное 1 |
| Орочья секира | Двуручное | +5 | 2 | Вплотную | 4 | 300 | 5 | Превосходное, Громоздкое 3, Проникающее1, Высококритичное 2 |
| Орочий боевой молот | Одноручное | +4 | 3 | Вплотную | 2 | 150 | 3 | Превосходное, Дезориентирующее |
| Орочий щит | Блокирование | +1 | 5 | Вплотную | 3 | 160 | 3 | Превосходное, Оборонительное 2, Отражающее 2, Неточное 2, Нокдаун |
| Орочья алебарда | Двуручное | +4 | 2 | Короткая | 5 | 250 | 4 | Превосходное, Оборонительное 1, Проникающее 3 |

Orichalc weapons are masterworks, renowned for their use in combat. Beyond their bonuses to damage, their Превосходное quality, and an improved Crit rating, they also add a Boost to Charm checks, when boasting or proving combat prowess - as only a true warrior could carry so potent a weapon.

### Акавирская экзотика

Akaviri weapons are wonderous pieces of art from a far flung land. As potent as they are rare, these weapons are the result of Tsaesci invaders and craftsmen who once resided in Tamriel in eons past. Their weapons are an exercise of purpose, but in a distinctly unique manner. They appear light and simple, with thin, uniform, curved blades, but made of highly refined and magically forged steel.

Akaviri weapons, despite almost always being near ancient relics, seem to hold impossibly honed edges, and while they aren’t particularly strong weapons in terms of resilience - they are very lethal in the hands of a skilled warrior.

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Оружие ближнего боя** | | | | | | | | |
| Акавирский танто | Одноручное | +2 | 2 | Вплотную | 1 | 1000 | 7 | Проникающее 3, Высококритичное 1 |
| Акавирский вакидзаши | Одноручное | +3 | 2 | Вплотную | 1 | 2000 | 8 | Проникающее 3, Высококритичное 1 |
| Акавирская катана | Одноручное | +4 | 3 | Вплотную | 2 | 3000 | 9 | Оборонительное 1, Проникающее 2, Высококритичное 1 |
| Акавирская дайкатана | Двуручное | +5 | 2 | Вплотную | 3 | 6000 | 9 | Проникающее 3, Оборонительное 1, Сноровка 2, Высококритичное 1 |
| Акавирский баклер | Блокирование | +0 | 6 | Вплотную | 2 | 1600 | 7 | Оборонительное 1, Отражающее 2, Нокдаун |

Akaviri weapons are rare and exotic. Beyond simply being powerful tools of war, Akaviri weapons grant a mark of considerable respect to those who might wear them - and can sometimes indicate one of high status within the Cyrodilic Empire.

### Опасность Морровинда

The immense divide of the people of Morrowind - whether between their Great Houses and the Ashlanders, or the rivalry between the Houses themselves - has resulted in numerous styles of weapons and armor coming from the area.

#### Glass

While not literally glass, “Glass” weaponry is created from a refined form of the mineral Malachite, a bright green mineral which - when properly crafted - is capable of holding an impossibly sharp edge. The Dunmer of Vvardenfell are indeed those who have mastered this craft, creating weapons of hardened ‘glass’, which Высококритичное and jagged edges that eat through armor and flesh alike.

Wounds inflicted by glass weapons are hard to heal, and strike deep. It is no surprise that these shimmering green blades had, for eons, only been utilised by the elite protectors of the Tribunal.

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Оружие ближнего боя** | | | | | | | | |
| Стеклянный кинжал | Одноручное | +1 | 1 | Вплотную | 0 | 225 | 5 | Проникающее 1, Высококритичное 2 |
| Стеклянный меч | Одноручное | +2 | 1 | Вплотную | 0 | 450 | 7 | Проникающее 1, Высококритичное 2 |
| Стеклянное копье | Одноручное | +2 | 3 | Короткая | 1 | 405 | 7 | Высококритичное 2 |
| Стеклянная алебарда | Двуручное | +3 | 2 | Короткая | 4 | 1125 | 8 | Оборонительное 1, Проникающее 3, Высококритичное 2 |
| **Оружие дальнего боя** | | | | | | | | |
| Стеклянный короткий лук | Стрельба | 6 | 2 | Средняя | 1 | 150 | 5 | Высококритичное 2 |

Glass weapons are very light and very sharp, gaining bonuses to their piecing and Высококритичное qualities, but also reducing their overal Encumbrance rating. Additionally, they have a lower critical rating. However Glass weapons can sustain damage with only two Threat, due to their brittle nature.

#### Ebony

Refined and crafted by the Dunmeri elite, and worn by the Lords of the Great Houses, the pitch black and aptly named Ebony weapons are crafted of the dense, dark metal of the same name. Possessed of sweeping curves and dangerous aesthetic that fits their Dark Elven creators.

Regarded as one of the strongest materials that can be forged by mortal means, Ebony weapons are literally Укрепленное. Forging them is only possible through magical means, but as such they possess uniquely honed edges and perfected form, as mastered by Dunmeri sorcerers.

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Оружие ближнего боя** | | | | | | | | |
| Эбонитовый кинжал | Одноручное | +2 | 2 | Вплотную | 1 | 500 | 5 | Проникающее 2, Укрепленное |
| Эбонитовый длинный меч | Одноручное | +4 | 3 | Вплотную | 2 | 2000 | 6 | Проникающее 1, Оборонительное 1, Укрепленное |
| Эбонитовый двуручный меч | Двуручное | +5 | 2 | Вплотную | 3 | 3000 | 7 | Проникающее 2, Оборонительное 1, Сноровка 3, Укрепленное |
| Эбонитовый щит | Блокирование | +0 | 6 | Вплотную | 2 | 800 | 5 | Проникающее 1, Оборонительное 2, Отражающее 2, Нокдаун, Укрепленное |
| Эбонитовое копье | Одноручное | +3 | 4 | Короткая | 2 | 900 | 6 | Проникающее 1, Укрепленное |

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In addition to bonuses to the weapon’s base damage and Проникающееratings, all Ebony weapons are considered Укрепленное, rendering them immune to Sunder effects and ignoring any weapon damage that might occur to Threat.

### Глубины Обливиона

While the weapons crafted of mortal hands are impressive, and certainly capable of carrying an adventurer to many victories and glories... None compare to the Высококритичное mastery of the forges of Oblivion. Regarded as the most fearsome and dangerous weapons known to men or mer, Daedric weapons sport wicked, gnarled shapes, with dangerous and jagged edges. Their dark, ebony forms smoulder and glow with the ever-burning embers of risidual Oblivion magic.

With keen biting edges and weighty construction, Daedric weapons strike hard, strike deep, and strike fear into the hearts of those who behold them on the battlefield. Few weapons can compare to one forged in Oblivion.

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Оружие ближнего боя** | | | | | | | | |
| Даэдрический кинжал | Одноручное | +3 | 1 | Вплотную | 1 | 750 | 10 | Проникающее 1, Высококритичное 2 |
| Даэдрический длинный меч | Одноручное | +5 | 2 | Вплотную | 2 | 3000 | 10 | Оборонительное 1, Высококритичное 2 |
| Даэдрический двуручный меч | Двуручное | +6 | 2 | Вплотную | 3 | 4500 | 10 | Проникающее 1, Оборонительное 1, Сноровка 3, Высококритичное 2 |
| Даэдрический боевой топор | Одноручное | +5 | 2 | Вплотную | 2 | 2250 | 10 | Высококритичное 3 |
| Даэдрическая булава | Одноручное | +5 | 3 | Вплотную | 2 | 1125 | 10 | Высококритичное 2 |
| Даэдрический щит | Блокирование | +2 | 5 | Вплотную | 3 | 2400 | 10 | Оборонительное 3, Отражающее 3, Неточное 2, Нокдаун |
| Даэдрическая алебарда | Двуручное | +5 | 2 | Короткая | 5 | 3750 | 10 | Оборонительное 1, Проникающее 3, Высококритичное 2 |
| **Оружие дальнего боя** | | | | | | | | |
| Даэдрический короткий лук | Стрельба | 8 | 2 | Средняя | 2 | 2250 | 10 | Высококритичное 2 |
| Даэдрический длинный лук | Стрельба | 10 | 2 | Длинная | 3 | 6750 | 10 | Сноровка 3, Высококритичное 2 |

Due to their dangerous form and fearsome reputations, wielding a Daedric weapon on a battlefield invokes a **Hard Fear** check of all enemies within view, in addition to a potent improvement of damage, Высококритичное rating and critical rating.

### Редкости

Beyond those typically crafted and made available across Tamriel, there are a number of weapons, typically made by exotic smiths and traders that rarely make it into circulation in common markets. However, there do exist weapons made by various cultures across Tamriel - from the gleaming Khajiiti moonblades, to the Redguards infamous curved swords.

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| **Наименование** | **Навык** | **Урон** | **Крит** | **Дальность** | **Вес** | **Цена** | **Редкость** | **Свойства** |
| **Melee Weapons** | | | | | | | | |
| Каджитский кукри | Одноручное | +2 | 2 | Вплотную | 1 | 280 | 4 | Точное 1, Проникающее 2 |
| Каджитский лунный клинок | Одноручное | +2 | 2 | Вплотную | 1 | 100 | 5 | Оборонительное 1, Проникающее 1 |
| Редгардский скимитар | Одноручное | +3 | 3 | Вплотную | 2 | 200 | 4 | Сноровка 2, Оборонительное 1, Проникающее 1 |
| Нордский боевой топор | Одноручное | +3 | 3 | Вплотную | 2 | 150 | 4 | Превосходное, Высококритичное 2 |
| Хитиновый кинжал | Одноручное | +1 | 2 | Вплотную | 1 | 75 | 3 | Проникающее 1, Высококритичное 1 |
| Хитиновое копье | Одноручное | +2 | 3 | Короткая | 2 | 135 | 3 | Проникающее 1, Высококритичное 1 |
| **Оружие дальнего боя** | | | | | | | | |
| Костяной длинный лук | Стрельба | 8 | 3 | Длинная | 3 | 780 | 6 | Проникающее 1, Сноровка 2 |

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# Броня

## Обычная броня

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| --- | --- | --- | --- | --- | --- |
| **Название** | **Защита** | **Поглощение** | **Вес** | **Цена** | **Редкость** |
| **Кожаная броня** | 0 | 1 | 2 | 50 | 2 |
| **Кираса** | 1 | 1 | 2 | 100 | 2 |
| **Кольчуга** | 0 | 2 | 3 | 450 | 3 |
| **Латный доспех** | 1 | 2 | 4 | 1250 | 4 |

### Leather Armor

A basic suit of leather armor. Usually includes a jack, chaps, boots and gloves, but is customisable in that regard (especially for species with digitigrade footing). Offers simple protection without restricting the user.

### Iron Breastplate

A simple breastplate of iron, protecting the core of an adventurer with sturdy iron. Due to its simplicity it does not hinder its wearer enough to be too noticeable.

### Chainmail

Steel chainmal is a staple of most guard units across the Empire and the Provinces. A full coif and tunic of linked chains protects most of the body from blade and arrow. However, chainmail makes discernable noise and can restrict the user. When making Sneak checks, Chainmail will impose a single **Setback**.

### Steel Platemail

The most potent of standard armors, a suit of steel platemail covers a character from head to toe in sturdy steel plating. This offers substantial protection, at the cost of mobility and discretion. While wearing Steel Platemail, suffer a **Setback** to Stealth and Acrobatics checks.

## Броня народов Тамриэля

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| --- | --- | --- | --- | --- | --- |
| **Название** | **Защита** | **Поглощение** | **Вес** | **Цена** | **Редкость** |
| **Валенвудская кожаная броня** | 0 | 1 | 1 | 150 | **5** |
| **Эльфийская кольчуга** | 0 | 2 | 1 | 650 | **5** |
| **Двемерская кираса** | 1 | 1 | 3 | 1,000 | **5** |
| **Двемерский полный латный доспех** | 2 | 3 | 5 | 3,000 | **5** |
| **Орочья пластинчатая броня** | 1 | 2 | 3 | 1,700 | **6** |
| **Орочий латный доспех** | 3 | 2 | 4 | 3,500 | **6** |
| **Акавирская броня** | 1 | 2 | 3 | 1,550 | **7** |
| **Стеклянно-кожаный доспех** | 0 | 2 | 3 | 450 | **6** |
| **Эбонитовый латный доспех** | 3 | 3 | 4 | 5,800 | **8** |
| **Даэдрическая кожаная броня** | 2 | 2 | 2 | 5,500 | **9** |
| **Даэдрический полный латный доспех** | 3 | 4 | 5 | 15,750 | **10** |

### Valenwood Leathers

Crafted by the Bosmer of Valenwood, Valenwood leathers typically resemble a simple set of sueded leathers, with simple bindings and straps, and oftentimes adorned with small carved bone patterns. Valenwood Leather is so carefully crafted, it does not creak or groan with movement, conveying a **Boost** to all Sneak checks while worn.

### Elven Chain

Worn by the Guardsmen and Soldiers of Summerset, this shimmering gold maile is constructed of mithril and quicksilver both. It is exceptionally light and makes very little sound. In addition to having a reduced overall Encumbrance, it does not apply any **Setback** to Sneaking as Обычное chainmail might.

### Dwemer Breastplate

Designed by the Ancient Dwemer with the intention of protecting their common intellectuals and explorers from the rigors of the real world, this armor represents little more than a simple cuirass of sturdy Dwemersteel, but designed in a way to protect key parts of important individuals. While worn, a Dwemer Breastplate **ignores one rank of Проникающее**on enemy weapons.

### Dwemer Full-Plate

Built for the champions of the Dwemer armies, these suits made their soldiers indistinguishable from their fearsome automaton Centurions. With well designed seams and joints, a set of Dwemersteel Full Plate offers Превосходное protection for its wearer. Due to its Громоздкое nature, while wearing Dwemer Full-Plate, suffer a **Setback** to Stealth and Acrobatics checks.

### Orcish Splintmail

Made of simple strips and banding of Orichalc plating on leathers, Orcish Splitmail doesn’t at first seem particularly imposing. However, as with all things Orcish, the appearance betrays its capabilities. Well interlinked and designed to protect its wearer, Orcish Splintmail provides all the protection of Platemail, but without hindering its user’s mobility.

### Orcish Platemail

When something more imposing is required, Orcish Platemail is the go-to option. Made of the iconic steely-green Orichalc, and formed into fearsome visages and imagery, Orcish Platemail covers the body in sturdy metal, including a full faceguard - depicting typically a fearsome Orcish warrior or even Malacath himself. While offering Превосходное protection, Orcish Platemail also imposes a **Boost** to all Intimidate checks made while worn. Also, like most plate armor, due to its Громоздкое nature, suffer a **Setback** to Stealth and Acrobatics checks while worn.

### Akaviri Armor

Consisting of bands of ancient magicked metals and a thin chain undercoat, Akaviri Armor was designed for lightweight purpose and supreme protection. As capable of protecting its wearer as Platemail, but without hindering action. Additionally, this ancient armor is considered awe inspiringly and artistically crafted. While worn, suffer a **Setback** to Sneak checks but **not** Acrobatics, and add a **Boost** die to all Charm or Leadership checks.

### Glass-Plated Leathers

Worn traditionally by the Bouyant Armigers of Morrowind, this armor resembles a full suit of black leather, adorned with shimmering green malachite plates. Besides being an impressive sight, the armor is of low weight and high mobility.

### Ebony Plate

Crafted by the High Houses of Morrowind, a suit of Ebony Plate is regarded as the most potent and powerful armor crafted by mortal hands (though Orcs would argue otherwise). The armor is crafted of jet black ebony, and adorned with trim of gold and mithril in traditional Dunmeri style. Like most plate armor, due to its Громоздкое nature, suffer a **Setback** to Stealth and Acrobatics checks while worn, but gain a **Boost** to Leadership or Intimidation checks.

### Daedric-Forged Leathers

Worn by Dremora assassins and agents, this armor is said to allow its wearer to blend with shadows in a nearly improbable manner. Rarely found in Tamriel, Daedric-Forged Leathers are sickly black leathers adorned with wicked metal strips of ebon steel, glimmering lightly with the eldritch energy of Oblivion. While offering Превосходное protection for leather armor, it also provides an **Upgrade** to all Sneak checks while worn.

### Daedric Full-Plate

No matter the mortal claims, a suit of full Daedric plate is indeed the most fearsome armor to behold. When a Dremora Lord takes the field in such armor, those of weak constitution are known to simply flee the field in terror. Crafted of deep ebon steel, and adorned with glowing glyphs and patterns of Oblivion magicka, it possesses a jagged and cruel appearance, with prominent usage of spikes. While offering supreme protection, wearing Daedric Plate forces all opponents entering combat with the wearer to make a **Hard** Fear check. Lastly, like most plate armor, due to its Громоздкое nature, suffer a **Setback** to Stealth and Acrobatics.

## Экзотическая броня

## 

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Название** | **Защита** | **Поглощение** | **Вес** | **Цена** | **Редкость** |
| **Каджитская кожаная броня** | 0 | 1 | 2 | 125 | 4 |
| **Доспех Мораг Тонг** | 0 | 1 | 2 | 250 (R) | 9 |
| **Доспех Темного братства** | 0 | 1 | 2 | 300 (R) | 8 |
| **Доспех Имперского Легиона** | 0 | 2 | 3 | 400 (R) | 4 |
| **Имперский латный доспех** | 1 | 2 | 4 | 1,100 (R) | 4 |
| **Доспех Имперского гладиатора** | 1 | 1 | 2 | 75 (R) | 4 |
| **Йокуданская кольчуга** | 0 | 2 | 3 | 650 | 6 |
| **Воровские одежды** | 1 | 0 | 2 | 75 | 4 |
| **Хитиновая броня** | 0 | 2 | 1 | 350 | 7 |
| **Костяная броня** | 1 | 2 | 3 | 825 | 7 |
| **Доспех Темного ящера** | 1 | 1 | 2 | 725 (R) | 10 |
| **Доспех Гильдии Бойцов** | 1 | 2 | 4 | 1350 | 4 |

### Khajiiti Leathers

Tight fitting and slim leather armor, Khajiiti armor is designed to fare the plains and deserts of Elsweyr, but also to avoid interfering with a Khajiit’s natural acrobatic ability, with flexible seams and joints. While worn, conveys a **Boost** to Acrobatics checks, and removes one Setback caused by hot climates.

### Morag Tong Leathers

Designed and crafted by the Assassins of the Morag Tong, these leathers are considerably more discreet than one might expect for their craft. Adorned with jagged metal strips and chitin accents, it is intimidating armor to be sure, and designed to easily blend with shadows - but it is not easily identified as assassin’s garb. While worn, gain a **Boost** to Sneak and Deception checks.

### Dark Brotherhood Armor

More conspicuous are the Dark Brotherhood. Armor of deep black and blood red, this suit of skintight leather bears the iconic black hand insignia of the Dark Brotherhood, identifying its wearer as a member of the feared organisation. While worn, gain a **Boost** to Sneak and Intimidation checks, but will attract negative attention.

### Imperial Legionnaire Segmenta

The standard armor of the Imperial Legion, consisting of a basic leather tunic adorned with segmented steel bands. Provides significant protection, without the noise and restriction of chainmail. While cheap and effective, it is illegal to wear this armor if not part of the Imperial Military.

### Imperial Plate

Consisting of heavy steel plates adorned with the Imperial Insignia and sporting a reinforced tasset, this armor is heavy and protective, but like most plate armor, due to its Громоздкое nature, it will impose a **Setback** to Stealth and Acrobatics. While cheap and effective, it is illegal to wear this armor if not part of the Imperial Military.

### Imperial Gladiator Regalia

The armors worn by Imperial Gladiators is varietous in specific style, but always follows a central theme of mobility, exposed skin, and simple showy patterns. The armor provides substantial protection, but also a **Boost** to Athletics checks while worn.

### Yokudan Mail

Consisting of a light and flowy robe worn over a suit of light maile, Yokudan chain mail is designed to be worn in the scorching climates of Hammerfell. It’s flowing robing makes the wearer’s form difficult to discern, and protects from the sun. While worn, all enemy attacks generate an **Automatic Threat,** and the difficulty of Resilience checks due to Hot Climates is reduced by 1.

### Thieves Threads

Typically worn by members of the Thieves Guild, this attire of leather armor is flexible and doesn’t hinder movement. Most importantly however, it has numerous hidden pockets. Grants its wearer a pocket with 1 Encumbrance Threshold, and provides a Setback to any check made to detect any items stored in that pocket.

### Chitin Armor

Made of the chitinous hide of Nix Hounds and Ox, this armor is protective and adaptable. Crafted by the Dnumeri of Morrowind, it is quiet and capable, and the helmets are typically crafted with goggles into them, protecting the wearer from ash or sandstorms. When caught in such weather, Chitin Armor will **remove** one **Setback** imposed by these conditions.

### Bonemould Armor

Made of a composite of ground bone, and moulded into intricate armor patterns, Bonemould is a sturdy and protective set of armor, that is somewhat lighter than comparable plate armor found in the west. While it still imposes a **Setback** to Sneak and Acrobatics like standard plate armor, it is lighter and cheaper. Like Chitin armor, Bonemould helmets are designed to shield the wearer to Ash and Sandstorms, **removing** one **Setback** imposed by such conditions.

### Shadowscales

Rarely seen, this armor is worn by the Argonian assassins of the same name. Consisting of simple scaled leather from the marshes, rumoured to be Naga skin, this armor is light and flexible, and is said to be magicked to make one’s attacks more likely to strike true. While worn, grants a **Boost** to Sneak and an **Automatic Advantage** on all Одноручное attacks.

### Fighter’s Guild Plate

Resembling standard Platemail in appearance, but adorned with the crimson colouring of the Fighter’s Guild, and emblazoned with the crossed sword and shield iconography of the organisation. Built to a high standard and usually well polished, Fighter’s Guild Plate is an impressive display of armor. While wearing Fighter’s Guild Plate, suffer a **Setback** to Stealth and Acrobatics checks, but gain a **Boost** to Leadership checks.

## Робы и одеяния

## 

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Название** | **Защита** | **Поглощение** | **Вес** | **Цена** | **Редкость** |
| **Подбитый доспех** | 0 | 1 | 2 | 50 | 1 |
| **Костюм торговца** | 0 | 0 | 1 | 110 | 2 |
| **Туника из Имперского Города** | 0 | 0 | 1 | 35 | 3 |
| **Роба Подмастерья** | 0 | 1 | 2 | 100 | 4 |
| **Роба Зачарователя** | 0 | 1 | 2 | 450 | 5 |
| **Передник Алхимика** | 0 | 1 | 2 | 450 | 5 |
| **Роба Гильдии Магов** | 0 | 1 | 2 | 550 | 5 |
| **Костюм Политика** | 0 | 0 | 2 | 300 | 4 |
| **Непримечательная одежда** | 0 | 0 | 2 | 35 | 2 |
| **Затененный капюшон** | 0 | 0 | 1 | 40 | 3 |

### Padded Clothing

Typically a gambeson consisting of heavy wools and linens, padded clothing provides only the basic level of protection, without hindering the wearer in any way. Often preferred by merchants and travellers over comparable leather armor.

### Merchant Attire

Consisting of rich colours, embroidered hems and efficient construction, a Merchant’s attire is half their marketing. Looking the part certainly helps in trades and deals, and while wearing this professional clothing, gain a **Boost** to Mercantile checks.

### Imperial City Tunic

A simple toga-like tunic, made of fine silks or top quality linens, an Imperial City tunic is a charming knee-length garment that follows the latest Imperial fashion trends. While wearing this clothing, gain a **Boost** to Charm checks.

### Apprentice Robes

A set of wool or linen robes intended for freshly minted mages. Typically adorned with pockets for components and tomes, and imbued with just a hint of Magicka, these robes help mages with their magical arts, granting a **Boost** to all Magic Actions.

### Enchanter’s Robes

Crafted of simple fabrics, but adorned with numerous pockets and pouches, Enchanters robes are designed to both carry the components for, and ply the Enchanting trade. Enchanters who don these robes not only look the part, but gain a **Boost** to their Enchanting checks, and gain +1 to their Encumbrance Threshold.

### Alchemist’s Frock

A simple and lengthy coat, with a small apron included, these clothes give Alchemists places to store and gather components and ingredients, and keep them readily at hand. While wearing this professional clothing, gain a **Boost** to Alchemy checks, and gain +1 to Encumbrance Threshold.

### Mage’s Guild Robes

Crafted of the finest spellthreads and lightly enchanted fabrics, these blue robes are adorned with the Eye of Magnus, the symbol of the Mage’s Guild. Crafted and granted to those who have proven themselves as capable members of the Mage’s Guild, these robes grant a **Boost** to Magic Actions and Knowledge checks.

### Politician’s Attire

An attire indicative of someone of nobility or political power, featuring the colours of a great house, the Empire, or some other politicla body, and crafted carefully of materials of high quality and cost, these threads inspire others and add merit to the wearer’s words. While worn grant a **Boost** to Leadership and Charm checks.

### Unassuming Clothes

Brown linens, grey wools, a small hood and a lack of iconography or distinguishing figures makes these clothes easy to miss. And its wearer. While worn, the wearer gains a **Boost** to Sneak checks made to blend into crowds, and increases the Difficulty to identify the wearer at a distance by 1.

### Shadowed Shroud

Similar to the Unassuming Clothes, the Shadowed Shroud is consists of a heavy cloak and hood worn about the shoulders, and increases the Difficulty to identify the wearer at a distance by 1. This cowl can be worn over other armor, and is considered an accessory.

# Снаряжение

|  |  |  |  |
| --- | --- | --- | --- |
| **Название** | **Цена** | **Вес** | **Редкость** |
| **Рюкзак** | 10 | - | 0 |
| **Веревка (10 метров)** | 25 | 1 | 0 |
| **Крюк-кошка** | 15 | 1 | 2 |
| **Факел** | 5 | 1 | 0 |
| **Обычный фонарь** | 100 | 2 | 2 |
| **Двемерский фонарь** | 250[R] | 2 | 5 |
| **Отмычки и щуп Подмастерья** | 50 | 1 | 4 |
| **Отмычки и щуп Мастера** | 1000[R] | 1 | 8 |
| **Ступа и пестик Подмастерья** | 150 | 1 | 4 |
| **Ступа и пестик Мастера** | 1000 | 1 | 8 |
| **Письменный набор** | 50 | 1 | 4 |
| **Маска** | 50 | 1 | 5 |
| **Обычные украшения** | 25+ | 0 | 3 |
| **Зимний плащ** | 45 | 2 | 5 |
| **Пустынные одеяния** | 45 | 2 | 5 |
| **Зелье восстановления Здоровья** | 40 | 0 | 4 |
| **Повреждающий яд** | 40 (R) | 0 | 4 |
| **Зелье исцеления болезней** | 50 | 0 | 5 |
| **Бинты** | 5 | 0 | 2 |
| **Магический свиток** | 100+ | 1 | 5 |

### Backpack

Necessary to most adventurers, as a means of storing supplies, and treasures discovered in travel. This simple pack increases Encumbrance Threshold by 5, allowing for more of such things to be carried.

### Rope (25 ft)

Another adventurer essential: Rope. Whether lashing down a wagon, or lowering your companion to a platform, rope almost always finds a use in any adventurer’s pack. May be purchased in 25 foot increments, but can have any total length.

### Climbing Hook

What rope is complete without a climbing hook? Typically looking the part of a heavy iron fishhook with a sturdy bottom grip, this tool makes climbing up sheer services all the easier. On its own, it provides a **Boost** to all Athletics or Acrobatics checks made to climb. It can be combined with rope to make a grapple.

### Torch

A simple wooden shaft, wrapped with an oiled rag or other bit of pitch. When set to flame, it will produce bright light within Короткая Range, and dim light up to Средняя Range. Torches are easily doused with water, and players will have difficulty maintaining them in heavy storms. Once lit, torches burn for one hour.

### Lantern, Simple

A metal lantern with a hood protects a burning oil-soaked wick within. When lit, provides light within Короткая Range, and dim light up to Средняя Range. The hooded nature of the vessel protects a lantern from weather, and its self contained oil allows it to burn for four hours. Oil can be replenished for 5 Gold at most merchants.

### Lantern, Dwemer

A brass-lined chamber of class, with an intricate hood. The device is fairly and surprisingly simple to use, cranking a small mechanism to ignite a ring of crystal within. Produces pure white light up to Средняя Range, with dim light extending to Длинная Range beyond. Due to its magical nature, it cannot be extinguished by weather, and has no discernable duration.

### Lockpick and Probe, Journeyman

The basic set of tools required to pick a mechanical lock. At the bare minimum, it includes a toothed pick, and angled torque probe. While these tools convey no bonus to Security checks, they do reduce any **Setbacks** imposed due to not possessing the correct tools. These simple tools can break when three **Threat** or a **Despair** is generataed from such Security checks.

### Lockpick and Probe, Master

Crafted of fine materials and well designed to breach even the most difficult and hardened of locks, masterwork lockpicks. They are immune to being broken, and besides simply looking professional, they grant an automatic upgrade to the skill of any Security check made with them.

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### Mortar and Pestle, Journeyman

The basic tool required for the creation of alchemical concoctions, consisting of a heavy stone bowl (the mortar) and an equally heavy rod (the pestle) used for mashing and reducing components into soluable powders. Having this equipment on hand, removes any **Setback** to Alchemy checcks due to not having the proper equipment.

### Mortar and Pestle, Master

Crafted of high quality granite or even crystal, a masterwork Mortar and Pestle gives an alchemist an edge over others of their craft. While using this masterwork tool, Alchemists grant and automati upgrade to the skill of any Alchemy check made with it.

### Stationery Kit

A collection of pens, inks, sealing stamps and wax sticks, all for the purposes of crafting, writing, and properly sealing official documents, letters, and other forms of written word. When utilising a stationary kit, add a **Boost** to all checks made to write a letter, document, or similar. This *includes* forgery.

### Mask

A simple cloth mask that can be worn over the face. In addition to removing one **Setback** imposed by ash or sand storms, a mask makes one’s identity hard to determine. All checks make to identify the wearer have their difficulty increased by 1.

### Simple Jewelry

This entry compasses all sorts of basic quality jewelry. Typically iron, pewter or copper in make, and rarely embedded with gemstones, these are the types of accessories that prospective Enchanters might find as promising vessels for their craft. For more elaborate jewelry, work with your GM for prices and descriptions.

### Winter Cloak

A thick, heavy cloak of dense fabrics and fur lining. Worn over clothes or armor, it removes up to two **Setbacks** caused by winter conditions and cold climates.

### Desert Wraps

Flowing, light silks and linens, to protect from the sun and disperse heat. Worn over clothes or armor, these remove up to two **Setbacks** caused by intense heat and desert climates.

### Restore Wounds Potion

A basic potion of healing, crafted by the local alchemist or stocked in Imperial supplies. One of the most fundamental pieces of equipment for the average adventurer. When consumed, this potion restores 4 Wounds. Only five of such restoration potions can be used per day.

### Poison of Wounding

One of the more basic poisons available. While as illegal to trade as any other poison, it is often crafted by alchemists, rogues and hunters to aid in their tasks. When consumed, the imbiber must pass a **Hard Resistance** check or suffers 4 Wounds, ignoring Soak.

### Cure Disease Potion

Another essential for travel, Cure Disease Potions do exactly what the name suggests. When consumed, the imbiber selects one Simple or Serious Disease and the effect stops immediately, and is cured.

### Bandages

Basic strips of linen gauze, used to staunch bleeding. When used in conjunction with an Alchemy or Restoration check to manually heal wounds, adds one Automatic Success. Additionally, bandages may be used as an Action to remove any ongoing Bleed effects.

## Magical Scroll

Reference the **Spell Charge Enchantments** subsection within the Enchantments rules to create and price **Spell Scrolls**.