

The Unofficial Elder Scrolls RPG

Second Edition



Supplement

Arcane Arts



BETA - VERSION 1.04

Send feedback to seht.uesrpg@gmail.com



Credits

This book is version **Beta v1.04** of the **Arcane Arts** supplement.

The latest version of the game can always be found online at www.mediafire.com/uesrpg

Project Coordinators: Seht (seht.uesrpg@gmail.com), Anon133

Full credits can be found in the **CORE RULEBOOK**.

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The Elder Scrolls®

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Other Games

This game draws inspiration from a number of other role-playing games. In particular: Dark Heresy (Fantasy Flight Games), Eclipse Phase (Posthuman Studios), and Runequest Sixth Edition (The Design Mechanism). The authors of this book do not claim to own any of these games, or any of the mechanics drawn from and/or inspired by them. All credit goes to the respective owners.

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Introduction

"Go ye now in peace. Let thy fate be written in the Elder Scrolls..."

The Elder Scrolls: Arena

Welcome to the Unofficial Elder Scrolls Role-playing Game! Known as the UESRPG for short, this is a fan made role-playing game designed for play in the Elder Scrolls setting.

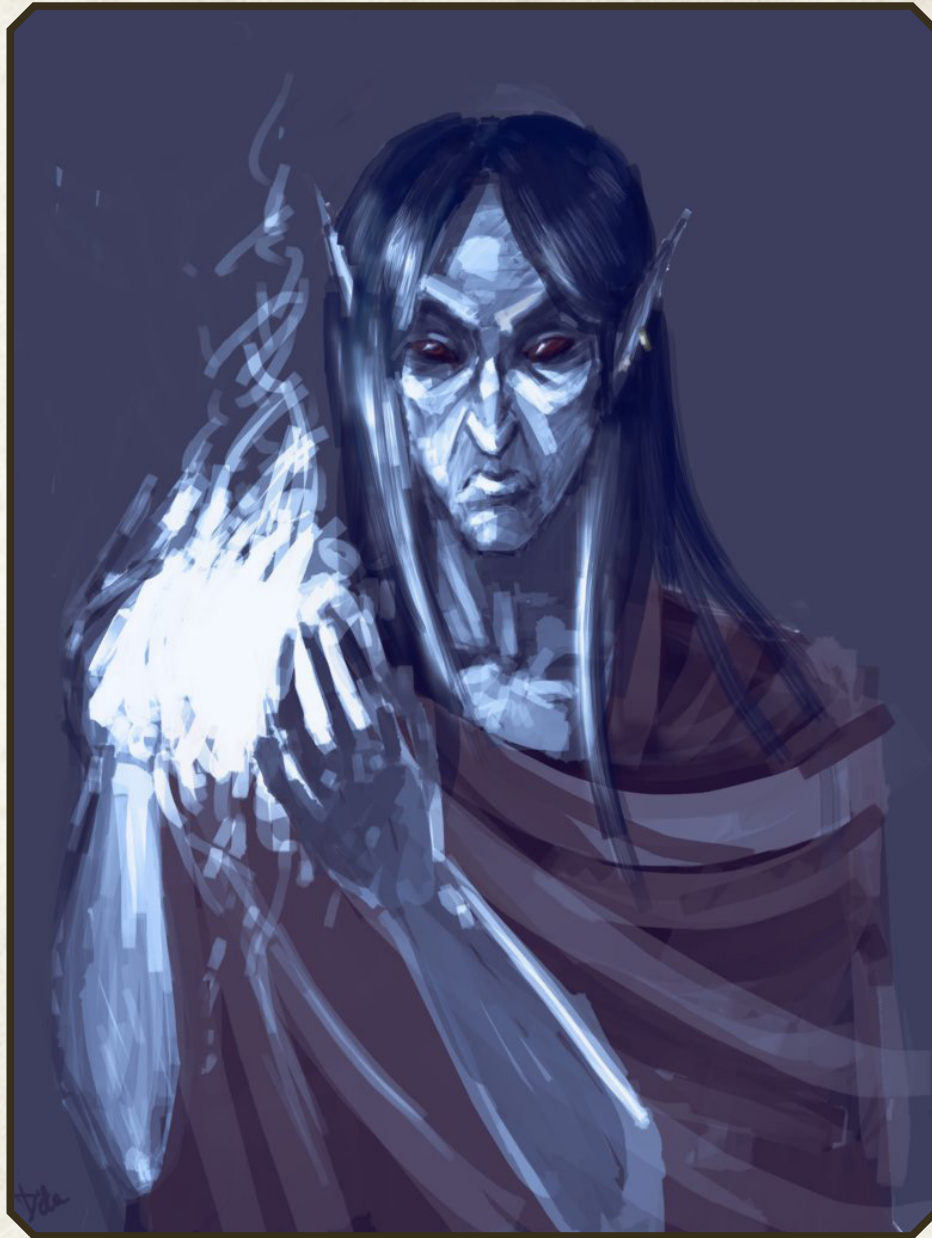
This book is the **ARCANE ARTS** supplement, a document containing rules for many strange and powerful forms of magic that players may encounter in their adventures.

But the UESRPG is not just one book! Three books make up the core of the game: the **CORE RULEBOOK**, the **GM HANDBOOK**, and the **PLAYER HANDBOOK**. The latter two offer optional rules, additional character choices, and advice for both players and GMs.

On top of this book we have planned five additional supplements to expand upon the core books. These books are entirely content focused, and are packed with rules for monsters, strange magic, and powerful artifacts! The other supplements are: **SECRETS OF THE DWEMER**, **PLANES OF OBLIVION**, **TAMRIELIC ARTIFACTS**, **DARK PATHS**, and **INHABITANTS OF TAMRIEL**.

Finally, because we plan on consistently updating and expanding the game, your feedback is critical in helping to make it the best it can be. Drop by our [development blog](#), or send me an [email](#) if you have questions or want to give us feedback. Thanks for your support, and enjoy the game!

Seht



“The ancient Ayleids believed that Nirn was composed of four basic elements—earth, water, air, and light—and of these four elements, they believed the most sublime form of light was starlight. The stars are our links to the plane of Aetherius, the source of all magical power, and therefore, light from the stars is the most potent and exalted of all magical powers.”

Magic From The Sky

ADVANCED RITUALS

While any spell may be cast through a ritual, allowing a mage or group of mages to cast spells normally beyond an individual, there exist unique forms of magic that may only manifest themselves if the proper rites are performed. These are known as **ADVANCED RITUALS**: unique rituals that require specific steps and have unique magical effects. They represent more obscure forms of magic, often known only to a few. Each one must be learned independently and has its own steps that must be taken, costs that must be paid, and penalties for failure.

Because these rituals represent obscure, specialized forms of magic, the GM should not allow just any character to learn them. **Learning an advanced ritual costs twenty five XP**, and the character must have some means of learning the ritual (such as a book or a teacher). Not every character should be allowed to learn every ritual (GM's discretion). Below are some of the many such rituals that exist. Others can be found elsewhere in this book, and as usual players and GMs are encouraged to create their own.

Rite of Binding

Allows a character to permanently bind a spirit or Daedra in servitude. The ritual requires a magic circle be created, which requires a Conjunction skill test with. The GM should make this test for the character in secret, and note the results. From this point, the means by which the ritual is performed varies with the entity the character wishes to bind. Knowledge of this ritual is held primarily by advanced students of Conjunction.

Spirit

A character can bind a spirit of their desired type to this world. If they know a particular spirit by name, they can bind that one specifically (the GM can decide the type of spirit they are). Binding a spirit requires fifteen minutes, and a Mysticism skill test opposed against the Willpower of the spirit in question. The character must also pay 250 magicka, which can be paid with any magicka source as per the normal rules for ritual spellcasting. On success, the spirit materializes within the circle. It has the Bound trait.

Daedra

A character can bind a lesser Daedra of their desired type to this world. If they know a particular Daedra by name, they can bind that one specifically if they so choose. Binding a Daedra requires fifteen minutes, and a Conjunction skill test opposed against the Willpower of the Daedra in question (see the **INHABITANTS OF TAMRIEL** supplement). The character must also pay 500 magicka, which can be paid with any magicka source as per the normal rules for ritual spellcasting. On success, the Daedra materializes within the circle. It has the Bound trait.

Daedric Armor/Weapon

A character can bind a lesser Daedra of their desired type to this world in the form of a Daedric weapon, or a piece of Daedric armor, of the character's choice. Doing so requires fifteen minutes, and a Conjunction skill test opposed against the Willpower of the Daedra in question (see the **INHABITANTS OF TAMRIEL** supplement). The character must also pay 500 magicka, which can be paid with any magicka source as per the normal rules for ritual spellcasting. On success, the weapon/armor piece materializes within the circle. It has the Bound (X) quality, where X is the Willpower of the Daedra, and is subject to the normal rules for Daedric equipment as specified in. The Daedra's Willpower will also determine the quality level of the weapon/armor piece.

Bound Weapon/Armor Quality

Quality	Min. Willpower
Terrible	20
Poor	30
Common	40
Expensive	50
Extravagant	60
Exquisite	70

If the character fails the Conjunction test, the ritual backfires. Roll a d5 on the conjunction backfire effect table and add their degrees of failure to determine the result.

Rite of Daedric Summoning

Allows a character to attempt an audience with a Daedric Prince. This ritual is known only to masters of Conjunction and Mysticism, and is only likely to be successful if performed on one of the summoning days of the Daedric Prince in question, when they turn their attention to the Mundus and are willing to answer summons.

The character must first prepare a chamber, sealed against all daylight and disturbances, roofed and walled with white stone and floored with black tiles. All surfaces within the chamber must be ritually purified with a solution of void salts.

On the summoning day, the character must create a magic circle and perform a six hour set of incantations, which requires a Conjunction skill test with a -30 penalty. On success, the Prince will hear their plea. How they respond is left to the GM. If the ritual is performed on a non-summoning day, roll a d10: on a 1 the ritual succeeds, but otherwise there is no answer.

Rite of Focus

Allows a character to turn a weapon into a magical “focus” through which Magicka can be channeled. Requires an hour of ritual preparation followed by a five minute ritual and an Enchant test made at a +0 bonus. The character must also pay 200 magicka from any source using the rules for ritual spellcasting. On success, weapon gains the Focus (+0) quality. The Enchant test suffers a -15 for every +5 added to the Focus value (to a max of +20).

Rite of Inscription

Allows a character to create a magic scroll. This is a fairly common ritual practiced by mages of all types. Scrolls are pieces of paper containing “stored” spells: a character with the scroll can read the inscription using the Cast Magic action to invoke the magic stored within for no cost and with no skill test.

Creating a scroll simply requires five minutes of ritual preparation followed by a short ritual in which the character casts the spell “onto” a magically prepared scroll. All the character must do is successfully cast the spell they wish to inscribe. On success, the spell does not manifest (though the character still pays the magicka cost), instead the spell is “bound” to the scroll.

Rite of Motion

Allows a character to teleport themselves, or several people, over vast distances. The ritual requires a magic circle be created, which requires a Mysticism skill test. The GM should make this test for the character in secret, and note the results. Knowledge of this ritual is uncommon to most mages, and only usually employed by experts in Mysticism.

The ritual itself is an hour long incantation, requiring a Mysticism skill test with a -20 penalty. The character must also pay 500 magicka, which can be paid with any magicka source as per the normal rules for ritual spellcasting. Any characters who will be teleported must be within the circle throughout.

When the character makes the test, he must choose a target location. This can be anywhere that he has ever been, or scried, as long as he can clearly picture the location in his mind. If he passes the test, any characters within the circle (which can include himself) are instantly transported to that location. If the character fails the test by more degrees of failure than their Willpower bonus, the characters are sent to a random location instead (chosen by the GM).

Alternatively, the active character can utilize the memories of some other character (assuming they are within the circle) to determine the target location. This requires a Willpower test on the part of the character providing the memories, and adds a -10 penalty to the active character’s Mysticism test.

Rite of Sight

Allows a character to cast their vision great distances, even across time. Requires the use of either a Scrying Stone (exceedingly rare artifacts), or a live animal/person to sacrifice. Knowledge of this ritual is uncommon outside advanced students of Mysticism.

This ritual can only be performed at night, and requires the stone be exposed to moonlight. The character must perform a set of incantations beginning ten minutes prior to midnight, which requires a Mysticism skill test with a -10 penalty. During this time the character must mentally focus on the person, place, event, or thing they wish to scry. Characters can only scry things within the Mundus.

Alternatively, the character can do away with a Scrying Stone, instead killing a live animal or person and reading their entrails just before midnight under the light of the moon. This still requires the Mysticism test, but it is at an additional -20 penalty if the victim has a White soul (animals, beasts, and so forth). Either way, on success when the clock strikes midnight the character begins to receive visions of the desired target. These visions appear either in the stone, or mentally as the character reads the entrails of their victim. The nature of the visions is left to the GM. They can be visions of the past, present, or future of the target. The more degrees of success achieved on the test, the more information the character receives.

Rite of the Wild Hunt

Allows a character to invoke the ancient Wild Hunt, a trait innate to all Bosmer, which allows them to return to the strange forms they held before the Green Pact. This ritual may only be performed by Bosmer, and requires the participation of at least three dozen of them. While all Bosmer are capable of taking part in the ritual, only a priest of Y’ffre can lead it, and knowledge of the ritual is a closely guarded secret.

The Bosmer involved must perform the ritual inside an already sanctified temple of Y’ffre. The ritual itself involves roughly fifteen minutes of chanted prayers of increasing intensity, at the height of which the priest of Y’ffre must kill himself with a dagger carved from the bone, fang, or talon of a beast.

At this point, the remaining Bosmer lose control of their bodies, and transform into terrible Beasts of the Wild Hunt (see the **INHABITANTS OF TAMRIEL** supplement). The characters involved are considered dead, and the beasts tear forth to destroy all within their path until they descend upon one another in an orgy of violence.

Rite of Morpholithic Inscription

Allows a character to create a Sigil Stone. This requires a rare Daedric morpholith: a variety of soul gem found only in Oblivion. This ritual is guarded knowledge, known only to the most experienced masters of Conjuraton and Mysticism.

The character must first prepare a chamber, sealed against all daylight and disturbances, roofed and walled with white stone and floored with black tiles. All surfaces within the chamber must be ritually purified with a solution of void salts (an expensive alchemical ingredient [mysticism]).

A foursquare table must be placed in the center of a room, with a dish to receive the morpholith. Four censers shall be prepared with incense compounded from gorvix (an expensive alchemical ingredient [mysticism]) and harrada (an expensive alchemical ingredient [conjuration]).

On the equinox, the character must place the morpholith in the dish and intone the rites specified in the Book of Law, beginning at dawn and continuing without end until sunset of the same day. He must also choose a Daedric Prince who he is attempting to contact, and make a Mysticism skill test with a -20 penalty to see if he successfully performed the rites.

The character may then present the purified morpholith to the Daedric Prince for his inscription, assuming the Prince deems him worthy. Once inscribed, the morpholith is transformed into a Sigil Stone. Such an inscription represents a compact between the character and the Prince in question, which may be invoked through further use of the Sigil Stone.

If the character fails the Mysticism test, the ritual backfires. Roll a d5 on the mysticism backfire effect table and add their degrees of failure to determine the result.

Using the Stone

In the future, if character communicates directly with the Daedric Prince who inscribed the Sigil Stone, he may invoke the compact (known as the conjurational charter) between the two of them. The character then activates the charged Sigil Stone (with a Mysticism skill test). This transports the stone through the liminal barrier, opening a portal between Mundus and the Prince's realm of Oblivion. The portal may only remain open for a short period of time (a minute at most), and it is the Daedric Prince who gets to decide where the portal leads within their realm.

If the character fails the Mysticism test, the ritual backfires. Roll a d5 on the mysticism backfire effect table and add their degrees of failure to determine the result.

Rite of Textual Inscription

Allows a character to imbue a text with magic runes that trigger when the text is read. First employed frequently by the Direnni Hegemony to protect their writings, this technique is used by a number of mages to keep their secrets safe from prying eyes.

This ritual requires several hours of inscription, in which runes are written on a number of pages in a precise order to achieve the desired effect. The character creates a single magic component as if they were creating a non-standard spell, except they must use the Touch form when doing so. Once the cost, effects, and difficulty of the spell have been calculated the character must make a test with the appropriate skill for the chosen school of magic at the difficulty of the spell plus an additional -10 penalty. On success, the spell is bound to the text. The next person unfortunate enough to read the book without being informed of how to avoid the trap will trigger it, and the magic will automatically cast from the book onto them: it may not be evaded or otherwise defended against.

The Direnni were either exceedingly paranoid or their system of economy so inextricably linked with dangerous theosophist numeral-symbolism that much of what is recorded here requires... sorcerous precautions on the part of the reader. [Hidden magic] is everywhere incorporated in their writings... signs and preternatural runes and [correspondences]... in expenditure columns, even, or margins [that] can be fatal to the uninitiated. Crucial pages were covered with the spittle of the previous translator, who had babbled idiotically over the text for days before catching fire."

A Pocket Guide to the Empire and its Environs: First Edition

NECROMANCY

Necromancy is the study and practice of raising the dead. The most prominent practitioners of Necromancy belong to the Order of the Black Worm, the fanatical cult of the powerful wizard Mannimarco, though many necromancers serve only themselves.

As for the creation of the Necromantic Arts, the Dark Practice began around 1,000 years ago, in the early Second Era. According to the history books, before the founding of the Mages Guild proper when there were only very scattered universities of magic, the first Arch-Mage Galerion the Mystic came to Artaeum with a soothsayer by the name of Heliand. During his time here he befriended a fellow student, Mannimarco, though at first great friends, they eventually grew to be bitter enemies when Mannimarco began to use Mysticism to raise and manipulate the dead, which Galerion condemned, "Your wicked mysticism is no way to wield your power, Bringing horror to the spirit world, your studies must cease."

The rivalry that resulted culminated in a battle near Ceporah Tower between the Mages Guild itself and Mannimarco's followers and legions of undead. Although Galerion eventually defeated the Worm King, he subsequently perished. Despite Galerion's noble sacrifice in the battle, Mannimarco bound his spirit to the living world so that after he regained his strength and recruited more followers, he would then rise again as the King of Worms.

Skill: Necromancy (Intelligence)

Necromancy is the study and art of raising the dead. While it is not traditionally recognized as a school of magic, it functions similarly and thus is treated as one for all rules purposes, including talents found in the **CORE RULEBOOK**.

Necromantic Spells and Rituals

Most Necromancy is ritual magic: performed in secret using ancient and profane magics. This section contains rules for several major Necromantic rituals and spells. For rules for the undead creatures described here, see the **INHABITANTS OF TAMRIEL** supplement.

Rite of Undeath

Allows a character to raise undead servants through the use of Necromancy. This ritual requires corpses, either skeletons or fresh corpses. A corpse cannot be used if it was buried using the proper burial rites of Arkay (a common practice used to ward against Necromancy in some regions). This ritual is fairly common amongst Necromancers, but widely forbidden by the various peoples of Tamriel.

Skeletal corpses must be almost entirely complete, and the character must strengthen the skeleton through the use of straps, spikes, or other such means of joint reinforcement.

Fresh corpses can also be used, but if they decay too long they can only be used for their skeletons. Such corpses must be mummified or preserved in some way quickly, to prevent decomposition.

Raising a corpse is a half hour long ritual utilizing dark incantations that require a Necromancy skill test with a +20 bonus. The character must also pay 50 magicka for each corpse, which can be paid with any magicka source as per the normal rules for ritual spellcasting.

Characters can raise more than one corpse at once, taking on a -10 penalty for every five additional servants being raised. On success, the corpses are raised as servants of the character. They are either skeletons, or zombies, depending on the type of corpse used, and they have the Bound trait.

This ritual can also be used to raise one or more deadly Bonewalkers, or the profane Bonelords. These necromantic constructs must be assembled through the use of at least two fresh corpses, cost 100 magicka to raise, and each one created imposes a -20 penalty to the ritual test. If the character fails the Necromancy test, the corpses are still raised but they are hostile to the character.

Rite of Soul Sight

A fairly simple Necromantic ritual that allows a character to peer into the mind of a black soul that they've captured within a soul gem. It takes minimal time, and a +20 Necromancy skill test opposed by a -10 Willpower test on the part of the target. On success the necromancer can read the mind of the captured soul.

Rite of Necromantic Transcendence

Allows a character to create a black soul gem. This knowledge is rare, and only more experienced students of Necromancy, who have accessed certain profane texts, might know of it.

Creating a black soul gem requires waiting for the coordination of the stars to shine their light on a pre-prepared necromantic altar, this is also known as the Shade of the Revenant. Preparing the altar requires a Necromancy skill test with a +10 bonus, and takes roughly six hours. The necromancer must then place an empty grand soul gem onto said altar, and perform a five minute incantation, which requires another Necromancy skill test. At the culmination of the incantation, the character must cast some form of Soul Trap magic on the soul gem itself (anything that applies the soul bound condition to the gem will do).

The time at which the Shade of the Revenant occurs is unknown to most, but remains hidden in certain dark necromantic texts. Determining the appropriate timing for the Necromancer's location requires a Lore skill test made at a -30 penalty, and should only be possible if the character would have been exposed to such texts. If everything is done correctly, the grand soul gem will be transformed into a powerful black soul gem.

Rite of Mortal Transference

Allows a character to extend their own life through the use of necromantic arts. Requires the fresh heart of a being with a Black soul (man, mer, or beastfolk). Knowledge of this ritual is very uncommon, as it can only be found in obscure black texts.

This ritual can only be performed at night, and requires the character to magically prepare an altar. This requires a Necromancy skill test. The GM should make this test for the character in secret, and note the results. The character must also magically prepare a weapon (any weapon with the Dire quality will do), and a ritual chalice, both of which require Necromancy skill tests.

Once this is complete, the character must place the heart on the altar, and strike it with a prepared weapon. The blood that remains on the weapon must be captured, every drop, into the prepared chalice. If the character drinks the blood from the chalice within five minutes, their natural lifespan will be extended for 1d100 years. If the character is a Lich, this ritual will simply prevent decomposition for this time, and keep them appearing alive.

If the character fails the initial Necromancy test, then the ritual has gone wrong. Their lifespan is not extended. Roll a d5, and then roll the result in d5s and combine the rolls. The character ages (decomposes, for Liches) that many years instead.

Reanimation

A common spell amongst Necromancers: reanimation spells allow a Necromancer to temporarily reanimate a corpse to serve them.

Reanimation (Necromancy)

Costs: [Spell Level]*6

Difficulty: +40-(10*[Spell Level])

Form: Applies the effects to a target of the source's choice. Counts as a ranged attack that cannot be defended against.

(Reanimate): Reanimates target corpse for [Spell Level] minutes using the profile that the being had in life. Source character makes an opposed Willpower test against the target, and on success the target gains the Summoned trait. On failure the corpse is reanimated but does not answer to the source character.

The Soul Economy

Souls are not just something to be captured and utilized in enchantments or other magic: they are often used as a form of currency when dealing with beings from other planes. Aspiring Necromancers trade valuable souls in exchange for knowledge and power in other forms. There are many beings, Daedra and otherwise, that are interested in such arrangements.

The Ideal Masters

The Ideal Masters are the malevolent beings that rule the realm of Oblivion known as the Soul Cairn. The Ideal Masters eternally seek souls to bring to the realm, where they become eternally trapped. The Masters view this as peaceful eternal life, although the undead who reside there view it as a curse.

The Ideal Masters are very interested in acquiring new souls, but are dangerous to bargain with, as they're often just as interested in your soul. They are able to offer the souls of individuals who could provide priceless information, or the means to Lichdom, amongst other things.

Daedric Princes

Many Daedric Princes are interested in acquiring valuable souls, but some play more of a role in the soul economy than others. Molag Bal, Hermaeus Mora, Vaermina, and Clavicus Vile all have some interest in souls and something valuable of their own to offer. They might provide knowledge, or even physical objects such as black soul gems or enchanted items. What they want, and what they can offer, will differ: Molag Bal is more likely to prioritize quantity, while Hermaeus Mora is likely to care more about the quality of a given soul. Daedric princes can also provide a necromancer with means to create unique forms of undead servants.

Soul Nets

Allows a character to trap the souls of anyone who dies within a wide range. Soul nets allow a Necromancer to acquire hundreds of souls with ease, which they can trade away or use to fuel their profane rituals. Knowledge of this ritual is very uncommon, and it is fairly difficult to perform. The ritual requires a special altar to be prepared, which requires a -10 Necromancy skill test and twelve hours. An extremely rare artifact known as a Soul Urn (each an ornate, enchanted Urn) must be acquired and placed on the altar.

On success, a magical soul net extends across a number of miles equal to fifty times the character's degrees of success on the Necromancy test. Black souls who die within this range are trapped within the Soul Urn, where they may be transferred into a black soul gem with a simple ritual.

Lichdom

Liches are necromancers who have embraced undeath: they have used an object known as a Phylactery to transfer their soul out of their body so that it might be bound to them again at the moment of their death, thus rendering themselves immortal, undead beings. Liches are resistant to several elements, and able to harness more magicka for spells (a side effect of the transformation process).

The Rite of Unlife

Lichdom is achieved through the Rite of Unlife, an advanced ritual known only to a select few. Becoming a Lich is not a simple task, and simply learning the details of the Rite of Unlife is a difficult task. If a character manages to discover the secret (such as by finding a copy of the forbidden Tome of Unlife) then they can perform it themselves using the following steps:

Becoming a Lich essentially requires enchanting one's corpse with one's own soul. This is a three step process, and takes roughly two weeks. First, a number of minor rituals are performed which result in the character's soul being bound to a temporary storage vessel, known as a Phylactery. Second, the character must remain near the Phylactery for several days as the transfer of his soul completes.

Entry 4: The secret is mine! So long I searched, so hard I toiled, but I was a fool! I was right to forgo my studies for a more ardent devotion to prayer. Last night, as I sit in the throes of meditation, our great Sovereign did come to me! He passed to me the knowledge I have sought for so long! The secrets of transcendence were even more complex and arcane than even I could have imagined, and I will never transcribe them into any written work. Indeed, they have never been recorded! All my months of solitude were for naught, as the secret I so desperately sought could only be obtained through direct communication with our great Sovereign himself. Soon I will walk the earth as a Worm Eremite, serving the Sovereign in a state of endless undeath!

"The Path of Transcendence"

Finally, a third ritual is performed, ending at the exact moment the transfer completes. During this phase, the character dies, and his soul is re-bound to his corpse, granting him full Lichdom.

In game terms, the first stage requires a week long set of rituals to prepare the Phylactery, and the character's body, for the transition to undeath. Successfully completing these rites requires passing a -20 Necromancy skill test. The GM should make this test for the character in secret, and note the results.

The rites themselves will vary depending on the source from which the character learns of them, but they invariably require a number of gruesome components (the details of which are left to the GM).

The character must also choose an object to be their Phylactery. After the Phylactery is chosen and the preparatory rites are complete, the character is then bound to the Phylactery. If this object passes further than 3 meters away from them while they are bound to it, then the character is killed instantly and their soul destroyed.

The second stage simply requires that the character remain bound to the Phylactery for one week. The third and final stage is a ritual, completed on the last day of the second stage. Completing this ritual requires a Necromancy skill test with a -30 penalty, and several hours. The ritual culminates at the precise moment that the transfer of the character's soul to and from the Phylactery completes: the character is simultaneously killed and his soul is re-bound to his body. He is now a Lich, and is no longer bound to the Phylactery in any way: apply the appropriate effects.

If the character fails the test, failed the test for the rites in the first stage, or the ritual is interrupted somehow, then the Lich is killed instantly and their soul destroyed.

Playing a Lich

Characters can become Liches during the course of the game through the Rite of Unlife, or begin the game as a Lich through an elite advance (assuming they have permission from their GM).

Elite Advance: Lich

The character has embraced undeath.

Cost: 500 XP

Effect: The character is a Lich, apply the appropriate effects.

When a character becomes a Lich, apply the following changes to their character profile:

- Gain the Undead trait
- Gain the Resistance (frost, 100%) trait
- Gain the Resistance (shock, 50%) trait
- Gain the Resist Normal Weapons (50%) trait.
- Gain the Power Well (50%) trait

REACH MAGIC

Reach-magic is the term given to the magic practiced by the Reachmen of High Rock and Skyrim. Banned by the mages guild, Reach-magic is considered dangerous hedge-wizardry due to its primitive nature.

Briarhearts

Briarhearts are humans who have undergone a violent ritual to become directly tied with natural forces. As a result of the ritual their hearts are left exposed, but in exchange they lose their humanity and become empowered by spirits of vengeance.

Rite of the Briarheart

Allows a character to become a Briarheart. This ritual is known only to the savage Reachmen. It requires the creation of a ritual circle, at the center of which the subject lies on a stone tablet. The edge of the circle is marked with animal heads or idols of animal spirits (created from animal parts).

Next, the subject must consume a special poison made from plants found only in certain parts of the Reach. This paralyzes him and enables him to survive the process. At this point someone else must remove the subject's heart with a sacrificial knife and place it into a stone bowl, while replacing it with a large briar seed. Several incantations must be performed, which requires a Mysticism skill test at a -20 penalty: this removes a part of the subject's soul and binds a natural spirit of vengeance to their body. On success the subject will awaken from their deathly state as a savage Briarheart.

Playing a Briarheart

Characters can become Briarheart through the course of the game, or begin the game as one through an elite advance (assuming they have permission from their GM).

Elite Advance: Briarheart

The character has been merged with a primal spirit, which has changed both their body and soul.

Cost: 500 XP.

Effect: The character is a Briarheart, apply the appropriate effects.

When a character becomes a Briarheart, apply the following changes to their character profile:

- Gain the Undead and From Beyond traits
- Gain 15 Strength and Endurance
- Lose 15 Intelligence and Personality

If a Briarheart suffers at least a crippling wound to their exposed "heart" (counts as a hit location that can be targeted), they die. The heart must be exposed to nature, and while covered the character gains five levels of fatigue that cannot be removed.

Hagravens

Hagravens are creatures, once human, who have traded their humanity in exchange for access to powerful magic. The transformations they undergo infuse their entire beings with some element of that power. Those who undergo the ritual transform into a birdlike Hagraven, as a part of their very soul is changed. Hagravens are intelligent and cunning, but can fall back on a bestial side of themselves when threatened.

Rite of the Hagraven

Allows a character to transform themselves into a Hagraven. This ritual is known only to the witch-covens of the Reachmen, and only works on women.

The ritual requires the creation of a ritual circle. The center of the circle must be marked with a stone bowl containing the head of an animal, while the edge of the circle is marked either with animal heads or idols of animal spirits (created from animal parts).

The ritual also requires a sacrificial victim, who must be placed within the circle, facing north-east when the ritual is performed. Once night has fallen the character must slay the victim with a sacrificial knife, and place their heart into the stone bowl. Several incantations must be performed, which requires a Mysticism skill test. If this test is successful, the character who performed the sacrifice will begin their transformation (which takes approximately fifteen minutes).

Playing a Hagraven

Characters can become Hagravens through the course of the game, or begin the game as one through an elite advance (assuming they have permission from their GM).

Elite Advance: Hagraven

The character has been merged with a primal spirit, which has changed both their body and soul.

Cost: 500 XP. Female characters only.

Effect: The character is a Hagraven, apply the appropriate effects.

When a character becomes a Hagraven, apply the following changes to their character profile:

- Gain the Dark Sight trait
- Gain the Disease Resistance (50%) trait
- Gain the Natural Weapons (1d10+1, Pen 5) trait
- Gain the Power Well (50%) trait
- Gain the Disturbing Voice negative trait
- Gain the Ugly (3) negative trait
- Gain 10 Intelligence
- Gain 10 Strength

SHADOW MAGIC

An obscure but powerful form of magic, Shadow Magic was discovered by Azra Nightwieler: the first mage to realize that shadow was not simply an absence of light, but a reflection of possible worlds created by forces in conflict. Shadows can be produced by any number of mundane, or more powerful, forces. Shadow Magic involves the manipulation of shadows in order to affect the forces creating it. Shadow mages can potentially change the past, present, and future in this way. Shadow Magic is most common around the Hammerfell-Skyrim-High Rock border, and is rarely seen elsewhere.

CONVERGENCE RATING (CR) is the measure of a character's raw ability to manipulate shadow: the higher his CR the more powerful he will be. CR is measured on a scale of 1-10, and is represented by the Convergence Rating (X) trait. CR plays an important role in the use of congruence powers and congruence rituals both abilities that manipulate shadows in order to produce certain effects.

Playing a Shadow Mage

In order to purchase any Shadow Magic talents, have a Convergence Rating, or utilize Congruence Powers or Rituals, a character must have the Shadow Mage elite advance.

Elite Advance: Shadow Mage

The character has learned the secrets of the shadows, and may wield Shadow Magic.

Cost: 400 CrP. Additionally, the character must train the Lore Skill and the Shadow Magic specialization for that skill using their CrP.

Effect: The character gains the Convergence Rating (1) trait.

Trait: Convergence Rating (X)

A character with this trait has the ability to converge alternate realities to change his own world through the use of Shadow Magic. The X value of the trait, which ranges from 1-10, represents his raw ability to do so.

Shadow Magic Talents

Shadow Magic talents improve a character's ability to manipulate the shadows through the use of shadow magic.

Abridged Congruence

The character is able to perform the necessary motions to manipulate the shadows with only one hand.

Level (G. Characteristics): Journeyman (Willpower)

Effect: The character ignores any penalties to Shadow Magic skill tests for using congruence powers or performing congruence rituals with only one hand.

Mental Congruence

The character has learned to manipulate the shadows with thoughts alone, casting aside the tools used to prop up weaker mages.

Level (G. Characteristics): Expert (Willpower)

Requires: Abridged Congruence

Effect: The character may utilize congruence powers or congruence rituals without any of the usual somatic components, simply enacting the patterns mentally with none of the usual penalties.

Shadow Caster

The character is skilled in manipulating the forces of shadow, but finds the ritual format too constraining.

Level (G. Characteristics): Journeyman (Willpower)

Effect: The character gains a +10 bonus to all power tests to use congruence powers, but takes a -10 penalty to all ritual tests made to perform congruence rituals.

Sublime Congruence

The character improves their connection to the shadows around them, manipulating them for his own gain.

Level (G. Characteristics): Varies (Willpower)

Effect: The character increases the X value of their Convergence Rating (X) trait by one. The character can purchase this talent more than once. This talent begins at the Novice level, and gains a level each time a character purchases it, to a maximum of Master. This talent can be purchased more than once at the master level, to a maximum Convergence Rating value of ten.

Shadow Sense

The character has picked up the habit of monitoring the currents of the shadows around him, and is able to detect when they're being manipulated.

Level (G. Characteristics): Journeyman (Perception)

Effect: The character can make an Observe skill test in order to detect when other characters use congruence powers within a number of kilometers equal to the X value of his Convergence Rating (X) trait. On success, his degrees of success determine how accurately he can place the location of the other shadow mage and determine the nature of the power used.

Harmonic Safeguards

The character is able to fetter his power in such a way as to entirely protect himself from Disharmony.

Level (G. Characteristics): Adept (Willpower)

Effect: If the character fetters the CR of a congruence ritual or congruence power to half of his Convergence Rating (round up) or lower when, he cannot trigger Disharmonies.

Using Congruence Powers

CONGRUENCE POWERS are the result of a shadow mage twisting shadows in order to affect the forces that created them, meaning that little is out of reach for a competent shadow mage. This does not require magicka, as the art of Shadow Magic is based entirely within a character's will. When a character uses a congruence power, he determines how much of his ability to commit to the power, and then makes a test to determine if he bends the shadows to his will.

In structured time, congruence powers are utilized with the Cast Magic action. To use a power follow these steps:

Step 1: Determine Convergence Rating for the Power

First, the character must decide how much of his power (CR) he is committing to the specific congruence power he is trying to manifest. A character may choose a value, at least one and no more than his maximum CR, to use as his CR for the power. For each point lower the chosen CR is than his maximum CR, he receives a +10 bonus to the power test.

Pushing

When determining the CR of a congruence power, a character can choose to push his limits. If he does so, he strains his own limits, disregarding safety in order to influence the shadows more directly. When pushing a congruence power in this way, the power automatically triggers a minor disharmony. Failure on the power test automatically triggers a major disharmony. For each point higher the chosen CR is than his max CR, the character receives a -10 penalty to his power test.

Fettering

When determining the CR of a congruence power, a shadow mage can choose to fetter his power. If he does so, he limits himself to ensure the safe use of his power. For each point lower the chosen CR is than his max CR, the character receives a +10 bonus to his power test.

Step 2: Make Power Test

Next, the character makes a power test. This is a Willpower test which is made at a +10 bonus for each point the power's CR is below the character's CR, or a -10 penalty for each point it is above it. This is also modified by the power's listed difficulty.

Additionally, if he rolls doubles, the power triggers a minor disharmony. If the character fails by more degrees of failure than his Willpower bonus and also rolls doubles, or simply rolls a critical failure, the power triggers a major disharmony.

Somatic Components

If the character is using the power without speaking any incantations, by thought alone, the power test suffers a -20 penalty.



Using a power requires that the character have both hands free, and using a power with only one hand imposes a -10 penalty on the power test.

If the character is using the power without any hand motions, either in order to remain still, because he cannot use his hands, or because he is holding something in both hands, the power test suffers a -20 penalty.

Opposed Power Tests

Some powers will call for an opposed test. For these powers, the character and his target make an opposed test, the character using his Willpower and the target using a skill or characteristic specified by the power. The character is still affected by all of the normal modifiers from CR, and can still trigger disharmony (though his opponent cannot).

Step 3: Power Results

On success, the character manifests the power and applies its effects.

Disharmony

If a disharmony was triggered by the power test, roll a d100 on the appropriate table (either minor or major, both of which can be found in the next section) and add the CR of the power to determine the effects. The power is still manifested unless otherwise specified by the result of the disharmony roll.

Performing Congruence Rituals

CONGRUENCE RITUALS are similar to congruence powers, but they require more preparation and focus to utilize. This does not, however, require magicka, as the art of Shadow Magic is based entirely within a character's will.

When a character uses a congruence ritual, he determines how much of his ability to commit to the power, and then makes a test to determine if he bends the shadows to his will.

In structured time, congruence rituals are utilized with an extended Cast Magic action, the length of which is specified by the ritual's duration. To perform a congruence ritual, follows these steps:

Step 1: Determine Convergence Rating for the Ritual

First, the character must decide how much of his power (CR) he is committing to the specific congruence ritual he is trying to perform. A character may choose a value, at least one and no more than his maximum CR, to use as his CR for the ritual. For each point lower the chosen CR is than his maximum CR, he receives a +10 bonus to the ritual test.

Pushing

When determining the CR of a Convergence Ritual, a character can choose to push his limits. If he does so, he strains his own limits, disregarding safety in order to influence the shadows more directly. When pushing a Convergence Ritual in this way, the ritual automatically triggers a minor disharmony. Failure on the ritual test automatically triggers a major disharmony. For each point higher the chosen CR is than his max CR, the character receives a -10 penalty to his ritual test.

Fettering

When determining the CR of a Convergence Ritual, a character can choose to fetter his power. If he does so, he limits himself to ensure the safe conduct of the ritual. For each point lower the chosen CR is than his max CR, the character receives a +10 bonus to his ritual test.

Step 2: Make Ritual Test

Next, the character makes a ritual test once he reaches the end of the ritual. This is a Willpower test which is made at a +10 bonus for each point the ritual's CR is below the character's CR, or a -10 penalty for each point it is above it. This is also modified by the ritual's listed difficulty.

Additionally, if he rolls doubles, the power triggers a minor disharmony. If the character fails by more degrees of failure than his Willpower bonus and also rolls doubles, or simply rolls a critical failure, the power triggers a major disharmony.

Additionally, each congruence ritual requires a ritual focus. This is an item that focuses and amplifies the forces involved in the ritual. The nature of this item is left to the GM (though he should feel free to pass this decision off to the player performing the ritual), but it should be in some way thematically related to the ritual being performed. This can be anything from a human heart to an ornate tattoo created on the body of the character performing the ritual. The only limit is the GM's and/or player's imagination.

Somatic Components

If the character is performing the ritual without speaking any incantations, by thought alone, the ritual test suffers a -20 penalty.

Performing a ritual requires that the character have both hands free, and performing a ritual with only one hand imposes a -10 penalty on the ritual test.

If the character is performing the ritual without any hand motions, either in order to remain still, because he cannot use his hands, or because he is holding something in both hands, the ritual test suffers a -20 penalty.

Step 3: Ritual Results

On success the character has performed the ritual correctly, and applies its effects.

Disharmony

If a disharmony was triggered by the ritual test, roll a d100 on the appropriate table (either minor or major, both of which can be found in the next section) and add the CR of the ritual to determine the effects. The ritual is still manifested unless otherwise specified by the result of the disharmony roll. Add 10 the result of any disharmony table rolls incurred through the use of a congruence ritual (to a maximum result of 99).

Disharmony Tables

If a disharmony was triggered by a power test, roll a d100 on the appropriate table (either minor or major), both of which can be found on the next page, and add the CR of the power to determine the effects. The power is still manifested unless otherwise specified by the result of the disharmony roll.

"Shadow magics by their nature will twist on their casters and so do the words of the magic's practitioners."

Jagar Tharn

Minor Disharmony

Result	Effect
0-3	For the next 10 minutes, all characters seem to see figures, resembling people, lurking in the shadows in the area around the character.
4-5	For the briefest of moments, all shadows within 50 meters disappear completely, only to return a few seconds later.
6-8	A shadow bends around the character, coiling around him like a snake, for 1d5 minutes.
9-11	All people within 50 meters feel a shiver run down their spine.
12-14	All animals within 100 meters take on a sinister look and begin to behave erratically for 1d5 minutes as shadows flock to them.
15-17	A single random object within 2d10 meters of the character disappears only to be replaced with something from another reality. The trade is completely random, and left to the GM to determine.
18-20	All people within line of sight of the character have a trivial memory torn from them forever.
21-23	Food and plants within 25 meters begin to rapidly rot away.
24-26	All lights within 50 meters go out, smothered by shadows.
27-29	For a brief moment (one round), it seems to everyone within 30 meters of the character that night has fallen, plunging the area into total darkness.
30-32	Mirrors and windows within 25 meters of the character show strange, rippling visions of alternate worlds.
33-35	Everyone in sight, including the character, feels a terrible pain in their chest. They gain the stunned condition for 1 round.
36-38	The character's features take on a dark appearance, as the shadows contort his visage into that of a monster. He gains the Terrifying (-10) trait until the end of the next round.
39-41	The character vanishes, only to re-appear moments later (at the end of the next round) from within a random shadow within 50 meters of his starting position.
42-44	Everyone within sight, including the character, gains a level of fatigue, and notices that they seem to be casting more shadows than they should.
45-47	Shadows begin to bleed from the walls and well up from the ground within 15 meters of the character. If there are paintings or statues of people, they appear to be crying shadows. All who witness this must make a fear test.
48-50	The shadows lash out against the disharmony, and all people within sight of the character, including the character himself, must pass an Agility test or be knocked prone.
51-53	Smothering shadows fill the air, cloaking the area within 30 meters in total darkness for 1d5 rounds. The character is thrown 1d10 meters into the air by tendrils of shadow.
54-56	Shadowing apparitions fill the air within 15 meters of the character, wailing as if tormented. All people witnessing this must make a fear test with a -10 penalty.
57-59	Pitch black rifts open in the air within 10 meters of the character, lifting everyone into the air and threatening to swallow them into whatever dark dimension they lead to, only to vanish seconds later. Everyone affected falls 1d10 meters.
60-62	Shadows contort violently around the character, releasing a deafening shriek that can be heard up to a kilometer away. This shriek shatters glass, and forces everyone to make an Endurance test or become deafened for 1d10 rounds.
63-65	The character's own shadow grabs him and thrashes him around violently for 1d5 rounds, he must make an Endurance test or gain 1d5 levels of fatigue.
66-68	For a split second the world changes appearance, and everyone within 50 meters gets a glimpse of the countless terrifying realities that lie beyond the veil of shadows. All affected characters must make a fear test with a -20 penalty.
69-71	All light sources, magical or otherwise, within 50 meters go out. No light can penetrate the area within 15 meters of the character for 1d10 rounds.
72-74	All characters within 20 meters, excluding the character, gain the Frenzied condition as their alternate selves bleed through from beyond the veil of shadows.
75+	The character causes a major disharmony: roll on the major-disharmony table (adding the CR of the power).

Major Disharmony

Result	Effect
0-5	The character's shadow begins to scream as visions of uncountable realities flash before the character's eyes only to be forgotten a moment later. The character must make a Fear (-10) test.
6-9	Baleful shadows course through the character, inflicting torment upon him. The character must make an Endurance test or gain the stunned condition for DoF rounds.
10-13	Visions of alternate realities bleeding through, and the character's friends and foes appear to him to be terrible monsters of shadow. The effect lasts 1d5 rounds and he must make a fear test with a -20 penalty.
14-18	A specter of darkness appears, cursing the character for his hubris, and strikes him down with ice cold tendrils of shadow. He takes 3d10+5 frost damage to a random hit location.
19-24	The character completely loses control of the shadows around him, and they lash out at his mind. He cannot use any other congruence powers for the next 1d5 hours.
25-30	The character's mind is whisked away to another reality, leaving him unconscious. Each round he may test Willpower to attempt to return to reality, but if he fails with degrees of failure beyond his Willpower bonus, his mind is lost forever.
31-38	The character winks out of this reality and re-appears 2d10 rounds later. Where did he go? Nobody knows!
39-46	The shadows strike back at the character, and turn his power against him. Redirect the power that caused this Disharmony against the character. If such a thing isn't possible, the character takes 2d10+5 Impact damage to a random hit location (unmitigated by armor).
47-55	Dark beings appear from all shadows within 20 meters, whispering the unfathomable secrets of other realities to anyone unlucky enough to hear them. Everyone affected must make a Fear (-20) test.
56-61	A random person within 50 meters is suddenly swapped with another version of themselves from an alternate reality. This effect only ends when the intruder is slain, or after five minutes when the original returns (though the double might still be around!). They return with the dazed condition for 1d10 rounds.
62-67	A wild and dangerous Shadow Horror (see the INHABITANTS OF TAMRIEL supplement) pops into existence within 15 meters of the character, and persists for 2d10 rounds or until it is slain. It detests the character, and will attack him whenever possible.
68-72	All characters within 50 meters take 2d10 impact damage that ignores armor as they are assaulted by their own shadows.
73-78	All shadows within 25 meters reveal their true forms, showing the myriad possibilities of other realities. All characters witnessing this must make a Fear (-20) test. This effect lasts 1d5 rounds, and characters must make the test each round they are exposed until they fail one (though they can close their eyes to avoid it). All shadow magic powers used in the area automatically cause a minor disharmony.
79-82	The character blinks out of existence for 1 round, returning with none of his belongings, and a broken mess of a body. He takes 4d10 impact damage that ignores armor, and appears to have suffered years of torture. He is mentally and physically scarred by the ordeal.
83-86	Each character within 100 meters suffers from a distorted perception of reality, as shadows shift and present false visions, or visions of another world, to them. Each round for 2d10 rounds, everyone affected must make a Willpower test or succumb to this new reality. What this entails is left to the GM.
87-90	A Sliver of Umbra'Keth (see the INHABITANTS OF TAMRIEL supplement) appears within 30 meters of the character. Its sole purpose is to kill the character or be destroyed in the attempt.
91-96	The character sinks into the darkness of his own shadow until he is completely gone. Once inside whatever alternate reality he has been pulled into, he must make a Willpower test with a -50 penalty. On success, he has a chance to find his way back, though this takes time (either play a short session for the player later, or simply rule that he returns after 3d10 days, battered and bruised). On failure, he is lost forever.
97-98	The character's own shadow is destroyed, and the shock from losing his link in the middle of manipulating the innumerable shadow realms kills him instantly.
99	A Sliver of Umbra'Keth (see the INHABITANTS OF TAMRIEL supplement) appears where the character once was, destroying him instantly as it explodes from his shadow. It will attack all characters around it until it is brought down.

Congruence Powers

Congruence powers are particular ways in which a shadow mage can manipulate shadows in order to produce a certain effect. Unlike normal magic, they do not use magicka; shadow magic is less concerned with manifestation and more concerned with manipulation.

A character can only use congruence powers that he has learned. Any character with a Convergence Rating of one or higher can learn powers by spending XP/CRP. While congruence powers may be magic, they do not count as spells for the purposes of other effects.

Blink

The character reaches into the shadows, using them to speed his journey through their currents.

Cost: 100 XP

Difficulty: +0

Effect: Character vanishes, and then reappears at target location within up to (CR times 5) meters of his starting location. If this would put the character within melee range of another character, they may choose to become engaged in melee with that character. Any characters that the character becomes engaged with in this fashion must pass an Agility test in order to be able to make reactions against him during this turn. The character must be able to see his target location.

Foreboding

The character is connected to the shadows around him, which allows him to see danger coming.

Cost: 75 XP

Difficulty: -20

Effect: After a successful attack test is made against the character, but before the character has made his defense test, the character can use this power as a free action. On success, subtract the CR of the power from the degrees of success gained on the attack test. If this would reduce the attacker's degrees of success to zero or lower, the attacker counts as having failed the attack test. The character does not need to be aware of the attack to use foreboding, though it may only be used once in response to a single attack. If the attack is still successful after this, the character may still attempt to defend as normal, but the attacker uses the reduced degrees of success when calculating the results of the combat roll.

Invisibility

The character hides himself in the shadows.

Cost: 25 XP

Difficulty: +10

Effect: The character gains the Invisible condition for a number of minutes equal to the CR of the power.

Mirror Image

The character twists the shadows around him, presenting multiple images of himself to others.

Cost: 50 XP

Difficulty: +10-(10*X)

Effect: Character chooses a duration X. Creates an illusory duplicate of the character. The duplicate emerges from within the character, and may be controlled as a free action (the character can see what his double sees). It may not move more than CR kilometers away from the character. Other characters must pass a Perception test with a -5 penalty for each CR in order to determine which of the two images is real (they must only make this test when first encountering the duplicate and the original together). The duplicate persists for X minutes.

Prescience

The character can see the reflection of future events amongst the forces that shape the shadows around him.

Cost: 50 XP

Difficulty: +10

Effect: The character sees a vision of his own immediate future hidden within the shadows. The vision lasts a number of seconds equal to the CR of the power, and can look into the character's future up to CR hours. The higher the CR, the more the character can control what the visions focus on.

"Azra was the first to realize that shadows were not a mere absence of light but a reflection of possible worlds created by forces in conflict. A light strikes a rock, and the shadow is a record of their clash, past, present and future."

Other conflicting forces produced less obvious shadows, fire and water, wind and rock, or nations at war. With skill and patience, the shadows of all could be read, and patterns teased out, emphasized or eradicated. Manipulating a shadow could, through contagion, manipulate the object or force which cast it."

"First Scroll of Shadow"

Shadow Armor

The character cloaks himself with the myriad possibilities of the shadow, making it more difficult to land a substantial hit on him.

Cost: 75 XP

Difficulty: -10-(10*X)

Effect: The character chooses a duration X. During this time, attack tests made against the character suffer a -5*CR penalty. This effect lasts for X minutes.

Shadow Drain

The character uses translocation techniques to siphon essence from the target into himself.

Cost: 75 XP

Difficulty: +0-(10*X)

Effect: Character chooses a range X. Target character within up to (X times 5) meters takes 2*CR Trauma instantly, and the character removes that much Trauma (counts as magical healing).

Shadow Meld

The character merges himself with pieces of himself from another reality, enhancing some of his abilities.

Cost: 75 XP

Difficulty: +0

Effect: The character gains the fortified characteristic (X) condition for the chosen characteristic where X is five times the CR of the power.

Shadow Sight

The character opens his eyes to the secrets of the shadows around him, augmenting his perception.

Cost: 50 XP

Difficulty: +20-(5*X)

Effect: The character chooses a duration X. The character can see through shadows, effectively meaning he can see through solid objects. He also gains the Unnatural Senses (Life, X) trait where X is equal to the CR of the power times 10. This effect lasts X minutes.

Shadow Weapon

The character bends the shadows to his will, forming a fearsome dark weapon.

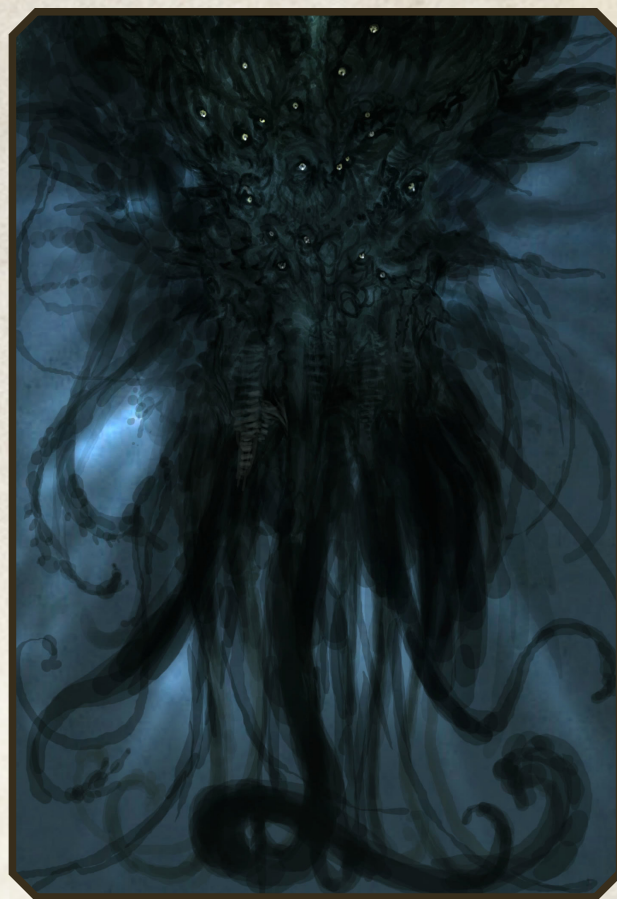
Cost: 75 XP

Difficulty: -10-(5*X)

Effect: Character chooses a duration X. Summons a weapon with the type of the caster's choice, using the Penumbic weapon material specified below to complete the profile. If the weapon would leave the character's reach, it vanishes. The weapon may be dismissed by the character at will. Hits with the weapon do not add the character's Damage Bonus to the damage dealt: instead add the CR of the power. The item persists for X minutes, or until the character who summoned it is killed.

Penumbic Weapons

Dam Mod.	Pen mod.	Qualities
+10	+5	Dire



Summon Shadow Horror

The character brings forth a creature that live in the shadows, born from the myriad forces that shape them.

Cost: 75 XP

Difficulty: +0, or +20 if the character chooses to simply unleash the horror instead.

Effect: A Shadow Horror (see the **INHABITANTS OF TAMRIEL** supplement) appears within five meters of the caster: it must obey the commands of the character while it is in this plane. The creature persists for CR minutes, or until the character who summoned it dies, and then vanishes. Alternatively, the character can choose to simply unleash the Shadow Horror. The Shadow Horror appears within five meters of the caster: it does not obey the character's commands and is hostile to all characters. The creature persists for CR minutes and then vanishes.

Twist Fortune

The character turns the shadows against his target, and they work subtly to foil his every action.

Cost: 50 XP

Difficulty: +10

Effect: The character chooses a single target within (20 times CR) meters. If the target fails the opposed test, he is plagued by misfortune for CR rounds: constantly tripping over himself, and generally fumbling in everything he does. The exact effects are left to the GM.

Congruence Rituals

Congruence rituals are particular ways in which a shadow mage can manipulate shadows in order to produce a certain effect. Unlike normal magic, they do not use magicka; shadow magic is less concerned with manifestation and more concerned with manipulation.

Learning Congruence Rituals

A character can only use congruence rituals that he has learned. Any character with a Convergence Rating of one or higher can learn rituals by spending XP.

Congruence Rituals

Congruence rituals count as magic, though they are not normal rituals.

Bind Shadow Weapon (30 minutes)

The character bends the shadows to his will, forming a fearsome dark weapon and binding it to his reality.

Cost: 75 XP

Difficulty: -30

Effect: Summons a weapon with the type of the caster's choice, using the Penumbraic weapon material (see Shadow Weapon) to complete the profile. The weapon may be dismissed by the character at will. Hits with the weapon do not add the character's Damage Bonus to the damage dealt, instead add the CR of the power.

Precognition (2 minutes)

The character can see the reflection of future events amongst the forces that shape the shadows around him.

Cost: 50 XP

Difficulty: +0

Effect: The character sees a vision of his own future hidden within the shadows. The vision lasts a number of seconds equal to twice the CR of the ritual, and can look into the character's future up to CR days. The higher the CR, the more the character can control what the visions focus on.

Shadow Gate (1 hour)

The character binds the shadows, securing an object from prying eyes and the fingers of thieves.

Cost: 100 XP

Difficulty: -20

Effect: Character creates an impenetrable shadow gate over target door, chest, or other container or portal. This shadow gate lasts forever, and can only be opened by a shadow key or by the character that created it (with a free action).

Shadow Double (30 minutes)

The character forcibly moves an alternate version of someone from another reality to this one. The party in question is usually not happy with this arrangement.

Cost: 100 XP

Difficulty: -30, with an additional -20 penalty if the target is another character.

Effect: The character being doubled must be chosen as the ritual focus, and thus must take part in the ritual. The character performing the ritual can choose to double themselves.

Forcibly pulls an alternate version of target character into this reality. The higher the CR, the less divergent from this reality's version of the character the alternate version will be. The exact nature of this character is left entirely to the GM. The GM has complete control over their actions, unless he deems that the character is an exact or near exact duplicate of one of the PCs, in which case the player in question may control themselves and their double.

The double enters the world in a pure black "shadow" state (though they are fully physical) and slowly gains color and detail over an hour as they adapt to this plane.

Characters exposed to alternate versions of themselves must make a fear test with a +20 bonus, and an additional -5 penalty for each CR above 4: the more exact the duplicate, the more Traumatizing the effect. If the character performing the ritual is duplicating themselves, they are exempt from this requirement. If the alternate version of the character dies, they return to their realm "reset" to the state they were in when they were removed from it.

"... Azra attempted what had never been done before, manipulating his own shadow to such an extent that he instantiated and melded all possible Azras at the same time, crossing over from this singular existence to all the existences in shadow."

"Second Scroll of Shadow"



Shadow Portal (10 minutes)

The character shapes the shadows so that he may pass through their realms in an instant to cross great distances.

Cost: 75 XP

Difficulty: -20, with an additional -20 penalty if the desired destination is in another plane or dimension.

Effect: Creates a portal, within 5 meters of the character, which tunnels through the shadows to target location (the location can be anywhere the character has visited before, as long as they can clearly picture it in their mind).

When the first character passes through the portal, the character who created it must make an Intelligence test, the difficulty of which is determined by the GM based on how long it has been since the character was at the target location, how far away the location is, his state of mind when the portal was created, other circumstances, and so forth. If he passes this test, then the character (and any subsequent ones) who passes through this portal arrives at the desired destination instantly. On failure, the GM may choose an alternate destination (the nature of which is left to their discretion). The character makes this test at a +5 bonus for each CR.

Anyone passing through the portal must make a Willpower test with a -20 penalty or suffer a minor disharmony when they emerge (adding their degrees of failure to the result on the table). The portal persists for 5 minutes, or until the character who created it closes it (which may be done at will, instantly).

Shadow Scry (5 minutes)

The character peers through the shadows themselves, casting his gaze across the world.

Cost: 50 XP

Difficulty: -10

Effect: The character sees events currently happening somewhere else: the higher the CR the more the character can control what his vision centers on, and the more detail he receives from the vision. The vision lasts a number of seconds equal to three times the CR of the ritual. This counts as "visiting" a location for the purposes of a choosing a target for the Shadow Portal power.

Shadow Walk (10 minutes)

The character walks through the myriad alternate realities that exist within the shadows, entering one of them.

Cost: 75 XP

Difficulty: -20, with an additional -20 penalty to send another character.

Effect: The character performing the ritual is the focus for this ritual. The character shadow walks to another, alternate reality. Their physical body vanishes from this world, and appears in another. Given the infinite number of possible realities, choosing one specifically is quite difficult, as most are indistinguishable. The character using the ritual may specify the nature of the target reality, and the higher the CR of the ritual the more accurately they're able to choose the reality they enter.

If the character fails the test with degrees of failure less than or equal to their Willpower bonus, the ritual still manifests: the GM should adjust the effective CR of the ritual (-1 for each degree of failure) and then determine the effects based on this new CR. The character does not know that they erred in any way. Failure with degrees of failure in excess of their Willpower bonus means the ritual simply does not manifest its effects.

The only way for a character to return to his original reality is to use this ritual to get back, though a CR of 5 is sufficient to send the character home due to his connection to his original realm.

SHEHAI SHEN SHE RU

The Shehai Shen She Ru, or “Way of the Spirit Sword,” is the culmination of the art of sword-singing, practiced by ancient Redguards in Yokuda known as sword-singers. The greatest of the sword-singers were known as Ansei, or “Saints of the Sword.”

There are several dimensions to the Shehai Shen She Ru, each a step on the path to the title of Ansei.

First is a simple devotion to swordsmanship. This is how every sword singer begins his journey: through intense study, and eventual mastery, of the art of the blade. In game terms, this means that characters can utilize the Shehai Shen She Ru skill (with either Strength or Agility) as if it were the Combat Style [Field] skill whenever wielding any type of sword (larger or smaller weapons, such as daggers and greatswords, also count).

Second is the use of special magic techniques of the blade known as **ABERRANT SWORDSMANSHIP**. These techniques are feats of swordsmanship that go far beyond the capabilities of a normal man. The sword-singer accomplishes this by using a sword in a way that a sword simply cannot be used, an art that obviously takes extensive practice. The sword singer may perform these techniques with any sword, and they all require the use of the Shehai Shen She Ru skill.

Third, the culmination of the Way of the Spirit Sword, is the **SHEHAI**, the spirit sword itself. The Shehai is a literal spirit sword: a part of the soul of the sword-singer made manifest. A character who combines the Shehai with the many techniques of Aberrant Swordsmanship has become a true Ansei. Manifesting the Shehai also requires the use of the Shehai Shen She Ru skill.

The following sections will deal with the latter two aspects of the Shehai Shen She Ru: Aberrant Swordsmanship, and manifesting the Shehai.

Playing a Sword Singer

In order to train the Shehai Shen She Ru skill, purchase any of the related talents, or use any of the related abilities, a character must possess the Sword-Singer elite advance:

Elite Advance: Sword Singer

The character is a sword-singer: they have devoted themselves to Shehai Shen She Ru.

Cost: 500 CrP (non Redguards must also burn 15 Luck and obtain GM permission).

Effect: The character gains the ability to train the Shehai Shen She Ru skill, learn and use Techniques of Aberrant Swordsmanship, and learn Shehai talents.

Skill: Shehai Shen She Ru (Strength, Agility, Willpower)

The Shehai Shen She Ru, or “Way of the Spirit Sword,” is the culmination of the art of sword-singing, practiced by ancient Redguards in Yokuda known as sword-singers. The greatest of the sword-singers were known as Ansei, or “Saints of the Sword.” The core of the Shehai Shen She Ru is a simple devotion to swordsmanship. This is how every sword singer begins his journey: through intense study, and eventual mastery, of the art of the blade.

Characters can utilize the Shehai Shen She Ru skill (with either Strength or Agility) as if it were the Combat Style [Field] skill whenever wielding any type of sword (larger or smaller weapons, such as daggers and greatswords, also count).

Shehai Talents

These talents enhance the character’s use of the abilities granted to them by the Way of the Spirit Sword. In order to purchase or use any of these talents, a character must first possess the Sword-Singer elite advance.

Aberrant Adept

The character is able to attempt the myriad techniques of Aberrant Swordsmanship without tiring as easily.

Level (G. Characteristics): Journeyman (Willpower)

Effect: The character only ever gains one level of fatigue from failed Technique tests.

Ansei of the First Level (Weapon Type)

The character is able to manifest a barely visible, and relatively weak, spirit sword.

Level (G. Characteristics): Adept (Willpower)

Effect: The character chooses a weapon type when this talent is purchased (must be some kind of sword). The character may manifest a first level Shehai of the chosen weapon type. The character may only ever purchase this talent once.

Ansei of the Second Level (Weapon Type)

The character is able to manifest a spirit sword.

Level (G. Characteristics): Expert (Willpower)

Requires: Ansei of the First Level (Weapon Type)

Effect: The character may manifest a second level Shehai of the weapon type specified by the Ansei of the First Level talent. The character may have up to 2 Shehai (Effect) talents. The character may only ever purchase this talent once.

Ansei of the Third Level

The character is able to manifest a powerful spirit sword.

Level (G. Characteristics): Master (Willpower)

Requires: Ansei of the Second Level (Weapon Type)

Effect: The character may manifest a third level Shehai of the weapon type specified by the Ansei of the Second Level talent. The character may have up to 4 Shehai (Effect) talents. The character may only ever purchase this talent once.

Shehai (Effect)

The character can manifest a Shehai tuned to their own style.

Level (G. Characteristics): Journeyman (Willpower)

Effect: When the character purchases this talent, choose one of the following effects. This talent may be purchased multiple times, but not with the same effect.

- **Aberrant:** Character gains a +10 bonus to technique tests when using the Shehai.
- **Blinding:** Character's Shehai gains the Sunlight quality.
- **Burning:** The character can, as a free action, change the composition of his Shehai. When he does this, hits with the Shehai deal fire damage instead of rending damage.
- **Cleaving:** Hits from the character's Shehai gain 10*Level (min lvl 2) Penetration. Hits from the character's Shehai as part of a technique ignore armor.
- **Concussive:** Character's Shehai gains the Concussive quality.
- **Electrifying:** The character can, as a free action, change the composition of his Shehai. When he does this, hits with the Shehai deal shock damage instead of rending damage.
- **Freezing:** The character can, as a free action, change the composition of his Shehai. When he does this, hits with the Shehai deal frost damage instead of rending damage.
- **Proven:** Character's Shehai gains the Proven (WpB) quality.
- **Reach:** The character wielding the Shehai may, as a free action, increase or decrease its Reach category (though it must remain within one step of its base Reach).
- **Soul Rending:** Hits with the character's Shehai treat the target's Wound Threshold as being equal to twice their Willpower bonus (instead of its usual value).
- **Stable:** Character's Shehai gains the Superbly Balanced quality.
- **Tearing:** Character's Shehai gains the Tearing quality.
- **Venomous:** Hits with the Shehai deal poison damage instead of rending damage.

"In my cradle I could form the Shehai, the spirit sword - The mystical blade, mine formed of pure thought serpents intertwined with vines of roses to form the blade."

From The Memory Stone of Makela Leki

Aberrant Swordsmanship

The abilities that a student of Aberrant Swordsmanship can learn are known simply as **TECHNIQUES**. Using a technique requires a sword of some kind, either a physical one or a Shehai, and the use of the Shehai Shen She Ru skill. Some techniques are passive abilities, while others are active.

Techniques count as magic, though they are not spells, and should thus be placed in the appropriate section of your character sheet. Characters may learn techniques with XP. Once a character has learned a technique, he may use it whenever he wants. Some techniques require that characters already know other techniques, or meet certain characteristic score requirements, before they may be learned or used.

There are two types of techniques: passive techniques and active techniques. **PASSIVE** techniques simply apply some kind of bonus or effect to the character once they have been learned, though some of them must be activated (as free actions at the beginning of a turn or round) in order to provide their effect, and a character must be wielding some kind of sword in order to benefit. **ACTIVE** techniques are specific abilities that must be used, and call for a skill test.

During structured time, active techniques may be utilized with the Cast Magic action unless otherwise specified. **Any attacks they generate can win special effects as normal, and they do not allow for attacks of opportunity.** Using an active technique requires that the character follow these steps:

Step 1: Choose Technique

First, the sword-singer must choose a technique to utilize. They may only choose a technique that they have learned, and that they meet the requirements for. A character must be wielding a sword of some kind in order to utilize techniques.

Step 2: Make Technique Test

Next, the character makes a Shehai Shen She Ru skill (WP) skill test. This test is modified by the technique's difficulty as specified in the technique's profile.

Step 3: Resolve Technique

If the technique test was successful, apply the effects of the technique as specified in the technique's profile.

If the character failed the technique test, they gain X levels of fatigue, where X is one plus one for each degree of failure above the character's rank in the Shehai Shen She Ru skill.

Techniques

This section gives an overview of each technique of Aberrant Swordsmanship that a character may learn. A character can only use techniques that he meets the requirements for. Characters who meet these requirements may learn techniques with XP. Remember that techniques count as magic, though they are not spells, and should thus be placed in the appropriate section of your character sheet.

The Thirty-Eight Grips

Type: Passive

Requires: Shehai Shen She Ru (Apprentice)

Cost: 200 XP

At the beginning of a round during combat, the character may choose to have one of the following effects apply until the beginning of the next round:

- The character receives an additional degree of success on successful attack tests made with Shehai Shen She Ru.
- The character receives an additional degree of success on successful defense tests made with Shehai Shen She Ru.
- Attacks the character makes have the Tearing quality.
- Attacks the character makes have the Proven (4) quality.
- Attacks the character makes gain 5 armor penetration.

The Seven Hundred and Fifty Offensive Positions

Type: Passive

Requires: Shehai Shen She Ru (Novice)

Cost: 200 XP

Effect: Whenever the character succeeds an attack test made with Shehai Shen She Ru, he gains an additional degree of success.

The Eighteen Hundred Defensive Positions

Type: Passive

Requires: Shehai Shen She Ru (Novice)

Cost: 200 XP

Effect: Whenever the character succeeds a defense test made with Shehai Shen She Ru, he gains an additional degree of success.

The Nearly Nine Thousand Moves

Type: Passive

Requires: Shehai Shen She Ru (Apprentice)

Cost: 300 XP

Effect: Once per round, if the character fails an attack or defense test made with Shehai Shen She Ru, he may reroll the test (but he must accept the new result).



The Ephemeral Feint

"Breathe in and then forget the breath; you cannot replace it until he is down, to fight as if dead: second principle of pneumansu."

Type: Active (activated as a Free Action)

Requires: Shehai Shen She Ru (Apprentice)

Cost: 150 XP

Difficulty: -10, with a -10 penalty for each activation beyond the first within the same round

Effect: This technique is activated as a free action, but only after an opponent lands an attack successfully. The character may choose where the opponents' hit lands, regardless of what the original hit location would have been. If the character redirects a hit to an arm holding a shield, he may choose to have the AR of the shield added to the AR of his arm. The use of this technique also negates the use of the Called Shot action, or any special effects that would allow the attacker to determine his hit location. This may only be activated once for any given attack.

The Zero-Sum Interrupt

"Can you even do that, silly raga?"

"Test me."

"No," Vivec said, "For I would prefer to imagine that you could. It would mean that I would bleed prior to the cut itself, bypassing all healing; moreso, and this is what pleases me utmost... it would mean that I have indeed helped you."

Type: Active

Requires: Shehai Shen She Ru (Adept)

Cost: 300 XP

Difficulty: -30

Effect: Before the technique test, character chooses a target within melee range. On success the character may immediately make a standard melee attack with against that opponent as a free action, using the results of his technique test in place of his attack test. This attack gains 10*(character's WpB) pen if successful, it may not be defended against by any means, and no characters can make any other reaction to this attack. This attack has the Dire quality.

"Surahoon," he said, "We are the ansu, the greatest warriors that live in men. Our swords sent the Left-Handers into the oceans, whose empire was four times the size of the white king. When we fight, our swords can kill the laws of nature itself. Yokuda is as you see it because our hira-dirg swords can cut the atomos, the uncuttable, and we did. We are the ansu, and we tell you now that you cannot beat the Ansu-Gurleht. How do you think he came by that name? Who do you think was our finest student?"

Lord Vivec's Sword-Meeting with Cyrus the Restless

The Havoc Canal

"Cyrus moved to Havoc Canal, and Vivec nodded. 'Better. Your build favors that. But what if I've enchanted my skin to harden at each instance?'"

Type: Active (activated as a Free Action)

Requires: Shehai Shen She Ru (Journeyman)

Cost: 150 XP

Difficulty: +0

Effect: This technique is activated as a free action, but only before a melee attack. On the character's next successful standard melee attack this turn he chooses a hit location. The attack is resolved against the chosen hit location regardless of its original hit location. If the attack test succeeds with more than five degrees of success, the character can immediately make another standard melee attack as a free action, which is automatically resolved against the chosen hit location. This second attack cannot be defended against but cannot gain special effects. These attacks are all resolved simultaneously, so any special effects from the initial attack do not apply when resolving the bonus attack.

The Tempest Attrition

"Cyrus drew his saber, holding it left-handed in the Tempest Attrition. Vivec was impressed and said so. 'That stance allows you a riposte,' he said. Then he smiled again. 'If you're quick enough.'"

Type: Passive

Requires: Shehai Shen She Ru (Journeyman)

Cost: 200 XP

Effect: This technique must be activated as a free action at the beginning of a round, and its effect remains until the end of that round. The character takes a -20 penalty to attack tests made with Shehai Shen She Ru for the duration. In exchange he gains a +20 bonus on defense tests made with Shehai Shen She Ru.

The Fingers-Knife

"The Fingers-Knife serves as five, protecting your cardinal points and your central theory; five thrusts, spaced microseconds apart, like tapping the desk bored, waiting for morning bread."

Type: Active

Requires: Shehai Shen She Ru (Journeyman)

Cost: 150 XP

Difficulty: -20

Effect: Before the technique test, character chooses a target within melee range. On success the character may immediately make a standard melee attack against target opponent as a free action, using the results of the technique test in place of his attack test. When resolving the attack roll for damage five times and use the largest result. The target of this attack may not attack the character until the beginning of his (the character's) next turn.

The Gaze of Confusion

"Paint fake eyes all over your face and then hide your real ones among them; the opponent can no longer read where you look."

Type: Passive

Requires: Shehai Shen She Ru (Journeyman)

Cost: 150 XP

Effect: This technique must be activated at the beginning of a round, and its effect remains until the end of that round. Other characters must pass a Perception test in order to be able to make reactions against the character.

The Threat of Mirrors

"Using the Math Athlete, you could occur several places during a single duel, illustrious and sure."

Type: Passive

Requires: Shehai Shen She Ru (Adept)

Cost: 200 XP

Effect: This technique must be activated at the beginning of a round, and its effect remains until the end of that round. Other characters must pass a Perception test with a -20 penalty in order to be able to make attacks or reactions against the character. The character gains a level of fatigue when the effect ends.

The Vectoring Cygnet

"Arm out, knee down, coal on the teeth to hide your smile."

Type: Active (activated as a free action)

Requires: Shehai Shen She Ru (Journeyman) **Cost:** 100 XP

Difficulty: +0

Effect: This technique is activated as a free action, but only before a standard melee attack. The target of the character's next successful melee attack cannot react to that attack unless he passes a Perception test.

The Bone Shaver

"Bellguard down, over, hold. Strike at 80 grams, any degree but this one."

Type: Active

Requires: Shehai Shen She Ru (Adept)

Cost: 250 XP

Difficulty: -25

Effect: Before the technique test, character chooses a target within melee range. On success the character may immediately make a standard melee attack against target opponent as a free action. If the attack is successful, the character chooses a hit location: the attack is resolved against this location instead of the normal hit location. If this hit successfully causes a wound, the target also gains the crippled body part condition for the appropriate hit location until the wound is healed. If the hit would be redirected against any other hit location other than the stated target, the condition does not apply: the attack simply causes a normal hit to that location.

The Sword Tremor

"Vivec spun in midair cross-legged, never moving his swordarm from its initial position. 'Fa-Nuit-Hen,' the name of an old master, and Cyrus fell from eight wounds that appeared without mortal notice. Point down, blade edge forward, 60 degrees rise-wise from the ground."

Type: Active

Requires: Shehai Shen She Ru (Expert)

Cost: 300 XP

Difficulty: -40

Effect: Before the technique test, character chooses a target within a number of meters equal to his Willpower bonus. The character may immediately make a standard melee attack against that target as a free action (even if they are not engaged in melee). The attack may not be defended against, and no characters can make any other type of reaction to this attack.

If the initial attack is successful, the character may make another free attack with the same conditions, although this attack cannot gain special effects and is made at a -20 penalty. These bonus attacks can be repeated (each successful one prompting another) up to a maximum number of bonus attacks equal to the character's Willpower bonus. Each attack receives an additional, stacking -20 penalty (-20, then -40, then -60, and so forth). None of these attacks, including the first, can win special effects.

Walled Consequence Stance

Type: Active (activated as a reaction)

Requires: Shehai Shen She Ru (Expert)

Cost: 200 XP

Difficulty: -20

Effect: This technique may be activated as a reaction to another character's use of a Shehai technique directed at the character. On success, the character may attempt to defend against an attack that would otherwise be impossible to defend against as a result of that technique, and he may immediately gain the Overextend Opponent special effect for free if he succeeds his defense test.

Sword Tremor Sense

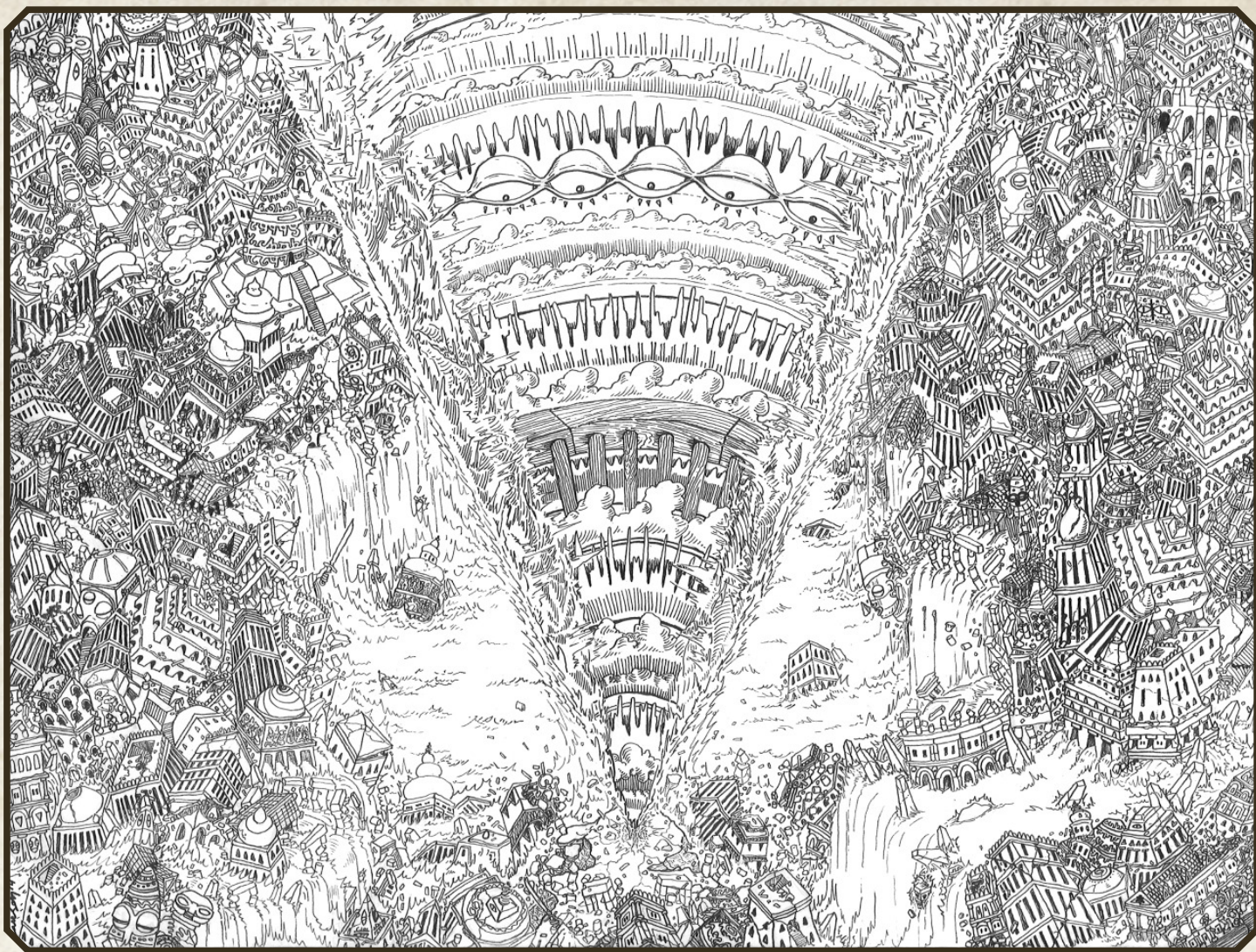
"We know of you, Surahoon, and motions were multiplied the other morning on this beach, which is sword tremor, which we can feel, and that can only mean you encountered the Ansu-Gurleth."

Type: Passive

Requires: Shehai Shen She Ru (Journeyman)

Cost: 150 XP

Effect: The character gains the Unnatural Senses (Shehai techniques, X) trait, where X is the character's Willpower bonus multiplied by one thousand.



The Pankratosword

"But this is forbidden. Arc the bones that otherwise cannot bend."

The Pankratosword is the pinnacle of Aberrant Swordsmanship: it is a forbidden technique that allows a Sword-Singer to draw on pure Creatia, the material of creation. It allows the Sword-Singer to bend the Earth-Bones themselves in order to alter reality, channeling pure energy through themselves as a catalyst, ultimately enabling them to "cut the uncuttable." This technique is forbidden because its use resulted in the destruction of Yokuda, the ancient Redguard homeland, and it has been lost ever since.

Rules are provided here primarily as a guide and reference for the GM. The Pankratosword is not something that should be treated lightly. If either the GM or the players were not familiar with Shehai before reading this section of this supplement, then they probably shouldn't be using it without first doing further research.

The Pankratosword

Type: Active

Requires: Shehai Shen She Ru (Master)

Effect: The Pankratosword does not require a test to use: if the character has learned the technique, they may use it. Before the technique is activated, the character chooses any target. This may be something "uncuttable," such as a place, thing, memory, concept, and so forth. There are no practical limits to what may be targeted with the Pankratosword. When the technique is activated the character dies and the target is destroyed. Exactly what this means in practical terms is left to the GM, who should keep in mind that the powers at work in any use of this technique are indescribably vast.

Typically, no effect can allow a character to survive the use of this technique. However it is not impossible given the right mythic circumstances (see the text *Tiber Septim's Sword-Meeting with Cyrus the Restless*). Thus the GM can, in certain exceptional cases, allow a character to survive at great cost.

The Shehai

The Shehai, or “Spirit Sword,” is at the same time an integral part of sword-singing, and something separate from it. The Shehai is not needed for the techniques of Aberrant Swordsmanship, but the same process used to shape the world through Aberrant Swordsmanship is used to manifest the Shehai. A sword-singer who can manifest the Shehai is known as an Ansei, or “Saint of the Sword.”

The Shehai itself is an incorporeal weapon, ranging from a barely defined misty shape, to a fantastical sword of pure thought. There are a total of three levels at which a Shehai may be manifested, and the form in which it manifests is shaped by its user.

Manifesting the Shehai

In game terms, the Shehai may be manifested in structured time with the use of the Cast Magic action and a Shehai Shen She Ru (WP) skill test, the difficulty of which will vary with the desired Shehai level. Characters must have the appropriate talent in order to manifest a Shehai of a given level.

- Manifesting a Shehai of the First Level requires a Shehai Shen She Ru (WP) skill test with a -10 penalty. Failure inflicts a level of fatigue.
- Manifesting a Shehai of the Second Level requires a Shehai Shen She Ru (WP) skill test with a -20 penalty. Failure inflicts two levels of fatigue.
- Manifesting a Shehai of the Third Level requires a Shehai Shen She Ru (WP) skill test with a -40 penalty. Failure inflicts three levels of fatigue.

On success, the character manifests the Shehai in an open hand. The weapon type of the manifested Shehai is determined in advance when the character purchases the necessary talent. A Shehai persists until the character dismisses it, or for a number of hours equal to the character’s Willpower bonus minus the level of the Shehai.

A Shehai cannot be taken from the character in any way, and it may not be thrown without dissipating, as it is bound by his will. The Shehai is transparent, but is very much capable of interacting with physical objects: it can make attacks (and adds the character’s normal Damage Bonus to hits that it inflicts) and be defended against normally.



Shehai of the First Level

A Shehai of this level may vaguely resemble a certain weapon, but it is very weak. Use the base weapon profile for the chosen weapon type, but add the character’s Willpower bonus to the damage and penetration of the weapon, and give the weapon the Dire and Primitive (6) qualities.

Shehai of the Second Level

A Shehai of this level is clearly a weapon, and is quite potent. Use the base weapon profile for the chosen weapon type, but add twice the character’s Willpower bonus to the damage and the penetration of the weapon.

Shehai of the Third Level

A Shehai of this level is a legendary weapon of incredible power. Use the base weapon profile for the chosen weapon type, but add three times the character’s Willpower bonus to the damage and the penetration of the weapon.

THU'UM

The Thu'um, also called the Storm Voice or simply the Voice, is a form of magic inherent in most Nords and some others which uses the words of the language of the Dragons to form "Shouts", the equivalent of spells, of immense power. The word actually means "shout" in the Dragon language. The Nords believe that Kyne, the embodiment of the wind who is viewed as the Nordic aspect of Kynareth, breathed onto the land at the Throat of the World to form them. As such, the Nords believe that their voice and breath is their very essence, and that channeling this life essence is how the Thu'um operates. Those who can wield this power are called Tongues by the Nords.

Playing a Tongue

In order to train the Thu'um, skill or use any of the related abilities, a character must possess the Voice elite advance:

Elite Advance: Voice

The character possesses the ability to use the Thu'um.

Cost: 400 CrP (non Nords must also burn 15 Luck and obtain explicit GM permission).

Effect: The character gains the ability to train the Thu'um skill, learn Words of Power, and use them in Shouts.

Skill: Thu'um (Willpower)

This skill reflects the ability of a character to utilize the Thu'um, or "Voice."

Learning Words of Power

Characters with the Thu'um skill trained may unlock the ability to use a given word of power with XP/CrP **assuming that they have somehow learned the word of power during their adventures** (meaning that the GM has control over which words the character may access at any given time). This represents the time spent to come to understand the nature of the word, and the practice required to be able to utilize it in a shout. Learning a given word of power and the way it fits into a specific shout with aid of some kind costs 200 XP/CrP. Characters who have access to a guide (a teacher, an ancient text, or some other aid) during this process halve the cost.

"That night a storm came and visited Hjalti's camp. It spoke with him in his tent. At dawn, Hjalti went up to the gates, and the storm followed just above his head. Arrows could not penetrate the winds around him. He shouted down the walls of Old Hrol'dan, and his men poured in. After their victory, the Nords called Hjalti Talos, or Stormcrown."

"The Arcturian Heresy"

USING THE THU'UM

Using the Thu'um requires two things: the character must be trained in the Thu'um skill, and have knowledge of a **WORD OF POWER**. Words of power make up **SHOUTS**, which are similar to spells. Characters may use shouts with the Cast Magic action.

There's more to using the Thu'um than just saying a few words: shouting requires concentration and power. Each shout has three words, and while speaking the first word is sufficient to produce an effect, each additional word adds more power to the shout (but also requires more skill and energy to use).

A given shout may not be used in two consecutive rounds. Once a character uses a shout, they may not use that shout again for a number of rounds equal to the number of words used in the shout.

In structured time, shouts are utilized with the Cast magic action. The following steps detail exactly how to use shouts:

Step 1: Choose Shout and Target

First, the character must declare the shout being used (specifically the number of words), and the target of the shout (if applicable). A character may only use a shout if they know the first word of that shout, and they may only use further words if they know those as well.

Step 2: Make Thu'um Test

Next, the caster makes a Thu'um skill test, the difficulty of which is determined by the shout the character has chosen. If the character passes the test, they successfully manifest the shout. If they fail, nothing happens. Either way, proceed to step 3.

Critical Success

If a character scores a critical success on a shout, they incur no levels of fatigue from the attempt. Skip the next step.

Step 3: Apply Fatigue

Attempting a shout takes a lot of energy, and the character is left drained afterwards. Characters who attempt a shout gain one level of fatigue for each word used in the shout beyond the first.

Step 4: Apply Effects

If the Thu'um test was successful, apply the effects of the shout to the target as specified in the shout profile, and based on the number of words the character used.

Thu'um Talents

These talents enhance the character's use of the Voice. In order to purchase or use any of these talents, a character must first possess the Voice elite advance.

Adept of the Voice

The character has gained substantial control over their Thu'um.

Level (G. Characteristics): Adept (Willpower)

Effect: The character only gains Fatigue when using three word shouts, and only gains one level from doing so.

Master of the Voice

The character has gained total control over their Thu'um.

Level (G. Characteristics): Master (Willpower)

Requires: Adept of the Voice

Effect: Replaces Adept of the Voice. The character never gains Fatigue from using shouts.

Shouts

This section contains a number of shouts that characters with the Voice may learn. Keep in mind that these are just some of the ways that the Voice may be used, and no single list can capture the true power and flexibility of this ancient art. **Players and GMs are encouraged to work together to create their own shouts as they see fit, or to allow characters to utilize the Thu'um skill in more creative ways.**

The effects listed here are for the full sequence of words leading up to the "chosen" word, not just that word alone, though for simplicity's sake we will refer to the individual words and not the whole phrase.

Animal Allegiance

A Shout for help from the beasts of the wild, who come to fight in your defense.

Difficulty: +10, -10 for each word beyond the first.

ᚢᚱᚦᚢ (Raan : Animal)

Causes all creatures with the Bestial trait within 25 meters to fight for the character for one minute. During this time, the character may speak simple commands to the animals and they will understand and obey.

ᚢᚱᚦᚢ (Mir : Allegiance)

Same as Raan, except the character may choose to either double the range or duration.

ᚢᚱᚦᚢ (Tah : Pack)

Same as Tah, except the Character may choose to either double the range or duration (he can either quadruple one or double both).

Aura Whisper

Your Voice is not a Shout, but a whisper, revealing the life forces of any and all.

Difficulty: +0, -10 for each word beyond the first.

ᚢᚱᚦᚢ (Laas : Life)

Character gains the Unnatural Senses (Living things, 25) Trait for four rounds.

ᚢᚱᚦᚢ (Yah : Seek)

Same as Laas, except the character may choose to either double the range or duration.

ᚢᚱᚦᚢ (Nir : Hunt)

Same as Yah, except the character may choose to either double the range or duration (he can either quadruple one or double both).

Battle Fury

Your Thu'um enchants your nearby allies' weapons, allowing them to Attack faster.

Difficulty: +0, -10 for each word beyond the first.

ᚢᚱᚦᚢ (Mid : Loyal)

All allies within 25 meters of the character, and the character themselves, receive a +5 modifier to Combat Style skill tests for four rounds.

ᚢᚱᚦᚢ (Vur : Valor)

Same as Mid, except the character may choose to either double the modifier or duration.

ᚢᚱᚦᚢ (Shaan : Inspire)

Same as Vur, except the character may choose to either double the modifier or duration (he can either quadruple one or double both).

Become Ethereal

The Thu'um reaches out to the Void, changing your form to one that cannot harm, or be harmed.

Difficulty: -10, -10 for each word beyond the first.

ᚢᚱᚦᚢ (Feim : Fade)

Character gains the Incorporeal trait for four rounds. He may end this effect before the duration ends if he so desires.

ᚢᚱᚦᚢ (Zii : Spirit)

Same as Feim, except the duration is eight rounds.

ᚢᚱᚦᚢ (Gron : Bind)

Same as Feim, except the duration is sixteen rounds.

Bend Will

Your voice bends the very stones to your will. As it gains power, animals, people, and even dragons must do your bidding.

Difficulty: -20, -10 for each word beyond the first.

𐌊𐌵𐌸 (Gol : Earth)

Character may issue a simple command to the earth itself. There is no real limit to what can be done with this Shout, but the GM should be careful about what he allows. Some examples: commanding a dense forest to open a clear path, ordering the very dust of the earth to take flight as a cloud to obscure vision, or splitting very thick ice to allow passage.

𐌆𐌺𐌰 (Hah : Mind)

Character may issue a simple command not only to the earth (as with Gol) but to other beings. Any non-Dragon being who hears the shout must make a Willpower test. Failure means they must obey the stated command to the best of their abilities.

𐌆𐌵𐌸 (Dov : Dragon)

Same effects as Hah, except the Willpower Test is made at a -20 modifier and Dragons may now be affected.

Call of Valor

The valiant of Sovngarde hear your Voice, and journey beyond space and time to lend aid.

Difficulty: -10, -10 for each word beyond the first.

𐌆𐌺𐌰 (Hun : Hero)

Summons a Hero of Sovngarde to fight for the character for the rest of the current combat.

𐌆𐌵𐌸 (Kaal : Champion)

Summons a Great Hero of Sovngarde to fight for the character for the rest of the current Combat.

𐌆𐌺𐌰 (Zoor : Legend)

Summons a Legendary Hero of Sovngarde to fight for the character for the rest of the current Combat.

Clear Skies

Skyrim itself yields before the Thu'um, as you clear away fog and inclement weather.

Difficulty: +0, -10 for each word beyond the first.

𐌊𐌵𐌸 (Lok : Sky)

Clears weather/particle-based environmental effects (fog, dust clouds, clouds, snow, rain) from an area of several miles for up to six hours.

𐌆𐌵𐌸 (Vah : Spring)

Same as Lok, but the duration is up to a day instead.

𐌆𐌵𐌸 (Koor : Summer)

Same as Lok, but the duration is up to a week instead

Cure Disease

The Thu'um soothes and heals another, curing them of their ills.

Difficulty: -10, -10 for each word beyond the first.

𐌆𐌵𐌸 (Krasaar : Sickness)

Character cures target character (they can choose themselves as well) within five meters of all common diseases.

𐌆𐌵𐌸 (Kopraan : Body)

Same as Krasaar, except the character is cured of all deadly diseases as well.

𐌆𐌵𐌸 (Govey : Free)

Same as Kopraan, except the character is cured of all magical diseases as well.

Cyclone

Your Thu'um creates a whirling cyclone that sows chaos among your enemies.

Difficulty: -20, -10 for each word beyond the first.

𐌆𐌵𐌸 (Ven : Wind)

Creates a whirling cyclone centered on the character. Characters who come within twenty five meters of the character must make a Strength test each round they remain within range. Those that fail the test are knocked to the ground. The cyclone persists for five rounds.

𐌆𐌵𐌸 (Gaar : Unleash)

Same as Ven, except the cyclone picks up enough debris that it causes 3d10 impact damage to all characters within range each round. The Strength test is made at a -10 modifier. The radius increases to thirty five meters.

𐌆𐌵𐌸 (Nos : Strike)

Same as Gaar, except the radius of the Cyclone is increased to fifty meters, and the Cyclone deals 4d10 impact damage instead. The Strength test is made at a -20 modifier instead.

Decoy

A Shout projects a decoy image to fool your enemies.

Difficulty: +10, -10 for each word beyond the first.

𐌲𐌹𐌺𐌰 (Fiik : Mirror)

Creates an incorporeal, but seemingly normal, decoy of the character at target location within twenty five meters of the character. The double mirrors his exact movements and persists for 1 minute.

𐌺𐌵 (Lo : Deceive)

Same as Fiik, except the character may either double the range or the duration.

𐌰𐌵𐌰𐌶 (Sah : Phantom)

Same as Lo, except the character may control the decoy with his mind (he doesn't need to move) and it may also speak with his voice (it cannot use shouts, however).

Disarm

Shout defies steel, as you rip the weapon from an Opponent's grasp.

Difficulty: +0, -10 for each word beyond the first.

𐌲𐌹𐌺𐌰 (Zun : Weapon)

Character chooses a direction. All characters within a cone (with range fifteen meters and diameter five meters) in front of the character must make an Agility test or drop any weapons and/or shields they're holding.

𐌲𐌹𐌺𐌰 (Haal : Hand)

Same as Zun, except the character may choose to either double the range or increase the difficulty of the test by -10.

𐌲𐌹𐌺𐌰 (Viik : Defeat)

Same as Haal, except the character may do both of those things, or one of them twice.

Dismay

And the weak shall fear the Thu'um, and flee in terror.

Difficulty: -10, -10 for each word beyond the first.

𐌲𐌹𐌺𐌰 (Faas : Fear)

Characters within thirty meters must make a Fear (+0) test.

𐌲𐌹𐌺𐌰 (Ru : Run)

Same as Faas, except the character may choose to either double the range or increase the difficulty of the test by -20.

𐌲𐌹𐌺𐌰 (Maar : Terror)

Same as Ru, except the character may do both of those things, or one of them twice.

Dragon Aspect

Once a day, take on the mighty aspect of a dragon, delivering colossal blows, with an armored hide, and more powerful shouts.

Difficulty: -20, -10 for each word beyond the first.

𐌲𐌹𐌺𐌰 (Mul : Strength)

Character increases their Damage Bonus by 5 for five rounds.

𐌲𐌹𐌺𐌰 (Quah : Armor)

Same as Mul, except the Character also increases their Wound Threshold by 3 for the duration.

𐌲𐌹𐌺𐌰 (Diiv : Wyrn)

Same as Quah, except the character gains no Fatigue from using shouts, and gains a +10 modifier to all Thu'um tests for the duration.

Dragonrend

Your Voice lashes out at a dragon's very soul, forcing the beast to land.

Difficulty: -20, -10 for each word beyond the first.

𐌲𐌹𐌺𐌰 (Joor : Mortal)

Target Dragon within three kilometers loses the Flyer (X) trait for one minute and gains one levels of fatigue.

𐌲𐌹𐌺𐌰 (Zah : Finite)

Target Dragon within three kilometers loses the Flyer (X) trait for five minutes and gains two levels of fatigue.

𐌲𐌹𐌺𐌰 (Frul : Temporary)

Target Dragon within three kilometers loses the Flyer (X) trait for ten minutes and gains four levels of fatigue.

Drain Vitality

Coax both magical and mortal energies from your hapless Opponent.

Difficulty: -10, -10 for each word beyond the first.

𐌲𐌹𐌺𐌰 (Gaan : Stamina)

Target being within twenty five meters takes three levels of fatigue, and the character removes up to three of their own levels of fatigue.

𐌲𐌹𐌺𐌰 (Lah : Magicka)

Same as Gaan, except the target loses twenty magicka and the character gains that many.

𐌲𐌹𐌺𐌰 (Haas : Health)

Same as Lah, except the target also takes 3d10 Poison damage (unmitigated by armor). The character removes that much trauma automatically.

Elemental Fury

The Thu'um imbues your arms with the speed of wind, allowing for faster weapon strikes.

Difficulty: +0, -20 for each word beyond the first.

ᛚᛚᛚ (Su : Air)

Attempts to defend against the character's melee attacks for the next five rounds suffer a -20 penalty.

ᛚᛚᛚᛚ (Grah : Battle)

Same as Su, except the character may double the duration or the penalty.

ᛚᛚᛚᛚᛚ (Dun : Grace)

Same as Grah, except the character increases their Maximum Action Points by one for the duration.

Fire Breath

Inhale air, exhale flame, and behold the Thu'um as inferno.

Difficulty: +0, -10 for each word beyond the first.

ᛚᛚᛚᛚ (Yol : Fire)

Character breathes fire, dealing 4d10 fire damage with a pen of 10 to all targets within a 15 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.

ᛚᛚᛚᛚᛚ (Toor : Inferno)

Same as Yol, except deals 5d10 fire damage with a pen of 20 instead. Counts as a ranged, area of effect attack for the purposes of evasion.

ᛚᛚᛚᛚᛚᛚ (Shul : Sun)

Same as Yol, except deals 6d10 fire damage and ignores armor. Counts as a ranged, area of effect attack for the purposes of evasion.

Fleshrend

Your Thu'um tears the flesh of another, spilling its blood upon the earth.

Difficulty: -10, -10 for each word beyond the first.

ᛚᛚᛚᛚᛚᛚᛚ (Sosaal : Bleed)

Target being within twenty five meters takes 2d10 rending damage that ignores armor.

ᛚᛚᛚᛚᛚᛚᛚᛚᛚ (Kopraan : Body)

Target being within twenty five meters takes 4d10 rending damage that ignores armor.

ᛚᛚᛚᛚᛚᛚᛚᛚᛚᛚᛚ (Sahquon : Crimson)

Target being within twenty five meters takes 6d10 rending damage that ignores armor.





⚡ (Qo : Lightning)

Same as Bah, except the character may choose to double the duration, the damage dice of each bolt, or the number of bolts per round again (double two or quadruple one).

Throw Voice

The Thu'um is heard, but its source unknown, fooling those into seeking it out.

Difficulty: +10, -10 for each word beyond the first.

🗣️ (Zul : Voice)

Character may throw their voice to target location within twenty meters, making it seem as if they were there instead (what the phantom voice says is up to them).

🤡 (Mey : Fool)

Same as Zul, except the range is doubled.

👁️ (Gut : Far)

Same as Zul, except the range is quadrupled.

Unrelenting Force

Your Voice is raw power, pushing aside anything - or anyone - who stands in your path.

Difficulty: +0, -10 for each word beyond the first.

💪 (Fus : Force)

Character shouts with great force, stunning all targets within a 15 degree cone up twenty five meters in front of them for one round. Counts as a ranged, area of effect attack for the purposes of evasion.

🤸 (Ro : Balance)

Same as Fus, except the duration is doubled and the targets are knocked prone.

👊 (Dah : Push)

Same as Ro, except the Targets also take 4d10 impact damage that ignores armor. They are also thrown 2d5 meters backwards.

Whirlwind Sprint

The Thu'um rushes forward, carrying you in its wake with the speed of a tempest.

Difficulty: +0, -10 for each word beyond the first.

🌀 (Wuld : Whirlwind)

Character moves forward up to a number of meters equal to five times their Movement Rating.

🔥 (Nah : Fury)

Same as Wuld, except the character may move up to twice that distance

⚡🌀 (Krest : Tempest)

Same as Wuld, except the character may move up to four times that distance.

