

# The Unofficial Elder Scrolls RPG

Second Edition



Supplement

Inhabitants of Tamriel



# BETA - VERSION 1.01

Send feedback to [seht.uesrpg@gmail.com](mailto:seht.uesrpg@gmail.com)



# Credits

This book is version **Beta v1.01** of the **Inhabitants of Tamriel** supplement.

The latest version of the game can always be found online at [www.mediafire.com/uesrpg](http://www.mediafire.com/uesrpg)

**Project Coordinators:** Seht ([seht.uesrpg@gmail.com](mailto:seht.uesrpg@gmail.com)), Anon133

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

## Intellectual Property

The authors of this book do not claim ownership of any of the intellectual properties found within. This is a purely unofficial, not for profit, fan made work, and its commercial distribution to anyone under any circumstances is strictly prohibited.

### Art

The authors of this book do not claim ownership of any of the images that appear in this work. All art is used without permission. All credit goes to the respective owners, a list of whom can be found in the **CORE RULEBOOK**.

### The Elder Scrolls®

Copyright © 1993-2014 Bethesda Softworks LLC, a ZeniMax Media company. The Elder Scrolls, Bethesda Softworks, ZeniMax and their respective logos are registered trademarks of ZeniMax Media Inc. All Rights Reserved.

### 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.

### This Book

The elements of this work that are not the intellectual property of any of the aforementioned groups/individuals, or any groups/individuals not mentioned, are licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.

# 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 **INHABITANTS OF TAMRIEL** supplement, a document containing rules for the many monsters, allies, and enemies that a party of adventurers may encounter across Tamriel.

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: **ARCANE ARTS**, **PLANES OF OBLIVION**, **DARK PATHS**, **SECRETS OF THE DWEMER**, and **TAMRIELIC ARTIFACTS**.

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

# Mundane & Magical Creatures



---

*"The Wood Elves do not like to talk about the Hunt, and I gather they do not feel proud of this power at all-Gomini, my Bosmer companion of late, tells me that the Hunt is used for justice, but that also, "every monster in the world that has ever been comes from a previous Hunt. Those Bosmer that go Wild, they do not return. ""*

*Pocket Guide to the Empore, 1st Edition*

# USING THIS BOOK

This book contains rules for many of the beasts, monsters, and peoples that adventurers may encounter throughout Tamriel and the realms beyond. Each section within contains similarly grouped profiles that provide rules and advice for using these characters in your campaign.

Remember that while the profiles provided here represent a wide variety of characters, and can easily be used straight from the book, our interpretation of many of the creatures that inhabit the Elder Scrolls setting will invariably differ from yours in places. The rules are here as a base for you to build on as you see fit. So go crazy!

## NPC Rules

There are several key rule differences between PCs and NPCs that one should be familiar with before using the profiles from this book.

### Combat

In the interest of simplifying NPCs for combat purposes, beasts and monsters (and some NPCs) do not use the Combat Style skill that most normal characters use. Characters in this book that have the Combat Style skill obey all the usual rules for that skill, but certain profiles will instead use the following skill:

#### Skill: Combat (Strength, Agility)

The Combat skill stands in for the Combat Style skill for the purposes of beasts, monsters, and other characters for whom the Combat Style skill would be unnecessarily complex. It represents their ability to engage in combat with whatever weapons, natural or otherwise, they have at their disposal regardless of the circumstances. This skill takes the place of Combat Style for all rules purposes. Characters with this skill can ignore the usual rules for trained equipment, untrained weapon penalties, and fighting in unfamiliar circumstances that are normally covered by the Combat Style skill.

### Luck

Luck represents both a character's good fortune, and the role that fate plays in their story. NPCs lack the Luck characteristic by default, but some NPCs have a certain connection to fate in much the same way that the player characters do. These characters are of a higher caliber than others, and are intended to serve as powerful allies or deadly foes for the party.

#### Trait: Fated (X)

The character has X Luck points that function just like normal Luck points, with the exception that they may only be burned and not spent. When these characters are called to make Luck tests, multiply X by ten to get the base target number.

### Critical Successes & Failures

NPCs critically succeed on a roll of a 3 or below, and critically fail or a roll of a 95 or above.

### Sample Profile

*Some neat description of this scary monster/badguy. Be afraid!*

Str	End	Ag	Int	Wp	Prc	Prs
40	20	50	25	30	30	20

*Note: Attributes include all modifiers from traits*

Attribute	-	Attribute	-
<b>Wound Threshold</b>	7	<b>Health</b>	25
<b>Movement Rating</b>	6	<b>Stamina</b>	1
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	25
<b>Damage Bonus</b>	6	<b>Carry Rating</b>	12
<b>Maximum AP</b>	2	<b>Size</b>	Large (hit mod)

**Threat:** Average + **White Soul:** Soul Energy (min. gem)

### Skills

Skill +Rank Bonus (Gov. Characteristics)

### Talents

- **Talent:** Rule summary (**not** the full rules text).

### Traits

- **Trait:** Rule summary (**not** the full rules text).

### Combat/Magic

- **Weapon Name:** 1d10+1(+Damage Bonus and other modifiers) R; Pen 5; Size M; Reach M; Impaling, Tearing, Well Balanced.
- **Armor Name:** 13 AR Body/Arms/Legs; Spiked.
- **Standard Spells:** Fire Bolt (*spell levels*), Fire Bite (1-4).

### Using this Character

Some characters will have a brief section here explaining how to handle them in a campaign.

### Variants

Variations on this type of character (often stronger than the base). Instead of adding traits that would modify attributes indirectly, many variant profiles will simply include a list of the direct modifications to be made to the character's attributes to reflect that variant. This is done to reduce the number of extraneous calculations the GM is forced to make.

## Threat Rating

The character profiles in the following pages will each have an number of things associated with them in addition to the raw rules that define that character. One of these is the character's Threat Rating, or a category used to rank the character's overall power level relative to certain player character XP levels.

An important thing to note about threat ratings is that they are as much guidelines for in-game behavior as they are indicators of on-paper strength. Theoretically an animal like a horse could cause serious bodily harm to an unsuspecting adventurer, but due to their nature horses do not seek out conflict and are likely to flee when threatened. Creatures with higher threat ratings, however, are often dangerous primarily because they are more aggressive or cunning (in addition to whatever combat abilities they may possess).

Remember also that these threat ratings are intended to be simple indicators of relative power. The "Using this Character" section in each character profile will include specific details on what makes each character dangerous, and how they ought to behave.

Some threat ratings will have a "+" or "-" following them. This indicates that the character presents a somewhat higher or lower threat than the average for that rating.

### Insignificant

This character is a negligible threat to even the least powerful adventurers either due to a lack of combat potential, or an instinct to avoid confrontation.

### Minor

This character is potentially threatening to weaker adventurers in larger numbers or certain circumstances. It is still limited by either its will to fight, or a simple lack of strength.

### Average

This character is a respectable opponent: it either has substantial combat ability if threatened, or aggressive tendencies. Sometimes both. Potentially challenging to lower powered adventurers.

### Major

This character is a danger to adventurers of all but the highest levels. It tends to be aggressive and/or intelligent, and has the abilities to back up its threats. Often has a particularly strong ability or trait, or excels in a particular environment.

### Extreme

This character is deadly to the unprepared adventurer, and threatening even to those able to match its abilities. It is aggressive, intelligent, and powerful in many respects.



# BEASTS & MONSTERS

This section contains profiles for common beasts and monsters.

## Bear

*Bears are large, powerful, fur-covered quadrupedal mammals common throughout Cyrodiil, Skyrim, and High Rock.*

Str	End	Ag	Int	Wp	Prc	Prs
50	50	30	15	35	30	5
Attribute	-	Attribute	-			
<b>Wound Threshold</b>	12	<b>Health</b>	62			
<b>Movement Rating</b>	7	<b>Stamina</b>	4			
<b>Initiative Rating</b>	5	<b>Magicka Pool</b>	15			
<b>Damage Bonus</b>	7	<b>Carry Rating</b>	18			
<b>Maximum AP</b>	2	<b>Size</b>	Large (+10 ranged hit)			

**Threat:** Average **White Soul:** 70 (Petty)

## Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Intimidate +20** (Str, Wp), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc).

## Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Quadruped:** Doubles base movement rating.

## Combat

- Natural Weapon (Claws):** 2d10(+7) R; Pen 15; Size S; Reach M; Concussive.
- Natural Weapon (Bite):** 2d10+2(+7) R; Pen 15; Size S; Reach S; Entangling, Tearing.
- Natural Armor:** 5 AR all locations.

## Cave Bear

- +2 Damage Bonus, +1 Wound Threshold, +8 Health, +10 Willpower.

## Snow Bear

- +2 Damage Bonus
- +1 Wound Threshold
- +8 Health
- Resistance (Frost, 50%):** Reduce frost damage by 50%.

## Cave Rat (Skeever)

*Cave rats, also known as Skeevens in certain regions, are aggressive, overgrown rat-like animals found across Tamriel.*

Str	End	Ag	Int	Wp	Prc	Prs
10	20	40	10	5	30	5
Attribute	-	Attribute	-			
<b>Wound Threshold</b>	1	<b>Health</b>	10			
<b>Movement Rating</b>	8	<b>Stamina</b>	2			
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>	10			
<b>Damage Bonus</b>	0	<b>Carry Rating</b>	1			
<b>Maximum AP</b>	2	<b>Size</b>	Tiny (-20 hit)			

**Threat:** Minor - **White Soul:** 10 (Petty)

## Skills

**Athletics +0** (Str, End), **Combat +0** (Str, Ag), **Evade +0** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

## Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Dark Sight:** Can see in the dark.
- Diseased (-10):** Characters this character wounds must test Endurance -10 after combat or get a common disease.
- Quadruped:** Doubles base movement rating.
- Quick:** Ignores movement rating penalty from size.
- Timid:** -10 to Wp tests to resist fear/intimidation.

## Combat

- Natural Weapon (Bite):** 1d10 R; Pen 5; Size S; Reach T; Tearing.

## Crocodile

Crocodiles are large, aquatic reptiles found in many of the southern regions of Tamriel.

Str	End	Ag	Int	Wp	Prc	Prs
35	32	20	15	25	20	5
Attribute				Attribute		
<b>Wound Threshold</b>	3			<b>Health</b>	32	
<b>Movement Rating</b>	4			<b>Stamina</b>	2	
<b>Initiative Rating</b>	4			<b>Magicka Pool</b>	15	
<b>Damage Bonus</b>	3			<b>Carry Rating</b>	9	
<b>Maximum AP</b>	1			<b>Size</b>	Standard	

**Threat:** Minor **White Soul:** 30 (Petty)

## Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Intimidate +10** (Str, Wp), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Stealth +10** (Ag, Prc), **Survival +20** (Int, Prc)

## Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Man Catcher:** Opponents at -10 to break grapple/entangle.

## Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Dark Sight:** Can see in the dark.
- Quadruped:** Doubles base movement rating.

## Combat

- Natural Weapon (Bite):** 2d10(+3) R; Pen 15; Size S; Reach S; Entangling, Tearing.
- Natural Armor:** 5 AR all locations.

## Dog

Dogs, both wild and domesticated, can be found across Tamriel.

Str	End	Ag	Int	Wp	Prc	Prs
25	25	40	15	25	30	15
Attribute				Attribute		
<b>Wound Threshold</b>	2			<b>Health</b>	19	
<b>Movement Rating</b>	8			<b>Stamina</b>	2	
<b>Initiative Rating</b>	6			<b>Magicka Pool</b>	15	
<b>Damage Bonus</b>	1			<b>Carry Rating</b>	5	
<b>Maximum AP</b>	2			<b>Size</b>	Small (-10 hit)	

**Threat:** Minor - **White Soul:** 20 (Petty)

## Skills

**Athletics +10** (Str, End), **Combat +0** (Str, Ag), **Evade +0** (Ag), **Intimidate +10** (Str, Wp), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

## Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Dark Sight:** Can see in the dark.
- Quadruped:** Doubles base movement rating.
- Quick:** Ignores movement rating penalty from size.

## Combat

- Natural Weapon (Bite):** 1d10+2(+1) R; Pen 5; Size S; Reach T; Tearing.

## Dreugh

Dreughs are an ancient species of aquatic, octopus-like beastfolk, commonly hunted for their hide and the wax from their shells.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	40	30	35	40	5
Attribute				Attribute		
<b>Wound Threshold</b>	8			<b>Health</b>	40	
<b>Movement Rating</b>	4			<b>Stamina</b>	3	
<b>Initiative Rating</b>	8			<b>Magicka Pool</b>	30	
<b>Damage Bonus</b>	4			<b>Carry Rating</b>	12	
<b>Maximum AP</b>	2			<b>Size</b>	Standard	

**Threat:** Average **White Soul:** 50 (Petty)

## Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Destruction +20** (Wp), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

## Traits

- Amphibious:** Can breathe and fight normally underwater.
- Dark Sight:** Can see in the dark.

## Combat/Magic

- Natural Weapon (Claws):** 1d10+3(+4) R; Pen 10; Size S; Reach S; Entrapping.
- Natural Weapon (Tentacles):** 1d10(+4) I; Pen 5; Size M; Reach M; Entangling, Entrapping.
- Natural Armor:** 15 AR all locations.
- Standard Spells:** Lighting Touch (1-3).

## Durzog

A dog-like reptilian creature used in battle by goblins.

Str	End	Ag	Int	Wp	Prc	Prs
40	35	40	25	20	35	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		6	<b>Health</b>		26	
<b>Movement Rating</b>		8	<b>Stamina</b>		2	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		20	
<b>Damage Bonus</b>		2	<b>Carry Rating</b>		9	
<b>Maximum AP</b>		2	<b>Size</b>		Small (-10 hit)	

**Threat:** Average - **White Soul:** 40 (Petty)

### Skills

**Athletics +10** (Str, End), **Combat +0** (Str, Ag), **Evade +0** (Ag), **Intimidate +10** (Str, Wp), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

### Traits

- **Dark Sight:** Can see in the dark.
- **Quadruped:** Doubles base movement rating.
- **Quick:** Ignores movement rating penalty from size.

### Combat

- **Natural Weapon (Bite):** 1d10+4(+2) R; Pen 10; Size S; Reach T; Tearing, Entangling.
- **Natural Weapon (Claws):** 1d10+2(+2) R; Pen 10; Size S; Reach S.
- **Natural Armor:** 10 AR all locations.

### Using Durzogs

By themselves durzogs are not incredibly dangerous except when hunting in small packs. War durzogs, on the other hand, can be quite threatening. Their combat training and pack hunting instincts meld together to make them wonderful attack dogs, running down and ganging up on enemies for their goblin handlers. In combat the GM should remember to take advantage of the durzog's powerful entangling bite to disable targets while the others tear them to shreds. War durzogs should always have a goblin trainer nearby issuing orders to the pack.

### War Durzog

- +2 Damage Bonus, +9 Health
- **Combat +10** (Str, Ag) - This becomes +20 if there is a goblin trainer nearby to give them commands.
- **Evade +10** (Ag)
- **Man Catcher:** Opponents at -10 to break grapple/entangle.
- **Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.

- **Teamwork** (while goblin trainer present): If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Gargoyle

Gargoyles are statues that have been animated by a wizard or a vampire lord, often found guarding dungeons and castles.

Str	End	Ag	Int	Wp	Prc	Prs
50	66	40	30	30	35	5
Attribute		-	Attribute		-	

Str	End	Ag	Int	Wp	Prc	Prs
50	66	40	30	30	35	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		11	<b>Health</b>		66	
<b>Movement Rating</b>		4	<b>Stamina</b>		5	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		30	
<b>Damage Bonus</b>		5	<b>Carry Rating</b>		16	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average + **White Soul:** 400 (Common)

### Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Evade +0** (Ag), **Intimidate +10** (Str, Wp), **Observe +10** (Prc), **Stealth +20** (Ag, Prc)

### Traits

- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Iron Jaw:** Can test End to remove Stunned condition.

### Traits

- **Dark Sight:** Can see in the dark.
- **Immunity (Paralysis):** Cannot be paralyzed.
- **Immunity (Poison):** Ignores poison damage.
- **Resistance (Magic, 50%):** Reduce magic damage by 50% after mitigation.
- **Sun-Scarred:** +50% (round up) damage after AR from attacks with Sunlight quality. Gain fatigue each hour while exposed to the sun.
- **Terrifying (+0):** Forces Fear (+0) test on encounter.
- **Undead:** Immune to disease and aging.

### Combat/Magic

- **Natural Weapon (Bite):** 1d10(+5) R; Pen 10; Size S; Reach T; Dire, Tearing.
- **Natural Weapon (Claws):** 2d10+6(+5) R; Pen 15; Size S; Reach S; Concussive, Dire.
- **Natural Armor:** 25 AR all locations.

## Giant

Giants are enormous humanoids with a primitive culture.

Str	End	Ag	Int	Wp	Prc	Prs
70	60	30	20	45	30	20
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		19	<b>Health</b>		90	
<b>Movement Rating</b>		4	<b>Stamina</b>		5	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		20	
<b>Damage Bonus</b>		14	<b>Carry Rating</b>		33	
<b>Maximum AP</b>		2	<b>Size</b>		Huge (+20 ranged hit)	

**Threat:** Major **White Soul:** 700 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +0** (Ag), **Intimidate +10** (Str, Wp), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Survival +20** (Int, Prc)

### Talents

- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Unstoppable Might:** Can wield 2H weapons in one hand with no penalty (-10 if he off hands another weapon).

### Traits

- **Bad Reflexes:** Roll twice for initiative and use lower result.

### Combat

- **Giant Club (2Hand):** 2d10+2(+14) I; Pen 20; Size H; Reach L; Concussive, Unwieldy, Sundering; ENC 10.

## Giant Bat

Large bats, roughly the size of the average dog.

Str	End	Ag	Int	Wp	Prc	Prs
20	24	50	15	25	40	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		2	<b>Health</b>		18	
<b>Movement Rating</b>		4	<b>Stamina</b>		2	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		1	<b>Carry Rating</b>		5	
<b>Maximum AP</b>		2	<b>Size</b>		Small (-10 hit)	

**Threat:** Minor + **White Soul:** 150 (Lesser)

### Skills

**Athletics +20** (Str, End), **Combat +0** (Str, Ag), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Talents

- **Ghost:** No penalties to Stealth tests from speed.

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Dark Sight:** Can see in the dark.
- **Diseased (-10):** Characters this character wounds must test Endurance -10 after combat or get a common disease.
- **Flyer (6):** Can fly at movement rating 6.
- **Terrifying (+30):** Forces Fear (+30) test on encounter.

### Combat

- **Natural Weapon (Bite):** 1d10+4(+1) R; Pen 10; Size S; Reach T; Tearing.

## Giant Snake

Enormous snakes with a deadly bite. Often found near water.

Str	End	Ag	Int	Wp	Prc	Prs
50	45	50	15	30	35	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		9	<b>Health</b>		45	
<b>Movement Rating</b>		5	<b>Stamina</b>		3	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		5	<b>Carry Rating</b>		14	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average **White Soul:** 180 (Lesser)

### Skills

**Athletics +10** (Str, End), **Combat +0** (Str, Ag), **Evade +0** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +20** (Int, Prc), **Survival +20** (Int, Prc)

### Talents

- **Ghost:** No penalties to Stealth tests from speed.

### Traits

- **Crawler:** Halve movement rating, ignore terrain penalties.
- **Crushing Coils:** +20 to grapple tests. Grappled targets cannot defend against this character's attacks.
- **Lithe (2):** +20 to tests based on flexibility (grapple, etc).
- **Quick (2):** +2 to movement rating.
- **Terrifying (+30):** Forces Fear (+30) tests on encounter.

### Combat

- **Natural Weapon (Bite):** 1d10+5(+5) R; Pen 10; Size S; Reach L; Toxic (-20, 1d10+2).
- **Natural Armor:** 15 AR all locations.

## Giant Spider

Enormous spiders that lurk in dark caves, and deep within ancient forests, spinning webs to catch unsuspecting prey.

Str	End	Ag	Int	Wp	Prc	Prs
40	44	55	15	30	30	5
Attribute -						
<b>Wound Threshold</b>	8	<b>Health</b>	44			
<b>Movement Rating</b>	8	<b>Stamina</b>	3			
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	15			
<b>Damage Bonus</b>	4	<b>Carry Rating</b>	12			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Average **White Soul:** 160 (Lesser)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +20** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +20** (Int, Prc), **Survival +20** (Int, Prc)

### Talents

- Assassin Strike:** Can use Open Range special as the attacker.
- Catfall:** Reduce fall distance by AB for calculating damage.
- Lightning Reflexes:** Roll twice and use higher for initiative.

### Traits

- Aversion (Sunlight, 2):** -20 penalty when exposed to sun.
- Quick (3):** +3 to movement rating.
- Sun-Scarred:** +50% damage after AR from attacks with Sunlight quality. Gain fatigue each hour while exposed to the sun.
- Terrifying (+20):** Forces Fear (+20) tests on encounter.
- Weakness (Fire, 50%):** Increase fire damage by 50% after mitigation.
- Webspinner:** This character can spin webs across large areas., over which they move freely. Characters walking into webs must test Strength to avoid being entangled. Entangled characters suffer -30 to all tests that benefit from movement (except to escape), and cannot move. They may make Strength tests each round to attempt escape, but each failure imposes a -10 penalty on the next attempt.

### Combat

- Natural Weapon (Bite):** 1d10+4(+4) R; Pen 10; Size S; Reach S; Tearing, Toxic (-20, 1d10+2).
- Natural Weapon (Pincers):** 2d10+1(+4) R; Pen 10; Size M; Reach L; Toxic (+0, 1d5).
- Natural Weapon (Thrown Barbs):** 1d10+2 R; Pen 5; IS S; 10/25/50; Rld 0; Impaling, Toxic (+0, 1d5).
- Natural Armor:** 5 AR all locations.

## Goblin

Goblins are violent, primitive humanoids found throughout Tamriel, often living in sewers, caves and ruins in small clan-based societies. Appearance-wise, goblins have green skin, yellow eyes with slitted pupils, pronounced canine teeth, elven ears, and sometimes horns and hunchbacks.

Str	End	Ag	Int	Wp	Prc	Prs
35	30	35	20	20	25	10
Attribute -						
<b>Wound Threshold</b>	5	<b>Health</b>	22			
<b>Movement Rating</b>	3	<b>Stamina</b>	2			
<b>Initiative Rating</b>	5	<b>Magicka Pool</b>	10			
<b>Damage Bonus</b>	2	<b>Carry Rating</b>	7			
<b>Maximum AP</b>	2	<b>Size</b>	Small (-10 hit)			

**Threat:** Minor **White Soul:** 100 (Petty)

### Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Evade +0** (Ag), **Observe +20** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

### Talents

- Quick:** Ignores movement rating penalty from size.

### Combat

- Primitive Armor:** 10 AR body/head, Mundane, ENC 10.
- Goblin Buckler:** 15 AR; 1d5-2(+2) I; S S; R S; Small, Mundane; 1 ENC.

And one of the following weapons:

- Iron War Axe (1H):** 2d10(+2) R; Pen 5; Size M; Reach M; Tearing, Unbalanced; ENC 2.
- Iron Shortspear (1H):** 2d10+2(+2) R; Pen 5; Size M; Reach L; Impaling, Unwieldy; ENC 2.
- Iron Mace (1H):** 1d10+4(+2) I; Pen 10; Size M; Reach S; Concussive; ENC 2.
- Goblin Short Bow:** 1d10+5 R; Pen 5; IS S; 15/80/160; Rld 1; Impaling. ENC 1. [Includes 24 arrows (Barbed)].

### Goblin Bruiser

- Size Standard [+1 WT, +8 Health, +1 Dam. Bonus, +2 CR]
- Combat +20** (Str, Ag)
- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Crushing Blow:** Double Dam. Bonus on All-out Attack.

### Goblin Trainer

- Size Standard [+1 WT, +8 Health, +1 Dam. Bonus, +2 CR]
- Profession [Durzog Trainer] +30** (Int)

## Goblin Shaman

Goblins Shamans are intelligent, magic wielding goblins. They serve as religious leaders for the tribe.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	35	35	35	25	15
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>	5		<b>Health</b>	22		
<b>Movement Rating</b>	3		<b>Stamina</b>	2		
<b>Initiative Rating</b>	5		<b>Magicka Pool</b>	70		
<b>Damage Bonus</b>	2		<b>Carry Rating</b>	7		
<b>Maximum AP</b>	2		<b>Size</b>	Small (-10 hit)		

**Threat:** Average - **White Soul:** 300 (Common)

### Skills

**Athletics +0** (Str, End), **Combat +0** (Str, Ag), **Command +0** (Int, Prs), **Destruction +30** (Wp), **Evade +0** (Ag), **Observe +20** (Prc), **Restoration +20** (Wp), **Survival +20** (Int, Prc)

### Traits

- Power Well (100%):** +100% of base Magicka Pool.
- Quick:** Ignores movement rating penalty from size.

### Combat/Magic

- Goblin Totem Staff (1.5H):** 1d10+2(+2) I; Pen 0; Size M; Reach L; Focus (+5), Stunning; ENC 2.
- Standard Spells:** Cone of Fire (1-3), Heal (1-3), Healing Touch (1-2), Poison Touch (1-2), Weary (1-3).

## Goblin War-chief

Goblins War-chiefs are the largest, most powerful members of the tribe, and serve as their leaders in battle.

Str	End	Ag	Int	Wp	Prc	Prs
50	48	40	25	40	30	15

<b>Attribute</b>	-	<b>Attribute</b>	-
<b>Wound Threshold</b>	9	<b>Health</b>	48
<b>Movement Rating</b>	4	<b>Stamina</b>	3
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>	25
<b>Damage Bonus</b>	5	<b>Carry Rating</b>	14
<b>Maximum AP</b>	2	<b>Size</b>	Standard

**Threat:** Average + **White Soul:** 350 (Common)

### Skills

**Athletics +20** (Str, End), **Combat +30** (Str, Ag), **Command +20** (Int, Prs), **Evade +10** (Ag), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Talents

- Battle Rage:** Can spend full round psyching up to gain Frenzied condition.
- Berserker:** Can gain Frenzied condition as a free action.
- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Combat Master:** +1 AP when engaged with 2+ opponents.
- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Iron Jaw:** Can test End to remove Stunned condition.
- Quick Draw:** Can take Ready Weapon action for free.
- Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Combat

- Battle Armor:** 15 AR all locations, Mundane, ENC 13.
- Goblin Buckler:** 15 AR; 1d5-2(+5) I; S S; R S; Small, Mundane; ENC 1.
- War-chief's War Axe (1H):** 2d10+1(+5) R; Pen 10; Size M; Reach M; Tearing, Unbalanced; ENC 2.

## Harpy

Fierce, carnivorous, feminine humanoids with the wings of a bird.

Str	End	Ag	Int	Wp	Prc	Prs
30	28	55	20	35	40	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		3	<b>Health</b>		21	
<b>Movement Rating</b>		4	<b>Stamina</b>		2	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		20	
<b>Damage Bonus</b>		2	<b>Carry Rating</b>		5	
<b>Maximum AP</b>		2	<b>Size</b>		Small (-10 hit)	

**Threat:** Minor - **White Soul:** 150 (Lesser)

## Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Evade +20** (Ag), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

## Talents

- **Targeted Assault:** Choose hit location of their melee attacks.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

## Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Flyer (6):** Can fly at movement rating 6.

## Combat

- **Natural Weapon (Tusks):** 2d10(+3) R; Pen 5; Size S; Reach S; Impaling.

## Horker

Horkers are sea animals, similar in appearance to a walrus, that inhabit the cold northern coasts of Tamriel.

Str	End	Ag	Int	Wp	Prc	Prs
30	35	15	5	25	25	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		6	<b>Health</b>		35	
<b>Movement Rating</b>		1	<b>Stamina</b>		2	
<b>Initiative Rating</b>		3	<b>Magicka Pool</b>		5	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		9	
<b>Maximum AP</b>		1	<b>Size</b>		Standard	

**Threat:** Minor - **White Soul:** 25 (Petty)

## Skills

**Athletics +20** (Str, End), **Combat +0** (Str, Ag), **Navigate +10** (Int, Prc), **Observe +10** (Prc), **Survival +20** (Int, Prc)

## Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Resistance (Frost, 50%):** Reduce frost damage by 50% after mitigation.
- **Weakness (Fire, 50%):** Increase fire damage by 50% after mitigation.

## Combat

- **Natural Weapon (Tusks):** 2d10(+3) R; Pen 5; Size S; Reach S; Impaling.

## Horse

Horses are common throughout most parts of Tamriel, and serve a variety of useful purposes.

Str	End	Ag	Int	Wp	Prc	Prs
50	40	40	15	30	25	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		11	<b>Health</b>		50	
<b>Movement Rating</b>		10	<b>Stamina</b>		3	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		7	<b>Carry Rating</b>		17	
<b>Maximum AP</b>		2	<b>Size</b>		Large (+10 ranged hit)	

**Threat:** Insignificant **White Soul:** 50 (Petty)

## Skills

**Athletics +30** (Str, End), **Combat +0** (Str, Ag), **Evade +0** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

## Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Quadruped:** Doubles base movement rating.

## Combat

- **Natural Weapon (Hooves):** 2d10(+7) I; Pen 15; Size L; Reach M; Concussive.

## War Horse

- Remove Bestial
- +5 Health, +3 Carry Rating

## Imp

*Imps are small, winged humanoids who are slightly intelligent and can cast a variety of spells.*

Str	End	Ag	Int	Wp	Prc	Prs
15	15	35	25	40	30	5
Attribute				Attribute		
<b>Wound Threshold</b>	1	<b>Health</b>				15
<b>Movement Rating</b>	2	<b>Stamina</b>				2
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>				N/A
<b>Damage Bonus</b>	1	<b>Carry Rating</b>				3
<b>Maximum AP</b>	2	<b>Size</b>				Small (-10 hit)

**Threat:** Minor **White Soul:** 120 (Lesser)

## Skills

**Athletics +0** (Str, End), **Combat +0** (Str, Ag), **Destruction +20** (Wp), **Evade +10** (Ag), **Observe +0** (Prc)

## Traits

- Dark Sight:** Can see in the dark.
- Flyer (6):** Can fly at movement rating 6.
- Imbued with Magicka:** Spells cost no Magicka.

## Combat/Magic

- Natural Weapon (Fists):** 1d10-1(+1) I; Size S; Reach T.
- Standard Spells:** Fire Bolt (1-2), Frost Bolt (1-2), Lightning Bolt (1-2).

## Lamia

*Lamia are a species of intelligent, amphibious, beastfolk. Scattered across Tamriel, these half-woman half-snake creatures are reviled as monsters. Despite being exclusively female, they lay eggs, which they are incredibly protective of. They can speak Tamrielic, and use magic. They seem to have their own religion, venerating entities known as the Egg Mother and the Great Egg.*

Str	End	Ag	Int	Wp	Prc	Prs
45	40	45	40	45	35	35
Attribute				Attribute		

Str	End	Ag	Int	Wp	Prc	Prs
45	40	45	40	45	35	35
Attribute				Attribute		
<b>Wound Threshold</b>	8	<b>Health</b>				40
<b>Movement Rating</b>	4	<b>Stamina</b>				3
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>				80
<b>Damage Bonus</b>	4	<b>Carry Rating</b>				12
<b>Maximum AP</b>	2	<b>Size</b>				Standard

**Threat:** Average **White Soul:** 500 (Common)

## Skills

**Alteration +20** (Wp), **Athletics +0** (Str, End), **Charm +20** (Prs), **Combat +10** (Str, Ag), **Deceive +20** (Int, Prs), **Destruction +20** (Wp), **Evade +10** (Ag), **Illusion +20** (Wp), **Observe +20** (Prc), **Restoration +20** (Wp), **Stealth +10** (Ag, Prc), **Survival +20** (Int, Prc)

## Traits

- Amphibious:** Can breathe and fight normally underwater.
- Dark Sight:** Can see in the dark.
- Power Well (100%):** +100% of base Magicka Pool.
- Terrifying Shriek:** May shriek magically as an attack. All non-Lamia characters within forty meters must make a -10 Fear test. This ability can only be used once per combat.

## Combat/magic

- Natural Weapon (Claws):** 2d10(+4) R; Pen 5; Size S; Reach T.
- Weapons:** While we have not listed any here, there is no reason that Lamia can/would not use traditional weapons.
- Standard Spells:** Any Destruction, Alteration, Illusion, or Restoration spells the GM likes, capped at level 3.

## Using Lamia

Lamia present an interesting opportunity for the GM in that they do not necessarily need to be hostile to the party (though if they feel the least bit threatened they will be quick to dispatch with any outsiders they encounter). They are one of the least common, and most misunderstood, of the beast races. In the event the party does end up in combat with them, the greatest strength the Lamia possess are their magical abilities and their intelligence.

## Land Dreugh

For one year of their life, dreughs undergo karvinasim and emerge onto land as aggressive crustaceans to breed. During this period they are known as land dreughs (or "billies").

Str	End	Ag	Int	Wp	Prc	Prs
50	45	35	30	35	40	5
Attribute				Attribute		
<b>Wound Threshold</b>	9			<b>Health</b>	45	
<b>Movement Rating</b>	6			<b>Stamina</b>	3	
<b>Initiative Rating</b>	8			<b>Magicka Pool</b>	30	
<b>Damage Bonus</b>	5			<b>Carry Rating</b>	14	
<b>Maximum AP</b>	2			<b>Size</b>	Standard	

**Threat:** Average **White Soul:** 80 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Destruction +20** (Wp), **Evade +20** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Restoration +20** (Wp), **Stealth +10** (Ag, Prc), **Survival +20** (Int, Prc)

### Talents

- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Amphibious:** Can breathe and fight normally underwater.
- Dark Sight:** Can see in the dark.
- Quadruped:** Doubles base movement rating.

### Combat/Magic

- Natural Weapon (Claws):** 2d10+1(+5) R; Pen 10; Size S; Reach S; Entrapping.
- Natural Weapon (Pincers):** 2d10(+5) R; Pen 5; Size M; Reach L; Impaling, Barbed.
- Natural Armor:** 15 AR all locations.
- Standard Spells:** Lighting Touch (1-3).

### Land Dreugh Broodmother

- +1 Damage Bonus, +10 Health, 150 Soul Energy
- Combat +20** (Str, Ag)
- Power Well (100%):** +100% of base Magicka Pool.



During karvinasim, dreugh walk upon the land, favoring shoreline marshes and rivers close to the open water. Hatchlings are closely guarded, and broodmothers are extremely territorial, reacting to invaders with both speed and hostility. This leads credence to the notion that karvinasim heightens the dreugh's martial instincts.

*Revolting Life Cycle of the Dreugh*

## Minotaur

Minotaurs are large, aggressive, and powerful humanoids with the head and legs of a bull, but the torso of a human.

Str	End	Ag	Int	Wp	Prc	Prs
50	55	35	15	45	35	5
Attribute				Attribute		
<b>Wound Threshold</b>	12			<b>Health</b>	68	
<b>Movement Rating</b>	4			<b>Stamina</b>	4	
<b>Initiative Rating</b>	6			<b>Magicka Pool</b>	15	
<b>Damage Bonus</b>	7			<b>Carry Rating</b>	18	
<b>Maximum AP</b>	2			<b>Size</b>	Large (+10 ranged hit)	

**Threat:** Major + **White Soul:** 450 (Common)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +0** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Talents

- Battle Rage:** Can spend full round psyching up to gain Frenzied condition.
- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Enduring:** Can test Athletics to half effects of fatigue for encounter.
- Iron Jaw:** Can test End to remove Stunned condition.
- Thunder Charge:** Double Movement Rating when calculating charge damage.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.
- Unstoppable Might:** Can wield 2H weapons in one hand with no penalty (-10 if he off hands another weapon).

### Traits

- Blood Scent:** This character gains a +30 bonus to any scent-based rolls to track bleeding characters.
- Terrifying (+10):** Forces Fear (+10) tests on encounter.

### Combat

- Natural Weapon (Horns):** 2d10+2(+7) R; Pen 15; Size S; Reach S; Impaling.
- Steel Great Axe (2H):** 3d10+3(+7) R; Pen 10; Size H; Reach L; Sundering, Tearing, Unwieldy, ENC 3.
- or **Steel Maul (2H):** 3d10(+7) R; Pen 20; Size H; Reach L; Concussive, Sundering, Unwieldy, ENC 4.
- Natural Armor:** 10 AR all locations.

## Minotaur Lord

- +15 Strength [+2 Dam. Bonus, +3 WT]
- +17 Health, 700 Soul Energy
- Combat +30** (Str, Ag)
- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Combat Master:** +1 AP when engaged with 2+ opponents.
- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.

### Using Minotaurs

Minotaurs have two defining characteristics: they're fiercely territorial, and they're extremely powerful in close combat. They never shy from a fight, and don't stop until their enemy is dead. Unlike certain other enemies, they cannot be reasoned with.

## Mountain Lion

Mountain lions are agile, dangerous predators.

Str	End	Ag	Int	Wp	Prc	Prs
40	35	45	15	25	40	5
Attribute				Attribute		
<b>Wound Threshold</b>	7			<b>Health</b>	35	
<b>Movement Rating</b>	8			<b>Stamina</b>	3	
<b>Initiative Rating</b>	8			<b>Magicka Pool</b>	15	
<b>Damage Bonus</b>	4			<b>Carry Rating</b>	11	
<b>Maximum AP</b>	2			<b>Size</b>	Standard	

**Threat:** Minor **White Soul:** 60 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +20** (Ag, Prc), **Survival +20** (Int, Prc)

### Talents

- Catfall:** Reduce fall distance by AB for calculating damage.
- Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Dark Sight:** Can see in the dark.
- Quadruped:** Doubles base movement rating.

### Combat

- Natural Weapon (Claws):** 2d10(+4) R; Pen 5; Size S; Reach T.

## Mudcrab

*Mudcrabs are small hostile creatures primarily found near water. They are capable of disguising themselves as small rocks to ambush their prey.*

Str	End	Ag	Int	Wp	Prc	Prs
15	24	15	10	10	20	5
Attribute				Attribute		
<b>Wound Threshold</b>	3			<b>Health</b>	12	
<b>Movement Rating</b>	1			<b>Stamina</b>	2	
<b>Initiative Rating</b>	3			<b>Magicka Pool</b>	10	
<b>Damage Bonus</b>	0			<b>Carry Rating</b>	1	
<b>Maximum AP</b>	1			<b>Size</b>	Tiny (-20 hit)	

**Threat:** Insignificant **White Soul:** 20 (Petty)

### Skills

**Athletics +10** (Str, End), **Combat +0** (Str, Ag), **Navigate +0** (Int, Prc), **Observe +0** (Prc), **Stealth +20** (Ag, Prc), **Survival +20** (Int, Prc)

### Traits

- Amphibious:** Can breathe and fight normally underwater.
- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Crawler:** Halve movement rating, ignore terrain penalties.

### Combat

- Natural Weapon (Claws):** 1d10-1(+0) R; Pen 0; Size S; Reach T.

## Ogre

*Giants are enormous humanoids with a primitive culture.*

Str	End	Ag	Int	Wp	Prc	Prs
55	45	30	10	35	25	5
Attribute				Attribute		
<b>Wound Threshold</b>	11			<b>Health</b>	74	
<b>Movement Rating</b>	4			<b>Stamina</b>	3	
<b>Initiative Rating</b>	5			<b>Magicka Pool</b>	10	
<b>Damage Bonus</b>	7			<b>Carry Rating</b>	17	
<b>Maximum AP</b>	1			<b>Size</b>	Large (+10 ranged hit)	

**Threat:** Average + **White Soul:** 300 (Common)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Survival +20** (Int, Prc)

### Traits

- Tough (40%):** Increase Health by 40% of base.
- Weakness (Poison, 50%):** Increase poison damage by 50%

### Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Iron Jaw:** Can test End to remove Stunned condition.

### Combat

- Natural Weapon (Fists):** 3d10(+7) I; Pen 20; Size M; Reach M; Concussive, Sundering.

## Slaughterfish

*Slaughterfish are small, hostile fish with razor sharp teeth.*

Str	End	Ag	Int	Wp	Prc	Prs
15	20	45	10	5	30	5
Attribute				Attribute		
<b>Wound Threshold</b>	1			<b>Health</b>	10	
<b>Movement Rating</b>	6			<b>Stamina</b>	2	
<b>Initiative Rating</b>	7			<b>Magicka Pool</b>	10	
<b>Damage Bonus</b>	0			<b>Carry Rating</b>	1	
<b>Maximum AP</b>	2			<b>Size</b>	Tiny (-20 hit)	

**Threat:** Minor - **White Soul:** 15 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Survival +20** (Int, Prc)

### Talents

- Targeted Assault:** Choose hit location of their melee attacks
- Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Traits

- Amphibious:** Can breathe and fight normally underwater.
- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Dark Sight:** Can see in the dark.
- Quick (2):** +2 to movement rating.

### Combat

- Natural Weapon (Bite):** 1d10+4 R; Pen 5; Size S; Reach T; Tearing.

## Spriggan

Spriggans are tree spirits that take the form of female humanoids. They possess moderate intelligence, but despite being revered they are usually hostile towards travelers. Spriggans are typically found protecting secluded groves across Tamriel, and possess the ability to regenerate completely after death.

Str	End	Ag	Int	Wp	Prc	Prs
40	50	45	35	50	40	5
Attribute		-	Attribute		-	
Wound Threshold		9	Health		50	
Movement Rating		4	Stamina		4	
Initiative Rating		8	Magicka Pool		N/A	
Damage Bonus		4	Carry Rating		13	
Maximum AP		2	Size		Standard	

**Threat:** Major - **White Soul:** 500 (Common)



## Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Destruction +30** (Wp), **Evade +0** (Ag), **Observe +20** (Prc)

## Traits

- **Dark Sight:** Can see in the dark.
- **Imbued with Magicka:** Spells cost no Magicka.
- **Immunity (Paralysis):** Cannot be paralyzed.
- **Immunity (Poison):** Ignores poison damage.
- **Natural Affinity:** If a Spriggan is threatened, nearby animals and beasts will come to its aid.
- **Nature Adapts:** Each time a Spriggan returns to life via the Regrowth trait, it adapts. If most of the trauma inflicted on it came from physical damage, it gains +10 to its Natural Armor. If most of the trauma inflicted on it came from magic damage, then it gains Resistance (Magic, 50%).
- **Regrowth:** The first time a Spriggan is killed, as long as it has not suffered a severe wound then its body will regenerate over the course of a single round. It returns to its default state (no trauma, wounds, conditions, etc). If the Spriggan dies again, it will regenerate a third time as long as it has not suffered a crippling or severe wound. If it is killed a third time, it cannot regrow.
- **Weakness (Fire, 100%):** Increase fire damage by 100% after mitigation.

## Combat/Magic

- **Natural Weapon (Claws):** 2d10(+4) R; Pen 10; Size S; Reach T; Dire.
- **Natural Armor:** 5 AR to all locations.
- **Standard Spells:** Poison Bolt (1-5), Poison Bloom (1-3), Poison Touch (1-5), Weary (1-3).

## Spriggan Earth Mother

- +1 Wound Threshold, +5 Health, 750 Soul Energy
- **Destruction +50** (Wp)
- **Regeneration (5):** Can test Endurance at the beginning of each round to remove 5 trauma.

## Troll

Trolls are large, ape-like humanoids endowed with three eyes. Their powerful arms and claws deal massive physical damage. Trolls are also very strong defensively, possessing high health levels and a particularly effective ability to quickly regenerate health during combat. Their greatest vulnerability is to fire, which not only damages them, but also impairs their capacity to self-heal.

Str	End	Ag	Int	Wp	Prc	Prs
50	50	40	10	45	30	5
<b>Attribute</b>		-	<b>Attribute</b>		-	
<b>Wound Threshold</b>		10	<b>Health</b>		62	
<b>Movement Rating</b>		5	<b>Stamina</b>		4	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		10	
<b>Damage Bonus</b>		7	<b>Carry Rating</b>		18	
<b>Maximum AP</b>		2	<b>Size</b>		Large (+10 ranged hit)	

**Threat:** Major White Soul: 400 (Common)

## Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

## Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Iron Jaw:** Can test End to remove Stunned condition.
- Thunder Charge:** Double Movement Rating when calculating charge damage.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Traits

- Regeneration (10)** [This creature cannot regenerate within 5 rounds of taking trauma from fire damage]: Can test Endurance at the beginning of each round to remove 10 trauma.
- Quick (1):** +1 to movement rating.
- Weakness (Fire, 50%):** Increase fire damage by 50%

## Combat/Magic

- Natural Weapon (Claws):** 2d10+2(+7) R; Pen 10; Size S; Reach S; Concussive, Dire, Tearing.
- Natural Armor:** 15 AR to all locations.

## Frost Troll

- Immunity (Frost):** Ignores frost damage.
- +8 Health.

## Wolf

Wolves are aggressive canines found throughout Tamriel. They are pack hunters and can often be found in packs of two or three, using their highly developed sense of smell to track their prey. When threatened, they may howl and thus draw in other members of their pack. When attacking, they will often attempt to circle around behind their prey to bite.

Str	End	Ag	Int	Wp	Prc	Prs
25	30	40	15	30	30	5
<b>Attribute</b>		-	<b>Attribute</b>		-	
<b>Wound Threshold</b>		4	<b>Health</b>		22	
<b>Movement Rating</b>		8	<b>Stamina</b>		2	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		1	<b>Carry Rating</b>		6	
<b>Maximum AP</b>		2	<b>Size</b>		Small (-10 hit)	

**Threat:** Minor White Soul: 35 (Petty)

## Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Stealth +20** (Ag, Prc), **Survival +20** (Int, Prc)

## Talents

- Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Dark Sight:** Can see in the dark.
- Quadruped:** Doubles base movement rating.
- Quick:** Ignores movement rating penalty from size.

## Combat

- Natural Weapon (Bite):** 1d10+3(+1) R; Pen 5; Size S; Reach T; Tearing.

## Ice Wolf

- +1 Damage Bonus, +1 Wound Threshold, +8 Health
- Immunity (Frost):** Ignores frost damage.

# UNDEAD & SPIRITS

This section contains profiles for the many spirits and undead creatures that haunt the dark corners of Tamriel.

## Bonelord

*A revenant that is typically found protecting tombs in Morrowind.*

Str	End	Ag	Int	Wp	Prc	Prs
30	45	20	30	40	20	5
Attribute				Attribute		
<b>Wound Threshold</b>		7	<b>Health</b>		45	
<b>Movement Rating</b>		2	<b>Stamina</b>		3	
<b>Initiative Rating</b>		4	<b>Magicka Pool</b>		N/A	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		10	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Minor + **White Soul:** 125 (Lesser)

## Skills

**Alteration +20 (Wp), Combat +10 (Str, Ag), Destruction +20 (Wp), Observe +10 (Prc)**

## Traits

- Dark Sight:** Can see in the dark.
- Imbued with Magicka:** This character does not need to pay a Magicka cost to cast spells.
- Resistance (Frost, 50%):** Reduce frost damage by 50%.
- Resistance (Rending, 50%):** Reduce R damage by 50%
- Resistance (Shock, 50%):** Reduce shock damage by 50%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Skeletal:** -20 to hit this character with ranged weapons.
- Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

## Combat/Magic

- Natural Weapon (Fists):** 1d10-1(+3) R; Pen 0; Size S; Reach T.
- Standard Spells:** Barrier (1-4), Fire Bite (1-4), Sap Strength (1-4), Weary (1-4).

## Greater Bonelord

- +2 Wound Threshold, +10 Health
- Destruction +40 (Wp)**
- 200 Soul Energy.

## Bonewalker

*Bonewalkers are hulking, zombie like revenants that can inflict powerful curses, and typically guard tombs.*

Str	End	Ag	Int	Wp	Prc	Prs
40	50	30	35	40	20	5
Attribute				Attribute		
<b>Wound Threshold</b>		9	<b>Health</b>		60	
<b>Movement Rating</b>		3	<b>Stamina</b>		4	
<b>Initiative Rating</b>		5	<b>Magicka Pool</b>		105	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		13	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average **White Soul:** 225 (Lesser)

## Skills

**Combat +20 (Str, Ag), Destruction +20 (Wp), Observe +0 (Prc)**

## Talents

- Spell Sword:** Cast spells one handed at no penalty.

## Traits

- Dark Sight:** Can see in the dark.
- Power Well (200%):** +200% of base Magicka Pool.
- Resistance (Frost, 50%):** Reduce frost damage by 50%.
- Resistance (Shock, 50%):** Reduce shock damage by 50%.
- Tough (20%):** Increase Health by 20% of base.
- Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

## Combat/Magic

- Natural Weapon (Claws):** 1d10+1(+4) R; Pen 5; Size S; Reach T; Tearing.
- Standard Spells:** Sap Strength (1-4), Sap Endurance (1-4), Weary (1-4).

## Greater Bonewalker

- +2 Damage Bonus, +3 Wound Threshold, +15 Health.
- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Destruction +40 (Wp)**
- 250 Soul Energy

## Bonewolf

A skeletal, undead wolf found in the service of Necromancers, or haunting old graves in the wilderness.

Str	End	Ag	Int	Wp	Prc	Prs
25	35	40	15	20	30	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		4	<b>Health</b>		26	
<b>Movement Rating</b>		8	<b>Stamina</b>		2	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		1	<b>Carry Rating</b>		6	
<b>Maximum AP</b>		2	<b>Size</b>		Small (-10 hit)	

**Threat:** Minor **White Soul:** 50 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc)

### Talents

- **Targeted Assault:** Choose hit location of their melee attacks.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Dark Sight:** Can see in the dark.
- **Quadruped:** Doubles base movement rating.
- **Quick:** Ignores movement rating penalty from size.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Resistance (Rending, 50%):** Reduce R damage by 50%.
- **Resistance (Shock, 50%):** Reduce shock damage by 50%.
- **Skeletal:** -20 to hit this character with ranged weapons.
- **Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

### Combat

- **Natural Weapon (Bite):** 1d10+3(+1) R; Pen 5; Size S; Reach T; Tearing.

## Death Hound

Death Hounds are monstrous, undead canines who can often be found in the company of vampires. They have a bite as cold as the grave, which deals magical frost damage.

Str	End	Ag	Int	Wp	Prc	Prs
25	30	40	15	20	30	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		4	<b>Health</b>		22	
<b>Movement Rating</b>		8	<b>Stamina</b>		2	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		1	<b>Carry Rating</b>		6	
<b>Maximum AP</b>		2	<b>Size</b>		Small (-10 hit)	

**Threat:** Minor + **White Soul:** 75 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +20** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc)

### Talents

- **Targeted Assault:** Choose hit location of their melee attacks.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Dark Sight:** Can see in the dark.
- **Quadruped:** Doubles base movement rating.
- **Quick:** Ignores movement rating penalty from size.
- **Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

### Combat

- **Natural Weapon (Chilling Bite):** 2d10+1(+1) Frost; Pen 5; Size S; Reach T; Tearing.

## Dragon Priest

Dragon Priests were once the loyal servants of the ancient dragons of Skyrim. They ruled over countless armies of men in their gods' names, and are often found commanding hordes of Draugr.

Str	End	Ag	Int	Wp	Prc	Prs
40	54	40	50	60	40	5
Attribute						
<b>Wound Threshold</b>	9		<b>Health</b>	54		
<b>Movement Rating</b>	4		<b>Stamina</b>	4		
<b>Initiative Rating</b>	8		<b>Magicka Pool</b>	N/A		
<b>Damage Bonus</b>	4		<b>Carry Rating</b>	13		
<b>Maximum AP</b>	2		<b>Size</b>	Standard		
<b>Threat:</b> Major <b>White Soul:</b> 1200 (Grand)						

### Skills

**Alteration +20** (Wp), **Athletics +0** (Str, End), **Conjuration +20** (Wp), **Combat +30** (Str, Ag), **Destruction +30** (Wp), **Evade +10** (Ag), **Observe +20** (Prc), **Restoration +20** (Wp), **Thu'um +40** (Wp).

### Talents

- **Master of the Voice:** Never gain Fatigue from shouts.
- **Spell Sword:** Cast spells one handed at no penalty.

### Traits

- **Imbued with Magicka:** This character does not need to pay a Magicka cost to cast spells.
- **Resistance (Magic, 25%):** Reduce magic damage by 25%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

### Combat/Magic

- **Natural Weapon (Claws):** 1d10(+4) R; Pen 5; Size S; Reach T; Dire.
- **Dragon Priest Staff (1.5H):** 1d10+8(+4) I; Pen 10; Size M; Reach L; Dire, Focus (+10), Stunning; ENC 3.
- **Dragon Priest Robes:** 14 AR to all locations, ENC 18.
- **Shouts:** GM's discretion.

To complete the above profile, choose one of the types below:

#### Fire Priest

- **Pyromancer:** Roll an extra d10 and use highest set of results when rolling fire damage.
- **Standard Spells:** Barrier (1-4), Cloak of Fire (1-5), Cone of Fire (1-4), Fire Ball (1-5), Fire Bite (1-5), Fire Bolt (1-5), Heal (1-4), Rising Force (1-4), Sunder Binding (1-4), Summon Flame Atronach (1-4), Ward (1-3).

#### Frost Priest

- **Cryomancer:** Roll an extra d10 and use highest set of results when rolling frost damage.
- **Standard Spells:** Barrier (1-4), Cloak of Frost (1-5), Cone of Frost (1-4), Frost Ball (1-5), Frost Bite (1-6), Frost Bolt (1-6), Heal (1-4), Rising Force (1-3), Sunder Binding (1-4), Summon Frost Atronach (1-4), Ward (1-3).

#### Lightning Priest

- **Electromancer:** Roll an extra d10 and use highest set of results when rolling shock damage.
- **Standard Spells:** Barrier (1-4), Cloak of Lightning (1-5), Cone of Lightning (1-4), Lightning Ball (1-5), Lightning Bolt (1-6), Lightning Touch (1-6), Heal (1-4), Rising Force (1-3), Sunder Binding (1-4), Summon Storm Atronach (1-4), Ward (1-3).

#### Using Draugon Priests

Dragon Priests are very powerful mages, and are made even more powerful by the fact that each is likely to command a host of Draugr. This power can easily be improved by adding Shouts to their arsenal, an option we've left open. We highly recommend that GMs tailor any Dragon Priests they use to their particular campaign given their suitability for the role of recurring villain.

#### High Priest

- +1 Wound Threshold, +6 Health, 1400 Soul Energy
- **Alteration +30** (Wp), **Conjuration +30** (Wp), **Destruction +50** (Wp), **Restoration +30** (Wp)
- Knows listed spells up to spell level 6



## Draugr

Draugr are a form of Nord dead found in Skyrim and Solstheim.

Str	End	Ag	Int	Wp	Prc	Prs
45	40	30	10	25	30	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		40	
<b>Movement Rating</b>		3	<b>Stamina</b>		3	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		10	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average - **White Soul:** 150 (Lesser)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +0** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc)

### Traits

- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

### Combat

- **Ancient Nordic Ringmail:** 15 AR all locations, Mundane, ENC 14.
- (or) **Ancient Nordic Partial Plate:** 20 AR to all locations, Mundane, ENC 28.
- (optional) **Ancient Nordic Shield:** 25 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 3.

And one of the following weapons:

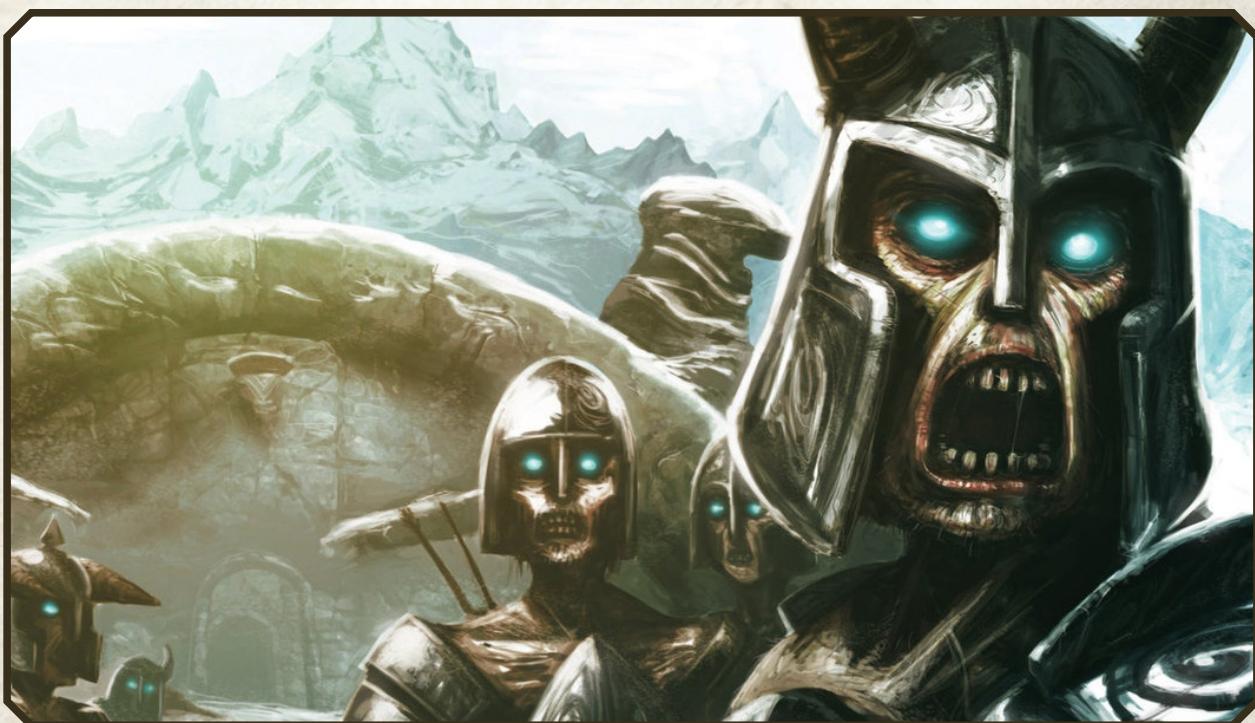
- **Ancient Nordic War Axe (1H):** 2d10+1(+4) R; Pen 10; Size M; Reach M; Tearing, Unbalanced; ENC 3.
- **Ancient Nordic Broadsword (1H):** 2d10+2(+4) R; Pen 5; Size M; Reach M; Impaling; ENC 3.
- **Ancient Nordic Shortspear (1H):** 2d10+3(+4) R; Pen 10; Size M; Reach L; Impaling, Unwieldy; ENC 3.
- **Ancient Nordic Mace (1H):** 1d10+5(+4) I; Pen 15; Size M; Reach S; Concussive; ENC 3.
- **Ancient Nordic Short Bow:** 1d10+5 R; Pen 5; IS S; 15/90/180; Rld 1; Impaling. ENC 1. [Includes 24 arrows].

### Draugr Wight

- +5 Strength [+1 WT, +2 CR, +1 Dam. Bonus]
- +15 Health
- **Combat +40** (Str, Ag), **Evade +10** (Ag)
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- 300 Soul Energy

Uses one of the following weapons:

- **Ancient Nordic Warhammer (1.5H):** 2d10+2(+5) I; Pen 15; Size M; Reach M; Concussive, Sundering; ENC 3.
- **Ancient Nordic Battle Axe (1.5H):** 2d10+4(+5) R; Pen 10; Size M; Reach L; Tearing, Unbalanced; ENC 3.
- **Ancient Nordic Great Sword (2H):** 3d10+5(+5) R; Pen 5; Size H; Reach L; Impaling, Sundering; ENC 5.



## Draugr Lord

Draugr Lords are a powerful form of Draugr.

Str	End	Ag	Int	Wp	Prc	Prs
50	55	40	25	50	45	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		10	<b>Health</b>		55	
<b>Movement Rating</b>		4	<b>Stamina</b>		4	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		25	
<b>Damage Bonus</b>		5	<b>Carry Rating</b>		15	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Extreme **White Soul:** 1000 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +40** (Str, Ag), **Command +30** (Int, Prs), **Evade +20** (Ag), **Logic +20** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Thu'um +30** (Wp).

### Talents

- **Master of the Voice:** Never gain Fatigue from shouts.
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Iron Jaw:** Can test End to remove Stunned condition.

### Traits

- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

### Combat/Magic

- **Nordic Lord's Plated Mail:** 35 AR to all locations, Mundane, ENC 50.
- (optional) **Nordic Lord's Shield:** 35 AR; 1d5(+5) I; S M; R S; Medium, Mundane; ENC 3.
- **Shouts:** Unrelenting Force (1-2), Fleshrend (1-2), Frost Breath (1,2), Dismay (1-2), Restore Life (1).

And one of the following weapons:

- **Nordic Lord's Longsword (1.5H):** 2d10+10(+5) R; Pen 10; Size M; Reach L; Dire, Impaling; ENC 3.
- **Nordic Lord's Warhammer (1.5H):** 2d10+7(+5) I; Pen 20; Size M; Reach M; Dire, Concussive, Sundering; ENC 3.
- **Nordic Lord's Battle Axe (1.5H):** 2d10+9(+5) R; Pen 15; Size M; Reach L; Dire, Tearing, Unbalanced; ENC 3.



### Using Draugr Lords

Draugr Lords are extremely powerful enemies, proficient in both single combat and the art of the Thu'um. Their largest weakness is their lack of magical defenses. Otherwise, they are more than capable of going toe to toe with most foes in single combat. Deathlords are truly frightening due to their magic resistance and their increased ability to use the Thu'um.

GMs should take great care when using Draugr Lords. They are not to be tossed thoughtlessly into any random encounter. Each commands hundreds of lesser Draugr, and likely serves the will of a Dragon Priest. It is highly recommended that the GM personalize and tweak their Draugr Lord to fit their campaign, given their suitability for the role of recurring villain.

### Draugr Deathlord

- +10 Strength [+1 WT, +2 CR, +1 Dam. Bonus]
- +15 Health
- **Combat +50** (Str, Ag), **Thu'um +50** (Wp)
- **Resistance (Magic, 50%):** Reduce magic damage by 50%.
- Knows all 3 words for each known Shout
- 1500 Soul Energy

## **Ghost**

*A soul of the dead, trapped on Nirn.*

Str	End	Ag	Int	Wp	Prc	Prs
30	35	40	35	40	20	5
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	6	<b>Health</b>	35			
<b>Movement Rating</b>	4	<b>Stamina</b>	2			
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>	35			
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	N/A			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Average - **White Soul:** 100 (Lesser)

### **Skills**

**Combat +10** (Str, Ag), **Destruction +20** (Wp), **Evade +10** (Ag), **Observe +0** (Prc).

### **Traits**

- **Aversion (Sunlight, 2):** -20 penalty when exposed to sun.
- **Dark Sight:** Can see in the dark.
- **Flyer (4):** Can fly at movement rating 4.
- **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.

### **Combat/Magic**

- **Natural Weapon (Ghostly Touch):** 1d10-1(+3) I; Pen 0; Size S; Reach T; Dire.
- **Standard Spells:** Frost Bite (1-2), Weary (1-2).

### **Ancient Ghost**

- +2 Wound Threshold, +15 Health, +40 Magicka, 200 Soul Energy
- **Destruction +40** (Wp)
- Frost Bolt (1-5), Frost Bite (1-5)

## **Ice Wraith**

*Ice Wraiths are hostile frost spirits found in Skyrim.*

Str	End	Ag	Int	Wp	Prc	Prs
30	40	50	20	40	30	5
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	6	<b>Health</b>	30			
<b>Movement Rating</b>	5	<b>Stamina</b>	3			
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	20			
<b>Damage Bonus</b>	2	<b>Carry Rating</b>	N/A			
<b>Maximum AP</b>	2	<b>Size</b>	Small (-10 hit)			

**Threat:** Average + **White Soul:** 350 (Common)

### **Skills**

**Combat +30** (Str, Ag), **Evade +20** (Ag), **Observe +0** (Prc).

### **Traits**

- **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- **Immunity (Frost):** Ignores frost damage.
- **Flyer (7):** Can fly at movement rating 7.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).

### **Combat/Magic**

- **Natural Weapon (Frost Touch):** To attack, an ice wraith simply moves through the target causing a crippling chill to course through them. This counts as a melee attack, and the wraith still rolls to attack as normal. This attack cannot be blocked or parried, only evaded, and deals 2d10(+2) frost damage that ignores all AR except magically generated or unnatural AR, or AR from Stalhrim armor.

# Lich

Liches are undead necromancers who have traded their humanity for eternal life. They are intelligent, adept spellcasters with hordes of undead minions at their command.

Str	End	Ag	Int	Wp	Prc	Prs
				40	50	40
Attribute		-	Attribute		-	
Wound Threshold		9	Health		50	
Movement Rating		4	Stamina		4	
Initiative Rating		7	Magicka Pool		180	
Damage Bonus		4	Carry Rating		13	
Maximum AP		2	Size		Standard	

**Threat:** Extreme **White Soul:** 1500 (Grand)

## Skills

**Alchemy +30** (Int), **Alteration +30** (Wp), **Athletics +0** (Str, End), **Conjuration +30** (Wp), **Combat +10** (Str, Ag), **Destruction +30** (Wp), **Enchant +30** (Int), **Evade +0** (Ag), **Illusion +30** (Wp), **Lore +30** (Int), **Necromancy +40** (Int), **Mysticism +30** (Wp), **Observe +10** (Prc), **Restoration +30** (Wp)

## Talents

- Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- Creative:** Non-standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Spell Sword:** Cast spells one handed at no penalty.
- Telepath:** Spend 1 magicka to gain Telepathic for 1 min.
- Thought Caster:** Can cast without somatic components.
- Wrest Control:** Can use Cast Magic action to test Wp vs. another character to take control of one of their summons.

## Traits

- Immunity (Frost):** Ignores frost damage.
- Power Well (200%):** +200% of base Magicka Pool.
- Resistance (Shock, 50%):** Reduce shock damage by 50%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

## Combat/Magic

- Lich's Staff (1.5H):** 1d10+6(+4) I; Pen 10; Size M; Reach L; Dire, Focus (+10), Stunning; ENC 2.
- Standard Spells:** Liches may use any spell the GM wishes them to know, all the way up to the highest spell level.
- Non-standard Spells:** GMs are advised to create non-standard spells for their Liches to use.
- Advanced Rituals:** Liches know all Necromantic rituals.

## Ancient Lich

- +2 Wound Threshold, +20 Health, +120 Magicka
- All magic skills at rank 4 (+40)
- Two spellcasting skills of GM's choice at rank 5 (+50)
- Flow of Magicka:** Can test Mysticism -20 as a reaction to a cast magic action targeting the character. On success, the magic has no effect and the character gains Magicka equal to half the total cost of the components. Failure incurs magical backfire (use most expensive component of incoming spell).
- Master** (one school of GM's choice, chosen from the two rank 5 skills): Reroll failed casting tests when casting spells from the chosen school, but only once per test.

## Using Liches

Liches are extremely powerful foes (and make great villains) primarily because their nature as powerful mages allows the GM to be extremely creative. There is almost no limit to the kind of knowledge and skills that a Lich can acquire in their lifetimes, and thus the GM is free to pull (or not to pull) his punches when putting his party up against a Lich. There is also room for a lot of combat: Liches often surround themselves with hordes of undead. We advise the GM to think carefully about their party's composition before using a Lich, and to be very deliberate about how they play them during an encounter.



## Skeleton

Skeletons are undead comprised of reanimated bones. They are found across Tamriel in the service of Necromancers, or guarding the ancient tombs.

Str	End	Ag	Int	Wp	Prc	Prs
45	35	35	10	10	25	5
Attribute				Attribute		
<b>Wound Threshold</b>			7	<b>Health</b>		
<b>Movement Rating</b>			3	<b>Stamina</b>		
<b>Initiative Rating</b>			5	<b>Magicka Pool</b>		
<b>Damage Bonus</b>			4	<b>Carry Rating</b>		
<b>Maximum AP</b>			1	<b>Size</b>		
<b>Threat:</b> Minor White Soul: 75 (Petty)						

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Observe +20** (Prc).

### Traits

- Dark Sight:** Can see in the dark.
- Immunity (Paralysis):** Cannot be paralyzed.
- Resistance (Frost, 50%):** Reduce frost damage by 50%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Skeletal:** -20 to hit this character with ranged weapons.
- Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

### Combat

- (optional) **Ancient Partial Plate:** 18 AR to all locations, Mundane, ENC 28.
- (optional) **Ancient Shield:** 20 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 3.

And one of the following weapons:

- Ancient War Axe (1H):** 2d10-1(+4) R; Pen 10; Size M; Reach M; Tearing, Unbalanced; ENC 3.
- Ancient Broadsword (1H):** 2d10(+4) R; Pen 5; Size M; Reach M; Impaling; ENC 3.
- Ancient Shortspear (1H):** 2d10+1(+4) R; Pen 10; Size M; Reach L; Impaling, Unwieldy; ENC 3.
- Ancient Mace (1H):** 1d10+3(+4) I; Pen 15; Size M; Reach S; Concussive; ENC 3.
- Ancient Short Bow:** 1d10+4 R; Pen 5; IS S; 20/100/200; Rld 1; Impaling. ENC 1. [Includes 24 arrows].
- Ancient Warhammer (1.5H):** 2d10(+4) I; Pen 15; Size M; Reach M; Concussive, Sundering; ENC 3.
- Ancient Battle Axe (1.5H):** 2d10+1(+4) R; Pen 10; Size M; Reach L; Tearing, Unbalanced; ENC 3.

## Skeleton Warrior

- +5 Strength, +5 Endurance [+2 WT, +3 CR, +1 Dam. Bonus, +5 Health], +1 AP, 150 Soul Energy
- Combat +20** (Str, Ag)

## Skeleton Champion

- +15 Strength, +15 Endurance [+4 WT, +6 CR, +2 Dam. Bonus, +15 Health], +1 AP, 300 Soul Energy
- Combat +40** (Str, Ag)

## Will-o-the-Wisp

Will-o-the-Wisps are luminous ghost-like creatures seemingly composed of gas. They are found primarily in swamps, preying on travelers.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	50	40	45	45	5

Attribute	-	Attribute	-
<b>Wound Threshold</b>	3	<b>Health</b>	15
<b>Movement Rating</b>	3	<b>Stamina</b>	2
<b>Initiative Rating</b>	9	<b>Magicka Pool</b>	N/A
<b>Damage Bonus</b>	0	<b>Carry Rating</b>	N/A
<b>Maximum AP</b>	2	<b>Size</b>	Tiny (-20 hit)

**Threat:** Average White Soul: 300 (Common)

### Skills

**Destruction +30** (Str, End), **Evade +10** (Ag), **Observe +0** (Prc).

### Traits

- Flyer (5):** Can fly at movement rating 5.
- From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- Imbued with Magicka:** This character does not need to pay a Magicka cost to cast spells.

### Combat/Magic

- Standard Spells:** Flay Spirit (1-4), Sap Strength (1-3), Sap Endurance (1-3), Sap Willpower (1-3), Weary (1-4),

## Wraith

*A tortured soul of the dead, trapped on Nirn.*

Str	End	Ag	Int	Wp	Prc	Prs		
40	45	40	40	45	25	5		
<b>Attribute</b>		-	<b>Attribute</b>					
<b>Wound Threshold</b>		8	<b>Health</b>					
<b>Movement Rating</b>	4	<b>Stamina</b>						3
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>						100
<b>Damage Bonus</b>	4	<b>Carry Rating</b>						N/A
<b>Maximum AP</b>	2	<b>Size</b>						Standard

**Threat:** Average + **White Soul:** 350 (Common)

### Skills

**Combat +10** (Str, Ag), **Destruction +20** (Wp), **Evade +10** (Prc), **Illusion +20** (Wp), **Observe +20** (Prc)

### Traits

- Aversion (Sunlight, 2):** -20 penalty when exposed to sun.
- Dark Sight:** Can see in the dark.
- Immunity (Frost):** Ignores frost damage.
- Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- Flyer (4):** Can fly at movement rating 4.
- Power Well (150%):** +150% of base Magicka Pool.
- Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

### Combat/Magic

- Natural Weapon (Spectral Claws):** 2d10(+4) R; Pen 10; Size S; Reach T; Dire.
- Standard Spells:** Frost Bite (1-4), Frost Bolt (1-4), Silence (1-4), Weary (1-3).

### Gloom Wraith

- +2 Wound Threshold, +15 Health, +40 Magicka
- Combat +40** (Str, Ag), **Evade +30** (Ag), **Destruction +40** (Wp)

## Zombie

*Zombies are animated, rotting corpses. Hordes of them can be found serving Necromancers across Tamriel.*

Str	End	Ag	Int	Wp	Prc	Prs
35	25	20	10	10	20	5

<b>Attribute</b>	-	<b>Attribute</b>	-
<b>Wound Threshold</b>	5	<b>Health</b>	25
<b>Movement Rating</b>	2	<b>Stamina</b>	2
<b>Initiative Rating</b>	4	<b>Magicka Pool</b>	10
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	8
<b>Maximum AP</b>	1	<b>Size</b>	Standard

**Threat:** Minor - **White Soul:** 50 (Petty)

### Skills

**Athletics +0** (Str, End), **Combat +10** (Str, Ag), **Observe +0** (Prc)

### Traits

- Dark Sight:** Can see in the dark.
- Diseased (-20):** Characters this character wounds must test Endurance -20 after combat or get a common disease.
- Resistance (Frost, 50%):** Reduce frost damage by 50%.
- Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).
- Weakness (Fire, 50%):** Increase fire damage by 50%

### Combat

- Natural Weapon (Fists):** 1d10(+3) I; Pen 0; Size S; Reach T.



# CONSTRUCTS

This section contains profiles for some of the ancient, artificial constructs that stalk the depths of ruins across Tamriel.

## Dwemer Centurion Sphere

*Centurion spheres are machines that served as sentries. A number are still functional, maintaining their vigil over empty ruins.*

Str	End	Ag	Int	Wp	Prc	Prs
50	40	40	20	5	35	5
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	9	<b>Health</b>	40			
<b>Movement Rating</b>	4	<b>Stamina</b>	N/A			
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>	N/A			
<b>Damage Bonus</b>	5	<b>Carry Rating</b>	14			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Average + **White Soul:** None

### Skills

**Athletics +30** (Str, End), **Combat +20** (Str, Ag), **Observe +20** (Prc)

### Talents

- **Formation Fighting:** 3+ characters with this talent can draw into a close formation, which reduces the action points of engaged opponents by one unless those opponents are in formation or outflanking.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Traits

- **Dark Sight:** Can see in the dark.
- **Machine:** This character is mechanical. It ignores anything that does not affect machines: disease, fatigue, poison, the need for oxygen, fear, paralysis, blood loss, organ damage, and so forth (use common sense here). It is ambidextrous and suffers no penalties with its off hand. Its “mind” cannot be manipulated by magic, and it cannot be intimidated.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Weakness (Shock, 50%):** Increase shock damage by 50%

### Combat/Magic

- **Natural Armor:** 30 AR to all locations.
- (optional) **Centurion Shield:** 25 AR; 1d5(+5) I; S M; R S; Medium; ENC 3.

And one of the following weapons:

- **Centurion Blade (1H):** 2d10+3(+5) R; Pen 8; Size M; Reach M; Dire, Impaling;.
- **Centurion Mace (1H):** 1d10+6(+5) R; Pen 18; Size M; Reach M; Dire, Concussive.
- **Centurion Spear (1H):** 2d10+4(+5) R; Pen 13; Size M; Reach M; Dire, Impaling, Unbalanced.
- **Centurion Rapid-Fire Crossbow: (1H):** 2d10+4 R; Pen 15; IS S; 30/110/210; Rld 1; Impaling. [Includes 60 dwemer shock-bolts, which allow the use of the Stun Location special effect].
- **Centurion Heavy Rapid-Fire Crossbow: (1H):** 3d10+4 R; Pen 25; IS S; 30/160/310; Rld 2; Impaling. [Includes 60 dwemer shock-bolts (see above)].

## Dwemer Centurion Spider

*Centurion Spiders are small, arachnid-like animunculi, that are very common in Dwemer ruins.*

Str	End	Ag	Int	Wp	Prc	Prs
30	25	40	20	5	35	5
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	5	<b>Health</b>	18			
<b>Movement Rating</b>	4	<b>Stamina</b>	N/A			
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>	N/A			
<b>Damage Bonus</b>	2	<b>Carry Rating</b>	8			
<b>Maximum AP</b>	2	<b>Size</b>	Small (-10 hit)			

**Threat:** Minor + **White Soul:** None

### Skills

**Athletics +30** (Str, End), **Combat +20** (Str, Ag), **Observe +20** (Prc)

### Traits

- **Dark Sight:** Can see in the dark.
- **Machine:** This character is mechanical. It ignores anything that does not affect machines: disease, fatigue, poison, the need for oxygen, fear, paralysis, blood loss, organ damage, and so forth (use common sense here). It is ambidextrous and suffers no penalties with its off hand. Its “mind” cannot be manipulated by magic, and it cannot be intimidated.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Weakness (Shock, 50%):** Increase shock damage by 50%

### Combat/Magic

- **Natural Armor:** 30 AR to all locations.
- **Natural Weapon (Bite):** 1d10(+2) I; Pen 0; Size S; Reach T.
- **Natural Weapon (Electric Shock):** 2d10 Shock; Pen 10; 3/6/12; Rld 0.

# Dwemer Steam Centurion

*Steam Centurions are heavily armored war-construct.*

Str	End	Ag	Int	Wp	Prc	Prs
70	60	40	20	5	35	5
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	19	<b>Health</b>	90			
<b>Movement Rating</b>	6	<b>Stamina</b>	N/A			
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>	N/A			
<b>Damage Bonus</b>	14	<b>Carry Rating</b>	35			
<b>Maximum AP</b>	2	<b>Size</b>	Huge (+20 ranged hit)			

**Threat:** Extreme **White Soul:** None

## Skills

**Athletics +30** (Str, End), **Combat +20** (Str, Ag), **Observe +20** (Prc)

## Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Iron Jaw:** Can test End to remove Stunned condition.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Traits

- Dark Sight:** Can see in the dark.
- Machine:** This character is mechanical. It ignores anything that does not affect machines: disease, fatigue, poison, the need for oxygen, fear, paralysis, blood loss, organ damage, and so forth (use common sense here). It is ambidextrous and suffers no penalties with its off hand. Its “mind” cannot be manipulated by magic, and it cannot be intimidated.
- Resistance (Fire, 50%):** Reduce fire damage by 50%.
- Resistance (Frost, 50%):** Reduce frost damage by 50%.
- Weakness (Shock, 50%):** Increase shock damage by 50%.
- (optional) **Warded (5):** Roll d10 when character is affected by a magic component. On a roll of 5 or less, ignore it.

## Combat/Magic

- Natural Armor:** 35 AR to body, 30 AR to other locations.
- (optional) **Steam Centurion Shield:** 35 AR; 1d5+1(+14) I; S L; R S; Large.

And up to two of the following weapons:

- Steam Centurion Mace (1H):** 2d10+6(+14) I; Pen 18; Size H; Reach L; Concussive, Dire, Sundering, Unbalanced.
- Steam Centurion Hammer (1H):** 3d10+3(+14) I; Pen 28; Size H; Reach L; Concussive, Dire, Sundering, Unwieldy.
- Steam Centurion Axe (1H):** 3d10+4(+14) R; Pen 13; Size H; Reach L; Dire, Sundering, Tearing, Unwieldy.



- Steam Centurion Lance (1H):** 3d10+1(+14) R; Pen 13; Size L; Reach VL; Dire, Impaling, Unwieldy.
- Steam Centurion Flail (1H):** 2d10+1(+14) I; Pen 13; Size H; Reach L; Dire, Flexible, Unwieldy.
- Steam Centurion Rapid-Fire Crossbow: (1H):** 3d10+4 R; Pen 25; IS S; 30/160/310; Rld 0; Impaling. ENC 2. [Includes 60 dwemer shock-bolts, which allow the use of the Stun Location special effect].
- Steam Centurion Lightning Projector: (1H):** This “weapon” uses arcane technology to project a bolt of electricity at a target. It has a range of 25/50/150 meters, and counts as a destruction spell with cost 20 for rules purposes (though the Centurion still rolls Combat to fire it). Wherever the bolt hits it explodes, dealing 4d10 Shock damage (pen 20) to all targets within 1 meter. Counts as a ranged, area of effect attack. Has a Reload value of 1

## Using Steam Centurions

Steam Centurions are incredibly powerful foes due to their sheer size, durability, and strength. They can be outfitted to hit hard both in melee and at range, and their defenses can weather all but the most devastating attacks. Steam Centurions have three major weaknesses: they have little defense against ranged/magic attacks unless you choose to give them a shield/the warded trait, they’re weak to shock damage, and they only have 2 action points. They thus become much more effective when supported by Centurion Spheres that can take some heat off them.

In combat Steam Centurions are aggressive and single-minded. They will focus on the greatest threat that is easily within their reach, and rarely attempt to defend against opponents other than their selected target, instead relying on their natural defenses. When faced with groups, they tend to utilize sweep attacks.

## Flesh Atronach

*A powerful golem of stitched flesh and bone, imbued with a Daedric soul and covered in arcane symbols. Despite bearing the name "atronach," these creatures are not truly Daedra.*

Str	End	Ag	Int	Wp	Prc	Prs
60	60	30	30	50	35	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		15	<b>Health</b>		75	
<b>Movement Rating</b>		4	<b>Stamina</b>		5	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		N/A	
<b>Damage Bonus</b>		9	<b>Carry Rating</b>		20	
<b>Maximum AP</b>		2	<b>Size</b>		Large (+10 ranged hit)	

**Threat:** Major **White Soul:** 750 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Destruction +30** (Wp), **Mysticism +30** (Prc), **Observe +0** (Prc)

### Talents

- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Enduring:** Can test Athletics to halve effects of fatigue for encounter.
- **Iron Jaw:** Can test End to remove Stunned condition.
- **Spell Sword:** Cast spells one handed at no penalty.

### Traits

- **Atronach:** This character casts spells for free. Effects that would damage their magicka cause trauma instead.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Regeneration (5):** Can test Endurance at the beginning of each round to remove 5 trauma.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Undying:** Immune to disease and the effects of aging.
- **Weakness (Shock, 50%):** Increase shock damage by 50%

### Combat/Magic

- **Natural Weapon (Fists):** 1d10(+9) I; Pen 5; Size S; Reach S; Dire.
- **Natural Armor:** 10 AR to all locations.
- **Standard Spells:** Sap Strength (1-6), Vampiric Touch (1-6), Weary (1-6).

### Greater Flesh Atronach

- +1 WT, +15 Health, +10 Natural Armor, 1050 Soul Energy.

- **Combat +20** (Str, Ag), **Destruction +50** (Wp)
- **Regeneration (10):** Can test Endurance at the beginning of each round to remove 10 trauma.

## Hulking Fabricant

*A creature resembling a small dragon with six legs and a tail stinger.*

Str	End	Ag	Int	Wp	Prc	Prs
55	40	25	25	35	40	5
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>		9	<b>Health</b>		56	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		25	
<b>Damage Bonus</b>		5	<b>Carry Rating</b>		14	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average **White Soul:** 300 (Common)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +10** (Ag), **Observe +10** (Prc)

### Talents

- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Dark Sight:** Can see in the dark.
- **Immunity (Paralysis):** Cannot be paralyzed.
- **Immunity (Poison):** Ignores poison damage.
- **Quadruped:** Doubles base movement rating.
- **Resistance (Shock, 50%):** Reduce shock damage by 50%.
- **Tough (40%):** Increase Health by 40% of base.

### Combat

- **Natural Weapon (Bite):** 2d10(+5) R; Pen 10; Size S; Reach T; Entangling, Tearing.
- **Natural Weapon (Claws):** 2d10(+5) R; Pen 10; Size S; Reach T.
- **Natural Weapon (Spiked Tail):** 2d10+4(+5) R; Pen 15; Size M; Reach M; Impaling.
- **Natural Armor:** 20 AR all locations.

## Imperfect

Giant humanoid Fabricants created to guard the innermost workings of Sotha Sil's Clockwork City.

Str	End	Ag	Int	Wp	Prc	Prs
80	60	50	30	50	40	5
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>	21		<b>Health</b>	90		
<b>Movement Rating</b>	7		<b>Stamina</b>	N/A		
<b>Initiative Rating</b>	9		<b>Magicka Pool</b>	N/A		
<b>Damage Bonus</b>	16		<b>Carry Rating</b>	27		
<b>Maximum AP</b>	2		<b>Size</b>	Huge (+20 ranged hit)		

**Threat:** Extreme White Soul: None

### Skills

**Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Destruction +50** (Wp), **Evade +10** (Ag), **Intimidate +0** (Str, Wp), **Observe +30** (Prc)

### Talents

- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Combat Master:** +1 AP when engaged with 2+ opponents.
- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Iron Jaw:** Can test End to remove Stunned condition.
- Thunder Charge:** Double Movement Rating when calculating charge damage.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Dark Sight:** Can see in the dark.
- Imbued with Magicka:** Spells cost no Magicka.
- Machine:** This character is mechanical. It ignores anything that does not affect machines: disease, fatigue, poison, the need for oxygen, fear, paralysis, blood loss, organ damage, and so forth (use common sense here). It is ambidextrous and suffers no penalties with its off hand. Its "mind" cannot be manipulated by magic, and it cannot be intimidated.
- Resistance (Magic, 50%):** Reduce magic damage by 50%.
- Regeneration (5):** Can test Endurance at the beginning of each round to remove 5 trauma.

### Combat/Magic

- Natural Armor:** 40 AR to all locations.
- Natural Weapon (Fists):** 2d10(+16) I; Pen 20; Size L; Reach L; Concussive, Dire.
- Standard Spells:** Lightning Ball (1-6), Lightning Bolt (1-6), Lightning Touch (1-6).

## Iron Atronach

A powerful golem of iron, imbued with a Daedric soul. Despite bearing the name "atronach," these creatures are not truly Daedra.

Str	End	Ag	Int	Wp	Prc	Prs
50	50	30	30	50	35	5
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>	12		<b>Health</b>	62		
<b>Movement Rating</b>	4		<b>Stamina</b>	4		
<b>Initiative Rating</b>	6		<b>Magicka Pool</b>	N/A		
<b>Damage Bonus</b>	7		<b>Carry Rating</b>	18		
<b>Maximum AP</b>	2		<b>Size</b>	Large (+10 ranged hit)		

**Threat:** Major White Soul: 700 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Destruction +20** (Wp), **Observe +0** (Prc)

### Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Enduring:** Can test Athletics to halve effects of fatigue for encounter.
- Iron Jaw:** Can test End to remove Stunned condition.
- Spell Sword:** Cast spells one handed at no penalty.

### Traits

- Atronach:** This character casts spells for free. Effects that would damage their magicka cause trauma instead.
- From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- Immunity (Frost):** Ignores frost damage.
- Immunity (Paralysis):** Cannot be paralyzed.
- Immunity (Shock):** Ignores shock damage.
- Resistance (Fire, 50%):** Reduce fire damage by 50%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Undying:** Immune to disease and the effects of aging.

### Combat/Magic

- Natural Weapon (Fists):** 1d10(+7) I; Pen 5; Size S; Reach S; Dire.
- Natural Armor:** 35 AR to all locations.
- Standard Spells:** Cloak of Lightning, Cone of Lightning (1-6), Eat Armor (1-6), Eat Weapon (1-6), Lightning Bolt (1-6), Lightning Touch (1-6)

### Greater Iron Atronach

- +1 WT, +8 Health, +10 Natural Armor, 1000 Soul Energy.
- Combat +20** (Str, Ag), **Destruction +40** (Wp)

## Verminous Fabricant

An artificial creature with synthetic legs and tail; it is fast and agile and attacks with the large horn on its head.

Str	End	Ag	Int	Wp	Prc	Prs
45	40	50	25	35	40	5
Attribute				Attribute		
<b>Wound Threshold</b>	8			<b>Health</b>	40	
<b>Movement Rating</b>	5			<b>Stamina</b>	3	
<b>Initiative Rating</b>	8			<b>Magicka Pool</b>	25	
<b>Damage Bonus</b>	4			<b>Carry Rating</b>	12	
<b>Maximum AP</b>	2			<b>Size</b>	Standard	

**Threat:** Average **White Soul:** 300 (Common)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +20** (Ag), **Observe +10** (Prc)

### Talents

- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Dark Sight:** Can see in the dark.
- **Immunity (Paralysis):** Cannot be paralyzed.
- **Immunity (Poison):** Ignores poison damage.
- **Resistance (Magic, 50%):** Reduce magic damage by 50%.

### Combat

- **Natural Weapon (Horn):** 2d10+2(+4) R; Pen 10; Size S; Reach T; Impaling.
- **Natural Weapon (Claws):** 2d10(+4) R; Pen 10; Size S; Reach T; Tearing.
- **Natural Armor:** 15 AR all locations.



# DAEDRA

This section contains rules for those Daedra that are often summoned to Tamriel. It does not include those Daedra who are rarely found outside a single plane of Oblivion. For those, reference the [PLANES OF OBLIVION](#) supplement.

## Aureal (Golden Saint)

*Golden Saints are a humanoid, matriarchal species of Daedra who primarily serve Sheogorath. They exhibit incredible martial prowess, embodying all of Sheogorath's might.*

Str	End	Ag	Int	Wp	Prc	Prs
55	50	50	50	65	50	50
Attribute	-	Attribute	-			
<b>Wound Threshold</b>	10	<b>Health</b>	50			
<b>Movement Rating</b>	5	<b>Stamina</b>	4			
<b>Initiative Rating</b>	10	<b>Magicka Pool</b>	100			
<b>Damage Bonus</b>	5	<b>Carry Rating</b>	15			
<b>Maximum AP</b>	3	<b>Size</b>	Standard			

**Threat:** Extreme **White Soul:** 1500 (Grand)

### Skills

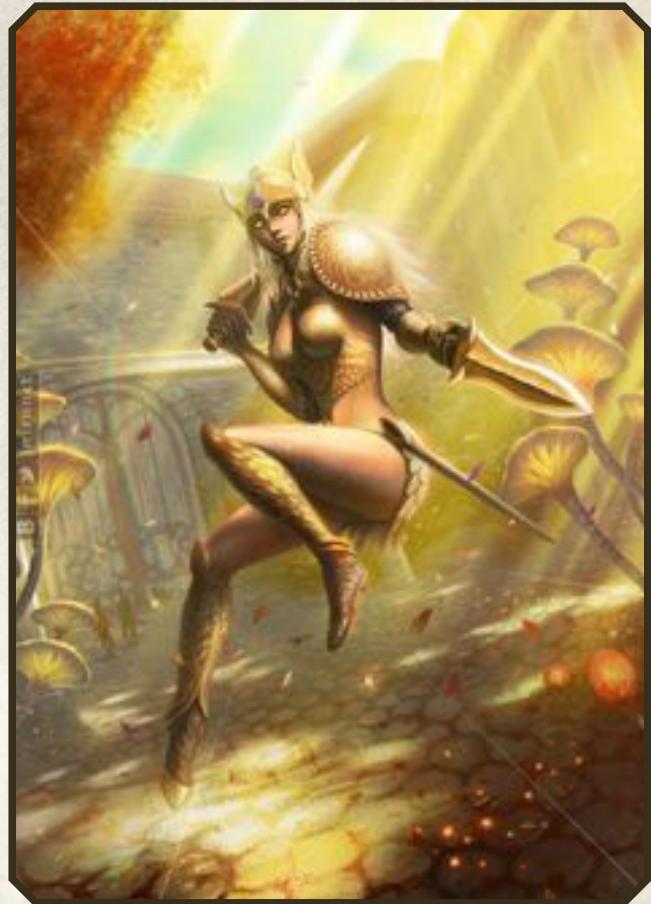
**Acrobatics +10** (Str, Ag), **Athletics +30** (Str, End), **Charm +20** (Prs), **Combat +50** (Str, Ag), **Command +30** (Int, Prs), **Deceive +20** (Prs), **Evade +40** (Ag), **First Aid +20** (Ag, Int), **Intimidate +20** (Str, Wp), **Logic +20** (Int, Prc), **Lore +30** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Restoration +30** (Wp), **Stealth +30** (Ag, Prc), **Survival +10** (Int, Prc)

### Talents

- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Combat Master:** +1 AP when engaged with 2+ opponents.
- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- Grandmaster (Combat):** Reroll failed Combat skill tests.
- Leap Up:** Can take Regain Footing action for free.
- Quick Draw:** Can take Ready Weapon action for free.

### Traits

- Power Well (100%):** +100% of base Magicka Pool.
- Resistance (Magic, 50%):** Reduce magic damage by 50%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Weakness (Poison, 75%):** Increase poison damage by 75%.



### Combat/Magic

- Aureal Armor:** 35 AR to all locations, ENC 30.
- (optional) **Aureal Shield:** 40 AR; 1d5(+5) I; S M; R S; Medium; ENC 3.
- Standard Spells:** Heal (1-4), Rejuvenate (1-3), Ward (1-3).

And one or more of the following weapons:

- Golden Broadsword (1H):** 2d10+5(+5) R; Pen 15; Size M; Reach M; Dire, Impaling, Proven (4); ENC 2.
- Golden Mace (1H):** 1d10+8(+5) I; Pen 25; Size M; Reach S; Concussive, Dire, Proven (4); ENC 2.
- Golden Longbow:** 2d10+5(+5) R; Pen 15(+10); IS S; 40/120/220; Rld 2; Impaling, Proven (4). ENC 1. [Includes 24 golden arrows: +3 damage, +10 pen, and Dire].
- Golden Longsword (1.5H):** 2d10+8(+5) R; Pen 15; Size M; Reach L; Dire, Impaling, Proven (4); ENC 2.
- Golden Shortspear (1H):** 2d10+6(+5) R; Pen 20; Size M; Reach L; Dire, Impaling, Proven (4); ENC 2.
- Golden War Axe (1H):** 2d10+4(+5) R; Pen 20; Size M; Reach M; Dire, Tearing, Unbalanced, Proven (4); ENC 2.

### Using Aureals

GMs should remember that Aureals are not mindless beasts like some other Daedra. They possess intelligence and will to supplement their substantial combat prowess.

## Auroran

*Aurorans are golden armored Daedra in the service of Meridia, these beings wield powerful axes infused with lightning. They are resistant to both magic and lightning.*

Str	End	Ag	Int	Wp	Prc	Prs
50	55	45	45	55	40	30
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>				55
<b>Movement Rating</b>		<b>Stamina</b>				4
<b>Initiative Rating</b>		<b>Magicka Pool</b>				90
<b>Damage Bonus</b>		<b>Carry Rating</b>				15
<b>Maximum AP</b>		<b>Size</b>				Standard
<b>Threat:</b> Major + <b>White Soul:</b> 1200 (Grand)						

### Skills

**Acrobatics +0** (Str, Ag), **Athletics +20** (Str, End), **Combat +40** (Str, Ag), **Command +10** (Int, Prc), **Destruction +30** (Wp), **Evade +30** (Ag), **First Aid +20** (Ag, Int), **Intimidate +20** (Str, Wp), **Logic +0** (Int, Prc), **Lore +30** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +10** (Int, Prc)

### Talents

- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Combat Master:** +1 AP when engaged with 2+ opponents.
- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Quick Draw:** Can take Ready Weapon action for free.

### Traits

- Power Well (100%):** +100% of base Magicka Pool.
- Resistance (Magic, 25%):** Reduce magic damage by 25%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Weakness (Shock, 75%):** Increase shock damage by 75%

### Combat/Magic

- Auroran Armor:** 40 AR to all locations, ENC 30.
- Standard Spells:** Lightning Bolt (1-4), Lightning Touch (1-4), Weakness to Shock (1-4), Sunbeam (1-3).
- Auroran War Axe (1H):** 2d10+6(+5) R; Pen 20; Size M; Reach M; Dire, Tearing, Unbalanced; ENC 2.

## Clannfear

*Clannfears are dinosaur-like Daedra that resemble a lizard with a large, bony crest on their head and a sharp beak and talons. They walk on two legs and use their clawed arms much like a predatory dinosaur would. They are generally thought to be of animal intelligence, though it is possible that they are intelligent enough to be communicated with at times.*

Str	End	Ag	Int	Wp	Prc	Prs
50	45	50	25	40	40	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>				54
<b>Movement Rating</b>		<b>Stamina</b>				3
<b>Initiative Rating</b>		<b>Magicka Pool</b>				25
<b>Damage Bonus</b>		<b>Carry Rating</b>				14
<b>Maximum AP</b>		<b>Size</b>				Standard

**Threat:** Average + **White Soul:** 400 (Common)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +20** (Ag), **Intimidate +20** (Str, Wp), **Navigate +10** (Int, Prc), **Observe +20** (Prc)

### Talents

- Iron Jaw:** Can test End to remove Stunned condition.
- Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.
- Thunder Charge:** Double Movement Rating when calculating charge damage.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Resistance (Fire, 50%):** Reduce fire damage by 50%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Tough (20%):** Increase Health by 20% of base.

### Combat

- Natural Armor:** 14 AR to all locations.
- Natural Weapon (Head-butts):** 2d10(+5) I; Pen 20; Size L; Reach T; Concussive, Dire, Unwieldy.
- Natural Weapon (Beak):** 2d10(+5) R; Pen 10; Size M; Reach T; Dire, Entangling.
- Natural Weapon (Talons):** 2d10(+5) R; Pen 10; Size S; Reach T; Dire, Tearing.

## Daedroth

Daedroth are crocodile-headed bipedal Daedra, associated with Molag Bal and Mehrunes Dagon. They are a strong, more animalistic type of Daedra with powerful claws and magical ability.

Str	End	Ag	Int	Wp	Prc	Prs
65	60	40	20	50	40	5
Attribute		Attribute				
Wound Threshold		Health				
Movement Rating		Stamina				
Initiative Rating		Magicka Pool				
Damage Bonus		Carry Rating				
Maximum AP		Size				
		Large (+10 ranged hit)				

**Threat:** Extreme **White Soul:** 1000 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Intimidate +30** (Str, Wp), **Navigate +10** (Int, Prc), **Observe +20** (Prc)

### Talents

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Man Catcher:** Opponents at -10 to break grapple/entangle.
- **Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.
- **Terrifying (+0):** Forces Fear (+0) tests on encounter.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.



### Traits

- **Dark Sight:** Can see in the dark.
- **Resistance (Fire, 25%):** Reduce fire damage by 25%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Tough (50%):** Increase Health by 50% of base.
- **Weakness (Shock, 25%):** Increase shock damage by 25%.

### Combat

- **Fire Breath:** Fires a cone of fire at a target of choice. Cone has a fifteen degree angle, and extends for 15 meters. Deals 4d10 fire damage pen 20 to all targets within the cone. Counts as a ranged, area of effect attack.
- **Natural Armor:** 16 AR to all locations.
- **Natural Weapon (Bite):** 3d10(+7) R; Pen 20; Size H; Reach S; Dire, Entangling, Tearing.
- **Natural Weapon (Claws):** 2d10+2(+7) R; Pen 10; Size S; Reach T; Dire, Tearing.

### Titanic Daedroth

- Size Huge [+3 WT, +15 Health, +1 MR, +5 Dam. Bonus]
- **Combat +30** (Str, Ag)
- **Natural Armor:** 22 AR to all locations.
- **Terrifying (-10):** Forces Fear (-10) tests on encounter.
- **Thunder Charge:** Double Movement Rating when calculating charge damage.

### Lesser Daedroth

- Size Standard [-3 WT, -15 Health, -1 MR, -1 Dam. Bonus]
- **Natural Armor:** 12 AR to all locations.
- Lose Crushing Blow.

## Dremora

Dremora (also known as “The Kyn”) are a warlike Daedric race associated with the Daedric Prince of Destruction, Mehrunes Dagon. They are commonly encountered throughout the planes of Oblivion. Dremora are known to be intelligent, sentient beings, and make capable warriors and mages.

Str	End	Ag	Int	Wp	Prc	Prs
50	50	45	40	55	40	35
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		10	<b>Health</b>		50	
<b>Movement Rating</b>		4	<b>Stamina</b>		4	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		80	
<b>Damage Bonus</b>		5	<b>Carry Rating</b>		15	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major + **White Soul:** 1000 (Greater)

### Skills

**Acrobatics +0** (Str, Ag), **Alteration +20** (Wp), **Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Deceive +20** (Prc), **Destruction +20** (Wp), **Evade +20** (Ag), **First Aid +20** (Ag, Int), **Intimidate +20** (Str, Wp), **Logic +0** (Int, Prc), **Lore +20** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +10** (Int, Prc)

### Talents

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Formation Fighting:** 3+ characters with this talent can draw into a close formation, which reduces the action points of engaged opponents by one unless those opponents are in formation or outflanking.
- **Leap Up:** Can take Regain Footing action for free.
- **Quick Draw:** Can take Ready Weapon action for free.
- **Spell Sword:** Cast spells one handed at no penalty.

### Traits

- **Power Well (100%):** +100% of base Magicka Pool.
- **Resistance (Magic, 25%):** Reduce magic damage by 25%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.

### Combat/Magic

- **Daedric Plated Mail:** 40 AR to all locations, ENC 60.
- (optional) **Daedric Shield:** 40 AR; 1d5(+5) I; S M; R S; Medium; ENC 3.
- **Standard Spells:** Barrier (1-4), Fire Barrier (1-3), Fire Bite(1-4), Fire Bolt (1-3).



And one or more of the following weapons (GM can use other Daedric weapons as he sees fit, these are just common choices):

- **Daedric Mace (1H):** 1d10+10(+5) I; Pen 25; Size M; Reach S; Concussive, Dire; ENC 3.
- **Daedric Longbow:** 2d10+5(+5) R; Pen 15(+10); IS S; 40/120/220; Rld 2; Impaling. ENC 2. [Includes 24 Daedric arrows: +5 damage, +10 pen, Barbed, Dire].
- **Daedric Longsword (1.5H):** 2d10+10(+5) R; Pen 15; Size M; Reach L; Dire, Impaling; ENC 3.
- **Daedric Katana (1.5H):** 2d10+10(+5) R; Pen 12; Size M; Reach L; Dire, Impaling, Tearing; ENC 3.
- **Daedric Dai-Katana (2H):** 3d10+10(+5) R; Pen 12; Size H; Reach L; Dire, Impaling, Tearing; ENC 5.
- **Daedric Shortspear (1H):** 2d10+8(+5) R; Pen 20; Size M; Reach L; Dire, Impaling; ENC 3.
- **Daedric War Axe (1H):** 2d10+6(+5) R; Pen 20; Size M; Reach M; Dire, Tearing, Unbalanced; ENC 3.
- **Daedric Wahammer (1.5H):** 1d10+7(+5) I; Pen 25; Size M; Reach M; Concussive, Dire, Sundering; ENC 3.
- **Daedric Maul (2H):** 3d10+5(+5) I; Pen 30; Size H; Reach L; Concussive, Dire, Sundering, Unwieldy; ENC 6.



### Dremora Caitiff

- **Battle Rage:** Can spend full round psyching up to gain Frenzied condition.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Thunder Charge:** Double Movement Rating when calculating charge damage.

### Dremora Kynval

- **Combat +40** (Str, Ag)
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.

### Dremora Kynmarcher

- **Combat +50** (Str, Ag), **Command +30** (Int, Prs)
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Tactician:** Can test Command (Int) before combat to grant himself and allies +1 to initiative roll for that encounter.

### Dremora Mage

Any of the above variants of Dremora can also be Mages. Simply apply this variant profile on top of any others.

- **Alteration +30** (Wp), **Conjuration +30** (Wp), **Destruction +40** (Wp), **Restoration +30** (Wp)
- **Power Well (200%):** +200% of base Magicka Pool (for a total of 120).
- **Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Telepath:** Spend 1 magicka to gain Telepathic for 1 min.
- **Wrest Control:** Can use Cast Magic action to test Wp vs. another character to take control of one of their summons.
- **Standard Spells:** Any Alteration, Conjuration, Destruction, or Restoration spell the GM wishes, up to spell level 5.

May utilize the following weapon:

- **Daedric Staff (1.5H):** 1d10+8(+5) I; Pen 15; Size M; Reach L; Dire, Focus (+10), Stunning; ENC 3.

### Using Dremora

Perhaps the most important thing for GMs to remember when portraying Dremora in their campaigns is that Dremora are intelligent beings with their own motivations and culture. While their service to the Daedric Princes may result in them being pitted against the party the GM should not take the easy route of portraying them as mindless monsters, as this glosses over much of what makes them interesting characters and powerful foes.

In combat Dremora are formidable opponents. They are well equipped, well trained, and they fight together in an intelligent manner. Many Daedra are powerful in their own right, but Dremora are disciplined soldiers as much as they are savage fighters. GMs should not hesitate to have a unit of Dremora utilize more complicated tactics than those of the average foe.

## Hunger

The Hunger is one of the many servants of the Daedric Prince Boethiah and is known to be capable of quickly destroying its opponents' armor and weapons. The hunger uses its long tongue to attack as well as its claws and spells.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	60	40	50	50	5
Attribute		Attribute				-
Wound Threshold				Health	40	
Movement Rating	6	Stamina		3		
Initiative Rating	11	Magicka Pool		120		
Damage Bonus	4	Carry Rating		12		
Maximum AP	3	Size		Standard		

**Threat:** Major - **White Soul:** 800 (Common)

## Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Destruction +30** (Wp), **Evade +30** (Ag), **Illusion +30** (Wp), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Stealth +30** (Ag, Prc)

## Talents

- **Spell Sword:** Cast spells one handed at no penalty.
- **Step Aside:** Can reroll failed Evade tests for Outmaneuver.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Traits

- **Dark Sight:** Can see in the dark.
- **Immunity (Fire):** Ignores fire damage.
- **Immunity (Frost):** Ignores frost damage.
- **Immunity (Shock):** Ignores shock damage.
- **Power Well (200%):** +200% of base Magicka Pool.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.

## Combat/Magic

- **Natural Armor:** 8 AR to all locations.
- **Natural Weapon (Tongue):** 1d10+2(+4) R; Pen 10; Size S; Reach S; Dire, Toxic (-30, 2d10+5).
- **Natural Weapon (Talons):** 2d10+2(+4) R; Pen 10; Size S; Reach T; Dire, Tearing.
- **Standard Spells:** Eat Armor (1-4), Eat Weapon (1-4), Paralysis (1-3).

## Mazken (Dark Seducer)

The Mazken are matriarchal Daedric humanoids with blue, gray, or dark purple skin. Many of them have been known to possess large, retractable bat-like wings. They are the spawn of Sheogorath, but many of the Mazken are notoriously clanless and treacherous, owing allegiance to many Daedric Princes.

Str	End	Ag	Int	Wp	Prc	Prs
50	50	60	50	60	55	50
Attribute				Attribute	-	
Wound Threshold				Health	50	
Movement Rating	6	Stamina		4		
Initiative Rating	11	Magicka Pool		100		
Damage Bonus	5	Carry Rating		15		
Maximum AP	3	Size		Standard		

**Threat:** Extreme White Soul: 1500 (Grand)

## Skills

**Acrobatics +20** (Str, Ag), **Alteration +30** (Wp), **Athletics +30** (Str, End), **Charm +30** (Prc), **Combat +40** (Str, Ag), **Command +10** (Int, Prc), **Deceive +30** (Prc), **Destruction +30** (Wp), **Evade +40** (Ag), **First Aid +20** (Ag, Int), **Intimidate +20** (Str, Wp), **Logic +20** (Int, Prc), **Lore +30** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Stealth +40** (Ag, Prc), **Survival +10** (Int, Prc)

## Talents

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Leap Up:** Can take Regain Footing action for free.
- **Targeted Assault:** Choose hit location of their melee attacks.
- **Step Aside:** Can reroll failed Evade tests for Outmaneuver.
- **Quick Draw:** Can take Ready Weapon action for free.

## Traits

- (optional) **Flyer (8):** Can fly at movement rating 8.
- **Power Well (100%):** +100% of base Magicka Pool.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Spell Absorption:** Halve effects of all incoming magic (after other mitigation/reduction), and restore magicka equal to half the total cost of that magic.
- **Weakness (Frost, 50%):** Increase frost damage by 50%

## Combat/Magic

- **Mazken Armor:** 30 AR to all locations, ENC 24.
- (optional) **Mazken Shield:** 35 AR; 1d5(+5) I; S M; R S; Medium; ENC 3.
- **Standard Spells:** Barrier (1-4), Crushing Weight (1-3), Fire Barrier (1-3), Fire Touch (1-4), Frost Barrier (1-3), Shock Barrier (1-3), Weary (1-4).

And one or more of the following weapons:

- **Dark Broadsword (1H):** 2d10+5(+5) R; Pen 15; Size M; Reach M; Dire, Impaling, Tearing; ENC 2.
- **Dark Mace (1H):** 1d10+8(+5) I; Pen 25; Size M; Reach S; Concussive, Dire, Tearing; ENC 2.
- **Dark Longbow:** 2d10+5(+5) R; Pen 15(+10); IS S; 40/120/220; Rld 2; Impaling, Tearing. ENC 1. [Includes 24 dark arrows: +3 damage, +10 pen, and Dire].
- **Dark Longsword (1.5H):** 2d10+8(+5) R; Pen 15; Size M; Reach L; Dire, Impaling, Tearing; ENC 2.
- **Dark Shortspear (1H):** 2d10+6(+5) R; Pen 20; Size M; Reach L; Dire, Impaling, Tearing; ENC 2.
- **Dark War Axe (1H):** 2d10+4(+5) R; Pen 20; Size M; Reach M; Dire, Tearing, Unbalanced; ENC 2.

## Using Mazken

GMs should remember that Mazken are not mindless beasts like some other Daedra. They possess intelligence and will to supplement their substantial combat prowess.



## Ogrim

*Ogrim are enormous Daedra with very little intellect, but which are chiefly sent into the mortal world to menace living things for the amusement of Daedra Princes. Ogrim are associated with Malacath. They are immune to normal weapons and can regenerate health.*

Str	End	Ag	Int	Wp	Prc	Prs
60	60	35	20	40	35	5
Attribute		Attribute				-
<b>Wound Threshold</b>		15		<b>Health</b>		135
<b>Movement Rating</b>		4		<b>Stamina</b>		5
<b>Initiative Rating</b>		8		<b>Magicka Pool</b>		20
<b>Damage Bonus</b>		7		<b>Carry Rating</b>		22
<b>Maximum AP</b>		2		<b>Size</b>		Large (+10 ranged hit)

**Threat:** Major - **White Soul:** 1000 (Greater)

## Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Intimidate +30** (Str, Wp), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +10** (Int, Prc)

## Talents

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Iron Jaw:** Can test End to remove Stunned condition.

## Traits

- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Tough (100%):** Increase Health by 100% of base.

## Combat

- **Natural Armor:** 6 AR to all locations.
- **Natural Weapon (Fists):** 2d10(+7) I; Pen 15; Size S; Reach T; Dire, Concussive.

## Ogrim Titan

- Size Huge [+3 WT, +15 Health, +1 MR, +5 Dam. Bonus]
- **Combat +20** (Str, Ag)
- **Natural Armor:** 18 AR to all locations.
- **Resistance (Magic, 25%):** Reduce magic damage by 25%.
- **Terrifying (+0):** Forces Fear (+0) tests on encounter.
- **Thunder Charge:** Double Movement Rating when calculating charge damage.

## Scamp

Scamps are a common Daedric creature, known for their simple-mindedness and cowardliness. Though smaller and weaker than most other Daedra, they can still be a dangerous opponent, especially when found in numbers. They are mischievous and cruel.

Str	End	Ag	Int	Wp	Prc	Prs
35	35	50	30	35	45	5
Attribute		Attribute				
-						-
<b>Wound Threshold</b>	5	<b>Health</b>		26		
<b>Movement Rating</b>	5	<b>Stamina</b>		2		
<b>Initiative Rating</b>	9	<b>Magicka Pool</b>		30		
<b>Damage Bonus</b>	2	<b>Carry Rating</b>		7		
<b>Maximum AP</b>	2	<b>Size</b>		Small (-10 hit)		

**Threat:** Average - **White Soul:** 300 (Common)

### Skills

**Acrobatics +20** (Str, Ag), **Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Destruction +30** (Wp), **Evade +30** (Ag), **Navigate +10** (Int, Prc), **Observe +30** (Prc), **Stealth +20** (Ag, Prc), **Survival +10** (Int, Prc)

### Talents

- **Leap Up:** Can take Regain Footing action for free.
- **Step Aside:** Can reroll failed Evade tests for Outmaneuver.

### Traits

- **Dark Sight:** Can see in the dark.
- **Quick:** Ignores movement rating penalty from size.
- **Resistance (Magic, 50%):** Reduce magic damage by 50%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.

### Combat/Magic

- **Natural Weapon (Claws):** 1d10(+3) R; Pen 5; Size S; Reach T; Dire.
- **Standard Spells:** Fire Bite (1-3).

---

*"Don't want to work. Just want to bang on my drum. What's a scamp gotta do?"*

*Creeper*

---

## Spider Daedra

These Daedra appear as giant spiders with human torsos, and are associated with Mephala. They are so unruly and irrational that not even Mephala's worshippers will often summon them, for fear that they will disobey orders. They are some of the more powerful Daedra, with formidable melee and spellcasting ability. They are often accompanied by a horde of Spiderlings.

Str	End	Ag	Int	Wp	Prc	Prs
45	50	55	40	50	50	5
Attribute		Attribute				
-						-
<b>Wound Threshold</b>	9	<b>Health</b>		50		
<b>Movement Rating</b>	7	<b>Stamina</b>		4		
<b>Initiative Rating</b>	10	<b>Magicka Pool</b>		80		
<b>Damage Bonus</b>	4	<b>Carry Rating</b>		13		
<b>Maximum AP</b>	3	<b>Size</b>		Standard		

**Threat:** Major **White Soul:** 1000 (Greater)

### Skills

**Acrobatics +30** (Str, Ag), **Athletics +20** (Str, End), **Combat +30** (Str, Ag), **Destruction +30** (Wp), **Evade +40** (Ag), **Illusion +30** (Wp), **Navigate +10** (Int, Prc), **Observe +30** (Prc), **Restoration +30** (Wp), **Stealth +40** (Ag, Prc)

### Talents

- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Leap Up:** Can take Regain Footing action for free.
- **Lightning Reflexes:** Roll twice and use higher for initiative.
- **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Spell Sword:** Cast spells one handed at no penalty.
- **Step Aside:** Can reroll failed Evade tests for Outmaneuver.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Dark Sight:** Can see in the dark.
- **Immunity (Paralysis):** Cannot be paralyzed.
- **Immunity (Poison):** Ignores poison damage.
- **Power Well (100%):** +100% of base Magicka Pool.
- **Quick (2):** +2 to movement rating.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Weakness (Frost, 25%):** Increase frost damage by 25%
- **Weakness (Shock, 25%):** Increase fire damage by 25%

## Combat/Magic

- **Natural Weapon (Claws):** 1d10(+3) R; Pen 5; Size S; Reach T; Dire, Toxic (-30, 3d10).
- **Standard Spells:** Lightning Bolt (1-4), Heal (1-4), Poison Bloom (1-3), Paralysis (1-3), Poison Touch (1-4), Ward (1-3).

## Spiderling

These creatures aid Spider Daedra in battle.

Str	End	Ag	Int	Wp	Prc	Prs
20	30	50	15	20	40	5
Attribute				Attribute		
<b>Wound Threshold</b>		2	<b>Health</b>		15	
<b>Movement Rating</b>		5	<b>Stamina</b>		2	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		0	<b>Carry Rating</b>		2	
<b>Maximum AP</b>		2	<b>Size</b>		Tiny (-20 hit)	

**Threat:** Minor **White Soul:** 20 (Petty)

## Skills

**Acrobatics +20** (Str, Ag), **Athletics +20** (Str, End), **Combat +0** (Str, Ag), **Evade +20** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Stealth +30** (Ag, Prc)

## Talents

- **Leap Up:** Can take Regain Footing action for free.
- **Lightning Reflexes:** Roll twice and use higher for initiative.
- **Targeted Assault:** Choose hit location of their melee attacks.

## Traits

- **Dark Sight:** Can see in the dark.
- **Immunity (Paralysis):** Cannot be paralyzed.
- **Immunity (Poison):** Ignores poison damage.
- **Quick:** Ignores movement rating penalty from size.

## Combat/Magic

- **Natural Weapon (Bite):** 1d10+2 R; Pen 5; Size S; Reach T; Dire, Toxic (-20, 2d10).
- **Poison Spit:** 2d10 R; Pen 20; 5/10/20; Rld 0; Toxic (-20, 2d10).

## Winged Twilight

A Harpy-like, female-form Daedra with bat-like wings. They operate as messengers of Azura.

Str	End	Ag	Int	Wp	Prc	Prs
40	50	70	50	60	55	40

Attribute	-	Attribute	-
<b>Wound Threshold</b>	9	<b>Health</b>	50
<b>Movement Rating</b>	7	<b>Stamina</b>	4
<b>Initiative Rating</b>	12	<b>Magicka Pool</b>	100
<b>Damage Bonus</b>	4	<b>Carry Rating</b>	13
<b>Maximum AP</b>	3	<b>Size</b>	Standard

**Threat:** Extreme **White Soul:** 1500 (Grand)

## Skills

**Acrobatics +20** (Str, Ag), **Athletics +30** (Str, End), **Charm +20** (Prs), **Combat +40** (Str, Ag), **Deceive +20** (Prs), **Destruction +30** (Wp), **Evade +50** (Ag), **Navigate +10** (Int, Prc), **Observe +40** (Prc), **Stealth +40** (Ag, Prc),

## Talents

- **Assassin Strike:** Can use Open Range special as the attacker.
- **Catfall:** Reduce fall distance by AB for calculating damage.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Ghost:** No penalties to Stealth tests from speed.
- **Hard Target:** Double to-hit penalties for sprinting.
- **Leap Up:** Can take Regain Footing action for free.
- **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Step Aside:** Can reroll failed Evade tests for Outmaneuver.
- **Targeted Assault:** Choose hit location of their melee attacks.
- **Thought Caster:** Can cast without somatic components.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Traits

- **Flyer (9):** Can fly at movement rating 9.
- **Power Well (100%):** +100% of base Magicka Pool.
- **Resistance (Magic, 50%):** Reduce magic damage by 50%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.

## Combat/Magic

- **Natural Weapon (Talons):** 2d10+2(+4) R; Pen 10; Size S; Reach T; Dire, Tearing.
- **Natural Weapon (Spiked Tail):** 2d10+6(+4) R; Pen 15; Size S; Reach L; Dire, Impaling, Tearing.
- **Standard Spells:** Lightning Ball (1-5), Lightning Bolt (1-5), Lightning Touch (1-5).

## Xivilai

Xivilai are highly intelligent Daedra that look like tall and muscular gray-skinned warriors. They are similar in many points to the Dremora, but do not have a caste system. This lack of caste system reflects their hatred of subordination and tendency for betrayal. When they do serve a Daedric Prince, it is most often Mehrunes Dagon.

Str	End	Ag	Int	Wp	Prc	Prs
60	55	40	40	60	35	30
<b>Attribute</b>		-	<b>Attribute</b>		-	
<b>Wound Threshold</b>		11	<b>Health</b>		55	
<b>Movement Rating</b>		4	<b>Stamina</b>		4	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		80	
<b>Damage Bonus</b>		6	<b>Carry Rating</b>		17	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major + **White Soul:** 1250 (Grand)

### Skills

**Acrobatics +0** (Str, Ag), **Athletics +30** (Str, End), **Combat +40** (Str, Ag), **Deceive +30** (Prc), **Destruction +30** (Wp), **Evade +20** (Ag), **First Aid +20** (Ag, Int), **Intimidate +30** (Str, Wp), **Logic +0** (Int, Prc), **Lore +20** (Int), **Mysticism +20** (Wp), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +10** (Int, Prc)

### Talents

- **Battle Rage:** Can spend full round psyching up to gain Frenzied condition.
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Spell Sword:** Cast spells one handed at no penalty.

### Traits

- **Power Well (100%):** +100% of base Magicka Pool.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Spell Absorption:** Halve effects of all incoming magic (after other mitigation/reduction), and restore magicka equal to half the total cost of that magic.
- **Weakness (Shock, 100%):** Increase shock damage by 100%



### Combat/Magic

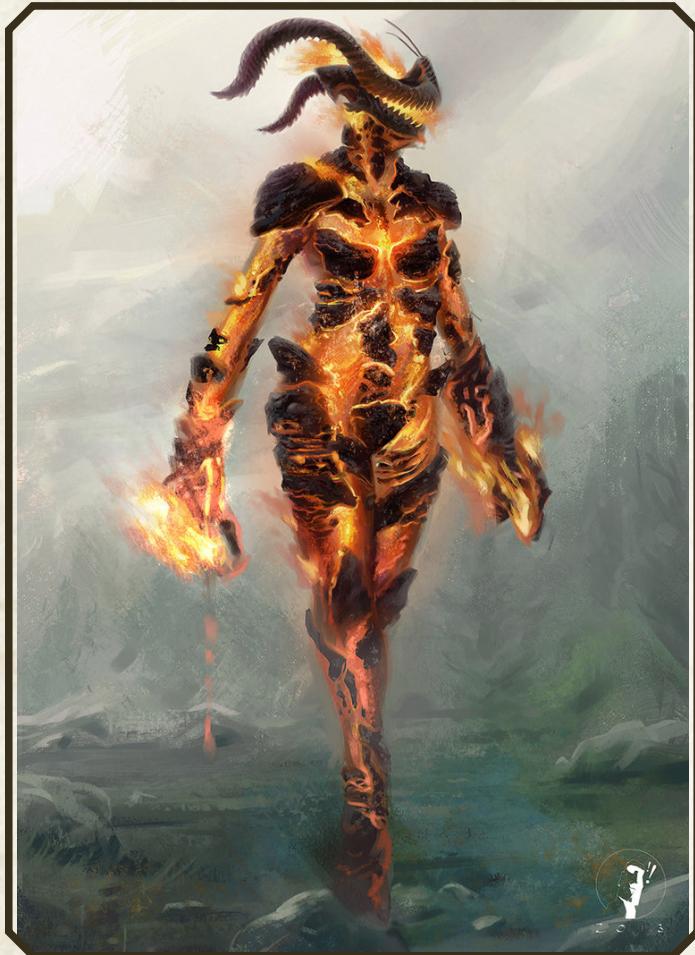
- (optional) **Daedric Plated Mail:** 40 AR to all locations, ENC 60.
- **Standard Spells:** Barrier (1-4), Fire Barrier (1-3), Fire Bite(1-4), Fire Bolt (1-3).

And one or more of the following weapons (GM can use other Daedric weapons as he sees fit, these are just common choices):

- **Daedric Dai-Katana (2H):** 3d10+10(+6) R; Pen 12; Size H; Reach L; Dire, Impaling, Tearing; ENC 5.
- **Daedric Great Axe (2H):** 3d10+8(+6) R; Pen 20; Size H; Reach L; Dire, Sundering, Tearing, Unwieldy; ENC 5.
- **Daedric Great Sword (2H):** 3d10+10(+6) R; Pen 15; Size H; Reach L; Dire, Impaling, Sundering; ENC 5.
- **Daedric Maul (2H):** 3d10+5(+6) I; Pen 30; Size H; Reach L; Concussive, Dire, Sundering, Unwieldy; ENC 6.

## ELEMENTAL DAEDRA

This section contains profiles for the elemental Daedra, commonly known as Atronachs. Atronachs have no kinship with any of the Daedric princes, but are often forced into their servitude or bound by conjurers.



### Using Atronachs

Atronachs are very dangerous foes, even for stronger parties. Each is a powerful spellcaster unlimited by the constraints of a conventional magicka pool. They are also tough, physically strong, and augmented by powerful traits that reflect their elemental nature. Greater Atronachs are even more dangerous: they are tougher, and capable of casting more devastating spells with ease.

The GM should be careful to not throw more than one Atronach at the party at once unless he is confident they can handle the challenge. Fortunately the GM can “fetter” Atronachs somewhat for a weaker party by simply refraining from using their most powerful spells. Also, keep in mind that some Atronachs have been observed to be capable of speech, something that many players might not expect.

### Flame Atronach

*A powerful fire elemental which can be summoned by mages.*

Str	End	Ag	Int	Wp	Prc	Prs
50	55	40	35	50	35	5
Attribute				-	Attribute	
<b>Wound Threshold</b>		10		<b>Health</b>		55
<b>Movement Rating</b>		4		<b>Stamina</b>		4
<b>Initiative Rating</b>		7		<b>Magicka Pool</b>		N/A
<b>Damage Bonus</b>		5		<b>Carry Rating</b>		15
<b>Maximum AP</b>		2		<b>Size</b>		Standard

**Threat:** Major **White Soul:** 700 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Destruction +30** (Wp), **Evade +0** (Ag), **Observe +0** (Prc)

### Talents

- **Pyromancer:** Roll an extra d10 and use highest set of results when rolling fire damage.
- **Spell Sword:** Cast spells one handed at no penalty.

### Traits

- **Atronach:** This character casts spells for free. Effects that would damage their magicka cause trauma instead.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Immunity (Fire):** Ignores fire damage.
- **Resist Normal Weapons (100%):** Reduce damage from weapons without Dire or Enchanted qualities by 100%.
- **Weakness (Frost, 50%):** Increase frost damage by 50%
- **Wreathed in Flames:** Any character who is hit by an attack from this character's natural weapons, or who grapples/is grappled by this character, must make an Agility test or gain the Burning (5) condition.

### Combat/Magic

- **Natural Weapon (Claws):** 1d10+2(+5) R; Pen 5; Size S; Reach T; Dire.
- **Natural Armor:** 15 AR to all locations.
- **Standard Spells:** Cloak of Fire (1-6), Cone of Fire (1-6), Fireball (1-6), Fire Bite (1-6), Fire Bolt (1-6), Fire Rune (1-6), Fire Storm (1-6), Wall of Fire (1-6).

### Greater Flame Atronach

- +15 Health, +10 Natural Armor, 1000 Soul Energy
- **Destruction +50** (Wp), **Evade +10** (Ag)

## Frost Atronach

A powerful frost elemental which can be summoned by mages.

Str	End	Ag	Int	Wp	Prc	Prs
50	50	30	35	50	35	5
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	12	<b>Health</b>	62			
<b>Movement Rating</b>	4	<b>Stamina</b>	4			
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>	N/A			
<b>Damage Bonus</b>	7	<b>Carry Rating</b>	18			
<b>Maximum AP</b>	2	<b>Size</b>	Large (+10 ranged hit)			

**Threat:** Major + **White Soul:** 800 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Destruction +30** (Wp), **Evade +0** (Ag), **Observe +0** (Prc)

### Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Cryomancer:** Roll an extra d10 and use highest set of results when rolling frost damage.
- Spell Sword:** Cast spells one handed at no penalty.

### Traits

- Atronach:** This character casts spells for free. Effects that would damage their magicka cause trauma instead.
- Chilling Touch:** Any character who is hit by this character's natural weapons, or who grapples/is grappled by this character, must test Endurance or gain a level of fatigue.
- From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- Immunity (Frost):** Ignores frost damage.
- Resist Normal Weapons (100%):** Reduce damage from weapons without Dire or Enchanted qualities by 100%.
- Weakness (Fire, 50%):** Increase fire damage by 50%

### Combat/Magic

- Natural Weapon (Frozen Fist):** 1d10(+7) I; Pen 5; Size M; Reach S; Dire.
- Natural Weapon (Icicle):** 2d10+2(+7) R; Pen 10; Size L; Reach L; Dire, Impaling.
- Natural Armor:** 25 AR to all locations.
- Standard Spells:** Cloak of Frost (1-6), Cone of Frost (1-6), Frostball (1-6), Frost Bite (1-6), Frost Bolt (1-6), Frost Rune (1-6), Frost Storm (1-6), Wall of Frost (1-6).

### Greater Frost Atronach

- +18 Health, +10 Natural Armor, 1100 Soul Energy
- Combat +20** (Str, Ag), **Destruction +50** (Wp)

## Storm Atronach

A powerful storm elemental which can be summoned by mages.

Str	End	Ag	Int	Wp	Prc	Prs
60	55	30	35	60	35	5
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	13	<b>Health</b>	68			
<b>Movement Rating</b>	4	<b>Stamina</b>	4			
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>	N/A			
<b>Damage Bonus</b>	9	<b>Carry Rating</b>	21			
<b>Maximum AP</b>	2	<b>Size</b>	Large (+10 ranged hit)			

**Threat:** Extreme **White Soul:** 900 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Destruction +30** (Wp), **Evade +0** (Ag), **Observe +0** (Prc)

### Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Electromancer:** Roll an extra d10 and use highest set of results when rolling shock damage.
- Spell Sword:** Cast spells one handed at no penalty.

### Traits

- Atronach:** This character casts spells for free. Effects that would damage their magicka cause trauma instead.
- From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- Immunity (Shock):** Ignores shock damage.
- Resist Normal Weapons (100%):** Reduce damage from weapons without Dire or Enchanted qualities by 100%.
- Reflect (30%):** Roll d100 whenever the character is affected by a spell cast at them. If the result is below 30 then the spell is resolved against the original caster instead.

### Combat/Magic

- Natural Weapon (Fists):** 1d10(+9) R; Pen 5; Size M; Reach S; Dire.
- Natural Armor:** 20 AR to all locations.
- Standard Spells:** Cloak of Lightning (1-6), Cone of Lightning (1-6), Lightning Ball (1-6), Lightning Touch (1-6), Lightning Bolt (1-6), Lightning Rune (1-6), Lightning Storm (1-6), Wall of Lightning (1-6).

### Greater Storm Atronach

- +17 Health, +10 Natural Armor, 1200 Soul Energy, Reflect (50%)
- Combat +20** (Str, Ag), **Destruction +50** (Wp)

# SHADOW CREATURES

This section contains rules for the creatures that lurk in the shadows of reality, ready to lash out at those foolish enough to tamper with them.

## Shadow Horror

*Shadow horrors are beings that live in the spaces between possible worlds, created by the interplay of light and darkness. Their shadowy forms resemble four legged beasts.*

Str	End	Ag	Int	Wp	Prc	Prs
55	55	50	30	50	35	5
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	10	<b>Health</b>	55			
<b>Movement Rating</b>	10	<b>Stamina</b>	4			
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	N/A			
<b>Damage Bonus</b>	5	<b>Carry Rating</b>	15			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Major **White Soul:** None

### Skills

**Acrobatics +20** (Str, Ag), **Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +30** (Ag), **Intimidate +10** (Str, Wp), **Observe +20** (Prc), **Stealth +30** (Ag, Prc)

### Talents

- Dual Fighter:** Can use Flurry special effect with weapons.
- Ghost:** No penalties to Stealth tests from speed.
- Leap Up:** Can take Regain Footing action for free.
- Lightning Reflexes:** Roll twice and use higher for initiative.
- Shadow Caster:** +10 to power tests to use Congruence Powers, but -10 to tests for Congruence Rituals.
- Shadow Sense:** Can test Observe to detect characters using shadow magic within 5 kilometers.
- Step Aside:** Can reroll failed Evade tests for Outmaneuver.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Additional Limbs (2):** This character has additional limbs. Gain a +10 bonus for each X to Athletics skill tests, and any grappling tests. Additionally, the character can use these limbs to grapple an enemy in combat while maintaining the ability to attack them.
- Convergence Rating (5):** This character can use Shadow Magic with a Convergence Rating of 5.
- Creature of the Dark:** This character can never trigger Disharmonies and does not have Magicka. It is immune to hostile Shadow Magic.

- Dark Sight:** Can see in the dark.
- From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- Quadruped:** Doubles base movement rating.
- Sun-Scarred:** +50% (round up) damage after AR from attacks with Sunlight quality. Gain fatigue each hour while exposed to the sun.
- Terrifying (+0):** Forces Fear (+0) tests on encounter.

## Combat/Magic

- Natural Weapon (Penumbra Tendrils):** 2d10(+5) I; Pen 15; Size M; Reach M; Dire, Entangling, Flexible.
- Natural Armor:** 15 AR to all locations.
- Congruence Powers:** Blink, Shadow Armor, Shadow Drain, Shadow Sight, Shadow Weapon.
- Congruence Rituals:** Shadow Walk,

## Sliver of Umbra'Keth

*Umbra'Keth, or the Shadow of Conflict, was an entity created by the War of Bend'r-mahk. Upon destruction by an unknown hero, it was shredded into a multitude of smaller beings. These beings now stalk the myriad realities, past present and future, preying upon those unfortunate enough to attract their attention with their meddling.*

Str	End	Ag	Int	Wp	Prc	Prs
80	80	45	80	100	60	5

<b>Attribute</b>	-	<b>Attribute</b>	-
<b>Wound Threshold</b>	20	<b>Health</b>	100
<b>Movement Rating</b>	12	<b>Stamina</b>	7
<b>Initiative Rating</b>	10	<b>Magicka Pool</b>	N/A
<b>Damage Bonus</b>	12	<b>Carry Rating</b>	24
<b>Maximum AP</b>	3	<b>Size</b>	Large (+10 ranged hit)

**Threat:** Extreme + **White Soul:** None

### Skills

**Athletics +20** (Str, End), **Combat +30** (Str, Ag), **Evade +10** (Ag), **Intimidate +20** (Str, Wp), **Observe +20** (Prc), **Stealth +40** (Ag, Prc)

### Talents

- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Combat Master:** +1 AP when engaged with 2+ opponents.
- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Crushing Blow:** Double Dam. Bonus on All-out Attack.

- **Shadow Sense:** Can test Observe to detect characters using shadow magic within 5 kilometers.
- **Thunder Charge:** Double Movement Rating when calculating charge damage.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Cacophony of Worlds:** Characters attempting to use Shadow Magic within 100 meters of this character do so at a -10 penalty, and add 10 to any disharmony rolls they make while within range.
- **Convergence Rating (8):** This character can use Shadow Magic with a Convergence Rating of 8.
- **Creature of the Dark:** This character can never trigger Disharmonies and does not have Magicka.
- **Dark Sight:** Can see in the dark.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- **Reflect (50%):** Roll d100 whenever the character is affected by a spell cast at them. If the result is below 50 then the spell is resolved against the original caster instead.
- **Resistance (Damage, 50%):** Reduce all damage by 50%.
- **Sun-Scarred:** +50% (round up) damage after AR from attacks with Sunlight quality. Gain fatigue each hour while exposed to the sun.
- **Terrifying (-20):** Forces Fear (-20) tests on encounter.

### Combat/Magic

- **Natural Weapon (Penumbric Tendrils):** 2d10(+12) I; Pen 15; Size M; Reach L; Dire, Entangling, Flexible.
- **Natural Weapon (Penumbric Claws):** 2d10+4(+12) R; Pen 20; Size M; Reach M; Dire, Sundering, Tearing, Unwieldy..
- **Natural Armor:** 40 AR to all locations.
- **Congruence Powers:** Blink, Mirror Image, Shadow Drain.
- **Congruence Rituals:** Shadow Portal, Shadow Walk

## CREATURES OF MORROWIND

This section contains rules for the various beasts and monsters that can be found primarily in the province of Morrowind.

### Alit

*Alits are common tailless two-legged creatures found in the grasslands and ash wastes of Morrowind. They are similar to their more powerful cousin, the kagouti, and resemble a disproportionately large walking mouth.*

Str	End	Ag	Int	Wp	Prc	Prs
50	40	30	10	15	30	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>				54
<b>Movement Rating</b>		<b>Stamina</b>				3
<b>Initiative Rating</b>		<b>Magicka Pool</b>				10
<b>Damage Bonus</b>		<b>Carry Rating</b>				14
<b>Maximum AP</b>		<b>Size</b>				Standard

**Threat:** Minor - **White Soul:** 40 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +0** (Ag), **Intimidate +20** (Str, Wp), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Talents

- **Iron Jaw:** Can test End to remove Stunned condition.
- **Man Catcher:** Opponents at -10 to break grapple/entangle.

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Diseased (-10):** Characters this character wounds must test Endurance -10 after combat or get a common disease.
- **Tough (35%):** Increase Health by 35% of base.

### Combat

- **Natural Armor:** 10 AR to all locations.
- **Natural Weapon (Bite):** 2d10(+5) R; Pen 10; Size L; Reach T; Entangling.

## Cliff Racer

*Cliff Racers are large flying creatures found throughout Morrowind. They are very aggressive, and are known for their distinctive call.*

Str	End	Ag	Int	Wp	Prc	Prs
15	24	45	10	20	40	5
<b>Attribute</b>		<b>Attribute</b>				
<b>Wound Threshold</b>		<b>Health</b>				
<b>Movement Rating</b>	4	<b>Stamina</b>				
<b>Initiative Rating</b>	9	<b>Magicka Pool</b>				
<b>Damage Bonus</b>	1	<b>Carry Rating</b>				
<b>Maximum AP</b>	2	<b>Size</b>				
Small (-10 hit)						

**Threat:** Minor + **White Soul:** 125 (Lesser)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +10** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Stealth +20** (Ag, Prc), **Survival +20** (Int, Prc)

### Talents

- Targeted Assault:** Choose hit location of their melee attacks.
- Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Traits

- Dark Sight:** Can see in the dark.
- Diseased (-10):** Characters this character wounds must test Endurance -10 after combat or get a common disease.
- Flyer (8):** Can fly at movement rating 8.
- Skreeeee!**: This character can, as a free action, let out a high pitched screeching call. Each time they do this, roll a d10: on a roll of a 6 or lower another nearby cliff racer hears the call and is drawn towards its location. This has a maximum range of up to a mile. How long it takes the other cliff racer to arrive is left to the GM. Reduce the target number by one for each previous screech during the encounter (to a minimum of 1).

### Combat

- Natural Weapon (Tail):** 2d10+3(+1) R; Pen 10; Size S; Reach M; Impaling.

## Guar

*Guars are the primary domesticated herd animals and beasts of burden in Morrowind and are not usually aggressive. The Dunmer also have a history of training Guar for use as mounts in combat.*

Str	End	Ag	Int	Wp	Prc	Prs
50	44	40	15	30	30	5
<b>Attribute</b>		<b>Attribute</b>				
<b>Wound Threshold</b>		<b>Health</b>				
<b>Movement Rating</b>	8	<b>Stamina</b>				
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>				
<b>Damage Bonus</b>	7	<b>Carry Rating</b>				
<b>Maximum AP</b>	2	<b>Size</b>				
Large (+10 ranged hit)						

**Threat:** Insignificant **White Soul:** 50 (Petty)

### Skills

**Athletics +30** (Str, End), **Combat +0** (Str, Ag), **Evade +0** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Diseased (-10):** Characters this character wounds must test Endurance -10 after combat or get a common disease.
- Quick (3):** +3 to movement rating.

### Combat

- Natural Armor:** 10 AR to all locations.
- Natural Weapon (Bite):** 1d10(+7) R; Pen 5; Size L; Reach T; Entangling.

### War Guar

- Remove Bestial
- +4 Health, +2 Carry Rating

## Kagouti

The more powerful relatives of the Alits, Kagoutis are large and aggressive two-legged animals with large tusks.

Str	End	Ag	Int	Wp	Prc	Prs
55	48	40	15	30	30	5

Attribute	-	Attribute	-
<b>Wound Threshold</b>	11	<b>Health</b>	60
<b>Movement Rating</b>	5	<b>Stamina</b>	3
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>	15
<b>Damage Bonus</b>	7	<b>Carry Rating</b>	17
<b>Maximum AP</b>	2	<b>Size</b>	Large (+10 ranged hit)

**Threat:** Minor **White Soul:** 50 (Petty)

### Skills

**Athletics +30** (Str, End), **Combat +10** (Str, Ag), **Evade +0** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Diseased (-10):** Characters this character wounds must test Endurance -10 after combat or get a common disease.
- Thunder Charge:** Double Movement Rating when calculating charge damage.

### Combat

- Natural Armor:** 10 AR to all locations.
- Natural Weapon (Bite):** 2d10(+7) R; Pen 10; Size L; Reach T; Entangling.
- Natural Weapon (Tusks):** 2d10+1(+7) R; Pen 15; Size L; Reach S; Impaling.

## Kwama

Kwama are large insectoids native to Vvardenfell, which are usually kept for their eggs (or "mined"). They live in underground communal colonies, where each kwama has a specific role. At the top of the colony's hierarchy is the Queen. Kwama Queens are huge and bloated, and produce the nest's eggs.

Str	End	Ag	Int	Wp	Prc	Prs
40	50	20	10	10	35	5

Attribute	-	Attribute	-
<b>Wound Threshold</b>	9	<b>Health</b>	87
<b>Movement Rating</b>	2	<b>Stamina</b>	4
<b>Initiative Rating</b>	5	<b>Magicka Pool</b>	10
<b>Damage Bonus</b>	4	<b>Carry Rating</b>	13
<b>Maximum AP</b>	1	<b>Size</b>	Standard

**Threat:** Minor **White Soul:** 30 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +0** (Str, Ag) **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Diseased (-10):** Characters this character wounds must test Endurance -10 after combat or get a common disease.
- Tough (50%):** Increase Health by 50% of base.

### Combat

- Natural Armor:** 10 AR to all locations.
- Natural Weapon (Claws):** 2d10(+4) R; Pen 4; Size M; Reach T.

### Kwama Forager

- Size Puny [WT 1, Health 5, Damage Bonus 0, Carry Rating 1]
- Lose Tough, Natural Weapon (Claws), and Natural Armor. Soul Energy 5.
- Natural Weapon (Bite):** 1d10 R; Pen 0; Size S; Reach T.
- Quick:** Ignores movement rating penalty from size.

### Kwama Warrior

- +1 Dam. Bonus, +1 Movement Rating, +5 Natural Armor, 50 Soul Energy.
- Combat +20** (Str, Ag)
- Poison Spit:** 2d10 R; Pen 15; 5/15/30; Rld 0; Toxic (-10, 2d10).

### Kwama Queen

- Size Large [+2 WT, +12 Health, +1 MR, +1 Dam. Bonus]

## Netch

*Netch* are large, peaceful creatures resembling airborne jellyfish with the size and disposition of cattle. They are supported by internal sacs of magical vapors. Netch are herded by farmers in peaceful areas, as their hide makes a good quality. The female or “betty” Netch is smaller than the male or “bull”, but is more easily provoked into aggression, especially in herds where the female-male ratio is kept higher than in the wild for faster breeding.

Str	End	Ag	Int	Wp	Prc	Prs
30	50	30	10	20	30	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		10	<b>Health</b>		102	
<b>Movement Rating</b>		4	<b>Stamina</b>		4	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		10	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		11	
<b>Maximum AP</b>		2	<b>Size</b>		Large (+10 ranged hit)	

**Threat:** Minor **White Soul:** 100 (Lesser)

### Skills

**Athletics +20** (Str, End), **Combat +0** (Str, Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Flyer (4):** Can fly at movement rating 4.
- **Tough (80%):** Increase Health by 80% of base.

### Combat

- **Natural Weapon (Tentacles):** 2d10+2(+4) I; Pen 0; Size H; Reach VL.

### Betty Netch

- Size Standard [-2 WT, -12 Health, -1 MR, -1 Dam. Bonus]
- **Combat +20** (Str, Ag)
- **Flyer (5):** Can fly at movement rating 5.
- **Tough (40%):** Increase Health by 40% of base (combined with the size change this results in a total of 70 Health).

## Nix Hound

*Nix-Hounds* are medium-sized predators native to Morrowind that have been known to hunt in packs.

Str	End	Ag	Int	Wp	Prc	Prs
30	38	40	15	30	30	5
<b>Attribute</b>		-	<b>Attribute</b>		-	
<b>Wound Threshold</b>		5	<b>Health</b>		28	
<b>Movement Rating</b>		8	<b>Stamina</b>		2	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		2	<b>Carry Rating</b>		7	
<b>Maximum AP</b>		2	<b>Size</b>		Small (-10 hit)	

**Threat:** Minor + **White Soul:** 45 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

### Talents

- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Dark Sight:** Can see in the dark.
- **Diseased (+0):** Characters this character wounds must test Endurance +0 after combat or get a common disease.
- **Quadruped:** Doubles base movement rating.
- **Quick:** Ignores movement rating penalty from size.

### Combat

- **Natural Weapon (Bite):** 1d10+3(+2) R; Pen 5; Size S; Reach T; Entangling, Tearing.

## Scrib

The larval form of the Kwama which is not very aggressive but can paralyze anything that attacks it.

Str	End	Ag	Int	Wp	Prc	Prs
10	20	20	20	20	25	5
Attribute				Attribute		
<b>Wound Threshold</b>	1			<b>Health</b>	5	
<b>Movement Rating</b>	2			<b>Stamina</b>	2	
<b>Initiative Rating</b>	5			<b>Magicka Pool</b>	20	
<b>Damage Bonus</b>	0			<b>Carry Rating</b>	1	
<b>Maximum AP</b>	1			<b>Size</b>	Tiny (-40 hit)	

**Threat:** Insignificant White Soul: 5 (Petty)

### Skills

**Athletics +0** (Str, End), **Combat +0** (Str, Ag), **Evade +0** (Ag), **Illusion +20** (Wp), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Dark Sight:** Can see in the dark.
- **Quick:** Ignores movement rating penalty from size.

### Combat

- **Natural Armor:** 10 AR to all locations.
- **Standard Spells:** Paralysis (1).

## Shalk

Shalks are large and slightly aggressive beetles found in Morrowind which use magical fire to attack.

Str	End	Ag	Int	Wp	Prc	Prs
10	20	20	20	20	30	5
Attribute				Attribute		
<b>Wound Threshold</b>	2			<b>Health</b>	10	
<b>Movement Rating</b>	2			<b>Stamina</b>	2	
<b>Initiative Rating</b>	5			<b>Magicka Pool</b>	20	
<b>Damage Bonus</b>	0			<b>Carry Rating</b>	1	
<b>Maximum AP</b>	1			<b>Size</b>	Tiny (-20 hit)	

**Threat:** Insignificant White Soul: 5 (Petty)

### Skills

**Athletics +0** (Str, End), **Combat +0** (Str, Ag), **Destruction +20** (Str, Ag), **Evade +0** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Dark Sight:** Can see in the dark.
- **Quick:** Ignores movement rating penalty from size.

### Combat

- **Natural Armor:** 10 AR to all locations.
- **Standard Spells:** Fire Bite (1).

## Silt Strider

Giant arthropods, which can be up to 60 feet tall. Used as a means of transport by manipulating exposed organs and tissues.

Str	End	Ag	Int	Wp	Prc	Prs
80	70	30	30	25	30	5
Attribute				Attribute		
<b>Wound Threshold</b>	30			<b>Health</b>	210	
<b>Movement Rating</b>	10			<b>Stamina</b>	6	
<b>Initiative Rating</b>	6			<b>Magicka Pool</b>	30	
<b>Damage Bonus</b>	24			<b>Carry Rating</b>	46	
<b>Maximum AP</b>	2			<b>Size</b>	Enormous (+40 ranged hit)	

**Threat:** Minor White Soul: 1000 (Greater)

### Skills

**Athletics +30** (Str, End), **Combat +0** (Str, Ag), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Dark Sight:** Can see in the dark.
- **Quick (4):** +4 to movement rating.

### Combat

- **Natural Armor:** 20 AR body/head, 10 AR other locations.
- **Natural Weapon (Pincers):** 2d10(+24) R; Pen 15; Size H; Reach VL; Impaling.
- **Tough (100%):** Increase Health by 100% of base.

## War Strider

- Lose Bestial, +14 Carry Rating.

# ASH CREATURES

This section contains entries for the variety of ash creatures associated with Vvardenfell's Red Mountain.

## Ascended Sleeper

The Ascended Sleepers are distorted, half-mer, half-beast creatures transformed through the connection forged by Dagoth Ur to the power of the Heart of Lorkhan into powerful magical beings. They are intelligent, aggressive, and dangerous.

Str	End	Ag	Int	Wp	Prc	Prs
45	60	35	50	60	40	5
Attribute		-	Attribute			
Wound Threshold		10	Health			
Movement Rating	3	Stamina		5		
Initiative Rating	7	Magicka Pool		150		
Damage Bonus	4	Carry Rating		14		
Maximum AP	2	Size		Standard		

**Threat:** Major **White Soul:** 1200 (Grand)

### Skills

**Athletics +0** (Str, End), **Combat +20** (Str, Ag), **Destruction +40** (Wp), **Evade +0** (Ag), **Illusion +30** (Wp), **Lore +10** (Int), **Observe +10** (Prc)

### Talents

- **Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Spell Sword:** Cast spells one handed at no penalty.
- **Telepath:** Spend 1 magicka to gain Telepathic for 1 min.

### Traits

- **Power Well (200%):** +200% of base Magicka Pool.
- **Tough (33%):** Increase Health by 33% of base.

### Combat/Magic

- **Natural Weapon (Claws):** 1d10(+4) R; Pen 5; Size S; Reach T; Dire.
- **Standard Spells:** Fire Bite (1-5), Fire Storm (1-3), Frost Storm (1-3), Lightning Ball (1-4), Paralysis (1-3), Poison Bloom (1-4), Sap Strength (1-4), Sap Intelligence (1-4), Sap Willpower (1-4), Silence (1-3),



## Ash Ghoul

*Ash Ghouls, also called Ash Poets by members of the Sixth House, are half-Dunmer, half-beast creatures created by the dark magic of Dagoth Ur. Like Ash Zombies, they appear to be Dunmer which have had their upper faces removed, but unlike Ash Zombies there is a wormlike proboscis growing out of the hollow space.*

Str	End	Ag	Int	Wp	Prc	Prs
40	50	40	45	50	35	5
Attribute		Attribute				-
<b>Wound Threshold</b>		<b>Health</b>				60
<b>Movement Rating</b>		<b>Stamina</b>				4
<b>Initiative Rating</b>		<b>Magicka Pool</b>				90
<b>Damage Bonus</b>		<b>Carry Rating</b>				13
<b>Maximum AP</b>		<b>Size</b>				Standard

**Threat:** Average + **White Soul:** 600 (Greater)

### Skills

**Alteration +30** (Wp), **Athletics +10** (Str, End), **Combat +20** (Str, Ag), **Destruction +30** (Wp), **Evade +0** (Ag), **Illusion +20** (Wp), **Lore +0** (Int), **Observe +10** (Prc)

### Talents

- Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Spell Sword:** Cast spells one handed at no penalty.

### Traits

- Power Well (100%):** +100% of base Magicka Pool.
- Reflect (25%):** Roll d100 whenever the character is affected by a spell cast at them. If the result is below 25 then the spell is resolved against the original caster instead.
- Tough (20%):** Increase Health by 20% of base.

### Combat/Magic

- Natural Weapon (Claws):** 1d10+1(+4) R; Pen 5; Size S; Reach T.
- Standard Spells:** Barrier (1-3), Lightning Bolt (1-4), Sap Willpower (1-3), Silence (1-2), Weary (1-3).

## Ash Slave

*The Ash Slave is a humanoid creature transformed through the connection forged by Dagoth Ur to the power of the Heart of Lorkhan. These creatures are aggressive and dangerous.*

Str	End	Ag	Int	Wp	Prc	Prs
40	36	35	40	40	30	5
Attribute		Attribute				
<b>Wound Threshold</b>		<b>Health</b>				
<b>Movement Rating</b>		<b>Stamina</b>				
<b>Initiative Rating</b>		<b>Magicka Pool</b>				
<b>Damage Bonus</b>		<b>Carry Rating</b>				
<b>Maximum AP</b>		<b>Size</b>				
		<b>Threat:</b> Minor + <b>White Soul:</b> 250 (Lesser)				

### Skills

**Alteration +10** (Wp), **Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Destruction +20** (Wp), **Evade +0** (Ag), **Illusion +10** (Wp), **Observe +10** (Prc)

### Talents

- Spell Sword:** Cast spells one handed at no penalty.

### Traits

- Power Well (50%):** +50% of base Magicka Pool.
- Reflect (25%):** Roll d100 whenever the character is affected by a spell cast at them. If the result is below 25 then the spell is resolved against the original caster instead.
- Tough (20%):** Increase Health by 20% of base.

### Combat/Magic

- Natural Weapon (Claws):** 1d10(+4) R; Pen 5; Size S; Reach T.
- Standard Spells:** Barrier (1-2), Lightning Bolt (1-3), Sap Willpower (1-2), Silence (1-2), Weary (1-2).

*"The chairs. The tables. All confused. We hear the words, and must speak them. We take them, and arrange them, but still, they will not be quiet."*

*Ash Slave*

## Ash Vampire

*A very powerful creature created by the connection forged by Dagoth Ur to the power of Heart of Lorkhan. They take a tall, sinewy form with clawed hands, similar to Dagoth Ur himself. They serve as the nobility of House Dagoth. Note that despite being called “vampires”, these creatures are not actually undead.*

Str	End	Ag	Int	Wp	Prc	Prs
60	80	50	60	70	50	40
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>				100
<b>Movement Rating</b>		<b>Stamina</b>				7
<b>Initiative Rating</b>		<b>Magicka Pool</b>		180		
<b>Damage Bonus</b>		<b>Carry Rating</b>		20		
<b>Maximum AP</b>		<b>Size</b>		Standard		

**Threat:** Extreme **White Soul:** 1500 (Grand)

### Skills

**Alteration +40** (Wp), **Athletics +30** (Str, End), **Combat +40** (Str, Ag), **Destruction +50** (Wp), **Evade +30** (Ag), **Illusion +40** (Wp), **Lore +30** (Int), **Observe +30** (Prc)

### Talents

- Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Pyromancer:** Roll an extra d10 and use highest set of results when rolling fire damage.
- Spell Sword:** Cast spells one handed at no penalty.

### Traits

- Immunity (Paralysis):** Cannot be paralyzed.
- Immunity (Poison):** Ignores poison damage.
- Power Well (200%):** +200% of base Magicka Pool.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Tough (25%):** Increase Health by 25% of base.

### Combat/Magic

- Natural Weapon (Claws):** 2d10+4(+6) R; Pen 10; Size S; Reach T; Dire, Tearing.
- Standard Spells:** Barrier (1-5), Cone of Fire (1-6), Crushing Weight (1-5), Fire Ball (1-6), Fire Barrier (1-5), Fire Bolt (1-6), Fire Storm (1-6), Frost Barrier (1-5), Paralysis (1-4), Rising Force (1-5), Sap Endurance (1-4), Sap Strength (1-4), Sap Willpower (1-4), Shock Barrier (1-5), Silence (1-5), Water Walking (1-4), Weary (1-5).



## Ash Zombie

*A creature magically created and transformed by the followers of Dagoth Ur, and the lowest minion in the legions of ash creatures. They appear to be Dunmer which have had their upper face (eyes and nose) carved out, leaving a hollow space.*

Str	End	Ag	Int	Wp	Prc	Prs
40	40	35	30	30	25	5

Attribute	-	Attribute	-
<b>Wound Threshold</b>	8	<b>Health</b>	48
<b>Movement Rating</b>	3	<b>Stamina</b>	3
<b>Initiative Rating</b>	5	<b>Magicka Pool</b>	30
<b>Damage Bonus</b>	4	<b>Carry Rating</b>	12
<b>Maximum AP</b>	2	<b>Size</b>	Standard

**Threat:** Minor - **White Soul:** 100 (Lesser)

### Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Evade +0** (Ag), **Observe +10** (Prc)

### Traits

- Tough (20%):** Increase Health by 20% of base.

### Combat

- Natural Weapon (Claws):** 1d10(+4) R; Pen 5; Size S; Reach T.

## Corprus Stalker

Deranged and deformed victims of the dreaded Corprus Disease, which has no known cure. Care must be taken when confronting these creatures as they have become incredibly tough owing to the disease.

Str	End	Ag	Int	Wp	Prc	Prs
50	60	30	10	20	20	5
Attribute		Attribute				-
Wound Threshold		Health				60
Movement Rating	3	Stamina		5		
Initiative Rating	5	Magicka Pool		30		
Damage Bonus	5	Carry Rating		16		
Maximum AP	2	Size		Standard		

**Threat:** Minor + **White Soul:** 100 (Lesser)

### Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Observe +10** (Prc)

### Traits

- **Corprus Carrier (-20):** Characters this character wounds must test Endurance -20 after combat or contract Corprus.
- **Enduring:** Can test Athletics to halve effects of fatigue for encounter.
- **Iron Jaw:** Can test End to remove Stunned condition.
- **Regeneration (4):** Can test Endurance at the beginning of each round to remove 4 trauma.
- **Undying:** Immune to disease and the effects of aging.

### Combat

- **Natural Weapon (Fists):** 1d10(+5) I; Pen 0; Size S; Reach T.

### Hulking Corprus Stalker

- Size Large [+2 WT, +15 Health, +1 MR, +4 CR, +1 Dam. Bonus]
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Regeneration (8):** Can test Endurance at the beginning of each round to remove 8 trauma.

### Disease: Corprus

Corprus, known as the Divine Disease, was created by Dagoth Ur. It destroys the mind and deforms the body. Victims suffer from enormous growths flesh across their bodies, become immune to other disease, and cease aging. There is no known cure.

## CREATURES OF SOLSTHEIM

This section contains rules for the various beasts and monsters that can be found primarily in the icy wastes of Solstheim.

### Bristleback

Bristlebacks are large tusked boars that are found on Solstheim.

Str	End	Ag	Int	Wp	Prc	Prs
40	45	30	10	25	25	5
Attribute		Attribute				-
Wound Threshold		Health				58
Movement Rating	6	Stamina		3		
Initiative Rating	5	Magicka Pool		10		
Damage Bonus	4	Carry Rating		12		
Maximum AP	2	Size		Standard		

**Threat:** Minor **White Soul:** 40 (Lesser)

### Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Observe +10** (Prc), **Survival +20** (Int, Prc)

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Quadruped:** Doubles base movement rating.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Resistance (Poison, 50%):** Reduce poison damage by 50%.
- **Tough (30%):** Increase Health by 30% of base.

### Combat

- **Natural Weapon (Tusks):** 2d10(+4) R; Pen 10; Size S; Reach T; Impaling.

*"The Tusked Bristleback is a mystery to us. It is a natural being, created by the All-Maker, but it is a cruel and vicious animal. The Rieklings use them as mounts, and have bred the creatures to be even more warlike and dangerous."*

*Unknown Skaal*

## Grahl

Large, mysterious creatures that live mostly underground.

Str	End	Ag	Int	Wp	Prc	Prs
50	65	30	15	30	30	5
Attribute	-	Attribute	-			
<b>Wound Threshold</b>	13	<b>Health</b>	81			
<b>Movement Rating</b>	4	<b>Stamina</b>	5			
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>	15			
<b>Damage Bonus</b>	6	<b>Carry Rating</b>	20			
<b>Maximum AP</b>	2	<b>Size</b>	Large (+10 ranged hit)			

**Threat:** Major **White Soul:** 500 (Common)

### Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Observe +10** (Prc), **Survival +20** (Int, Prc)

### Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Thunder Charge:** Double Movement Rating when calculating charge damage.

### Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Immunity (Frost):** Ignores frost damage.
- Immunity (Paralysis):** Cannot be paralyzed.
- Immunity (Poison):** Ignores poison damage.
- Immunity (Shock):** Ignores shock damage.

### Combat

- Natural Armor:** 16 AR to all locations.
- Natural Weapon (Tusks):** 2d10+2(+6) R; Pen 15; Size M; Reach T; Impaling.
- Natural Weapon (Claws):** 2d10+4(+6) R; Pen 10; Size S; Reach S; Tearing.

## Riekling

Rieklings are a race of small, blue-skinned humanoid creatures native to northern Solstheim. They are aggressive, and can be dangerous in groups. Despite being considered little more than beasts by the local Nords, Rieklings are naturally cunning.

Str	End	Ag	Int	Wp	Prc	Prs
35	34	35	25	35	30	5

Attribute	-	Attribute	-
<b>Wound Threshold</b>	5	<b>Health</b>	25
<b>Movement Rating</b>	3	<b>Stamina</b>	2
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>	20
<b>Damage Bonus</b>	2	<b>Carry Rating</b>	7
<b>Maximum AP</b>	2	<b>Size</b>	Small (-10 hit)

**Threat:** Minor **White Soul:** 125 (Petty)

### Skills

**Athletics +10** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Observe +10** (Prc), **Ride +10** (Ag), **Stealth +20** (Ag, Prc), **Survival +20** (Int, Prc)

### Talents

- Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Traits

- Quick:** Ignores movement rating penalty from size.
- Resistance (Frost, 50%):** Reduce frost damage by 50%.

### Combat

- Primitive Armor:** 10 AR body/head, ENC 10.
- Riekling Buckler:** 15 AR; 1d5-2(+2) I; S S; R S; Small; 1 ENC.

And one of the following weapons:

- Iron War Axe (1H):** 2d10+2(+2) R; Pen 5; Size M; Reach M; Unbalanced; ENC 2.
- Iron Shortspear (1H):** 2d10+2(+2) R; Pen 5; Size M; Reach L; Impaling, Unwieldy; ENC 2.
- Iron Mace (1H):** 1d10+4(+2) I; Pen 10; Size M; Reach S; Concussive; ENC 2.
- Riekling Short Bow:** 1d10+5 R; Pen 5; IS S; 15/80/160; Rld 1; Impaling. ENC 1. [Includes 24 arrows (Barbed)].

## Uderfrykte

The Udefrykte (also spelled Uderfrykte or Udyrfrykte) is the name given to a legendary troll. Only two trolls have been recorded in history to go by the name.

Str	End	Ag	Int	Wp	Prc	Prs
55	60	45	10	45	35	5
Attribute				Attribute		
<b>Wound Threshold</b>		13		<b>Health</b>		75
<b>Movement Rating</b>		5		<b>Stamina</b>		5
<b>Initiative Rating</b>		7		<b>Magicka Pool</b>		10
<b>Damage Bonus</b>		7		<b>Carry Rating</b>		20
<b>Maximum AP</b>		2		<b>Size</b>	Large (+10 ranged hit)	

**Threat:** Extreme **White Soul:** 1000 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +30** (Str, Ag), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +30** (Prc), **Survival +20** (Int, Prc)

### Talents

- Battle Rage:** Can spend full round psyching up to gain Frenzied condition.
- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Iron Jaw:** Can test End to remove Stunned condition.
- Thunder Charge:** Double Movement Rating when calculating charge damage.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Regeneration (15)** [This creature cannot regenerate within 5 rounds of taking trauma from fire damage]: Can test Endurance at the beginning of each round to remove 15 trauma.
- Immunity (Frost):** Ignores frost damage.
- Immunity (Paralysis):** Cannot be paralyzed.
- Immunity (Poison):** Ignores poison damage.
- Quick (1):** +1 to movement rating.
- Resistance (Magic, 50%):** Reduce magic damage by 50%
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.

### Combat/Magic

- Natural Armor:** 15 AR to all locations.
- Natural Weapon (Claws):** 2d10+2(+7) R; Pen 15; Size S; Reach S; Concussive, Dire, Tearing.

## CREATURES OF SKYRIM

This section contains rules for the various beasts and monsters that can be found primarily in the province of Skyrim.

### Chaurus

Chaurus are medium to large hostile earwig-like creatures found in swamps, marshlands, and deep underground caverns.

Str	End	Ag	Int	Wp	Prc	Prs
25	30	35	20	20	25	5
Attribute				Attribute		
<b>Wound Threshold</b>		4		<b>Health</b>		22
<b>Movement Rating</b>		6		<b>Stamina</b>		2
<b>Initiative Rating</b>		5		<b>Magicka Pool</b>		20
<b>Damage Bonus</b>		1		<b>Carry Rating</b>		6
<b>Maximum AP</b>		2		<b>Size</b>	Small (-10 hit)	

**Threat:** Average - **White Soul:** 150 (Lesser)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Survival +20** (Int, Prc)

### Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Dark Sight:** Can see in the dark.
- Quadruped:** Doubles base movement rating.
- Resistance (Poison, 50%):** Reduce poison damage by 50%.

### Combat/Magic

- Natural Armor:** 10 AR to all locations.
- Natural Weapon (Bite):** 2d10+3(+1) R; Pen 5; Size M; Reach T; Toxic (-10, 2d10).
- Poison Spit:** 2d10 R; Pen 20; 5/15/30; Rld 0; Toxic (-10, 2d10).

### Chaurus Hunter

- +5 Strength, +4 Endurance, +5 Agility, +5 Perception [+1 WT, +1 Dam. Bonus, +3 Health, +1 CR, +2 MR, +1 Initiative Rating].
- Flyer (8):** Can fly at movement rating 8.

## Falmer

Falmer, once known as Snow Elves, were thought to have been hunted to extinction by the Nords. They now live deep underground and have devolved into disfigured, violent remnants of their former selves, and their senses have adapted to the dark.

Str	End	Ag	Int	Wp	Prc	Prs
30	35	40	25	35	40	5
Attribute			-	Attribute		
<b>Wound Threshold</b>			6	<b>Health</b>		
<b>Movement Rating</b>			4	<b>Stamina</b>		
<b>Initiative Rating</b>			8	<b>Magicka Pool</b>		
<b>Damage Bonus</b>			3	<b>Carry Rating</b>		
<b>Maximum AP</b>			2	<b>Size</b>		
				Standard		

**Threat:** Average **White Soul:** 200 (Lesser)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Stealth +10** (Ag, Prc)

### Talents

- **Blind Fighter:** Ignore blind fighting penalties.
- **Honed Senses (Hearing, Smell):** +10 to Perception based tests when using the listed sense.
- **One With All:** Ignore penalties for being deprived of any one sense as long as the character has others to fall back on.

### Traits

- **Aversion (Sunlight, 2):** -20 penalty when exposed to sun.
- **Blind:** Character is blind.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Sun-Scarred:** +50% (round up) damage after AR from attacks with Sunlight quality. Gain fatigue each hour while exposed to the sun.

### Combat

- **Chaurus Chitin Armor:** 14 AR to all locations, ENC 16.
- (optional) **Chaurus Chitin Shield:** 19 AR; 1d5(+3) I; S M; R S; Medium; ENC 2.

And one of the following weapons:

- **Chaurus Chitin War Axe (1H):** 2d10+2(+3) R; Pen 5; Size M; Reach M; Unbalanced; ENC 2.
- **Chaurus Chitin Broadsword (1H):** 2d10+2(+3) R; Pen 0; Size M; Reach M; Impaling; ENC 2.
- **Chaurus Chitin Shortspear (1H):** 2d10+2(+3) R; Pen 5; Size M; Reach L; Impaling, Unwieldy; ENC 2.
- **Chaurus Chitin Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling. ENC 1. [Includes 24 arrows].

### Falmer Prowler

- **Stealth +30** (Str, Ag)
- **Ghost:** No penalties to Stealth tests from speed.
- **Leap Up:** Can take Regain Footing action for free.
- **Perfect Shot:** Increase damage inflicted with a ranged weapon by DoS on the attack test.

### Falmer Shaman

- +10 Intelligence [total 70 Magicka].
- **Power Well (100%):** +100% of base Magicka Pool.
- **Destruction +30 (Wp), Restoration +30 (Wp)**
- **Standard Spells:** Frostbite (1-4), Frost Bolt (1-4), Heal (1-3), Healing Touch (1-3), Ward (1-3).
- **Falmer Totem Staff (1.5H):** 1d10+2(+3) I; Pen 0; Size M; Reach L; Focus (+5), Stunning; ENC 2.

*"Torn from their home of ice and frost,  
Thrown into the pitch black dread of night.  
Living in fear as their minds become lost.  
As their eyes begin dimming the light."*

*Chained and enslaved,  
What once was light turned to blackness.  
Alone and betrayed,  
Sinking deeper into madness."*

*The Betrayed*



## Frost Giant

Frost Giants are a sentient race of very large humanoids. They possess five eyes, and have two curved horns decorating their forehead. White, shaggy hair covers their bodies. They have regenerative abilities that are stunted by fire and are extremely strong.

Str	End	Ag	Int	Wp	Prc	Prs
70	60	35	25	45	35	20
Attribute				Attribute		
<b>Wound Threshold</b>	19		<b>Health</b>	90		
<b>Movement Rating</b>	4		<b>Stamina</b>	5		
<b>Initiative Rating</b>	6		<b>Magicka Pool</b>	25		
<b>Damage Bonus</b>	14		<b>Carry Rating</b>	33		
<b>Maximum AP</b>	2		<b>Size</b>	Huge (+20 ranged hit)		

**Threat:** Extreme **White Soul:** 1000 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +30** (Str, Ag), **Evade +0** (Ag), **Intimidate +20** (Str, Wp), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Talents

- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Dark Sight:** Can see in the dark.
- Enduring:** Can test Athletics to halve effects of fatigue for encounter.
- Iron Jaw:** Can test End to remove Stunned condition.
- Unstoppable Might:** Can wield 2H weapons in one hand with no penalty (-10 if he off hands another weapon).

### Traits

- Immunity (Frost):** Ignores frost damage.
- Immunity (Paralysis):** Cannot be paralyzed.
- Immunity (Poison):** Ignores poison damage.
- Regeneration (10) [This creature cannot regenerate within 5 rounds of taking trauma from fire damage]:** Can test Endurance at the beginning of each round to remove 10 trauma.
- Resistance (Shock, 50%):** Reduce shock damage by 50%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.

### Combat

- Natural Armor:** 18 AR to all locations.
- (optional) **Giant Club (2Hand):** 2d10+2(+14) I; Pen 20; Size H; Reach L; Concussive, Unwieldy, Sundering; ENC 10.
- Natural Weapon (Claws):** 2d10(+14) R; Pen 15; Size L; Reach M; Concussive, Dire, Tearing.

## Gehenoth

A mysterious beast said to attack adventurers as they rest. It has only ever been spotted in the areas around the city of Dawnstar.

Str	End	Ag	Int	Wp	Prc	Prs
60	60	50	20	40	50	5
Attribute				Attribute		
<b>Wound Threshold</b>	12		<b>Health</b>	90		
<b>Movement Rating</b>	5		<b>Stamina</b>	5		
<b>Initiative Rating</b>	10		<b>Magicka Pool</b>	20		
<b>Damage Bonus</b>	6		<b>Carry Rating</b>	18		
<b>Maximum AP</b>	2		<b>Size</b>	Standard		

**Threat:** Major + **White Soul:** 900 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +30** (Ag), **Intimidate +10** (Str, Wp), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +30** (Ag, Prc), **Survival +20** (Int, Prc)

### Talents

- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.

### Traits

- Aversion (Sunlight, 1):** -10 penalty when exposed to sun.
- Dark Sight:** Can see in the dark.
- From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- Nightmarish:** This creature is imbued with the powers of Vaermina, and can inflict terrible nightmares upon a single target at range as a free action once per round. The target must make an opposed Willpower test against the Gehenoth or count as having failed a fear test. Add ten times any of the Gehenoth's degrees of success on the opposed test to the fear roll.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Terrifying (-10):** Forces Fear (-10) tests on encounter.
- Tough (50%):** Increase Health by 50% of base.

### Combat

- Natural Armor:** 16 AR to all locations.
- Natural Weapon (Claws):** 2d10+4(+6) R; Pen 15; Size S; Reach T; Dire, Phase [attacks ignore armor that has the Mundane quality], Tearing.

### Gehenoth Thriceborn

- +2 Dam. Bonus, +2 WT, +10 Health, +10 Natural Armor.
- Combat +40** (Str, Ag), **Evade +40** (Ag), **Stealth +50** (Ag, Prc)

## Hagraven

Hagravens are once human creatures belonging to the witch-covens of the Reachmen who have traded their humanity in exchange for access to great power by transforming their very soul.

Str	End	Ag	Int	Wp	Prc	Prs
45	35	35	55	45	40	35
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>		35		
<b>Movement Rating</b>		<b>Stamina</b>		2		
<b>Initiative Rating</b>		<b>Magicka Pool</b>		110		
<b>Damage Bonus</b>		<b>Carry Rating</b>		11		
<b>Maximum AP</b>		<b>Size</b>		Standard		
<b>Threat:</b> Major - <b>White Soul:</b> 500 (Common)						

### Skills

**Alchemy +30** (Int), **Athletics +10** (Str, End), **Destruction +40** (Wp), **Evade +0** (Ag), **Combat +10** (Str, Ag), **Deceive +30** (Int, Prs), **Intimidate +10** (Str, Wp), **Logic +20** (Int, Prc), **Lore +30** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Restoration +20** (Wp), **Survival +10** (Int, Prc)

### Talents & Traits

- Alchemist (As Needed):** Create potions from chosen school.
- Creative:** Non-standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Dark Sight:** Can see in the dark.
- Disease Resistance (50%):** On a d100 roll of 50 or less, the character resists catching a common disease.
- Disturbing Voice:** +10 to Intimidate tests, -10 to other Personality based tests that involve speaking.
- Power Well (100%):** +100% of base Magicka Pool.
- Resistance (Magic, 50%):** Reduce magic damage by 50%.
- Telepath:** Spend 1 magicka to gain Telepathic for 1 min.
- Ugly (3):** -30 to all Personality based tests where appearance plays a major role in the outcome.

### Combat

- Natural Weapon (Claws):** 1d10+1(+2) R; Pen 5; Size S; Reach T.
- Standard Spells:** Curing Touch, Cone of Fire (1-5), Fire Ball (1-5), Fire Storm (1-5), Frost Bolt (1-5), Frost Storm (1-5), Heal (1-4), Lightning Touch (1-5), Weakness to Fire (1-4), Ward (1-4).
- Non-Standard Spells:** The GM should feel free to create any non-standard spells he wishes for his Hagravens to use.

## Mammoth

Mammoths are hulking creatures mainly found roaming the tundra of Skyrim, where their bones frequently decorate the landscape. They are enormous beasts, with shaggy coats of fur and long tusks.

Str	End	Ag	Int	Wp	Prc	Prs
65	80	30	15	30	35	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>		120		
<b>Movement Rating</b>		<b>Stamina</b>		7		
<b>Initiative Rating</b>		<b>Magicka Pool</b>		15		
<b>Damage Bonus</b>		<b>Carry Rating</b>		35		
<b>Maximum AP</b>		<b>Size</b>		Huge (+20 ranged hit)		

**Threat:** Average **White Soul:** 150 (Lesser)

### Skills

**Athletics +20** (Str, End), **Combat +0** (Str, Ag), **Intimidate +20** (Str, Wp), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Survival +20** (Int, Prc)

### Talents

- Iron Jaw:** Can test End to remove Stunned condition.
- Thunder Charge:** Double Movement Rating when calculating charge damage.

### Traits

- Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- Quadruped:** Doubles base movement rating.

### Combat

- Natural Weapon (Tusks):** 2d10+4(+12) R; Pen 20; Size H; Reach L; Concussive, Impaling.

## Sabre Cat

*Sabre Cats are large, powerful, and fast felines found in Skyrim.*

Str	End	Ag	Int	Wp	Prc	Prs
50	50	45	15	30	45	5
<b>Attribute</b>		-				
<b>Wound Threshold</b>		10				<b>Health</b>
<b>Movement Rating</b>		8				<b>Stamina</b>
<b>Initiative Rating</b>		8				<b>Magicka Pool</b>
<b>Damage Bonus</b>		5				<b>Carry Rating</b>
<b>Maximum AP</b>		2				<b>Size</b>
		Standard				

**Threat:** Average **White Soul:** 100 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +20** (Ag, Prc), **Survival +20** (Int, Prc)

### Talents

- **Catfall:** Reduce fall distance by AB for calculating damage.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Dark Sight:** Can see in the dark.
- **Quadruped:** Doubles base movement rating.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.

### Combat

- **Natural Weapon (Claws):** 2d10(+5) R; Pen 5; Size S; Reach T; Tearing.
- **Natural Weapon (Bite):** 2d10+3(+5) R; Pen 10; Size S; Reach T; Entangling, Tearing.

## Wisp

*Wisps are ethereal creatures that are used by wispmothers to lure hapless adventurers.*

Str	End	Ag	Int	Wp	Prc	Prs
30	30	50	40	35	45	5

Attribute	-	Attribute	-
<b>Wound Threshold</b>	3	<b>Health</b>	15
<b>Movement Rating</b>	5	<b>Stamina</b>	2
<b>Initiative Rating</b>	9	<b>Magicka Pool</b>	N/A
<b>Damage Bonus</b>	0	<b>Carry Rating</b>	N/A
<b>Maximum AP</b>	2	<b>Size</b>	Tiny (-20 hit)

**Threat:** Average **White Soul:** 200 (Lesser)

### Skills

**Combat +10** (Str, Ag), **Evade +10** (Ag), **Observe +0** (Prc)

### Talents

- **Cryomancer:** Roll an extra d10 and use highest set of results when rolling frost damage.

### Traits

- **Flyer (5):** Can fly at movement rating 5.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- **Imbued with Magicka:** This character does not need to pay a Magicka cost to cast spells.
- **Immunity (Frost):** Ignores frost damage.
- **Quick:** Ignores movement rating penalty from size.
- **Weakness (Fire, 50%):** Increase fire damage by 50%

### Combat/Magic

- **Natural Weapon (Frost Touch):** To attack, a wisp simply moves through the target causing a crippling chill to course through them. This counts as a melee attack, and the wisp still rolls to attack as normal. This attack cannot be blocked or parried, only evaded, and deals 1d10 frost damage that ignores all AR except magically generated or unnatural AR, or AR from Stalhrim armor.

## Wispmother

Wispmothers are rare ethereal creatures that use wisps to lure unsuspecting adventurers to their doom. They are the subject of many folk tales, in which they supposedly steal children and take vengeance on those who wronged them in life.

Str	End	Ag	Int	Wp	Prc	Prs
40	50	50	45	60	50	5
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		9	<b>Health</b>		50	
<b>Movement Rating</b>		5	<b>Stamina</b>		4	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		N/A	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		N/A	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major + **White Soul:** 1250 (Grand)

### Skills

**Combat +30** (Str, Ag), **Destruction +40** (Wp), **Evade +20** (Ag), **Observe +0** (Prc), **Restoration +30** (Wp)

### Talents

- **Cryomancer:** Roll an extra d10 and use highest set of results when rolling frost damage.

### Traits

- **Flyer (5):** Can fly at movement rating 5.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- **Imbued with Magicka:** This character does not need to pay a Magicka cost to cast spells.
- **Immunity (Frost):** Ignores frost damage.
- **Quick:** Ignores movement rating penalty from size.
- **Resistance (Magic, 50%):** Reduce magic damage by 50%.
- **Weakness (Fire, 100%):** Increase fire damage by 100%.
- **Wispmother:** Controls Wisps around it. Can create a new Wisp with a cast magic action. If the Wispmother dies, all her Wisps die as well.

### Combat/Magic

- **Natural Weapon (Frost Touch):** Functions as the Wisp's Frost Touch attack on the previous page, except deals 2d10(+4) damage.
- **Standard Spells:** Cloak of Frost (1-5), Cone of Frost (1-5), Frostbite (1-5), Frost Ball (1-5), Frost Bolt (1-5), Frost Storm (1-4), Heal (1-4), Ward (1-4), Weakness to Frost (1-4).



# CREATURES OF VALENWOOD & THE SUMMERSSET ISLES

This section contains rules for the various beasts and monsters that can be found in Valenwood and the Summerset Isles.

## Beasts of the Wild Hunt

*The Wild Hunt is a magical trait innate to all Bosmer. It is brought on by a collective ritual performed by many Bosmer, causing them to shapeshift into a horde of feral, supernatural beasts. These monsters stampede, changing their form constantly, slaying and devouring all in their path and eventually, when left with no surviving targets, turn upon themselves in a “cannibalistic orgy.”*

Str	End	Ag	Int	Wp	Prc	Prs
50	50	40	30	30	40	5
Attribute			-	Attribute		
<b>Wound Threshold</b>	10			<b>Health</b>	50	
<b>Movement Rating</b>	4 (8)			<b>Stamina</b>	4	
<b>Initiative Rating</b>	8			<b>Magicka Pool</b>	30	
<b>Damage Bonus</b>	5			<b>Carry Rating</b>	15	
<b>Maximum AP</b>	2			<b>Size</b>	Standard	

**Threat:** Major **White Soul:** 800 (Greater)

### Skills

**Athletics +20** (Str, End), **Combat +30** (Str, Ag), **Evide (+0, +10, +20, or +30)** (Ag), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- (optional) **Amphibious:** Can breathe and fight normally underwater.
- **Dark Sight:** Can see in the dark.
- (optional) **Flyer (8):** Can fly at movement rating 8.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- (optional) **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- (optional) **Quadruped:** Doubles base movement rating.
- (optional) **Regeneration (5):** Can test Endurance at the beginning of each round to remove 5 trauma.
- (optional) **Resistance ([element], 50%):** Reduce [element] damage by 50%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Terrifying (+0):** Forces Fear (+0) tests on encounter.
- **Unstable Form:** The GM can change this character's profile on the fly by adding or removing any rules they wish.

### Combat/magic

- **Natural Armor:** Variable 5-25 AR to all locations.

Choose one or more of the following natural weapons, or create your own as you see fit:

- **Natural Weapon (Hooves):** 2d10+1(+5) I; Pen 15; Size L; Reach M; Concussive, Dire.
- **Natural Weapon (Claws):** 2d10+3(+5) R; Pen 10; Size S; Reach S; Dire, Tearing.
- **Natural Weapon (Bite):** 2d10+2(+5) R; Pen 15; Size S; Reach T; Dire, Entangling, Tearing.
- **Natural Weapon (Horn):** 2d10+2(+5) I; Pen 15; Size M; Reach S; Dire, Impaling, Tearing.
- **Natural Weapon (Tail):** 2d10+1(+5) I; Pen 15; Size M; Reach L; Concussive, Dire.

### Variable Sizes

- (optional) Size Large (+10 hit) [+1 Dam. Bonus, +2 WT, +12 Health, +1 MR, +3 CR]
- (optional) Size Small (-10 hit) [-2 Dam. Bonus, -2 WT, -12 Health, -1 MR, -3 CR]

### Using Beasts of the Wild Hunt

The Wild Hunt poses an incredible threat to almost any party of adventurers. While individual beasts may not be able to defeat more powerful adventurers in combat, the danger comes from their extreme variety, vicious nature, and numbers. Wild Hunts typically involve a large number of Bosmer, and thus a party of adventurers is most likely to encounter a horde of the creatures. They do not stop, they cannot be reasoned with, and they will run down and kill anything in their path.

The GM should also keep in mind the shapeshifting nature of the beasts of the Wild Hunt. GMs should emphasize this aspect by having them change themselves at least once in a given combat. This does not necessarily have to be random, but not every change should be a direct adaptation to the party's combat strategy.

*“It was as if a crack in reality had opened wide. A flood of horrific beasts, tentacled toads, insects of armor and spine, gelatinous serpents, vaporous beings with the face of gods, all poured forth from the great hollow tree, blind with fury. They tore the Khajiiti in front of the temple to pieces. All the other cats fled for the jungle, but as they did so, they began pulling on the ropes they carried. In a few seconds time, the entire village of Vindisi was boiling with the lunatic apparitions of the Wild Hunt.”*

*A Dance in Fire, Chapter 4*

## Centaur

Nomadic, semi-intelligent beast race that possesses the head and torso of a powerfully-built man and the lower body of a horse. They are legendary creatures who are loved by some and hated by others. According to the Psijic Order, they are “true followers of the Old Ways.”

Str	End	Ag	Int	Wp	Prc	Prs
50	45	40	40	35	40	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>				56
<b>Movement Rating</b>		<b>Stamina</b>				3
<b>Initiative Rating</b>		<b>Magicka Pool</b>				40
<b>Damage Bonus</b>		<b>Carry Rating</b>				17
<b>Maximum AP</b>		<b>Size</b>				Large (+10 ranged hit)

**Threat:** Average **White Soul:** 500 (Common)

## Skills

**Athletics +20** (Str, End), **Charm +0** (Prs), **Combat +20** (Str, Ag), **Deceive +0** (Int, Prs), **Evade +10** (Ag), **Observe +20** (Prc), **Stealth +0** (Ag, Prc), **Survival +20** (Int, Prc)

## Traits

- **Quadruped:** Doubles base movement rating.

## Combat/magic

- **Natural Weapon (Hooves):** 2d10(+7) I; Pen 15; Size L; Reach M; Concussive.
- **Weapons and Armor:** While we have not listed any here, Centaurs are known to wield simple weapons and even to wear armor. The type will depend on the materials available in their environment (often some type of chitin).

## Using Centaurs

Centaur are different from many of the other creatures in this book in that they do not necessarily need to be hostile to the party. In the event the party does end up in combat with them, the greatest strength they possess is their speed and raw strength. They tend to prefer spears and other pole-arms that complement their naturally powerful charges.

## Fey

Unpredictable, magical creatures that have inhabited the forests of Valenwood since before recorded history. Their exact nature and form is unpredictable, but the tiny pixie is perhaps their most well known incarnation.

Str	End	Ag	Int	Wp	Prc	Prs
10	10	60	40	50	45	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>				5
<b>Movement Rating</b>		<b>Stamina</b>				2
<b>Initiative Rating</b>		<b>Magicka Pool</b>				N/A
<b>Damage Bonus</b>		<b>Carry Rating</b>				1
<b>Maximum AP</b>		<b>Size</b>				Puny (-40 hit)

**Threat:** Average **White Soul:** 500 (Common)

## Skills

**Alteration +30** (Wp), **Athletics +30** (Str, End), **Combat +0** (Str, Ag), **Destruction +30** (Wp), **Evade +20** (Ag), **Illusion +30** (Wp), **Mysticism +30** (Wp), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Restoration +30** (Wp), **Survival +20** (Int, Prc)

## Talents

- **Ghost:** No penalties to Stealth tests from speed.
- **Lightning Reflexes:** Roll twice and use higher for initiative.
- **Step Aside:** Can reroll failed Evade tests for Outmaneuver.

## Traits

- **Flyer (5):** Can fly at movement rating 5.
- **Imbued with Magicka:** Spells cost no Magicka.
- **Reflect (50%):** Roll d100 whenever the character is affected by a spell cast at them. If the result is below 50 then the spell is resolved against the original caster instead.
- **Telepathic:** Can broadcast thoughts to other characters within 500 meters, though this requires line of sight unless the other character also has this trait. Can test Prc to locate other telepaths within range (can be opposed by WP).

## Combat/Magic

- **Standard Spells:** Being magical creatures, Fey can know any spell the GM requires of them at any spell level.

## Using Fey

Fey should be portrayed as strange, unpredictable creatures. They are quite intelligent, and capable of wielding a variety of magic. It is worth noting that the tiny pixie is not the only type of Fey: lore texts make a few references to larger varieties, with equal if not more powerful magical capabilities.

## Giant Wasp

*Gigantic, generally hostile flying insects with dangerous stingers.*

Str	End	Ag	Int	Wp	Prc	Prs
20	24	50	15	20	40	5
Attribute	-	Attribute	-			
<b>Wound Threshold</b>	2	<b>Health</b>	18			
<b>Movement Rating</b>	4	<b>Stamina</b>	2			
<b>Initiative Rating</b>	9	<b>Magicka Pool</b>	15			
<b>Damage Bonus</b>	1	<b>Carry Rating</b>	5			
<b>Maximum AP</b>	2	<b>Size</b>	Small (-10 hit)			

**Threat:** Minor + **White Soul:** 60 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Evade +20** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Dark Sight:** Can see in the dark.
- **Flyer (7):** Can fly at movement rating 7.
- **Terrifying (+30):** Forces Fear (+30) test on encounter.

### Combat

- **Natural Weapon (Stinger):** 1d10+5(+1) R; Pen 10; Size S; Reach T; Toxic (-20, 3d10).

## Hoarvor

*The hoarvor tick is an insect the size of a large calf, with spiky legs, a beetle-like body, and a central spiral-bladed vortex of a mouth. The hoarvor uses its legs and body to pin down its prey, while their spiral-bladed mouth tears into the victim's chest.*

Str	End	Ag	Int	Wp	Prc	Prs
30	40	25	10	15	35	5
Attribute	-	Attribute	-			
<b>Wound Threshold</b>	5	<b>Health</b>	30			
<b>Movement Rating</b>	4	<b>Stamina</b>	3			
<b>Initiative Rating</b>	5	<b>Magicka Pool</b>	10			
<b>Damage Bonus</b>	2	<b>Carry Rating</b>	7			
<b>Maximum AP</b>	1	<b>Size</b>	Small (-10 hit)			

**Threat:** Minor - **White Soul:** 20 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +0** (Str, Ag), **Evade +0** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Dark Sight:** Can see in the dark.
- **Quadruped:** Doubles base movement rating.
- **Quick:** Ignores movement rating penalty from size.
- **Terrifying (+30):** Forces Fear (+30) test on encounter.

### Combat

- **Natural Armor:** 8 AR to all locations.
- **Natural Weapon (Bite):** 2d10+2(+2) R; Pen 10; Size S; Reach T; Tearing.

## Imgä

The Imgä, or Great Apes, are native beastfolk of Valenwood. They see the Altmeri as their superiors and as a portrait of an ideal, civilized society. Imgä go to desperate measures to emulate the Altmeri: they wear capes, practice with the dueling sword, and attempt to speak with perfect enunciation and courtly manners despite their gravelly, baritone voices.

Str	End	Ag	Int	Wp	Prc	Prs
60	45	45	35	35	40	35
Attribute		-	Attribute		-	
Wound Threshold		10	Health		45	
Movement Rating		4	Stamina		3	
Initiative Rating		8	Magicka Pool		35	
Damage Bonus		6	Carry Rating		14	
Maximum AP		2	Size		Standard	

**Threat:** Minor + White Soul: 1000 (Greater)

### Skills

**Acrobatics +20** (Str, Ag), **Athletics +30** (Str, End), **Charm +10** (Prc), **Combat +20** (Str, Ag), **Deceive +10** (Int, Prc), **Evade +10** (Ag), **First Aid +0** (Ag, Int), **Intimidate +10** (Str, Wp), **Logic +10** (Int, Prc), **Lore +20** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Traits

- **Dark Sight:** Can see in the dark.

### Combat

- **Weapons and Armor:** While we have not listed any here, there is no reason that Imgä would not be able to utilize weapons and armor in combat given their intelligence and their obsession with imitating the Altmeri.

## Using Imgä

The important thing to remember about the Imgä is that they are intelligent, and not hostile. We have placed them in this section given their status as beastfolk, but they are not monsters by any stretch of the imagination. They cohabit the forests of Valenwood with the Bosmer tribes for years, and have developed their own society and culture.

## Welwa

Welwa are great four-eyed beasts, with thick pelts, tails, and savage teeth and horns. They hunt in packs. According to tapestries in the Crystal Tower, the early Aldmeri settlers of the Summerset Isles encountered welwa, depicted as strange, holy ravagers, and saviors of the land. Eventually the welwa of Summerset were driven to extinction, though they live on in other regions.

Str	End	Ag	Int	Wp	Prc	Prs
55	50	40	15	35	35	5
Attribute		-	Attribute		-	
Wound Threshold		10	Health		70	
Movement Rating		8	Stamina		4	
Initiative Rating		7	Magicka Pool		15	
Damage Bonus		5	Carry Rating		15	
Maximum AP		2	Size		Standard	

**Threat:** Average White Soul: 80 (Petty)

### Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Evade +0** (Ag), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Survival +20** (Int, Prc)

### Talents

- **Man Catcher:** Opponents at -10 to break grapple/entangle.
- **Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.

### Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Quadruped:** Doubles base movement rating.
- **Tough (40%):** Increase Health by 40% of base.

### Combat

- **Natural Armor:** 12 AR to all locations.
- **Natural Weapon (Claws):** 2d10(+5) R; Pen 5; Size S; Reach T.
- **Natural Weapon (Bite):** 2d10(+5) R; Pen 10; Size S; Reach T; Entangling, Tearing.
- **Natural Weapon (Horn):** 2d10+3(+5) R; Pen 10; Size S; Reach T; Impaling.

# CREATURES OF THE BLACK MARSH

This section contains rules for the various beasts and monsters that can be found primarily in the depths of the Black Marsh.

## Feathered Serpent

An enormous fire breathing, feathered, winged snake found in the depths of the black marsh.

Str	End	Ag	Int	Wp	Prc	Prs
50	45	50	25	40	35	5
Attribute -						
<b>Wound Threshold</b>		9	<b>Health</b>			45
<b>Movement Rating</b>		5	<b>Stamina</b>			3
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>			50
<b>Damage Bonus</b>		5	<b>Carry Rating</b>			14
<b>Maximum AP</b>		2	<b>Size</b>			Standard

**Threat:** Average **White Soul:** 200 (Lesser)

## Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Destruction +30** (Wp), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +20** (Prc), **Stealth +20** (Int, Prc), **Survival +20** (Int, Prc)

## Talents

- **Ghost:** No penalties to Stealth tests from speed.

## Traits

- **Crawler:** Halve movement rating, ignore terrain penalties.
- **Crushing Coils:** +20 to grapple tests. Grappled targets cannot defend against this character's attacks.
- **Flyer (7):** Can fly at movement rating 7.
- **Lithe (2):** +20 to tests based on flexibility (grapple, etc).
- **Power Well (100%):** +100% of base Magicka Pool.
- **Quick (2):** +2 to movement rating.
- **Terrifying (+30):** Forces Fear (+30) tests on encounter.

## Combat

- **Natural Weapon (Bite):** 1d10+5(+5) R; Pen 10; Size S; Reach L; Toxic (-20, 1d10+2).
- **Natural Armor:** 15 AR all locations.
- **Standard Spells:** Cone of Fire (1-4).

## Hackwing

*Hackwings are giant birds with long, saw-like beaks nearly the size of the rest of their bodies, found in the Black Marsh. They are said to attack travelers and then fly off and come back when the victim is almost dead from blood loss.*

Str	End	Ag	Int	Wp	Prc	Prs
30	30	50	20	35	40	5
Attribute -						
<b>Wound Threshold</b>		4	<b>Health</b>			22
<b>Movement Rating</b>		4	<b>Stamina</b>			2
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>			20
<b>Damage Bonus</b>		2	<b>Carry Rating</b>			5
<b>Maximum AP</b>		2	<b>Size</b>			Small (-10 hit)

**Threat:** Minor **White Soul:** 175 (Lesser)

## Skills

**Athletics +10** (Str, End), **Combat +10** (Str, Ag), **Evade +10** (Ag), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Stealth +10** (Ag, Prc), **Survival +20** (Int, Prc)

## Talents

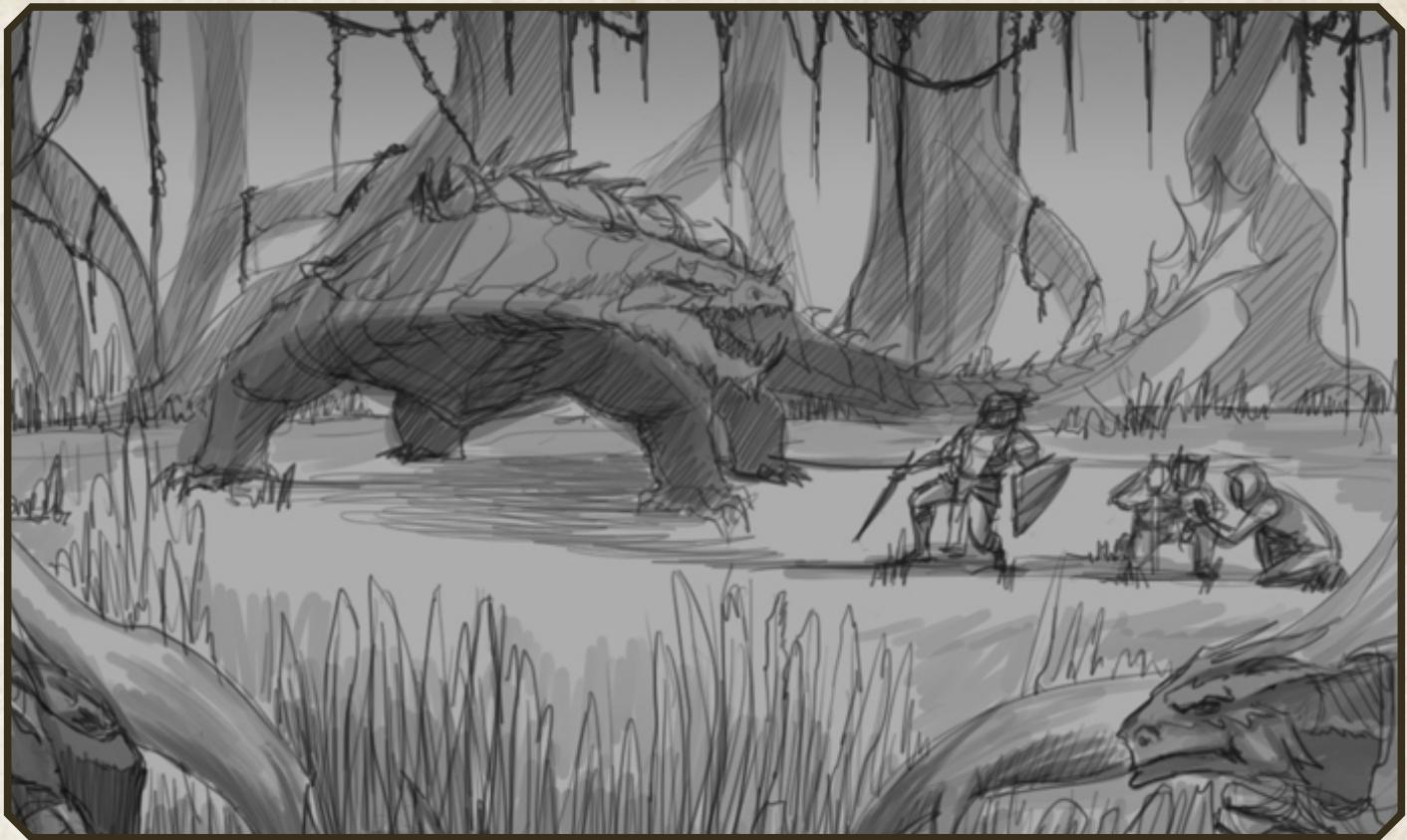
- **Targeted Assault:** Choose hit location of their melee attacks.
- **Thunder Charge:** Double Movement Rating when calculating charge damage.

## Traits

- **Bestial:** Auto passes Survival tests in natural environment, must roll Wp to not flee threats if GM feels it's appropriate.
- **Flyer (8):** Can fly at movement rating 8.

## Combat

- **Natural Weapon (Beak):** 2d10+4(+2) R; Pen 10; Size M; Reach M; Impaling, Tearing.



## Wamasu

Wamasus, or "Swamp Dragons", are gigantic creatures that once inhabited Black Marsh. Northern men considered them to be intelligent dragons with lightning for blood, as they have the ability to strike out with wild electrical discharges and flaming breath.

Str	End	Ag	Int	Wp	Prc	Prs
70	60	35	25	45	40	5
Attribute			Attribute			
<b>Wound Threshold</b>		26	<b>Health</b>		120	
<b>Movement Rating</b>		8	<b>Stamina</b>		5	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		75	
<b>Damage Bonus</b>		21	<b>Carry Rating</b>		40	
<b>Maximum AP</b>		2	<b>Size</b> Enormous (+40 ranged hit)			

**Threat:** Extreme **White Soul:** 1000 (Greater)

## Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Destruction +30** (Wp), **Evade +10** (Ag), **Intimidate +10** (Str, Wp), **Navigate +0** (Int, Prc), **Observe +10** (Prc), **Survival +20** (Int, Prc)

## Talents

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Man Catcher:** Opponents at -10 to break grapple/entangle.

## Traits

- **Dark Sight:** Can see in the dark.
- **Immunity (Paralysis):** Cannot be paralyzed.
- **Immunity (Poison):** Ignores poison damage.
- **Immunity (Shock):** Ignores shock damage.
- **Power Well (200%):** +200% of base Magicka Pool.
- **Quadruped:** Doubles base movement rating.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.

## Combat

- **Natural Armor:** 25 AR all locations.
- **Natural Weapon (Claws):** 2d10(+21) R; Pen 20; Size E; Reach L; Concussive, Dire, Sundering, Tearing.
- **Natural Weapon (Bite):** 3d10(+21) R; Pen 25; Size E; Reach L; Dire, Entangling, Sundering.
- **Natural Weapon (Tail):** 4d10(+21) I; Pen 25; Size E; Reach VL; Concussive, Dire, Sundering, Proven (4).
- **Standard Spells:** Cloak of Lightning (1-4), Cone of Fire (1-4), Cone of Lightning (1-4), Lightning Bolt (1-4).

# LYCANTHROPS

Lycanthropy is a supernatural condition that causes a person to transform into a were-creature: an unnatural crossing between a beast and their original species. Created by the Daedric Prince Hircine, it has been called a disease, a curse, and a blessing.

## Werebear

*Werebears are Lycanthropes that transform into bear-like creatures.*

Str	End	Ag	Int	Wp	Prc	Prs
55	65	40	15	35	45	5
Attribute				Attribute		
<b>Wound Threshold</b>		13		<b>Health</b>		81
<b>Movement Rating</b>		5		<b>Stamina</b>		5
<b>Initiative Rating</b>		8		<b>Magicka Pool</b>		N/A
<b>Damage Bonus</b>		10		<b>Carry Rating</b>		20
<b>Maximum AP</b>		2		<b>Size</b>		Large (+10 ranged hit)

**Threat:** Major **White Soul:** 1000 (Greater)

## Skills

**Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Evade +20** (Ag), **Intimidate +30** (Str, Wp), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Survival +30** (Int, Prc)

## Talents

- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Traits

- **Dark Sight:** Can see in the dark.
- **Heavy Hitter (2):** +2 to Damage Bonus.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Silver-Scarred:** +50% (round up) damage after AR from attacks by Silver weapons.
- **Terrifying (-20):** Forces Fear (-20) tests on encounter.
- **Tough (10%):** Increase Health by 10% of base.

## Combat/Magic

- **Natural Weapon (Claws):** 2d10+2(+10) R; Pen 15; Size M; Reach S; Concussive, Dire.
- **Natural Weapon (Bite):** 2d10+2(+7) R; Pen 15; Size S; Reach T; Dire, Entangling.

## Wereboar

*Wereboars are Lycanthropes that transform into boar-like creatures.*

Str	End	Ag	Int	Wp	Prc	Prs
55	55	55	15	35	45	5
Attribute				Attribute		
<b>Wound Threshold</b>		10		<b>Health</b>		63
<b>Movement Rating</b>		5		<b>Stamina</b>		4
<b>Initiative Rating</b>		9		<b>Magicka Pool</b>		N/A
<b>Damage Bonus</b>		7		<b>Carry Rating</b>		15
<b>Maximum AP</b>		2		<b>Size</b>		Standard

**Threat:** Major **White Soul:** 1000 (Greater)

## Skills

**Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Evade +30** (Ag), **Intimidate +30** (Str, Wp), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Survival +30** (Int, Prc)

## Talents

- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Thunder Charge:** Double Movement Rating when calculating charge damage.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Traits

- **Dark Sight:** Can see in the dark.
- **Heavy Hitter (2):** +2 to Damage Bonus.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Silver-Scarred:** +50% (round up) damage after AR from attacks by Silver weapons.
- **Terrifying (-20):** Forces Fear (-20) tests on encounter.
- **Tough (15%):** Increase Health by 10% of base.

## Combat/Magic

- **Natural Weapon (Claws):** 2d10(+7) R; Pen 15; Size S; Reach S; Dire, Tearing.
- **Natural Weapon (Tusks):** 2d10(+7) R; Pen 10; Size S; Reach T; Dire, Impaling.

## Werecrocodile

Werecrocodiles are Lycanthropes that transform into crocodile-like creatures.

Str	End	Ag	Int	Wp	Prc	Prs
55	55	55	15	35	45	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>				60
<b>Movement Rating</b>		<b>Stamina</b>				4
<b>Initiative Rating</b>		<b>Magicka Pool</b>				N/A
<b>Damage Bonus</b>		<b>Carry Rating</b>				15
<b>Maximum AP</b>		<b>Size</b>				Standard

**Threat:** Major **White Soul:** 1000 (Greater)

### Skills

**Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Evade +30** (Ag), **Intimidate +30** (Str, Wp), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Stealth +30** (Ag, Prc), **Survival +30** (Int, Prc)

### Talents

- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Amphibious:** Can breathe and fight normally underwater.
- Dark Sight:** Can see in the dark.
- Heavy Hitter (3):** +3 to Damage Bonus.
- Resistance (Poison, 50%):** Reduce poison damage by 50%.
- Silver-Scarred:** +50% (round up) damage after AR from attacks by Silver weapons.
- Terrifying (-20):** Forces Fear (-20) tests on encounter.
- Tough (10%):** Increase Health by 10% of base.

### Combat/Magic

- Natural Armor:** 10 AR all locations.
- Natural Weapon (Bite):** 2d10+2(+8) R; Pen 15; Size S; Reach S; Dire, Entangling, Tearing.

## Werelion

Werelions are Lycanthropes that transform into lion-like creatures.

Str	End	Ag	Int	Wp	Prc	Prs
65	55	55	15	35	45	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		<b>Health</b>				63
<b>Movement Rating</b>		<b>Stamina</b>				4
<b>Initiative Rating</b>		<b>Magicka Pool</b>				N/A
<b>Damage Bonus</b>		<b>Carry Rating</b>				19
<b>Maximum AP</b>		<b>Size</b>				Standard

**Threat:** Major **White Soul:** 1000 (Greater)

### Skills

**Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Evade +30** (Ag), **Intimidate +30** (Str, Wp), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Stealth +30** (Ag, Prc), **Survival +30** (Int, Prc)

### Talents

- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- Lightning Attack:** Can make two attacks in one turn, each cost an AP, second attack suffers a -20 penalty. Target cannot defend against the second with the same weapon.
- Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.
- Tracker:** May reroll Survival (Prc) tests to track others.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Dark Sight:** Can see in the dark.
- Heavy Hitter (2):** +2 to Damage Bonus.
- Resistance (Poison, 50%):** Reduce poison damage by 50%.
- Silver-Scarred:** +50% (round up) damage after AR from attacks by Silver weapons.
- Terrifying (-20):** Forces Fear (-20) tests on encounter.
- Tough (15%):** Increase Health by 15% of base.

### Combat/Magic

- Natural Weapon (Claws):** 2d10(+8) R; Pen 15; Size S; Reach S; Dire, Tearing.
- Natural Weapon (Bite):** 2d10(+8) R; Pen 10; Size S; Reach T; Dire, Entangling.

## Werevulture

Werevultures are Lycanthropes that transform into vulture-like creatures.

Str	End	Ag	Int	Wp	Prc	Prs
55	55	55	15	35	55	5
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>	10	<b>Health</b>		55		
<b>Movement Rating</b>	5	<b>Stamina</b>		4		
<b>Initiative Rating</b>	10	<b>Magicka Pool</b>		N/A		
<b>Damage Bonus</b>	5	<b>Carry Rating</b>		15		
<b>Maximum AP</b>	2	<b>Size</b>		Standard		

**Threat:** Major **White Soul:** 1000 (Greater)

### Skills

**Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Evade +30** (Ag), **Intimidate +30** (Str, Wp), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Stealth +30** (Ag, Prc), **Survival +30** (Int, Prc)

### Talents

- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Lightning Attack:** Can make two attacks in one turn, each cost an AP, second attack suffers a -20 penalty. Target cannot defend against the second with the same weapon.
- Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- Tracker:** May reroll Survival (Prc) tests to track others.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Dark Sight:** Can see in the dark.
- Flyer (7):** Can fly at movement rating 7.
- Silver-Scarred:** +50% (round up) damage after AR from attacks by Silver weapons.
- Terrifying (-20):** Forces Fear (-20) tests on encounter.

### Combat/Magic

- Natural Weapon (Claws):** 2d10(+5) R; Pen 15; Size S; Reach S; Dire, Tearing.

## Werewolf

Werewolves are Lycanthropes that transform into wolf-like creatures.

Str	End	Ag	Int	Wp	Prc	Prs
55	55	65	15	35	50	5
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>	10	<b>Health</b>		60		
<b>Movement Rating</b>	6	<b>Stamina</b>		4		
<b>Initiative Rating</b>	11	<b>Magicka Pool</b>		N/A		
<b>Damage Bonus</b>	7	<b>Carry Rating</b>		15		
<b>Maximum AP</b>	2	<b>Size</b>		Standard		

**Threat:** Major **White Soul:** 1000 (Greater)

### Skills

**Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Evade +30** (Ag), **Intimidate +30** (Str, Wp), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Stealth +40** (Ag, Prc), **Survival +30** (Int, Prc)

### Talents

- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- Lightning Attack:** Can make two attacks in one turn, each cost an AP, second attack suffers a -20 penalty. Target cannot defend against the second with the same weapon.
- Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- Tracker:** May reroll Survival (Prc) tests to track others.
- Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- Dark Sight:** Can see in the dark.
- Heavy Hitter (2):** +2 to Damage Bonus.
- Resistance (Frost, 50%):** Reduce frost damage by 50%.
- Silver-Scarred:** +50% (round up) damage after AR from attacks by Silver weapons.
- Terrifying (-20):** Forces Fear (-20) tests on encounter.
- Tough (10%):** Increase Health by 10% of base.

### Combat/Magic

- Natural Weapon (Claws):** 2d10(+7) R; Pen 15; Size S; Reach S; Dire, Tearing.
- Natural Weapon (Bite):** 2d10(+7) R; Pen 10; Size S; Reach T; Dire, Entangling.

# DRAGONS

The Dragons (drah-gkon and dov-rha to the ancient Nords, or dov in their native language) are a rarely-seen race of large reptilian beasts. They are rumored to be from Akavir (which literally means “Dragon Land”), though there are ancient tales of dragons also coming from Atmora. They are large, scaled creatures, easily several times larger than a human or elf. They have long, slender extremities, with thin bat-like wings and ridges of spikes along their back. Dragons have three sharp talons and one vestigial digit known as a dewclaw on each of their legs, as evidenced by their alphabet.

Dragons are well-known for their affinity for magic which, among other things, grants them the abilities to speak and fly despite their lack of lips or aerodynamic frame. There are several varieties of dragon that come in a range of colors. Blessed with remarkable intelligence, they are nonetheless susceptible to feelings of pride and melancholy. They are distrustful creatures, even of each other. Despite this, they are also somewhat social, and can be driven mad by captivity and isolation. As the immortal children of Akatosh, they are specially attuned to the flow of time, and they feel an innate urge to dominate others that is difficult to overcome. In the mind of a dragon, being powerful and being right are the same, thus they make no distinction between speaking and fighting; battles between them are actually deadly verbal debates.

## Using Dragons

Dragons are the single most dangerous foe included in this entire book. Skyrim has desensitized many players to Dragons: after having killed dozens of them in the game, they might not have the respect for them that they should. It is important that the GM make it clear to their players that Dragons are not to be trifled with.

There are a few good ways to use Dragons in a campaign. The first thing that comes to many people’s minds is a good old hunt: given their legendary status, even rumors of a Dragon’s appearance is likely to draw attention from all sorts of forces interested in finding, killing, or capturing one. In this sense a Dragon can serve as a device to motivate a plot without ever having to appear “on screen” for quite some time.

However given their nature as cruel, clever creatures, Dragons also make wonderful villains. They are powerful, intelligent, old enough to possess substantial knowledge, prideful, and power hungry. The GM is free to ascribe almost any motive to them, and they can possess almost any power the GM wishes or can invent (shapeshifting is a particularly fun for the plot twist potential).

In combat Dragons should remain airborne at first, strafing targets of opportunity for a few passes before landing to confront them directly.



# Dragon

Dragons (*drah-gkon* and *dov-rha* to the ancient Nords, or *dov* in their native language) are large flying reptilian creatures.

Str	End	Ag	Int	Wp	Prc	Prs
				80	90	50
Attribute				Attribute	-	
Wound Threshold				Health	180	
Movement Rating				Stamina	8	
Initiative Rating				Magicka Pool	N/A	
Damage Bonus				Carry Rating	50	
Maximum AP				Size	Enormous (+40 ranged hit)	

**Threat:** Extreme +

## Skills

**Acrobatics +0** (Str, Ag), **Athletics +30** (Str, End), **Combat +40** (Str, Ag), **Deceive +30** (Prs), **Evade +30** (Ag), **Intimidate +20** (Str, Wp), **Linguistics +30** (Int), **Logic +20** (Int, Prc), **Lore +40** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Survival +20** (Int, Prc), **Thu'um +50** (Wp)

## Talents

- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- Crushing Blow:** Double Dam. Bonus on All-out Attack.
- Iron Jaw:** Can test End to remove Stunned condition.
- Master of the Voice:** Never gain Fatigue from shouts.

## Traits

- Dark Sight:** Can see in the dark.
- Fated (5):** Character has 5 Luck points that may only be burned, instead of being spent.
- Flyer (15):** Can fly at movement rating 15.
- Immunity (Paralysis):** Cannot be paralyzed.
- Resistance (Magic, 50%):** Reduce magic damage by 50%.
- Resistance (Poison, 50%):** Reduce poison damage by 50%.
- Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- Terrifying (-30):** Forces Fear (-30) tests on encounter.
- Undying:** Immune to disease and the effects of aging.

## Combat

- Natural Armor:** 20 AR to all locations.
- Natural Weapon (Talons):** 2d10(+24) R; Pen 25; Size E; Reach L; Concussive, Dire, Sundering, Tearing.
- Natural Weapon (Bite):** 3d10(+24) R; Pen 30; Size E; Reach L; Dire, Entangling, Sundering.
- Natural Weapon (Tail):** 4d10(+24) I; Pen 30; Size E; Reach VL; Concussive, Dire, Sundering, Proven (4).

## Shouts

Dragons can theoretically know any shout the GM needs them to know (with the exception of Dragonrend), and can use as many words from that shout as desired. How many depends on how the GM wants to handle Dragons in their campaign. If there is only a single Dragon, then we advise the GM decide for themselves exactly what words he knows.

The Dragon variants listed below include shouts which that particular type of Dragon will rely on in combat. You should not feel limited to having them use only those shouts. The GM should also feel free to have Dragons use the Thu'um in ways other than those specifically laid out in the rules. You can get very creative here.

Complete Thu'um rules, including rules for various shouts, can be found in the **ARCANE ARTS** supplement.

### Blood Dragon

- +10 Health, +1 Dam. Bonus.
- Preferred Shouts:** Fire Breath, Fleshrend, Regenerate.

### Frost Dragon

- Immunity (Frost):** Ignores frost damage.
- Weakness (Fire, 50%):** Increase fire damage by 50%.
- Preferred Shouts:** Frost Breath, Ice Form.

### Red Dragon

- +40 Health, +6 Dam. Bonus, +10 Natural Armor.
- Immunity (Fire):** Ignores fire damage.
- Weakness (Frost, 50%):** Increase frost damage by 50%
- Preferred Shouts:** Fire Breath, Unrelenting Force.

### Skeletal Dragon

- +20 Health, +2 Dam. Bonus, lose Flyer, lose Resistance (Magic, 50%), -10 Natural Armor.
- Skeletal:** -20 to hit this character with ranged weapons.
- Preferred Shouts:** Drain Vitality, Fleshrend, Frost Breath.
- Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, and organ damage (use common sense).

### Serpentine Dragon

- +20 Health, +2 Dam. Bonus, +5 Natural Armor.
- Preferred Shouts:** Frost Breath, Unrelenting Force.

### White Dragon

- +30 Health, +4 Dam. Bonus, +5 Natural Armor.
- Preferred Shouts:** Cyclone, Lightning Blast, Storm Call.
- Reflect (30%):** Roll d100 whenever the character is affected by a spell cast at them. If the result is below 30 then the spell is resolved against the original caster instead.

# Enemies & Allies



---

*"The Wood Elves do not like to talk about the Hunt, and I gather they do not feel proud of this power at all-Gomini, my Bosmer companion of late, tells me that the Hunt is used for justice, but that also, "every monster in the world that has ever been comes from a previous Hunt. Those Bosmer that go Wild, they do not return.""*

*Pocket Guide to the Empore, 1st Edition*

# USING THIS CHAPTER

This chapter contains rules for many of the men, mer, and other peoples that adventurers may encounter throughout Tamriel and the realms beyond. Each section within contains similarly grouped profiles that provide rules and advice for using these characters in your campaign.

Remember that while the profiles provided here represent a wide variety of characters, and can easily be used straight from the book, our interpretation of many of the people that inhabit the Elder Scrolls setting will invariably differ from yours in places. The rules are here as a base for you to build on as you see fit. So go crazy!

## Rules & Profiles

The profiles in this chapter use almost all the same rules and profiles that are detailed in the [NPC Rules](#) section. There are a few exceptions to this...

- **Combat Style:** The primary exception is that **some** of the NPCs in this chapter use the Combat Style (Str, Ag) skill just like PCs instead of the generic Combat (Str, Ag) skill described in the previous chapter.
- **Soul Energy:** All the characters in this chapter are beings that possess Black Souls. This means a Black soul gem is required to capture their souls, and their souls confer 1500 soul energy when captured.
- **Races:** Many NPC profiles in this section are designed as “templates,” meaning that the character profile has no race assigned to it and is missing any of the racial rules a “full” NPC would normally have. Below you will find a summary of the changes you need to apply to a given template to create a character of that race.
- **Talents & Traits:** Talents and Traits are grouped together within each profile to save space.

## Racial Templates

To create an NPC of a given race from one of the template profiles in this chapter, simply apply the changes below to that profile. We have included most of the commonly used races.

Some GMs might notice that these adjustments do not directly reflect the rules for the races found in the [CORE RULEBOOK](#) character creation, and some don’t include any characteristic changes: this is done both to reduce the math burden, and to remove the need for changes that aren’t “visible” to the players. The goal is to make sure the NPC displays the defining traits associated with their race while simplifying the changes the GM needs to make to the chosen template. If you decide that having accurate variations between the different races is important to you, it should be a fairly simple matter to determine those values using the [CORE RULEBOOK](#).

### Altmer

- +5 Willpower, -1 DB, -1 WT.
- **Mental Strength:** Ignore penalties to Willpower tests made to resist paralysis.
- **Power Well (100%):** +100% of base Magicka Pool.
- **Weakness (Magic, 50%):** Increase magic damage by 50%.

### Argonian

- +5 Agility.
- **Amphibious:** Can breathe and fight normally underwater.
- **Immunity (Poison):** Ignores poison damage.
- **Inscrutable:** -10 to Charm tests to interact with non-Aragonians. -10 to Observe tests to distinguish their motives.



### Bosmer

- +10 Agility, -1 DB, -1 WT, -5 Health.
- **Natural Archers:** Never suffer untrained penalties worse than -10 when using bows or crossbows.
- **Resistance (Poison, 25%):** Reduce poison damage by 25%.
- **Beast Tongue:** Can speak to, and understand the speech of, animals.

## Breton

- +5 Willpower, -5 Health.
- **Power Well (50%)**: +50% of base Magicka Pool.
- **Resistance (Magic, 50%)**: Reduce magic damage by 50%.

## Dunmer

- +5 Agility.
- **Resistance (Fire, 75%)**: Reduce fire damage by 75%.
- **Ancestor Guardian**: Dunmer can invoke a guardian spirit of one of their ancestors through the Cast Magic action. For NPC dunmer this can only be done once, and summons a generic ghost. It is advised GMs not overuse this.

## Falmer

- -1 WT.
- **Power Well (50%)**: +50% of base Magicka Pool.
- **Weakness (Magic, 25%)**: Increase magic damage by 25%.

## Imperial - Colovian or Nibenese

- **Star of the West**: +1 Stamina.
- **Voice of the Emperor**: Can use Willpower as the base for Charm, Command, or Deceive skill tests.

## Khajiit - Cathay

- -5 Willpower, +1 DB.
- **Dark Sight**: Can see in the dark.
- **Natural Weapon (Claws)**: 1d10+1(+DB) R; Pen 0; Size S; Reach T; Tearing.

## Khajiit - Dagi-Raht

- +5 Agility, +5 Perception, -1 WT, -5 Health.
- **Dark Sight**: Can see in the dark.
- **Natural Weapon (Claws)**: 1d10+1(+DB) R; Pen 0; Size S; Reach T; Tearing.

## Khajiit - Ohmes-Raht

- -5 Willpower, +5 Perception.
- **Dark Sight**: Can see in the dark.
- **Natural Weapon (Claws)**: 1d10+1(+DB) R; Pen 0; Size S; Reach T; Tearing.

## Khajiit - Ohmes

- -1 WT, -5 Health.
- **Dark Sight**: Can see in the dark.
- **Natural Weapon (Claws)**: 1d10(+DB) R; Pen 0; Size S; Reach T; Tearing.

## Khajiit - Suthay-Raht

- +5 Agility, -5 Willpower, +5 Perception.
- **Dark Sight**: Can see in the dark.
- **Natural Weapon (Claws)**: 1d10+1(+DB) R; Pen 0; Size S; Reach T; Tearing.

## Maormer

- +5 Willpower, -5 Health.
- **Chameleon Skin**: +10 to any Stealth skill test to blend into their environment.
- **Children of the Sea**: Reroll failed swimming related Athletics tests, but only once per test.
- **Power Well (25%)**: +25% of base Magicka Pool.
- **Weakness (Shock, 25%)**: Increase shock damage by 25%.

## Nord

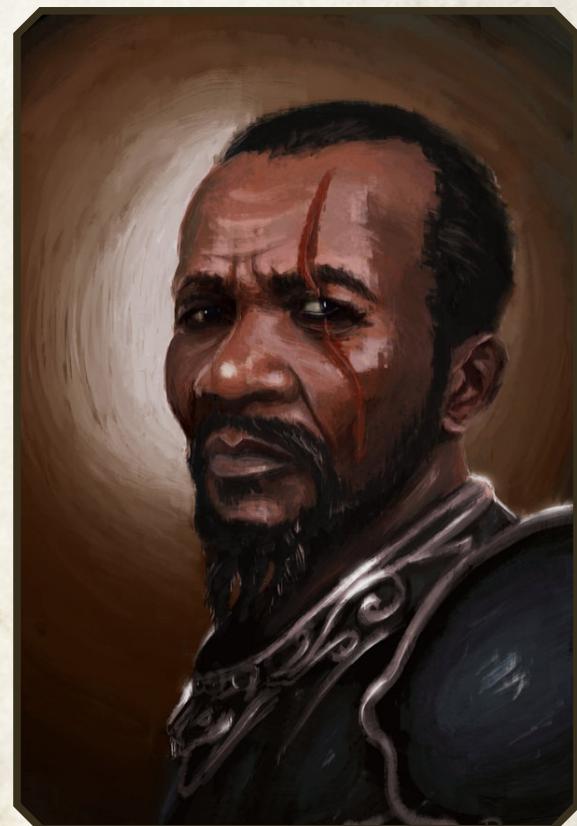
- +5 Strength, -5 Intelligence, +1 DB, +1 WT, +5 Health.
- **Resistance (Frost, 50%)**: Reduce frost damage by 50%.
- **Resistance (Shock, 25%)**: Reduce shock damage by 25%.
- **War Cry**: +10 to Intimidate tests when using Intimidating Shout, and +10 to first attack test against targets that failed an Intimidating Shout Willpower test within two rounds.

## Orsimer

- +5 Strength, -5 Agility, +1 DB, +1 WT, +5 Health.
- **Resistance (Magic, 25%)**: Reduce magic damage by 25%.

## Redguard

- +5 Health.
- **Resistance (Poison, 75%)**: Reduce poison damage by 75%.
- **Adrenaline Rush**: Once per encounter can gain a level of fatigue in order to double their Stamina for 30 seconds (6 rounds). Can extend duration for another level per round.



## Using NPC Profiles

This chapter contains a very large number of NPC profiles, but it is likely that GMs will still find they want to tweak them further for their campaigns. The given profiles have a decent number of options provided, but it is obviously impossible to cover all of the possibilities. Our intent is that GMs will take these profiles and use them as a foundation to create NPCs that suit their campaigns. Everything provided in the profiles is merely a suggested starting point.

With that in mind, there are some specific tricks that a GM can employ to make this process easier. Note also that many of these recommendations also apply to the creatures detailed in the previous chapter.

### Customizing Lesser NPCs

The key to customizing less important NPCs (those who only really exist for the purpose of being allies to aid your party, to populate the world, or obstacles for them to overcome) is to do as little work as necessary to achieve the result you want. The way to achieve this is to make as few direct changes to the profile as possible. Here is our advice:

- Try to stick to the base profile as much as possible. Only add talents or adjust characteristics directly if you feel it's absolutely necessary.
- To easily and quickly scale difficulty, simply add blanket bonuses/penalties to all your NPC's tests (typically multiples of ten). Combine this with some direct attribute adjustments (health, damage bonus) and equipment changes for best effect. Sure, you could design a fully fleshed out profile for "bandit +1", or you could just give him some extra health, a better sword, and a +10 to all his tests. Your players won't notice the difference.
- Take note of the kinds of target numbers your players are rolling against for combat related tasks. You want your NPCs to have targets that are around 10-20 lower, and to have fewer special talents and less fancy equipment.

### Customizing Important NPCs

The process for important NPCs is simple: just treat them like proper characters. It's typically not worth it to cut corners with characters that will be important to your campaign. It can even be valuable to give them XP and advance along with your party.

### NPC Gear

For the sake of space we have avoided listing specific gear beyond weapon and armor suggestions in each profile. Refer to the **CORE RULEBOOK** for ideas regarding specific items and equipment. As a general rule, the less important an NPC the less well equipped they should be.

## NPCs in Combat

The Elder Scrolls is a heroic setting in which a party of adventurers chosen by fate can best dozens of lesser opponents. Below are tools for simplifying the use of NPCs in combat depending upon the type of NPC and the desired tone of the campaign. These rules work best when the GM takes the time to customize Note that these rules can also be applied to the creatures detailed in the previous chapter, with some adjustment.

### Rabble

Rabble are those NPCs who, while numerous, have little in the way of combat prowess or willingness to fight. Rabble use the following rules, and ignore the typical rules regarding wound effects:

- Rabble cannot use Special Effects or achieve critical success.
- Rabble always count as rolling a 1 for initiative rolls.
- Rabble who take minor wounds simply flee combat.
- Rabble who take major or crippling wounds collapse helpless in agony to die moments later, or flee combat if able.
- Rabble who take severe wounds are killed instantly.
- Once a third of their number are dead or wounded, the rest of the rabble break and flee.
- When customizing NPC profiles intended to be used as rabble, avoid giving them combat skills above rank 2.

### Underlings

Underlings are competent, but still less important foes that a party may face. They are the rank and file. Underlings use the following rules, and ignore the typical rules regarding wound effects:

- Underlings can use Special Effects, but the GM should utilize this sparingly.
- Underlings roll a d5 for initiative and the entire group uses the result.
- Underlings who take two wounds withdraw from combat if able. They suffer a -20 to all tests while wounded.
- Underlings who take crippling wounds collapse helpless in agony to die moments later, or flee combat if able.
- Underlings who take severe wounds are killed instantly.
- Once half of their number are dead or wounded, the rest of the underlings attempt to withdraw.

### Elites

Elites are competent, ruthless foes. Typically fewer in number, but skilled and fearless. Elites follow the typical rules regarding wound effects with the following exceptions:

- Elites can freely use Special Effects, and do so the full effect.
- Elites who take three wounds withdraw from combat if able.
- Elites who take severe wounds must test Endurance or be killed instantly.
- Once three quarters of their number are dead or wounded, the rest of the elites attempt to withdraw.

# GENERAL NPCs

This section contains profiles for many generally useful types of NPCs that are not generally associated with a particular province, faction, or culture.

## Agent

Agents are operatives skilled in deception and avoidance, but trained in self-defense and deadly force. Self-reliant and independent, agents devote themselves to personal goals, or to patrons and causes.

Str	End	Ag	Int	Wp	Prc	Prs
35	34	40	45	40	45	45
Attribute				Attribute		
<b>Wound Threshold</b>		6	<b>Health</b>		34	
<b>Movement Rating</b>		4	<b>Stamina</b>		2	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		45	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		9	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Minor **Race:** [Template]

## Skills

**Acrobatics +30** (Str, Ag), **Athletics +10** (Str, End), **Charm +30** (Prc), **Commerce +30** (Int, Prc), **Deceive +40** (Int, Prc), **Evade +20** (Ag), **First Aid +20** (Int, Ag), **Intimidate +30** (Str, Wp), **Investigate +40** (Int, Prc), **Linguistics +30** (Int), **Logic +30** (Int, Prc), **Lore +30** (Int), **Navigate +10** (Int, Prc), **Observe +40** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Subterfuge +40** (Ag, Int), **Survival +10** (Int, Prc)

## Combat Style [Cloak and Dagger] +20

Agents are trained to use small, concealable weapons in close quarters against single, typically unarmored, opponents.

- **Equipment:** Dagger, Shortsword, Throwing Dagger, Unarmed Combat.

## Talents & Traits

- **Attention to Detail:** Can oppose Deceive with Investigate.
- **Questioning:** Reroll failed Personality based tests to gather information.

## Combat

One or more of the following weapons:

- **Steel Dagger (1H):** 1d10+2(+3) R; Pen 5; 5/10/20; (I)Size S; Reach S; Impaling, Thrown; ENC 1.
- **Steel Shortsword (1H):** 1d10+5(+3) R; Pen 5; Size M; Reach S; Impaling; ENC 1.
- **4 Steel Throwing Daggers (1H):** 1d10+1(+3) R; Pen 5; 10/20/30; (I)Size S; Reach S; Impaling, Thrown; ENC 0.

## Assassin

Assassins are killers who rely on stealth and mobility to approach victims undetected. Execution is with ranged weapons or with short blades for close work.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	45	35	35	45	40
Attribute			-	Attribute		
<b>Wound Threshold</b>		8	<b>Health</b>		40	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		35	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average **Race:** [Template]

## Skills

**Acrobatics +30** (Str, Ag), **Athletics +20** (Str, End), **Charm +20** (Prc), **Commerce +10** (Int, Prc), **Deceive +20** (Int, Prc), **Evade +30** (Ag), **First Aid +20** (Int, Ag), **Intimidate +20** (Str, Wp), **Investigate +20** (Int, Prc), **Lore +20** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +40** (Ag, Int), **Subterfuge +40** (Ag, Int), **Survival +10** (Int, Prc)

## Combat Style [Assassin] +20

Assassins are trained to fight with short blades in close quarters against one or two opponents, and to pick off targets with bows.

- **Equipment:** Dagger, Shortsword, Shortbow, Throwing Dagger, Unarmed Combat.

## Talents & Traits

- **Assassin Strike:** Can use Open Range special as the attacker.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Perfect Shot:** Increase damage inflicted with a ranged weapon by DoS on the attack test.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.

## Combat

- **Padded Leather:** 13 AR to all locations, Mundane, ENC 8.

One or more of the following weapons:

- **Steel Dagger (1H):** 1d10+2(+4) R; Pen 5; 5/10/20; (I)Size S; Reach S; Impaling, Thrown; ENC 1.
- **Steel Shortsword (1H):** 1d10+5(+4) R; Pen 5; Size M; Reach S; Impaling; ENC 1.
- **4 Steel Throwing Daggers (1H):** 1d10+1(+4) R; Pen 5; 10/20/30; (I)Size S; Reach S; Impaling, Thrown; ENC 0.
- **Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling. ENC 1. [Includes 24 arrows].

## Bandit

Bandit is a catch-all term for lawbreakers who prey upon the weak for their own gain. They are also known as highwaymen, or raiders.

Str	End	Ag	Int	Wp	Prc	Prs
40	42	40	30	30	35	30
		Attribute	-	Attribute	-	
Wound Threshold		8	Health		42	
Movement Rating		4	Stamina		3	
Initiative Rating		7	Magicka Pool		30	
Damage Bonus		4	Carry Rating		12	
Maximum AP		2	Size		Standard	

Threat: Minor + Race: [Template]

## Skills

**Athletics +20** (Str, End), **Combat +10** (Str, Ag), **Commerce +10** (Int, Prs), **Deceive +20** (Int, Prs), **Evade +10** (Ag), **Intimidate +20** (Str, Wp), **Lore +0** (Int), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Ride +20** (Ag), **Stealth +20** (Ag, Int), **Subterfuge +20** (Ag, Int), **Survival +10** (Int, Prc)

## Combat

One of the following armor types:

- **Padded Leather:** 12 AR to all locations, Mundane, ENC 8.
- **Cured Fur:** 8 AR to all locations, Mundane, ENC 11.
- **Steel Ringmail:** 15 AR to all locations, Mundane, ENC 14.
- **Steel Scaled:** 18 AR to body/legs/head, Mundane, ENC 22.
- **Chitin Partial Plate:** 14 AR to all locations, Mundane, ENC 16.
- (optional) **Fur/Leather Shield:** 25 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 2.
- (optional) **Chitin Shield:** 19 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 2.

One or more of the following weapons:

- **Steel Dagger (1H):** 1d10+2(+4) R; Pen 5; 5/10/20; (I)Size S; Reach S; Impaling, Throw; ENC 1.
- **Steel Flail (1H):** 1d10(+4) I; Pen 10; Size M; Reach M; Flexible, Unwieldy; ENC 1.
- **Steel Knuckles (1H):** 1d10-1(+4) I; Pen 5; Size S; Reach T; Hand to Hand, Stunning; ENC 1.
- **Steel Mace (1H):** 1d10+5(+4) R; Pen 15; Size M; Reach S; Concussive; ENC 2.
- **Steel Shortsword (1H):** 1d10+5(+4) R; Pen 5; Size M; Reach S; Impaling; ENC 1.
- **Steel War Axe (1H):** 2d10+1(+4) R; Pen 10; Size M; Reach M; Tearing, Unbalanced; ENC 2.
- **Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling. ENC 1. [Includes 24 arrows].

## Bandit Marauder

- **Combat +20** (Str, Ag)
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.

And one of the following weapons:

- **Steel Greatsword (2H):** 3d10+5(+4) R; Pen 5; Size H; Reach L; Impaling, Sundering; ENC 4.
- **Steel Great Axe (2H):** 3d10+3(+4) R; Pen 10; Size H; Reach L; Sundering, Tearing, Unwieldy; ENC 3.
- **Steel Grand Mace (2H):** 2d10+5(+4) R; Pen 15; Size H; Reach L; Concussive, Sundering, Unbalanced; ENC 3.

## Bandit Spellsword

- +10 Magicka.
- **Destruction +30 (Wp), Restoration +20 (Wp)**
- **Spell Sword:** Cast spells one handed at no penalty.
- **Standard Spells:** Fire Ball (1-2), Fire Bolt (1-3), Fire Bite (1-3), Heal (1-2), Healing Touch (1-2).

## Bandit Hunter

- **Evade +20 (Ag), Observe +30 (Prc), Stealth +30 (Ag, Int)**
- **Rapid Reload:** Reduce Reload of ranged weapons by 1.
- **Long Bow:** 2d10+5 R; Pen 15; IS S; 15/125/250; Rld 2; Impaling. ENC 1. [Includes 24 arrows].

## Bandit Ringleader

- +1 Damage Bonus, +1 WT, +5 Health.
- **Combat +30 (Str, Ag)**
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Steel Partial Plate:** 20 AR to body/legs/head, ENC 28.

And one of the following weapons:

- **Steel Longsword (1.5H):** 2d10+5(+4) R; Pen 5; Size M; Reach L; Impaling; ENC 2.
- **Steel Warhammer(1.5H):** 2d10(+4) I; Pen 15; Size M; Reach M; Concussive, Sundering; ENC 2.

## Using Bandits

Bandits are very flexible NPCs. Need something to fight on a long journey? Bandits. Run into another group in a dungeon? Bandits. The key with bandits is to emphasize that they are not individually brave, or even competent. They rely on underhanded tactics, surprise, and numbers to allow them to take down their prey. They are also primarily motivated by money, meaning that they can sometimes be bought off, and are not always trusting of their comrades. They are likely to flee when faced with an opponent that is more powerful than they bargained for.

## Barbarian

Barbarians are the proud, savage warrior elite of the plains nomads, mountain tribes, and sea reavers. They tend to be brutal and direct, lacking civilized graces, but they glory in heroic feats, and excel in fierce, frenzied single combat.

Str	End	Ag	Int	Wp	Prc	Prs
50	46	40	30	35	40	30
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	9	<b>Health</b>	46			
<b>Movement Rating</b>	4	<b>Stamina</b>	3			
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	30			
<b>Damage Bonus</b>	5	<b>Carry Rating</b>	14			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Average **Race:** [Template]

### Skills

**Athletics +30** (Str, End), **Commerce +0** (Int, Prs), **Deceive +0** (Int, Prs), **Evade +10** (Ag), **First Aid +10** (Int, Ag), **Intimidate +30** (Str, Wp), **Lore +0** (Int), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Ride +20** (Ag), **Stealth +0** (Ag, Int), **Survival +20** (Int, Prc)

### Combat Style [Barbarian] +30

Barbarians excel in skirmishes and brawls where they can use their brute strength to dominate their opponents.

- **Equipment:** Great Axe, Great Sword, Maul.

### Talents & Traits

- **Battle Rage:** Can spend full round psyching up to gain Frenzied condition.
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.

### Combat

One of the following armor types:

- **Padded Leather:** 12 AR to all locations, Mundane, ENC 8.
- **Cured Fur:** 8 AR to all locations, Mundane, ENC 11.
- **Steel Ringmail:** 15 AR to all locations, Mundane, ENC 14.

And one of the following weapons:

- **Steel Great Axe (2H):** 3d10+3(+5) R; Pen 10; Size H; Reach L; Sundering, Tearing, Unwieldy; ENC 3.
- **Steel Great Sword (2H):** 3d10+5(+5) R; Pen 5; Size H; Reach L; Impaling, Sundering, Unbalanced; ENC 4.
- **Steel Maul (2H):** 3d10(+5) I; Pen 20; Size H; Reach L; Concussive, Sundering, Unwieldy; ENC 4.

## Bard

Bards are loremasters and storytellers. Intelligent and personable, they prefer to accomplish tasks with their words first, and sword second.

Str	End	Ag	Int	Wp	Prc	Prs
35	35	40	45	40	40	50
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	6	<b>Health</b>	35			
<b>Movement Rating</b>	4	<b>Stamina</b>	2			
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	45			
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	9			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Minor **Race:** [Template]

### Skills

**Acrobatics +0** (Str, Ag), **Athletics +0** (Str, End), **Charm +40** (Prs), **Combat +0** (Str, Ag), **Commerce +10** (Int, Prs), **Deceive +30** (Int, Prs), **Evade +0** (Ag), **Illusion +20** (Wp), **Investigate +10** (Int, Prc), **Linguistics +30** (Int), **Logic +20** (Int, Prc), **Lore +40** (Int), **Navigate +10** (Int, Prc), **Observe +30** (Prc), **Profession [Musicianship] +40** (Ag), **Ride +20** (Ag), **Stealth +0** (Ag, Int), **Subterfuge +10** (Ag, Int), **Survival +20** (Int, Prc)

### Talents & Traits

- **Big Words:** Can use Lore in place of Deceive in appropriate situations.

### Combat

- **Steel Rapier (1H):** 2d10+1(+3) R; Pen 5; Size M; Reach L; Impaling, Well Balanced; ENC 1.
- **Steel Shortsword (1H):** 1d10+5(+3) R; Pen 5; Size M; Reach S; Impaling; ENC 1.
- **Standard Spells:** Charming Touch (1), Concealment (1), Night Eye (1), Sanctuary (1), Silence (1).

## Battlemage

Battlemages are wizard-warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with elemental damage and summoned creatures.

Str	End	Ag	Int	Wp	Prc	Prs
45	42	40	40	45	35	35
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		42	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		80	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average + **Race:** [Template]

### Skills

**Alteration +30** (Wp), **Athletics +30** (Str, End), **Command +30** (Int, Prs), **Destruction +30** (Wp), **Enchant +20** (Int), **Evade +10** (Ag), **First Aid +20** (Int, Ag), **Intimidate +20** (Str, Wp), **Logic +20** (Int, Prc), **Lore +30** (Int), **Mysticism +20** (Wp), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Restoration +30** (Wp), **Ride +30** (Ag), **Survival +20** (Int, Prc)

### Combat Style [Battlemage] +30 (Str, Ag)

Battlemages are battlefield warriors who fight in heavy armor, weaving sword and spell to destroy their enemies.

- **Equipment:** Battle Axe, Longsword, Warhammer.

### Talents & Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Power Well (100%):** +100% of base Magicka Pool.
- **Spell Sword:** Cast spells one handed at no penalty.

### Combat

- **Steel Full Plate:** 30 AR all locations, ENC 48
- **Standard Spells:** Dispel, Fire Ball (1-5), Frost Bite (1-5), Heal (1-4), Lightning Bolt (1-5), Rising Force (1-3), Barrier (1-3), Feather-light (1-3), Ward (1-3), Soul Trap (1-3).

And one of the following weapons:

- **Steel Battle Axe (1.5H):** 2d10+4(+4) R; Pen 10; Size M; Reach L; Tearing, Unbalanced; ENC 2.
- **Steel Longsword (1.5H):** 2d10+5(+4) R; Pen 5; Size M; Reach L; Impaling; ENC 2.
- **Steel Warhammer (1.5H):** 2d10(+4) I; Pen 15; Size M; Reach M; Concussive, Sundering; ENC 2.

### Conjurer

- **Conjuration +50** (Wp)
- **Wrest Control:** Can use Cast Magic action to test Wp vs. another character to take control of one of their summons.
- **Standard Spells:** Summon Daedra (1-5).

### Destroyer

- **Destruction +50** (Wp)
- **Cryomancer:** Roll an extra d10 and use highest set of results when rolling frost damage.
- **Electromancer:** Roll an extra d10 and use highest set of results when rolling shock damage.
- **Pyromancer:** Roll an extra d10 and use highest set of results when rolling fire damage.
- **Standard Spells:** Any Destruction spell the GM wishes them to know, up to a maximum of level 5.

### Mystic

- **Mysticism +50** (Wp)
- **Standard Spells:** Dispel, Ethereal Form (1-3), Magicka Leech (1-4), Mark, Recall, Spirit Sight (1-4), Soul Trap (1-3), Spell Mirror (1-3), Vampiric Touch (1-5).
- **Advanced Rituals:** Rite of Motion, Rite of Sight.

### Warden

- **Restoration +50** (Wp)
- **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- **Standard Spells:** All Barrier spells (1-5), Crushing Weight (1-4), Fortify Strength (1-4), Fortify Endurance (1-4), Fortify Agility (1-4), Heal (1-5), Healing Touch (1-5), Rejuvenate (1-3), all Resistance to [damage type] spells (1-4), Turn Undead (1-3), Ward (1-5).

### Using Battlemages

Battlemages can potentially be incredibly dangerous foes. Their use of heavy armor and defensive magic makes them difficult to kill, and their offensive abilities are equally potent. Much of this potency lies in how cleverly the GM utilizes all the tools available to a battlemage, and thus can be “scaled” easily.

### Equipping Battlemages

Battlemages are known for utilizing enchanted armor and weapons. We haven’t listed any enchantments here for the sake of space, but we advise you design some enchanted gear for your battlemages. Enchantments in the 500-1000 soul energy range are preferable, depending on how powerful you want them to be. Cast enchantments are the best choices here, as they provide more options and gameplay opportunities for your party than constant enchantments. Scrolls are also another good item type for battlemages as they provide them with access to combat options should they run out of magicka.

## Bureaucrat

*Bureaucrats are the managers, scribes, and other officials that keep governments across Tamriel running.*

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	45	30	35	40
<b>Attribute</b>		<b>Attribute</b>				
<b>Wound Threshold</b>		<b>Health</b>				
<b>Movement Rating</b>	3	<b>Stamina</b>				
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>				
<b>Damage Bonus</b>	3	<b>Carry Rating</b>				
<b>Maximum AP</b>	2	<b>Size</b>				
<b>Threat:</b> Insignificant <b>Race:</b> [Template]						

### Skills

**Charm +30 (Prs), Command +30 (Int, Prs), Commerce +30 (Int, Prs), Deceive +30 (Int, Prs), Intimidate +10 (Str, Wp), Investigate +40 (Int, Prc), Linguistics +20 (Int), Logic +30 (Int, Prc), Lore +30 (Int) [Specialization: Law], Observe +30 (Prc), Profession [Bureaucracy] +40 (Int), Ride +0 (Ag).**

### Talents & Traits

- Attention to Detail:** Can oppose Deceive with Investigate.
- Big Words:** Can use Lore in place of Deceive in appropriate situations.

## Commoner

*Commoners are the average people of Tamriel.*

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	30	30	30	30
<b>Attribute</b>		<b>Attribute</b>				
<b>Wound Threshold</b>		<b>Health</b>				
<b>Movement Rating</b>	3	<b>Stamina</b>				
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>				
<b>Damage Bonus</b>	3	<b>Carry Rating</b>				
<b>Maximum AP</b>	2	<b>Size</b>				
<b>Threat:</b> Insignificant <b>Race:</b> [Template]						

### Skills

**Athletics +10 (Str, End), Commerce +10 (Int, Prs), Lore +20 (Int), Observe +10 (Prc), Profession [Varies] +30 (Varies), Ride +0 (Ag), Survival +10 (Int, Prc).**

## Cityfolk

- Lose Survival and Athletics.

## Crusader

*Any heavily armored warrior with spellcasting powers and a good cause may call himself a Crusader. Crusaders do well by doing good. They hunt monsters and villains, making themselves rich by plunder as they rid the world of evil.*

Str	End	Ag	Int	Wp	Prc	Prs
45	48	40	40	40	35	35
<b>Attribute</b>		<b>Attribute</b>				
<b>Wound Threshold</b>		<b>Health</b>				
<b>Movement Rating</b>	4	<b>Stamina</b>				
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>				
<b>Damage Bonus</b>	4	<b>Carry Rating</b>				
<b>Maximum AP</b>	2	<b>Size</b>				
<b>Threat:</b> Average + <b>Race:</b> [Template]						

### Skills

**Athletics +30 (Str, End), Destruction +30 (Wp), Evade +10 (Ag), First Aid +20 (Int, Ag), Intimidate +20 (Str, Wp), Logic +10 (Int, Prc), Lore +30 (Int), Navigate +10 (Int, Prc), Observe +20 (Prc), Restoration +30 (Wp), Ride +20 (Ag), Survival +20 (Int, Prc)**

### Combat Style [Crusader] +20 (Str, Ag)

*Crusaders fight with shield and sword or mace, augmenting their combat abilities with magic.*

- Equipment:** Longsword, Mace, Medium Shield

### Talents & Traits

- Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Power Well (50%):** +50% of base Magicka Pool.
- Spell Sword:** Cast spells one handed at no penalty.

### Combat

- Steel Plated Mail:** 25 AR all locations, ENC 40
- (optional) **Steel Shield:** 25 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 2.
- Standard Spells:** Cloak of Fire (1-4), Fire Bite (1-4), Fortify Strength (1-3), Fortify Endurance (1-3), Heal (1-4), Healing Touch (1-4), Turn Undead (1-4), Ward (1-3).

And one of the following weapons:

- Steel Longsword (1.5H):** 2d10+5(+4) R; Pen 5; Size M; Reach L; Impaling; ENC 2.
- Steel Mace (1H):** 1d10+5(+4) I; Pen 15; Size M; Reach S; Concussive; ENC 2.

## Cultist

*Cultists are fanatics dedicated to a particular cause. What they lack in skill they make up for in raw fervor.*

Str	End	Ag	Int	Wp	Prc	Prs
35	32	35	30	35	30	30
<b>Attribute</b>		-	<b>Attribute</b>			-
<b>Wound Threshold</b>	6	<b>Health</b>		32		
<b>Movement Rating</b>	3	<b>Stamina</b>		2		
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>		30		
<b>Damage Bonus</b>	3	<b>Carry Rating</b>		9		
<b>Maximum AP</b>	2	<b>Size</b>		Standard		

**Threat:** Minor + **Race:** [Template]

## Skills

**Athletics +10** (Str, End), **Combat +0** (Str, Ag), **Commerce +10** (Int, Prs), **Deceive +20** (Int, Prs), **Evade +0** (Ag), **Intimidate +10** (Str, Wp), **Lore +20** (Int), **Navigate +10** (Int, Prc), **Observe +10** (Prc), **Ride +10** (Ag), **Stealth +0** (Ag, Int), **Survival +10** (Int, Prc)

## Combat

One of the following armor types:

- (optional) **Fur/Leather Shield:** 25 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 2.

One or more of the following weapons:

- **Steel Dagger (1H):** 1d10+2(+3) R; Pen 5; 5/10/20; (I)Size S; Reach S; Impaling, Thrown; ENC 1.
- **Steel Knuckles (1H):** 1d10-1(+3) I; Pen 5; Size S; Reach T; Hand to Hand, Stunning; ENC 1.
- **Steel Club (1H):** 1d10(+3) R; Pen 5; Size M; Reach S; Concussive; ENC 1.
- **Steel Hatchet (1H):** 2d10(+3) R; Pen 10; Size S; Reach S; Tearing, Thrown, Unbalanced; ENC 1.
- **Steel Shortsword (1H):** 1d10+5(+3) R; Pen 5; Size M; Reach S; Impaling; ENC 1.
- **Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling. ENC 1. [Includes 24 arrows].

## Fanatic

- **Combat +20** (Str, Ag)
- **Battle Rage:** Can spend full round psyching up to gain Frenzied condition.

## Mage

- +30 Magicka.
- **Destruction +30** (Wp), **Restoration +20** (Wp)
- **Standard Spells:** Fire Ball (1-2), Fire Bolt (1-3), Fire Bite (1-3), Heal (1-2), Healing Touch (1-2).

## Guard

*Cities and towns across Tamriel use armed guards to keep the peace, defending their communities against criminals and beasts alike.*

Str	End	Ag	Int	Wp	Prc	Prs
40	38	35	30	30	35	30

Attribute	-	Attribute	-
<b>Wound Threshold</b>	7	<b>Health</b>	38
<b>Movement Rating</b>	3	<b>Stamina</b>	2
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>	30
<b>Damage Bonus</b>	4	<b>Carry Rating</b>	12
<b>Maximum AP</b>	2	<b>Size</b>	Standard

**Threat:** Average - **Race:** [Template]

## Skills

**Athletics +20** (Str, End), **Evade +0** (Ag), **Intimidate +20** (Str, Wp), **Lore +0** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Ride +20** (Ag), **Stealth +0** (Ag, Int), **Survival +10** (Int, Prc)

## Combat Style [Guard] +20

*Guards are trained to work as a team to deal with criminals and aggressive beasts. They typically fight with shields and hand weapons, resorting to unarmed combat to subdue unruly citizens.*

- **Equipment:** Broadsword, Mace, Medium Shield, Shortspear, Unarmed Combat.

## Talents & Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Takedown:** Can choose to halve damage on a melee attack in order to cause knockback.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

## Combat

One of the following armor types:

- **Steel Scaled:** 18 AR to body/legs/head, Mundane, ENC 22.
- **Steel Partial Plate:** 20 AR all locations, Mundane, ENC 28.
- **Steel Mail:** 23 AR all locations, Mundane, ENC 30.
- (optional) **Steel Shield:** 25 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 2.

One or of the following weapons:

- **Steel Broadsword (1H):** 2d10+2(+4) R; Pen 5; Size M; Reach M; Impaling; ENC 2.
- **Steel Mace (1H):** 1d10+5(+4) I; Pen 15; Size M; Reach S; Concussive; ENC 2.
- **Steel Shortspear (1H):** 2d10+3(+4) R; Pen 10; Size M; Reach L; Impaling, Unwieldy; ENC 2.

## Healer

Healers are equal parts herbalist and mage, using their knowledge of local flora and restoration magic to help the sick and wounded.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	40	35	35	40
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		6	<b>Health</b>		30	
<b>Movement Rating</b>		3	<b>Stamina</b>		2	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		40	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		9	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Insignificant **Race:** [Template]

## Skills

**Alchemy +30** (Int), **Charm +10** (Prs), **Commerce +20** (Int, Prs), **Deceive +0** (Int, Prs), **First Aid +30** (Int, Ag), **Logic +0** (Int, Prc), **Lore +20** (Int), **Observe +20** (Prc), **Restoration +40** (Wp).

## Talents & Traits

- Alchemist (Restoration):** Create potions w/Restoration.
- Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).

## Magic

- Standard Spells:** Cure Disease, Curing Touch, Heal (1-4), Healing Touch (1-4).



## Hunter

Hunters roam the wilds tracking and killing wild animals to feed themselves and their communities.

Str	End	Ag	Int	Wp	Prc	Prs
35	40	40	30	30	40	30
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		7	<b>Health</b>		40	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		30	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		10	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Minor **Race:** [Template]

## Skills

**Athletics +30** (Str, End), **Combat +10** (Str, Ag), **Commerce +20** (Int, Prs), **Evade +0** (Ag), **Lore +10** (Int), **Navigate +30** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Survival +30** (Int, Prc)

## Talents & Traits

- Tracker:** May reroll Survival (Prc) tests to track others.

## Combat

One of the following armor types:

- Padded Leather:** 12 AR to body/legs, Mundane, ENC 8.
- Cured Fur:** 8 AR to body/legs, Mundane, ENC 11.

One or more of the following weapons:

- Steel Dagger (1H):** 1d10+2(+4) R; Pen 5; 5/10/20; (I)Size S; Reach S; Impaling, Thrown; ENC 1.
- Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling, ENC 1. [Includes 24 arrows].
- Long Bow:** 2d10+5 R; Pen 15; IS S; 15/125/250; Rld 2; Impaling, ENC 1. [Includes 24 arrows].

## Knight

*Of noble birth, or distinguished in battle or tourney, knights are civilized warriors, schooled in letters and courtesy, governed by the codes of chivalry. In addition to the arts of war, knights study the lore of healing and enchantment.*

Str	End	Ag	Int	Wp	Prc	Prs
45	45	40	45	35	35	40
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>	8	<b>Health</b>		45		
<b>Movement Rating</b>	4	<b>Stamina</b>		3		
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>		45		
<b>Damage Bonus</b>	4	<b>Carry Rating</b>		12		
<b>Maximum AP</b>	2	<b>Size</b>		Standard		

**Threat:** Average + **Race:** [Template]

## Skills

**Athletics +30** (Str, End), **Charm +20** (Prs), **Command +30** (Int, Prs), **Enchant +30** (Int), **Evade +20** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Logic +20** (Int, Prc), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Restoration +30** (Wp), **Ride +30** (Ag), **Survival +20** (Int, Prc)

## Combat Style [Chivalrous Warrior] +30

*Knights are masters of chivalrous combat, preferring to engage their opponents in duels of honor and skill. In open battle they wear heavy armor and fight primarily from horseback.*

- **Equipment:** Lance, Longsword, Mace, Medium Shield.

## Talents & Traits

- **Cavalry:** Ignore skill cap on combat rolls from Ride skill.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- **Mounted Warrior:** Use Ride in place of Evade on mount.

## Combat

- **Steel Full Plate:** 30 AR all locations, ENC 48.
- (optional) **Steel Shield:** 25 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 2.
- **Standard Spells:** Heal (1-3), Healing Touch (1-3).

And one or more of the following weapons:

- **Steel Lance (1H):** 2d10+5(+4) R; Pen 10; Size H; Reach VL; Impaling, Mounted, Sundering, Unwieldy; ENC 3.
- **Steel Longsword (1.5H):** 2d10+5(+4) R; Pen 5; Size M; Reach L; Impaling; ENC 2.
- **Steel Mace (1H):** 1d10+5(+4) I; Pen 15; Size M; Reach S; Concussive; ENC 2.

## Mage

*Most mages claim to study magic for its intellectual rewards, but they also often profit from its practical applications. Varying widely in temperament and motivation, mages share but one thing in common - an avid love of spellcasting.*

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	50	50	35	30
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>	6	<b>Health</b>		30		
<b>Movement Rating</b>	3	<b>Stamina</b>		2		
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>		100		
<b>Damage Bonus</b>	3	<b>Carry Rating</b>		9		
<b>Maximum AP</b>	2	<b>Size</b>		Standard		

**Threat:** Major **Race:** [Template]

## Skills

**Alchemy +20** (Int), **Alteration +30** (Wp), **Conjuration +20** (Wp), **Commerce +10** (Int, Prs), **Deceive +0** (Int, Prs), **Destruction +30** (Wp), **Enchant +20** (Int), **Illusion +30** (Wp), **Logic +30** (Int, Prc), **Lore +40** (Int), **Mysticism +30** (Wp), **Observe +10** (Prc), **Restoration +30** (Wp).

Pick two of Alteration, Destruction, Illusion, Mysticism, or Restoration to advance to +40.

## Talents & Traits

- (optional) **Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- (optional) **Creative:** Non-standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- (optional) **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- (optional) **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Power Well (100%):** +100% of base Magicka Pool.
- (optional) **Trickster:** Can spend 3 Magicka to test Illusion in place of Deceive.

## Magic

- **Standard Spells:** Any spells the GM wishes them to have, to a maximum of level 5.
- **Non-standard Spells:** Any spells the GM wishes to invent for them to use.

## Master

- Choose a school of magic. Gain that skill at rank 5.
- **Master (School):** Reroll failed casting tests when casting spells from the chosen school, but only once per test.
- **Standard Spells:** All spells of chosen school at highest level.



## Monk

Monks are students of the ancient martial arts of hand-to-hand combat and unarmored self defense. Monks avoid detection by stealth, mobility, and agility.

Str	End	Ag	Int	Wp	Prc	Prs
35	40	50	35	45	40	35
Attribute			-	Attribute		
<b>Wound Threshold</b>		7	<b>Health</b>		40	
<b>Movement Rating</b>		5	<b>Stamina</b>		3	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		35	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		10	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average **Race:** [Template]

## Merchant

Merchants and traders can be found peddling their wares in marketplaces across Tamriel.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	45	30	35	40
Attribute			-	Attribute		
<b>Wound Threshold</b>		6	<b>Health</b>		30	
<b>Movement Rating</b>		3	<b>Stamina</b>		2	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		45	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		9	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Insignificant **Race:** [Template]

## Skills

**Charm +30 (Prs)**, **Command +10 (Int, Prs)**, **Commerce +40 (Int, Prs)**, **Deceive +30 (Int, Prs)**, **Intimidate +10 (Str, Wp)**, **Investigate +30 (Int, Prc)**, **Linguistics +0 (Int)**, **Logic +40 (Int, Prc)**, **Lore +20 (Int)**, **Observe +30 (Prc)**, **Ride +10 (Ag)**.

## Talents & Traits

- Attention to Detail:** Can oppose Deceive with Investigate.
- Businessman:** Double DoS on opposed Commerce tests.

## Skills

**Acrobatics +30 (Str, Ag)**, **Athletics +30 (Str, End)**, **Evide +30 (Ag)**, **First Aid +20 (Int, Ag)**, **Lore +30 (Int)**, **Navigate +20 (Int, Prc)**, **Observe +30 (Prc)**, **Ride +20 (Ag)**, **Stealth +30 (Ag, Int)**, **Survival +10 (Int, Prc)**.

## Combat Style [Martial Arts] +30 (Str, Ag)

Monks fight with a fluid style that incorporates both armed and unarmed close combat techniques.

- Equipment:** Quarterstaff, Unarmed Combat.

## Talents & Traits

- Catfall:** Reduce fall distance by AB for calculating damage.
- Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- Ghost:** No penalties to Stealth tests from speed.
- Leap Up:** Can take Regain Footing action for free.
- Man Catcher:** Opponents at -10 to break grapple/entangle.
- Quick Draw:** Can take Ready Weapon action for free.
- Step Aside:** Can reroll failed Evade tests for Outmaneuver.
- Unarmed Prowess:** Treat natural weapons as being one size larger than usual.

## Combat

- Steel-tipped Quarterstaff (1.5H):** 1d10+3(+3) I; Pen 5; Size M; Reach L; Stunning, Well Balanced; ENC 2.
- Natural Weapons (Unarmed Techniques):** 1d10-1(+3) I; Pen 0; Size M; Reach T.

## Nightblade

*Nightblades are spellcasters who use their magics to enhance mobility, concealment, and stealthy close combat.*

Str	End	Ag	Int	Wp	Prc	Prs
30	35	50	40	40	40	35
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>	6	<b>Health</b>		35		
<b>Movement Rating</b>	5	<b>Stamina</b>		2		
<b>Initiative Rating</b>	9	<b>Magicka Pool</b>		40		
<b>Damage Bonus</b>	3	<b>Carry Rating</b>		9		
<b>Maximum AP</b>	2	<b>Size</b>		Standard		

**Threat:** Average + **Race:** [Template]

### Skills

**Alteration +20** (Wp), **Acrobatics +20** (Str, Ag), **Athletics +20** (Str, End), **Charm +20** (Prs), **Deceive +20** (Int, Prs), **Destruction +20** (Wp), **Evade +30** (Ag), **First Aid +20** (Int, Ag), **Illusion +30** (Wp), **Investigate +20** (Int, Prc), **Lore +20** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Subterfuge +30** (Ag, Int), **Survival +10** (Int, Prc).

### Combat Style [Nightblade] +20

*Nightblades fight with a mix of short blades and ranged weaponry. They prefer to take out targets with magically enhanced stealth.*

- **Equipment:** Dagger, Shortsword, Shortbow.

### Talents & Traits

- **Feint:** Spend 3 Magicka to test Illusion in place of Evade.
- **Power Well (50%):** +50% of base Magicka Pool.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- **Trickster:** Can spend 3 Magicka to test Illusion in place of Deceive.

### Combat

- **Padded Leather:** 13 AR to body/legs, Mundane, ENC 8.
- **Standard Spells:** Chameleon (1-4), Concealment (1-3), Night Eye (1-3), Poison Bolt (1-3), Poison Touch (1-3), Rising Force (1-3), Sanctuary (1-4), Slowfall (1-4), Tread Lightly (1-4), Weary (1-3).

One or more of the following weapons:

- **Steel Dagger (1H):** 1d10+2(+3) R; Pen 5; 5/10/20; (I) Size S; Reach S; Impaling, Thrown; ENC 1.
- **Steel Shortsword (1H):** 1d10+5(+3) R; Pen 5; Size M; Reach S; Impaling; ENC 1.
- **Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling. ENC 1. [Includes 24 arrows].

## Pilgrim

*Pilgrims are travellers, seekers of truth and enlightenment. They fortify themselves for road and wilderness with arms, armor, and magic, and through wide experience of the world, they become shrewd in commerce and persuasion.*

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	30	30	30	30

Attribute	-	Attribute	-
<b>Wound Threshold</b>	6	<b>Health</b>	30
<b>Movement Rating</b>	3	<b>Stamina</b>	2
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>	30
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	9
<b>Maximum AP</b>	2	<b>Size</b>	Standard

**Threat:** Minor - **Race:** [Template]

### Skills

**Athletics +20** (Str, End), **Charm +10** (Prs), **Combat +10** (Str, Ag), **Commerce +20** (Int, Prs), **Deceive +10** (Int, Prs), **Lore +30** (Int), **Observe +10** (Prc), **Restoration +20** (Wp), **Ride +10** (Ag), **Survival +20** (Int, Prc).

### Combat

- **Padded Leather:** 13 AR to body/legs, Mundane, ENC 8.
- **Steel Shortsword (1H):** 1d10+5(+3) R; Pen 5; Size M; Reach S; Impaling; ENC 1.
- **Standard Spells:** Heal (1-3), Healing Touch (1-3), Turn Undead (1-3), Ward (1).



## Priest

Priests tend to the spiritual needs of their communities, and many are trained in the healing arts.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	35	35	30	40
Attribute	-	Attribute	-			
<b>Wound Threshold</b>	6	<b>Health</b>	30			
<b>Movement Rating</b>	3	<b>Stamina</b>	2			
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>	30			
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	9			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Insignificant **Race:** [Template]

### Skills

**Charm +30 (Prs), Command +30 (Int, Prs), Deceive +30 (Int, Prs), Linguistics +30 (Int), Lore +40 (Int) [Specialization: Religion], Observe +10 (Prc), Restoration +20 (Wp), Ride +0 (Ag).**

### Talents & Traits

- (optional) **Inspire Wrath:** Reroll failed Personality based tests to inspire anger, and affects twice as many people while doing so.

### Combat

- **Standard Spells:** Cure Disease, Curing Touch, Heal (1-3), Healing Touch (1-3), Turn Undead (1-3).



## Rogue

Rogues are adventurers and opportunists with a gift for getting in and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting to their luck and cunning to survive.

Str	End	Ag	Int	Wp	Prc	Prs
35	30	45	35	30	40	45
Attribute	-	Attribute	-			
<b>Wound Threshold</b>	6	<b>Health</b>	30			
<b>Movement Rating</b>	4	<b>Stamina</b>	2			
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	35			
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	9			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Minor + **Race:** [Template]

### Skills

**Acrobatics +10 (Str, Ag), Athletics +10 (Str, End), Charm +30 (Prs), Commerce +10 (Int, Prs), Deceive +30 (Int, Prs), Evade +30 (Ag), First Aid +10 (Int, Ag), Intimidate +0 (Str, Wp), Investigate +10 (Int, Prc), Lore +20 (Int), Navigate +10 (Int, Prc), Observe +30 (Prc), Ride +20 (Ag), Stealth +30 (Ag, Int), Subterfuge +30 (Ag, Int), Survival +10 (Int, Prc)**

### Combat Style [Swashbuckler] +20 (Str, Ag)

Rogues fight with a flashy, daring, unconventional style.

- **Equipment:** Dagger, Rapier, Unarmed Combat

### Talents & Traits

- **Charlatan:** Can use the Deceive skill in place of Commerce.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Gambit:** Can test Deceive vs. target's Observe before melee attack. On success, no defense allowed. On fail, attack fails.
- **Leap Up:** Can take Regain Footing action for free.
- **Quick Draw:** Can take Ready Weapon action for free.
- **Step Aside:** Can reroll failed Evade tests for Outmaneuver
- **Swashbucker:** Ignore cap on combat rolls by Athletics or Acrobatics.

### Combat

One or more of the following weapons:

- **Steel Dagger (1H):** 1d10+2(+3) R; Pen 5; 5/10/20; (I)Size S; Reach S; Impaling, Thrown; ENC 1.
- **Steel Rapier (1H):** 2d10+1(+3) R; Pen 5; Size M; Reach L; Impaling, Well Balanced; ENC 1.

## Scholar

Scholars are the learned elite. Their studies sometimes take them outside the safety of their universities and into the wilds of Tamriel.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	50	30	35	35
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>	6	<b>Health</b>		30		
<b>Movement Rating</b>	3	<b>Stamina</b>		2		
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>		45		
<b>Damage Bonus</b>	3	<b>Carry Rating</b>		9		
<b>Maximum AP</b>	2	<b>Size</b>		Standard		

**Threat:** Insignificant **Race:** [Template]

## Skills

**Charm +0** (Prs), **Deceive +0** (Int, Prs), **Investigate +40** (Int, Prc), **Linguistics +40** (Int), **Logic +40** (Int, Prc) [Specializations: GM's choice], **Lore +40** (Int), **Observe +10** (Prc), **Ride +0** (Ag).

## Talents & Traits

- Rational:** Can re-roll failed Logic skill tests, once per test.



## Scout

Scouts rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	40	30	30	40	30

Attribute	-	Attribute	-
<b>Wound Threshold</b>	8	<b>Health</b>	40
<b>Movement Rating</b>	4	<b>Stamina</b>	3
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	30
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	10
<b>Maximum AP</b>	2	<b>Size</b>	Standard

**Threat:** Average - **Race:** [Template]

## Skills

**Athletics +30** (Str, End), **Evade +10** (Ag), **Lore +0** (Int), **Navigate +30** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Survival +30** (Int, Prc)

## Combat Style [Skirmisher] +20

Scouts are trained to make hit and run attacks with ranged weapons, resorting to their blades only when in dire need.

- Equipment:** Javelin, Shortsword, Short Bow, Small Shield

## Talents & Traits

- Ghost:** No penalties to Stealth tests from speed.
- Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- Skirmisher:** May make ranged attacks or cast magic at no penalty while moving fast (halve penalty for flat-out)
- Tracker:** May reroll Survival (Prc) tests to track others.

## Combat

- Padded Leather:** 12 AR all hit locations, Mundane, ENC 8.
- (optional) **Skirmisher's Buckler:** 20 AR; 1d5-2(+4) I; S; R S; Small, Mundane; ENC 1.

One or more of the following weapons:

- Steel Javelin (1H):** 2d10+1(+4) R; Pen 10; 10/20/50; (I) Size M; Reach L; Impaling, Thrown; ENC 2.
- Steel Shortsword (1H):** 1d10+5(+4) R; Pen 5; Size M; Reach S; Impaling; ENC 1.
- Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling. ENC 1. [Includes 24 arrows].

## Sorcerer

Though spellcasters by vocation, sorcerers rely most on summonings and enchantments. They are greedy for magic scrolls, rings, armor and weapons, and commanding undead and Daedric servants gratifies their egos.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	50	50	35	30
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		6	<b>Health</b>		30	
<b>Movement Rating</b>		3	<b>Stamina</b>		2	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		100	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		9	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major **Race:** [Template]

### Skills

**Alchemy +20** (Int), **Alteration +30** (Wp), **Conjuration +40** (Wp), **Commerce +10** (Int, Prs), **Deceive +0** (Int, Prs), **Destruction +30** (Wp), **Enchant +40** (Int), **Illusion +30** (Wp), **Logic +30** (Int, Prc), **Lore +40** (Int) [Specializations: Daedra, Magic], **Mysticism +30** (Wp), **Observe +10** (Prc), **Restoration +30** (Wp).

### Talents & Traits

- (optional) **Alchemist (As Needed):** Create potions from chosen school.
- (optional) **Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- (optional) **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Power Well (100%):** +100% of base Magicka Pool.
- **Wrest Control:** Can use Cast Magic action to test Wp vs. another character to take control of one of their summons.
- Any Enchanting talents the GM wishes them to have.

### Magic

- **Standard Spells:** Any spells the GM wishes them to have, to a maximum of level 5.
- **Non-standard Spells:** Any spells the GM wishes to invent for them to use.

### Combat

- Given most sorcerers love of magical trinkets and enchanted items, it is recommended the GM outfit them with several such enchantments and several magic scrolls. Most Sorcerers will have command of bound or summoned Daedric servants.

## Spellsword

Spellswords are spellcasting specialists trained to support Imperial troops in skirmish and in battle. Veteran spellswords are prized as mercenaries, and well-suited for careers as adventurers and soldiers-of-fortune.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	40	40	40	35	35
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		40	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		60	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average **Race:** [Template]

### Skills

**Alteration +20** (Wp), **Athletics +30** (Str, End), **Command +20** (Int, Prs), **Destruction +30** (Wp), **Evade +10** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Lore +20** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Restoration +20** (Wp), **Ride +30** (Ag), **Survival +20** (Int, Prc)

### Combat Style [Spellsword] +20

Spellswords weave together sword and spell on the field of battle, preferring lighter armor to more easily enable spellcasting.

- **Equipment:** Broadsword, Mace, War Axe.

### Talents & Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Power Well (50%):** +50% of base Magicka Pool.
- **Skirmisher:** May make ranged attacks or cast magic at no penalty while moving fast (halve penalty for flat-out)
- **Spell Sword:** Cast spells one handed at no penalty.

### Combat

- **Steel Ringmail:** 15 AR to all locations, Mundane, ENC 14.
- **Standard Spells:** Dispel, Fire Ball (1-4), Frost Bite (1-5), Heal (1-4), Lightning Bolt (1-5), Barrier (1-2), Ward (1-3).

And one of the following weapons:

- **Steel Broadsword (1H):** 2d10+2(+4) R; Pen 5; Size M; Reach M; Impaling; ENC 2.
- **Steel Mace (1H):** 1d10+5(+4) I; Pen 15; Size M; Reach S; Concussive; ENC 2.
- **Steel War Axe (1H):** 2d10+1(+4) R; Pen 10; Size M; Reach M; Tearing, Unbalanced; ENC 2.

## Thief

*Profiting from the losses of others is their love. Able to be swift in shadow, and crafty in bartering. Locks are enemies, and lock-picks are their swords.*

Str	End	Ag	Int	Wp	Prc	Prs
35	40	45	35	35	40	40
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>		7	<b>Health</b>		40	
<b>Movement Rating</b>		5	<b>Stamina</b>		3	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		35	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		10	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	
<b>Threat:</b> Minor <b>Race:</b> [Template]						

### Skills

**Acrobatics +30** (Str, Ag), **Athletics +30** (Str, End), **Combat +0** (Str, Ag), **Commerce +10** (Int, Prs), **Evade +20** (Ag), **First Aid +10** (Int, Ag), **Lore +10** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Subterfuge +40** (Ag, Int), **Survival +10** (Int, Prc).

### Talents & Traits

- Catfall:** Reduce fall distance by AB for calculating damage.
- Charlatan:** Can use the Deceive skill in place of Commerce
- Ghost:** No penalties to Stealth tests from speed.

### Combat

- Steel Dagger (1H):** 1d10+2(+3) R; Pen 5; 5/10/20; (I)Size S; Reach S; Impaling, Thrown; ENC 1.

*“Eslaf discovered that among the ways of getting food, asking for it was the most troublesome. Far easier was finding it in the wilderness, or taking it from unguarded market stalls. The only thing worse than begging to get food was begging for the opportunity to work for the money to buy it. That seemed needlessly complicated.”*

*Thief*

## Warrior

*Warriors are the professional men-at-arms, soldiers, mercenaries, and adventurers of Tamriel, trained with various weapons and armor styles, conditioned by long marches, and hardened by ambush, skirmish, and battle.*

Str	End	Ag	Int	Wp	Prc	Prs
45	45	40	30	35	35	30
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>		8	<b>Health</b>		45	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		30	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	
<b>Threat:</b> Average + <b>Race:</b> [Template]						

### Skills

**Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Command +10** (Int, Prs), **Evade +10** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Lore +0** (Int), **Navigate +10** (Int, Prc), **Observe +20** (Prc), **Ride +30** (Ag), **Survival +20** (Int, Prc)

### Talents & Traits

- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- (optional) **Formation Fighting:** 3+ characters with this talent can close into a formation, which reduces the AP of any foes engaged with the unit by one as long as the foes are not also in a formation.
- Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Combat

- Given how broad “warrior” is as a category, we advise the GM customize the equipment of a given warrior to best suit their needs. Take into account the warrior’s culture, and the quality and type of equipment available.

### Using Warriors

This profile is interesting because it’s very broad, and in many cases a more specific profile in the next section will do the job better. Regardless, it makes a useful baseline for generic soldiers and mercenaries. It is important to consider the type of warrior you’re dealing with, as different types of warriors fight and are equipped quite differently. Do not be afraid to give your warriors weapons and armor made from materials other than steel if it better reflects their culture (Moonstone for soldiers serving the Aldmeri Dominion, for example, Bonemold/Chitin/Malachite for Dunmer, or Orichalcum for Orcs).

## Witch Hunter

Witchhunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks, and necromancers.

Str	End	Ag	Int	Wp	Prc	Prs
40	38	40	40	45	40	30
Attribute		Attribute				
<b>Wound Threshold</b>		<b>Health</b>				
<b>Movement Rating</b>		<b>Stamina</b>				
<b>Initiative Rating</b>		<b>Magicka Pool</b>				
<b>Damage Bonus</b>		<b>Carry Rating</b>				
<b>Maximum AP</b>		<b>Size</b>				

**Threat:** Average - **Race:** [Template]

### Skills

**Alchemy +20** (Int), **Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Conjuration +30** (Wp), **Evade +20** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Lore +20** (Int), **Mysticism +20** (Wp), **Navigate +10** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +20** (Ag, Int), **Subterfuge +10** (Ag, Int), **Survival +20** (Int, Prc)

### Talents & Traits

- **Alchemist (As Needed):** Create potions from chosen school.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Power Well (50%):** +50% of base Magicka Pool.
- **Rapid Reload:** Reduce Reload of ranged weapons by 1.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- **Skirmisher:** May make ranged attacks or cast magic at no penalty while moving fast (halve penalty for flat-out).
- **Tracker:** May reroll Survival (Prc) tests to track others.

### Combat

- **Padded Leather:** 12 AR all hit locations, Mundane, ENC 8.
- **Standard Spells:** Dispel, Summon Daedric Weapon (1-3), Summon Spirit (1-3), Magicka Sight (1-3), Spell Mirror (1-3).

And one or more of the following weapons:

- **Silver Shortsword (1H):** 1d10+4(+4) R; Pen 5; Size M; Reach S; Dire, Impaling; ENC 1.
- **Silver Mace (1H):** 1d10+4(+4) I; Pen 15; Size M; Reach S; Concussive, Dire; ENC 2.
- **Light Steel Crossbow:** 2d10+5 R; Pen 15; IS S; 15/125/250; Rld 3; Complex, Impaling. ENC 2. [Includes 24 silver bolts, which grant Dire].

## Slave

Slaves are found throughout Tamriel, though the Empire has outlawed slavery in most provinces.

Str	End	Ag	Int	Wp	Prc	Prs
40	35	30	25	25	30	25
Attribute		Attribute				
<b>Wound Threshold</b>		<b>Health</b>				
<b>Movement Rating</b>		<b>Stamina</b>				
<b>Initiative Rating</b>		<b>Magicka Pool</b>				
<b>Damage Bonus</b>		<b>Carry Rating</b>				
<b>Maximum AP</b>		<b>Size</b>				

**Threat:** Insignificant **Race:** [Template]

### Skills

**Athletics +30** (Str, End), **Lore +10** (Int), **Observe +10** (Prc), **Profession [Varies] +30** (Varies), **Survival +0** (Int, Prc).

### Entertainer

- -10 Strength (-1 Wound Threshold, -1 Dam. Bonus, -2 CR), +10 Personality
- **Acrobatics +20** (Str, Ag), **Profession [Acting] +20** (Ag, Prs), **Profession [Musicianship] +30** (Ag, Prs)

### Fighting Slave

- **Combat +20** (Str, Ag)
- (optional) **Patchwork Armor:** 8 AR body/arms/legs, Mundane, ENC 10.
- Weapons/Shields: whatever the GM deems appropriate. We recommend poor quality equipment, made of cheaper materials like iron or chitin.

### Household Slave

- +5 Intelligence (+5 Magicka), +5 Personality
- **Deceive +10** (Int, Prs), **Linguistics +10** (Int), **Observe +20** (Prc), **Profession [Valet] +30** (Ag, Prs)
- Lose Survival.

# SPECIAL NPCs

This section contains profiles for specific types of NPCs that are associated with a particular province, culture, faction, or are otherwise unique in some fashion.

## Aldmeri Dominion Soldier

The Aldmeri Dominion refers to any of the empires established by the Altmer over Tamriel's history. The latest, the Third Dominion, encompasses Valenwood and Alinor, and has absorbed Elsweyr as a client state.

Str	End	Ag	Int	Wp	Prc	Prs
45	45	40	30	35	35	30
Attribute		-				
<b>Wound Threshold</b>		8				
<b>Movement Rating</b>		4				
<b>Initiative Rating</b>		7				
<b>Damage Bonus</b>		4				
<b>Maximum AP</b>		2				
<b>Threat:</b> Average + <b>Race:</b> Altmer or Bosmer						
<b>Health</b>		45				
<b>Stamina</b>		3				
<b>Magicka Pool</b>		30				
<b>Carry Rating</b>		12				
<b>Size</b>		Standard				

### Skills

**Athletics +30** (Str, End), **Command +0** (Int, Prs), **Evade +10** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Lore +0** (Int), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Ride +20** (Ag), **Stealth +10** (Ag, Prc) **Survival +20** (Int, Prc)

### Combat Style [Dominion Infantryman] +20

Dominion infantrymen are trained to fight in battlefield formations with sword, spear, and shield.

- **Equipment:** Broadsword, Shortspear, Medium Shield.

### Talents & Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Formation Fighting:** 3+ characters with this talent can close into a formation, which reduces the AP of any foes engaged with the unit by one as long as the foes are not also in a formation.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Combat

One of the following armor types:

- (optional) **Dominion Scaled:** 21 AR all locations, ENC 18.
- **Dominion Partial Plate:** 23 AR to all locations, ENC 22.
- **Dominion Shield:** 28 AR; 1d5(+4) I; S M; R S; Medium; ENC 2.

One or more of the following weapons:

- **Moonstone Shortspear** 2d10+3(+4) R; Pen 13; Size M; Reach L; Dire, Impaling; ENC 2.
- **Moonstone Broadsword (1H):** 2d10+2(+4) R; Pen 8; Size M; Reach M; Dire, Impaling; ENC 2.

### Dominion Veteran (can be applied to any variant)

- **Combat Style [Varies] +30** (Str, Ag), **Athletics +40** (Str, End), **Command +10** (Int, Prs), **Observe +30** (Prc), **Stealth +30** (Ag, Prc)

### Dominion Commander

- **Command +40** (Int, Prs), **Logic +20** (Int), **Lore +20** (Int), **Profession [Tactician] +30** (Int)

### Dominion Scout/Skirmisher

- **Observe +30** (Prc), **Stealth +30** (Ag, Prc)
- **Ghost:** No penalties to Stealth tests from speed.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- **Skirmisher:** May make ranged attacks or cast magic at no penalty while moving fast (halve penalty for flat-out).
- **Rapid Reload:** Reduce Reload of ranged weapons by 1.
- **Tracker:** May reroll Survival (Prc) tests to track others.

### Combat Style [Dominion Skirmisher] +20

Dominion skirmishers move ahead of infantry formations, making hit and run attacks with ranged weapons.

- **Equipment:** Broadsword, Long Bow, Small Shield

Armor and weapons options:

- **Moonstone Long Bow:** 2d10+4 R; Pen 15; IS S; 35/150/265; Rld 2; Impaling. ENC 1. [Includes 24 moonstone arrows: Dire, +3 pen].
- **Moonstone Short Bow:** 1d10+5 R; Pen 5; IS S; 30/115/215; Rld 1; Impaling. ENC 1. [Includes 24 moonstone arrows: Dire, +3 pen].

### Dominion Cavalryman

- **Ride +30** (Ag)
- **Cavalry:** Ignore skill cap on combat rolls from Ride skill.
- **Mounted Warrior:** Use Ride in place of Evade on mount
- **Formation Fighting:** (See left)

### Combat Style [Dominion Cavalryman] +20

Legion Cavalrymen are trained to support legion infantry formations with flank charges, and if necessary to engage enemy cavalry.

- **Equipment:** Broadsword, Shortspear, Medium Shield

## Alik'r Warrior

The warriors of the Alik'r desert are renowned for their skill with blades, and are often sought after as mercenaries.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	45	35	35	40	30
<b>Attribute</b>		<b>Attribute</b>				-
<b>Wound Threshold</b>	8		<b>Health</b>	45		
<b>Movement Rating</b>	4		<b>Stamina</b>	3		
<b>Initiative Rating</b>	8		<b>Magicka Pool</b>	35		
<b>Damage Bonus</b>	4		<b>Carry Rating</b>	12		
<b>Maximum AP</b>	2		<b>Size</b>	Standard		

**Threat:** Average **Race:** Redguard

### Skills

**Athletics +30** (Str, End), **Commerce +10** (Int, Prs), **Evade +20** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Lore +10** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +10** (Ag, Int), **Survival +20** (Int, Prc)

### Combat Style [Alik'r Swordsman] +20

The Alik'r swordsmen fight primarily with curved blades, and excel in single combat. Their unique style is influenced by the ancient traditions of the Ansei.

- **Equipment:** Dagger, Scimitar, Longsword, Shortsword

### Talents & Traits

- **Adrenaline Rush:** Once per encounter can gain a level of fatigue in order to double their Stamina for 30 seconds (6 rounds). Can extend duration for another level per round.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Resistance (Poison, 75%):** Reduce poison damage by 75%.

### Combat

One of the following armor types:

- **Padded Leather:** 12 AR to all locations, Mundane, ENC 8.
- **Steel Ringmail:** 15 AR to all locations, Mundane, ENC 14.

And one of the following weapons:

- **Steel Scimitar (1H):** 2d10+3(+4) R; Pen 2; Size M; Reach M; Unbalanced, Tearing; ENC 2.

## Ashlander Tribesman

Ashlander tribesmen are equal parts warrior and hunter.

Str	End	Ag	Int	Wp	Prc	Prs
35	40	45	30	35	45	30
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>	7		<b>Health</b>	40		
<b>Movement Rating</b>	4		<b>Stamina</b>	3		
<b>Initiative Rating</b>	8		<b>Magicka Pool</b>	30		
<b>Damage Bonus</b>	3		<b>Carry Rating</b>	10		
<b>Maximum AP</b>	2		<b>Size</b>	Standard		

**Threat:** Average - **Race:** Dunmer

### Skills

**Athletics +30** (Str, End), **Evade +10** (Ag), **Lore +10** (Int), **Navigate +30** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Survival +30** (Int, Prc)

### Combat Style [Ashlander Tribesman] +20

Ashlanders most often fight small skirmishes with other tribes, preferring the use of bows, spears and war axes. Some ride tamed Guar into battle.

- **Equipment:** Short Bow, Shortspear, War Axe, Medium Shield

### Talents & Traits

- **Ancestor Guardian:** Dunmer can invoke a guardian spirit of one of their ancestors through the Cast Magic action. For NPC dunmer this can only be done once, and summons a generic ghost. It is advised GMs not overuse this.
- **Resistance (Fire, 75%):** Reduce fire damage by 75%.
- **Skirmisher:** May make ranged attacks or cast magic at no penalty while moving fast (halve penalty for flat-out)
- **Tracker:** May reroll Survival (Prc) tests to track others.

### Combat

One of the following armor types:

- **Netch Leather:** 12 AR to all locations, Mundane, ENC 8.
- **Chitin Plate:** 14 AR all hit locations, Mundane, ENC 16.
- (optional) **Chitin Shield:** 19 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 1.

One or more of the following weapons:

- **Chitin War Axe (1H):** 2d10(+3) R; Pen 5; Size M; Reach M; Tearing, Unbalanced; ENC 1.
- **Chitin Shortspear (1H):** 2d10+2(+3) R; Pen 5; Size M; Reach L; Impaling, Unwieldy; ENC 1.
- **Chitin Long Bow:** 2d10+5 R; Pen 15; IS S; 20/130/255; Rld 2; Impaling. ENC 1. [Includes 24 chitin arrows, -1 Damage -5 Pen].

## Ashlander Wise Woman

*Ashlander Wise Women are the spiritual leaders of their tribes. They provide advice and guidance, and maintain Ashlander traditions.*

Str	End	Ag	Int	Wp	Prc	Prs
30	30	35	45	40	40	40
		Attribute	-	Attribute		-
<b>Wound Threshold</b>		6	<b>Health</b>		30	
<b>Movement Rating</b>		3	<b>Stamina</b>		2	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		45	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		9	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Minor **Race:** Dunmer

### Skills

**Alchemy +30** (Int), **Charm +10** (Prs), **Commerce +20** (Int, Prs), **Deceive +10** (Int, Prs), **First Aid +30** (Int, Ag), **Logic +10** (Int, Prc), **Lore +40** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Restoration +40** (Wp), **Survival +20** (Int, Prc)

### Talents & Traits

- **Alchemist (Restoration):** Create potions w/Restoration.
- **Ancestor Guardian:** Dunmer can invoke a guardian spirit of one of their ancestors through the Cast Magic action. For NPC dunmer this can only be done once, and summons a generic ghost. It is advised GMs not overuse this.
- **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill
- **Resistance (Fire, 75%):** Reduce fire damage by 75%.

### Magic

- **Standard Spells:** Cure Disease, Cure Paralysis, Curing Touch, Heal (1-4), Healing Touch (1-5), Restore Strength (1-3), Restore Endurance (1-3), Turn Undead.

---

*"I have spent some time among the Ashlander clans and have personally witnessed a Wise Woman who was able to heal a gravely injured hunter. The recovery from a grievous injury within the span of a day was nothing short of miraculous. This hunter, who was gored badly by some creature, was at death's door when brought to the Wise Woman. The loss of blood alone did not bode well for survival. I did not witness whatever rituals the Wise Woman may have performed in his healing. I was, however, able to speak with the hunter, and within a day, she was up and walking."*

*Ashlander Wise Women*

---

## Blades Agent

*Blades agents serve as the Emperor's eyes and ears across the Empire.*

Because there are so many different types of Blades agents, this profile is a template that is intended to be applied to another, complete profile.

### Skills

If the chosen profile lacks any of the following skills, add those skills at the listed rank. All Blades agents should possess some sort of combat skill.

**Acrobatics +10** (Str, Ag), **Athletics +20** (Str, End), **Charm +30** (Prs), **Commerce +20** (Int, Prs), **Deceive +30** (Int, Prs), **Evade +20** (Ag), **First Aid +20** (Int, Ag), **Intimidate +20** (Str, Wp), **Investigate +40** (Int, Prc), **Linguistics +30** (Int), **Logic +30** (Int, Prc), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Subterfuge +40** (Ag, Int), **Survival +20** (Int, Prc)

### Talents

If the chosen profile lacks any of the following talents, add them.

- **Attention to Detail:** Can oppose Deceive with Investigate.
- **Iron Will:** Reroll Willpower tests to resist any form of manipulation or coercion (once per test).
- **Light Sleeper:** Counts as being awake for the purposes of making tests and determining surprise even while sleeping.
- **Questioning:** Reroll failed Personality based tests to gather information.
- **Trust No One:** Reroll failed Perception based tests in order to detect deception.

---

*"The most visible and well documented were the members who personally guarded the Emperor, still wearing the original Akaviri armor. But that was the just the tip of the spear, for the Blades were a larger organization, stretching to every corner of Tamriel. These agents were of every race. They were merchants, thieves, craftsmen, mages, and warriors, all acting as spies, protecting the Empire as needed, and operating in secret. They often acted alone, but some fragments speak of them meeting in secret fortresses across the continent."*

*The Rise and Fall of the Blades*

---

## Blades Guard

Some Blades agents have the honor of guarding the Emperor himself. Each is a fearsome warrior as well as a skilled agent.

Str	End	Ag	Int	Wp	Prc	Prs
45	45	45	40	40	40	35
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		45	
<b>Movement Rating</b>		4	<b>Stamina</b>		4	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		40	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major **Race:** [Template]

## Skills

**Acrobatics +10** (Str, Ag), **Athletics +40** (Str, End), **Charm +30** (Prs), **Commerce +20** (Int, Prs), **Deceive +30** (Int, Prs), **Evade +30** (Ag), **First Aid +20** (Int, Ag), **Intimidate +20** (Str, Wp), **Investigate +40** (Int, Prc), **Linguistics +30** (Int), **Logic +30** (Int, Prc), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Ride +30** (Ag), **Stealth +30** (Ag, Int), **Subterfuge +40** (Ag, Int), **Survival +30** (Int, Prc)

## Combat Style [Blades Guard] +40

The fighting style of the modern Blades, and their use of the Katana, is still heavily influenced by the ancient Akaviri Dragonguard.

- **Equipment:** Katana, Medium Shield, Tanto, Wakizashi, Unarmed Combat.

## Talents & Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Leap Up:** Can take Regain Footing action for free.
- **Quick Draw:** Can take Ready Weapon action for free.

## Combat

- **Ceremonial Akaviri Armor:** 26 AR all locations, ENC 30.
- (optional) **Akaviri Shield:** 31 AR; 1d5(+4) I; S M; R S; Medium; ENC 2.
- **Ebony Akaviri Katana (1.5H):** 2d10+7(+4) R; Pen 10; Size M; Reach M; Dire, Impaling, Proven (3), Tearing, Well Balanced; ENC 3.
- **Ebony Akaviri Tanto (1H):** 1d10+7(+4) R; Pen 7; Size S; Reach S; Dire, Impaling, Tearing; ENC 2.

## Briarheart

Briarhearts are Forsworn who, through the use of primitive hedge-magic, have become possessed by natural spirits. Their hearts are left exposed, embedded into their chests.

Str	End	Ag	Int	Wp	Prc	Prs
60	55	40	15	40	40	15
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		11	<b>Health</b>		55	
<b>Movement Rating</b>		4	<b>Stamina</b>		4	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		15	
<b>Damage Bonus</b>		6	<b>Carry Rating</b>		17	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average **Race:** Breton or Nord

## Skills

**Athletics +30** (Str, End), **Evade +10** (Ag), **Combat +20** (Str, Ag), **Intimidate +30** (Str, Wp), **Navigate +30** (Int, Prc), **Observe +30** (Prc), **Survival +30** (Int, Prc)

## Talents & Traits

- **Battle Rage:** Can spend full round psyching up to gain Frenzied condition.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Undead:** Immune to disease, age, poison, fatigue, blood loss, deafened, dazed, organ damage (use common sense).
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

## Combat

One or more of the following weapons:

- **Forsworn Battle Axe (1.5H):** 2d10+4(+6) R; Pen 10; Size M; Reach L; Barbed, Tearing, Primitive (7), Unbalanced; ENC 2.
- **Forsworn Great Sword (2H):** 3d10+5(+5) R; Pen 5; Size H; Reach L; Barbed, Impaling, Sundering, Primitive (7), Unbalanced; ENC 4.
- **Forsworn Maul (2H):** 3d10(+5) I; Pen 20; Size H; Reach L; Barbed, Concussive, Sundering, Unwieldy; ENC 4.

## Briarheart Shaman

- **Destruction +30** (Wp)
- **Standard Spells:** Cone of Fire (1-3), Fire Bite (1-3), Lightning Bolt (1-3)

Note: A Briarheart's "heart" is a discrete hit location that can be targeted with Choose Location. Crippling wounds (or worse) to this location kill the Briarheart.

## Buoyant Armiger

The Buoyant Armigers are a small military order of the Tribunal Temple, exclusively dedicated to and answering to Lord Vivec. The Buoyant Armigers pattern themselves on Vivec's heroic spirit of exploration and adventure, and seek to emulate his mastery of the varied arts of personal combat, chivalric courtesy, and subtle verse.

Str	End	Ag	Int	Wp	Prc	Prs
45	40	50	40	40	40	40
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		40	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		40	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major **Race:** Dunmer

### Skills

**Athletics +40** (Str, End), **Charm +20** (Prs), **Commerce +10** (Int, Prs), **Deceive +20** (Int, Prs), **Evade +30** (Ag), **First Aid +20** (Int, Ag), **Intimidate +20** (Str, Wp), **Investigate +20** (Int, Prc), **Linguistics +10** (Int), **Logic +10** (Int, Prc), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +30** (Ag), **Stealth +30** (Ag, Int), **Subterfuge +30** (Ag, Int), **Survival +30** (Int, Prc)

### Combat Style [Buoyant Armiger] +40

Buoyant Armigers typically fight in small squads. They master the arts of sword, spear, bow, and spell.

- **Equipment:** Dagger, Longsword, Halberd/Poleaxe, Longbow, Medium Shield

### Talents & Traits

- **Ancestor Guardian:** Dunmer can invoke a guardian spirit of one of their ancestors through the Cast Magic action. For NPC dunmer this can only be done once, and summons a generic ghost. It is advised GMs not overuse this.
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Leap Up:** Can take Regain Footing action for free.
- **Quick Draw:** Can take Ready Weapon action for free.
- **Resistance (Fire, 75%):** Reduce fire damage by 75%.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Combat

- **Malachite Partial Plate:** 27 AR all locations, ENC 17.
- (optional) **Malachite Shield:** 32 AR; 1d5(+4) I; S M; R S; Medium; ENC 1.

One or more of the following weapons:

- **Malachite Halberd (2H):** 2d10+6(+4) R; Pen 20; Size L; Reach VL; Dire, Sundering, Unbalanced; ENC 2.
- **Malachite Dagger (1H):** 1d10+4(+4) R; Pen 10; 5/10/20; (I)Size S; Reach S; Dire, Impaling, Thrown; ENC 1.
- **Malachite Longsword (1.5H):** 2d10+7(+4) R; Pen 10; Size M; Reach L; Dire, Impaling; ENC 1.
- **Malachite Long Bow:** 2d10+5 R; Pen 15; IS S; 35/145/270; Rld 2; Impaling. ENC 1. [Includes 24 malachite arrows, +2 Damage +5 Pen, Dire].

*"There was a great display of love and duty around the netted monster, and Vivec was at the center with a headdress made of mating bones. He laughed and told mystical jokes and made the heads of the three houses marry and become a new order. 'You shall forever be now my Buoyant Armigers,' he said."*

*The Thirty-Six Lessos of Vivec, Sermon Twenty-Four*



## Dawnguard Hunter

The Dawnguard are a group of vampire hunters based out of Fort Dawnguard in Skyrim.

Str	End	Ag	Int	Wp	Prc	Prs		
40	40	40	40	45	40	30		
Attribute		-	Attribute					
<b>Wound Threshold</b>	8		<b>Health</b>	40				
<b>Movement Rating</b>	4		<b>Stamina</b>	3				
<b>Initiative Rating</b>	8		<b>Magicka Pool</b>	40				
<b>Damage Bonus</b>	4		<b>Carry Rating</b>	11				
<b>Maximum AP</b>	2		<b>Size</b>	Standard				

**Threat:** Average - **Race:** [Template]

### Skills

**Alchemy +20** (Int), **Athletics +30** (Str, End), **Combat +30** (Str, Ag), **Destruction +30** (Wp), **Evade +20** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Restoration +20** (Wp), **Ride +20** (Ag), **Stealth +20** (Ag, Int), **Subterfuge +10** (Ag, Int), **Survival +20** (Int, Prc)

### Talents & Traits

- **Alchemist (As Needed):** Create potions from chosen school.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Rapid Reload:** Reduce Reload of ranged weapons by 1.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- **Skirmisher:** May make ranged attacks or cast magic at no penalty while moving fast (halve penalty for flat-out).
- **Tracker:** May reroll Survival (Prc) tests to track others.

### Combat

- **Standard Spells:** Fire Bite (1-4), Fire Bolt (1-4), Fire Rune (1-3), Heal (1-4), Healing Touch (1-4), Turn Undead (1-3), Ward (1-3)

One of the following armor types:

- **Dawnguard Leather:** 13 AR all hit locations, ENC 8.
- **Dawnguard Scaled:** 19 AR all hit locations, ENC 22.



And one or more of the following weapons:

- **Runic Dagger (1H):** 1d10+2(+4) R; Pen 5; 5/10/20; (I) Size S; Reach S; Dire, Impaling, Thrown; ENC 1.
- **Runic Longsword (1.5H):** 2d10+5(+4) R; Pen 5; Size M; Reach L; Dire, Impaling; ENC 2.
- **Runic Mace (1H):** 1d10+5(+4) I; Pen 15; Size M; Reach S; Concussive, Dire; ENC 2.
- **Runic Shortsword (1H):** 1d10+5(+4) R; Pen 5; Size M; Reach S; Dire, Impaling; ENC 1.
- **Runic War Axe (1H):** 2d10+1(+4) R; Pen 10; Size M; Reach M; Dire, Tearing, Unbalanced; ENC 2.
- **Light Steel Crossbow:** 2d10+5 R; Pen 15; IS S; 15/125/250; Rld 3; Complex, Impaling. ENC 2. [Includes 24 runic bolts, which grant Dire].
- **Heavy Rapid-Fire Crossbow:** 3d10+4 R; Pen 25; IS S; 30/160/310; Rld 2; Impaling. ENC 3. [Includes 24 runic bolts, which grant Dire].

## Dark Brotherhood Assassin

The Dark Brotherhood is an infamous guild of assassins.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	50	35	40	50	35
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		40	
<b>Movement Rating</b>		5	<b>Stamina</b>		3	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		35	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		3	<b>Size</b>		Standard	

**Threat:** Major - **Race:** [Template]

### Skills

**Acrobatics +30** (Str, Ag), **Alchemy +30** (Int), **Athletics +30** (Str, End), **Charm +20** (Prs), **Commerce +10** (Int, Prs), **Deceive +30** (Int, Prs), **Evade +30** (Ag), **First Aid +20** (Int, Ag), **Intimidate +20** (Str, Wp), **Investigate +30** (Int, Prc), **Lore +20** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +40** (Ag, Int), **Subterfuge +40** (Ag, Int), **Survival +10** (Int, Prc)

### Combat Style [Assassin] +40

Assassins are trained to fight with short blades in close quarters against one or two opponents, and to pick off targets with bows.

- **Equipment:** Dagger, Shortsword, Shortbow, Throwing Dagger, Unarmed Combat.

### Talents & Traits

- **Alchemist (Destruction):** Create potions w/destruction.
- **Assassin Strike:** Can use Open Range special as the attacker.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Nimble:** Use Agility Bonus twice when calculating Max AP.
- **Perfect Shot:** Increase damage inflicted with a ranged weapon by DoS on the attack test.
- **Rapid Reload:** Reduce Reload of ranged weapons by 1.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.

### Combat

- **DBH Leather Armor:** 13 AR to all locations, ENC 8.

One or more of the following weapons:

- **Adamantium Dagger (1H):** 1d10+4(+4) R; Pen 10; 5/10/20; (I)Size S; Reach S; Impaling, Thrown; ENC 1.
- **Adamantium Shortsword (1H):** 1d10+7(+4) R; Pen 10; Size M; Reach S; Impaling; ENC 1.

- **4 Adamantium Throwing Daggers (1H):** 1d10+3(+4) R; Pen 10; 10/20/30; (I)Size S; Reach S; Impaling, Thrown; ENC 0.
- **Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling. ENC 1. [Includes 24 Adamantium arrows +2 Damage +5 Pen].

## Hedge-Mage

Hedge-Mages are those mages who operate outside the mainstream of magic users. Often self taught, they are often found using their talents as village healers, or as highwaymen. They are particularly common in High Rock, and are viewed as unpredictable and dangerous to those around them.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	45	50	35	35
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		6	<b>Health</b>		30	
<b>Movement Rating</b>		3	<b>Stamina</b>		2	
<b>Initiative Rating</b>		6	<b>Magicka Pool</b>		90	
<b>Damage Bonus</b>		3	<b>Carry Rating</b>		9	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major - **Race:** [Template]

### Skills

**Alchemy +30** (Int), **Alteration +20** (Wp), **Charm +10** (Prs), **Combat +0** (Str, Ag), **Conjuration +10** (Wp), **Commerce +10** (Int, Prs), **Deceive +10** (Int, Prs), **Destruction +30** (Wp), **Illusion +20** (Wp), **Logic +30** (Int, Prc), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Restoration +30** (Wp), **Ride +20** (Ag), **Survival +10** (Int, Prc)

### Talents & Traits

- **Alchemist (As Needed):** Create potions from chosen school.
- **Creative:** Non-standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- **Power Well (100%):** +100% of base Magicka Pool.
- **Trickster:** Can spend 3 Magicka to test Illusion in place of Deceive.
- **Unbound Magicka:** Can choose to double bonus from Creative talent, but this causes automatic backfire (all one to the result for each DoS, or two for each DoF).

### Magic

- **Non-standard Spells:** Any spells the GM wishes to invent for them to use.

## Imperial Battlemage

*Imperial Battlemages are the elite wizard-warriors of the Empire. Once trained in the Battlespire, a bastion located in the slipstream between Oblivion and Mundus, the Imperial Battlemages make up a division of the Imperial Legion known as the Shadow Legion. While ultimately loyal to the Legion, they have close ties with the Mages Guild.*

Str	End	Ag	Int	Wp	Prc	Prs
50	50	45	50	55	45	35
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>		9	<b>Health</b>			
<b>Movement Rating</b>	4	<b>Stamina</b>		4		
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>		125		
<b>Damage Bonus</b>	5	<b>Carry Rating</b>		15		
<b>Maximum AP</b>	3	<b>Size</b>		Standard		

**Threat:** Extreme **Race:** [Template]

### Skills

**Alteration +40** (Wp), **Athletics +30** (Str, End), **Charm +0** (Prs), **Command +30** (Int, Prs), **Conjuration +40** (Wp), **Deceive +0** (Int, Prs), **Destruction +40** (Wp), **Enchant +40** (Int), **Evade +30** (Ag), **First Aid +20** (Int, Ag), **Illusion +40** (Wp), **Intimidate +30** (Str, Wp), **Logic +20** (Int, Prc), **Lore +40** (Int), **Mysticism +40** (Wp), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Profession [Tactician] +40** (Int), **Restoration +40** (Wp), **Ride +30** (Ag), **Survival +20** (Int, Prc)

Pick two of Alteration, Destruction, Illusion, Mysticism, or Restoration to advance to +50.

### Combat Style [Battlemage] +40 (Str, Ag)

*Battlemages are battlefield warriors who fight in heavy armor, weaving sword and spell to destroy their enemies.*

- **Equipment:** Battle Axe, Longsword, Warhammer.

### Talents & Traits

- **Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- (optional) **Cryomancer:** Roll an extra d10 and use highest set of results when rolling frost damage.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- (optional) **Electromancer:** Roll an extra d10 and use highest set of results when rolling shock damage.

- **Enchanter (All):** Create enchantments using chosen school.
- (optional) **Flow of Magicka:** Can test Mysticism -20 as a reaction to a cast magic action targeting the character. On success, the magic has no effect and the character gains Magicka equal to half the total cost of the components. Failure incurs magical backfire (use most expensive component of incoming spell).
- **Formation Fighting:** 3+ characters with this talent can close into a formation, which reduces the AP of any foes engaged with the unit by one as long as the foes are not also in a formation.
- **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- **Intimidating:** Use StB twice when calculating Max AP.
- **Master** (one school of GM's choice, chosen from the two rank 5 skills): Reroll failed casting tests when casting spells from the chosen school, but only once per test.
- **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Power Well (150%):** +150% of base Magicka Pool.
- (optional) **Pyromancer:** Roll an extra d10 and use highest set of results when rolling fire damage.
- **Spell Sword:** Cast spells one handed at no penalty.
- **Telepath:** Spend 1 magicka to gain Telepathic for 1 min.
- (optional) **Wrest Control:** Can use Cast Magic action to test Willpower vs. another character to take control of one of their summons.

### Combat

- (optional) **Ebony Ringmail:** 25 AR all locations, ENC 21
- **Ebony Full Plate:** 40 AR all locations, ENC 72
- **Standard/Non-standard Spells:** Any spells the GM wishes them to know, up to the highest level.
- **Advanced Rituals:** Rite of Motion, Rite of Sight.
- Any Enchanted items the GM wishes to give them.

And one of the following weapons:

- **Ebony Battle Axe (1.5H):** 2d10+9(+5) R; Pen 15; Size M; Reach L; Dire, Tearing, Unbalanced; ENC 3.
- **Ebony Longsword (1.5H):** 2d10+10(+5) R; Pen 10; Size M; Reach L; Dire, Impaling; ENC 3.
- **Ebony Warhammer (1.5H):** 2d10+5(+5) I; Pen 20; Size M; Reach M; Concussive, Dire, Sundering; ENC 3.

### Using Imperial Battlemages

Imperial Battlemages are extremely powerful foes. They represent the best warriors that the Empire has to offer. Well trained and well equipped, the GM should be very careful about how he employs them. Each is a force in his own right, and should be treated as such. The GM is encouraged to customize this profile beyond the baseline for individual battlemages to give them more personality and reflect their unique style.

## Legion Soldier

The Imperial Legion, also known as the Imperial Army and the Ruby Ranks, is the main fighting force of the Empire of Tamriel.

Str	End	Ag	Int	Wp	Prc	Prs
45	45	40	30	35	35	30
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		45	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		7	<b>Magicka Pool</b>		30	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Average + **Race:** [Template]

### Skills

**Athletics +30** (Str, End), **Command +0** (Int, Prs), **Evade +10** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Lore +10** (Int), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Ride +20** (Ag), **Stealth +10** (Ag, Prc) **Survival +20** (Int, Prc)

### Combat Style [Legion Infantryman] +20

Legionnaires are trained to fight in battlefield formations with sword, spear, and shield, using javelins to soften up the enemy.

- **Equipment:** Shortspear, Shortsword, Javelin, Tower Shield.

### Talents & Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Formation Fighting:** 3+ characters with this talent can close into a formation, which reduces the AP of any foes engaged with the unit by one as long as the foes are not also in a formation.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Combat

One of the following armor types:

- (optional) **Legion Scaled:** 18 AR all locations, ENC 20.
- **Legion Partial Plate:** 20 AR to all locations, ENC 26.
- **Legion Tower Shield:** 35 AR; 1d5+2(+4) I; S H; R S; Tower; ENC 4.

One or more of the following weapons:

- **Steel Javelin (1H):** 2d10+1(+4) R; Pen 10; 10/20/50; (I) Size M; Reach L; Impaling, Thrown; ENC 2.
- **Steel Shortspear:** 2d10+3(+4) R; Pen 10; Size M; Reach L; Impaling; ENC 2.
- **Steel Shortsword (1H):** 1d10+5(+4) R; Pen 5; Size M; Reach S; Impaling; ENC 1.

### Legion Veteran (can be applied to any variant)

- **Combat Style [Varies] +30** (Str, Ag), **Athletics +40** (Str, End), **Command +10** (Int, Prs), **Observe +30** (Prc), **Stealth +30** (Ag, Prc)

### Legion Centurion

- **Command +40** (Int, Prs), **Logic +20** (Int), **Lore +20** (Int), **Profession [Tactician] +30** (Int)

### Legion Scout/Skirmisher

- **Observe +30** (Prc), **Stealth +30** (Ag, Prc)
- **Ghost:** No penalties to Stealth tests from speed.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- **Skirmisher:** May make ranged attacks or cast magic at no penalty while moving fast (halve penalty for flat-out).
- **Rapid Reload:** Reduce Reload of ranged weapons by 1.
- **Tracker:** May reroll Survival (Prc) tests to track others.

### Combat Style [Legion Skirmisher] +20

Legion skirmishers move ahead of infantry formations, making hit and run attacks with ranged weapons.

- **Equipment:** Javelin, Shortsword, Short Bow, Small Shield

Armor and weapons options:

- **Padded Leather:** 12 AR all hit locations, Mundane, ENC 8.
- **Skirmisher's Buckler:** 20 AR; 1d5-2(+4) I; S S; R S; Small, Mundane; ENC 1.
- **Short Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling, ENC 1. [Includes 24 arrows].
- **Steel Shortsword (1H):** (See left)
- **Steel Javelin (1H):** (See left)

### Legion Cavalryman

- **Ride +30** (Ag)
- **Cavalry:** Ignore skill cap on combat rolls from Ride skill.
- **Mounted Warrior:** Use Ride in place of Evade on mount
- **Formation Fighting:** (See left)

### Combat Style [Legion Cavalryman] +20

Legion Cavalrymen are trained to support legion infantry formations with flank charges, and if necessary to engage enemy cavalry.

- **Equipment:** Shortsword, Shortspear, Medium Shield

Armor and weapons options:

- **Legion Scaled:** 18 AR all locations, ENC 20.
- **Legion Partial Plate:** 20 AR to all locations, ENC 26.
- **Cavalryman's Shield:** 25 AR; 1d5(+4) I; S M; R S; Medium; ENC 2.
- **Steel Shortsword (1H):** (See left)
- **Steel Shortspear (1H):** (See left)

## Mabrigash

*Mabrigash are renegade Dunmer wise woman who have forsaken tradition to master the dark arts and become a witch-warrior. They are known to obtain their power by charming a man and draining him of his vital essence. The Mabrigash of old worshiped an entity known as the Ghost Snake. It is unknown if this is still the case.*

Str	End	Ag	Int	Wp	Prc	Prs
30	30	35	45	45	40	40
Attribute		Attribute				
<b>Wound Threshold</b>		<b>Health</b>			30	
<b>Movement Rating</b>		<b>Stamina</b>			2	
<b>Initiative Rating</b>		<b>Magicka Pool</b>			90	
<b>Damage Bonus</b>		<b>Carry Rating</b>			9	
<b>Maximum AP</b>		<b>Size</b>			Standard	

**Threat:** Average **Race:** Dunmer

## Skills

**Alchemy +30** (Int), **Alteration +20** (Wp), **Charm +30** (Prs), **Combat +10** (Str, Ag), **Conjuration +10** (Wp), **Commerce +10** (Int, Prs), **Deceive +30** (Int, Prs), **Destruction +20** (Wp), **Illusion +30** (Wp), **Logic +30** (Int, Prc), **Lore +30** (Int), **Mysticism +30** (Wp), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Restoration +30** (Wp), **Ride +20** (Ag), **Survival +20** (Int, Prc)

## Talents & Traits

- **Alchemist (Restoration):** Create potions w/Restoration.
- **Ancestor Guardian:** Dunmer can invoke a guardian spirit of one of their ancestors through the Cast Magic action. For NPC dunmer this can only be done once, and summons a generic ghost. It is advised GMs not overuse this.
- **Creative:** Non-standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- **Power Well (100%):** +100% of base Magicka Pool.
- **Resistance (Fire, 75%):** Reduce fire damage by 75%.
- **Trickster:** Can spend 3 Magicka to test Illusion in place of Deceive.

## Magic

- **Standard Spells:** Charming Touch (1-4), Concealment (1-3), Cure Disease, Cure Paralysis, Curing Touch, Heal (1-4), Healing Touch (1-5), Magicka Leech (1-4), Paralysis (1-3), Restore Strength (1-3), Restore Endurance (1-3), Turn Undead (1-4), Vampiric Touch (1-4), Weary (1-4).
- **Non-standard Spells:** Any spells the GM wishes to create for them to use.

## Maormer Raider

*Scouts rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight.*

Str	End	Ag	Int	Wp	Prc	Prs
40	40	45	35	35	40	30

Attribute	-	Attribute	-
<b>Wound Threshold</b>	8	<b>Health</b>	35
<b>Movement Rating</b>	4	<b>Stamina</b>	3
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	30
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	10
<b>Maximum AP</b>	2	<b>Size</b>	Standard

**Threat:** Average **Race:** Maormer

## Skills

**Athletics +30** (Str, End), **Destruction +20** (Wp), **Evade +10** (Ag), **Lore +10** (Int), **Navigate +30** (Int, Prc), **Observe +30** (Prc), **Profession [Seamanship] +30** (Int), **Stealth +30** (Ag, Int), **Survival +30** (Int, Prc)

## Combat Style [Sea Raider] +20

*Maormer raiders strike fast and hard from the water when their enemies least expect it, engaging them in rapid single combat.*

- **Equipment:** Scimitar, Shortsppear, Small Shield

## Talents & Traits

- **Chameleon Skin:** +10 to any Stealth skill test to blend into their environment.
- **Children of the Sea:** Reroll failed swimming related Athletics tests, but only once per test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Power Well (25%):** +25% of base Magicka Pool.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- **Swashbucker:** Ignore cap on combat rolls by Athletics or Acrobatics.
- **Weakness (Shock, 25%):** Increase shock damage by 25%.

## Combat

- **Dreugh Hide:** 22 AR all hit locations, Mundane, ENC 12.
- (optional) **Chitin Buckler:** 14 AR; 1d5-2(+4) I; S S; R S; Small, Mundane; ENC 1.
- **Standard Spells:** Lightning Bolt (1-3)

One or more of the following weapons:

- **Steel Shortsppear** 2d10+3(+4) R; Pen 10; Size M; Reach L; Impaling; ENC 2.
- **Steel Scimitar (1H)**: 2d10+3(+4) R; Pen 2; Size M; Reach M; Unbalanced, Tearing; ENC 2.

## Morag Tong Assassin

The Morgan Tong is an ancient guild of Dunmer assassins.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	55	35	40	50	35
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		40	
<b>Movement Rating</b>		5	<b>Stamina</b>		3	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		35	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		3	<b>Size</b>		Standard	

**Threat:** Major - **Race:** Dunmer

### Skills

**Acrobatics +30** (Str, Ag), **Athletics +30** (Str, End), **Charm +20** (Prs), **Commerce +10** (Int, Prs), **Deceive +20** (Int, Prs), **Evade +30** (Ag), **First Aid +20** (Int, Ag), **Illusion +30** (Wp), **Intimidate +20** (Str, Wp), **Investigate +30** (Int, Prc), **Lore +20** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +40** (Ag, Int), **Subterfuge +40** (Ag, Int), **Survival +10** (Int, Prc)

### Combat Style [Assassin] +40

Assassins are trained to fight with short blades in close quarters against one or two opponents, and to pick off targets with bows.

- **Equipment:** Dagger, Shortsword, Shortbow, Throwing Dagger, Unarmed Combat.

### Talents & Traits

- **Ancestor Guardian:** Dunmer can invoke a guardian spirit of one of their ancestors through the Cast Magic action. For NPC dunmer this can only be done once, and summons a generic ghost. It is advised GMs not overuse this.
- **Assassin Strike:** Can use Open Range special as the attacker.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Nimble:** Use Agility Bonus twice when calculating Max AP.
- **Perfect Shot:** Increase damage inflicted with a ranged weapon by DoS on the attack test.
- **Rapid Reload:** Reduce Reload of ranged weapons by 1.
- **Resistance (Fire, 75%):** Reduce fire damage by 75%.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- **Trickster:** Can spend 3 Magicka to test Illusion in place of Deceive.

### Combat

- (optional) **Morag Tong Chitin:** 15 AR all hit locations, Mundane, ENC 16.
- **Padded Leather Armor:** 12 AR to all locations, ENC 8.

- **Standard Spells:** Chameleon (1-3), Charming Touch (1-2), Concealment (1), Night Eye (1-2), Sanctuary (1-3), Silence (1-2), Tread Lightly (1-3).

One or more of the following weapons:

- **Malachite Dagger (1H):** 1d10+4(+4) R; Pen 10; 5/10/20; (I)Size S; Reach S; Dire, Impaling, Thrown; ENC 1.
- **Malachite Shortsword (1H):** 1d10+7(+4) R; Pen 10; Size M; Reach S; Dire, Impaling; ENC 1.
- **4 Malachite Throwing Daggers (1H):** 1d10+3(+4) R; Pen 10; 10/20/30; (I)Size S; Reach S; Dire, Impaling, Thrown; ENC 0.
- **Malachite Short Bow:** 1d10+5 R; Pen 5; IS S; 35/120/220; Rld 1; Impaling. ENC 1. [Includes 24 malachite arrows, +2 Damage +5 Pen, Dire].

## Moth Priest

Moth Priests are members of the Cult of the Ancestor Moth, the group who cares for the Imperial Library and the only people allowed to read the Elder Scrolls.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	50	60	40	35

Attribute	-	Attribute	-
<b>Wound Threshold</b>	6	<b>Health</b>	30
<b>Movement Rating</b>	3	<b>Stamina</b>	2
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>	45
<b>Damage Bonus</b>	3	<b>Carry Rating</b>	9
<b>Maximum AP</b>	2	<b>Size</b>	Standard

**Threat:** Minor **Race:** [Template]

### Skills

**Charm +10** (Prs), **Deceive +10** (Int, Prs), **Destruction +20** (Wp), **Linguistics +30** (Int), **Lore +50** (Int), **Observe +20** (Prc), **Restoration +20** (Wp).

### Talents & Traits

- (optional) **Blind:** Character is blind.
- **Mediated Understanding:** Ignore penalty to Willpower test when reading Elder Scrolls. On failure gain Blinded for 1d5 days. Still test Intelligence to retain knowledge from the Scroll, which can take several days of mediation.
- (optional) **Illuminated Understanding:** Only blinded 1d5 hours on failing the Willpower test to read an Elder Scroll. The interpretation step takes twice as long, but the degree of knowledge gained is much greater.

### Combat

- **Standard Spells:** Fire Ball (1-4), Heal (1-4), Healing Touch (1-4), Ward (1-4).

## Necromancer

Necromancers are those mages who study the profane art of Necromancy, which they use to raise undead servants and increase their own lifespan, hoping to ultimately attain Lichdom.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	30	50	45	35	30
Attribute		Attribute				-
<b>Wound Threshold</b>		<b>Health</b>		30		
<b>Movement Rating</b>		<b>Stamina</b>		2		
<b>Initiative Rating</b>		<b>Magicka Pool</b>		100		
<b>Damage Bonus</b>		<b>Carry Rating</b>		9		
<b>Maximum AP</b>		<b>Size</b>		Standard		

**Threat:** Major **Race:** [Template]

### Skills

**Alteration +30** (Wp), **Conjuration +20** (Wp), **Commerce +10** (Int, Prs), **Deceive +0** (Int, Prs), **Destruction +30** (Wp), **Enchant +20** (Int), **Illusion +30** (Wp), **Logic +30** (Int, Prc), **Lore +40** (Int), **Mysticism +30** (Wp), **Necromancy +40** (Int), **Observe +10** (Prc), **Restoration +30** (Wp).

### Talents & Traits

- (optional) **Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- (optional) **Creative:** Non-standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- (optional) **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- (optional) **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Power Well (100%):** +100% of base Magicka Pool.
- (optional) **Trickster:** Can spend 3 Magicka to test Illusion in place of Deceive.

### Magic

- Standard Spells:** Reanimation (1-5), Any other spells the GM wishes them to have, to a maximum of level 5.
- Non-standard Spells:** Any spells the GM wishes to invent for them to use.
- Advanced Rituals:** Rite of Undeath, Rite of Soul Sight, Rite of Necromantic Transcendence, Rite of Mortal Transference.

### Using Necromancers

Necromancers, like other mages, are only as threatening as the magic the GM chooses for them and how they utilize it. But unlike other mages Necromancers typically have a horde of undead servants at their disposal. The number and type of these servants are what will really set the tone of any encounter, and so the GM needs to carefully judge what his party can handle.

## Nord Tongue

Tongues are those with the ability to wield the Voice, or Thu'um.

Str	End	Ag	Int	Wp	Prc	Prs
35	40	30	40	50	35	30
Attribute		Attribute				-
<b>Wound Threshold</b>		<b>Health</b>		8		
<b>Movement Rating</b>		<b>Stamina</b>		3		
<b>Initiative Rating</b>		<b>Magicka Pool</b>		6		
<b>Damage Bonus</b>		<b>Carry Rating</b>		4		
<b>Maximum AP</b>		<b>Size</b>		2		
<b>Threat:</b> Major + <b>Race:</b> Nord						

### Skills

**Charm +0** (Prs), **Commerce +10** (Int, Prs), **Deceive +0** (Int, Prs), **Logic +20** (Int, Prc), **Lore +40** (Int), **Observe +10** (Prc), **Ride +20** (Ag), **Survival +20** (Int, Prc), **Thu'um +40** (Wp)

### Talents & Traits

- (optional) **Adept of the Voice:** Only gain levels of fatigue when using three word shouts (and only one level).
- (optional) **Master of the Voice:** Never gains levels of fatigue from using shouts.
- Resistance (Frost, 50%):** Reduce frost damage by 50%.
- Resistance (Shock, 25%):** Reduce shock damage by 25%.
- War Cry:** +10 to Intimidate tests when using Intimidating Shout, and +10 to first attack test against targets that failed an Intimidating Shout Willpower test within two rounds.

### Shouts

Tongues can theoretically know any shout the GM needs them to know, and can use as many words from that shout as desired. Realistically, however, given the difficulty of learning words of power most Tongues should not know more than a few shouts. The most powerful tongues are an exception to this, and should have a wide variety of words at their disposal.

The GM should also feel free to have Tongues use the Thu'um in ways other than those specifically laid out in the rules. You can get very creative here.

Complete Thu'um rules, including rules for various shouts, can be found in the **ARCANE ARTS** supplement.

## Ordinator

Ordinators are the soldiers of the Tribunal Temple, devoted to protecting its holy sites and destroying its enemies.

Str	End	Ag	Int	Wp	Prc	Prs
40	40	50	35	40	40	35
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		40	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		9	<b>Magicka Pool</b>		35	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major - **Race:** Dunmer

### Skills

**Athletics +30** (Str, End), **Charm +10** (Prs), **Commerce +10** (Int, Prs), **Deceive +10** (Int, Prs), **Evade +10** (Ag), **First Aid +20** (Int, Ag), **Intimidate +20** (Str, Wp), **Investigate +20** (Int, Prc), **Lore +20** (Int), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Ride +20** (Ag), **Stealth +10** (Ag, Int), **Survival +20** (Int, Prc)

### Combat Style [Ordinator] +30

Ordinators fight in small squads, utilizing magic and weapons in equal measure.

- **Equipment:** Mace, Scimitar, Shortspear, Medium Shield, Unarmed Combat.

### Talents & Traits

- **Ancestor Guardian:** Dunmer can invoke a guardian spirit of one of their ancestors through the Cast Magic action. For NPC dunmer this can only be done once, and summons a generic ghost. It is advised GMs not overuse this.
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Resistance (Fire, 75%):** Reduce fire damage by 75%.
- **Spell Sword:** Cast spells one handed at no penalty.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

### Combat

- **Indoril Armor:** 30 AR all locations, ENC 30.
- (optional) **Indoril Shield:** 35 AR; 1d5(+4) I; S M; R S; Medium; ENC 2.
- **Standard Spells:** Fire Ball (1-4), Fire Bite (1-4), Fire Bolt (1-4), Weary (1-4)

One or more of the following weapons:

- **Ebony Scimitar (1H):** 2d10+8(+4) I; Pen 7; Size M; Reach M; Dire, Proven (3), Tearing; ENC 3.
- **Ebony Shortspear (1H):** 2d10+8(+4) R; Pen 15; Size M; Reach L; Dire, Impaling, Unwieldy; ENC 2.
- **Ebony Mace (1H):** 1d10+10(+4) I; Pen 20; Size M; Reach S; Concussive, Dire; ENC 3.



### High Ordinator

High Ordinators are the temple guards of Mournhold.

- +5 Strength, +5 Willpower
- **Combat Style [Ordinator] +40** (Str, Ag), **Evade +20** (Ag), **Observe +30** (Prc)
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Spell Sword:** Cast spells one handed at no penalty.

High Ordinator armor:

- **Her Hand's Armor:** 36 AR all locations, ENC 40.
- (optional) **Her Hand's Shield:** 42 AR; 1d5(+4) I; S M; R S; Medium; ENC 3.

## Psijic

Members of the Psijic order are devoted to the study and practice of Mysticism, which they call the “Old Ways” or the “Elder Way.”

Str	End	Ag	Int	Wp	Prc	Prs	
30	30	30	50	50	35	30	
<b>Attribute</b>		<b>Attribute</b>					
<b>Wound Threshold</b>	6	<b>Health</b>					
<b>Movement Rating</b>	3	<b>Stamina</b>					
<b>Initiative Rating</b>	6	<b>Magicka Pool</b>					
<b>Damage Bonus</b>	3	<b>Carry Rating</b>					
<b>Maximum AP</b>	2	<b>Size</b>					
Standard							

**Threat:** Major - **Race:** [Template]

## Skills

**Alteration +20** (Wp), **Conjuration +20** (Wp), **Commerce +10** (Int, Prs), **Deceive +0** (Int, Prs), **Destruction +30** (Wp), **Enchant +30** (Int), **Illusion +30** (Wp), **Logic +30** (Int, Prc), **Lore +40** (Int), **Mysticism +40** (Wp), **Observe +10** (Prc), **Restoration +20** (Wp).

## Talents & Traits

- (optional) **Creative:** Non-standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Flow of Magicka:** Can test Mysticism -20 as a reaction to a cast magic action targeting the character. On success, the magic has no effect and the character gains Magicka equal to half the total cost of the components. Failure incurs magical backfire (use most expensive component of incoming spell).
- (optional) **Healer:** Can spend 3 Magicka to test Restoration in place of the First Aid skill.
- (optional) **Master** (Mysticism): Reroll failed casting tests when casting mysticism spells, but only once per test.
- (optional) **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- Power Well (100%):** +100% of base Magicka Pool.
- Telepath:** Spend 1 magicka to gain Telepathic for 1 min.
- Thought Caster:** Can cast without somatic components.
- (optional) **Trickster:** Can spend 3 Magicka to test Illusion in place of Deceive.

## Magic

- Standard Spells:** All Mysticism spells to a maximum of level 5, and any other spells the GM wishes them to have, to a maximum of level 4.
- Non-standard Spells:** Any spells the GM wishes to invent for them to use.
- Advanced Rituals:** Rite of Inscription, Rite of Motion, Rite of Sight, Rite of Morpholithic Inscription, Rite of Textual Inscription

## Reachmen

The Reachmen, also known as the Witchmen of High Rock, are a tribal group of primarily Breton descent who inhabit the Reach in southwestern Skyrim and the neighboring Western Reach in the east of High Rock.

Str	End	Ag	Int	Wp	Prc	Prs	
40	40	40	30	35	35	30	
<b>Attribute</b>		<b>Attribute</b>					
<b>Wound Threshold</b>	8	<b>Health</b>					
<b>Movement Rating</b>	4	<b>Stamina</b>					
<b>Initiative Rating</b>	7	<b>Magicka Pool</b>					
<b>Damage Bonus</b>	4	<b>Carry Rating</b>					
<b>Maximum AP</b>	2	<b>Size</b>					
Standard							

**Threat:** Minor + **Race:** Breton or Nord

## Skills

**Athletics +20** (Str, End), **Combat +20** (Str, Ag), **Commerce +10** (Int, Prs), **Deceive +20** (Int, Prs), **Evade +10** (Ag), **Intimidate +20** (Str, Wp), **Lore +0** (Int), **Navigate +20** (Int, Prc), **Observe +20** (Prc), **Ride +20** (Ag), **Stealth +20** (Ag, Int), **Subterfuge +20** (Ag, Int), **Survival +10** (Int, Prc)

## Talents & Traits

- Battle Rage:** Can spend full round psyching up to gain Frenzied condition.
- Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.

## Combat

One of the following armor types:

- Padded Leather:** 12 AR to all locations, Mundane, ENC 8.
- Cured Fur:** 8 AR to all locations, Mundane, ENC 11.
- (optional) **Fur/Leather Shield:** 25 AR; 1d5(+4) I; S M; R S; Medium, Mundane; ENC 2.

One or more of the following weapons:

- Forsworn Mace (1H):** 1d10+5(+4) R; Pen 15; Size M; Reach S; Concussive; ENC 2.
- Forsworn Broadsword (1H):** 2d10+2(+4) R; Pen 5; Size M; Reach M; Impaling, Primitive (7); ENC 2.
- Forsworn War Axe (1H):** 2d10+1(+4) R; Pen 10; Size M; Reach M; Tearing, Primitive (7), Unbalanced; ENC 2.
- Forsworn Bow:** 1d10+5 R; Pen 5; IS S; 15/100/200; Rld 1; Impaling. ENC 1. [Includes 24 Forsworn arrows, Barbed].

## Shadow Mage

*Shadow mages are trained in the rare art of shadow magic, able to manipulate the alternate realities reflected in shadow. They are prized as nightblades, thieves, and assassins.*

Str	End	Ag	Int	Wp	Prc	Prs
40	40	45	40	50	40	35
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	8	<b>Health</b>	40			
<b>Movement Rating</b>	4	<b>Stamina</b>	3			
<b>Initiative Rating</b>	8	<b>Magicka Pool</b>	40			
<b>Damage Bonus</b>	4	<b>Carry Rating</b>	12			
<b>Maximum AP</b>	2	<b>Size</b>	Standard			

**Threat:** Major **Race:** [Template]

### Skills

**Acrobatics +10** (Str, Ag), **Athletics +10** (Str, End), **Charm +10** (Prs), **Combat +30** (Str, Ag), **Commerce +10** (Int, Prs), **Deceive +10** (Int, Prs), **Evade +20** (Ag), **First Aid +10** (Int, Ag), **Intimidate +0** (Str, Wp), **Investigate +10** (Int, Prc), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Subterfuge +20** (Ag, Int), **Survival +10** (Int, Prc)

### Talents & Traits

- **Abridged Congruence:** Ignore penalties for using congruence powers/rituals one handed.
- **Convergence Rating (3):** Can use Shadow Magic.
- (optional) **Harmonic Safeguards:** When fettering to half CR or lower cannot cause Disharmony.
- (optional) **Shadow Caster:** +10 to congruence power tests, -10 to congruence ritual tests.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.

### Combat

- **Padded Leather Armor:** 12 AR to all locations, ENC 8.
- **Congruence Powers:** Blink, Foreboding, Invisibility, Mirror Image, Shadow Drain, Shadow Weapon
- **Congruence Rituals:** Precognition, Shadow Portal, Shadow Scry, Shadow Walk

One or more of the following weapons:

- **Malachite Shortsword (1H):** 1d10+7(+4) R; Pen 10; Size M; Reach S; Dire, Impaling; ENC 1.
- **Malachite Short Bow:** 1d10+5 R; Pen 5; IS S; 35/120/220; Rld 1; Impaling. ENC 1. [Includes 24 malachite arrows, +2 Damage +5 Pen, Dire].

## Sword Singer

*These desert artisans devote themselves to the art of the sword. Some are masters of the Shehai, or “spirit sword.”*

Str	End	Ag	Int	Wp	Prc	Prs
40	45	50	35	50	45	35
<b>Attribute</b>	-	<b>Attribute</b>	-			
<b>Wound Threshold</b>	8	<b>Health</b>	45			
<b>Movement Rating</b>	5	<b>Stamina</b>	3			
<b>Initiative Rating</b>	9	<b>Magicka Pool</b>	35			
<b>Damage Bonus</b>	4	<b>Carry Rating</b>	12			
<b>Maximum AP</b>	3	<b>Size</b>	Standard			

**Threat:** Major + **Race:** Redguard

### Skills

**Athletics +30** (Str, End), **Commerce +10** (Int, Prs), **Evade +40** (Ag), **First Aid +20** (Int, Ag), **Intimidate +10** (Str, Wp), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Shehai Shen She Ru +40** (Str, Ag, Wp), **Stealth +10** (Ag, Int), **Survival +20** (Int, Prc)

### Talents & Traits

- (optional) **Aberant Adept:** Only gain one level of fatigue from failed techniques.
- **Adrenaline Rush:** Once per encounter can gain a level of fatigue in order to double their Stamina for 30 seconds (6 rounds). Can extend duration for another level per round.
- (optional) **Ansei of the Xth Level:** Can generate Shehai of X level.
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Nimble:** Use Agility Bonus twice when calculating Max AP.
- **Resistance (Poison, 75%):** Reduce poison damage by 75%.
- (optional) **Shehai (Effect):** GM chooses effect(s) as desired.

### Combat

- **Techniques:** The Thirty-Eight Grips, The Seven Hundred and Fifty Offensive Positions, The Eighteen Hundred Defensive Positions, 2 active Techniques of GM's choice.
- **Steel Scimitar (1H):** 2d10+3(+4) R; Pen 2; Size M; Reach M; Unbalanced, Tearing; ENC 2.

One of the following armor types:

- **Ra'Gada Porcelain:** 26 AR to all locations, ENC 24.

## Thalmor Justicar

Justiciars are the official enforcers of the terms of the White-Gold Concordat, specifically enforcing the ban on the worship of Talos.

Str	End	Ag	Int	Wp	Prc	Prs
45	45	45	50	45	45	35
<b>Attribute</b>		-	<b>Attribute</b>			
<b>Wound Threshold</b>	8		<b>Health</b>	45		
<b>Movement Rating</b>	4		<b>Stamina</b>	4		
<b>Initiative Rating</b>	8		<b>Magicka Pool</b>	50		
<b>Damage Bonus</b>	4		<b>Carry Rating</b>	12		
<b>Maximum AP</b>	2		<b>Size</b>	Standard		

**Threat:** Major **Race:** Altmer

### Skills

**Acrobatics +10** (Str, Ag), **Alteration +30** (Wp), **Athletics +30** (Str, End), **Charm +20** (Prc), **Conjuration +40** (Wp), **Commerce +20** (Int, Prc), **Deceive +30** (Int, Prc), **Destruction +40** (Wp), **Evade +40** (Ag), **First Aid +20** (Int, Ag), **Intimidate +40** (Str, Wp), **Investigate +40** (Int, Prc), **Linguistics +30** (Int), **Logic +30** (Int, Prc), **Lore +30** (Int), **Mysticism +40** (Wp), **Navigate +20** (Int, Prc), **Observe +40** (Prc), **Restoration +30** (Wp), **Ride +30** (Ag), **Stealth +20** (Ag, Int), **Subterfuge +30** (Ag, Int), **Survival +20** (Int, Prc)

### Combat Style [Thalmor Justicar] +40

Thalmor Justicars are skilled in the arts of the blade, using sword and spell in equal measure.

- **Equipment:** Dagger, Longsword, Unarmed Combat

### Talents & Traits

- **Bend Reality:** Can spend 3 Magicka to test Alteration in place of Athletics or Acrobatics.
- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Combat Master:** +1 AP when engaged with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Leap Up:** Can take Regain Footing action for free.
- **Methodical:** Standard spells cost -1 Magicka for each DoS on casting test (capped at 2xWpB).
- **Quick Draw:** Can take Ready Weapon action for free.
- **Spell Sword:** Cast spells one handed at no penalty.
- **Telepath:** Spend 1 magicka to gain Telepathic for 1 min.
- **Trickster:** Can spend 3 Magicka to test Illusion in place of Deceive.



### Combat & Magic

- **Malachite Ringmail:** 22 AR body/arms/legs, ENC 7.
- **Malachite Dagger (1H):** 1d10+4(+4) R; Pen 10; 5/10/20; (I)Size S; Reach S; Dire, Impaling, Thrown; ENC 1.
- (optional) **Malachite Longsword (1.5H):** 2d10+7(+4) R; Pen 10; Size M; Reach L; Dire, Impaling; ENC 1.
- **Standard/Non-standard Spells:** Any spells the GM wishes them to know, up to the highest level.
- **Advanced Rituals:** Rite of Motion, Rite of Sight.
- Any Enchanted items the GM wishes to give them.

# Vampire

A vampire is a preternatural being, commonly believed to be a reanimated corpse, which consumes the blood of sleeping persons at night, thralls, and other victims. The vampires of Tamriel are undead, diseased persons who are hated, hunted, and misunderstood by the living.

Str	End	Ag	Int	Wp	Prc	Prs
				45	45	45
Attribute		-	Attribute		-	
<b>Wound Threshold</b>		8	<b>Health</b>		40	
<b>Movement Rating</b>		4	<b>Stamina</b>		3	
<b>Initiative Rating</b>		8	<b>Magicka Pool</b>		40	
<b>Damage Bonus</b>		4	<b>Carry Rating</b>		12	
<b>Maximum AP</b>		2	<b>Size</b>		Standard	

**Threat:** Major - **Race:** [Template]

## Skills

**Acrobatics +10** (Str, Ag), **Athletics +10** (Str, End), **Charm +20** (Prs), **Combat +30** (Str, Ag), **Command +10** (Int, Prs), **Deceive +30** (Int, Prs), **Evade +20** (Ag), **First Aid +10** (Int, Ag), **Intimidate +20** (Str, Wp), **Investigate +10** (Int, Prc), **Lore +30** (Int), **Navigate +20** (Int, Prc), **Observe +30** (Prc), **Ride +20** (Ag), **Stealth +30** (Ag, Int), **Subterfuge +10** (Ag, Int), **Survival +20** (Int, Prc)

## Bloodlines

Choose one of the following:

- **Arcane:** +5 Int, +10 Wp, -10 Str & End
- **Bestial:** +10 Str, +5 End, -5 Wp & Int & Prs
- **Cultured:** +15 Prs, -5 Str & End
- **Cyrodiilic:** As Manipulative, remove Sun-Scarred at Vampirism levels 0 and 1, no bonus Str or End from Vampirism levels.
- **Manipulative:** +10 Wp, -5 Str & End, never take penalties to personality from Vampirism levels.
- **Penitent:** +10 Prs, +5 Wp, -5 Str & End, never take penalties to personality from Vampirism levels.
- **Shadowy:** +10 Ag & Prc, -5 Str & End.

## Talents & Traits

- **Dark Sight:** Can see in the dark.
- **Duelist:** +1 DoS to Combat tests when engaged in melee with just 1 opponent.
- **Immunity (Paralysis):** Cannot be paralyzed.
- **Immunity (Poison):** Ignores poison damage.
- **Light Sleeper:** Counts as being awake for the purposes of making tests and determining surprise even while sleeping.

- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Shadow Strike:** Increase damage inflicted against unaware or surprised targets by DoS on the attack test.
- **Sun-Scarred:** +50% (round up) damage after AR from attacks with Sunlight quality. Gain fatigue each hour while exposed to the sun.
- **Undying:** Immune to disease and the effects of aging.
- **Weakness (Fire, 50%):** Increase fire damage by 50%.

## Combat & Magic

As there are many different types of vampires, the GM should feel free to equip them however he likes.

### Vampire Mage

- **Illusion +30** (Wp), **Mysticism +30** (Wp)
- **Spell Sword:** Cast spells one handed at no penalty.
- **Standard Spells:** Charming Touch (1-3), Concealment (1-2), Paralysis (1-2), Magicka Leech (1-3), Vampiric Touch (1-4)

### Vampire Lord

Gain the following additional changes while in Ascended form:

- +15 Str, +15 End [+2 WT, +1 Stamina, +15 Health, +3 Carry Rating], +10 Ag, +10 Prc
- **Flyer (Movement Rating +1):** Can fly at movement rating (movement rating +1).
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Natural Weapon (Claws):** 2d10+2(+StB) R; Pen 15; Size S; Reach S; Dire, Tearing.
- **Power Well (50%):** +50% of base Magicka Pool.
- **Terrifying (-20):** Forces Fear (-20) tests on encounter.
- **Tough (15%):** Increase Health by 15% of base.

Additionally, reduce the weakness to fire imposed by Vampirism to 25%. Keep in mind also that Vampire Lords have access to a variety of powers and talents, which the GM should feel free to utilize.

## Using Vampires/Vampire Lords

This profile is intended to be used in the even the GM needs a generic vampire or vampire lord. For anything beyond this purpose, we recommend the GM create their own vampires or vampire lords using the rules from the **DARK PATHS** supplement.

