

### What is this “book”

This is a long time TES and GURPS fan attempt on a adaptation. I hope that with this book, GURPS fantasy, GURPS Basic Set, and a lot of imagination, you will be able to set a game in the fascinating world of The Elder Scrolls.

This book is written for a reader that have some familiarity with both TES and GURPS. It is not meant to be a independent game, you will need to have in your possession GURPS Basic Set, GURPS Fantasy GURPS Magic, and have played at least one TES game.

We also have schewed from explaining too much of the lore. There are many, many resources online where you can read all type of lore, and honestly write a lore book on TES with the intention of unifying it it is definitely not a reasonable goal to anyone with a regular job and family!

About the Lore choices in this “book”:

I am in no way a great lore master, so there will be some mistakes. Also, please notice that TES lore is as vast as confusing, and often we have contradictory things that are canonical. Every new game that joins the franchise retcon some things, ignore other or simply contradict even more things without any consideration. And that is fine, as the lore serves the games, not the other way around, but it does make things confusing.

The principles we are using for this book are: Lore is important, but once it is contradictory with itself, we

will simply choose the version that suits a TTRPG better.

One important consideration to be made regarding the lore of TES is that game mechanics are not canonical. So we are not going to try to emulate perfectly any computer game mechanic, not only because they won't work in a TTRPG but also because they are not cannon and change with each game. Example: Birthsigns were present in TES III and TES IV, but became “standing stones” in TES V and in TESO.

### The Setting in GURPS terms

The mundus is a place of High Mana. Everyone can make magic, they just need to find a teacher or a book. Magic is everywhere and it is considered a common place. Some races make extended use of magic to their daily chores, some see magic as something to be respected and studied, but from the Emperor of Tamriel to the most poor argonian slave, magic is a constant force in their lives.

Technological Level is 3. You might have some artifacts with a TL of 4 and even 5 in some dwermer ruins, as they learned how to harness the power of steam and many other wonders, but they are not common at all and only dwermer scholars would know the existence of them, and even less would actually know how to operate such wondrous machines.

### Races

There are Men, Mer and Beast races.

Men races are Imperials, Bretons, Nords and Redguards.

Mer races are Altmer, Bosmer and Dunmer.

The beast races are Argonians, Orcs and Khajits. Outside of their home province, beast races have Social Stigma – Beast Race [-10].

### Imperials

The more civilized and powerful, when it comes to mundane power, of the Men races of Nirn. They call Cyrodill their home province, and are the power behind the Empire. They tend to focus on activities that are helped by their strong affinity with charisma.

*Total Points: 10. Charisma 2 [10].*

### Bretons

This half mer, half men race come from High rock. They are tall, dark haired and have a strong connection with magic.

*Total Points: 43. +1 IQ[20], Magery 1[15], Damage Resistance: Magic 2 [8].*

### Redguard

The curved swords wielders come from Hammerfell, they are know to be talented warriors of dark skin and wiry hair.

*Total Points: 34 . Combat Reflexes [15]; Basic Speed +0.5[10]; Extra Fatigue Points  $\times 3$  [9].*

### Nords

The master of the Skyrim province, this sturdy warriors thrive in the cold and in killing Mer. Usually with fair skin and eyes.

*Total Points: 41 . +1 ST[10], Combat Reflexes [16], Damage resistance: Cold 3[9], Fearless 3[6]*

### Altmer

The High Elves, AKA, the arrogant bastards. They are highly intelligent, highly skilled in magicka, tall and artistic. Not to mention agile and resistant to diseases.

*Total Points: 101. +2 IQ[40]; +1 DX[20]; Extended Lifespan x3 [6]; Resistent to Disease(+8) [5]; Magery 2 [25]; Resistant to Paralysis - Immunity [5]*

### Bosmer

Also called "Wood Elves". They reject civilization and technology, living in harmony with nature. Many in their native forest, Valenwood, follow the Green Pact, and some are cannibalistic, and pledge to not harm any plants, using only animal produce. Some bosmer may have horns, giving them the Quirk: Horns[-1]. Those horns can't be used for combat.

*Regular Bosmer :Total Points: 45. -2 ST [-20]; +1 DX[20]; Extra Fatigue Points x 3[9]; Extended Lifespan x3 [6]; Low TL x2[-10]; Weapon Master, Bow[20]; Speak with Animals [25]*

*Green Pact Bosmer: Total Points: 20. -2 ST [-20]; +1 DX[20]; Extra Fatigue Points x 3[9]; Extended Lifespan x3 [6]; Code Of Honor(Green Pact)[-15]; Social Stigma(Cannibal)[-15], Low TL x2[-10]; Weapon Master, Bow[20]; Speak with Animals [25]*

### Dunmer

Dark skinned and red eyed elves from the bizarre province of Morrowind, they are famous for slaving Argonians and worshipping daedric entities. Tall, with a

very strong cultural identity, they are one force to be reckoned with in Tamriel.

*Total Points: 73. +1 IQ[20]; +1 DX[20]; Magery 1[15]; No Sense of Humor[-10]; Talent +2(Bow)[4], Resistent to Fire 5[15]; Extra Fatigue Points x 3[9]*

### Argonian

Reptile like humanoids, slaved by the Dunmer and discriminated against by everyone else, they follow a tree-worshipping religion in their native Black Marsh. They are resistant to poisons, are able to breathe underwater but are weak to cold. They have the disadvantage Social Stigma (Valuable Property)[-10] when they are slaves.

*Total Points 36. Claws,Sharp(hands) [5]; Doesn't Breathe(gills)[10]; Resistant to Poison - Immunity [15]; Resistant to Disease - +8 [5]; Cold-blooded, threshold 10C [-5]; Talent - Waterborn +3 (swimming) [6]*

### Orsimer, AKA, Orcs

Fearsome warrior that follow Malacath, Daedric Prince of Outcasts and Retribution, they are renowned as heavy troops of the Empire. Also, they are feared as most consider them animals prone to murderous fits of rage. As their motherland is almost never under their own power, Social Stigma- Beast Race is included in the package.

*Total Points 43. +3 ST[10]; Combat Reflexes [15], Damage Resistance 1[5]; Berserk: Extra Attack, Costs Fatigue [24]; Extra Fatigue 3 [9]; Social Stigma- Beast Race[-10], Code of Honor (Mauloch) [-10]*

### Khajit

Cat-like people that come from Elsweyr. They are

heavily influenced by the moons of Nirn: Jone and Jode as they would call it. Their when the khajit is born determine their shape, and it is called Furstock. When they are born, they are very similar and smaller than human newborns, but in weeks they morph into their shape and stay in it forever.

In the packages we refrained from placing non universal social modifiers. For example, outside of Elsweyr Alfiq are often mistaken as common house cats, and Senches as wild beasts. Please remember to add this accordingly to the region of Tamriel where your game will be played, to adjust the cost. Also, those with the flaw "Inconvenient Size", find it hard to use any Men or Mer equipment: they are either too big or too small. They cannot buy armor or weapons unless it is especially made for them. While in Elsweyr they might find the equipment needed at a higher price in store shelves, they will certainly not find them easily, or at all, outside of their homeland.

As usual, the lore about them is conflicting, so where there is some conflict we decided to go with what we have in ESO, the game that represented the most of for the first time, as in the previous game they would only appear in rumor and books.

### Alfiq

Born when Masser is waning and Secunda is full, they resemble typical housecats. But they are capable of speech, are as intelligent as any human and have a gift for magic. As they have a very unusual shape for a sapient race, they have a hard time

finding clothes and armor, even in Elsweyr.

*Total Points: 55. -6 ST[-60];+4 DX[80];+2 IQ[40]; Magery 1[15]; Catfall[10]; Claws, Sharp (Hand and Feet)[18]; Teeth, Sharp [1]; Night Vision 5 [5]; No Fine Manipulators [-30]; Horizontal [-10]; Inconvenient Size[-15]; Fur [1];Quirk: Always speak about itself in 3rd person[-1],Size modifier -5*

#### *Alfiq-raht*

Born when Masser is Waning and Secunda is waxing, there is very little info about them, only that they are bigger then the Alfiq.

*Total Points: 55. -4 ST[-40];+3 DX[60];+2 IQ[40]; Magery 1[15]; Catfall[10]; Claws, Sharp (Hand and Feet)[18]; Teeth, Sharp [1]; Night Vision 5 [5]; No Fine Manipulators [-30]; Inconvenient Size[-15]; Horizontal [-10];Fur[1] Quirk: Always speak about itself in 3rd person[-1],Size modifier -4*

#### *Dagi*

More humanoid and slightly bigger then Alfiq-raht, they are very rare, living only in Elsweyr. They often live in trees, and are inclined to magic. They have hands are a apelike posture, with long arms that help them walk.

*Total Points: 50. -4 ST[-40];+3 DX[60]; Magery 1[15]; Claws, Sharp (Hand and Feet)[18]; Teeth, Sharp [1]; Night Vision 5 [5]; Fur [1]; Horizontal[-10]; Inconvenient Size[-10]; Quirk: Always speak about itself in 3rd person[-1], Size modifier -2*

#### *Dagi-raht*

As Dagi but a bit bigger and not being particularly attuned to magic.

*Total Points: 26. -2 ST[-20];+2 DX[40]; Claws, Sharp*

*(Hand)[10]; Teeth, Sharp [1]; Night Vision 5 [5]; Fur [1]; Horizontal[-10];Quirk: Always speak about itself in 3rd person[-1],Size modifier -1*

#### *Tojay and Tojay-rhat*

Very rare, so rare indeed that there is little lore about them. Considering that you already have 14 subraces to choose from, we will not speculate about this.

#### *Ohmes*

Man-like. No fur, regular feet, no tail, a man-like face, they are said to look a lot like Bosmer. Usually they tattoo their faces with cat-like features to avoid being mistaken as Bosmer.

*Total Points: -21. -2 ST[-20]; Quirk: Always speak about itself in 3rd person[-1]*

#### *Ohmes-raht*

Like Ohmes but slightly bigger, covered with fur and a tail.

*Total Points: -2.Fur[1];Quirk: Always speak about itself in 3rd person[-1]; Have a long tail [-1];Quirk: Always speak about itself in 3rd person[-1]; Covered in Fur[-1]*

#### *Suthay*

Similar to Ohmes but with much more cat-like features, including a long tail, high set of ears and facial features. Smaller then Men.

*Total Points: 54. -2 ST[-20];+2 DX[40]; Claws, Sharp (Hand and Feet)[18]; Teeth, Sharp [1]; Night Vision 5 [5]; Catfall[10]; Fur [1]; Quirk: Always speak about itself in 3rd person[-1]*

#### *Suthay-raht*

Bigger Sunthays, they were the default Khajit in TES:Morrowind. Men like in size, their feet are catlike.

*Total Points: 74. +2 DX[40]; Claws, Sharp (Hand and Feet)[18]; Teeth, Sharp [1]; Night Vision 5 [5]; Catfall[10]; Fur [1]; Quirk: Always speak about itself in 3rd person[-1]*

#### *Cathay*

The Standard Khajit furstock in the games Oblivion, Skyrim and ESO. They are humanoids, with a cat like head, long tails. They have cat-like claws in their fingers, and their feet are a mix. They are born when Masser is waxing and Secunda is full.

*Total Points: 50. +2 DX[40]; Claws,Sharp(hands) [5]; Night Vision 5 [5]; Teeth,Sharp[1]Quirk: Always speak about itself in 3rd person[-1]*

#### *Cathay-raht*

Born when both Masser and Secunda are waxing, they are bigger then the Cathay and equal in all other measure.

*Total Points: 70. +2 ST [20];+2 DX[40]; Claws,Sharp(hands) [5]; Night Vision 5 [5]; Teeth,Sharp[1]Quirk: Always speak about itself in 3rd person[-1]*

#### *Pahmar*

Very conflicting lore about this. Sometimes they are presented as Pahmar-raht but smaller, sometimes they are described exactly as Senche. Here we decided to stat only the “smaller Pahmar-raht”, as usual.

*Total Points: 50. +4 ST[40];Claws,Sharp(hands) [5];Teeth, Sharp[1]; Night Vision 5 [5]; Quirk: Always speak about itself in 3rd person[-1], Size modifier +1*

#### *Pahmar-raht*

Largest humanoids Kahjit, this fearsome giants are as tall

as two mehr and weight as much as 4 of them. They usually have tiger like appearance.

*Total Points: 60. +6 ST[60]; Claws, Sharp(hands) [5]; Teeth, Sharp[1]; Night Vision 5 [5]; Inconvenient Size[-10]; Quirk: Always speak about itself in 3rd person[-1], Size modifier +2*

### *Senche*

Large as a tiger, very fast, very strong and agile, with a human-like intelligence. Good thing is that they don't have opposing thumbs!

*Total Points: 204. +6 ST[60]; +4 DX[80]; Catfall[10]; Claws, Sharp (Hand and Feet)[18]; Teeth, Sharp [1]; Night Vision 5 [5]; Basic Speed +4[80]; No Fine Manipulators [-30]; Horizontal [-10]; Inconvenient Size[-10]; Fur [1]; Quirk: Always speak about itself in 3rd person[-1], Size modifier +2*

### *Senche-rah*

Largest furstock there are, they are bigger than tigers. Their hind legs are short, making them slower than their Senche cousins, but overall they are even more powerful.

*Total Points: 175. +10 ST[100]; +5 DX[100]; Claws, Sharp (Hand and Feet)[18]; Teeth, Sharp [1]; Night Vision 5 [5]; No Fine Manipulators [-30]; Horizontal [-10]; Inconvenient Size[-10]; Fur [1]; Quirk: Always speak about itself in 3rd person[-1], Size modifier +3*

### *Mane*

Only appear when Masser and Secunda align with the mysterious third moon. They are called Mane because they have a large mane and are rulers. Some lore sources say that there is only one of those

alive at a time. Nothing about their appearance and abilities, and considering their rarity and importance, are best left to NPCs, and to the GM imagination.

## **Magic**

In most TES games, magic is fueled by Magicka, one of the 3 basic meters your character have. In GURPS, magic tend to use Fatigue Points and that is what we are going to use here. There is little advantages into shoehorning a Magicka Gauge into the system: simply use the rule in GURPS Magic p.15: Fatigue Points may be bought with the limitation "Usable only for spellcasting," worth -10%.

Nirn, the mortal plane where Tamriel and the mortal nations are, is a High Mana world in GURPS terms. That mean that anyone is capable of spell casting, as long as they have the Skill. In other words, there is no obligation of buying Magery to be a spellcaster, but it greatly helps.

### *How Magic Works behind the scenes:*

As suggested by cosmogoblin, we are going to use the "Ritual Magic" rule, where each School of Magic is a different Skill, and specific spells are techniques based on the School Skill.

So you will have to buy a School Skill, and then each spell as a technique. For example. You want to learn Bound Battle Axe. It is in the Conjunction School, so you will have to buy the Conjunction Skill (M,VH) and buy Bound Battle Axe Spell (H technique.).

We know that in-game, what happens is much simpler: your character pick up a book and boom, he knows the spell. The more he uses, the better he gets at all the spells in the same school.

If you GM wants to emulate that, he can simply turn every spell in a independent Hard Mental Skill. We don't recommend it. Simply because it is very easy in a video-game to control when and what the player have access to, but in TTRPG, it is a bit different: players want to choose the development of their character in a much more active way than in the open-world electronics RPGs, so holding back or spoon feeding spells to the players is not optimal. But, as always, it's your game, if you think that it is more fun to do it that way, don't let this old grumpy man get in your way!

All spells are Hard Techniques, unless those with a (VH) next to its name. There is no level limit to the techniques. Many wizards are highly specialized in one spell. All spells are Regular, unless noted next to its name.

We've tried to adapt most of trademark spells to GURPS. There are many, many spells and a lot of them are redundant. Good thing is that any spell that you think is missing, it is very easy to adapt to this system. Also, remember that there is no need to have the same spell with different levels of power in GURPS, use the GURPS MAGIC rules for making spells more powerful by using more Fatigue Points.



## Magic Schools

In TES V, Mysticism was abandoned, but we feel that is very appropriated and thematic, so we are bringing it back. So they are: Alteration, Conjunction, Destruction, Illusion, Mysticism and Restoration.

### *Spell*

Duration: Cost: Time to Cast:

### *Alteration*

Alteration is the magic of manipulating the physical world.

#### *Burden(Resisted by HT)*

Increases the weight of the items equipped by the target.

Duration: 1 minute. Cost: 2 per raise 1 encumbrance level.

#### *Feather(Resisted by HT)*

Decreases the weight of the items equipped by the target.

Duration: 10 minutes. Cost: 1 per lower 1 encumbrance level.

### *Fire Shield*

Creates a transparent shield in front of the user, protecting her from fire damage.

Duration: 1 turn. Cost: 1 per 2 Damage Resistance, half to maintain.

### *Frost Shield*

Creates a transparent shield in front of the user, protecting her from frost damage.

Duration: 1 turn. Cost: 1 per 2 Damage Resistance, half to maintain.

### *Levitate(VH)*

The user levitates in the air. He can move at any direction with his basic move, effectively flying.

Duration: 10 s. Cost: 2 to cast, 1 to maintain.

### *Lightning Shield*

Creates a transparent shield in front of the user, protecting her from Lightning with a successful block roll.

Duration: 1 turn. Cost: 1 per 2 Damage Resistance, half to maintain.

### *Lock*

Locks a door or a object with a lock, like a jewel box. The lock can be unlocked by using its key or by someone with the Lockpicking skill and correct tools.

Cost: 2.

### *Open*

Opens a door or a object with a lock, like a jewel box.

Cost: 1 + the negative modifier to open the lock using ordinary Lockpicking Skill. So a Lock that have a -4 modifier to be picked, will require a expenditure of 5 FP to be opened.

### *Shield*

Creates a shield that gives DR for regular attacks coming from the front of the user. It doesn't work against any other type of damage.

Cost: 1 per every 2 DR granted.

### *Slowfall*

It slows the fall of the user. No matter how far she is falling, this spell makes sure that the user lands with no damage.

Cost: 4.

### *Swift Swim*

Increase swimming speed. Works exactly like Swim spell in GURPS MAGIC.

Duration: 1 minute. Cost: 6 to cast 3 to maintain. Time to Cast: 3 seconds.

### *Water Breathing*

Let the user breath normally in water.

Duration: 1 minute. Cost: 4 to cast, 2 to maintain.

### *Water Walking*

Let the user walk on water. Check Walk On Liquid advantage(Basic, 97) for more details.

Duration: 1 minute. Cost: 3 to cast. 2 to maintain. Time to cast: 4 seconds.

## Conjunction

Spells that summon daedra, animals, weapons and armor.

### *Bound Weapon, Armor*

As Create Object, GURPS Magic, with the following modifications: It is not Very Hard, but the caster have to buy one different spell for each different Weapon or Armor created. It does not require Magery 2. The mage is not "creating" the weapon or the armor, but summoning from Oblivion. Only Weapons or Armor can be summoned.

### *Command Creature*

As (Animal) Control, GURPS Magic.

Command Humanoid  
Summon Ancestral Ghost  
Summon Bonelord  
Summon Bonewalker  
Summon Clannfear  
Summon Daedroth  
Summon Dremora  
Summon Flame Atronach  
Summon Frost Atronach  
Summon Golden Saint  
Summon Greater Bonewalker  
Summon Hunger

Summon Scamp  
Summon Skeletal Minion  
Summon Storm Atronach  
Summon Winged Twilight

### *Turn Undead*

As Turn Zombie in GURPS Magic, but it works on all undead.

### **Destruction**

Use the forces of magic to destroy.

### *Damage Attribute*

As Debility, Clumsiness, Frailty, from GURPS Magic. Each different spell need to be bought separately.

### *Damage Fatigue*

The Caster need to touch the victim, and will cause direct damage to it.

Cost: 1 per FP damaged.

### *Damage Health*

The Caster need to touch the victim, and will cause direct damage to it.

Cost: 1 per HP damaged.

### *Disintegrate Armor, Disintegrate Weapon.*

Considering how different a TTRPG works from a videogame, meaning, the players don't have 6 or 7 swords in their inventory, I do not recommend that this spells are used.

### *Drain Attribute(VH)*

As "Steal (Attribute)" GURPS Magic. Notice that you need to have one spell for each of the 4 attributes in GURPS, otherwise it is too powerful.

### *Drain Fatigue(VH)*

As "Steal Energy" GURPS Magic, but it works on subjects that are awake.

### *Drain Health(VH)*

As "Steal Vitality" GURPS Magic. Please beware that the caster needs to touch and hold the victim for the entire duration of the spell. If not, this spell would be incredibly game breaking.

### *Drain Skill(VH)*

As "Steal Skill" GURPS Magic. Please beware that the caster needs to touch and hold the victim for the entire duration of the spell. If not, this spell would be incredibly game breaking.

### *Elemental Magic:*

There are three types of elemental damage:

Lightning: Causes 1 FP damage to every dice of damage, but only when the spell causes at least 1 damage. Example: A Shocking Burst causing 3d of damage will cause also 3 FP damage to the victim as long is successful.

Cold: It slows down the victim making the Move fall by 1 for every 5 of damage caused, rounded up, after armor, for the same amount of turns, where the Move penalty decreases by 1 for every turn. Example: Ice Bolt is cast and causes 12 damage after DR(ouch!). The victim will have a -3 move penalty this turn, -2 the next and -1 after it, when he will finally be free of its effect.

Fire: Sets the victim on fire, causing 1/2 more damage to the target.

### *Cold, Searing Grasp(fire), Lightning Grasp, touch*

As "Burning Touch", GURPS Magic. Each of the 3 spells works identically, just change the type of damage. Of course that each of the 3 spells need to be bought individually.

### *Frost Bolt, Shocking Burst, Fireball*

As "Fireball", GURPS Magic. Each of the 3 spells works identically, just change the type of damage. Of course that each of the 3 spells need to be bought individually.

### *Ice Bolt*

Like Ice Dagger, GURPS Magic. The only difference is that the projectile melts away naturally, not instantaneously.

### *Blizzard, Lightning Storm, Fire Storm(VH)*

As "Fire Cloud", GURPS Magic. Each of the 3 spells works identically, just change the type of damage. Also, the cloud is always centered around the caster, that is immune to it. Of course that each of the 3 spells need to be bought individually.

### **Illusion**

Influence senses and moods of creatures.

Blind  
Calm Creature  
Calm Humanoid  
Chameleon  
Charm  
Demoralize Creature  
Frenzy Creature  
Frenzy Humanoid  
Invisibility  
Light  
Night Eye  
Paralyze  
Rally Creature  
Rally Humanoid  
Sanctuary

Silence  
Sound

### Mysticism

Manipulate souls and absorb energies.

Absorb Fatigue  
Absorb Health  
Almsivi Intervention  
Demoralize Humanoid  
Detect Animal  
Detect Enchantment  
Detect Key  
Dispel  
Divine Intervention  
Mark  
Recall  
Reflect  
Soultrap  
Spell Absorption  
Telekinesis

### Restoration

Heal, cure and protect.

Cure Blight Disease  
Cure Common Disease  
Cure Paralyzation  
Cure Poison  
Fortify Attribute  
Fortify Fatigue  
Fortify Health  
Fortify Skill

*Resist Disease, Resist Poison*  
As the same named spells from GURPS Magic.

*Resist Fire, Frost or Shock.*  
Protect the target (user or her ally) against one of the three elemental damage effects, the caster have to buy each one. It does not negate the damage itself, only the effects.

Duration: 1 minute. Cost: 1 per point of effect denied.

Resist Paralysis  
Restore Attribute  
*Restore Health*

Split it in 3 spells, Minor Healing, Major Healing (VH) and Great Healing(VH), that work exactly as written in GURPS Magic.

### Other Spells

There are many more spells in GURPS Magic that are relevant to the ES world, and some that are not. We adapted only the ones that are directly represented in the games, but lets leave here a list of other spells that we think are relevant to ES and some that should not be permitted.

### Alchemy

You can use the alchemy rules and the alchemical potions as they are in GURPS Magic. Even the names can be the same, as mostly the games referred to the potions with very generic names like "Potion of Healing".

### Creatures

#### Daedra

Dremora, Golden Saints, Dark Seducers, Flame Astronach, Frost Astronach, Storm Astronach, Spider Draedar, Scamp, Clannfear, Daedroth, Xivilai

### Dragons

Dragons. They are immortal, extremely powerful and hate any non-dragon. They enslaved all of Nirn in ancient times. Their language command reality. Only the Dragonborn can actually slash trough them in such a banal fashion as we see in TES:V. If you are not a dragonborn, expect to die when facing a dragon on a fair fight. They are so strong that Whiterun castle was actually built as a trap to catch one dragon.

### Dwarven Automatons

#### Giant

#### Falmer

#### Spriggan

Spriggan, Burnt Spriggan, Spriggan Matron, Spriggan Earth Mother

#### Undeads

Draugr, Ghost, Skeleton, Zombie, Dragon Priest, Ash Spawn

Troll (frost resistance and high regenerate)

#### Werewolf

### New Traits

#### Advantages

#### Dragonborn

#### Vampirism

#### Werewolf

Magic Aptitude per magic school

#### Signs

Characters can have one or none of this advantages/disadvantages. They are not all of the same cost, and most of them are simply renaming of other already available advantages. Depending on what you

consider cannon, they could be acquired in game as in TES:V or TESO, so it is one way of gaining advantages after character creation when you normally shouldn't.

#### *The Apprentice*[-2]

3 Levels of extra FP only usable to Magic.[8] and Weakness to Magic 1 [-10]

#### *The Atronach*

All in game interaction prevented the "blessed" by this sign from restoring magicka normally. As magicka is fatigue points, it is totally unusable.

#### *Lady*

### Disadvantages

#### *Skills*

#### **Equipment:**

In Tamriel the currency is Septims. For simplicity sake, simply consider that \$1 is 1 Septim.

#### **Magic Items**

Soul Stones

Souls as fuel

#### **Armor**

There are many different materials that armors can be made of in Tamriel. The armor in most ES games are always classified between heavy and light, but in GURPS there is no need to make this distinction, as this distinction never existed in real life: some armors weight more than others, and the material they are made is just one of many factors that influence its weight.

To represent the traditional ES materials, simply take the armor listed in the Basic Set and do the following modifications:

#### *Iron*

Simply follow the stats of the Basic Set.

#### *Steel*

+1 DR and 5 times the listed price.

#### *Dwarven Metal*

+2 DR and 10 times the listed price.

#### *Glass*

Multiply weight by 0.7 and 10 times the listed price.

#### *Chitin*

+1 DR and 5 times the listed price, but only multiply weight by 0.7.

#### *Orcish*

+3 DR and 10 times the listed price, better than dwarven and at the same price, but warriors who were Orcish armors will get the full attention of orcs: expect to be challenged for many duels to prove that you are worth of such armor. Even if you are a orc.

#### *Ebony*

+4 DR and 30 times the listed price. Multiply weight by 0.8.

#### *Dragonplate*

+5 DR and 100 times the price, Multiply weight by 0.8. This armor is made of bones of fallen dragons. If you actually kill a dragon to make this, you will be a marked enemy of all dragon-kind.

#### *Dragonscale*

Multiply weight by 0.6 and price by 100. This armor is made using the scales of dragons, so expect pissed off dragons if they see you wearing their skin.

#### *Elven*

Not a material but a school of blacksmithing. Elven smithing simply makes all the armor High Quality.

#### *Daedric*

+6 DR, Multiply weight by 0.7. There is simply no price, as this armor is literally made of extradimensional material from the planes of the gods. Wearing even one piece of Daedric armor it's a proof that you are one of Tamriel's most powerful warriors, or skilled thieves, and is sure to attract the attention of everyone, kings, generals and even Daedra. Finding someone who can actually forge one of those armors can be a lifetime pursuit.

### Weapons

As with armors, Basic Set already gives a good selection of weapons, we just need to adapt the materials.

#### *Iron*

Simply follow the stats of the Basic Set for Iron Blades (page 275).

#### *Steel*

Regular weapon.

#### *Dwarven Metal*

+1 Damage and 10 times the listed price.

#### *Glass*

Multiply weight by 0.7 and 10 times the listed price.

#### *Orcish*

+2 damage and 10 times the listed price, better than dwarven and at the same price, but warriors who were Orcish armors will get the full attention of orcs: expect to be challenged for many duels to prove that you are worth of such armor, even if you are an orc. It is usually Fine or Very Fine, add this bonus after the



+2 damage, and multiply the price yet again.

#### *Ebony*

+3 damage and 30 times the listed price. Multiply weight by 0.8.

#### *Dragonbone*

+4 damage and 100 times the price, Multiply weight by 0.8. This weapon is made of bones of fallen dragons. If you actually kill a dragon to make this, you will be a marked enemy of all dragon-kind.

#### *Elven*

Not a material but a school of blacksmithing. Elven smithing simply makes all the weapons Very Fine, with the 4 times increase in price as usual.

#### *Daedric*

+5 DR, Multiply weight by 0.7. There is simply no price, as this weapon is literally made of extradimensional material from the planes of the gods. As with Daedric Armors, having one of this weapons it's a proof that you are one of Tamriel's most powerful warriors, or skilled thieves, and is sure to attract the attention of everyone, kings, generals and even Daedra. Finding someone who can actually forge one of those weapons can be a lifetime pursuit

### Allowed Traits from Basic

Every GURPS setting need to have one list of what is allowed in game from BASIC. As GURPS is a huge toolbox, things need to be limited so players know exactly what to expect from the adventure.

What is not on this list doesn't match TES setting.

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Absolute Direction (Basic Set: Characters pg. 34)  
Absolute Timing (Basic Set: Characters pg. 35)  
Acute Hearing (Basic Set: Characters pg. 35)  
Acute Sense (Basic Set: Characters pg. 35)  
Acute Taste & Smell (Basic Set: Characters pg. 35)  
Acute Touch (Basic Set: Characters pg. 35)  
Acute Vision (Basic Set: Characters pg. 35)  
Ally (Basic Set: Characters pg. 36)  
Alternate Identity (Basic Set: Characters pg. 39)  
Ambidexterity (Basic Set: Characters pg. 39)  
Animal Empathy (Basic Set: Characters pg. 40)  
Appearance (Basic Set: Characters pg. 21)  
Arm DX (Basic Set: Characters pg. 40)  
Arm ST (Basic Set: Characters pg. 40)  
Charisma (Basic Set: Characters pg. 41)  
Claim to Hospitality (Basic Set: Characters pg. 41)  
Clerical Investment (Basic Set: Characters pg. 43)  
Combat Reflexes (Basic Set: Characters pg. 43)  
Common Sense (Basic Set: Characters pg. 43)  
Contact (Basic Set: Characters pg. 44)  
Cultural Adaptability (Basic Set: Characters pg. 46)  
Cultural Familiarity (Basic Set: Characters pg. 23)  
Danger Sense (Basic Set: Characters pg. 47)  
Daredevil (Basic Set: Characters pg. 47)  
Eidetic Memory (Basic Set: Characters pg. 51)  
Empathy (Basic Set: Characters pg. 51)

Enhanced Block (Basic Set: Characters pg. 51)  
Enhanced Dodge (Basic Set: Characters pg. 51)  
Enhanced Parry (Basic Set: Characters pg. 51)  
Enhanced Parry (All parries) (Basic Set: Characters pg. 51)  
Enhanced Parry (Bare hands) (Basic Set: Characters pg. 51)  
Extra Fatigue Points (Specially recommended with the limitation Magic only) (Basic Set: Characters pg. 16)  
Extra Hit Points (Basic Set: Characters pg. 16)  
Fashion Sense (Basic Set: Characters pg. 21)  
Fearlessness (Basic Set: Characters pg. 55)  
Fit (Basic Set: Characters pg. 55)  
Fit, Very (Basic Set: Characters pg. 55)  
Flexibility (Basic Set: Characters pg. 56)  
Flexibility (Double-Jointed) (Basic Set: Characters pg. 56)  
Hard to Kill (Basic Set: Characters pg. 58)  
Hard to Subdue (Basic Set: Characters pg. 59)  
High Manual Dexterity (Basic Set: Characters pg. 59)  
High Pain Threshold (Basic Set: Characters pg. 59)  
High TL (Basic Set: Characters pg. 23)  
Independent Income (Basic Set: Characters pg. 26)  
Indomitable (Basic Set: Characters pg. 60)  
Intuition (Basic Set: Characters pg. 63)  
Language Talent (Basic Set: Characters pg. 65)  
Language: (Basic Set: Characters pg. 24)  
Legal Enforcement Powers(STOP RIGHT THERE CRIMINAL SCUM) (Basic Set: Characters pg. 65)  
Legal Immunity (Basic Set: Characters pg. 65)  
Less Sleep (Basic Set: Characters pg. 65)

Lightning Calculator (Basic Set: Characters pg. 66)  
 Longevity (Basic Set: Characters pg. 66)  
 Luck (Basic Set: Characters pg. 66)  
 Luck, Extraordinary (Basic Set: Characters pg. 66)  
 Luck, Ridiculous (Basic Set: Characters pg. 66)  
 Magic Resistance (Basic Set: Characters pg. 67)  
 Metabolism Control (Basic Set: Characters pg. 68)  
 Night Vision (Basic Set: Characters pg. 71)  
 Patron (Basic Set: Characters pg. 72)  
 Penetrating Vision (Basic Set: Characters pg. 74)  
 Perfect Balance (Basic Set: Characters pg. 74)  
 Peripheral Vision (Basic Set: Characters pg. 74)  
 Pitiabale (Basic Set: Characters pg. 22)  
 Plant Empathy (Basic Set: Characters pg. 75)  
 Rank (Basic Set: Characters pg. 29)  
 Rapid Healing (Basic Set: Characters pg. 79)  
 Rapid Healing, Very (Basic Set: Characters pg. 79)  
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 Social Chameleon (Basic Set: Characters pg. 86)  
 Social Regard (Basic Set: Characters pg. 87)  
 Talent (Basic Set: Characters pg. 89)  
 Telescopic Vision (Basic Set: Characters pg. 92)  
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 Trained by a Master (Basic Set: Characters pg. 93)  
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Universal Digestion (Basic Set: Characters pg. 95)  
 Unusual Background (Basic Set: Characters pg. 96)  
 Versatile (Basic Set: Characters pg. 96)  
 Voice (Basic Set: Characters pg. 97)  
 Wealth (Basic Set: Characters pg. 25)  
 Wealth, Multimillionaire (Basic Set: Characters pg. 25)  
 Weapon Master (Basic Set: Characters pg. 99)  
 Weapon Master (All weapons) (Basic Set: Characters pg. 99)  
 Wild Talent (Basic Set: Characters pg. 99)  
 Zeroed (Basic Set: Characters pg. 100)

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 Acrophobia (Heights) (Basic Set: Characters pg. 150)  
 Addiction (Basic Set: Characters pg. 122)  
 Agoraphobia (Open Spaces) (Basic Set: Characters pg. 150)  
 Aichmophobia/TL5- (Sharp Things) (Basic Set: Characters pg. 150)  
 Aichmophobia/TL6+ (Sharp Things) (Basic Set: Characters pg. 150)  
 Ailurophobia (Cats) (Basic Set: Characters pg. 149)  
 Alcoholism (Basic Set: Characters pg. 122)  
 Amnesia (Partial) (Basic Set: Characters pg. 123)  
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 Arachnophobia (Spiders) (Basic Set: Characters pg. 150)  
 Autophobia (Being Alone) (Basic Set: Characters pg. 149)  
 Bad Back (Mild) (Basic Set: Characters pg. 123)  
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 Bad Grip (Basic Set: Characters pg. 123)

Bad Sight (Farsighted) (Basic Set: Characters pg. 123)  
 Bad Sight (Nearsighted) (Basic Set: Characters pg. 123)  
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 Bloodlust (Basic Set: Characters pg. 125)  
 Brontophobia (Loud Noises) (Basic Set: Characters pg. 150)  
 Bully (Basic Set: Characters pg. 125)  
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 Cannot Speak (Basic Set: Characters pg. 125)  
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Compulsive Spending (Basic Set: Characters pg. 129)	G-Intolerance (0.05G increment) (Basic Set: Characters pg. 137)	Jealousy (Basic Set: Characters pg. 140)
Compulsive Vowing (Basic Set: Characters pg. 129)	G-Intolerance (0.1G increment) (Basic Set: Characters pg. 137)	Killjoy (Basic Set: Characters pg. 140)
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 Thaumatology (Basic Set: Characters pg. 225)  
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 Throwing (Basic Set: Characters pg. 226)  
 Throwing Art (Basic Set: Characters pg. 226)  
 Thrown Weapon (Basic Set: Characters pg. 226)  
 Tracking (Basic Set: Characters pg. 226)

Traps (Basic Set: Characters pg. 226)  
 Two-Handed Axe/Mace (Basic Set: Characters pg. 208)  
 Two-Handed Flail (Basic Set: Characters pg. 208)  
 Two-Handed Sword (Basic Set: Characters pg. 209)  
 Ventriloquism (Basic Set: Characters pg. 228)  
 Whip (Basic Set: Characters pg. 209)  
 Wrestling (Basic Set: Characters pg. 228)  
 Writing (Basic Set: Characters pg. 228)  
 Adventure Ideas:

#### Notes and (re)sources:

Thanks for <http://tesg.cosmogoblin.com>  
 / a very cool and brief adaptation that layered the foundations of this fan adaptation.

<http://www.gurpscalculator.com/> An excellent aid for GMs.

Gurps Character Sheet : the poor man's GCA, it's a free GURPS character generator.