

The Unofficial Elder Scrolls RPG

Second Edition



Player Handbook



BETA - VERSION 1.1

Send feedback to seht.uesrpg@gmail.com



Credits

This book is version **Beta v1.1** of the **Player Handbook**.

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 **PLAYER HANDBOOK**, one of the three books that make up the core of the UESRPG. It contains rules for additional playable races, as well as advice for players seeking to flesh out or optimize their characters.

The other two books that make up the core of the game are the **CORE RULEBOOK** and the **GM HANDBOOK**. The GM handbook is similar to this book, but oriented towards GMs: it provides a load of optional rules and advice to help flesh out any campaign!

On top of all that we have planned six 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 supplements are: **ARCANE ARTS**, **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



"You can always just wander around and ask for work. Hunt monsters and sell their hides. Collect ingredients for alchemists. Prey on bandits and smugglers. Search ruins for loot. All you need are better skills and conditioning, and knowledge of Morrowind. And spend what you earn on equipment and training. Then come back a little less wet-behind-the-ears, and I won't have to worry so much about you when I send you out on a mission."

Caius Cosades, The Elder Scrolls III: Morrowind

FLESHING OUT A CHARACTER

Despite how much time we spend on them, the numbers on a character sheet aren't everything. Much of the fun of role-playing is creating a character who feels like a believable part of their world, but it can often be difficult to decide where to start. You can spend as much or as little time on this before your game as you like, but it's always good to put at least some thought into it. The following are a number of questions to consider when building any character:

- **Where are you from?** This is a critical question, especially in a complex and divided world like Nirn. Were you born in your racial homeland? How does your character view their birthplace? How were they treated there? Would they rather have been born somewhere else? How do other people view them in light of where they are from?
- **What is your family like?** Are you an only child, or do you have brothers and sisters? What's your place in the family? Are you the eldest and the heir apparent, or the disowned wild child? Are your parents still alive? If not, how did they die?
- **What is your social class?** Those in the upper classes seem to have all the advantages, but often the greatest heroes come from the lowest of places. What part of society did your parents come from? Did they pull themselves out of poverty? Are they still there? Or is your noble family destitute and on the verge of ruin? How has this influenced your life and your goals? How do you view it?
- **Why are you here now?** What did you do before you came to be in the place you are now (or with the party if that's the case) and why did you stop? What did you see in an adventuring life?
- **How religious are you?** Tamriel is a place where gods often walk amongst mortals, but not all of them are worthy of worship. How devout are you? Have you had an important religious experience in your life? Or do you believe the gods have abandoned you?
- **Who are your best friends and worst enemies?** Ignoring the possibility that the other PCs fall into these categories, who in your life would you call a best friend or worst enemy? What happened to make things that way? Where are they now? Do you want to see them again?
- **What are your prized possessions?** Do you have any Items of sentimental value? Something passed down by your family, a friend, or a mentor? You should also think about important things you've already lost that you would do anything to get back.
- **Who are you loyal to?** Real loners are rare: Tamriel can be a dangerous place without allies. Are there people or organizations that you are loyal to? What did they do to earn your loyalty?





Character Names

One of the hardest parts of making a new character can be coming up with the right name. In this section we've provided a list of sample names for the nine major races pulled from a variety of the Elder Scrolls games (which is why the number of names varies somewhat between races and genders). Some players might simply pick one they like, while others may only use them for inspiration. Either way we hope they'll be helpful.

Altmer Names:

Male Names: Aldaril, Anarenen, Andil, Angoril, Armion, Aronil, Arrille, Athellor, Carecalmo, Caryarel, Earmil, Eraamion, Erundil, Fainertil, Falanaamo, Fanildil, Fiiriel, Gladroon, Hecerinde, Hyarnarenquar, Ilmiril, Inganar, Iroroon, Itermerel, Kardryn, Landorume, Meanen, Meryaran, Mollimo, Moranarg, Mororurg, Mossanon, Nande, Nelacar, Norionil, Olquar, Qorwynn, Rimintil, Rumare, Sanyon, Seanwen, Sinyaramen, Sorcalin, Tauryon, Telinturco, Tragrim, Tunengore, Tusamircil, Tyermaillin, Umbacano, Undil, Uulernil, Volanaro, Yakov, Yanniss, Yarnar.

Female Names: Anirne, Ardarume, Calmaninde, Camandil, Celria, Ciralinde, Culumaire, Cumanya, Dhaunayne, Elanande, Elante, Eldafire, Elenwen, Erissare, Erranil, Estaleny, Estirdalin, Estoril, Faire, Fistelle, Helende, Hession, Iirenoore, Imare, Iniel, Irinwe, Lorurmend, Mirkrand, Nalcarya, Siltalaure, Sirilonwe, Sondaale, Taarie, Tarerane, Tenyeminwe, Termanwe, Viraninde.

Argonian Names:

Male Names:

1-Word: Asum, Bunish, Busheeus, Chalureel, Chiwish, Chulz, Chuna, Haran, Hathei, Heedul, Huleeya, Huzei, Inee, Itan, Meer, Milos, Neetinei, Okaw, Peeradeeh, Rasha, Reemukeeus, Reesa, Seewul, Skeetul, Tanan, Teegla, Tul, Ukawei, Ula, Utadeek, Weeltul, Weer.

Hyphenated: An-Zaw, Bun-Teemeeta, Dan-Ru, Effe-Tei, Eleedal-Lei, Gah Julan, Gam-Kur, Geel-Lah, Haj-Ei, Han-Tulm, Heem-La, Heir-Zish, Im-Kilaya, Jeelus-Tei, Jeer-Maht, J'Ram-Dar, Junal-Lei, Keerasa-Tan, Miun-Gei, Mush-Mere, Okan-Shei, Oleen-Gei, Olink-Nur, Reeh-Jah, Silm-Dar, Tee-Lan, Tim-Jush, Vistha-Kai, Wanan-Dum, Wih-Eius, Wud-Neeus, Wuleen-Shei.

Cyrodilic: Also-He-Washes, Basks-In-The-Sun, Big Head, Dreaded-Water, Fine-Mouth, Grey-Throat, Hides-His-Eyes, Hides-His-Foot, High-Heart, Morning-Star-Steals-Away-Clouds, Nelix Fly-Breath, Nine-Toes, Only-He-Stands-There, Skink-in-Tree's-Shade, Smart-Snake, Smokeskin-Killer, Stream-Murk, Swims-In-Swells, Ten-Tongues Weerhat, Tongue-Toad, Twice-Bitten, Wind-In-His-Hair.

Female Names:

1-Word: Ahaht, Akish, Banalz, Beekatan, Eutei, Gilm, Gish, Hul, Kasa, Milah, Nakuma, Neesha, Nuralg, Nush, Okur, Onasha, Shatalg, Tasha, Wusha.

Hyp. Arg: Ah-Meesei, Am-Ra, An-Deesei, Chanil-Lee, Cheesh-Meeus, Deesh-Meeus, El-Lurasha, Ereel-Lei, Gih-Ja, Jeed-Ei, Kal-Ma, Keel-Raniur, Meeh-Mei, Meen-Sa, Mim-Jeen, Muz-Ra, Nam-La, Olank-Neeus, On-Wan, On-Wazei, Seen-Rei.

Cyrodilic: Breech-Star, Snail-Tail, Tern-Feather, Travelling-New-Woman.

Bosmer Names

Male Names: Aengoth, Agarond, Allimir, Alveleg, Amring, Angalos, Anruin, Arannir, Arathor, Baradras, Berengeval, Bolrin, Bragor, Brallion, Brithroth, Brolmir, Celegorn, Cingor, Clendil, Cun, Dangor, Denegor, Dirding, Dondir, Elberoth, Elegal, Eloroth, Endring, Engaer, Eradan, Erradan, Erval, Faldan, Fargoth, Faulgor, Fillin, Findulain, Foronir, Gaeldol, Gaenor, Galmir, Galthragoth, Gazalem, Gerrilgor, Glaum, Glonagoth, Godros, Gorchalas, Hingor, Meldor, Menelras, Minedhel, Minglos, Monthadan, Morth, Nalion, Nedhelas, Nedhelorn, Pegasai, Peragon, Rithrannir, Tarhiel, Thoromlallor, Thoronor, Tuundir, Ulwaen, Ungeleb.

Female Names: Aerin, Aglaril, Anrel, Aradraen, Arangaer, Aranwen, Ardhil, Aredhel, Bauril, Baurin, Belwen, Berwen, Borwen, Celegil, Cirwedh, Cuunel, Distel, Dondreth, Dothiel, Dothruviel, Eindel, Elegnan, Elphiron, Emelin, Eraldil, Estinan, Falion, Fara, Filbeneth, Galbedir, Galdiir, Gelduin, Gildan, Giningil, Glathel, Hyna, Iingail, Indrel, Irwaen, Kirsty, Liette, Lorchel, Mara, Menelin, Milbereth, Nael, Natesse, Nathien, Nilioniel, Nona, Penglithil, Radras, Samia, Thaeril.

Breton Names

Male Names: Alodie, Andre, Arnand, Astien, Barnand, Bereditte, Birard, Ciel, Cirges, Danders, Daric, Debentien, Detritus, Dilborn, Elbert, Ernand, Ernard, Faric, Fenas, Ferarilie, Francois, Frizkav, Frostien, Gaban, Geon, Geor, Idhdean, Inwold, Irbran, Jadier, Jeanciele, Jerian, Jocien, Joncis, Juillen, Lanie, Listien, Louis, Manis, Marcel, Mebestien, Merard, Merthierry, Myn, Noleon, Ormax, Orrent, Paur, Perien, Phane, Relien, Rerlas, Roberto, Ruran, Simine, Socucius, Thetrard, Varnis, Verick.

Female Names: Abelle, Aditte, Ales, Ama, Amarie, Arbene, Arielle, Asciene, Aurane, Aurnie, Belene, Bovkinna, Cienne, Dabienne, Darene, Derelle, Edre, Edwinna, Emusette, Fasele, Fasile, Frelene, Gulitte, Helviane, Heniele, Janand, Jeanne, Jeberilie, Joslin, Leles, Lielle, Lirielle, Mabrelle, Malielle, Maline, Maranique, Marelle, Marielle, Marthe, Masalinie, Maurrie, Melie, Milie, Mitanne, Muriel, Pierlette, Piernette, Relie, Rianciene, Ronerelie, Sosia, Surane, Synette, Vienne, Virene.

Dunmer Names

Male Names: Adril, Ambarys, Arvel, Athis, Aval, Belyn, Bradyn, Casimir, Daynas, Dravin, Drelas, Drevis, Drovass, Erandur, Evul, Falas, Faldrus, Faryl, Feran, Fethis, Galdrus, Garan, Garyn, Geldis, Indaryn, Jiub, Lleril, Malthyr, Malur, Maluril, Malyn, Meden, Mithorpa, Modyn, Naris, Neloth, Othrelloth, Orini, Raleth, Ralis, Ravam, Ravyn, Revus, Revyn, Rirns, Romlyn, Saden, Sarthis, Savos, Servos, Sevan, Slitter, Sondas, Talvas, Talvur, Taron, Teldryn, Tolendos, Tythis, Ulves, Ulyn, Valin, Vals, Vanryth, Vendil, Veren, Wyndelius.

Female Names: Adosi, Alves, Arvena, Boderi, Bralsa, Davela, Dervera, Dovesi, Dralora, Drarana, Dredena, Falanu, Gadeneri, Glistel, Llathasa, Llensi, Llevana, Malyani, Melisi, Mensa, Mirili, Mivryna, Myvryna, Nardhil, Norasa, Noveni, Ralsa, Relmyna, Satha, Saveri, Tadrose, Tanasa, Tilse, Tivela, Tolisi, Tolvasa, Ulene, Undena, Uravasa, Urnsi.

Imperial Names

Male Names: Adonato, Adventus, Aerin, Agrius, Alethius, Aquillius, Aventus, Bassianus, Caius, Calixto, Cicero, Constantius, Corpulus, Crescius, Dexion, Dirge, Ennodius, Falx, Florentius, Gaius, Gallus, Gavros, Gian, Leontius, Lucan, Mallus, Marcurio, Maro, Metilius, Noster, Orthus, Paratus, Pavo, Plautis, Proventus, Quentin, Quintus, Reburus, Rexus, Rogatus, Salvianus, Samuel, Septimus, Sergius, Severio, Silus, Sorex, Sulla, Tacitus, Taurinus, Telrav, Terek, Titus, Tyranus, Vantus, Varnius, Venarus, Verulus, Xander.

Female Names: Aia, Ariela, Arnora, Arriana, Astia, Astinia, Augusta, Aviera, Avresa, Britta, Bronsila, Buntara, Caelia, Caldana, Cargas, Carmana, Casta, Caula, Ciirta, Dumania, Dynari, Erina, Etira, Faustina, Gruiaand, Herminia, Isa, Ita, Janonia, Jantus, Jastia, Jastira, Javolia, Julitta, Lenka, Lucina, Lyra, Marana, Mariana, Marlana, Martina, Millona, Narina, Naspia, Perennia, Pista, Praxedes, Rena, Renee, Restita, Romana, Rona, Rosentia, Rusia, Salonia, Schlara, Selena, Sibylla, Silana, Simplicia, Tertia, Una, Viera, Vilena, Vinicia, Ysabel.

Khajiit Names

Male Names: Baadargo, Dro'Barri, Dro'farahn, Dro'Qanar, Dro'Sakhar, Dro'Shavir, Dro'Tasarr, Dro'Zah, Dro'Zaymar, Dro'zharim, Dro'Zhirr, J'Dato, J'Dhannar, J'Hanir, J'Jarsha, J'Jazha, J'Kara, Jobasha, Jodhur, Jo'Ren-Dar, Joshur, Jo'Thri-Dar, J'Raksa, J'Rasha, J'Saddha, J'Zamha, J'Zhirr, Ma'Dara, M'Aiq, Ma'Jidarr, Ma'Khar, Ma'Zahn, M'nashi, M'Shan, Qa'Dar, Ra'Karim, Ra'Kothre, Ra'Mhirr, Ra'Sava, Ra'Tesh, Ra'Virr, Ra'Zahr, Ra'Zhid, Ri'Darsha, Ri'Dumiwa, Ri'Shajirr, Ri'Vassa, Ri'Zaadha, S'Bakha, Sholani, S'Radirr, S'Rava, S'Raverr, S'Renji, S'Vandra, S'virr, Thengil, Urjorad, Wadarkhu

Female Names: Abanji, Adanja, Addhiranirr, Adharanji, Affri, Ahdahni, Ahdni, Ahdri, Ahjara, Ahnarra, Ahnassi, Ahndahra, Ahnia, Ahnisa, Ahzini, Aina, Ajira, Anjari, Arabhi, Aravi, Ashidasha, Bahdahna, Bahdrashi, Baissa, Bhusari, Chirranirr, Dahleena, Dahnara, Ekapi, Harassa, Habasi, Idhassi, Inerri, Inorra, Kaasha, Khamuzi, Khazura, Khinjarsi, Kiseena, Kishni, Kisimba, Kisisa, Nisaba, Rabinna, Shaba, Shivani, Shotherra, Shunari, Tsabhi, Tsajadhi, Tsalani, Tsani, Tsiya, Tsrazami, Ubaasi, Udarra, Unjara, Vanjirra, Zahraji.

Nord Names

Male Names: Agarmir, Agnar, Algot, Arctus, Beirir, Bittneid, Bjalfi, Burd, Carsten, Eitar, Erich, Esbern, Fafnir, Fjotreid, Geimund, Gromm, Gukimir, Gunder, Gundlar, Hafid, Hamlof, Hans, Havilstein, Heinrich, Henrik, Hil, Hjar, Hlofgar, Holger, Honmund, Horkvir, Hridi, Hrol, Iroke, Iver, Jayred, Jesper, Jofnhild, Jollring, Jorck, Jorundr, Kalthar, Keld, Larthjar, Logvaar, Lorenz, Lorkmir, Lynch, Manheim, Mogens, Msirae, Nels, Newheim, Niels, Olav, Olfand, Ongar, Orgnolf, Ortis, Regner, Reistr, Rolgarel, Roliand, Snar, Sten, Storn, Styrbjorn, Tolgan, Torbal, Torolf, Tove, Ulfgar, Valdemar, Vidkun, Vigge, Wilhelm, Wrath, Yngvar.

Female Names: Aeta, Aldi, Anja, Aumsi, Barri, Bergljot, Brasteir, Eigma, Eiruki, Ekkhi, Erna, Eydis, Fryfnhild, Fryssa, Greidil, Grerid, Haema, Heddvild, Helga, Hidar, Hjotra, Holmgeira, Horski, Hreirek, Hroa, Hrordis, Hying, Igna, Ilfhild, Imsin, Ingokning, Jolding, Kar, Kili, Kjolver, Kolfinna, Lisaa, Merta, Mette, Olfeigr, Ondi, Rangela, Ringvild, Risi, Rostlogi, Runa, Siri, Sottilde, Svenja, Thalestris, Thunmund, Ulfrun, Ursine, Val, Vori, Ygfa.

Orsimer Names

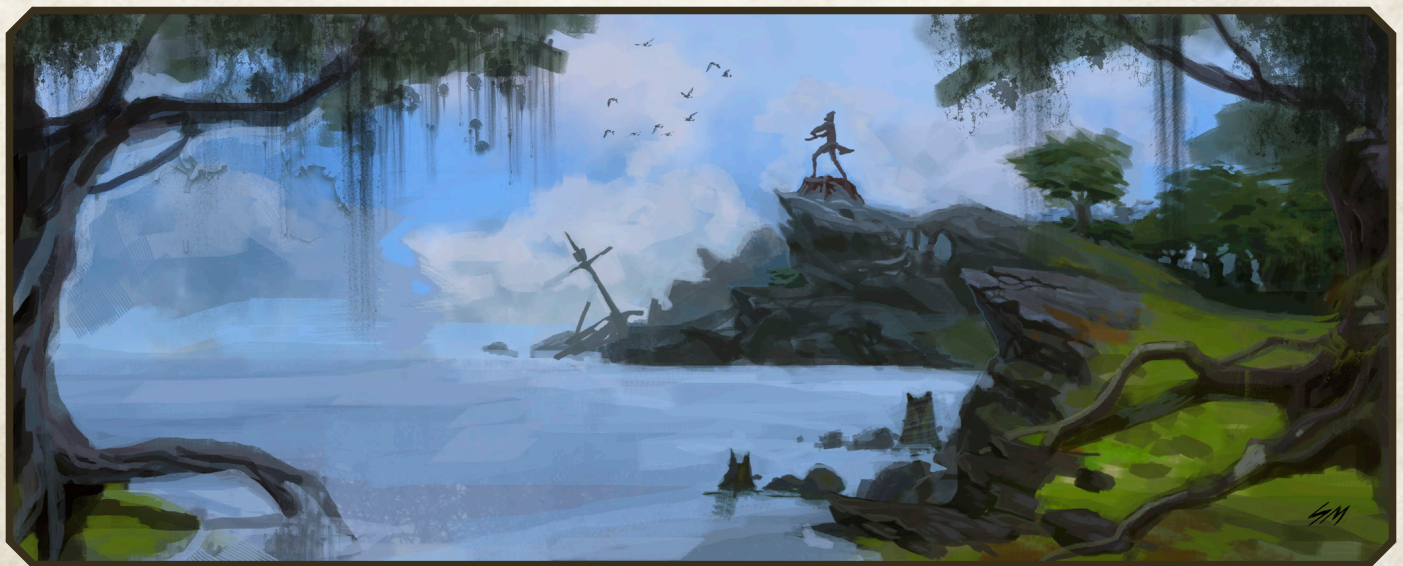
Male Names: Agronak, Bat, Bazur, Brugo, Bogrum, Brag, Brokil, Bugak, Buramog, Burz, Dubok, Dul, Dulfish, Dulphumph, Dumag, Gatur, Ghol, Ghorub, Gogron, Gorgo, Graklak, Graman, Grommok, Gul, Hanz, Krognak, Kurdan, Kurz, Lum, Lumdum, Luronk, Magra, Magub, Maknok, Mug, Orok, Rugdumph, Shagol, Shagrol, Shobob, Shum, Ulmug, Urbul, Urul, Ushnar, Uzul.

Female Names: Agrob, Badbog, Bashuk, Bogdub, Bugdurash, Bula, Bulak, Bulfim, Bum, Burub, Burzob, Dura, Durgat, Durz, Gashnakh, Ghob, Glasha, Glob, Gluronk, Gonk, Grat, Grazob, Gulfim, Kharzug, Lagakh, Lambug, Lazgar, Mogak, Morn, Murob, Murzush, Nargol, Orbul, Ragash, Rolfish, Rulfim, Shadbak, Shagar, Shagdub, Sharn, Sharog, Shelur, Sloomalah, Uloth, Ulumpha, Urzoth, Urzul, Ushug, Yazgash.

Redguard Names

Male Names: Ahtar, Alesan, Amren, Ataf, Avidius, Azzada, Azzadal, Baral, Brenuin, Endon, Ennis, Falion, Fihada, Firir, Haldyn, Isran, Jawanan, Kayd, Kematu, Mani, Maramal, Namasur, Nazeem, Nazir, Razelan, Shadr, Talib.

Female Names: Adara, Ahlam, Anwen, Atmah, Braith, Eriana, Faleen, Iman, Jayri, Jonna, Kerah, Lu'ah, Niyya, Ramati, Rayya, Rochelle, Saadia, Saffir, Saliah, Salma, Sayma, Seren, Sudi, Tonilia, Umana, Yisra, Zaria



OPTIMIZING CHARACTERS

Once you have a better idea of who your character is as a person in the world of your campaign, it's time to think about how you can make them function the way you want within the context of the game.

One of the most important parts of this process is to gather as much information as possible, both from your GM and the other players. Even if your GM can't give away particular details of the campaign, they should be able to give you a sense of the overall tone, as well as what kinds of skills will be important to have. It's also important to talk to your fellow players, particularly while building your characters, so that you can make sure your party as a whole is capable of taking on a variety of challenges and that each member has an important job to do.

Priorities

When building your character it's important to determine what your priorities are: what are your character's most important traits, and how are you going to represent them within the system? You're working with a limited budget of CrP, and while you might have an idea of where you want the character to go in the future you'll likely find that you have to focus on purchasing only the essentials at first.

Magically oriented characters should ensure that they have a large enough Magicka Pool to support the types of spells they want to cast, and a high enough Willpower to reliably cast them. The best way to expand one's Magicka Pool is through the use of the Power Well (X%) trait, a trait that increases the size of one's Magicka Pool and that can be attained as both a racial bonus or through the use of certain Birthsigns. Though for some characters there may be no need for lots of magicka: a high Intelligence will suffice for an Alchemist or Enchanter.

Combat oriented characters should think about how their character fights. This means considering both how they plan to engage and defeat their enemies in combat, as well as how they plan to survive combat. Characters that aren't naturally tough will need another way to mitigate damage, either through magical means, the use of armor, or evasion. When it comes to winning the fight, it's important to consider how your character will position themselves relative to the rest of the party: having a "front line" can be very useful if certain characters intend to engage at range, though these front-liners will often find themselves fighting outnumbered.

There are also a wide variety of non-combat oriented characters that one might wish to create. There are too many to cover here, but in general it is still important to consider how these characters will handle themselves if the party gets into a fight.

Skills and Talents

The UESRPG has a large number of skills and talents that players can choose from when creating their characters, which can lead to some difficult choices. Fortunately there are a few general guidelines that players can follow when navigating character creation.

When it comes to skills, it's important to decide how specialized your character needs to be. Mages dedicated to one particular school of magic, or warriors devoted to a specific way of combat, would both benefit from having a high rank in the relevant skill. Rogue type characters, on the other hand, can adopt a more "jack of all trades" approach as they need to be able to navigate a wide variety of situations.

There are also a number of non-combat skills that every character should consider learning, even if only at a very low level. Skills like Observe, Survival, Logic, Ride, Navigate, First Aid, and Athletics are extremely useful for all types of traveling adventurers.

Talents are a little more difficult to choose: there are a variety of talents that have very powerful effects, but it's easy to go overboard. Some talents unlock the ability to do things that other characters cannot, while others function to augment a particular skill (such as by providing rerolls or additional degrees of success). The critical decision is which of these abilities are necessary to the character, and which are just nice to have. The former are worth investing in early, while it is often better to replace the latter with additional skill ranks that will prove critical at lower XP values.

Surviving Combat

Even characters who shine off the battlefield can expect to find themselves in combat at least once during a campaign. It is important for every character to have a plan when things get violent. Perhaps the most important thing to remember when approaching combat is to not bite off more than you can chew: fighting outnumbered is a very dangerous prospect, even for skilled warriors. There are ways to prepare for this situation, however: clever use of Outmaneuvering and the Evade skill can allow a character to survive in combat against many enemies, while heavy armor and healing magic can allow characters to last longer under pressure.

Characters who have neither the ability to effectively fight in heavy armor, or the speed to dance around their foes, will benefit most from simply not getting caught in a direct engagement. Characters wielding ranged weapons or using ranged magic can have a profound impact on the fight from a safe distance, where there is a much lower risk of having an axe buried in one's skull.

ADDITIONAL RACES

This section contains a set of rules for additional playable races. Some of these can be used in any campaign, while others only have a place in certain adventures. Depending on when and where your campaign is set, your GM may choose to prohibit the use of some or all of these races when you are creating a character. The relevant section for each race will provide some advice in this matter to help you and your GM decide if a certain type of character is appropriate.

Note - Dwemer Characters

Rules for any of the game's playable races can be found in either the **CORE RULEBOOK**, or in this section, with one exception: rules for playing Dwemer characters are located in the **SECRETS OF THE DWEMER** supplement.

Assorted Proto-Races

Between the Aldmer, Atmorans, Nedes, Chimer, and others, there are a variety of races that can be classified as “proto-races:” ancestors of one or more of the “modern” peoples of Tamriel. Much of what we know about these races tends to come from myths and legends maintained by their descendants, and thus cannot be taken entirely at face value. On the other hand, the Elder Scrolls setting is a strange place, and more often than not myths have truth to them.

Thus we have decided to leave it to individual groups to decide which of these interpretations is more appropriate to their campaign. Our general recommendation is to utilize the appropriate modern race as a template for their predecessors (Nords for Atmorans, Altmer for Aldmer, etc), making tweaks as appropriate. Groups that favor a more powerful vision of the ancestral races of Tamriel should feel free to tack on points and traits as they see fit, while groups looking for a more down to earth game should be able to get by just fine with the races found in the **CORE RULEBOOK**.

Ayleids

The Ayleids were the descendants of the Aldmer that emigrated to Cyrodiil (from Summerset Isle). At one point they controlled the entirety of what is now the Imperial Province of Cyrodiil, and enslaved the indigenous Cyrodilic and Nordic populations. These slaves were used in various ways- to build and maintain roads and temples and to drain fields. Some Ayleids are even said to have tortured slaves for amusement. During the Slave Rebellion of 1E 242 the nearby human kingdom of Skyrim lent help to their enslaved relatives in the Ayleid Empire, which played a part in the Ayleids being overthrown by the Slave Queen Alessia and her supporters, and the subsequent shift in

power from Mer to Men on Tamriel. It also appears that Alessia's rebellion coincided with a civil war within the Ayleid Empire which led to many rebel Ayleid lords joining forces with Alessia, and aiding her in her rebellion. Though the Ayleids would continue to have a presence in Cyrodiil for several hundred years more, they were never again a major military or political power. This event signaled the beginning of the Late Ayleid Period. Their greatest fortress, White Gold Tower, was turned into the Imperial Palace by Alessia and her descendants, and it remains so to this day. The last of the Ayleids who opposed Alessia held out at a village in the vicinity of modern day Bravil and it took Alessia's forces, led by Bravillius Tasus, four attempts to finally defeat them.

In 1E 393 the Alessian Order sacked the ancient Ayleid temple of Malada in their attempts to eradicate all Elven presence in Cyrodiil.

Ayleid culture lingered in the city-states that survived as client kingdoms of Alessian Cyrodiil, but most of the Elven population was finally driven into exile (largely to Valenwood) by the intolerance of the Alessian Order, though some Ayleids remained in Cyrodiil, serving as mentors and tutors for the new human nobility. The last remaining kingdom of the Ayleids, Nenalata, was last heard of in 1E 482 at the Battle of Glenumbria Moors; whether the King's people made it through the next few centuries is unknown, but this was a significant event: the Late Ayleid Period was ended, and the Ayleids would never again be seen as a military or political power.

It is possible that some tribes of Ayleids may continue to live deep within the forests of Cyrodiil even today. Yet the most recent reported sightings are more than 1000 years old. These Ayleids, or Wild Elves, are at best a rarity and may not have actually survived into the Third Era. The Ayleid Sage Tjurhane Fyrre talked and wrote extensively of the state of the Ayleid culture in the late First Era and early Second Era. According to Fyrre, the Ayleids of this time lived in a tribal society, with each “tribe” being substantially different from the next.

Society and Religion

The Ayleids were the original founders of the Imperial City, although it was a fortress called Temple of the Ancestors in those days. They spoke a language now referred to as “Ayleidoon”, a derivative of Aldmeris which was once the language of the human Cyrodiils as well. Much like the lost Dwemer (whose ruins can be found in Hammerfell, Skyrim, and Morrowind), many Ayleid ruins can be found in Cyrodiil. These underground cities can prove deadly for adventurers, hiding such dangers as traps, monsters, undead, and criminals that hide out in the ruins. Many would-be treasure hunters have died trying to plunder their vast riches.

Their cities were amazing feats of architecture, ranging from small settlements to gigantic, labyrinth-like metropolises; they also seem to have had a firm grasp of the magical arts, as many of their ruins contain stones filled with magicka essences harvested from the sky and they developed what came to be called the school of Alteration as they were skilled in magics such as shape-shifting and levitation. They were usually devout worshippers of Daedra, and even attempted to gain their power, blessings, and military aid. As for their appearance, like all elves, they were most likely thin and lean with pointed ears and angular facial features. Complexion-wise, they were lighter than dark elves though darker than high elves.

Ayleid Characters

Below are the rules for creating Ayleid characters. Assuming you have the permission of your GM, treat the Ayleid just as you would any other race and follow the usual steps for character creation.

Ayleid Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	23	25	28	27	25	26

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Weakness (Magic, 25%):** If the character suffers any type of magic damage after armor mitigation, increase that damage by 25% (round up) before calculating its effects.
- **Power Well (50%):** Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by 50% of its base. If the character would receive this trait twice, combine the X values.
- **Disease Resistance (50%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 50, the character doesn't get the disease.

Other

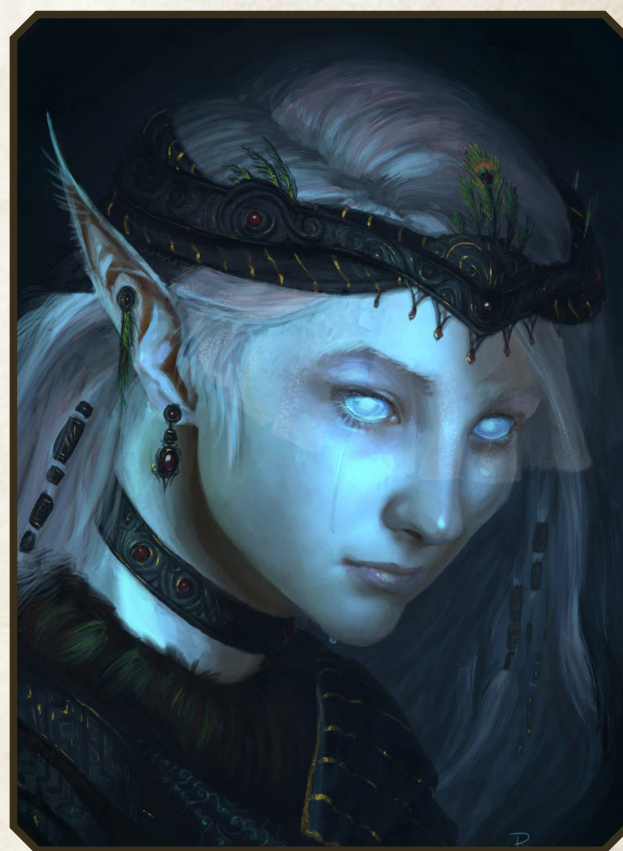
- During character creation, Ayleid characters may learn either the Enchant or Alteration skill (starting at Novice rank) for half the base CrP cost (other cost reductions apply to this new value).

Barra agea ry sou karan.
"Wear lore as your armor."

Falmer

The Falmer (or Snow Elves) were once a proud people with an unusually great aptitude for magic. They had a strong resistance to frost, as their skin was coated with a thin layer of blue-white ice. They inhabited Skyrim before the Nords returned from Atmora, and were responsible for the Night of Tears. They had a civilization which rivaled even the Altmer of the Summerset Isles. They had their own language, which was written in a complex and nearly indecipherable alphabet. They were purported to use spears and archery in Combat.

After the Night of Tears in the late Merethic Era, Ysgramor and his Five Hundred Companions launched a campaign to drive the elves from Skyrim. Ysgramor and his heirs succeeded, and by the second century of the First Era, during the reign of the Nordic king Harald, the last of the Falmer were driven from Skyrim to the island of Solstheim. The Falmer's civilization was obliterated at the Battle of the Moesring with the death of their leader, the Snow Prince. The remaining snow elves were scattered or slain, and were never heard from again.



Unknown to the Nords, many Falmer sought sanctuary with the Dwemer of Skyrim. The Dwemer agreed to protect the Falmer, but did not trust them. The Dwemer forced their Falmer guests to consume a type of toxic fungus found growing deep underground which rendered them blind. The Falmer became servants of the Dwemer, and then their slaves.

The Dwemer made the fungus an essential part of their diet, ensuring that all future generations would be as powerless as their current slaves. The Falmer were embittered by this betrayal, and rebelled against their dwarven masters. They constructed the Great Statue of Irkngthand, which contained the “Eyes of the Falmer”, two massive gems embedded in the eye sockets. The Falmer fled deep into Blackreach, a gigantic cavern inhabited by the Dwemer. Thus began the War of the Crag, a bloody war between the Falmer and the Dwemer which took place far below the surface of Skyrim. Sai, the god of luck, attempted to help the Falmer, likely around this time, but they were very hard to find and unfriendly towards him. Mara later condemned the ice elves, and considered them “gone altogether and forever”. In 1E 700, when the Dwemer disappeared, the Falmer were left to spread freely throughout Blackreach. However, centuries of subterranean slavery, combined with their permanent blindness, had left the Falmer crippled, and years of fighting the Dwemer had left the race bloodthirsty and brutal.

A small handful of Falmer managed to avoid becoming slaves to the Dwemer, instead retreating to hidden shrines such as the Chantry of Auri-El. These few remaining Snow Elves (as they prefer to call themselves) look upon their twisted kindred (which they refer to as “the Betrayed”) with pity. However, these sentiments were not shared by the Falmer, as they attacked their untainted cousins with the same ferocity that they displayed towards the other surface races.

Falmer Characters

Below are the rules for creating Falmer characters as they were before the betrayal. Assuming you have the permission of your GM, treat the Falmer just as you would any other race and follow the usual steps for character creation.

Falmer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	23	26	28	28	25	25

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Weakness (Fire, 50%):** If the character suffers fire damage after armor mitigation, increase that damage by 50% (round up) before calculating its effects.
- **Resistance (Frost, 75%):** If the character suffers frost damage after armor mitigation, reduce that damage by 75% (round up) before calculating its effects.
- **Power Well (50%):** Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by 50% of its base. If the character would receive this trait twice, combine the X values.

Khajiit Subspecies

Khajiit are each subtly bound to the Lunar Lattice, a mysterious force entitled the ja’Kha’jay in their native tongue. The Lunar Lattice determines the form a Khajiit assumes in life, according to the phases of Masser and Secunda at the time of their birth; while Khajiiti newborns appear incredibly similar to one another at birth, their future form becomes clear in a matter of weeks. This is due in part to the fact that, although born smaller than the children of either man or mer, the Khajiiti mature at a significantly faster rate.

Rules for playing Suthay-Raht characters can be found in the **CORE RULEBOOK**. Below are the rules for creating Khajiit characters of the major remaining types. Some of the redundant variations have been left out, as well as a few types that would otherwise be incapable of communicating with others or about which we know nothing. Assuming you have the permission of your GM, treat these Khajiit just as you would any other race and follow the usual steps for character creation.

Alfiq

A quadrupedal form of Khajiit, the Alfiq is, in many respects, similar to a common housecat. Although diminutive in form, the Alfiq retain the keen intelligence of the Khajiiti, having the ability to understand the spoken word of others, although unable to respond.

Alfiq Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
10	15	30	28	27	30	20

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Telepathic:** The character with this trait is capable of communicating with others telepathically.
- **Quadruped:** The character moves on all fours, and thus moves more quickly. Double the character’s base movement rating.

Other

- During character creation, Alfiq characters may purchase the Catfall talent (Apprentice [Agility]) for half its base CrP cost (other cost reductions apply to this new value).
- Alfiq are Tiny sized characters. Additionally, they may not speak normally (instead communicating telepathically).

Cathay

The Cathay are similar to the Suthay-raht in appearance and bi-pedalism, however possess greater stature and strength, and are often described by non-Khajiit races as “jaguar-men.”

Cathay-Raht Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
27	26	25	23	21	27	22

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (2d10 R; Pen 0; S; T; Tearing):** The character with this trait has natural weapons that use the specified profile.
- **Heavy Hitter (1):** Add 1 to the character’s Damage Bonus.

Other

- During character creation, Cathay characters may purchase the Catfall talent (Apprentice [Agility]) for half its base CrP cost (other cost reductions apply to this new value).

Ohmes-Raht

Similar to the race of men, save for their short, light-colored fur, the Ohmes-raht may easily be mistaken as men at a distance. Unlike the many other species of Khajiit who walk like cats upon the balls of their feet, the Ohmes-raht walk upon their heels. They often serve in positions of ambassadorship and trade.

Ohmes-Raht Characteristic Baseline

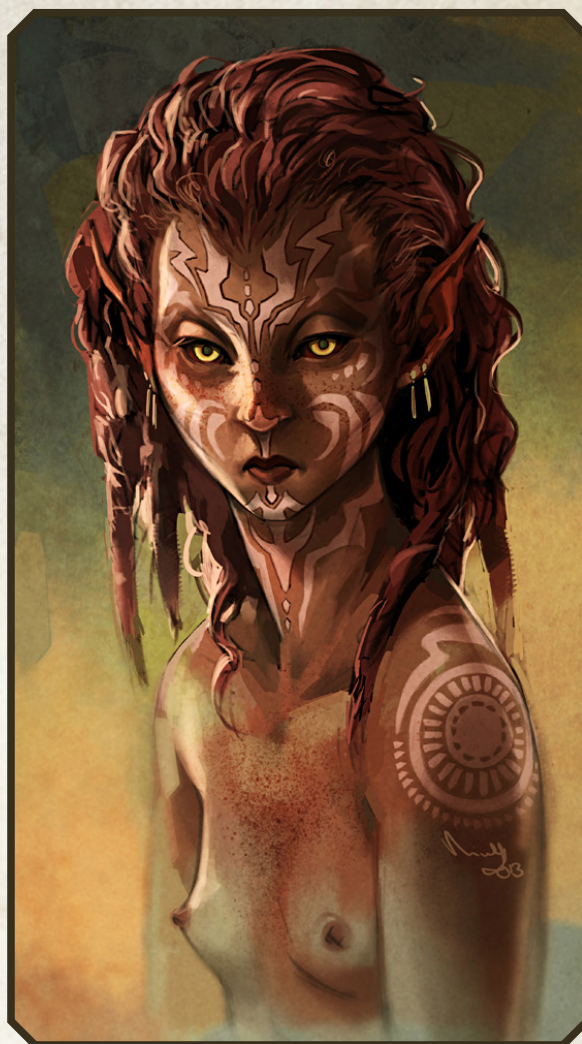
Str	End	Ag	Int	Wp	Prc	Prs
22	22	27	26	21	28	26

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (1d10+1 R; Pen 0; S; T; Tearing):** The character with this trait has natural weapons that use the specified profile.

Other

- During character creation, Ohmes-Raht characters may purchase the Catfall talent (Apprentice [Agility]) for half its base CrP cost (other cost reductions apply to this new value).



Ohmes

Similar in many ways to the Bosmer, although generally of lesser stature. In order to avoid being mistaken as one of the Bosmer many Ohmes tattoo their faces to resemble a feline-aspect. The Ohmes is the most common form seen outside of the province of Elsweyr, taking advantage of other races’ preference to their appearance to serve in positions of ambassadorship and trade.

Ohmes Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	21	27	27	24	26	27

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (1d10 R; Pen 0; S; T):** The character with this trait has natural weapons that use the specified profile.

Dagi-Raht

Similar in all respects to the Dagi, while somewhat larger, however not overly so as they are able to dwell in higher tree branches of the Tenmar forest, like the Dagi. It can be assumed that, like their smaller cousins, they are naturally skilled in the use of magic.

Dagi-Raht Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	20	28	26	26	28	23

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (1d10+1 R; Pen 0; S; T; Tearing):** The character with this trait has natural weapons that use the specified profile.

Other

- During character creation, Dagi-Raht characters may purchase the Athletics skill and/or the Catfall talent (Apprentice [Agility]) for half their base CrP cost (other cost reductions apply to this new value).

"The Bosmer archers in the trees would have still won the battle were they not having troubles of their own. A group of Dagi and Dagi-raht, two of the less common forms of Khajiit who live in the trees of the Tenmar forest, jumped from one tree to another under a magical cover of silence. They took up positions in the higher branches that could not hold a Bosmer's weight. When the signal came, they used their claws and either torches or spells of fire (accounts from the two survivors I spoke with vary on this point) to distract the archers while the battle on the ground took place. A few of the archers were able to flee, but most were killed."

"Mixed Unit Tactics"

Pahmer

The Pahmer are similar in appearance and size to tigers. It is unknown exactly how they communicate, but many believe it is by means of a simpler form of Ta'agra.

Pahmer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
30	28	25	15	20	30	15

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Quadruped:** The character moves on all fours, and thus moves more quickly. Double the character's base movement rating.
- **Natural Weapons (2d10 R; Pen 5; S; T; Tearing):** The character with this trait has natural weapons that use the specified profile.

Other

- During character creation, Pahmer characters may purchase the Catfall talent (Apprentice [Agility]) for half its base CrP cost (other cost reductions apply to this new value).

Senche

The Senche are the size of horses, and often used as steeds by smaller breeds. It is unknown exactly how they communicate, but many believe it is by means of a simpler form of Ta'agra.

Senche Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
30	30	25	15	20	30	10

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Quadruped:** The character moves on all fours, and thus moves more quickly. Double the character's base movement rating.
- **Natural Weapons (2d10 R; Pen 5; S; T; Tearing):** The character with this trait has natural weapons that use the specified profile.

Other

- During character creation, Senche characters may purchase the Catfall talent (Apprentice [Agility]) for half its base CrP cost (other cost reductions apply to this new value).
- Senche are large sized characters.

Tojay

Tojay live in the marshes and jungle regions of southern Elsweyr.

Tojay Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
25	24	28	27	24	25	22

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Natural Weapons (1d10+1 R; Pen 0; S; T; Tearing):** The character with this trait has natural weapons that use the specified profile.
- **Disease Resistance (50%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 50, the character doesn't get the disease.
- **Resistance (Poison, 50%):** If the character suffers poison damage after mitigation, reduce that damage by 50% (round up) before calculating its effects.

Other

- During character creation, Tojay characters may purchase the Catfall talent (Apprentice [Agility]) for half its base CrP cost (other cost reductions apply to this new value).

Maormer

The Maormer, also known as Sea Elves or Tropical Elves, are a race of mer that reside on the island of Pyandonea, south of the continent of Tamriel. They have blank eyes and colorless, chameleon-like skin, which is capable of blending in with the environment. It was originally believed that they had lived in the Altmer home of Summerset Isle and were exiled, but tapestries found in the Crystal Tower of Alinor reveal an enmity going back so far as to make that theory impossible. Their leader is an immortal wizard named Orgnum. The Maormer practice a snake-like magic which they use to tame sea-serpents.

Maormer Characters

Below are the rules for creating Maormer characters. Assuming you have the permission of your GM, treat the Maormer just as you would any other race and follow the usual steps for character creation.

Maormer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
23	20	25	28	28	25	22

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Weakness (Shock, 25%):** If the character suffers shock damage after armor mitigation, increase that damage by 25% (round up) before calculating its effects.
- **Power Well (25%):** Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by 25% of its base. If the character would receive this trait twice, combine the X values.
- **(Racial) Children of the Sea:** Maormer may reroll failed swimming-related Athletics tests (but only once per test).
- **(Racial) Chameleon Skin:** Maormer receive a +10 to any Stealth skill tests made to blend into their environment.

Sload

The Sload are a race of sluglike beastfolk (hence the name, a portmanteau of “slug” and “toad”) living in the Coral Kingdoms of Thras, southwest of Tamriel.

Sload are innately cautious and careful. In their mythic traditions, all heroes spend years planning, considering and consulting with wise Sload before taking the correct action and achieving their goal. By contrast their villains all act quickly or rashly and always fail. The Sload language has no word for ‘adventure’, and the closest equivalent more accurately means ‘tragic disaster’.

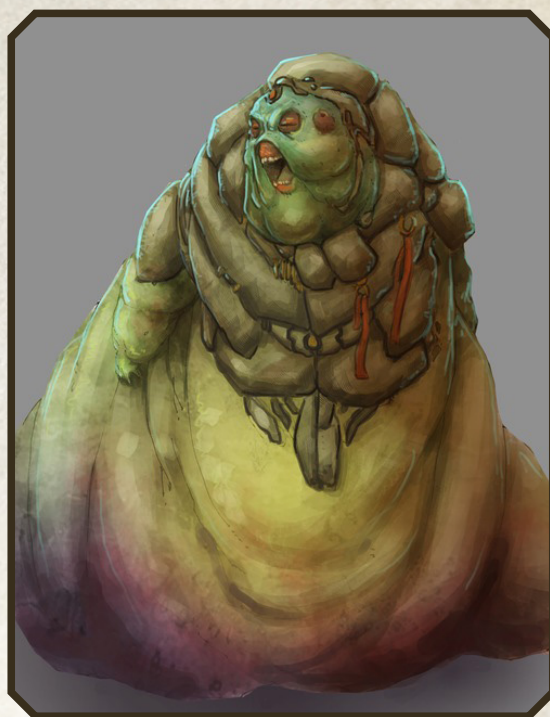
Sload apparently do not experience emotions as the Tamrielic races do, but are often skilled at acting and may exaggeratedly simulate them for the benefit of more emotive beings.

They will honor laws, loyalties and friendships only as long as they calculate it to be in their best interests to do so. They also have no compunctions against blasphemy, theft, kidnapping, murder, genocide or anything else that may help them reach their goals. Sload are highly intelligent and have perfect recall of practically anything they have ever seen or heard. They are quite skilled at magic, particularly necromancy and teleportation magics.

Sload are apparently not religious in any recognizable sense, but will willingly serve Daedra if they benefit from it. Some, in particular the famed Second Era necromancer N’Gasta, also follow the King of Worms.

It is unknown exactly how Sload reproduce. They are believed to be hermaphrodites in their youths, though the sexual organs seem to be absorbed by the time they are old enough to survive on land. Sload parents seemingly have no interest in the fate of the young. Upon reaching adulthood the Sload becomes amphibious and has an appearance similar to a large, vaguely humanoid slug. While young, adults generally lack many of the skills to survive on land. As they age, Sload tend to grow in size and corpulence, and many older Sload would collapse under their own weight if not bouyed up by water or by magical means. There is no known limit to either the age or the size of an adult Sload. Understandably, this limits their activities on land. When on land, their default mode of travel is magical teleportation, especially the Recall spell, which they instinctively use when greatly distressed.

Adult Sload have four appendages which behave partially as pseudopods, in that they mold themselves around whatever the Sload is grasping. This takes some time but allows them to attain a very good grip on practically anything, allowing them to climb things many other races can’t. Despite this, their ability to use tools is limited.



Sload Characters

Below are the rules for creating Sload characters. Assuming you have the permission of your GM, treat the Sload just as you would any other race and follow the usual steps for character creation.

Sload Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
20	20	10	30	30	25	20

Traits (full rules can be found in the **CORE RULEBOOK**)

- **Power Well (50%):** Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by 50% of its base. If the character would receive this trait twice, combine the X values.
- **(Racial) Corpulent:** Sload may never train or use the Evade or Acrobatics skills. Increase their Health by 10% (round down). Their Agility may never exceed 20.
- **(Racial) Foreign:** Sload receive a -20 penalty to any Personality based tests to interact with non-Sload.

Other

- During character creation, Sload characters may learn any of the Necromancy, Mysticism, or Alteration skills (starting at Novice rank) for half the base CrP cost (other cost reductions apply to this new value).
- Sload characters automatically have the Perfect Memory trait. This does not count towards CrP spent on/gained from positive/negative traits.

