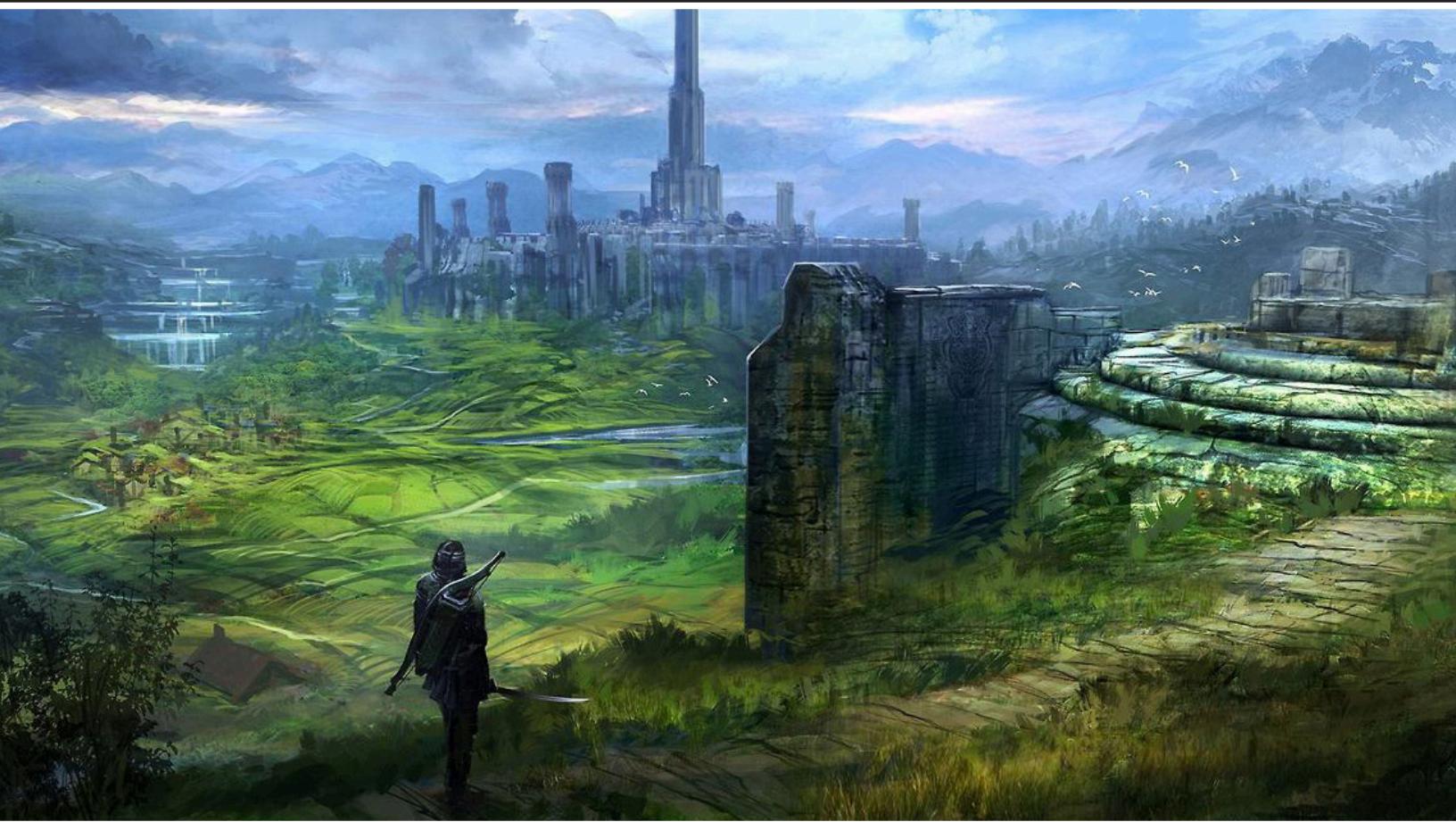


The Unofficial Elder Scrolls RPG

Second Edition



Core Rulebook



BETA - VERSION 1.22

Send feedback to seht.uesrpg@gmail.com



Credits

This book is version **Beta v1.22** of the **Core Rulebook**.

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

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

Lead Designer/Writer

Seht

Visual Design Aid

Madmartigan

Special Thanks

Baragei

Lakstoties

Our many beta testers

The 1st edition IRC regulars

My gaming group

Anon133's gaming group

/tg/

You, for your support!

Game Design Aids

Anon133

Cartheon

DJ-Sheoth

Madmartigan

Russ

Shor

TheSeventh

Lore Aids

alanwpeterson

Anon133

Volkow

IceFireWarden

JaRiDaSe

Jaxt

King of the N'wahs

Mdnthrvt

myrrlyn

Not_Provided

Shadow-Seeker

Xenoposeidon

Proofreaders

Brimcon

Hark

Madmartigan

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The Elder Scrolls®

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Other Games

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

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Introduction

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

The Elder Scrolls: Arena

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

Purpose

Rather than attempting to focus on a particular era or region within the greater Elder Scrolls setting, we have chosen to take a “toolbox” approach. This means that instead of using a specific story, location, time, or place as the focus of the game, we have provided a set of tools to allow players and their game master (GM) to work together to create their own adventures in the world of the Elder Scrolls.

We've provided you with rules and content, but it's up to each group to decide how to use it all. In many other role-playing games, the players are agents of some group or organization with an explicit mission. However, the UESRPG provides no such context, simply existing to give you the tools you need to create the story you want. Admittedly we have had to do some framing: we assume that most campaigns will take place in Tamriel, probably during the third or fourth eras. But there is no reason that you cannot explore other parts of the setting.

Why a Second Edition?

In short: First Edition was more of a trial run. To be fair it was my first foray into game design, but it was clunky, unbalanced in many places, and unpolished. Second Edition represents everything we have learned since I started this project in late 2012. We've moved away from our roots in Dark Heresy and created a unique system that brings together some great mechanics from our favorite games, and a lot of our best ideas.

Lore, Design, and Canon

The guiding principle of all our design decisions has always been the spirit of Elder Scrolls lore. Due to the nature of video games as a medium there are a number of holes in our knowledge about the setting. Unfortunately there is no official Elder Scrolls role-playing game, and so most of those holes will remain, officially, unfilled.

Because of this, and because of the level of detailed knowledge required to create a role-playing game for a specific setting, we have had to build our own interpretation of the Elder Scrolls. Conflicting game mechanics, contradictory lore, and differences in themes and presentation are all obstacles to any unified vision of the setting. We have had to make many tough choices about

how we want things to work in “our” Elder Scrolls, and you may disagree with some of our decisions. That's entirely okay: just understand that everything in the game is the way it is for a specific reason.

With that in mind, it is also worth noting that “canon” in this setting is a rather fuzzy concept. We have tried to build an interpretation of the setting that is generally agreeable. Fortunately it should be quite simple for one to expand or alter the game to fit their own vision of the Elder Scrolls universe.

Using this Book

This book contains all the information needed to create characters, and role-play in the Elder Scrolls setting. It includes all of the “mechanics” of the game, and is intended for use by players and GMs alike.

On Roleplaying Games

This rulebook assumes that the reader is familiar with how role-playing games work, including concepts like: the distinction between players and Game Masters, the difference between PCs and NPCs, and basic dice terminology.

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

On top of that we have planned a total of six supplements to expand upon the core books. These books are entirely content focused, and are packed with rules for monsters, strange magic, and powerful artifacts! These supplements are: **ARCANE ARTS**, **PLANES OF OBLIVION**, **TAMRIELIC ARTIFACTS**, **SECRETS OF THE DWEMER**, **INHABITANTS OF TAMRIEL**, and **DARK PATHS**.

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

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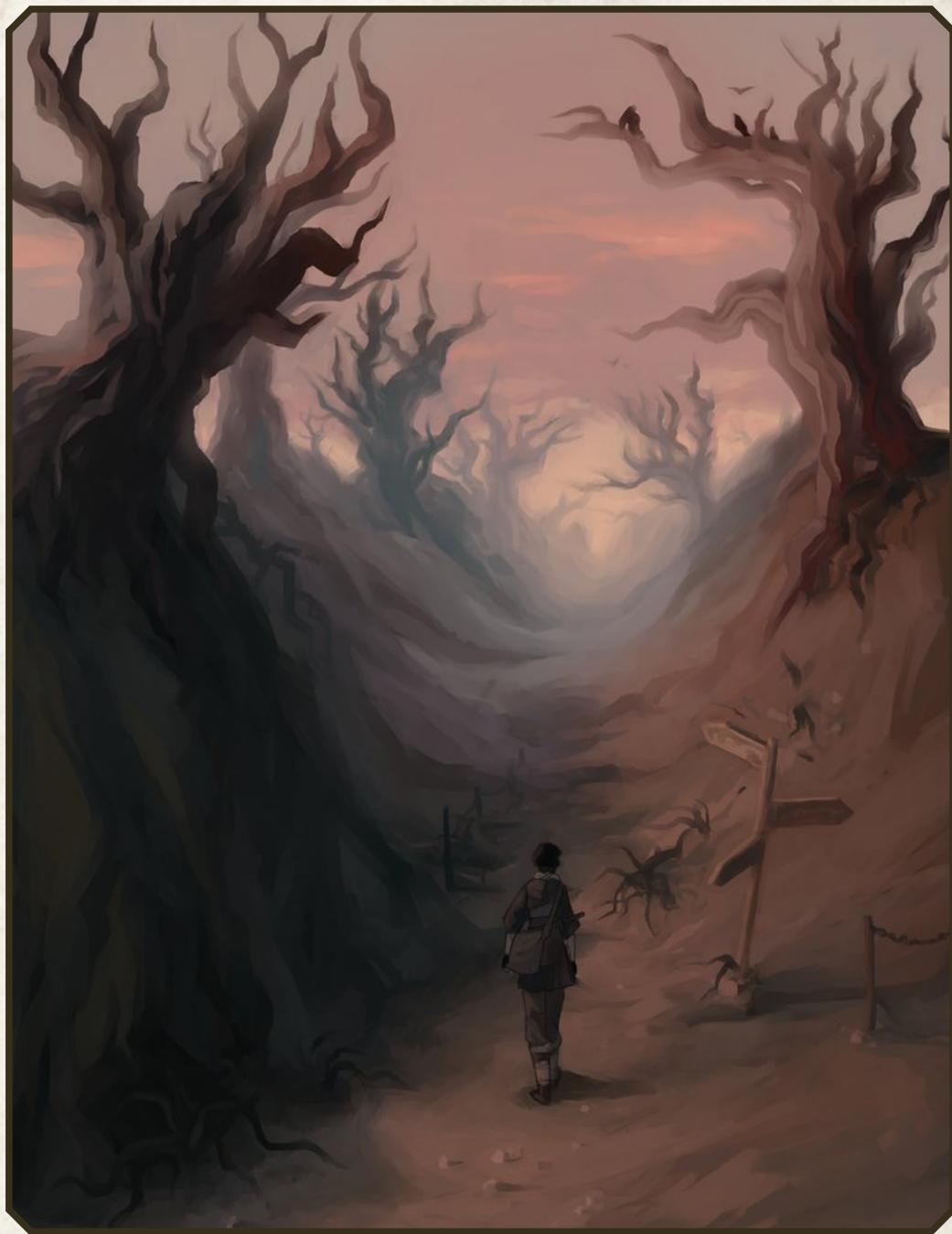
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Chapter 1: Getting Started

"First thing, pilgrim. You're new. And you look it. Here's 200 drakes. Go get yourself a decent weapon. Or armor. Or a spell. And second thing... you need a cover identity. Around here, freelance adventurer' is a common profession. Sign on with the Fighters Guild, or Mages Guild, or Imperial cult, or Imperial legion, advance in the ranks, gain skill and experience. Or go out on your own, look for freelance work, or trouble. Then, when you're ready, come back, and I'll have orders for you."

Caius Cosades, The Elder Scrolls III: Morrowind



The goal of the Unofficial Elder Scrolls RPG is to provide a framework for game masters and players to craft and enjoy characters, stories and adventures in the Elder Scrolls setting. In order to achieve this, a flexible core mechanic is needed, capable of handling a number of different scenarios with ease. This Chapter will introduce you to this core mechanic, as well as the basic concepts necessary to understand the rest of the game.

The Two Golden Rules

This book contains quite a few rules, and it's easy for one to get lost, especially if one isn't used to role-playing games of this type. In other cases, certain rules might not fit well with the way your group prefers to play. Both of these cases can slow down, or otherwise harm, the gaming experience for a group.

To combat this, keep in mind these two golden rules above all others. First, if a certain rule is slowing play down too much, just stop using it. And second, if you want to change something, do it. While we have done our best to provide a ruleset that should be acceptable, nobody knows what works for your group better than you do.

CORE MECHANICS

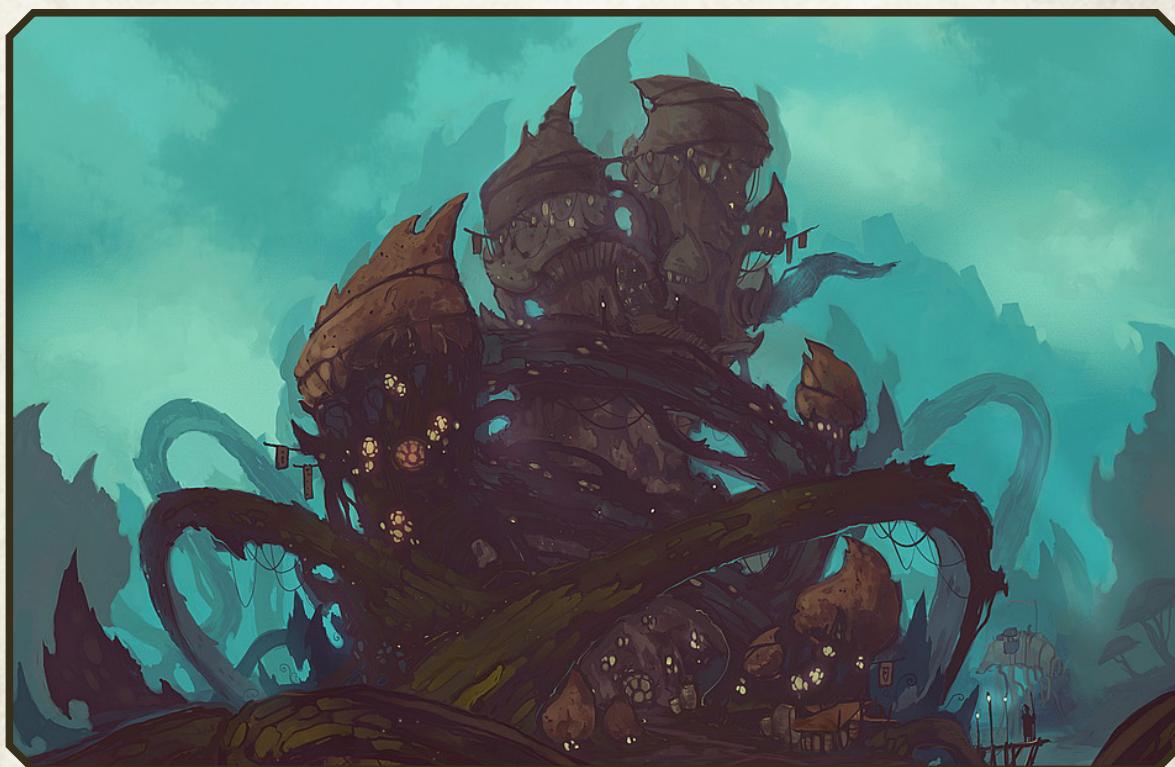
The goal of most people who play Role-playing Games is to experience exciting, stressful, or dramatic situations in another world or time through the eyes of their character. Invariably, the players will want to know how well their characters perform certain actions in these situations. They do this by making tests.

Making Tests

A **TEST** is a d100 roll made to determine whether or not a character has succeeded or failed at a certain action, and to what degree. Characters will be called to make tests during a number of scenarios, but it's important to remember that tests are not required for every action. There's no need to make a test to have your character take a few steps across a room. If, on the other hand, you find your character forced to walk across a tightrope suspended above a lake of molten lava in order to escape angry Dremora (or something to that effect), you will probably want to know if your character manages to cross in time. It is recommended that the GM only require tests if one or more of the following conditions hold true:

- The activity is unusual for the character, and not something they attempt routinely.
- The character is lacking the time and/or tools necessary to complete the task.
- The circumstances and environment impose stress.
- There are meaningful consequences for failing the action.

You make tests by making a percentile roll and comparing the result to a **TARGET NUMBER**, typically a value between 1 and 99. The exact target number can be determined in a number of ways, but it is typically based on a character's characteristics (values typically ranging from 1-100, and detailed later in this Chapter). If the roll is less than or equal to the target number, the character succeeds. If the roll is higher than the target number, they fail.



Note - Target Numbers Over 100

It is possible, but unlikely, that you will encounter target numbers over 100 during a campaign. Simply handle these cases like you would any other test, but if the test is successful simply subtract 100 from the TN and add a number of additional degrees of success to the result equal to the tens digit of this new number.

Degrees of Success & Failure

Sometimes knowing whether or not your character succeeded a test isn't enough; in some cases you may also want to know how well they performed a particular action. Each test result (success or failure) also produces a degree of success or failure, a number that represents how well a character succeeded or how badly they failed.

It is not necessary to calculate degrees of success or failure on most tests, but certain tests (such as attack and defense rolls) require it, and it can also be useful if the GM wants a measure of roughly how strongly a character succeeded or failed.

To calculate **DEGREES OF SUCCESS**, simply subtract the tens digit of your roll on a successful test from the tens digit of the target number, and add one. So if you succeeded with a roll of 37 against a target number of 52, you scored 3 degrees of success.

To calculate **DEGREES OF FAILURE**, simply add 1 to the difference between the tens digit of the result of your failed test and the tens digit of the target number. So if you failed with a 56 against a target number of 30, you scored 3 degrees of failure.

Difficulty & Modifiers

Not all tests are created equal! **MODIFIERS** are adjustments made to a test's target number (not the roll itself), that make the test easier, or harder, for a character to pass. **BONUSES** are modifiers that increase the target number and thus make success more likely, while **PENALTIES** are modifiers that decrease the target number and thus make success less likely. If a test would be subject to more than one modifier, simply add their values together to determine the net modifier for that test.

The **DIFFICULTY** of a test is the “base” modifier applied to a test simply based on how much more, or less difficult than usual that particular action is.

One of the most important jobs of the GM is to determine the difficulty of tests. The test difficulty table below provides guidelines for recommended modifiers given particular levels of difficulty.

Once the difficulty has been decided, apply the modifier to the test's target number and roll the test against the modified target number. GMs who desire more finesse should not be afraid to assign test difficulty in increments of +/-5.

Test Difficulty Levels

Difficulty	Modifier
Effortless	+40
Simple	+30
Easy	+20
Ordinary	+10
Average	+0
Challenging	-10
Difficult	-20
Hard	-30
Very Hard	-40

Critical Successes & Failures

Sometimes a character succeeds or fails beyond what can be measured by mere degrees of success or failure. Such dramatic successes, or abysmal failures, are referred to as **CRITICAL SUCCESSES** or **CRITICAL FAILURES** respectively.

A character's chance of rolling a critical success depends on his Luck bonus (a concept that we will explore later). If a character rolls equal to or less than his Luck bonus on a given test then the test is considered a critical success (regardless of the target number). On the flip side, if the character rolls equal to or above a certain critical failure threshold (equal to 95 plus his Luck bonus) on a given test then the test is considered a critical failure (regardless of the target number).

A critical success is a dramatic, stunning success. GMs should reward characters with circumstantially appropriate effects whenever they roll critical successes. Though in the case of particularly difficult (or nigh impossible) tests, a critical success might simply represent the fact that the character managed to succeed “normally” against all odds.

If a character rolls a critical success during an opposed test, they automatically win the contest regardless of their opponent's degrees of success (unless both rolled a critical success, in which case the tie is broken with degrees of success as usual).

A critical failure is an abysmal, terrible failure. GMs should punish characters with circumstantially appropriate effects whenever they roll critical failures. Though in the case of particularly easy tests, a critical failure might simply represent the fact that the character managed to fail “normally” against all odds.

In combat, critical successes and failures have specific effects for attack and defense rolls that are further explained in the appropriate section.

Types of Tests

You won't always be testing your character in the same way every session. There are three different types of tests that a character can be called to make, each reflecting a different type of situation or action.

Standard Tests

Tests without any opposition are known as **STANDARD TESTS**. They measure how well a character performs an action in a particular situation. Standard tests are handled as described on the previous page: a result less than or equal to the modified target number is a success, and a result above the target number is a failure. The GM can call for the character to calculate their degrees of success or failure on the roll if it is required by the test, or if they just want to have that additional measurement.

Teamwork

If two or more characters work together on a standard test, one of them must be chosen as the primary actor. The primary actor is the one who makes the actual test, and they receive a +10 bonus for each character helping them out, to a maximum +30. The helpers do not need to be trained in the skill being used as long as the GM decides that they can follow the primary actor's lead, or make themselves useful in some other way.

Simple Tests

In many circumstances there is no chance that a character will fail a particular action, but the GM wants a simple gauge of how well the character performs. In this case, a **SIMPLE TEST** may be employed. This is handled just like a standard test, but rather than determining success or failure, the result of the test determines whether the character succeeds strongly (passes the test) or succeeds weakly (fails the test).

The GM can even choose to measure degrees of success and failure in these cases to determine exactly how strongly or weakly the character succeeds, but this is usually unnecessary. Most of the time a binary result of strong or weak success will suffice.

Opposed Tests

Whenever a character's action is directly opposed by that of another character, the GM can call for an **OPPOSED TEST**. Both characters make a test against each other, with the result determining the winner. To make an opposed test, each character rolls a standard test as appropriate to the situation. If only one of the characters succeeds, that character wins. If both succeed, then the characters have tied. If both fail, then nobody wins.

Note that both characters do not have to actually roll the same test: characters making different tests for different actions can still be acting in opposition to one another.

Opposed tests that result in a tie (both characters succeed) are typically broken by comparing degrees of success, with the character who has the greater success being the winner. But sometimes the GM may rule that the nature of the test has simply resulted in a tie and the two characters remain locked against each other until one of them gives up or another opposed test is made.

In some situations both characters will fail when the GM feels they need a clear "winner" for the roll. In these cases simply roll again, or break ties by comparing degrees of failure.

If a character rolls a critical success during an opposed test, they automatically win the contest regardless of their opponent's degrees of success (unless both rolled a critical success, in which case the tie is broken with degrees of success as usual).

Characteristic & Skill Tests

Until now, we have simplified the concept of tests. Characters are largely defined by their characteristics, which provide the base target number for almost all tests. Characters also have skills, which can affect tests different tests in certain circumstances. All tests (regardless of the test's type) can be divided into two categories based on whether a characteristic or a skill is used to determine the target number.

CHARACTERISTIC TESTS are tests made with a target number based on one of a character's characteristic scores and modified as appropriate for the difficulty of the test. These tests are used when a character is performing a task that requires no specialized training and relies only on their natural abilities.

SKILL TESTS are tests made with a target number based on one of a character's characteristic scores. Like characteristic tests, skill tests are also modified as appropriate for the difficulty of the test; unlike characteristic tests, skill tests also take into account a character's skill at whatever task they are attempting. Skill tests are used when a task requires some form of specialized training or skill to perform well. Skill tests based on a given characteristic will list the characteristic in parenthesis after the name of the skill.

Complimentary Skills

If a character is making a skill test where the use of another skill they possess would conceivably aid them, that character can treat that second skill as a **COMPLIMENTARY SKILL**. A character may choose one complimentary skill for a given skill test to gain a +10 bonus to that test.

DEFINING A CHARACTER

In game terms, a character is simply a collection of statistics and other information that help define and accurately represent a being in the Elder Scrolls setting. This same system is also used to define the various people, monsters, and other beings that populate the setting. From this point forward, the player characters will be referred to as PCs, while non-player characters will be referred to as NPCs. Even monsters and other creatures are classified as characters! Characters, particularly PCs, can be divided into two main parts: the character concept, and the character profile.

Character Concept

A character concept simply defines who the character is within the context of the game setting. This can range from a simple idea in a player's head (a dashing rogue who fights with sabers!) to an in depth background document written before the game begins. However extensive it may be, all characters should have a basic concept associated with them, even the NPCs that the GM creates for the party to interact with.

Character Profile

A character profile defines who the character is within the context of the game rules, providing a suite of stats which can be used to resolve a variety of dramatic scenarios in which the character may find themselves. These values are the focus of the majority of the rules in this book, and will be the focus of the rest of this section as well.

Each character profile is made up of the following elements:

- **Characteristics:** Eight values that represent the broad physical and mental capabilities of the character.
- **Attributes:** Derived statistics that represent more specific measurements of a character capabilities.
- **Skills:** A set of categories and associated ranks that reflect a character's ability to perform certain actions.
- **Talents:** A set of unique abilities the character has come to possess through training or experience.
- **Traits:** Rules that reflect inherent physical facts about the character, certain abilities they naturally possess, or particular features of their personality.
- **Magic:** The set of all magical abilities the character possesses.
- **State:** The current state of the character, including everything from their equipment to their physical health.

The primary means by which characters progress is through the accumulation and use of **EXPERIENCE POINTS** (XP) awarded by the GM. XP can be spent by the players between game sessions in order to improve or change their character's profile in a number of ways.

Characteristics

The eight **CHARACTERISTICS** are values that define the broad physical and mental capabilities of each character. Characteristics have two pieces of information associated with them: the characteristic score, and the characteristic bonus.

A given characteristic's **SCORE** is a value, at minimum zero with no ceiling, that represents that characteristic. The scores tend to hover in the 35-45 range on average. Higher values are better. A given characteristic's **BONUS** is a value equal to the tens digit of the associated characteristic score, and is used for certain calculations where the full score is too large. Below is a list of all the characteristics that define a character, how these characteristics and their corresponding bonuses are abbreviated, and what they each represent.

STRENGTH (Str / StB) measures a character's physical prowess, and their ability to employ that prowess and push themselves to their physical limits.

ENDURANCE (End / EB) measures a character's physical health, stamina and toughness, and their resistance to damage.

AGILITY (Ag / AB) measures a character's physical speed, reflexes, and coordination, reflecting their overall ability to move quickly and gracefully.

INTELLIGENCE (Int / IB) measures a character's mental prowess, problem solving, reasoning, and ability to recall information.

WILLPOWER (Wp / WB) measures a character's mental control, resilience, and their ability to use Magic in its various forms.

PERCEPTION (Prc / Pcb) measures a character's physical awareness, as well as the accuracy of his "gut instincts" and intuition.

PERSONALITY (Prs / PsB) measures a character's natural charisma, presence, expressiveness, and social abilities.

LUCK (Lck / LkB) measures a character's good fortune: how often events tend to go their way. See Luck in Chapter 5.

Favored Characteristics

Not all characteristics are created equal! Some characters excel in certain areas over others, beyond a simple difference in raw characteristic score. **FAVORED CHARACTERISTICS** are those characteristics a character is naturally gifted in: improving those characteristics, or skills and abilities associated with them, is easier than usual. Each PC has two favored characteristics. Learning and ranking skills, or learning talents, governed by a favored characteristic, or advancing that characteristic, costs 75% of the usual XP cost (round down to the nearest multiple of 5).

Zero Characteristics

Certain characteristics have unique effects if they are reduced, by whatever means (typically by magic), to zero. A character with zero Strength or Endurance dies instantly, while a character with a zero in any other characteristic (with the exception of Luck) is rendered insane/non-functional/a vegetable and is removed from play.

Attributes

A character's **ATTRIBUTES** are statistics derived from a character's characteristics that represent more specific measurements of a character's capabilities. While characteristics reflect general aptitude in a certain area, attributes measure specific values with very precise meanings used for particular game mechanics.

Health (End)

A character's Health is equal to their Endurance score and reflects how much trauma they can withstand before they die. For information, see [Physical Health](#) in Chapter 5.

Wound Threshold (EB + StB)

A character's Wound Threshold is equal to the sum of their Endurance and Strength bonuses and reflects the amount of trauma an attack must deal to cause a wound. For information, see [Physical Health](#) in Chapter 5.

Stamina (EB-1, minimum 2)

A character's Stamina is equal their Endurance bonus minus one (minimum two). It reflects the number of levels of fatigue a character can accrue before it begins to affect them. For information, see [Physical Health](#) in Chapter 5.

Magicka Pool (Int)

A character's Magicka Pool, which is equal to their Intelligence, is a measure of how much magical energy (known as magicka) the character is capable of harnessing for spellcasting. For information, see [Chapter 6](#).

Size Category (Standard by default)

A character's Size Category reflects their physical size, and the effects thereof. Note that character Size categories and weapon Size categories are different mechanics, and do not overlap. All roughly human sized characters are Standard Size, but some characters can be larger or smaller. For information see [Size](#) in Chapter 5.

Movement Rating (AB)

A character's Movement Rating, equal to their Agility bonus, determines how many meters they can move in combat, and is used as a foundation to calculate other movement based values. For information, see [Movement & Encumbrance](#) in Chapter 5.

Carry Rating ([2*StB] + EB)

A character's Carry Rating, equal to the sum of twice their Strength bonus and their Endurance bonus, provides a measure of roughly how much weight they can carry, lift, or push. For information, see [Movement & Encumbrance](#) in Chapter 5.

Initiative Rating (AB + Pcb)

A character's Initiative Rating is used when making initiative rolls, and is equal to their Agility bonus plus their Perception bonus. For information on initiative, see [Combat](#) in Chapter 5.

Maximum Action Points

A character's Maximum Action Points, based on the sum of their Agility, Intelligence, and Perception bonuses, determines how often a character can act in a combat round. Consult the table below to determine this value. For information, see [Combat](#) in Chapter 5.

Max. Action Points	
AB + IB + Pcb	AP
6 or lower	1
7-14	2
15+	3

Damage Bonus (SB)

A character's Damage Bonus is a measure of how much force they can bring to bear for melee attacks. It is equal to their Strength bonus, and is added to the damage of all their attacks with melee weapons. For information, see [Chapter 5](#).

Maximum Luck Points (LB)

A character's Maximum Luck Points, equal to their Luck Bonus, which can be spent for a number of unique effects. For more information, see [Luck](#) in Chapter 5.

Skills

A character's **SKILLS** are a set of categories and associated ranks that reflect a character's ability to perform certain actions. The ranks reflect the character's experience, training, and overall ability to perform these various actions. Skills are either trained, or untrained. Each trained skill has a corresponding **Skill Rank**, which has an associated value from 0 to 5, which reflects how capable the character is at utilizing that skill. Each skill has one or more **GOVERNING CHARACTERISTICS**: a set of characteristics that reflect the many ways that a character can utilize a single skill.

Skills	
Skill	Governing Characteristics
Acrobatics	Strength, Agility
Alchemy	Intelligence
Alteration	Willpower
Athletics	Strength, Endurance
Charm	Personality
Combat Style [Field]	Strength, Agility
Command	Intelligence, Personality
Commerce	Intelligence, Personality
Conjuration	Willpower
Deceive	Intelligence, Personality
Destruction	Willpower
Enchant	Intelligence
Evade	Agility
First Aid	Agility, Intelligence
Illusion	Willpower
Investigate	Intelligence, Perception
Intimidate	Strength, Willpower
Linguistics	Intelligence
Logic	Intelligence, Perception
Lore	Intelligence
Mysticism	Willpower
Navigate	Intelligence, Perception
Observe	Perception
Profession [Field]	(Varies)
Restoration	Willpower
Ride	Agility
Stealth	Agility, Perception
Subterfuge	Agility, Intelligence
Survival	Intelligence, Perception

Skill Ranks

Skill Rank (Value)	Equivalence
Novice (0)	Rudimentary knowledge.
Apprentice (1)	Basic proficiency.
Journeyman (2)	Hands on experience and/or some professional training.
Adept (3)	Extensive experience or training.
Expert (4)	Professional level ability.
Master (5)	Complete mastery.

When a character makes a skill test, he applies a bonus equal to +10 times the value of his skill rank (starting at +0 for novice (rank 0), and up to +50 at master (rank 5)) to the base characteristic. If a character attempts to use a skill that is untrained instead of trained, the test suffers a -20 penalty instead.

Specializations

Skills can also have accompanying **SPECIALIZATIONS**, which represent areas of concentration and focus in a character's training and experience with that skill. A character may take as many specializations as their rank in a given skill, plus one. When making a skill test in the listed area of specialization, the character gains a +10 bonus to the test.

For more information on skills, see [Chapter 3](#).

Talents

A character's **TALENTS** are the various unique abilities the character has come to possess through training or experience. They include everything from passive bonuses to activated abilities, and can even modify how the character uses certain skills. For information, see [Talents](#) in Chapter 4.

Traits

A character's **TRAITS** are rules that reflect various natural facts about the character or certain abilities they possess. They include things such as the ability to fly, inherent physical weaknesses, personality traits, and so forth. For information, see [Traits](#) in Chapter 4.

Magic

The set of all the various spells, rituals, powers, and other magical abilities the character possesses. For information, see [Chapter 6](#).

State

A character's **STATE** is a collection of values that, together, reflect the current state of the character. This includes everything from their equipment to their physical health. This is, therefore, the part of a character's profile that is expected to change the most during an average game session.

Trauma

The character's current amount of trauma. This reflects the amount of overall damage the character has taken, and how close they are to death. If a character's trauma ever exceeds their Health, the character falls unconscious. If they ever exceed one and a half times their Health (round down), the character dies. For information, see [Physical Health](#) in Chapter 5.

Wounds

The combined list of all the wounds that a character is currently suffering from (if any), including the level of the wound, its damage type, and the location upon which it was inflicted. For information, see [Physical Health](#) in Chapter 5.

Fatigue

The character's total levels of fatigue, which reflects how physically exhausted they are. Has no effect until it exceeds Stamina. If it ever equals or exceeds twice the character's Stamina, they fall unconscious. If it equals or exceeds three times Stamina, they die. For information, see [Physical Health](#) in Chapter 5.

Magicka

The character's current magicka, which is spent in order to cast spells. Once reduced by any amount, a character's current magicka recovers naturally at a rate of Intelligence bonus magicka every hour. A character's current magicka can never exceed the character's Magicka Pool, or be reduced below zero. For information, see [Chapter 6](#).

Equipment

A character's equipment includes all the items they carry and use, everything from their weapons to the clothes they wear. For information, see [Chapter 7](#).

Encumbrance Level

Represents how much the bulk and weight of the character's gear hinders their ability to function. For information, see [Movement & Encumbrance](#) in Chapter 5.

Conditions

The combined list of conditions currently affecting the character. Conditions are things that affect the character and their capabilities instead of features of the character's nature. By default, a character begins play with no conditions unless otherwise specified. For information, see [Physical Health](#) in Chapter 5.

Action Points

A character's current number of action points. The character must spend one each time he takes an action or reaction. Resets to his Maximum Action Points at the beginning of each round. For information, see [Combat](#) in Chapter 5.

Luck Points

A character's current Luck points, which can be spent for certain benefits. Characters begin each session with Luck points equal to their Maximum Luck Points. Can never be reduced below zero. For information, see [Luck](#) in Chapter 5.

Experience Points

The character's current amount of XP, which can be spent on advancements. See [Character Advancement](#) in Chapter 5.



"Ayem said: To my sister-brother's city I give the holy protection of House Indoril, whose powers and thrones know no equal under heaven, wherefrom came the Hortator."

The Thirty-Six Lessons of Vivec, Sermon Twenty-Four

Chapter 2: Character Creation

“Ah yes, we’ve been expecting you! You’ll have to be recorded before you’re officially released. There are a few ways we can do this, and the choice is yours.”

Socucius Ergalla, The Elder Scrolls III: Morrowind



The Elder Scrolls setting is a vast and diverse one, and there are an enormous number of potential characters a player may want to create. However there are some things that all characters have in common, and it is on this common ground that we can start to build up a new character.

After character creation, character advancement is accomplished through the use of experience points (see [Character Advancement](#) in Chapter 5 for information). But during character creation players use **CREATION POINTS** (CrP) to create and customize their characters according to their predetermine concepts and their GM's limitations and guidance.

CrP is very similar to XP in that it can be used to purchase advancements that would cost XP (and converts over at a 1:1 ratio), but it is different in that a number of things can be only be purchased with CrP. When character creation has ended, any remaining CrP becomes XP instead.

Standard character creation is a five step process. It is necessary to go through these steps in the correct order, and it is recommended you read through this list before moving on in order to inform your future decisions. When you actually start building the character, write down the details from each step on a character sheet as you go along so you don't lose track of things.

Step 1: Race

During this step you will choose your character's race. We have included the "core" races featured in the games in the Peoples of Tamriel section, though additional races can be found in the [PLAYERS HANDBOOK](#). You should ask your GM which era the game is taking place in, and which races are allowed for the campaign, before you pick one. Each race comes with their own characteristic baseline used to generate characteristics for members of that race, and many races have bonus powers, starting skills, or traits.

Step 2: Generate Characteristics

During this step you will get to choose your character's favored characteristics and generate your characteristic scores using dice and the characteristic baseline appropriate to your choice of race in the previous step.

Step 3: Determine Birthsign

Next you determine your character's Birthsign, choosing the charge of the warrior, mage, or thief and then rolling on the appropriate table. There is a chance during this step that the character will receive the Star-Cursed version of a sign instead, reflecting the threatening presence of the Serpent sign at the time of their birth.

Step 4: Spend CrP & Purchase Items

Next you spend your remaining CrP on any characteristic advancements that you desire. Any CrP remaining after this process is over is converted to XP. Characters can also exchange CrP for drakes, which can be used in this step to purchase equipment and other items that the character will begin the game with.

Step 5: Finishing Touches

Finally, calculate your character's attributes and finalize any remaining aspects of the character sheet. You're good to go!

Step 6 (Optional): Elite Advances

In this step you may also choose elite advances: changes that dramatically alter a character beyond the scope of the other options explored so far, or "life paths" that a character must either be born into, or dedicate themselves to. These cannot be purchased without GM permission, as they represent very powerful and specialized character paths, and generally a character should not be allowed to have more than one.

This book does not contain any elite advances, but they may be found in one or more of the supplements! Elite Advances may be purchased with either CrP or XP.

PEOPLES OF TAMRIEL

The races provided in this book encompass the core races portrayed in the Elder Scrolls games. Additional races can be found in the [PLAYERS HANDBOOK](#). Each race comes with their own characteristic baseline used to generate characteristics for members of that race, and many races have bonus powers, starting skills, or traits. You should ask your GM which races are allowed in the campaign before you pick one.

Some races have unique racial traits that are defined in their sections. Racial powers can be found in the [Powers](#) section later in this Chapter.

Altmer

The Altmer (or High Elves, as they are also known) are a race of Mer that make their home on Summerset Isle, an island off the south western coast of Tamriel. Many races of Tamriel consider the Altmer to be quite beautiful due to their fair, golden skinned complexion and the dazzling gem like colors of their eyes; as such, the Altmer are welcome guests in most parts of Tamriel, save for the Black Marsh and Vvardenfell. However, the combination of their fair appearance, long lives, propensity for magic and resemblance to the Old Elves of Tamriel tends to give Altmer an elevated sense of their own importance. This can sometimes impact diplomatic relations with the other races.

The use of magic is heavily emphasized in Altmer society, given the latent magical gifts of the Altmer race. Those Altmer that rarely or never leave Summerset Isle are used to a culture in which Magic permeates every level of society. Unfortunately, the natural affinity of the Altmer race also leaves them vulnerable to magical attack; however, most choose to pay little heed to this drawback. Aside from their dependence on magic, Altmer also tend to place a high cultural value on living for as long as possible, often using magic to extend their longevity. Altmer born and raised on Summerset Isle tend to be haughty and more out of touch than those raised in other areas of Tamriel.



Altmer Characteristic Baseline

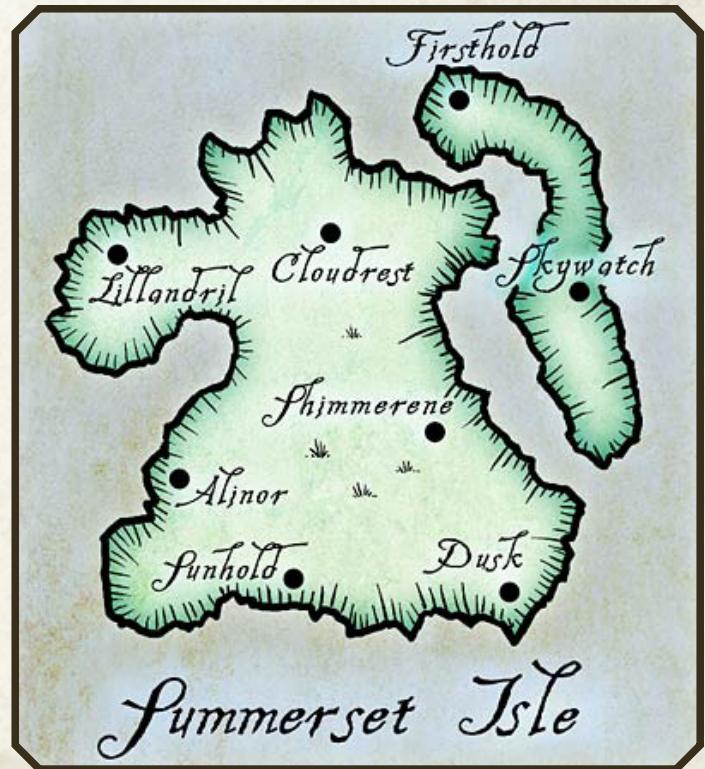
Str	End	Ag	Int	Wp	Prc	Prs
20	23	23	30	28	25	25

Traits (simplified: full rules can be found in Chapter 4)

- **Disease Resistance (50%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 50, the character doesn't get the disease.
- **Power Well (100%):** Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by 100% of its base. If the character would receive this trait twice, combine the X values.
- **Weakness (Magic, 50%):** If the character suffers any type of magic damage after armor mitigation, increase that damage by 50% (round up) before calculating its effects.
- **(Racial) Mental Strength:** Altmer ignore penalties to Willpower tests made to resist paralysis.

Other

- During character creation, Altmer characters may learn one of the traditional magic skills (Alchemy, Alteration, Conjuration, Destruction, Enchanting, Illusion, Mysticism, or Restoration) (starts at Novice rank) for half its base CrP cost (other cost reductions apply to this new value).



Argonian

Argonians are a race of reptilian humanoids native to the land of Black Marsh in south-eastern Tamriel. In Jel, their native tongue, Argonians refer to themselves as Saxhleel (meaning “People of the Root”) to show their absolute reverence towards and dependence on the Hist, a species of sentient trees that share a singular and extremely intelligent mind. The Argonian people owe the entirety of their life, culture and shape to the Hist, as the sap of the trees is a necessary catalyst for the metamorphosis of young Argonians into their humanoid form. Traditionally minded Argonians also believe the Hist is a repository for their souls, reincarnating them after death.

Argonians are naturally suited to the dangerous environment of Black Marsh and are resistant to most diseases and poison. Additionally, Argonians have the ability to breathe indefinitely while underwater, as well as formidable resistance to many kinds of damage courtesy of the Hist. In their homeland, Argonians tend to live in either desolate, scattered villages or within the ruins of great cities of stone, remnants of the Elves and other extinct denizens of the Black Marsh. Given the necessity of the Hist to their lifestyle, most Argonians rarely leave Black Marsh by choice; however, some have been known to abandon Argonian society and venture out into the wider world as adventurers and hired workers. Unfortunately, others are sometimes forcibly removed from Black Marsh by slavers and sold as chattel across Tamriel.

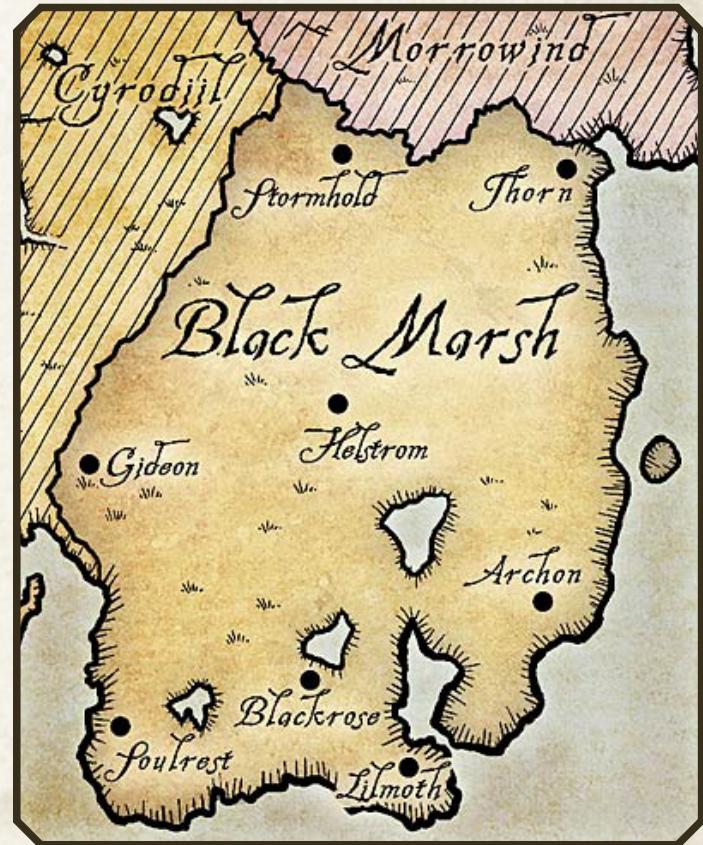


Argonian Characteristic Baseline

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

Traits (simplified: full rules can be found in Chapter 4)

- **Disease Resistance (75%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 75, the character doesn't get the disease.
- **Immunity (Poison):** The character is immune to the effects of poison.
- **Amphibious:** The character can breathe water, and ignores the skill cap placed on his combat rolls by his Athletics skill when fighting in water.
- **(Racial) Inscrutable:** Argonians receive a -10 penalty to Charm tests made to interact with non-Argonians. However, Observe tests made to try to distinguish their motives are made with a -10 penalty.



Bosmer

The Bosmer (or Wood Elves, as they are also known) are a race of forest-dwelling Mer native to the province of Valenwood. In their own tongue, the Bosmer refer to themselves as the Boiche, or “Tree-Sap People”, a reference to their pact with the Aedra Y’ffre. Like other elves, the Bosmer were originally from the Summerset Isles; however, the Wood Elves scorned strict and formal lifestyle of their Aldmeri ancestors, choosing to travel to mainland Tamriel and live more carefree and simple lives. Chronologically, the First Era is officially marked as starting when the Bosmer united under the rule of the King Eplear, the first of the Camoran Dynasty. Bosmer are known across Tamriel as competent and deadly bow users; some rumors even claim that the Wood Elves were the first to have invented and used the bow as a weapon.

Despite the high status granted to Auri-El by most of the Merish pantheons, the Bosmer hold Y’ffre in the highest regard. As the first of the Aedra to help stabilize Nirn by becoming an earthbone, Y’ffre helped the Wood Elves maintain their shape during the Dawn Era. The grateful Bosmer accepted his patronage, making an oath known as the Green Pact and vowing to never eat nor harm any vegetation that grew within Valenwood (though other plants outside the province have no such protection). Because of their oath, those Bosmer native to Valenwood (and even some who leave) are carnivorous, even engaging in cannibalism on occasion.

Bosmer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
21	21	31	25	23	26	24

Traits (simplified: full rules can be found in Chapter 4)

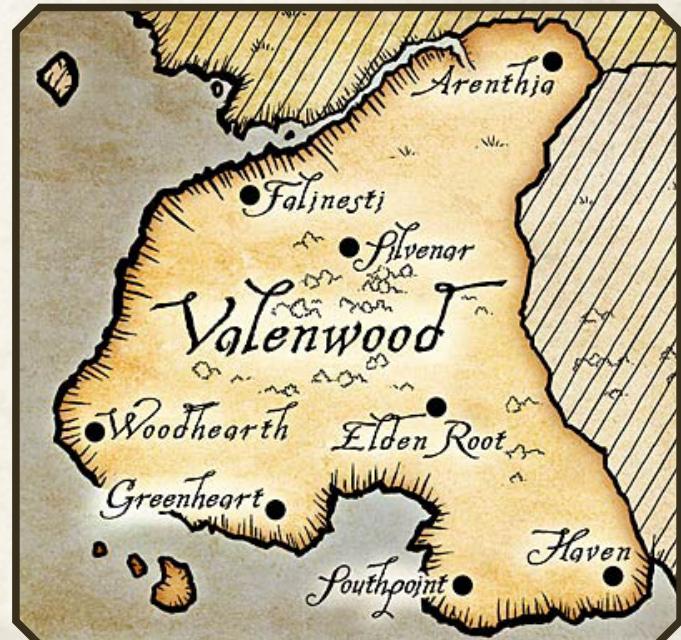
- **Disease Resistance (50%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 50, the character doesn’t get the disease.
- **Resistance (Poison, 25%):** If the character suffers poison damage after mitigation, reduce that damage by 25% (round up) before calculating its effects.
- **(Racial) Natural Archers:** Bosmer never suffer untrained penalties worse than -10 when using bows or crossbows.

Powers (see the Powers section later in the Chapter)

- Beast Tongue

Other

- During character creation, Bosmer characters may purchase either the Rapid Reload talent (Adept [Agility]) or learn the Stealth skill (starts at Novice rank) for half the base CrP cost (other cost reductions apply to this new value).



Breton

The Bretons are a race of men native to the north western province of High Rock. Bretons as a whole are generally dark-haired, tall and gifted with a rare amount of intelligence and willpower compared to the other races of men across Tamriel. Despite their height, Bretons tend to have a slighter build, being less muscular than Redguards or Nords. Bretons are descended from both Aldmeri and Nedic bloodlines, giving them a unique combination of abilities that both enhances their innate Aldmeri talent for magic and suppresses their vulnerability to magic, thanks to their Nedic heritage.

Culturally, Bretons possess a great love of art and philosophy, as well as an innate connection with magic; this leads many to scholarly pursuits, becoming great wizards and sorcerers. Bretons are also prone to engaging in knightly pursuits, driven on by a “quest-obsession” to do good deeds prevalent throughout Breton society.

Also worthy of mention are the Reachmen, a splinter group of Bretons inhabiting the western reach that joins High Rock and Skyrim. Violently opposed to the Breton kingdoms and infighting of High Rock, the Reachmen have formed a tribal society based on hedge magic learned from Orcs and bird-witches known as Hagravens. Though far more ferocious than their cultured cousins, the Reachmen live far more primitive lives, trading the steel blades of High Rock for stone and bone, the castles and towers for natural caverns.



Breton Characteristic Baseline

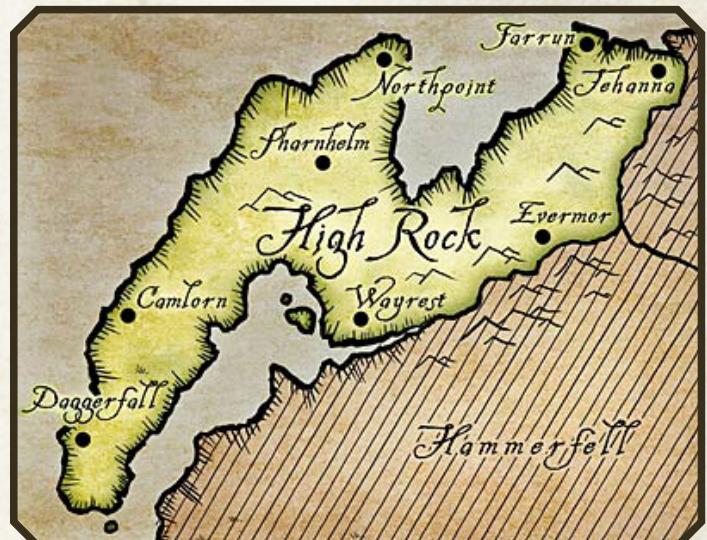
Str	End	Ag	Int	Wp	Prc	Prs
23	21	22	28	30	25	25

Traits (simplified: full rules can be found in Chapter 4)

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

Other

- During character creation, Breton characters may learn one of the traditional magic skills (Alchemy, Alteration, Conjuration, Destruction, Enchanting, Illusion, Mysticism, or Restoration) (starts at Novice rank) for half its base CrP cost (other cost reductions apply to this new value).



Dunmer

The Dunmer (or Dark Elves, as they are also known) are a race of xenophobic Mer native to the province of Morrowind, a land dominated by a wasteland of dust and fire. Like other elves, the Dunmer were originally from the Summerset Isles; however, they are descended from the Chimer, a tribe of Aldmeri exiles who fled Summerset to worship the Daedra, who they title "Our Stronger, Better Ancestors". An agile and graceful people, the Dunmer use their natural magical and physical abilities to their advantage in combat. Physically their swordsmanship rivals that of the Redguards of Hammerfell, while their natural affinity for Destruction magic is rivaled only by their distant cousins in the Summerset Isles.

Dunmer society is divided into two distinct areas: the more civilized Great Houses and the nomadic Ashlanders. The Great Houses of Morrowind behave more like nations than states, divided as they are by both culture and politics. The only things which unite the Great Houses are the temple and an almost universal distaste for outlanders.

By contrast to the more civilized and political Great Houses, Ashlander society is more tribal-oriented and nomadic. The Ashlanders split from the society of the Great Houses over the validity of the Temple's doctrine, a conflict which has divided the two sectors of Dunmer society ever since. Those who have met the Ashlanders describe them as ferocious, chitin-armored savages who are wary of strangers; however, beneath the xenophobic surface of Ashlander society lies a deeply spiritual and disciplined lifestyle, a vital key to the survival of the nomads in the harsh land of Morrowind.

Dunmer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
25	24	29	25	24	25	23

Traits (simplified: full rules can be found in Chapter 4)

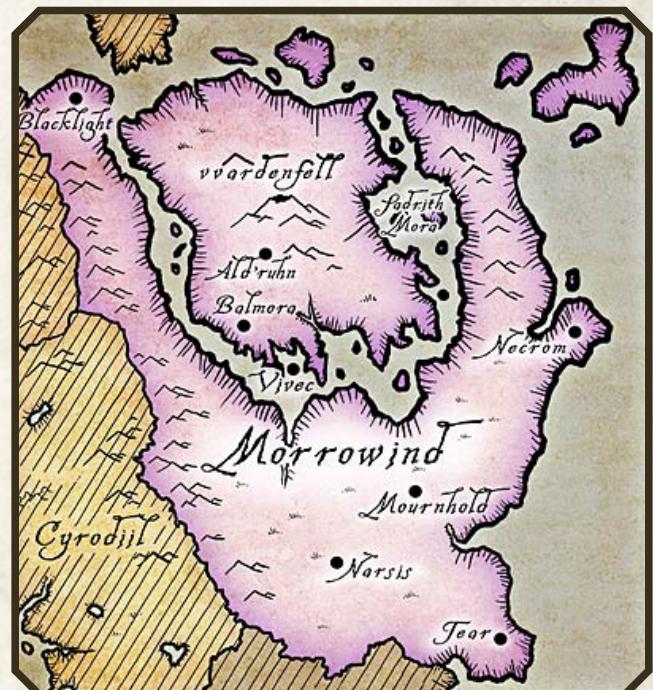
- **Resistance (Fire, 75%)**: If the character suffers fire damage after mitigation, reduce that damage by 75% (round up) before calculating its effects.

Powers (see the Powers section later in the Chapter)

- Ancestor Guardian

Other

- During character creation, Dunmer characters may learn the Destruction skill (starts at Novice rank) for half its base CrP cost (other cost reductions apply to this new value).



Imperial

Imperials (also known as Cyrods) are a race of men descended from Nedics who settled in the province of Cyrodiil, most notably Nibenese and Colovians. From the time of the Merethic Era the Imperials were held in slavery by the Ayleids (also known as the Heartland High Elves) until a Nedic woman by the name of Alessia organized a successful slave revolt with the help of her champion Pelinal Whitestrake and demigod Morihaus.

Following the revolt, the Cyrods set up three different empires under three different factions: Alessia and her followers, the Reman Dynasty and the Septim Dynasty. Though the empires had internal differences, more stark differences arose between the more mercantile Nibenese and the rougher Colovians. Where the Nibenese Imperials were skilled at trading the creation of wealth, the Colovian Imperials were influenced by their northern Nordic neighbors, turning to more physical pursuits such as farming and war. In fact, such differences kept the Imperials from becoming a unified people until the arrival of Reman Cyrodiil in the First Era and Zero Cuhlecain at the end of the Second Era.

Due to the central position of Cyrodiil in Tamriel, Cyrods have learned to become shrewd traders and diplomats. As well, their former status as slaves have left them rather gregarious and willing to accept others.

The more Nordic Imperials, Colovians are rougher and more physical than their Nibenese counterparts. The Nibenese are more cosmopolitan than their Colovian brethren, and have excelled in trade and other such pursuits.



Colovian Characteristic Baseline						
Str	End	Ag	Int	Wp	Prc	Prs
26	27	24	24	25	25	25

Nibenese Characteristic Baseline						
Str	End	Ag	Int	Wp	Prc	Prs
24	23	23	27	23	25	28

Traits (simplified: full rules can be found in Chapter 4)

- **(Racial) Star of the West:** Imperials increase their Stamina by 1.

Powers (see the Powers section later in the Chapter)

- Voice of the Emperor

Other

- During character creation, Nibenese characters may learn the Commerce skill (starts at Novice rank) for half its base CrP cost (other cost reductions apply to this new value).



Khajiit

Khajiit are a race of feline humanoids native to the province of Elsweyr in southern Tamriel. In their native tongue of Ta'agra, the word Khajiit means "desert walkers", a fitting epithet for the nomadic race. Unlike the other races of Tamriel, there are variety of different "breeds" of Khajiit, ranging from bipedal to quadrupedal, the size of tigers to the size of house cats, and many in between. Some are even unable to speak, while others are hard to distinguish from elves. All of these things and more are determined by the moons, cementing their place at the center of Khajiit society. Aside from determining a given Khajiit's form and abilities, the moons also form the basis of the Khajiit's governmental system.

Most Khajiit value agility and cunning above brute force, as these traits are valuable assets for survival in the harsh deserts and tropical jungles the Khajiit call home. Their natural acrobatic ability, intelligence and unmatched agility make the Khajiit excellent guerrilla fighters, adventurers and thieves.

Each Khajiit breed counts as its own unique race, but only the Suthay-Raht are presented here. Additional subspecies can be found in the [PLAYERS HANDBOOK](#).

Suthay-Raht

Similar in height and build to the race of man, the Suthay-raht are one of the most common breeds of Khajiit. Their coloring ranges from dark brown and orange, to light yellow, both with and without stripes and spots. Suthay-raht are often referred to as "Ja'Khajiit" (meaning "kitten") by those of other races; this appellation often strikes the Khajiit as odd, said title being one of their names for Mehrunes Dagon.

Suthay-Raht Characteristic Baseline

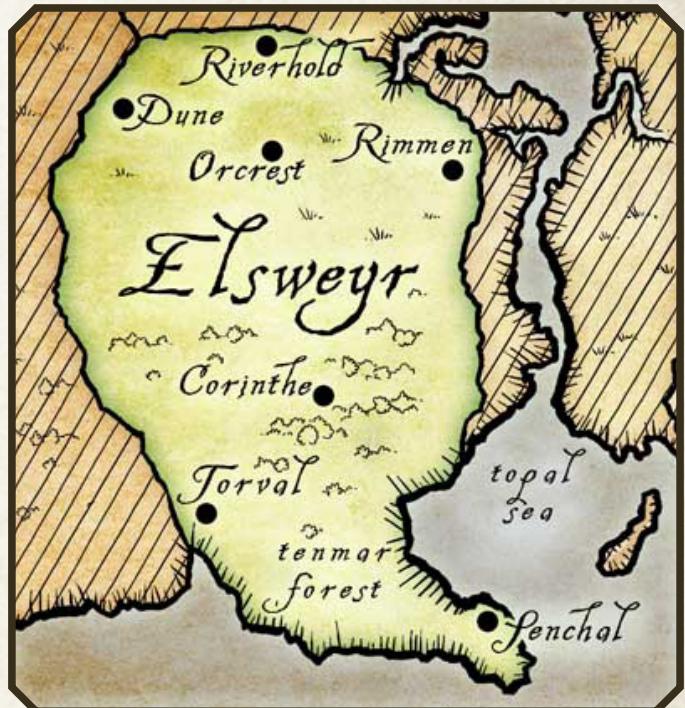
Str	End	Ag	Int	Wp	Prc	Prs
22	22	29	25	21	28	24

Traits (simplified: full rules can be found in Chapter 4)

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

Other

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



Nord

The Nords are a race of tall, fair haired men hailing from Skyrim but found all along the coasts of Tamriel. Originating from the continent of Atmora, the Nords are a fierce and proud people, known for their natural aptitude as both warriors and seafarers. Possessing great physical strength and endurance, Nords also enjoy impressive resistance to magical frost and lightning. Natural conquerors, the warlike and enterprising spirit of the Nords has greatly influenced the history of Tamriel since their arrival from Atmora in the late Merethic Era, with their armies driving the Snow Elves into ruin and providing the strength and impetus to forge the first empires of man.

The Nords consider themselves the sons and daughters of Kyne, formed when the great Northern Winds broke upon the ground at the Throat of the World. As such, they consider their breath their very essence, and are able to channel their strength and power into their voices in magical shouts known as the Thu'um. Though all Nords possess the potential to use the Thu'um, it has become increasingly rare since the fall of the first Empire of the Nords when it was deemed it should only be used in times of great need.

Honor and heroism are important virtues to a Nord, for they believe that an honorable life or a valiant death will grant them access to Sovngarde, Shor's Hall. This belief makes Nords all but fearless in battle, making war with an energy and enthusiasm that terrifies their enemies. This leads many down the path of the warrior; consequently, most Nords encountered outside Skyrim pursue some martial enterprise, be it sellsword, brigand, or wandering adventurer.

Nord Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
30	28	23	21	24	25	23

Traits (simplified: full rules can be found in Chapter 4)

- **Tough (10%)**: Increase the character's Health by 10% (round down).
- **Heavy Hitter (1)**: Add 1 to the character's Damage Bonus.
- **Resistance (Frost, 50%)**: If the character suffers frost damage after mitigation, reduce that damage by 50% (round up) before calculating its effects.
- **Resistance (Shock, 25%)**: If the character suffers shock damage after mitigation, reduce that damage by 25% (round up) before calculating its effects.

Powers (see the Powers section later in the Chapter)

- War Cry



Orsimer

The Orcs, sometimes known as Orsimer, are barbaric tribes found in the north of Tamriel, concentrated in High Rock's Wrothgarian mountain range and with settlements in High Rock, Skyrim, and Hammerfell. Known for their ugly appearance (including but not limited to green or red skin, prominent tusks, and unusual facial bone structure), propensity for violence, and skill in metalcraft, the Orcs are commonly held to be the least of the races. Although officially accepted as citizens by the Cyrodiilic Empire after the events of the Warp in the West, Tamriel's populace still holds them in low regard, especially in the northwest. With the few exceptions of those living in cities or camps, most Orcs hail from Orsinium or a Stronghold, where they are raised from birth to defend their clan and family.

Orcs have been bred for centuries to survive harsh conditions and constant assault, and as such have a natural proficiency in hand-to-hand combat. Their sheer physical strength makes them formidable opponents when wearing heavy armor and wielding two-handed weapons, especially when using products of their own design. Most Orcs learn to work metal from a young age, and even those who do not choose the smithing profession have better skill to maintain their equipment. Orcs hailing from wilderness Strongholds are generally more ferocious than their Orsinium cousins, who tend to have more skill as craftsmen.

Orsimer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
28	30	22	23	26	24	22

Traits (simplified: full rules can be found in Chapter 4)

- **Tough (10%):** Increase the character's Health by 10% (round down).
- **Heavy Hitter (1):** Add 1 to the character's Damage Bonus.
- **Resistance (Magic, 25%):** If the character suffers any type of magic damage after mitigation, reduce that damage by 25% (round up) before calculating its effects.

Other

- During character creation, Orsimer characters may learn the Profession [Smithing] skill (starts at Novice rank) for half its base CrP cost (other cost reductions apply to this new value).



Redguard

The Redguards originated from the continent of Yokuda, far to Tamriel's west. They are renowned sword masters and forged an empire on Yokuda to rival Tamriel's own. Following a disaster which destroyed most of their homeland, the emigrated east to Tamriel, where they landed on Hammerfell. In Hammerfell, Redguard society split into two main camps; Forebears, those who had come in the Warrior Wave to purge Hammerfell of inhabitants, and Crowns, the upper-class who had followed.

The Redguards maintain a strong tradition of sword-mastery and honor to this day, though the significant Redguard piracy presence suggests interesting definitions of honor. Redguard warriors are at their best when using their famed scimitars, typically singly with a shield (though there are those who fight with two scimitars, known as "dervishes"). They prefer lighter armors and cloth to heavy metal, allowing for freedom and rapidity of movement. Redguards make for strong individual warriors, though only rarely does one find a Redguard who is not part of a society or band. They are known for their strict code of battlefield ethics, preferring to fight honorably even against creatures they see as below them.



Redguard Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
27	28	26	22	23	25	24

Traits (simplified: full rules can be found in Chapter 4)

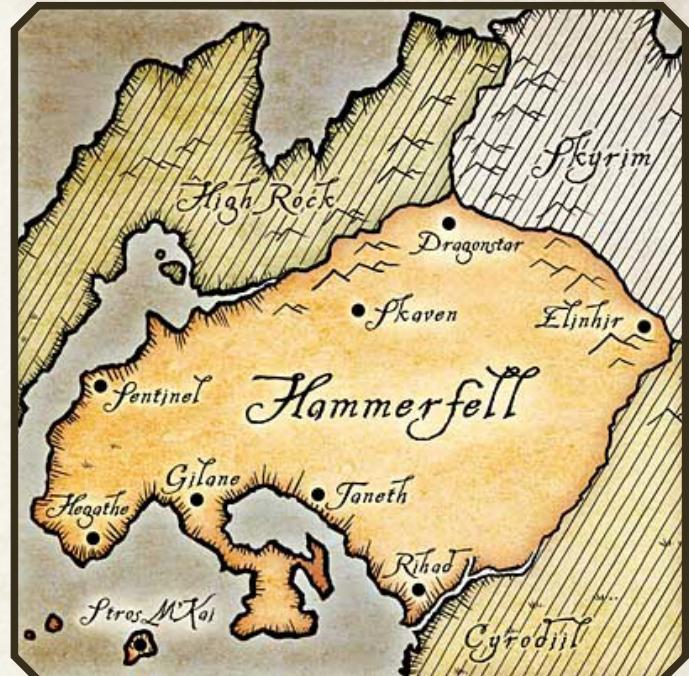
- **Disease Resistance (75%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 75, the character doesn't get the disease.
- **Resistance (Poison, 75%):** If the character suffers poison damage after mitigation, reduce that damage by 75% (round up) before calculating its effects.

Powers (see the Powers section later in the Chapter)

- Adrenaline Rush

Other

- During character creation, Redguard characters may learn their first Combat Style [Field] skill (starts at Novice rank) for half its base CrP cost (other cost reductions apply to this new value).



GENERATE CHARACTERISTICS

During this step you will choose your character's favored characteristics and then roll for your characteristic scores, using the characteristic baseline appropriate to your choice of race in the previous step.

Choose Favored Characteristics

Not all characteristics are created equal! Some characters excel in certain areas over others, beyond a simple difference in raw characteristic score. Favored Characteristics are those characteristics a character is naturally gifted in: improving those characteristics, or skills and abilities associated with them, is easier than usual. Each player can choose their character's two favored characteristics (they must be different characteristics), before they generate their characteristic scores. Learning and ranking skills or talents governed by a favored characteristic, or advancing that characteristic, costs 75% of the usual XP cost (round down to the nearest multiple of 5).

Rolling Characteristic Scores

Once you have chosen your two favored characteristics and have a characteristic baseline from your race, you can generate characteristics. Characters have no baseline for Luck, as it is generated separately:

- Roll 2d10 seven times and assign each resulting value to one of your characteristics (except Luck). Add that resulting value to the characteristic score of the assigned characteristic that is listed in your characteristic baseline.
- Roll 2d10, add 30 to the result, and assign the resulting value to your Luck score. Characters cannot advance Luck beyond its starting value after character creation.
- If the GM allows it, you may reroll three individual d10s from amongst the pool of rolls (including those used for Luck) before you assign the results: these can be for separate characteristic rolls. The new result is final.

Optional Rule - Point Buy Characteristics

Instead of rolling for characteristics, players can instead choose to distribute 90 points amongst their various characteristic scores (including Luck). No more than 20 points may go into a given characteristic.

For convenience, all of the characteristics are reprinted here. For more information see [Defining a Character](#) in Chapter 1. Additionally, from this point onward throughout the process a player may choose to permanently reduce their character's starting Luck score for certain benefits. These will be explained when they come up.



STRENGTH (Str / StB) measures a character's physical prowess, and their ability to employ that prowess and push themselves to their physical limits.

ENDURANCE (End / EB) measures a character's physical health, stamina and toughness, and their resistance to damage.

AGILITY (Ag / AB) measures a character's physical speed, reflexes, and coordination, reflecting their overall ability to move quickly and gracefully.

INTELLIGENCE (Int / IB) measures a character's mental prowess, problem solving, reasoning, and ability to recall information.

WILLPOWER (Wp / WB) measures a character's mental control, resilience, and their ability to use Magic in its various forms.

PERCEPTION (Prc / Pcb) measures a character's physical awareness, as well as the accuracy of his "gut instincts" and intuition.

PERSONALITY (Prs / PsB) measures a character's natural charisma, presence, expressiveness, and social abilities.

LUCK (Lck / LkB) measures a character's good fortune: how often events tend to go their way. See [Luck](#) in Chapter 5.

DETERMINE BIRTHSIGN

Next you roll for your character's Birthsign, choosing the charge of the Warrior, Mage, or Thief and then rolling a d5 the appropriate table. There is a chance during this step that the character will receive the Star-Cursed version of a sign instead, reflecting the threatening presence of the Serpent sign at the time of their birth.

Bonuses granted by birthsigns that modify attributes, like Health, always apply even if the base characteristics that govern that attribute change. Powers granted by Birthsigns can be found in the Powers section later in this Chapter.

Luck

A player may choose to permanently reduce their character's Luck score by 5 in order to choose a Birthsign of their choice (10 for the star-cursed version) instead of rolling on the table. Alternatively, if the player decides to roll on the table and rolls a non-star-cursed sign, they can choose to permanently reduce their character's Luck score by 5 in order to take the star-cursed version.

Warrior Birthsign Table

Roll	Result
1	The Warrior
2	The Lady
3	The Steed
4	The Lord
5	Reroll, take the Star-Cursed version of the result

Mage Birthsign Table

Roll	Result
1	The Mage
2	The Apprentice
3	The Atronach
4	The Ritual
5	Reroll, take the Star-Cursed version of the result

Thief Birthsign Table

Roll	Result
1	The Thief
2	The Lover
3	The Shadow
4	The Tower
5	Reroll, take the Star-Cursed version of the result

The Warrior

"The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers."

- Those born under the sign of the **Warrior** treat all weapons as being in the "similar" category when calculating penalties for using untrained/unfamiliar weapons, meaning they only suffer a -10 penalty when using them.
- **Star-Cursed Warrior:** As above, but also gain 5 Strength and lose 5 Willpower.

The Lady

"The Lady is one of the Warrior's Charges and her Season is Heartfire. Those born under the sign of the Lady are kind and tolerant."

- Those born under the sign of the **Lady** gain 5 Personality.
- **Star-Cursed Lady:** As above, but also increase Health by 10% and lose 5 Strength.

The Steed

"The Steed is one of the Warrior's Charges, and her Season is Mid Year. Those born under the sign of the Steed are impatient and always hurrying from one place to another."

- Those born under the sign of the **Steed** increase their Movement Rating by 1.
- **Star-Cursed Steed:** As above, but also gain 5 Agility and lose 5 Willpower or Perception (pick one).

The Lord

"The Lord's Season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs."

- Those born under the sign of the **Lord** gain the Blood of the North power.
- **Star-Cursed Lord:** As above, but also increase Health by 10% and gain the Weakness (fire, 50%) trait.

"The Stars of Tamriel are divided into thirteen constellations. Three of them are the major constellations, known as the Guardians. These are the Warrior, the Mage, and the Thief. Each of the Guardians protects its three Charges from the thirteenth constellation, the Serpent."

The Firmanent

The Mage

"The Mage is a Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Golem, and the Ritual. Those born under the Mage have more magicka and talent for all kinds of spellcasting, but are often arrogant and absent-minded."

- Those born under the sign of the **Mage** gain the Power Well (50%) trait.
- **Star-Cursed Mage:** Gain Power Well (100%) instead, but lose 5 Perception, Strength, and/or Personality (pick two).

The Apprentice

"The Apprentice's Season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magick of all kinds, but are more vulnerable to magick as well."

- Those born under the sign of the **Apprentice** gain the Power Well (150%) trait and the Weakness (magicka, 50%) trait.
- **Star-Cursed Apprentice:** Gain Power Well (200%) and Weakness (magicka, 100%) instead.

The Atronach

"The Atronach (often called the Golem) is one of the Mage's Charges. Its season is Sun's Dusk. Those born under this sign are natural sorcerers with deep reserves of magicka, but they cannot generate magicka of their own."

- Those born under the sign of the **Atronach** gain the Power Well (200%) trait, the Spell Absorption trait, and the Stunted Magicka trait.
- **Star-Cursed Atronach:** As above, but gain Power Well (300%) instead and lose 10 Agility or Endurance (pick one).

The Ritual

"The Ritual is one of the Mage's Charges and its Season is Morning Star. Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines."

- Those born under the sign of the **Ritual** may choose to gain one of the following powers at the beginning of each game session: Blessed Touch, Blessed Word, Mara's Gift. They have this power for the entirety of that session.
- **Star-Cursed Ritual:** Instead gain all the powers permanently, but lose 10 luck.

The Thief

"The Thief is the last Guardian Constellation, and her Season is the darkest month of Evening Star. Her Charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. They will run out of luck eventually, however, and rarely live as long as those born under other signs."

- Those born under the sign of the **Thief** gain 10 Luck.
- **Star-Cursed Thief:** Instead gain 20 Luck, the Akaviri Danger-Sense power, and the Running Out of Luck trait.

The Lover

"The Lover is one of the Thief's Charges and her season is Sun's Dawn. Those born under the sign of the Lover are graceful and passionate."

- Those born under the sign of the **Lover** gain 5 Agility.
- **Star-Cursed Lover:** As above, but also gain 5 Personality and lose 5 Willpower or Strength (choose one).

The Shadow

"The Shadow's Season is Second Seed. The Shadow grants those born under her sign the ability to hide in shadows."

- Those born under the sign of the **Shadow** gain the Moonshadow power.
- **Star-Cursed Shadow:** As above, but also gain 5 Perception and lose 5 Personality or Strength (pick one).

The Tower

"The Tower is one of the Thief's Charges and its Season is Frostfall. Those born under the sign of the Tower have a knack for finding gold and can open locks of all kinds."

- Those born under the sign of the **Tower** gain a +10 bonus to Subterfuge tests made to pick locks or disarm traps.
- **Star-Cursed Tower:** As above, but also gain 5 Perception and lose 5 Willpower or Strength (pick one).

SPEND CrP & PURCHASE ITEMS

At this point it is time to build the bulk of the character. During this step the you may spend any of your Creation Points on any of the advancements or other items listed on the table below and apply the changes to your character sheet.

Campaign Power Level

Power Level	Starting CrP
Low	1000
Medium	2500
High	5000
Legendary	10000

Starting CrP

Your character's CrP is dependent on the **CAMPAIGN POWER LEVEL**: a category chosen by the GM that provides a starting baseline for the power and experience of the characters.

Character Advancement CrP Costs

Advance Type	Cost
Characteristic Advance (+5)	150 x (Char. Bonus) CrP*
Learning a Skill	Varies by Skill Rank***
Novice Rank	100 CrP
Apprentice Rank	200 CrP (300 total)
Journeyman Rank	300 CrP (600 total)
Adept Rank	400 CrP (1000 total)
Expert Rank	600 CrP (1600 total)
Master Rank	900 CrP (2500 total)
Gaining a Specialization	100 CrP
Expanding Combat Style	25 CrP
Gaining a Positive/Negative Trait	Varies by Trait (see below)
Learning a Talent	Varies by Talent Level
Novice Level	100 CrP
Apprentice Level	200 CrP
Journeyman Level	300 CrP
Adept Level	400 CrP
Expert Level	500 CrP
Master Level	800 CrP
Learning Magic	Varies by Magic
Learning Standard Spell	5 x (Spell Level) CrP
Creating Non-Standard Spell	5 x (Highest Effect Level) x (# of Components) CrP
Advanced Ritual**	25 CrP
Word of Power**	200 CrP
10 Drakes	1 CrP

* Minimum base cost (before % mods) of 100 CrP.

See the **ARCANE ARTS supplement.

*** Skill ranks must be purchased in order (see [Chapter 3](#))

Character Advancement Costs

Remember that learning and ranking skills or talents governed by a favored characteristic, or advancing that characteristic, costs **75%** of the usual XP (round down to the nearest multiple of 5).

Amongst other things, the character can exchange CrP for drakes which can be used to purchase items and equipment during this step. Characters can ignore the situational and item source price modifiers for items unless their GM says otherwise. **Players may not convert more than 20% of their CrP budget to Drakes without explicit GM permission.**

Elite Advances found in other books can be purchased with CrP. At the end of character creation, excess CrP becomes XP instead.

Positive & Negative Traits

During character creation, players may take certain traits to add flavor to their characters. A character is not required to take any traits, but they're recommended. Traits are chosen from a preset list, and each trait has an associated CrP cost or bonus: traits with positive effects (listed here as **POSITIVE TRAITS**) incur CrP costs, while traits with negative effects (listed here as **NEGATIVE TRAITS**) provide CrP bonuses. Traits with variable effects will also have variable costs/bonuses. The effects of these traits are listed here, but they can also be found along with rules for other traits in the [Traits](#) section in Chapter 4.

Positive Traits

Characters can spend the listed CrP in exchange for gaining one or more of the following positive traits. A character may not spend more than 50 CrP on positive traits without GM permission.

Attractive (X): 10 CrP per X (maximum 3).

The character is attractive and gains a +10 bonus for each X to any Personality based tests where their beauty plays a major role in the outcome. Each X in this trait cancels the equivalent X value in any instances of the Unremarkable (X) or Ugly (X) traits.

Ambidextrous: 20 CrP

The character is ambidextrous. He does not suffer the -10 penalty for making attacks with weapons in his off hand.

Brave: 30 CrP

The character is brave, and does not scare easily. They receive a +10 bonus on Willpower based tests to resist fear or intimidation.

Burning Hatred (*): 20 CrP

The character bears a grudge against a particular person or group *. The character despises this person or people and must make a Willpower test when attempting to flee or avoid potential combat with the chosen person or people.

However, their hatred fuels them in combat, granting them a +5 bonus to any tests made in order to cause harm to the chosen person or people. The character may have several instances of this trait, but not for the same group.

Common Sense: 20 CrP

The character has an innately good judgment and can reroll failed Intelligence tests made for matters of simple knowledge, logic, and judgment.

Danger Sense: 20 CrP

The character seems to have a sixth sense for danger. They gain a +10 bonus on Perception based tests that would determine if they are surprised by an enemy or not.

Direction Sense: 20 CrP

The character has a good sense of direction, and gains a +10 bonus on Navigation tests to remember the path they've taken, to figure out complicated directions, or simply to remember which way is which.

First Impression: 10 CrP

The character always makes a good first impression, and gains a +10 bonus on any Personality based test when they are interacting with another character for the first time.

Good with Animals: 10 CrP

The character has a natural affinity for animals and gains a +10 bonus on Profession [Animal Trainer] skill tests to train or calm animals.

Lithe (X): 20 CrP per X (maximum 2).

The character is especially flexible and gains a +10 bonus for each X when making Acrobatics tests involving flexibility, or grappling related tests.

Pain Tolerance (X): 10 CrP per X (maximum 3).

The character has a high threshold for pain, and makes any Willpower based tests called for in order to resist the effects of pain at a +10 bonus for each X.

Perfect Memory: 40 CrP

The character has a perfect memory. The character has a perfect memory, and never forgets anything.

Situational Awareness: 30 CrP

The character is good at maintaining awareness in any circumstance and can ignore any negative modifiers to Perception based tests for being distracted.

Negative Traits

Characters can gain the listed CrP in exchange for taking on one or more of the following negative traits. A character may not gain more than 50 CrP from negative traits without GM permission.

Addiction (*, X): 10 CrP per X (maximum 3).

The character is addicted to something * (chosen when the trait is gained). The character must indulge the addiction regularly (the exact time should be based on the nature of the addiction). If they fail to get their regular dosage, they suffer a -10 penalty to all tests for each X until they do.

Aversion (*, X): 10 CrP per X (maximum 3).

The character is afraid of or averse to something * (chosen when the trait is gained). This can be used to represent a phobia, or simply a strong dislike for something. While exposed to the source of their aversion, the character suffers a -10 penalty to all tests for each X.

Amnesia: 20 CrP

The character has a gap in their memory, they cannot remember anything that happened during that time period. This is something that should be worked out with the GM, and should come back to haunt the character.

Bad Reflexes: 20 CrP

The character is generally slow to react in combat: when rolling for initiative they roll twice and use the lower result.

Blind: 50 CrP

Character has the blinded condition while they have this trait.

Combat Paralysis: 20 CrP

The character has a habit of freezing in stressful situations and must make a Willpower test any time they are surprised or combat breaks out. If they fail they may not take any actions or reactions during the first cycle of that combat in which they would take a turn.

Dampened Sense (*): 20 CrP

A character with this trait suffers a -10 penalty to Perception based tests that rely on the chosen sense *. A character can gain this trait more than once, but not for the same sense.

Deaf: 50 CrP

Character has the deafened condition while they have this trait.

Disturbing Voice: 10 CrP

The character has an intimidating, disturbing voice. He gains a +10 to Intimidate tests, but suffers a -10 to all other Personality based tests that involve speaking.

Illiterate: 30 CrP

The character was never taught to read or write. They can speak just fine, but cannot read or write.

Incompetent (*, X): 10 CrP per X (maximum 3).

The character is particularly bad at something. Any tests made with the skill * (which must be chosen when the trait is gained) suffer a -10 penalty for each X. The character may have multiple instances of this trait for different skills *.

Lingering Injury: 30 CrP

The character has an old injury that comes back to bug them at the worst times. The GM and the player should work out the specifics of the injury and how it affects the character.

Low Pain Tolerance (X): 10 CrP per X (maximum 3).

The character has a low threshold for pain, and makes any Willpower based tests called for in order to resist the effects of pain at a -10 penalty for each X.

Naïve: 10 CrP

The character lacks experience in certain settings. Whenever they see fit to do so the GM can call for the character to make an Intelligence test in order to not misunderstand a certain social situation.

Oblivious: 30 CrP

The character is often oblivious to danger. The character suffers a -20 penalty on Perception based tests that would determine if the character is surprised by an enemy or not.

Running Out of Luck: 50 CrP

The character's luck is running out. Whenever they would burn any amount of Luck, burn twice that amount.

Social Stigma (*): 20 CrP

The character suffers from a stigma * (chosen when the trait is gained) in certain social situations. They suffer a -10 penalty to socially related tests in these situations. The character may have multiple instances of this trait for different stigmas *.

Timid: 30 CrP

The character is timid and scares easily. They suffer a -10 penalty on Willpower based tests to resist fear or intimidation.

Ugly (X): 10 CrP per X (maximum 3).

The character is ugly and suffers a -10 penalty for each X to any Personality based tests where their appearance plays a major role in the outcome. Each X in this trait cancels the equivalent X value in any instances of the Attractive (X) or Unremarkable (X) traits.

Unremarkable (X): 10 CrP per X (maximum 3).

The character is average looking and hard to remember. Intelligence based tests made to remember the character's face suffer a -10 penalty for each X. Each X in this trait cancels the equivalent X value in any instances of the Attractive (X) or Ugly (X) traits.

Weak Immune System (X): 10 CrP per X (maximum 3).

The character has a weak immune system and suffers a -10 penalty for each X to any Endurance based tests made in order to resist the effects of disease.





FINISHING TOUCHES

You're almost done! All that's left is to calculate your attributes and make any last minute touches, then character is ready to go!

Calculate Attributes

The player should now calculate all their attributes based on the finalized values of their characteristics. Some of these have already been determined. The player should calculate the following attributes and note their values on his character sheet:

- **Health:** Endurance
- **Wound Threshold:** EB + StB
- **Stamina:** EB-1, minimum 2
- **Magicka Pool:** Intelligence
- **Size Category:** Standard by default.
- **Movement Rating:** AB
- **Carry Rating:** $[2 \times \text{StB}] + \text{EB}$
- **Initiative Rating:** AB + Pcb
- **Maximum Action Points:** See the table in Attributes.
- **Damage Bonus:** StB

Complete Character Sheet

Once the character has calculated his attributes, he should complete his character sheet: noting any aspects that still need to be finished. Do not forget to fill out relevant aspects of the character state, including things like equipment, magic, encumbrance level (taking into account everything the character plans on carrying), and so forth.

Finally, make sure you are prepared to role-play the character itself. Having a character name, a sense of their backstory, and a picture of their personality is critical to successfully playing a character in any RPG! For details on this, see the **PLAYER HANDBOOK**. Enjoy your adventures with the UESRPG!

"Yes. You're in Morrowind. I don't know why you're here. Or why you were released from prison and shipped here. But your authorization comes directly from Emperor Uriel Septim VII himself. And I don't need to know any more than that. When you leave this office, you are a free man."

Sellus Gravius, The Elder Scrolls III: Morrowind

POWERS

POWERS are magic abilities inherent to certain people that cost no magicka, but whose use is limited. They are typically granted by virtue of a character's race, or the sign under which they were born. Some provide passive effects, while others are activated abilities.

Adrenaline Rush

This power may be activated once per encounter as a free action. The character gains a level of fatigue, but doubles their Stamina for 30 seconds (6 rounds). The character can choose to extend the duration, but each round they do so incurs another level of fatigue.

Akaviri Danger-Sense

The character may make a Luck roll in order to avoid surprise.

Ancestor Guardian

Each Dunmer is capable of invoking a guardian spirit of one of their ancestors and can, through the use of the Cast Magic action, bring that spirit into the Mundus to aid them. The spirit counts as a ghost (see the **INHABITANTS OF TAMRIEL** supplement) which, if killed, is sent back to whence it came. Otherwise, the spirit persists for half an hour until it must leave.

If the Dunmer attempts to invoke the spirit again within a week of the last time, they must make an opposed Willpower test against the spirit. Each attempt beyond this imposes a cumulative stacking -20 penalty on the Willpower test.

The GM should remember for roleplaying purposes that spirits are capable of communicating with mortals, and that Dunmer are likely to know the name of their own ancestral spirit. The GM should also feel free to customize the profile of the spirit beyond that of a generic ghost.

Beast Tongue

Bosmer can speak to, and understand the speech of, animals. How exactly this functions is left to the GM's discretion, though it is recommended the GM call for a Perception test when the Bosmer encounters the speech of an unfamiliar animal.

Blessed Touch

This character may speak the word of the divines for an hour in order to remove a single wound and all of its effects and associated trauma from another character through the use of the Cast Magic action (they must physically touch the target). Each time beyond the first that they do this within a single week causes them to lose 5 Luck as they strain their favor with the divines (this stacks cumulatively: 5 luck, then 10, then 15, and so forth).

Blessed Word

The character may begin speaking the word of the divines through the use of the Cast Magic action. This has the effect of creating a circle with a radius equal to their Willpower bonus in meters. Characters with the Undead or Undying traits must flee the circle and no characters with those traits may willingly enter it unless they can pass a -40 Willpower test (which may only be attempted once per round).

The circle follows the character, but only remains as long as they continue to speak the word each turn, and it can be sustained for at most 1 minute (12 rounds). Each time beyond the first that they do this within a single week causes them to lose 5 Luck as they strain their favor with the divines (this stacks cumulatively: 5 luck, then 10, then 15, and so forth).

Blood of the North

The character doubles their healing rate, removing twice as much trauma when healing naturally.

Mara's Gift

This character may speak the word of the divines for an hour in order to remove a single wound and all of its effects and associated trauma from themselves through the use of the Cast Magic action. Each time beyond the first that they do this within a single week causes them to lose 5 Luck as they strain their favor with the divines (this stacks cumulatively: 5 luck, then 10, then 15, and so forth).

Moonshadow

The character possesses a simple form of innate shadow magic. This power may be activated once a day with the use of the Cast Magic action. The character becomes Invisible for 15 seconds (3 rounds). The character can use this more than once a day, or extend the duration, but each additional use or additional 30 seconds of duration causes the character to lose 1d5 Luck.

War Cry

Characters with this power gain a +10 bonus to Intimidate tests made when using the Intimidating Shout action, and a +10 bonus to their first attack test against any targets who failed the opposed Willpower test imposed by Intimidating Shout within the next two rounds after the use of the action.

Voice of the Emperor

Imperials speak with a small bit of the power and majesty of the Emperors. They may choose to use their Willpower as the base for any Charm, Command, or Deceive skill tests.

Chapter 3: Skills

"To achieve true mastery, you must understand what it is you're doing. It ain't simply enough to perform a perfect thrust of a blade -- you must also know what you are doing and why."

Seryne Relas, "Breathing Water"



A character's skills are a set of categories and associated ranks that reflect a character's ability to perform certain actions. The ranks reflect the character's experience, training, and overall ability to perform these various actions. Skills are either trained, or untrained. Each trained skill has a corresponding Skill Rank, which has an associated value from 0 to 5, which reflects how capable the character is at utilizing that skill. Each skill has one or more Governing Characteristics: a set of characteristics that reflect the many ways that a character can utilize a single skill.

When a character makes a skill test, he applies a bonus equal to +10 times the value of his skill rank (starting at +0 for novice (rank 0), and up to +50 at master (rank 5)) to the base characteristic. If a character attempts to use a skill that is untrained instead of trained, the test suffers a -20 penalty instead.

Specializations

Skills can also have accompanying specializations, which represent areas of concentration and focus in a character's training and experience with that skill. For example, a character particularly skilled with fire spells might want to purchase a Pyromancy specialization for Destruction. A character may take as many specializations as their rank in a given skill, plus one. When making a skill test in the listed area of specialization, the character gains a +10 bonus to the test. A character can only ever receive one specialization bonus for a given test. Specialization choices are left to the GM/Players to create.

Skill Types

There are two types of skills, **STANDARD SKILLS** and **FIELD SKILLS**. Standard skills function as described above, but field skills are different, and can be identified by the "[Field]" in their name.

Field skills are collections of related skills that all function independently as standard skills. For example: Profession [Smithing] and Profession [Commerce] function like separate standard skills that must be trained and ranked up independently. Both skills have their own separate skill rank, though they function similarly because they share the same "parent" skill. In some cases, the fields will share the exact same governing characteristics, but in others each field will have its own.

Learning and Advancing Skills

The XP cost to learn a skill (upgrade it to trained, novice rank) is 100 XP. From then on, the cost to advance to the desired rank varies (see the table to the right). Skills are advanced in order.

Favored Skills

A character's favored skills are those skills that are governed by at least one of the character's Favored Characteristics. Favored skills cost 75% the usual XP to advance in rank (round down to the nearest multiple of 5).

Skill Ranks		
Skill Rank (Value)	XP (total)	Equivalence
Novice (0)	100	Rudimentary knowledge.
Apprentice (1)	200 (300)	Basic proficiency.
J Journeyman (2)	300 (600)	Hands on experience and/or some professional training.
Adept (3)	400 (1000)	Extensive experience or training.
Expert (4)	600 (1600)	Professional level ability.
Master (5)	900 (2500)	Complete mastery.

Skills	
Skill	Governing Characteristics
Acrobatics	Strength, Agility
Alchemy	Intelligence
Alteration	Willpower
Athletics	Strength, Endurance
Charm	Personality
Combat Style [Field]	Strength, Agility
Command	Intelligence, Personality
Commerce	Intelligence, Personality
Conjuration	Willpower
Deceive	Intelligence, Personality
Destruction	Willpower
Enchant	Intelligence
Evade	Agility
First Aid	Agility, Intelligence
Illusion	Willpower
Investigate	Intelligence, Perception
Intimidate	Strength, Willpower
Linguistics	Intelligence
Logic	Intelligence, Perception
Lore	Intelligence
Mysticism	Willpower
Navigate	Intelligence, Perception
Observe	Perception
Profession [Field]	(Varies)
Restoration	Willpower
Ride	Agility
Stealth	Agility, Perception
Subterfuge	Agility, Intelligence
Survival	Intelligence, Perception

Skill Descriptions

This section gives an overview of each skill, what that skill represents, its governing characteristics (listed in parenthesis), and recommendations for common applications of the skill.

Acrobatics (Strength, Agility)

Acrobatics covers the spectrum of physical activities involving explosive body movements and extreme feats of flexibility and balance. This includes everything from leaping and jumping to expertly executed rolls, and other maneuvers. For rules regarding jumping, see Movement & Encumbrance in Chapter 5.

Escape Bindings

A character can make an Acrobatics (Ag) test to free himself from bonds, such as ropes or manacles. This takes several minutes. The difficulty of the test should be proportionate to the materials used to bind the character, and the quality of the binding. Higher degrees of success on the attempt should reduce the time required. If the character fails, the bonds are simply too tight to escape unless the situation changes somehow. If the character fails with a number of degrees of failure greater than his AB then they create a lot of noise in the course of their escape attempt, or perhaps even injure themselves. The test can be opposed by a Subterfuge (Ag) test made by the opponent who secured the bonds. This test cannot be re-attempted.

Alchemy (Intelligence)

Alchemy is the arcane art of brewing potions and poisons by combining ingredients in order to exploit their magical effects. This skill can be used to create a variety of concoctions with an almost uncountable number of effects, ranging from potions of levitation or healing, to magical poisons that rot a victim from the inside out. Simply having this skill is not enough, however: in order to create potions using effects from a particular school characters also require the Alchemist (School) talent for that school. The rules for brewing potions are handled in Alchemy in Chapter 6.

Identify Effect

A Character can make an Alchemy (Int) test to identify the effects of an ingredient. This takes several minutes. This involves testing the ingredient in a controlled environment, and requires alchemical tools of some kind. Success on the test will reveal the ingredient quality to the character, and higher degrees of success could impart a small bonus to future brewing tests with that ingredient if the GM deems it appropriate. Failure means the character has failed to discover the nature of the ingredient, and if the character fails with a number of degrees of failure greater than his IB, then there is an accident and the ingredient is destroyed. Stranger and more obscure ingredients should make for a more difficult test.

Alteration (Willpower)

This skill influences the use of spells from the school of Alteration. As a school, Alteration focuses on altering the physical and magical properties of objects and beings. For detailed rules regarding the use of this skill, see Chapter 6.

Athletics (Strength, Endurance)

Athletics covers a range of physical activities including climbing, swimming, lifting, and pushing. It also represents the ability to perform these activities under stress, or with little to no preparation. The choice of which governing characteristic to use should be based on the nature of the physical feat itself. For more information, see Movement & Encumbrance in Chapter 5.

Charm (Personality)

Charm is a measure of the character's knack for impressing people and influencing them. The acting character's attitude is key in distinguishing between this and other interaction focused skills. Charm requires the character to assume a non-hostile attitude and not make any explicit or implicit threats. This skill can be used for everything from seduction, to following social protocol, to bragging and boasting, to simply winning someone over on a personal level. Normally, a character can only affect a number of targets equal to his Personality bonus with a Charm test. Charm tests are most often opposed by Willpower tests if the target wishes to resist.

Brag

A character can make a Charm test to win someone over by flaunting his importance or accomplishments. This takes at least a minute. On a success, the person or people he is addressing are sufficiently impressed. If the test fails, the target rejects the character or their accomplishments. Less impressive achievements (or less easily impressed targets) should make for a more difficult test. This test cannot be re-attempted on the same target.

Captivate

A character can make a Charm test to win someone over. This takes at least one minute. If the test fails, the target rejects the character, potentially making a bad situation even worse. The difficulty can be based on the target's predisposition towards the character, relations between the factions each character associates with, and so forth. This test can be opposed by a Willpower test. The test cannot be re-attempted on the same person.

Seduce

A character can make a Charm test to try to seduce someone. How this is executed can vary greatly depending on the target. The difficulty of the test can be based on a number of factors, including the character's approach and the attitude of the target. This test can be opposed by a Willpower test. The test cannot be re-attempted on the same person in the same situation.

Combat Style [Field] (Strength, Agility)

Fighting skills are packaged into Combat Styles, which represent the complete package of training, tactics, and experience that constitutes a specific style of combat. Combat Styles can be associated with culture, careers, or even schools of combat.

Specifically, individual Combat Styles are represented by the Combat Style [Field] skill, where the field represents the name of the combat style. This skill is used to make melee or ranged attack tests, and defense tests, in combat when using the equipment (weapons and shields) associated with the style. For full information on Combat Styles, see [Combat Styles](#) in Chapter 5.

Command (Intelligence, Personality)

Often a character needs to rally a group of other characters for some purpose. Command measures a character's skill at coordinating allies, inspiring them, and instilling fear if necessary in order to motivate them. The choice of which governing characteristic to use should be based on the nature of the action the character is taking and the way they choose to go about it. Normally, a character can only affect a number of targets equal to five times his Personality bonus with a Command test.

Inspire

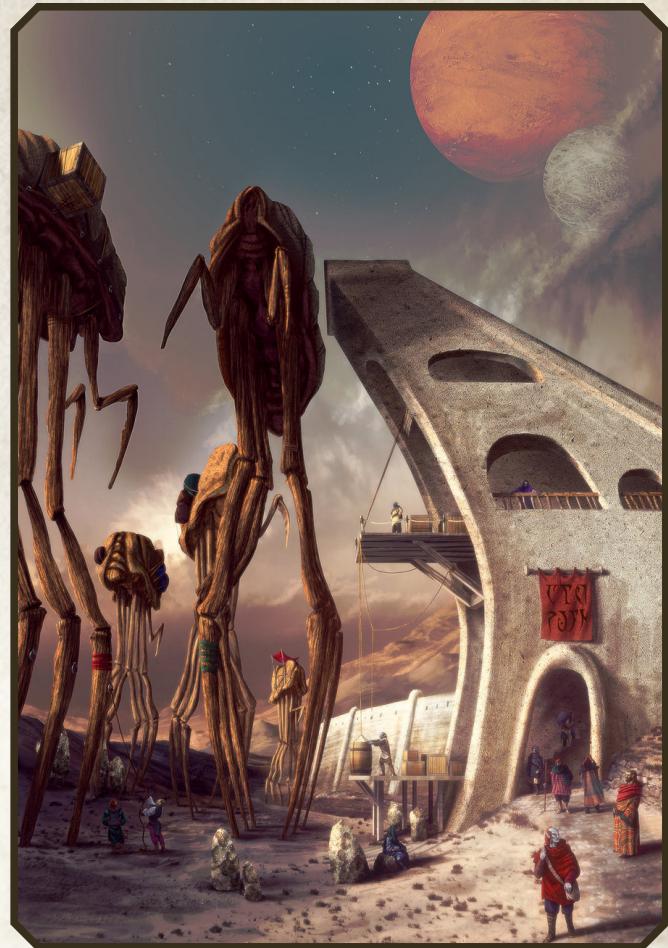
A character can make a Command (Prs) test as a free action to inspire followers through praise, careful direction, or simply by setting a good example. The difficulty of the test should be modified by the challenge that the group faces, and the general morale of the group itself. On success, the character can inspire a number of allied targets up to his Personality bonus who are within 30 meters. Characters inspired this way make their next relevant test with a +20 bonus. This test cannot be re-attempted (and characters cannot gain the bonus more than once) within a single given situation or encounter.

Commerce (Intelligence, Personality)

Commerce reflects a character's ability to engage in business related activities. This could involve running a business, haggling for a single item, locating an item for sale, or anything relating to the practical application of their economic skill. The rules for using the Commerce skill to acquire items are handled in [Pricing & Acquisition](#) in Chapter 7.

Haggle

Once a character has successfully located an item for sale, the character can make a Commerce (Int) or (Prs) test to attempt to haggle for a better price (choosing the appropriate characteristic based on the nature of the character's strategy). This test is opposed by the "defending" character's Commerce. Every degree of success that the winner achieves over the other character swings the final price of the item in their favor (after all other modifiers) by 2%.



Conjuration (Willpower)

This skill influences the use of spells from the school of Conjuration. As a school, Conjuration focuses on calling upon and interacting with various otherworldly entities. For detailed rules regarding the use of this skill, see [Chapter 6](#).

Deceive (Intelligence, Personality)

Deceive measures a character's aptitude for fooling others into believing something that is not true. A Deceive test should only be required if the character believes that he is lying. The choice of which governing characteristic to use should be based on the way the character chooses to go about constructing the deception. This test can be opposed by a Logic test or an Observe test, depending on the nature of the deception.

Blather

A character can make a Deceive test against a target to stall for time, confusing and distracting the target through random stories, unexpected questions, or complex language. This takes about a minute. This test can be opposed by an Observe (Int) test. The test cannot be re-attempted for the same target.

Destruction (Willpower)

This skill influences the use of spells from the school of Destruction. As a school, Destruction focuses on harming targeted objects and beings through the use of various kinds of elemental and magical attacks. For detailed rules regarding the use of this skill, see [Chapter 6](#).



Enchant (Intelligence)

Enchanting is the arcane art of creating enchanted items by binding the energy contained within soul gems to another physical object. The specific uses of the Enchanting skill for creating enchanted items are handled in [Enchanting](#) in Chapter 6.

Identify Enchantment

A Character can make an Enchant (Int) test to identify the effects of an enchanted item. This takes several minutes. This involves testing the item through the use of several different incantations. Success on the test will reveal the nature of the item's enchantment to the character. Failure means the character has failed to discover the nature of the enchantment, and if the character fails with a number of degrees of failure greater than his Intelligence bonus, then he receives inaccurate information. A strange or unfamiliar enchantment should make for a more difficult test. This test can be re-attempted.

Evade (Agility)

Evade measures a character's ability to escape from observed, impending danger through the use of fluid movement and quick reaction times. This skill is used to defend against attacks in combat. For rules regarding its use, see [Combat](#) in Chapter 5.

First Aid (Agility, Intelligence)

First Aid is a character's ability to provide stabilizing medical care to Wounded characters. For information on the various uses of this skill, see [Physical Health](#) in Chapter 5.

Illusion (Willpower)

This skill influences the use of spells from the school of Illusion. As a school, Illusion focuses on manipulation and deception to affect the minds of targets and the light around them. For detailed rules regarding the use of this skill, see [Chapter 6](#).

Investigate (Intelligence, Perception)

Investigate reflects the character's skill at conducting an investigation. This encompasses everything from simple inquiries to coordinating a complex investigation and searching through piles of clues to find an answer. The choice of which governing characteristic to use should be based on the way the character chooses to go about conducting their investigation and the nature of the particular test.

Inquiry

A character can make an Investigate test to gain information from a group by asking questions, stimulating conversations, or simply eavesdropping. This usually takes at least fifteen minutes. The test assumes the character does not know the targets and may be in an unfamiliar area. The difficulty is based on the subjects' attitudes towards the character, and the approach used. If some, or all, of the group members know what the character wants to know, then one or two degrees of success reveals general information, while more can uncover far more details. Failure results in the character learning nothing, and if the character fails with more degrees of failure than his Intelligence bonus, he receives faulty information. This test cannot be re-attempted within the same group to ascertain the same information unless the GM rules that the time spent on the first attempt was insufficient to speak to everyone.

Study

A character can make an Investigate test to sift through large amounts of information in search of relevant details. The character needs to know roughly what they're looking for. One or two degrees of success should reveal general information, while more reveals hidden secrets or more details, assuming that any of this is there to find. This test can be re-attempted on the same resource until the GM decides the character has accessed all available information, but each subsequent test takes twice the time of the previous one.



Intimidate (Strength, Willpower)

The Intimidate skill is a measure of a character's ability to instill fear in others. This ability may be used to make a target do something against their will or to extract information. This can be accomplished either through direct shows of force or through the use of subtle mind games and veiled threats. The choice of which governing characteristic to use should be based on the way the character chooses to attempt to intimidate their target.

Terrify

A character can make an Intimidate test as a reaction after any of his allies fail a fear test to make them more afraid of failing him than the thing that triggered the fear test. On success, a number of allied characters up to the acting character's Personality bonus and within 10 meters subtract the degrees of success earned by the Intimidate test from the degrees of failure suffered on their fear test. The targets then determine the results of the fear tests using the reduced degrees of failure. If the resulting degrees of failure are zero or lower for one or more of the targets, those targets are treated as if they passed the fear test.

Linguistics (Intelligence)

Linguistics represents the ability to speak, read, and write specific languages, codes, and ciphers. When attempting to communicate using a language a character knows, a Linguistics test is only required for a particularly difficult task such as translating an ancient version of the language or attempting to understand a poorly recorded document. This skill can also be used to attempt to communicate silently, or to translate older versions of a known language. Unknown languages always require a Linguistics test to understand on any level.

Communicate

A character can make a Linguistics test to convey or comprehend a message that involves the use of an unknown language using subtext or a limited vocabulary. Alternatively, the character can use non-verbal signals to communicate silently with someone with whom they share a spoken or written language, but they are only able to use gestures. The more degrees of success gained on the test, the better the characters on both sides are able to comprehend the message. A more complex message should call for a more difficult test. If the character fails the test by more degrees of failure than his Intelligence bonus, he relays incorrect information. This test cannot be re-attempted with the same message and the same target.

Translate

A character can make a Linguistics test to decipher a code or archaic text in a known language, or to pull small details from a text in an unknown tongue. Fully deciphering such text requires a large amount of time. If the character has access to a lexicon for the language, this should grant a situational modifier. However, some texts benefit much less from the aid of a formal lexicon. The more degrees of success on the test, the more information is gained from the text. Degrees of failure greater than the character's Intelligence bonus should return a mistranslation. This test cannot be re-attempted on the same resource unless the character has acquired new expertise.

Note - Character Languages

The various peoples of Tamriel speak a variety of different languages, and keeping track of all of them could make for a very confusing experience. Fortunately, most characters during most eras will likely speak Tamrielic/Cyrodiilic in addition to their native tongue (they may have even been raised with it, depending on how integrated into the empire of the day their province is). It is highly recommended that players not create characters that are incapable of communicating with the rest of the party, for obvious reasons.

Logic (Intelligence, Perception)

The Logic skill represents a character's ability to think logically, solve puzzles, and dissect information rationally and quickly. This skill also encompasses a character's understanding of mathematics, physics, and engineering concepts (though it does not include any of the specific theory or terminology). The choice of which governing characteristic to use should be based on whether or not the character is relying on sheer mental prowess, or using their intuition.

Gambling

A character can attempt a Logic test when participating in games of chance to try to improve their odds beyond simple blind luck. The more degrees of success gained, the higher the character's chance of winning becomes. This assumes that the character is playing by the rules. This test can be opposed by a Logic test as long as the nature of the game permits it.

Lore (Intelligence)

Lore represents a character's ability to recall information of all types. This includes any knowledge that they would possess due to their education or experience and is meant to represent a character's general knowledge. Specializations in this skill reflect a character's focus on one particular subject. Remember that "general knowledge and education" is a relative term: no matter how smart a character is, they shouldn't be able to roll to recall an obscure fact about Daedra unless they would have reasonably encountered the fact before. Some common Specializations that players may wish to use include: Daedra, History, Magic, Legends, and Specializations for particular provinces or races.

Mysticism (Willpower)

This skill influences the use of spells from the school of Mysticism. As a school, Mysticism is a rather obscure discipline focused on manipulating magicka itself to produce a number of exotic effects. For rules regarding the use of this skill, see [Chapter 6](#).

Navigate (Intelligence, Perception)

The Navigate skill reflects a character's ability to plot and follow a course from one point to another, as well as the ability to provide directions and lead others along the plotted course. The choice of which governing characteristic to use should be based on the way the character is approaching a particular test.

Staying on Course

A character can make a Navigate (Prc) test when traveling along an unfamiliar route to avoid becoming lost or side-tracked. On success, the character follows the route and does not need to test again unless something changes. Failure results in the character getting lost, while failing with degrees of failure greater than the character's Perception bonus results in the character not even noticing that he is lost. This test cannot be re-attempted.

Planning/Mapping

A character can make a Navigate (Int) test to gain their bearings in an unfamiliar area or plot a journey through unknown terrain. This can take just a few moments, or a few hours for a complex map. This test can also be used to generate a map of the character's travels, or to recognize inaccuracies in an existing map. More degrees of success result in better courses or maps, while failing with degrees of failure greater than the character's Intelligence bonus results in a fatally flawed course/map. This test can be re-attempted for the same location, but each subsequent test takes twice the time of the previous one.

Observe (Perception)

Observe represents a character's general awareness of his surroundings and his ability to notice things that others might dismiss. This encompasses alertness and the ability to interpret signs correctly. These could be signs in a character's environment, or signs in another character's behavior.

Awareness

A character can make an Observe (Prc) test to notice a small detail, sound, or smell before others and interpret what it might mean. The difficulty is proportionate to the subtlety of the clue, and the character's familiarity with the subject matter/environment. More degrees of success reveal more information, while degrees of failure in excess of the character's Sense bonus result in a bad judgment and false information. This test can be opposed by a Stealth test. A failed test cannot be re-attempted.

Scrutiny

A character can make an Observe test to determine an individual's truthfulness, motives, and temperament. The difficulty of the test is proportionate to the subtlety of the clue sought. Failure results in no information, while failing with degrees of failure in excess of the character's Perception bonus being tested results in false information/bad judgment. This test can be opposed by a Deceive test. This test cannot be re-attempted on the same object or person unless additional information becomes available.

Profession [Field] (Varies)

Profession [Field] represents the character's formal or informal training and experience in a specific profession. It is used to perform work related tasks, or to reference specialized knowledge that someone trained in that profession might have. The following table contains a list of common fields and their governing characteristics. Feel free to invent your own with GM permission.

Profession Fields

Field	Governing Characteristic
Acting	Personality
Animal Trainer	Intelligence
Art	Personality
Bureaucracy	Intelligence
(Physical Crafts)	Agility
Engineering	Intelligence
Medicine	Intelligence
Musicianship	Agility
Seamanship	Intelligence
Smithing	Strength

For information regarding the use of the Profession [Medicine] skill to care for injured characters, see [Physical Health](#) in Chapter 5. For information regarding the various crafting oriented professions, see [Crafting](#) in Chapter 7.

Restoration (Willpower)

This skill influences the use of spells from the school of Restoration. As a school, Restoration is focused on healing and restoring targets in a variety of ways, as well as harming undead beings. For rules regarding the use of this skill, see [Chapter 6](#).

Ride (Agility)

Ride is a measure of the character's ability to control and remain mounted on those creatures that are trained to be ridden. This skill can be applied to a diverse range of beasts, even flying or swimming creatures. A character does not normally need to make a skill test to ride an animal if they have this skill trained, but they may be called to do so in certain more difficult or stressful situations, or if they're learning to ride an unfamiliar animal. For mounted combat rules, see [Combat](#) in Chapter 5.

Stealth (Agility, Perception)

Stealth is a measure of a character's ability to remain unnoticed in a variety of settings and environments through the employment of specific techniques. Everything from concealment, to shadowing, to simple sneaking falls under this skill. This test can be opposed by an Observe test when appropriate.

Shadowing

A character can make a Stealth (Prc) test in order to pursue another character without being observed. If the character succeeds, he can follow the target unobserved for 5 minutes for each degree of success scored on the test. If the test fails, the character is spotted by his target. This test can be opposed by an Observe test. A failed test cannot be reattempted. A successful test must be re-attempted after the time determined by degrees of success has passed.

Subterfuge (Agility, Intelligence)

The Subterfuge skill is a measure of the character's ability to use artifice, guile, and manual dexterity to circumvent normal limits and restrictions. This includes things like disguising oneself, breaking security systems, sleight of hand, and so on. The choice of which governing characteristic to use should be based on the way the character is approaching a particular test and the nature of that test.

Disguise

A character can make a Subterfuge (Int) test to disguise himself or another. This can be a simple "costume change," or an elaborate scheme to impersonate a specific character. The character doesn't make the test when creating the disguise, instead they make the test the first time the disguise comes under scrutiny from an opponent. On success, the character does not need to test again unless something changes. Failure gives away the disguise. Note this covers only the physical aspects of costuming, if the character must interact with others any required tests are covered by other skills - most often Charm or Deceive - though a good costume can assist a character in these tests. This test can be opposed by an Observe test. This test cannot be re-attempted against a person who is already aware of the disguise.

Security

A character can make a Subterfuge (Ag) test to overcome locks and safeguards securing a door or chest. This skill can also be used to disarm all sorts of traps once a character has detected them. Failure with a degrees of failure greater than the character's Agility bonus results in the character accidentally setting off the trap, thinking they disarmed a trap when they really didn't, or jamming a lock such that it cannot be opened. This test can be opposed by an Observe test. This test can be re-attempted.

Sleight of Hand

A character can make a Subterfuge (Ag) test to palm a small object unnoticed, pick someone's pocket, or perform a task requiring trickery and manual dexterity. The test can substitute papers, remove jewelry, or obtain a target's money. The difficulty of the test varies with the size of the object and intensity of observation. This test can be opposed by an Observe test. This test cannot be re-attempted once noticed.

Survival (Intelligence, Perception)

The Survival skill is a measure of a character's ability to subsist away from civilization. The difficulty is associated with the local environmental constraints. Use of the skill does not only indicate a knack for finding life's essentials, but an aptitude for avoiding threats. The choice of which governing characteristic to use should be based on the way the character is approaching a particular test and the nature of that test.

Scrounging

A character can make a Survival (Int) test to attempt to find enough food and water to keep him alive in whatever environment he is currently in. This takes at least a half hour. If the characters run out of food or water, they may begin to suffer from starvation and dehydration. The difficulty for the test is dependent upon the environment, and in some places the test may be impossible. This test can be reattempted, though each subsequent test takes twice the time of the previous one.

Tracking

A character can make a Survival (Prc) test to follow signs left by his quarry, allowing him to track the target's passage. The difficulty of the test depends on the time since the trail was left, the weather, the lighting conditions, smoke, or fog. Terrain conditions also play a role. If the character fails the test by more degrees of failure than his Perception bonus he unknowingly follows the wrong trail. This test can be opposed by a Subterfuge (Int) test in situations where the quarry is attempting to cover up their trail. This test can be reattempted.

Wrangling

A character can make a Survival (Int) test to tame, train, and ride animals he encounters in his travels. The time this takes varies wildly depending on the animal in question. This test can be reattempted, but each subsequent test takes twice the time of the previous test.



Chapter 4: Talents & Traits

"Like a sudden, violent snow squall that rends travelers blind and threatens to tear loose the very foundations of the sturdiest hall, the Snow Prince did sweep into our numbers. Indeed the ice and snow did begin to swirl and churn about the Elf, as if called upon to serve his bidding. The spinning of that gleaming spear whistled a dirge to all those who would stand in the way of the Snow Prince, and our mightiest fell before him that day."

"Fall of the Snow Prince"



Talents and traits are important parts of any Character. Talents are the various unique abilities the character has come to possess through training or experience. They include everything from passive bonuses to activated abilities, and can even modify how the character uses certain skills. Traits are rules that reflect various natural facts about the character or certain abilities they possess. They include things such as the ability to fly, inherent physical weaknesses, personality traits, and so forth. They are typically the result of birth or racial circumstance but may be gained through other means later in life, though rarely by choice or without the use of magic.

TALENTS

Most talents have a **GOVERNING CHARACTERISTIC** on which they are based. Talents governed by one of a character's favored characteristics cost less. Some talents have more than one governing characteristic, in which case only one of them needs to be favored to reduce the cost (there is no bonus for having more than one of them favored). Some have none, in which case the character does not need to meet any characteristic requirements, and simply pays the base cost.

The following sections divide talents into categories and offer descriptions and prerequisites for each.

Talent Levels

Each talent has an associated **TALENT LEVEL**. Talents of higher levels have more powerful effects, as they represent more powerful abilities that are more difficult to acquire. The level of the talent determines the XP cost of that talent. The level also determines a talent's characteristic requirements. A character must meet the characteristic score requirement of at least one of the talent's governing characteristics before he can purchase it. Some talents have additional requirements, which will be listed with those talents.

If a talent has no listed governing characteristic, then there is no need to meet any characteristic requirements, and the talent's cost is simply the flat cost associated with its level.

Talent Costs and Requirements

Talent Level	XP Cost	Characteristic Requirement
Novice	100	25
Apprentice	200	30
Journeyman	300	35
Adept	400	40
Expert	500	45
Master	800	50

Learning Talents

The XP cost to learn a talent is based on that talent's level. Characters must fulfill all requirements for a talent in order to learn it. Learning talents governed by a favored characteristic costs 75% of the regular XP cost (round down to the nearest multiple of 5).

Awareness

Awareness talents focus on enhancing a character's ability to perceive their environment and glean information about others.

Combat Senses

The character has keen combat instincts, and knows when to anticipate enemies.

Level (G. Characteristics): Apprentice (Perception)

Effect: The character can choose to use twice his Perception bonus for his Initiative Rating instead of the usual value.

Expose Weakness

The character is particularly observant, and can spot weaknesses in his enemies that he can use to his advantage.

Level (G. Characteristics): Adept (Perception)

Effect: The character may, as a free action upon making a successful attack test, make an Observe skill test opposed against the result of his target's defense test. If he wins, add the character's Perception bonus to his Damage Bonus when calculating damage for that attack.

Honed Senses (Sense)

The character has honed one of their senses beyond the norm through practice.

Level (G. Characteristics): Apprentice (Perception)

Effect: The character has honed a particular sense. The character receives a +10 bonus to Perception based tests that involve or rely on the use of that Sense. This talent can be taken multiple times, but only once for any sense

Blind Fighter

The character is able to fight well while blind, using their other senses to compensate for their lack of vision.

Level (G. Characteristics): Expert (Perception)

Requires: Honed Senses (Hearing) or Honed Senses (Touch)

Effect: The character halves all penalties imposed on combat rolls by bad lighting, blindness (temporary or permanent), or other poor visibility conditions. If a character with this talent also has One with All, they ignore them instead.

One with All

The character's senses have been tuned such that they are able to compensate for the loss of one through the use of others.

Level (G. Characteristics): Master (Perception)

Requires: Honed Senses talents for all the primary senses

Effect: The character never suffers any penalties to tests for being deprived of one of his senses as long as he still has the others to fall back on.

Hyper-Awareness

The character is able to avoid blows others wouldn't see coming.

Level (G. Characteristics): Master (Perception)

Effect: The character can treat his Evade skill as being governed by Perception, and never suffers penalties when making a test in reaction to an event that they are not directly aware of.

Keen Intuition

The character's intuition guides their observation, and they find themselves double checking things that others might pass over the first time.

Level (G. Characteristics): Journeyman (Perception)

Effect: After failing an Observe skill test, the character can re-attempt the test with a -20 penalty. This can only be done once for a given test.

Light Sleeper

The character is partially alert even when asleep, and is able to respond quickly to any dangers.

Level (G. Characteristics): Novice (Perception)

Effect: The character always counts as being awake for the purposes of making Observe tests and determining surprise, even when physically asleep.

Patient Hunter

The character understands that stealth is often just as much about observation as it is about concealment or speed.

Level (G. Characteristics): Journeyman (Perception)

Effect: The character can reroll failed Stealth (Prc) tests made to shadow his prey (but only once for a given test).

Prepared

The character is always ready for a fight.

Level (G. Characteristics): Adept (Perception)

Effect: The character is always entitled to a Perception test to avoid being surprised.

Tracker

The character is an expert in the art of tracking; able to pick up on the smallest of signs.

Level (G. Characteristics): Journeyman (Perception)

Effect: The character may reroll failed Survival (Prc) skill tests made to track other characters (but only once per test).

Invisible

The character knows how to avoid leaving the subtle signs that others could use to track them when traveling.

Level (G. Characteristics): Adept (Perception)

Effect: Attempts to locate or track the signs the character leaves behind when moving suffer a -30 penalty.

Watchful

The character has learned to always be watchful for deception.

Level (G. Characteristics): Expert (Perception)

Effect: The character may reroll failed opposed Perception based tests, but only once. If he has both this talent and Keen Intuition, he may still only reroll once.

Combat

Combat talents improve a character's ability to successfully engage in, and triumph in, a variety of combat scenarios.

Arms Master

The character is skilled in the fundamentals of combat, and is at home using all kinds of weapons.

Level (G. Characteristics): Master (Strength, Agility)

Effect: The character counts all untrained weapons as being one step higher up the familiarity/similarity scale for the purposes of determining the untrained penalty when using the weapon.

Battle Rage

The character is able to quickly enter a state of battle rage.

Level (G. Characteristics): Apprentice (Willpower)

Effect: The character may spend a full round psyching himself into a battle frenzy. During this time if he takes any actions or reactions other than this, he must start the process over. When that round is complete he gains the Frenzied condition.

Berserker

The character is able to quickly enter a state of battle rage.

Level (G. Characteristics): Journeyman (Willpower)

Requires: Battle Rage

Effect: When using the effect of the Battle Rage talent, the character may gain the Frenzied condition as a free action instead of with the normal psych up time.

Controlled Rage

The character has attained mastery over his battle fury.

Level (G. Characteristics): Expert (Willpower)

Requires: Battle Rage

Effect: The character may lose the Frenzied condition as a free action.

Brawler

The character is skilled in engaging multiple opponents at once.

Level (G. Characteristics): Apprentice (Strength, Agility)

Effect: The character gains an additional degree of success on successful Combat Style skill tests while engaged in melee combat with more than one opponent.

Combat Master

The character has experience with larger engagements, and is able to handle several foes at once.

Level (G. Characteristics): Master (Strength, Agility)

Requires: Brawler

Effect: When engaged in melee combat with more than one opponent, the character increases his action points by one.

Cavalry

The character is skilled at fighting while mounted.

Level (G. Characteristics): Apprentice (Strength, Agility)

Effect: The character ignores the skill cap placed on his combat rolls by his Ride skill when fighting while mounted.

Mounted Warrior

The character is skilled at maneuvering through combat.

Level (G. Characteristics): Adept (Strength, Agility)

Requires: Cavalry

Effect: The character may use his Ride skill in place of his Evade skill when mounted.

Combat Flair

The character has a natural sense of style and presence in combat.

Level (G. Characteristics): Adept (Personality)

Effect: The character can use his Personality bonus in place of either his Agility, Intelligence, or Perception bonus (pick one) when calculating his Maximum Action Points.

Crippling Strikes

The character's ability to direct and focus the force of his blow allow him to inflict bone shattering injuries.

Level (G. Characteristics): Adept (Strength)

Effect: Whenever one of the character's melee attacks inflicts damage on a target, increase the amount inflicted by the character's degrees of success on the attack test.

Crushing Blow

The character sacrifices his ability to follow up for sheer damage, crushing his opponent with raw force.

Level (G. Characteristics): Expert (Strength)

Effect: The character doubles his Damage Bonus when calculating the damage of melee attacks made with the All-out Attack action.

Dauntless Bulwark

The character plunges into combat with a mighty roar, frightening enemies and allowing allies to escape.

Level (G. Characteristics): Adept (Strength)

Effect: Whenever this character becomes engaged in melee with one or more enemies he may make an Intimidate test opposed by the Willpower of each enemy. Each one that fails to beat his roll cannot make attacks of opportunity against any other character for one round.

Fearsome

The character uses his fearsome presence to intimidate weaker foes into hanging back, allowing him to control the fight.

Level (G. Characteristics): Expert (Strength)

Requires: Dauntless Bulwark or Intimidating

Effect: This character may use the Intimidate skill in place of the Evade skill when making Outmaneuver actions. Though enemies do not need to spend an action point to attempt to engage him, and they oppose his test with their Willpower. Enemies that are immune to fear or manipulation count as having beaten the character's roll automatically.

Duelist

The character is skilled in engaging opponents in one on one combat.

Level (G. Characteristics): Apprentice (Strength, Agility)

Effect: The character gains an additional degree of success on successful Combat Style skill tests while engaged in melee combat with a single opponent.

Gambit

The character makes a feint before his real attack, attempting to catch his opponent off guard.

Level (G. Characteristics): Adept (Intelligence, Personality)

Requires: Duelist

Effect: As a free action right before a melee attack, a character can make a Deceive test opposed by the target's Observe skill. If the character succeeds, their target cannot defend against that attack. If the character fails, they automatically fail their attack test (use their result on the Deceive test in place of the attack test).

Dual Fighter

The character is able to follow up a successful attack with a strike from another weapon.

Level (G. Characteristics): Apprentice (Agility)

Effect: The character can use the Flurry special effect with weapons, instead of just with unarmed attacks (the character may use the Flurry special effect to follow up an armed attack with an attack using another weapon).

Eye of Vengeance

The character fires a shot aimed to end his target once and for all.

Level (G. Characteristics): Adept (Agility, Perception)

Effect: The character may attempt to fire a killing shot with a ranged weapon. His attack test suffers a -20 penalty, but if he wins the combat roll he automatically wins a special effect.

Formation Fighting

The character, mindful of the positions of his allies and his enemies, takes up his place in a combat formation.

Level (G. Characteristics): Novice (Perception)

Effect: A group of three or more characters with this talent can choose to draw into close formation, placing more open or disordered opponents at a disadvantage (provided the group cannot be outflanked) and thus reducing the action points of any foes engaged with the unit by one as long as the opponents are not themselves in formation.

Grappler

The character is able to restrain his opponent with his limbs, and whatever objects he is holding, even if his hands are full.

Level (G. Characteristics): Journeyman (Agility)

Requires: Unarmed Warrior

Effect: The character can attempt grappling, or use the grip special effect, with a limb that is holding a weapon of size Medium or smaller, though he does so at a -10 penalty.

Intimidating

The character is an intimidating opponent, whose forcefulness and presence allow him to dominate his enemies.

Level (G. Characteristics): Expert (Strength)

Effect: The character can use his Strength bonus in place of either his Agility, Intelligence, or Perception bonus (pick one) when calculating his Maximum Action Points.

Improvisation

The character is able to fight with seemingly innocuous objects, or simply whatever he has on hand.

Level (G. Characteristics): Journeyman (Strength, Agility)

Effect: The character can make ranged attacks by throwing weapons without the thrown quality (though the attack is at a -10 penalty, and the GM gets to decide the exact profile that it uses), or the base -10 penalty for using improvised weapons (though he still suffers the usual untrained penalties if they aren't part of his Combat Style).

Killing Blow

The character delivers a strike aimed to end the fight in one blow.

Level (G. Characteristics): Adept (Strength, Agility)

Effect: The character may attempt to strike a killing blow with a melee weapon. His attack test suffers a -20 penalty, but if he wins the combat roll he automatically wins a special effect.

Lightning Attack

The character is able to strike quickly with two weapons.

Level (G. Characteristics): Expert (Agility)

Effect: If the character is wielding two weapons (shields and natural weapons included) he can make an attack with each in a short span of time. These are separate attacks, but their effects are resolved simultaneously. Both attacks cost an action point, and the second attack is made at a -20 penalty. If the target attempts to Block or Parry one of the attacks, the weapon or shield used cannot be used to defend against the other attack.

Man Catcher

The character is skilled in capturing and immobilizing opponents.

Level (G. Characteristics): Apprentice (Strength, Agility)

Effect: When the character is entangling or immobilizing opponents, attempts to defend against or break free from his attacks suffer a -10 penalty.

Observant

The character quickly picks up on his opponents' tricks, and all their little cues.

Level (G. Characteristics): Master (Perception)

Effect: The character can treat his Combat Style skill as being governed by Perception.

Perfect Shot

The character is able to deliver devastating shots.

Level (G. Characteristics): Adept (Agility)

Effect: Whenever one of the character's non-magical ranged attacks inflicts damage on a target, increase the amount inflicted by the character's degrees of success on the attack test.

Quick Draw

The character is able to rapidly ready himself for combat.

Level (G. Characteristics): Journeyman (Agility)

Effect: The character can take the Ready Weapon / Drink Potion action as a free action (except for reloading).

Rapid Reload

The character is able to quickly reload his weapon.

Level (G. Characteristics): Adept (Agility)

Effect: The character reduces the Reload of all ranged weapons by one action (to a minimum of zero: a free action).

Rapid Fire

The character is able to reload and fire at a very high speed.

Level (G. Characteristics): Master (Agility)

Requires: Duelist

Effect: The character may choose to reduce the Reload of all ranged weapons by one action, which stacks with the bonus provided by Rapid Reload (to a minimum of zero: a free action).

Right on Target

The character is always able to land his shots where he wants, striking his opponent where he is weakest.

Level (G. Characteristics): Expert (Agility, Perception)

Effect: The character can choose the hit location of any of his ranged attacks (including spells), although this effect is still subject to any other effect that would redirect an attack's location.

Shadow Strike

The character is particularly skilled at executing sneak attacks.

Level (G. Characteristics): Adept (Agility, Perception)

Effect: Whenever one of the character's attacks inflicts damage on an unaware or surprised target, increase the amount inflicted by the character's degrees of success on the attack test. This can stack with damage from talents that have similar effects.

Skirmisher

The character is able to fight easily while on the move.

Level (G. Characteristics): Journeyman (Agility)

Effect: The character may make ranged attacks or cast magic at no penalty while moving fast (halve the penalty for flat-out).

Takedown

The character has learned to incapacitate targets with well-aimed blows designed to send them sprawling

Level (G. Characteristics): Journeyman (Strength)

Effect: The character can decide to, before making a melee attack, attempt to take down his opponent. If he does, his attack causes half damage, but the target suffers from knockback.

Targeted Assault

The character is able to land his blows where he wants, striking his opponent where he is weakest.

Level (G. Characteristics): Expert (Agility)

Effect: The character can choose the hit location of any of his melee attacks, although this effect is still subject to any other effect that would redirect an attack's location.

Target Selection

The character is able to accurately pick out foes amongst his friends, and hit them at range.

Level (G. Characteristics): Adept (Agility, Perception)

Effect: The character ignores all penalties for firing ranged weapons at targets engaged in melee combat.

Teamwork

The character fights well with others.

Level (G. Characteristics): Journeyman (Agility)

Effect: If two or more characters with this talent are engaged in the same melee combat and working together, they gain an additional degree of success on successful Combat Style skill tests in that engagement.

Thunder Charge

The character knows how to maximize the force generated by a charge to deal devastating damage to his opponents.

Level (G. Characteristics): Adept (Strength, Agility)

Effect: The character doubles his Movement Rating (or that of his mount) when calculating the extra damage dealt by attacks made when charging.

Unarmed Prowess

The character is able to redirect attacks from armed opponents using only his body.

Level (G. Characteristics): Master (Strength, Agility)

Effect: The character can parry weapons normally while unarmed (meaning that a successful parry negates the attack as normal instead of merely serving to prevent special effects).

Unrelenting

The character is relentless in their assault, and no opponent can escape him in battle.

Level (G. Characteristics): Journeyman (Strength, Agility)

Effect: The character gains a +20 to opposed Evade tests made when an opponent is attempting to use the Change Range action to open range or disengage from a fight.

Unstoppable Might

The character is capable of wielding the mightiest of weapons in but a single hand, crushing his opponents beneath them.

Level (G. Characteristics): Expert (Strength)

Effect: The character can use two-handed melee weapons in one hand with no penalty (though if he attempts to wield a second weapon or a shield while doing so, he suffers a -10 to Combat Style tests made to use either one). Additionally, when the character wields a Hand and a Half weapon in one hand he receives the bonus as if he were wielding it in two hands.

Crafting

Crafting talents improve a character's ability to create items, including those produced through the arcane crafts.

Alchemist (School)

The character can create potions with effects from a given school.

Level (G. Characteristics): Novice (Intelligence)

Effect: The character can use effects from the chosen school when creating magic components for use in potions. This talent can be purchased multiple times, but not more than once for the same school.

Expert Alchemist (School)

The character is skilled in maximizing his use of effects from a particular school in potions he creates, but only on their own.

Level (G. Characteristics): Adept (Intelligence)

Requires: Alchemist (School)

Effect: The character reduces the magicka cost of any magic components from the chosen school that they create for use in potions by twenty percent (round down) as long as the potion only uses that one component. This talent can be purchased multiple times, but not more than once for the same school.

Splicer

The character is skilled in creating potions with many effects, balancing the many ingredients required.

Level (G. Characteristics): Adept (Intelligence)

Requires: At least two Alchemist (School) talents

Effect: The character reduces the magicka cost of any magic components that they create for use in potions by twenty percent (round down) as long as the potion contains more than one component.

Trial and Error

The character learns from every mistake they make, and is able to create powerful potions given several trials.

Level (G. Characteristics): Journeyman (Intelligence)

Requires: At least two Alchemist (School) talents

Effect: The character gains a cumulative +10 modifier on Alchemy tests made to brew a potion if their last Alchemy test was a failed attempt to create the same potion. This effect caps at a maximum +30 bonus.

Attunement

The character can change existing enchantments in an item.

Level (G. Characteristics): Expert (Intelligence)

Effect: The character can “re-enchant” an item that they themselves have enchanted. Simply redo the enchantment process using the same components and soul energy, but with different variables, adding an additional -10 penalty to the final test. On failure, the item is unchanged and loses all its current charge.

Efficient

The character knows how to cut down the time required to create a weapon or piece of armor while still producing an acceptable result.

Level (G. Characteristics): Journeyman (Intelligence)

Effect: The character can halve the time required to create a given weapon or piece of armor. Imposes a -20 penalty to do so.

Enchanter (School)

The character is able to create enchantments utilizing effects from a particular school.

Level (G. Characteristics): Novice (Intelligence)

Effect: The character can use effects from the chosen school when creating magic components for use in enchantments. This talent can be purchased multiple times, but not more than once for the same school.

Arcane Researcher

The character has learned how to best test new ideas, and break new ground with their enchantments.

Level (G. Characteristics): Journeyman (Intelligence)

Requires: At least two Enchanter (School) talents

Effect: The character gains a +10 modifier on Enchant tests made to create an enchantment if they have never attempted to create that specific enchantment before.

Expert Enchanter (School)

The character is skilled in maximizing his use of effects from a particular school in enchantments he creates, but only on their own.

Level (G. Characteristics): Expert (Intelligence)

Requires: Enchanter (School)

Effect: The character reduces the magicka cost of any magic components from the chosen school that they create for use in enchantments by twenty percent (round down) as long as the enchantment only uses that one component. This talent can be purchased multiple times, but not more than once for the same school.

Manifold Enchanter

The character is skilled in creating enchantments with many effects, weaving each together carefully within one item.

Level (G. Characteristics): Expert (Intelligence)

Requires: At least two Enchanter (School) talents

Effect: The character can create enchantments that use more than one magic component, but when doing so each component costs ten percent more (round down).

Enhanced Enchanting (School)

The character is able to create enchantments beyond those that most enchanters can even conceive of.

Level (G. Characteristics): Master (Intelligence)

Requires: Expert Enchanter (School)

Effect: The character may create enchantments using components from the chosen school that are beyond effect level four.

Experimentation

The character knows how to best break the rules of alchemical safety in order to get results.

Level (G. Characteristics): Adept (Intelligence)

Effect: The character can choose to disregard normal safety procedures when creating a potion. When doing so, they gain a +20 bonus on their Alchemy skill test, but the potion backfires if they succeed with an odd number of degrees of success. If the test fails it automatically backfires. When rolling, roll twice and use the higher result. When the character does this, ignore the Experienced Alchemist talent.

Experienced Alchemist

The character has learned the many aspects of the art of alchemy, and can avoid backfires no matter the potion.

Level (G. Characteristics): Expert (Intelligence)

Effect: The character never suffers from alchemical backfires.

Salvage Enchantment

The character carefully untangles the magicka woven into a failed enchantment, allowing him to recover the lost energy.

Level (G. Characteristics): Expert (Intelligence)

Requires: Expert Enchanter (Mysticism)

Effect: When the character fails an Enchant test to create an enchanted item he may attempt an Enchant test at a -40 penalty. On success, the soul gem is not destroyed and maintains its original charge from before the process. Alternatively they may attempt the test at a -20 penalty, but on success only the soul gem is retrieved (all soul energy is lost).

General

General talents are those talents that are generally applicable or do not fit in any other category.

Expert (Specialization)

The character is an expert in their area of specialization.

Level (G. Characteristics): Expert ([Skill's G. Characteristic])

Effect: The character chooses one of their existing specializations when they purchase this talent. The character may reroll failed skill tests made with that specialization (but only once). This talent can be purchased multiple times, but not more than once for the same specialization.

Grandmaster (Skill)

The character is the absolute best at what he does.

Level (G. Characteristics): Master ([Skill's G. Characteristic])

Requires: Chosen skill at Master rank.

Effect: The character chooses one of their existing Master ranked skills when they purchase this talent. The character may reroll failed skill tests for that skill (but only once). This talent can be purchased multiple times, but not more than once for the same skill. Does not stack with other talents that would allow rerolls.

Untouchable

The character is exceedingly lucky, and seems to always escape the most difficult situations unscathed.

Level (G. Characteristics): Master (Luck)

Effect: At the beginning of a round, the character can choose to spend a Luck point. If he does, the character may replace his Wound Threshold with three times his Luck bonus for the remainder of that round.

Noble

The character always puts his allies first, and performs best when he puts himself in danger to help others.

Level (G. Characteristics): Adept (Willpower)

Effect: The character gains a +10 to any skill tests made while willingly putting himself in substantial danger for the benefit of others (this is any group he feels a loyalty to, such as his comrades, or innocent people). The danger must be imminent, and he must be risking personal harm to a larger degree than any of the others. This may only be invoked once per encounter, and the GM has the final say on when it applies.

Intellectual

Intellectual talents grant a character different mental feats and can enhance his abilities in various intellectual pursuits.

Attention to Detail

The character is always scrutinizing those around him.

Level (G. Characteristics): Apprentice (Intelligence, Perception)

Effect: The character can use the Investigate skill to oppose attempts to deceive him.

Businessman

The character is experienced in the art of commerce, and is able to minimize any potential losses or capitalize on potential gains when bargaining.

Level (G. Characteristics): Adept (Intelligence)

Effect: The character doubles their degrees of success on opposed Commerce skill tests.

Blending

The character is able to use his cunning and knowledge of the area to help him blend in with the locals.

Level (G. Characteristics): Apprentice (Intelligence)

Effect: The character can choose to use the Lore skill in place of the Stealth skill when shadowing someone through a crowded area.

Canvassing

The character is able to use special techniques to systematically gather information from larger groups of people.

Level (G. Characteristics): Apprentice (Intelligence)

Effect: The character can re-roll failed tests to gather information from large groups of people, but only once for each test.

Coordinated Interrogation

The character is skilled in cooperating with other characters to interrogate a subject.

Level (G. Characteristics): Apprentice (Intelligence)

Effect: The character gains a +10 bonus to all Intimidate tests made to interrogate a character for each other character participating who also has this talent.

Cunning Warrior

The character is a cunning warrior, able to deduce when danger might arise and determine how to best respond.

Level (G. Characteristics): Apprentice (Intelligence)

Effect: The character can choose to use his Intelligence bonus in place of his Agility bonus when calculating his Initiative Rating.

Foresight

The character has trained himself to be extremely logical.

Level (G. Characteristics): Journeyman (Intelligence)

Effect: The character may choose to spend a minute deep in thought contemplating a particular problem before attempting to solve it. If he does so, he gains a +20 bonus to the next Intelligence based test made to solve that problem.

Rational

The character has trained himself to be extremely logical.

Level (G. Characteristics): Journeyman (Intelligence)

Effect: The character can re-roll failed Logic skill tests, but only once for a given test.

Scholar

The character is an experienced academic, capable of learning about many subjects in great depth.

Level (G. Characteristics): Adept (Intelligence)

Effect: The character halves the CrP/XP cost required to gain Specializations for the Lore or Linguistics skills, and may take twice the usual number.

Tactician

The character is a skilled tactical commander, able to make sure his allies are all in the right place at the right time.

Level (G. Characteristics): Journeyman (Intelligence)

Effect: When the character makes a Command (Int) test to coordinate his allies before a combat encounter, they gain a +1 to their initiative roll for that encounter.

Total Recall

The character has trained his memory to perfection.

Level (G. Characteristics): Master (Intelligence)

Effect: The character gains the Perfect Memory trait.

Mobility

The mobility talents improve a character's ability to move through his environment quickly, effectively, and without harming himself, both in and out of combat.

Assassin Strike

The character is able to strike, and then rapidly fall back.

Level (G. Characteristics): Journeyman (Agility)

Effect: The character may perform the Open Range special effect on the attack, and not just as the defender.

Catfall

The character is able to minimize harm to himself when falling.

Level (G. Characteristics): Apprentice (Agility)

Effect: Reduce the distance the character falls by a number of meters equal to his Agility bonus for the purposes of calculating fall damage against him.

Ghost

The character is able to move quickly even while trying to silence his movements.

Level (G. Characteristics): Expert (Agility)

Effect: The character can ignore any situational modifiers to Stealth tests imposed by how fast he's moving.

Hard Target

The character is able to move quickly, ducking in and out of cover and avoiding attempts to hit him without slowing down.

Level (G. Characteristics): Journeyman (Agility)

Effect: Attempts to hit the character with ranged attacks while he's running or sprinting are made at double the usual penalty.

Leap Up

The character is able to regain their feet rapidly.

Level (G. Characteristics): Novice (Agility)

Effect: The character can take the Regain Footing action as a free action.

Lightning Reflexes

The character is extremely quick to react to dangers.

Level (G. Characteristics): Expert (Agility)

Effect: When making an initiative roll, the character can roll twice and choose the higher of the two rolls.

Nimble

The character is exceedingly quick.

Level (G. Characteristics): Master (Agility)

Effect: The character may use his Agility bonus in the place of either his Perception or Intelligence bonuses when calculating his Maximum Action Points. This only works for Agility, and cannot be used in combination with Intimidate or Combat Flair to allow you to use Strength or Personality instead.



Step Aside

The character is skilled at dancing around multiple opponents, evading their attempts to corner him.

Level (G. Characteristics): Adept (Agility)

Effect: The character can reroll failed Evade skill tests made when taking the Outmaneuver combat action, but only once for a given action.

Swashbuckler

The character is able to fight well in a number of unconventional situations (such as swinging, climbing, on wobbly or slippery surfaces, and so forth).

Level (G. Characteristics): Journeyman (Agility)

Effect: The character ignores skill caps placed on any of his combat rolls by his Athletics or Acrobatics skills (except for when fighting in water).

Unnaturally Agile

The character is very fast, able to avoid even ranged attacks easily.

Level (G. Characteristics): Master (Agility)

Effect: The character ignores the -20 penalty for attempting to evade ranged attacks as long as he is aware of the attacker, and not currently engaged in melee combat or otherwise distracted.

Resilience

Resilience talents enhance a character's raw survivability and their ability to continue to function under physical and mental stress.

Die-Hard

The character is able to shrug off the most crippling wounds.

Level (G. Characteristics): Expert (Endurance, Willpower)

Effect: The character can re-roll failed Endurance tests to resist the shock effects of a wound, but only once per test.

Enduring

The character has incredible endurance, and can push through even the most terrible pain and keep going.

Level (G. Characteristics): Adept (Endurance)

Effect: The character can make an Athletics test to halve the effects of their levels of fatigue for the remainder of an encounter, or for some other period of time the GM deems appropriate. The character may only attempt this once in any given situation, and if they fail they push themselves too hard and gain another level of fatigue instead.

Iron Jaw

The character is difficult to put down, and is always bouncing back ready for a fight.

Level (G. Characteristics): Journeyman (Endurance)

Effect: When suffering from the stunned condition, the character can make an Endurance test at the beginning of each round that he is stunned. If he succeeds, he loses the stunned condition. Additionally, the character always counts as being braced when he suffers the effects of knockback.

Iron Will

The character's mind is a fortress protected against manipulation

Level (G. Characteristics): Adept (Willpower)

Effect: The character may reroll failed Willpower tests to resist any form of manipulation or coercion (but only once per test).

Meditation

The character can meditate, resting his mind and body in a short period of time.

Level (G. Characteristics): Apprentice (Willpower)

Effect: By spending time resting in uninterrupted meditation, and passing a Willpower test, the character halves the recovery period required to remove levels of fatigue.

Rapid Recovery

The character heals more quickly than usual.

Level (G. Characteristics): Journeyman (Endurance)

Effect: The character removes trauma at twice the natural healing rate. This stacks additively with other similar effects.

Stubborn

The character is fearless in the face of all but the most terrifying sights.

Level (G. Characteristics): Expert (Willpower)

Effect: The character may reroll failed Fear tests, but only once per test.

Unfaltering Will

The character fights even harder when wounded.

Level (G. Characteristics): Expert (Willpower)

Effect: After a character suffers a Major, Crippling, or Severe wound he can test Willpower as a free action. On success he ignores the effects of fear and halves the passive effects from any wounds he is suffering from for the rest of that encounter.

Social

Social talents improve character's abilities to conduct themselves amongst others, to lead them, to deceive them, or to sway their opinions.

Big Words

The character floods someone with technical jargon to befuddle them: he at least sounds like he knows what he's talking about.

Level (G. Characteristics): Journeyman (Intelligence)

Effect: The character can use the Lore skill in place of the Deceive skill in appropriate situations (GM discretion).

Charlatan

The character is an experienced conman, and can make a pretty penny with his skills.

Level (G. Characteristics): Journeyman (Personality)

Effect: The character can use the Deceive skill in place of the Commerce skill.

Commanding

The character has a natural knack for leadership, and is able to lead dozens of people through dangerous situations.

Level (G. Characteristics): Journeyman (Personality)

Effect: The character never suffers any penalties to Command tests based on the number of people he is leading.

Into the Fire

The character inspires those around them to fight on even in the face of fear.

Level (G. Characteristics): Adept (Personality)

Effect: All allies within twenty meters of the character gain a +20 to all fear tests during an encounter. A character can only be affected by one other character with this talent at any given time.

Inspire Wrath

The character is able to whip groups into a frenzy with ease.

Level (G. Characteristics): Journeyman (Personality)

Effect: The character can reroll failed Personality based tests to inspire anger or provoke rage in others, but only once per test. He can also affect twice as many other characters as he normally could when doing so (apply this bonus on top of any other effects that would increase this number).

Questioning

The character is skilled at drawing information out of others.

Level (G. Characteristics): Journeyman (Personality)

Effect: The character can reroll failed Personality based tests when attempting to get information out of someone, but only once for each test.

Spellcasting

Spellcasting talents improve a character's ability to channel and control magicka through spells.

Creative

The character takes joy in the experimental side of magic, and is more efficient when not bound by traditional rules.

Level (G. Characteristics): Journeyman (Willpower)

Effect: The character reduces the total magicka cost of any non-standard spell they cast by their degrees of success on the spellcasting test (to a minimum of 1, with the reduction capped at twice their Willpower bonus).

Bound Magicka

The character understands that pure, unbound creativity can lead to one's destruction.

Level (G. Characteristics): Expert (Willpower)

Requires: Creative

Effect: When casting a non-standard spell, the character can choose to forgo the potential bonus afforded to them by the Creative talent. If they do this, the spell cannot backfire except on a critical failure.

Innovator

The character is an innovator, always pushing against the walls that would constrain them.

Level (G. Characteristics): Adept (Willpower)

Requires: Creative

Effect: The character can reroll failed spell creation tests, but only once for a given test.

Unbound Magicka

The character is able to push themselves further than thought possible, but none can walk away from such power unscathed.

Level (G. Characteristics): Expert (Willpower)

Requires: Creative

Effect: When casting a non-standard spell, the character can choose to double the potential bonus afforded to them by the Creative talent. If they do this, the spell backfires regardless of whether or not they succeed or fail: roll on the backfire table corresponding to the school of the spell and add one to the result for each degree of success, or two for each degree of failure.

Student (School)

The character excels in a particular school of magic, adopting its tools with ease.

Level (G. Characteristics): Novice (Willpower)

Effect: The character reduces the CrP/XP cost of learning spells from the chosen school by ten (to a minimum of five). This talent can be purchased multiple times, but not more than once for the same school.

Bend Reality

The character is able to use simple principles of Alteration in order to perform otherwise difficult physical feats.

Level (G. Characteristics): Journeyman (Willpower)

Requires: Student (Alteration)

Effect: The character can use the Alteration skill in place of the Athletics or Acrobatics skills, but each time he does so he must spend 3 magicka.

Cryomancer

The character prefers the cold of elemental frost, freezing his enemies in their tracks.

Level (G. Characteristics): Apprentice (Willpower)

Requires: Student (Destruction)

Effect: Any spells the character casts that deal frost damage reroll the lowest damage die. If the new roll is higher than the original, use it when calculating that damage.

Electromancer

The character is a natural with electricity, blasting his enemies with aetheric lightning.

Level (G. Characteristics): Apprentice (Willpower)

Requires: Student (Destruction)

Effect: Any spells the character casts that deal shock damage reroll the lowest damage die. If the new roll is higher than the original, use it when calculating that damage.

Flow of Magicka

The character understands the ebb and flow of the forces of magicka, and can use it to his advantage.

Level (G. Characteristics): Master (Willpower)

Requires: Student (Mysticism)

Effect: If one or more magic components originating from any other character would affect the character, they may choose to instead make a -20 Mysticism skill test as a reaction. If they succeed, the component(s) have no effect and the character gains magicka equal to half the total cost of the component(s) (round down). Failure incurs a magical backfire, and the character rolls on the backfire table corresponding to the school of the most expensive incoming component (adding any degrees of failure above his Willpower bonus to the result).

Healer

The character has learned a number of minor healing charms which he can use to perform simple treatments.

Level (G. Characteristics): Journeyman (Willpower)

Requires: Student (Restoration)

Effect: The character can use the Restoration skill in place of the First Aid skill, but each time he does so he must spend 3 magicka.

Master (School)

The character excels in a particular school of magic, adopting its tools with ease.

Level (G. Characteristics): Master (Willpower)

Requires: Student (School), the corresponding skill must also be trained to rank 5 (Master).

Effect: The character can reroll failed casting tests when casting spells from the chosen school, but only once for a given test. This talent can be purchased multiple times, but not more than once for the same school.

Pyromancer

The character has a gift for using fire, and brings it to bear to burn his enemies to cinders.

Level (G. Characteristics): Apprentice (Willpower)

Requires: Student (Destruction)

Effect: Any spells the character casts that deal fire damage reroll the lowest damage die. If the new roll is higher than the original, use it when calculating that damage.

Telepath

The character has mastered the obscure art of telepathy.

Level (G. Characteristics): Expert (Willpower)

Requires: Student (Mysticism)

Effect: The character may spend magicka to gain the Telepathic trait at will, receiving the trait for one minute per point spent.

Trickster

The character has learned that even the simplest of illusions can have more practical, everyday applications.

Level (G. Characteristics): Adept (Willpower)

Requires: Student (Illusion)

Effect: The character can use the Illusion skill in place of the Deceive skill, but each time he does so he must spend 3 magicka.

Wrest Control

The character is able to contest control of a summoned creature with another conjurer.

Level (G. Characteristics): Master (Willpower)

Requires: Student (Conjuration)

Effect: The character can, through the use of the Cast Magic action, make an opposed Willpower test against another character within their line of sight. If the character wins, they become the new master of a creature with the Summoned trait that the target controls.

Methodical

The character is most effective when given rules which they can master, and learn to work within.

Level (G. Characteristics): Journeyman (Willpower)

Effect: The character reduces the total magicka cost of any standard spell they cast by their degrees of success on the spell-casting test (to a minimum of 1, with the reduction capped at twice their Willpower bonus).

Efficient

The character has learned to channel magicka efficiently, allowing them to make the most of their power.

Level (G. Characteristics): Expert (Willpower)

Requires: Methodical

Effect: When casting standard spells, the character doubles the cost reduction from the Methodical talent (still capped at twice their Willpower bonus).

Spell Sword

The character is able to perform the minimum necessary motions to manipulate the forces of magicka.

Level (G. Characteristics): Journeyman (Willpower)

Effect: The character ignores any penalties to spellcasting tests for casting spells with only one hand, and does not incur attacks of opportunity for casting attack spells in combat.

Thought Caster

The character can cast a spell purely by thought.

Level (G. Characteristics): Expert (Willpower)

Requires: Spell Sword

Effect: The character may ignore the penalties for casting a spell without its somatic components.

TRAITS

Traits are rules that reflect various natural facts about the character or certain abilities they possess. They include things such as the ability to fly, inherent physical weaknesses, personality traits, and so forth. They are typically the result of birth, upbringing, or racial circumstance but may be gained through other means later in life, though rarely by choice or without the use of magic.

Addiction (*, X)

The character is addicted to something * (chosen when the trait is gained). The character must indulge the addiction regularly (the exact time should be based on the nature of the addiction). If they fail to get their regular dosage, they suffer a -10 penalty to all tests for each X until they do.

Ambidextrous

The character is ambidextrous. He does not suffer the -10 penalty for making attacks with weapons in his off hand.

Amphibious

The character can breathe water, and ignores the skill cap placed on his combat rolls by his Athletics skill when fighting in water.

Attractive (X)

The character is attractive and gains a +10 bonus for each X to any Personality based tests where their beauty plays a major role in the outcome. Each X in this trait cancels the equivalent X value in any instances of the Unremarkable (X) or Ugly (X) traits.

Aversion (*, X)

The character is afraid of or averse to something * (chosen when the trait is gained). This can be used to represent a phobia, or simply a strong dislike for something. While exposed to the source of their aversion, the character suffers a -10 penalty to all tests for each X.

Bad Reflexes

The character is generally slow to react in combat: when rolling for initiative they roll twice and use the lower result.

Bestial

The character has no need to make Survival skill tests in their natural habitat, but must test Willpower to avoid fleeing combat if the GM feels that it's appropriate (for example, if the creature would feel intimidated by its foe).

Blind

Character has the blinded condition while they have this trait.

Bound

Character is bound to this world, or simply bound together, by magic. They must obey the verbal commands of their master, who bound them. Bound characters cannot attack their masters unless it is to defend themselves. If this character is killed, they do not die in the conventional sense: instead they are banished back to their realm of origin, or the magic animating them ceases.

Brave

The character is brave, and does not scare easily. They receive a +10 bonus on Willpower based tests to resist fear or intimidation.

Burning Hatred (*)

The character bears a grudge against a particular person or group *. The character despises this person or people and must make a Willpower test when attempting to flee or avoid potential combat with the chosen person or people. However, their hatred fuels them in combat, granting them a +5 bonus to any tests made in order to cause harm to the chosen person or people. The character may have several instances of this trait, but not for the same group.

Combat Paralysis

The character has a habit of freezing in stressful situations and must make a Willpower test any time they are surprised or combat breaks out. If they fail they may not take any actions or reactions during the first cycle of that combat in which they would take a turn.

Common Sense

The character has an innately good judgment and can reroll failed Intelligence tests made for matters of simple knowledge, logic, and judgment (but only once per test).

Crawler

A character with this trait crawls rather than walking. Halve its normal Movement Rating (round up). It takes no penalties for moving through difficult terrain.

Dampened Sense (*)

A character with this trait suffers a -10 penalty to Perception based tests that rely on the chosen sense *. A character can gain this trait more than once, but not for the same sense.

Danger Sense

The character seems to have a sixth sense for danger. They gain a +10 bonus on Perception based tests that would determine if they are surprised by an enemy or not.

Dark Sight

A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

Deaf

Character has the deafened condition while they have this trait.

Direction Sense

The character has a good sense of direction, and gains a +10 bonus on Navigation tests to remember the path they've taken, to figure out complicated directions, or simply to remember which way is which.

Disease Resistance (X%)

Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to X, the character doesn't get the disease.

Diseased (+X)

Characters with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +X or contract a common disease.

Disturbing Voice

The character has an intimidating, disturbing voice. He gains a +10 to Intimidate tests, but suffers a -10 to all other Personality based tests that involve speaking.

First Impression

The character always makes a good first impression, and gains a +10 bonus on any Personality based test when they are interacting with another character for the first time.

Flyer (X)

The character can fly. When he performs a Movement Action, he can move in any direction. If the character is flying above the ground at any altitude, he must move at the beginning of each round to maintain flight or he starts to fall. The character replaces their Movement Rating with X when they're flying. Characters with this trait can use the Withdraw special effect as the attacker.

From Beyond

The character is immune to the effects of disease, fear, poison, and any magic that would affect his mind (all illusion magic).

Good with Animals

The character has a natural affinity for animals and gains a +10 bonus on Profession [Animal Trainer] skill tests to train or calm animals.



Heavy Hitter (X)

The character is larger or heavier than other creatures within its same size category, and thus there is more force behind each of its blows. Add X to the character's Damage Bonus.

Illiterate

The character was never taught to read or write. They can speak just fine, but cannot read or write.

Immunity (*)

The character is immune to any of the effects of the thing specified in parenthesis. The character may have multiple instances of this trait for different effects *.

Incompetent (*, X)

The character is particularly bad at something. Any tests made with the skill * (which must be chosen when the trait is gained) suffer a -10 penalty for each X. The character may have multiple instances of this trait for different skills *.

Incorporeal

Incorporeal characters are spirits, faintly visible and capable of moving through objects. They gain the Flyer (Movement Rating) trait (though they do not need to move to maintain flight) and may use it to freely move through solid objects. They can be targeted by attacks, but cannot suffer damage except for magic damage, or damage from attacks with the Dire or Enchanted qualities.

Incorporeal characters do not normally affect the world, but they can use magic and make attacks that are capable of damaging non-incorporeal beings. Attacks from Incorporeal characters ignore all AR from any armor that has the Mundane quality.

Lingering Injury

The character has an old injury that comes back to bug them at the worst times. The GM and the player should work out the specifics of the injury and how it affects the character.

Lithe (X)

The character is especially flexible and gains a +10 bonus for each X when making Acrobatics tests involving flexibility, or grappling related tests.

Low Pain Tolerance (X)

The character has a low threshold for pain, and makes any Willpower based tests called for in order to resist the effects of pain at a -10 penalty for each X.

Naïve

The character lacks experience in certain settings. Whenever they see fit to do so the GM can call for the character to make an Intelligence test in order to not misunderstand a certain social situation.

Natural Armor (X)

The character with this trait has natural armor of some kind. They gain X AR to all hit locations. If a character would receive this talent more than once, combine the X values into a single instance.

Natural Weapons (*)

The character with this trait has unique natural weapons of some kind. * specifies the complete profile for the character's natural weapons. Overrides the default natural weapons profile. Cannot be disarmed.

Oblivious

The character is often oblivious to danger. The character suffers a -20 penalty on Perception based tests that would determine if the character is surprised by an enemy or not.

Pain Tolerance (X)

The character has a high threshold for pain, and makes any Willpower based tests called for in order to resist the effects of pain at a +10 bonus for each X.

Perfect Memory

The character has a perfect memory, and never forgets anything.

Power Well (X%)

Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by X% of its base. If the character would receive this trait twice, combine the X values.

Quadruped

The character moves on all fours, or can do so, and thus moves more quickly. Characters with this trait double their base Movement Rating when moving this way.

Quick (+X)

Characters with this trait are faster than one would expect for their size. They ignore the movement rating penalty imposed on them by their size. Add +X to their movement rating if applicable.

Reflect (X%)

Characters with this trait have a chance to reflect spells cast at them. Whenever the character is affected by a spell, roll a d100. If the roll is less than or equal to X, the spell is reflected against the original caster and resolved against them instead (with the trait-holder counting as the new caster).

Regeneration (X)

Characters with this trait heal very quickly. They may make an Endurance test at the start of each round to remove X trauma.



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Resistance (*, X% [max 200%])

Characters with this trait are resistant to a certain damage type, such as rending damage, or magic damage. The damage type is specified in *. If the character suffers damage after armor mitigation with the damage type *, reduce that damage by X% (round up) before calculating the effects of the damage. Instances of magic resistance stack with specific damage type resistances. If a character has both this trait and the weakness trait for the same damage type, then simply ignore the smaller value and treat the larger one as having an X% value equal to the difference between the two.

The character also gains a +X bonus to Endurance tests to resist environmental effects stemming from sources of the listed type. This can be invoked if, for example, the character needs to make a journey through an extremely hot desert (fire), or resist the effects of a blizzard (frost). When this applies is left to the GM to decide.

Characters with Resistance (Magic, X%) also reduce non-damaging magic effects from an external source by the listed percentage (for example: reducing the duration of a disabling spell by 50%). It's up to the GM to apply this on a case by case basis.

Resist Normal Weapons (X%)

Characters with this trait are resistant to mundane weapons. If the character suffers damage after armor mitigation from a weapon/attack without the Dire or Enchanted qualities reduce that damage by X% (round up) before calculating the effects of the damage.

Running Out of Luck

The character's luck is running out. Whenever they would burn any amount of Luck, burn twice that amount. If the character does not have this much Luck remaining, just burn all remaining Luck.

Situational Awareness

The character is good at maintaining awareness in any circumstance and can ignore any negative modifiers to Perception based tests for being distracted.

Skeletal

Characters with this trait have purely skeletal forms. Attempts to hit them with ranged weapons suffer a -20 penalty. Characters with this trait also automatically gain the Undead trait as well, and are immune to the Burning (X) condition.

Silver-Scarred

Any damage inflicted on a character with this trait after armor mitigation by an attack from a Silver weapon is increased by 50% (round up) before calculating the effects of the damage.

Social Stigma (*)

The character suffers from a stigma * (chosen when the trait is gained) in certain social situations. They suffer a -10 penalty to socially related tests in these situations. The character may have multiple instances of this trait for different stigmas *.

Spell Absorption

Characters with this trait absorb a portion of the magic directed at them to fuel their own magicka reserves. Whenever magic with another source character affects them, halve any effects that magic would have after any mitigation (such as halving the duration, or damage dealt). The magicka restored is equal to half the total cost of that magic.

Stunted Magicka

Characters with this trait do not regenerate magicka naturally.

Summoned

The character has been summoned into this world through magic. They must obey the verbal commands of their master, who summoned them. If their master is killed, they are banished back to their realm instantly. Summoned characters cannot attack their masters unless it is to defend themselves. If this character is killed, they do not die in the conventional sense: instead they are banished back to their realm of origin, along with any items that may be on them at the time.

Sun-Scarred

Any damage inflicted on a character with this trait after armor mitigation by an attack with the Sunlight quality is increased by 50% (round up) before calculating the effects of the damage. If this character is exposed to normal sunlight (as opposed to damage with the sunlight quality) they gain a level of fatigue each hour. Cloud cover or other such weather doubles the time required. Levels of fatigue gained this way can only begin to be removed by rest, or other means, if the character spends at least an hour in a dark place first.

Telepathic

Characters with this trait can communicate with others telepathically. They are capable of "broadcasting" thoughts to other characters within a number of meters equal to one hundred times their Willpower bonus. They must have line of sight to the character to whom they are broadcasting, unless the target character has this trait as well.

Characters with this trait can make a Perception test as a free action to attempt to locate other characters with this trait within their broadcast range, though this test can be opposed by a Willpower test if a character wishes to remain hidden.

Terrifying (X)

The character is terrifying, and any character who encounters them must immediately make a Fear (X) test.

Timid

The character is timid and scares easily. They suffer a -10 penalty on Willpower based tests to resist fear or intimidation.

Tough (X%)

The character is larger or heavier than other creatures within its same size category, and thus can take more punishment. Increase the character's Health by X% of its base value (round down).

Ugly (X)

The character is ugly and suffers a -10 penalty for each X to any Personality based tests where their appearance plays a major role in the outcome. Each X in this trait cancels the equivalent X value in any instances of the Attractive (X) or Unremarkable (X) traits.

Undead

Characters with this trait are mere walking corpses. They do not breathe, or require organs or correct pressures to function. They are immune to things such as disease, poison, aging, fatigue, and a number of conditions including but not limited to: burning (X), dazed, deafened, organ damage, and blood loss (X). Use common sense when deciding what can and cannot affect characters with this trait.

Undying

Characters are free from most concerns of the living. They are immune to disease and the effects of aging.

Unnatural Senses (*, X)

The character with this trait can perceive its surroundings using additional and/or different senses than the usual. Their Senses allow them to detect the things specified by * within range of X meters (even through solid objects). If * is "all," then their Senses have been replaced entirely and they can simply see "normally" through solid objects up to X meters away.

Unremarkable (X)

The character is average looking and hard to remember. Intelligence based tests made to remember the character's face suffer a -10 penalty for each X. Each X in this trait cancels the equivalent X value in any instances of the Attractive (X) or Ugly (X) traits.

Weakness (*, X% [max 200%])

Characters with this trait are weak to a certain damage type, such as rending damage, fire damage, magic damage, and so forth. The damage type is specified in *. If the character suffers damage after armor mitigation with the damage type *, increase that damage by X% (round up) before calculating the effects of the damage. Instances of magic weakness stack with specific damage type weakness.

If a character has both this trait and the resistance trait for the same damage type, then simply ignore the smaller value and treat the larger one as having an X% value equal to the difference between the two.

The character also suffers a -X penalty to Endurance tests to resist environmental effects stemming from sources of the listed type. This can be invoked if, for example, the character needs to make a journey through an extremely hot desert (fire), or resist the effects of a blizzard (frost). When this applies is left to the GM to decide.

Characters with Weakness (Magic, X%) also increase non-damaging magic effects from an external source by the listed percentage (for example: increasing the duration of a disabling spell by 50%). It's up to the GM to apply this on a case by case basis.

Weak Immune System (X)

The character has a weak immune system and suffers a -10 penalty for each X to any Endurance based tests made in order to resist the effects of disease.

Warded (X)

The character is protected by a magical ward: whenever they would be affected by a magic component from an external source roll a d10. On a roll less than or equal to X the magic is entirely negated, otherwise it affects the character normally.

Chapter 5: Game Mechanics

"We don't have shields in our culture. It seems strange to my boy, I imagine. In our country, if you don't want to get hit, you move out of the way."

Akaviri Potentate Versidue-Shaie, "2920, The Last Year of the First Era"



The world of the Elder Scrolls can be a dangerous place. Wars, strange monsters, criminals, mercenaries, faction infighting, and any number of other scenarios can all force a party to use violence to accomplish their goals, or simply force the party into dangerous situations. This Chapter contains mechanics for resolving combat, as well as other game mechanics to handle the variety of situations the players might encounter during their adventures.

A Note on Time

The UESRPG divides time into two categories: narrative time and structured time. **NARRATIVE TIME** is meant to be used in any situations that do not demand the time-sensitive resolution of tasks. Functionally this means that almost any non-combat situation will use narrative time. In game terms, narrative time is a period in which the GM can freely advance time at any rate based on the needs of the story and the players. This could mean briefly describing the party's long journey across a vast desert, or playing out an important social event hour by hour.

STRUCTURED TIME is used to handle time-sensitive events in which every second counts and the order of actions is crucial. Combat almost always takes place in structured time. So while the GM could decide to handle it in narrative time instead, the rules for this Chapter assume that the GM is running combat using structured time.

COMBAT

The largest unit of structured time is called an encounter. An **ENCOUNTER** represents an entire sequence of dramatic events that make up a unified "block" of structured time that may be contained within sections of narrative time, or followed up by another encounter. Encounters focused on a particular combat scene are known as Combat Encounters.

Encounters are broken down into **ROUNDS**: periods of time in which characters take actions, representing roughly five seconds of "real" time. The core of each combat round is the **CYCLE**: the countdown through initiative order so that each player has a chance to take their turn. There can be several cycles per combat round. During each Turn, the active character performs a combat action and resolves its effects. Any conditions affecting a character trigger at the start of their turn.

Effect Durations

Effects that last for one or more rounds last for the remainder of the round in which they were triggered, and then for a number of full rounds equal to their listed duration. For example, a stunned character only removes the condition at the end of the round after the one in which he was stunned.

Combat Overview

Almost any combat encounter can be resolved by following these steps:

Step 1: Determine Surprise

If one or more characters aren't expecting an attack, or aware of their attacker's intentions, they have been surprised. The GM should determine which characters count as being surprised for the first round of combat. Surprised characters do not roll 1d10 for initiative, they simply use their Initiative Rating. They also may not take any actions during the first round of combat, and may only take reactions after their first turn has passed.

Step 2: Set the Scene

Before the characters can begin taking their turns, the GM should outline the parts of the scenario that they are aware of, including the combatants they face, the positions of everyone involved, and the environment they're fighting in.

Step 3: Determine Initiative

To determine the order in which characters take their turns during each round of the combat, all characters involved must make an **INITIATIVE ROLL** (1d10 plus the character's Initiative Rating, rolling off if two characters tie). The GM rolls for NPCs, and should roll once for larger groups of similar NPCs. Note that a character's initiative can potentially be modified by events that occur within the encounter itself, so the GM should always be keeping track of initiative. If new combatants enter the picture, simply have them roll and take their place in the order as appropriate.

Step 4: Round Start

Starting with the character with the highest initiative, each character takes one turn. The character currently taking a turn is known as the active character. Once their turn is over, the character with the next highest initiative takes their turn, and so on until all characters have taken their turns. If any characters have remaining action points after each character has taken a turn, the cycle begins again with the highest initiative character that still has action points remaining.

Step 5: Round End

Repeat step 4 until all characters are out of action points: the round is now over. Any effects or Conditions that specify a duration of "until the end of the round" end now.

Step 6: Encounter Ends

Repeat steps 4 and 5 until the combat is finished, or the event that triggered the switch into structured time is resolved.

Actions, Turns, and Cycles

COMBAT ACTIONS represent all the things that a character can do during an encounter. The maximum number of times that a character can act during a round is determined by their Maximum Action Points. Characters may normally only take one combat action during a given turn, and if they don't take an action they are assumed to have dithered. There are three types of combat actions: actions, reactions, and free actions.

ACTIONS can only be taken during the character's own turn (meaning only once per cycle). They are combat actions where the character is the instigator. An extended action is simply a series of the same action performed back to back across more than just one turn.

REACTIONS are actions that are taken to counter or resist other characters' actions, or other events, that the character is aware of. Only one reaction attempt is permitted for each threat or event, but any number of reactions may be made per cycle (provided that the character has action points left for that round to spend).

FREE ACTIONS can be taken at any time during the combat round, and cost no action points to activate.

Actions

The following combat actions are all actions that a character can attempt on his turn by spending an action point. Note that some of these actions may take several turns to complete, each costing its own action point.

Aim

A character can spend a turn aiming in order to gain a +10 bonus to their next ranged attack. This bonus can stack, but only up to three times (for a maximum bonus of +30).

All-out Attack

When making an all-out attack, the character sacrifices their ability to defend themselves in order to better land an attack or gain an advantage. The character makes a normal melee attack and chooses one of the following: the attack test is made at a +20 bonus, or he doubles his Luck bonus for the purposes of calculating critical successes. He may not make any reactions until the beginning of his next turn.

Attack

The character can make an attack with a melee or ranged weapon.

Brace

The character braces himself against the direction he believes an attack will be coming from. This doubles the amount of damage required to cause knockback, and grants the character a +20 bonus to any test to resist knockback.

Cast Magic

The character can attempt to cast a spell, activate a power, or use some other kind of magic ability. Some magic will specify that it counts as an attack, in which case the test to cast or manifest that magic is made as an attack roll, with the defender responding appropriately. Otherwise, it is made as normal. Opponents engaged in combat with a character who attempts this action may also choose to make an attack of opportunity against them unless the spell being cast uses the Touch form, or is otherwise specified to ignore attacks of opportunity. Attacks made with this action can't win special effects unless otherwise specified. For information, see [Magic in Combat](#).

Change Range

The character can attempt to close on or retreat from an opponent, changing the range at which he is fighting in order to take advantage of his weapon, or to disengage entirely. This is automatically successful unless the opponent spends an action point. Opponents may react in one of two ways:

If the opponent chooses to pursue, then the opponent and the character attempting to change range make an opposed Evade test against one another. If the opponent wins, the character does not change range or withdraw, if he loses, the active character changes to his desired range or withdraws from the engagement.

Alternatively, the opponent can decide to make an attack of opportunity against the character instead. The closing character must defend against this attack with their Evade skill (this does not cost an action point). Even if the attack is successful, the active character still changes range to his desired range or withdraws from the engagement. If this attack inflicts the Impale special effect on a character attempting to close range, the character does not change ranges to the closer range.

Coup de Grâce

The character can make a killing blow against a helpless target (a character who is unconscious, or otherwise completely incapable of defending themselves). The GM may rule that certain characters cannot be killed in this way, depending on the circumstances. This automatically kills the target.

Delay

The character conserves his action so he can instead perform a reaction at a later time. The action point cost of delaying is covered by whatever action is finally performed. If the delayed action is not taken before the character's next turn (on the following cycle), then the action point is lost.

Dither

The character wastes his turn doing nothing useful.

Intimidating Shout

The character bellows loudly, attempting to strike fear into the hearts of his foes. The character makes an Intimidate skill test opposed by a Willpower or Intimidate test from all targets within 20 meters. If a target fails to beat his result, they suffer a -20 to their next defense test against the character this round. This action does not affect characters who are immune to fear, and may only be used once per encounter. If the character performs this action while they have the Frenzied condition, and the target fails to beat his result, they also may not attempt to approach the target or make any melee attacks against him for the next round.

Mount

The character can mount or dismount a riding beast, though mounting large mounts may take more than one turn.

Move

The character can move at one of three speeds: walking, running, or sprinting. At slower speeds, characters may both move and attack. For information, see Movement & Encumbrance.

Outmaneuver

The character can engage multiple opponents, with whom he is engaged in melee combat, in an opposed Evade test. Those characters who fail to beat his result cannot attack him during that combat round.

Ready Weapon / Drink Potion

The character may draw, sheath, withdraw, or reload a weapon. Retrieving a nearby dropped weapon requires two turns, one to move and retrieve the weapon, and another to return to a readied stance. This action may also be used to drink a potion, assuming it is easily accessible to the character. Some missile weapons may require several turns to reload, in which case the character must take this action for the requisite number of turns in a row (reactions interrupt this).

Regain Footing

If not engaged in melee combat with an opponent, the character can regain his footing from being tripped or knocked down.

Struggle

If the character is the victim of certain types of attacks or special effects that restrict his movement, he may attempt to extract himself. For example: breaking free from a grapple or a pin weapon. This requires an opposed Strength or Combat Style (if it includes unarmed combat) test against the attacker. If the pinned victim wins, they break free.

Reactions

These combat actions are all reactions that a character can use at any time during the combat round in response to a threat or event that he is aware of by spending an action point.

Attack of Opportunity

If an opponent uses the move action to simply move out of an engagement without the use of an appropriate action or effect (such as Change Range, Outmaneuver, or Withdraw), uses the Cast Magic action while engaged (though some spells, such as those that use the Touch form, can be used freely in combat) uses the Ready Weapon / Drink Potion action while engaged, or would pass through a character's engagement range with a move action, then the character may use this reaction to make a standard melee attack against that opponent. Attacks of opportunity are typically resolved before the action they are taking advantage of occurs.

Block

The character uses a shield to defend against an incoming ranged attack (either with a ranged weapon or a spell) or melee attack from an opponent he is aware of through the use of his Combat Style skill, throwing his shield arm between himself and the incoming attack.

Evade

The character uses his Evade skill to defend against an incoming attack. The character suffers a -20 penalty if the attack is ranged unless the character chooses to end his evasion prone.

Interrupt

If a character delayed his action from last turn, and it is not his next turn yet, he may halt an opponent's turn in order to take his own delayed turn. Assuming no change in the situation, the opponent continues his turn after the character is completed. If the opponent is unable to achieve his original declared action, his action point is wasted. An interrupt can also be used against anyone passing close by the delaying character (within Reach).

Parry

The character uses a shield or melee weapon to defend against an incoming melee attack from an opponent he is aware of through the use of his Combat Style skill.

Free Actions

Free actions can be performed at any time during the combat round and cost no action points. They include everything from talking, signaling, observing one's surroundings, dropping items, and so forth. Use common sense when deciding what is and isn't a free action.

Combat Styles

Fighting skills are packaged into **COMBAT STYLES**, which represent the complete package of training, tactics, and experience that constitutes a specific style of combat. Combat Styles can be associated with culture, careers, or even schools of combat.

Specifically, individual Combat Styles are represented by the Combat Style [Field] skill, where the field represents the name of the combat style. This skill is used to make melee (or ranged) attack and defense tests in combat when using the equipment associated with the style. The character may use either his Strength or Agility as a base for the skill test when making melee attack or defense tests, but must use his Agility for the test when making ranged attacks.

Rather than creating preset combat styles we have allowed players and GMs to invent their own to more accurately reflect the characters they wish to portray. Each combat style should be accompanied by a list of equipment it incorporates (see below), and a description of the style of fighting that it represents (see examples to the bottom right).

Trained Equipment

Each Combat Style has an associated set of weapon and shield types. A character with that Combat Style is capable of using that equipment effectively in the situations the style is designed for. Combat Styles may encompass up to five different types of equipment. Unarmed combat is included in this category as well, reflecting that the character is trained to fight with only his natural weapons.

Each style's associated trained equipment is chosen when the character learns the style, and it can be expanded to a maximum of eight different types of equipment. Expanding a combat style by adding a weapon or shield type to the list of a style's trained equipment costs 25 XP.

Fighting in Unfamiliar Circumstances

Occasionally characters may be forced to fight with familiar weapons, but in strange circumstances. For example, a noble duelist who is used to fighting honorable one on one fencing duels might somehow find himself in a bar brawl with his sword handy. Or perhaps a battlefield soldier used to fighting on horseback finds himself face to face with a lone assassin in close quarters.

Generally most characters are trained to use the weapons in their style in widely applicable circumstances, but in certain cases like these the GM shouldn't be afraid to impose a -10 penalty (or more, if appropriate) on Combat Style tests made by a character who is out of his element.

Utilizing Untrained Weapons

Occasionally characters may be forced to use a weapon that they have not specifically trained to use. The difficulty of the Combat Style test to use such weapons will vary with how different, or similar, the weapon is to a weapon the character is trained to use with that style:

- If the weapon is completely unfamiliar to a character, he cannot use a Combat Style and suffers the usual -20 penalty for using an untrained skill.
- If the weapon is substantially different from a trained weapon (in weight, size, length, or method of use), then the character may use his Combat Style for that weapon, but does so at a -20 penalty.
- If the weapon is reasonably different from a trained weapon (say, a short sword when the combatant uses broadswords), then the character may use his Combat Style for that weapon, but does so at a -10 penalty.
- If the weapon is similar to a trained weapon (a scimitar, as opposed to a broadsword, for example), then the character may use his Combat Style for that weapon, but does so at a -5 penalty.

Combat Style Examples

Below are some example Combat Styles to use for inspiration in your campaigns.

Combat Style [Cloak and Dagger]

The character is trained to use small, concealable weapons in close quarters against single, typically unarmored, opponents.

- **Equipment:** Dagger, Shortsword, Throwing Dagger, Unarmed Combat.

Combat Style [Imperial Legionnaire]

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.

Combat Style [Knight]

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, Medium Shield, Longsword, Mace.

Combat Style [Argonian Guerrilla Fighter]

The Black Marsh is known across Tamriel for its guerrilla fighters. Argonian warriors fight in light armor with short blades, spears, and at range, engaging their enemies in small skirmishes.

- **Equipment:** Shortsword, Shortspear, Short Bow, Javelin, Unarmed Combat.

Attacking & Defending

Combat is resolved blow by blow, with each attack and defense representing a single swing of, or Block with, a weapon. Any action is permitted the chance to be resisted by a reaction as long as the character is aware of the action. Thus there are two sides to most combat interactions: the attack and the defense. The same core mechanic, known as a **COMBAT ROLL** is used to resolve attacks of all types.

Step 1: Attack

On his turn the attacker spends an action point to use an attack action of some kind, chooses his target, his method of attack, and makes the appropriate attack test.

Melee Weapons

When using a melee weapon, the character rolls against the Combat Style of his choice, as long as the chosen Combat Style includes the melee weapon that he wishes to use for the attack. The character must be in melee combat with his target. The character can use either his Strength or Agility as a base for this Combat Style test. Attacks made with a one handed weapon wielded in the character's off-hand suffer a -10 penalty.

Ranged Weapons

When using a ranged weapon, the character rolls against the Combat Style of his choice, as long as the chosen Combat Style includes the ranged weapon that he wishes to use for the attack. The character must use his Agility as a base for this Combat Style test.

Step 2: Defend

If desired, the defender spends an action point, chooses his method of defense, and makes the appropriate defense test. The character must be aware of the attack. If the attacker fails his attack test, the defender can choose whether or not to spend an action point to defend against the attack. It can still be advantageous to Parry a missed attack in order to gain special effects.

Evade

Characters may seek to Evade incoming melee or ranged attacks with the Evade reaction. The character rolls an Evade skill test as their defense test. **Evading a ranged attack is done at a -20 penalty unless the character chooses to end his evasion prone.**

Parry

Melee weapons or shields may be used to Parry melee attacks with the Parry reaction. The character rolls against the Combat Style of his choice, as long as the chosen Combat Style includes the melee weapon or shield he wishes to use for the Parry. The character can use either his Strength or Agility as a base for this Combat Style test.

Block

Shields may be used to Block incoming ranged or melee attacks with the Block reaction. The character rolls against the Combat Style of his choice, as long as the chosen Combat Style includes the shield he wishes to use for the Block. The character can use either his Strength or Agility as a base for this Combat Style test.

Step 3: Determine Result

If both the attacker and the defender fail their attack and defense test, then nothing happens and the turn ends. If one or both characters passed their test, then compare the results to see if a character received special effects. **If a defender does not try to defend, he is treated as having automatically rolled a failure.**

SPECIAL EFFECTS represent the many special techniques that characters, attackers or defenders, can employ in combat. Magical attacks (Cast Magic action) can never win special effects. The table below describes the number of special effects a character acquires based on the results of a given combat roll:

		Attacker			
		Critical Success	Success	Failure	Critical Failure
Defender	Critical Success	*	Def. 1	Def. 2	Def. 3
	Success	Att. 1	*	Def. 1	Def. 2
	Failure	Att. 2	Att. 1	-	-
	Critical Failure	Att. 3	Att. 2	-	-

*In the event the characters **both succeed** at the same level (both normal or both critical successes) and the attacker achieves **more** degrees of success than the defender, then the effect of the successful defense is negated (though the attacker does not win any special effects). This does not apply to magical attacks (made with the Cast Magic action). **Reduce the attacker's damage roll by the defender's degrees of success** on his defense test.

Step 4: Resolve Attack

If the attacker passed his attack test, his attack hits the target and deals damage. He may also apply any special effects gained from the combat roll (do this before calculating damage).

If the defender passed his defense test, he either negates the attack entirely or reduces its damage (depending on his method of defense). He may also apply any special effects gained from the combat roll, though he must do so before he calculates damage. When two or more special effects are gained on an attack or defense, the character may freely mix and match which ones are selected provided he meets the conditions for each.

Resolving Attacks

When an attack hits a target, first determine its hit location using the ones digit of the attack roll.

Hit Locations

Result	Location Hit
0	Head
1-2	Right Arm
3-4	Left Arm
5-7	Body
8	Right Leg
9	Left Leg

Next, roll for the damage of the attack (adding the character's Damage Bonus to the total, for melee weapons) to determine the damage dealt by that attack. The next step varies based on the method of attack and defense:

Ranged Attacks

Ranged attacks, either shots from ranged weapons or projectiles created by spells, can be blocked or evaded. If any damage from the attack remains afterwards, it is dealt to the hit location of the attack (reducing the location's AR by the penetration of the attack). See [Physical Health](#) for information on how to deal and calculate the effects of damage.

Blocked

If an attack from a ranged weapon is blocked by a shield it deals damage to the character's shield arm instead of its original hit location, and that damage is reduced by the AR of the shield as well as the AR of the arm.

Evaded

If an attack from a ranged weapon is evaded it is negated entirely and deals no damage.

Melee Attacks

Attacks from melee weapons can be parried, blocked, or evaded. If any damage from the attack remains afterwards, it is dealt to the hit location of the attack (reducing the location's AR by the penetration of the attack). See [Physical Health](#) for information on how to deal and calculate the effects of damage.

Parried

If an attack from a melee weapon is parried by another melee weapon or shield, the damage from the attack can potentially be negated according to the relative size of the weapons.

- Parrying with a weapon or shield of *one size less (or larger)* than the attacking one negates the attack entirely.
- Parrying with a weapon or shield of *two or more sizes less* than the attacking one does nothing to negate the attack.

Blocked

If an attack from a melee weapon is blocked by a shield it deals damage to the character's shield arm instead of whatever its original hit location would have been.

- If the shield is *one size less (or larger)* than the attacking weapon, that damage is reduced by the AR of the shield as well as the AR of the arm.
- If the shield is *two or more sizes less* than the attacking weapon, that damage is reduced by half the AR of the shield (round down) as well as the AR of the arm.

Note that this is separate from passive blocking, which is covered in [Melee Combat](#).

Evaded

If an attack from a melee weapon is evaded, it is negated entirely and deals no damage.



Weapon Size & Reach

Every weapon possesses a number of different attributes, ranging from the damage it deals to how many hands are required to wield it. Two of these ratings, which are unique to melee weapons, are particularly important:

SIZE is used to determine a weapon's ability to impose and Parry damage. Size categories are: small, medium, large, huge, and enormous.

REACH can affect whether an opponent lies within range of being struck. Reach categories are: touch, short, medium, long, and very long.

Weapon Size Categories

Size	Description
Small	Human unarmed combat and light, one handed weapons such as daggers.
Medium	One handed weapons over a kilogram in weight, such as a mace.
Large	Long hafted thrusting weapons, such as spears.
Huge	Two handed slashing, chopping or bashing weapons, like great swords
Enormous	Weapons used by large creatures.

Weapon Reach Categories

Reach	Description
Touch	Human reach in unarmed combat, brass knuckles, and so forth.
Short	Weapons less than half a meter long, such as a dagger or short sword.
Medium	Single handed swung weapons longer than half a meter, such as a flail.
Long	Single handed thrusting weapons, or two handed swung weapons, such as a great axe.
Very Long	Two handed or mounted thrusting weapons, such as polearms or lances.

In general, when two combatants face one another armed with weapons of disproportionate length, the wielder of the longer weapon can keep his opponent at bay and prevent him from attacking. If the wielder of the shorter weapon can step inside the effective range of the longer, then the tables turn and the combatant with the longer weapon will find himself unable to Parry.

Thus melee combat engagements can be split into two ranges: shorter, and longer. **This is assuming a Reach difference of two or more steps between the longer and shorter weapon.** Any smaller, and the difference is minor enough that the characters are considered to be fighting at the same range, both able to attack and defend as normal.

A character can close or open range in two ways: the Close/Open Range special effect, and the Change Range combat action.

Fighting at the Longer Reach

If fighting at the Reach of the longer weapon, then the user of the shorter weapon cannot directly attack the wielder of the longer. They are still considered to be engaged, since the longer weapon can still reach them.

If the longer weapon is the natural weapon of a creature, the user of the shorter weapon can directly attack the limb assaulting them.

Additionally, the GM should use common sense when deciding which special effects work at this range, as some of them could lead to odd results in certain circumstances.

Fighting at the Shorter Reach

In the converse situation where the fighters are engaged at the Reach of the shorter weapon, the user of the longer weapon will find he cannot Parry the attacks of the shorter with that weapon. The user of the longer weapon can still attack with the haft or hilt of his now encroached weapon, but this is not very effective, and the character halves all damage dealt (after damage has been rolled, but before any mitigation).

Smaller Reach Differences

All this is not to say that a Reach difference of merely a single step has no impact on a fight: a character wielding a weapon with a reach only one step shorter than his opponent's weapon suffers a -10 penalty to defense tests made using that weapon against the longer one. Likewise, the wielder of the longer weapon gains a +10 bonus to defense tests made using that weapon against the shorter one.

Fighting in Small Spaces

Large weapons are often difficult to use in confined spaces, where smaller weapons have an advantage. Characters using large, huge, or enormous weapons in a space without room to maneuver or swing easily suffers a -40 penalty to any combat tests with that weapon. When exactly this applies is left to the GM's discretion, but we recommend applying this penalty inside any sort of hallway, staircase, or equivalently cramped area.

Special Effects

Fighting is more than simply injuring or killing an opponent; there are many ways to defeat one's foe. Special effects represent the many techniques that can be utilized in combat. During combat rolls, it is possible for a character to receive more than one special effect. This reflects a combatant maneuvering his opponent into a disadvantageous situation that can be exploited for further gain. If special effects are won during an exchange, they must be selected before damage is rolled and resolved.

Certain special effects have unique requirements for their use. When two or more special effects are gained on an attack or defense, the character may freely mix and match which ones are selected provided he meets the prerequisite conditions for each one, and some effects can be stacked. Magical attacks made with the Cast Magic action can never win special effects.

Finally, it is important to use common sense when deciding when a given special effect can and cannot be used.

Accidental Injury (Defender only)

Requires: Opponent cannot be using a Very Long weapon. Critical failure on the attack test. Cannot be used on Evade.

Effect: The defender deflects or twists an opponent's attack in such a way that the opponent fumbles, injuring himself. The attacker must roll damage against himself in a random hit location using the weapon he used on the attack. If unarmed, he tears or breaks something internal, the damage roll ignores armor.

Arise (Defender only)

Requires: Defender must be prone to start.

Effect: Allows the defender to use a momentary opening to roll back up to their feet if they had been prone before.

Bash (Attacker only)

Requires: Shield, or a melee weapon with the Concussive quality. Target character cannot be a Size larger than the attacker.

Effect: The attacker bashes the opponent off balance, the attack knocks an opponent back one meter for every three degrees of success. If the defender is forced back into an obstacle then they must make an Acrobatics test opposed against the original attack roll to avoid falling prone.

Blind Opponent (Defender only)

Requires: Critical success on the defense test.

Effect: The defender blinds his opponent by throwing sand, reflecting light off his shield, or some other tactic which interferes with the attacker's vision. The attacker must make an Evade skill test (or a Combat Style test, if using a shield) opposed against the defender's original defense roll. If the attacker fails he gains the Blind condition for 1d2 turns.

Choose Location (Attacker only, can be used with magic)

Effect: The attacker may freely select the hit location where his attack lands.

Circumvent Defense (Attacker only, can be used with magic)

Effect: The attacker may completely ignore an otherwise successful Evade, Parry or Block.

Close Range (can be used with magic)

Effect: Permits the character to automatically change the engagement range between him and an opponent so that they end up at the range favored by the shorter weapon.

Compel Surrender (Attacker only)

Requires: Target is a non-player character.

Effect: Allows the character to compel the surrender of a helpless or disadvantaged opponent (if, for example, they are disarmed or prone). Damage is not inflicted on the target, they are only threatened (a dagger to the throat, for example). Assuming the target is able to understand the demand, they must make a Willpower test opposed against the original attack test or else they capitulate.

"The Prince's longblade slashed across the Akavir's chest and the sudden, intense pain caused him to drop both his weapons. In a moment, it was over. Savirien-Chorak was prostrate in the dust with the Prince's longsword at his throat. "The game's over!" shouted the Emperor, barely heard over the applause from the stadium."

"2920, The Last Year of the First Era"

Disarm Opponent

Requires: Target's cannot be a Size larger than the attacker, the two characters must be engaged in melee. Cannot be used on an Evade. Cannot disarm natural weapons.

Effect: The character knocks, yanks, or twists the opponent's weapon from his hand. The opponent must make a Combat Style test opposed against the character's original roll. If the target of the disarm attempt loses, his weapon is flung a number of meters equal to the Damage Bonus of the disarmer. Each step that the disarming character's weapon is larger than the victim's weapon imposes a -10 penalty to the test. Conversely, each step that the disarming character's weapon is smaller than the victim's weapon grants a +10 bonus to the test.

Enhance Parry (Defender only)

Requires: Can only be used on a Parry.

Effect: On a Parry, the defender completely negates the attack regardless of the Size of his weapon.

Entangle (Attacker only)

Requires: Weapon with the Entangling quality.

Effect: Allows the character to immobilize the location struck. An entangled arm cannot use whatever it is holding, a snared leg prevents the target from moving, while an enmeshed head, chest or abdomen imposes a -20 on all skill rolls that involve movement. On his following turn the attacker can spend an action point to make an automatic Trip Opponent attempt using the rules for that Special Effect (opposed against his original attack test). An entangled victim can attempt to free himself on his turn by either attempting an opposed Strength test against the entangler, or by achieving a special effect and choosing Damage Weapon, Disarm Opponent, or Slip Free.

Flurry (Attacker only)

Requires: Attacker is making an unarmed attack.

Effect: Attacker can make an immediate follow up unarmed attack using a different limb or body part, without needed to wait for his next turn. This attack still costs an action point, but potentially allows for several attacks in sequence before the defender can respond offensively.

Force Failure

Requires: Opponent critically failed their attack/defense test.

Effect: This character may combine Force Failure with any other special effect which requires an opposed roll (assuming they achieved more than one special effect in the first place). Causes the opponent to fail that roll by default: meaning he is automatically disarmed, tripped, etc.

Grip (Attacker only)

Requires: Defender must be within the attacker's unarmed Reach (typically Touch).

Effect: The character uses an empty hand to grab the defender, preventing them from being able to change range or disengage from combat. The opponent may make either an opposed Strength or a Combat Style (if it includes unarmed combat) test against the attacker. If the gripped victim wins, they break free.

Impale (Attacker only)

Requires: Weapon with the Impaling quality.

Effect: The attacker rolls weapon damage twice, choosing the higher result. If the hit location is the head, the weapon deals the maximum possible damage (assume max rolls on all damage dice), and if it deals at least a crippling wound then it outright kills the target unless the GM rules otherwise.

If the attack causes at least a major wound then the attacker has the option of leaving the weapon in the wound, or yanking it free on their next turn. Use common sense when deciding what can be impaled where.

Leaving the weapon in the wound inflicts a -10 penalty on the victim's future skill tests, plus an additional -10 penalty for each weapon Size category above Medium.

Yanking the weapon free requires the attacker to make a Strength test (which can be opposed, if the opponent wants to resist). Success pulls the weapon free and causes further harm: roll damage for the weapon, halve the result (round down) and deal that much damage to the hit location that the weapon was lodged in. The attacker does not add his Damage Bonus to this damage roll, but the damage is not mitigated by armor.

Any wounds caused by the weapon when it is impaled in the character cannot be healed unless the weapon is removed. Characters who impale with their natural weapons (such as animals with tusks) automatically pass the test to yank their weapon free.

Kill Silently (Attacker only)

Requires: Surprised opponent. Can only be used on the first attack against an opponent.

Effect: The attacker can neutralize the victim in complete silence by going for their throat. This prevents the victim from crying out or otherwise raising an alarm for an entire round. The attack is resolved against the character's head area and gains the benefit of the Penetrate Armor special effect. If the attack inflicts a crippling wound (or higher), the victim automatically fails any Endurance rolls required by the shock effects of the wound.

Maximize Damage (Attacker only, can be used with magic)

Effect: The character may substitute one of his damage dice on the attack for its maximum value. For example, a weapon that deals 2d10 damage would deal 1d10+10 instead.

Open Range (Defender only)

Effect: Permits the character to automatically change the engagement range between him and his opponent so that they end up at the range favored by the longer weapon.

Overextend Opponent (Defender only)

Requires: Can only be used on an Evade.

Effect: The character sidesteps or retreats at an inconvenient moment, causing the attacker to overreach himself. The opponent cannot attack during his next turn.

Penetrate Armor (Attacker only)

Requires: Weapon with the Impaling quality.

Effect: The attacker finds a weaker point in the defender's natural or worn armor. The attacker reduces the AR of the target's natural or worn armor by X for the purposes of calculating the damage inflicted by this attack. X is twenty if the weapon's size (impale size for ranged weapons) is Small, fifteen if it's Medium, ten if it's Large, or five if it's Huge or Enormous. Cannot be used to reduce armor gained through magic effects.

Pin Weapon

Requires: Cannot be used on an Evade.

Effect: The character can pin one of his opponent's weapons or shield using his body or positioning to hold it in place. On his turn, the opponent may attempt to wrestle or maneuver the pinned item free for one action point: they may make either an opposed Strength or a Combat Style (if it includes unarmed combat) test against the attacker. If the pinned victim wins, they break free.

Press Advantage (Attacker only, can be used with magic)

Requires: Attack is using a melee weapon or casting a touch spell.

Effect: The attacker pressures his opponent so that his foe is forced to remain on the defensive and cannot attack on their next turn. This allows the attacker to potentially establish an unbroken sequence of attacks while the defender desperately tries to stave them off.

Rapid Reload (Attacker only)

Requires: Attack is using a ranged weapon.

Effect: The attacker reduces the reload time for the next shot by one. This effect can be stacked.

Redirect Target (Defender only)

Requires: New target must be within Reach of the attacker's weapon (if melee) or range and line of fire (if ranged). Can only be used on a Parry or Evade.

Effect: The defender may maneuver or redirect the blow such that it hits an adjacent bystander instead. The new victim is taken completely by surprise and has no chance to defend against the attack, which automatically hits. No special effects may be used by or against the new target.

Slip Free (Defender only)

Effect: The defender can escape being Entangled, Gripped, or Pinned.

Stand Fast (Defender only)

Requires: Cannot be used on an Evade.

Effect: The defender braces himself against the force of an attack, allowing them to avoid the Knockback effects of the attack.

Stun Location (Attacker only)

Requires: Melee weapon with the Concussive or Stunning quality. Target cannot be more than one Size larger than attacker.

Effect: The attacker uses a Concussive weapon to temporarily stun the body part struck. If the attack overcomes armor and deals damage to the target, the defender must make an Endurance test opposed against the original attack roll (with a bonus to the test equal to his AR on the hit location, rounded to the nearest multiple of ten). If the defender fails, then the hit location is crippled for one round. If the blow is to the body or head, he is simply stunned for 1 round instead.

Sunder (Attacker only)

Requires: Weapon with the Sundering quality.

Effect: The attacker may use the Choose Location special effect for free. If the attack overcomes the armor and deals damage to the target, the armor on that hit location loses X AR where X half is the amount of damage dealt to the target after mitigation (round down).

Take Weapon

Requires: Character has at least one free hand, and his opponent is wielding a melee weapon. Target's Strength bonus is less than double the character's Strength bonus. Cannot be used on an Evade. Character must be trained in unarmed combat (must be included in the Combat Style he uses for the test).

Effect: Allows a character to yank or twist an opponent's weapon out of his hand. The opponent must make an opposed roll of his Combat Style against the character's original Combat Style roll. If the target loses, his weapon is taken and from that moment on, may be used by the character instead.

Trip Opponent

Effect: The character attempts to overbalance or throw his opponent to the ground. The opponent must make an opposed roll of Strength, Evade, or Acrobatics against the character's original roll. If the target fails, he falls prone. Opponents with the Quadruped trait may substitute their Athletics skill for Evade and gain a +20 bonus to the test. Characters cannot trip characters more than one size larger than they are.

Withdraw (Defender only)

Requires: Can only be used on a Parry or Evade.

Effect: The defender can automatically withdraw out of reach, breaking out of the melee combat engagement with that particular opponent. This cannot incur an attack of opportunity from that opponent.

Melee Combat

Melee combat is any combat that happens within several meters, where participants fight either with wielded or natural weapons. This section contains further circumstantial melee combat rules, and rules for specific uses of melee weapons and shields. Like all tests, tests made in melee combat should always be subject to difficulty based on the environment or circumstances in which the combat is happening.

Combat Circumstance Modifiers

The following table provides modifiers for combat related tests for the many situations that characters may find themselves in while fighting.

Combat Circumstances

Circumstance	Modifier
Attacking in a confined area.	-20
Defending while on lower ground or against a mounted foe.	-20
Fighting on unstable ground.	-20
Fighting while crouching or on one knee.	-20
Fighting in poor visibility (fog, snowstorm).	-10
Defending against an attack from behind (assuming the character is aware of the attack).	-30
Fighting while prone.	-30
Fighting in partial darkness.	-10
Fighting in total darkness.	-30
Blinded or loss of primary perceptive sense.	-60

Charging

Charging is the act of moving quickly to enter a fight and increase the force and impact of an attack. There are two main types of charging, depending on whether or not the character wishes to stop in engagement range with the target, or continue sweeping past, through or over the target. Note that charges are not limited to running characters, and can be performed in flight or under water as well. In general, all charges share the following rules:

- A charge requires a minimum of one full turn of movement at fast or flat out speed prior to contact.
- A charge adds the attacker's Movement Rating to his Damage Bonus on the attack. In addition, the size of the attacking weapon is counted as being one step larger.

The recipient of a charge has four different options: attempt to Parry, Block, Evade, or simultaneously counterattack the charging attacker.

Parrying or blocking a charge attack causes the defender to suffer from knockback. Use of the brace combat action in advance of the charge attack can help mitigate these effects. Evading a charge attack throws the defender completely clear of the charging character.

Counterattacking sacrifices the defender's opportunity to actively defend himself against the charge in exchange for a chance to injure the attacker. In such cases, both sides are treated as having failed to Parry. The wielder of the weapon with the longest Reach strikes first. If using a long shafted weapon with the Impaling quality which can be set against a charge, the Defender can add the Movement Rating of his charging opponent (or his mount, if applicable) to his own Damage Bonus for the attack.

Charging into Contact

Some charges are intended as a method to crash into the opponent then remain in place to take advantage of any chaos created. Once the charge strikes, the attacker is considered engaged with his opponent and may immediately make an attack as a free action, and from that moment combat proceeds normally. Benefits gained from the charge are lost after the first attack.

Charging Through Contact

The second type of charge uses momentum to carry the attacker through and clear of a potential engagement. This is normally limited to mounted combatants or larger ones unlikely to be hindered by smaller foes. The speed of such charges prevents the attacker and defender from exchanging more than a single action with each other (namely the charge attack and the defender's reaction to it [Evade, Block, Parry, or counter attack]). Since the charge attack occurs on the attacker's turn, they will have already been carried clear by the time the defender's turn arrives.

Cover

Cover is used by characters to obstruct attacks against them, either in ranged or close combat. This occurs by either physically blocking a blow, or by obscuring the exact location of the target.

In the case of partial cover, any attack against a target which lands on an obscured hit location will be blocked to the extent of the cover's inherent protection as determined by the GM. The effects of cover can be partially negated either by use of the Choose Location special effect, or striking through the cover if the weapon is capable of penetrating it.

In situations where cover is total but the attacker knows his attack will penetrate, he may strike blindly at the hidden target. In such cases the attack roll is made at a -30 penalty and Choose Location may not be taken if a special effect is won. This assumes the cover does not allow the target to move freely behind it, and thus the attacker can guess his rough position.

Engagement / Engagement Range

An important concept of melee combat is engagement. A character is considered to be engaged in melee combat if he is within melee weapon Reach of his opponent. This does not mean that both combatants can physically reach each other, only that one of them is roughly within striking range of the other. If there is a reach difference of two or more steps between a character entering an engagement and one of his opponents, the character entering the fight begins at the longer reach.

Once a character is engaged, breaking out of the fight is normally performed via a combat action such as Change Range, or Outmaneuver, but characters can take advantage of opportunities gained during a combat roll to disengage through the use of certain special effects as well. Alternatively, a character can simply use the move action to move out of engagement range. If a character does this, or would move through a potential opponent's engagement range with a move action, then the opponent may take the attack of opportunity reaction.

Characters can also engage multiple foes at once, provided they are all within close proximity of each other. This can occur in many ways, and exactly what qualifies as being engaged with a group is left to the GM. In such situations, each character within the combat may choose which foe he wishes to attack. Withdrawing from engagement in this circumstance depends on the distribution of foes.

Evading ranged attacks originating from outside an engagement while engaged is done at a -20 penalty.

Flying Combat

Fighting against flying creatures, or full scale aerial battles, can provide an interesting dynamic to combat.

Attacking Ground Based Targets

If the flying creature is making attacks by "strafing" its target, it is recommended to handle each strafing run as Charging through Contact. This can make airborne creatures quite dangerous unless defenders have ranged weaponry or cover.

Aerial Combat Aloft

Combat between flying creatures or characters mounted on flying creatures should be handled slightly differently. It often takes a lot of time to get into a position where one airborne opponent can assault the other. Each brief engagement only allows one of them to attack before the creatures move apart, requiring them to maneuver again to see which gets the upper hand in the next pass.



Thus at the start of each round combatants must make an opposed Agility test (or the Ride skill, if one or both characters are mounted). The winner is the one who can attack that round. If facing multiple opponents, use a group opposed roll and all those who beat the lone participant may attack that round. Attacks are resolved in a similar manner to charges. In the case of particularly large or fast creatures, the GM should increase the maneuvering time between passes to several rounds. In these cases mounted archers or spell casters can only act on each pass, as the rider is thrown about during aerial acrobatics, or the target might be out of range.

Improvised Weaponry

In certain cases a character might find themselves forced to fight using improvised weaponry. Attacks with improvised weapons suffer a -10 penalty on top of any penalties for the character's unfamiliarity with the type of weapon that they are most similar to. The table below provides a set of guidelines for the GM.

Improvised Weaponry Profile Guidelines

Type	Damage	Pen (R/I)	Size	Reach
Small	1d5 R/I	0/5	S	Varies
Medium	1d10 R/I	0/5	M	Varies
Large	2d10 R/I	5/10	L	Varies
Huge	3d10 R/I	10/15	H	Varies

Knockback

Some attacks will result in the target being knocked back. On receiving such a blow, the defender must pass an Acrobatics or Strength test with a +20 bonus, to avoid falling prone. They are also pushed backwards by one meter for every 15 points of damage dealt by the attack (before mitigation). Proactively using the Brace combat action can help resist these effects.

Leaping Attacks

A leaping attack is an attack in which an attacker leaps upon a target, knocking them prone. This is a unique attack type that can only be performed if one character has higher ground, or is able to leap high enough to fall down on a target. A leaping attack is resolved with an opposed test between the leaper's Athletics skill and the defender's Strength or Evade skill. If the leaper wins then the defender is automatically knocked prone with the attacker astride them. If the attack fails, the defender has weathered or sidestepped the impact. This counts as a combat roll, meaning characters can gain special effects from the results of the tests.

No damage is inflicted as part of the leap, but a subsequently prone victim cannot recover his footing until either his attacker leaves him, or he gets a special effect permitting him to get back up. Leap attacks only work against opponents of up to two size brackets larger than the character. A target can make themselves more difficult to knock down by the proactive use of the Brace combat action.

Mounted Combat

Mounted combat functions like normal combat, but with a few key differences.

- Mounted characters can evade ranged attacks, except area of effect attacks, but only while moving. They cannot evade melee attacks (except those from other mounted characters), though their mount can attempt to do so.
- Mounted characters may parry attacks against their mount.
- Mounted characters suffer a -20 penalty to combat tests using melee weapons wielded with two hands.
- Mounted characters use their mount's movement rating, and can withdraw from engagement freely provided that the mount's movement rating is higher than the opponent's.
- The GM may rule that ranged attacks that miss the character or their mount hit the other target instead.

Multiple Opponents

Facing multiple opponents can be dangerous. While a character suffers no penalties for doing so, he can soon become swamped and run out of action points with which to defend himself. Once all his actions have been expended the character is treated as having failed his defense roll against any subsequent attacks, meaning he quickly becomes vulnerable to the others.

Outmaneuvering

A character facing multiple opponents can use movement to limit the number that can attack him at any given point in time. This works by constantly shifting position, forcing opponents to re-establish lines of attack and causing them to interfere with each other. This requires that the character have room to move about, and assumes the character is engaged with several foes.

Outmaneuvering requires the character engage his opponents in a group opposed roll of Evade skills. Each participant, both the maneuvering character and those who wish to corner him must spend an action point. Then they each roll once, and those who fail to beat the maneuvering character's roll cannot attack him for the remainder of that combat round. If the maneuvering character beats all of his opponents, he has the choice to safely engage a single foe for the rest of the round, or withdraw from the fight completely.

Passive Blocking

A character may choose to use a shield in such a way that it effectively acts as cover against ranged attacks. The type of shield will determine the number of locations that can be passively blocked. The character chooses a number of hit locations up to this maximum value to defend. These locations must be adjacent. Establishing a passive Block is a free action, but it can only be taken on the character's turn and while passively blocking the character suffers a -20 penalty to attack tests as maintaining the guard limits his movement.

Passive blocking works like cover, meaning that when they would be hit by ranged attacks from the front the guarded hit locations add the AR of the shield to their own AR. The Choose Location special effect cannot be used to bypass the shield (though it can be used to attack an unprotected location). Passive blocking does nothing to mitigate melee attacks: they must still be actively blocked.

Pulled Blows

A character may, if they so desire, pull a blow such as to not kill an opponent. A pulled blow halves the damage inflicted on a successful attack (before mitigation by armor), but the intent must be stated before the attack is made since it is near impossible to withhold a fully committed strike once it has been launched.

Sweep Attacks

Sweep attacks occur when weapons or characters of unusual size attack a closely clumped group of opponents. Characters with Huge or Enormous weapons may make sweep attacks. A sweep attack is made by applying a single attack test to all targets. Each defender must resolve the effects of the attack separately and special effects against the attacker happen concurrently.

Sweep attacks can also be used for other “area effect” assaults, such as an overhead smashing attack. The GM decides how many foes are caught in the attack based on the situation.

Unarmed Combat

Unarmed combat is when a character fights using their natural weapons. Characters are always capable of attempting to fight in this manner, even if they do not have a Combat Style skill that includes unarmed combat, they do so by rolling a test against their Strength or Agility, with the standard -20 penalty for using an untrained skill.

A character’s natural weapons use the profile specified below unless the character has the Natural Weapons (*) trait (which overrides the default profile). If a character has a Combat Style that includes unarmed combat, that style can be used for attacks with the character’s natural weapons. Natural weapons ignore rules regarding one, two, or hand and a half weapons, and cannot be disarmed.

Default Natural Weapons Profile

Type	Damage	Pen	Size	Reach
Natural Weapons	1d10-1 I	0	S	T

Parrying while Unarmed

If an unarmed combatant is within the shorter engagement range when facing an opponent with a longer Reach weapon, he reduces the effective Size of his opponent’s weapon by one step for the purposes of parrying, as it is much easier for him to Parry blows at that range without injury.

Parrying attacks from an armed opponent does not actually negate the attack. A successful parry only serves to negate any potential special effects the opponent may have won, or provide an opportunity for the character to gain their own. On a successful attack that is successfully parried by an unarmed character, the attacking character still hits and deals damage as normal.

Striking while Unarmed

Using unarmed combat to attack is resolved in the same way as normal attacks, though some special effects are specifically reserved for unarmed combat, namely Flurry, Grip, and Take Weapon.

Grappling

Grappling attacks are resolved like normal attacks. The effects of grappling depend on the location struck. A grappled limb is rendered unusable while a grappled head or torso imposes a -20 penalty against skill tests that require movement (does not stack with penalties in the next paragraph).

On his following turn, the grappler may make unarmed attacks to inflict Impact damage (equal to his Damage Bonus and mitigated by armor) to the body part by crushing, twisting, or strangulating it. These attacks automatically hit with no defense allowed, but cannot win special effects. If the target is the head, then this damage doubles each turn that this attack is repeated as the character suffocates his victim (this also damage ignores armor, assuming he can reach the character’s throat or suffocate him somehow). He may also make standard attacks with small or medium sized weapons, against which his opponent defends at a -40 penalty. A grapple continues until the attacker stops or the victim breaks free (which requires the Struggle action).

Grappling requires that the limb being used is empty and capable of somehow restricting the target. Characters cannot grapple characters more than one size larger than they are, and suffer a -20 penalty to attempts to grapple characters one size larger than they are.

Unusual Combat Scenarios

There are several odd combat scenarios characters may find themselves in. Generally the GM should just use common sense, but specific rules have been provided for these sections.

Climbing

A climbing character has all of this combat rolls capped by his Athletics skill rank (if he has a higher Combat Style rank, he treats it as having his Athletics rank instead). Characters are limited to fighting with a single limb, unless they have extras for some reason.

Slippery Surfaces

A character fighting on slippery or wobbling surfaces has all of this combat rolls capped by his Acrobatics skill rank (if he has a higher Combat Style rank, he treats it as having his Acrobatics rank instead). If the character fails a combat roll in these circumstances, he must pass an Acrobatics test or fall prone.

Swimming

A swimming character has all of this combat rolls capped by his Athletics skill rank (if he has a higher Combat Style rank, he treats it as having his Athletics rank instead). Weapons without the Impale quality are useless underwater, though attacks involving natural weapons are unaffected.

Swinging or Jumping

A character swinging or jumping into (or disengaging from) combat has all of this combat rolls capped by his Acrobatics skill rank (if he has a higher Combat Style rank, he treats it as having his Acrobatics rank instead). If the character fails a combat roll in these circumstances, he must pass an Acrobatics test or fall prone, and suffer any appropriate fall damage.

Ranged Combat

Ranged combat incorporates all forms of weapons which must be shot, thrown, or slung at their target. The ranged weapons a character can use are listed as part of their Combat Style skills.

Ranged attacks are resolved just as melee attacks are. However, ranged attacks can only be Evaded or Blocked with shields. Ranged weapons have no listed Size or Reach, and instead have two unique attributes that distinguish them from melee weapons:

RANGE is defined in terms of three numbers, representing the maximum Close, Effective, and Long ranges of the weapon or its ammunition. Attacking targets in Close range provides a +20 bonus to attack tests with the weapon, while attacking targets at Long range imposes a -20 penalty.

RELOAD represents the number of turns required to reload a weapon which fires ammunition. This requires the use of the Ready Weapon action.

Situational Modifiers

The following table provides some situational modifiers specific to ranged weapons.

Ranged Combat Circumstances

Circumstance	Modifier
Light Wind	-10
Moderate Wind	-20
Strong Wind	-30
Gale, Storm or Worse	-60
Target is Running	-10
Target is Sprinting	-20
Target obscured by mist or partial darkness	-10
Target obscured by thick smoke, fog, or darkness	-20
Target completely obscured	-40
Blinded or loss of primary perceptive sense	-60
Target prone	-20
Attacker is prone*	-40
Attacker is on unstable ground	-20

*Can be ignored if using a crossbow

Firing into Melee Combat

Firing into a melee engagement can be risky,. Thus there is always a risk of accidentally striking someone other than the intended target. When firing at a specific target on the edge of a crowd or melee, the attack suffers a penalty of at least -10. If firing through a group to hit a target in the middle or on the other side, the penalty should be at least -30.

If the marksman fails his attack test, but would have succeeded if not for the penalty imposed by firing into the crowd, then an adjacent victim is struck instead. The GM determines who it is, if there are multiple options. No matter who eventually becomes the target, if they are aware of the attack they can attempt to defend against it. Any special effects gained as part of the attack only apply to the original target.

Firing in Melee Combat

In certain circumstances a character may wish to make a ranged attack while engaged in melee combat. This is difficult, as opponents will typically attempt to stop the character from lining up a shot. If a character attempts to make a ranged attack while engaged in melee combat his opponents may make an attack of opportunity reaction against him, and if at least one of them does so then the character's ranged attack fails. Magical attacks are an exception to this rule.

Firing on the Move

A character can use ranged weapons even while mounted, however their Combat Style skill is capped by the Ride skill of the personal controlling the mount (if their Combat Style rank exceeds their Ride skill rank, use their Ride skill rank instead). For more information on moving and attacking, see [Movement & Encumbrance](#).

Impaling Ranged Attacks

Ranged weapon projectiles which result in an impale, such as an arrow or thrown javelin, can be yanked free by anyone who can reach the target and tear it free.

Loading Ranged Weapons

Before a ranged weapon can be used, it must be either readied or loaded. Throwing weapons must be drawn or raised in preparation. This normally only requires one turn to complete using the Ready Weapon action provided it is within reach. If a second throwing weapon is held in preparation in the off-hand, the caster can swap it over to his throwing hand as a free action.

Projectile weapons, such as slings or bows, must be loaded. The number of turns this takes is determined by its Reload.

Magic in Combat

Magic plays an important role on Tamriel's battlefields, both in offense and defense. Most warriors either use magic themselves, or have fought with or alongside those who do. This section contains the rules regarding the use of magic in combat. Some of these rules appear elsewhere, and have been reprinted for convenience. For information on magic, see [Chapter 6](#)

Using Magic in Combat

Casting spells, or using certain other forms of magic in combat requires the use of the Cast Magic action. This action is unique in that it only counts as an attack action if the character is using magic that specifies that it counts as an attack. In these cases, roll the casting test as an attack roll, with the target defending as normal. Because most magic attacks count as ranged attacks, this means they may either evade or block the attack.

When determining the outcome of the attack, simply compare the caster's degrees of success on their casting test to the defender's degrees of success on their defense roll like normal. The defender can win special effects, but **magical attacks can only win certain special effects (will be stated in the effect)**.

When used in melee combat to cast spells the Cast Magic action opens up the caster to an attack of opportunity from enemies he is engaged with as long as some somatic components are involved in that magic that could feasibly alert his enemies. Some spells (such as those that use the Touch form) bypass this restriction, as they are meant to be used in close quarters.

Spell Ranges

A character casting a spell at a target beyond fifty meters suffers a -10 penalty to the casting test. Beyond one hundred meters the penalty becomes -20. Every additional hundred meters beyond one hundred doubles the penalty.

Area of Effect Attacks

Some ranged attacks, typically spells, affect an area. Area of effect attacks can only be defended against by evading. This is done without the usual -20 penalty for evading ranged attacks. If the character succeeds at their defense and is at the center of the effect, then they may move up to twice their movement rating in order to escape the radius of effect. Moving more than their movement rating to evade an area of effect attack renders the character prone at the end. If the character does not have a high enough movement rating, or fails, they are hit. Area of effect attacks are always resolved against the least armored hit location (roll on the table if all locations are equally defended).

For attacks where the character is not at the center of a spherical effect, the character simply needs to succeed in their defense unless the GM rules that the area affected is simply too large.



"An army of Dunmer appeared above the bluff like rising Daedra, pouring fire and floods of arrows down on the vanguard. Simultaneously, a company of men bearing the flag of the Duke of Mournhold galloped around the shore, disappearing along the shallow river's edge where it dipped to a timbered glen to the east. Warchief Ulaqth nearby on the right flank let out a bellow of revenge at the sight and gave chase. Queen Naghea sent her flank towards the embankment to the west to intercept the army on the bluff."

"The Emperor could think of nothing to do. His troops were too bogged down to move forward quickly and join the battle. He ordered them to face east towards the timber, in case Mournhold's company was trying to circle around through the woods. They never came out, but many men, facing west, missed the battle entirely. Miramor kept his eyes on the bluff."

"A tall Dunmer he supposed must have been Vivec gave a signal, and the battlemages cast their spells at something to the west. From what transpired, Miramor deduced it was a dam. A great torrent of water spilled out, washing Naghea's left flank into the remains of the vanguard and the two together down river to the east."

2920, *The Last Year of the First Era*

PHYSICAL HEALTH

During the course of the players' adventures, it is very likely that they will suffer injury of some kind. The following sections explain how to handle damage, fatigue, and related issues.

Damage

Damage represents the potential of an attack to harm a character by causing trauma. Characters' bodies are divided into several specific hit locations: either the body, the head, the left arm, the right arm, the left leg, or the right leg. All damage to the character is against one of these locations, and this can change how the damage affects the character.

There are also several different types of damage that a character can be subjected to. These three ingredients, the amount of damage, the damage type, and the hit location, are used to calculate the effects of damage and whether or not the character suffers a wound.

Damage Types

All damage is divided into two overarching damage types, with one special damage type:

First is **PHYSICAL** damage, which can be further divided into **RENDING** damage, which covers slashing and tearing attacks, and **IMPACT** damage, which covers blunt trauma of all types.

Second is **MAGIC** damage, which can be further divided into **FIRE**, **FROST**, and **SHOCK** damage.

Third is **Poison** damage, reflecting toxins and poisons that can harm characters.

Damage and Hit Locations

If a character has taken damage from an attack (after any mitigation from defense) the remaining damage is applied to the hit location of the attack: reduce it by the Armor Rating (AR) of the hit location (after penetration). A location's armor rating reflects the sum of the protection a character's natural and worn armor is providing him on that area. Finally, any remaining damage is dealt to the target on that hit location.

Hit Locations

Result	Location Hit
0	Head
1-2	Right Arm
3-4	Left Arm
5-7	Body
8	Right Leg
9	Left Leg

Wounds & Trauma

Damage that is dealt to a character after mitigation is accrued in the form of **TRAUMA**, which is an abstract representation of physical harm. Each point of damage equals a point of trauma. If a character ever accumulates trauma in excess of their Health, they fall unconscious. If their trauma ever exceeds one and one half their Health (round down) the character dies.

Additionally, if a character receives a large amount of trauma from a single source there is a chance they will suffer a **WOUND**. Wounds represent the specific injuries caused by more damaging attacks, and not just simple cuts and bruises.

If a character ever receives trauma from a single source in excess of their Wound Threshold, they take a wound: record the level damage type of the damage that caused the wound, and the amount of trauma inflicted to cause the wound.

The severity of a wound is measured in one of four levels, each of which has three associated effects: shock effects, passive effects, and lingering effects. The level of the wound is determined by how much trauma was inflicted to cause it: each level has an associated threshold based on the character's Wound Threshold that determines the minimum amount of trauma necessary to cause a wound of that level.

SHOCK EFFECTS represent the initial effects a character suffers when they first receive a wound. When a character takes a wound, they immediately suffer the shock effects specified by that wound level (which will typically call for an Endurance test).

PASSIVE EFFECTS are an abstract representation of the net effects of the pain and injury caused by a particular wound on the character's combat effectiveness. After the character has resolved the shock effects of a wound, they begin to suffer its passive effects and continue to do so until the wound is healed.

LINGERING EFFECTS represent the more specific effects of the wound that only become fully obvious after a short time has passed. These are the effects that characters are able to fight through for a short time due to the effects of adrenaline. At the end of the combat encounter, or after one minute (12 rounds) (whichever is sooner) after a character suffers a wound, its lingering effects kick in. Some of these effects are temporary, while others can be permanent.

"You're not gonna kill me!"

Lokir of Rorikstead, moments before death

MINOR WOUND (Wound Threshold trauma or greater)

Shock Effects

- The character must pass a +30 Endurance test or lose an action point. If they have none remaining, they begin the next round with one less.

Passive Effects

- The character suffers a -5 penalty to all tests and a -1 to all future initiative rolls while they have this wound.

MAJOR WOUND (2*Wound Threshold trauma or greater)

Shock Effects

- The character must pass a +10 Endurance test or lose an action point. If they have none remaining, they begin the next round with one less.
- If the wound is to a limb, the character falls prone (leg), drops item held (arm), or is stunned for one round (head).

Passive Effects

- The character suffers a -10 penalty to all tests and a -2 to all future initiative rolls while they have this wound.

Lingering Effects

- The character gains the blood loss (1d5-3, min 1) condition.

CRIPPLING WOUND (3*Wound Threshold trauma or greater)

Shock Effects

- The character must pass a -10 Endurance test or suffer the lost body part condition as is appropriate for the hit location.
- If the wound is to a limb, the character falls prone (leg), drops item held (arm), or is stunned for one round (head).
- The character loses an action point. If they have none remaining, they begin the next round with one less.

Passive Effects

- The character suffers a -20 penalty to all tests and a -3 to all future initiative rolls while they have this wound.

Lingering Effects

- The character gains the blood loss (1d5-2, min 1) and crippled body part (for the appropriate hit location) conditions.

SEVERE WOUND (4*Wound Threshold trauma or greater)

Shock Effects

- The character must pass a -30 Endurance test or fall unconscious for rounds equal to their degrees of failure.
- The character suffers the lost body part condition as is appropriate for the hit location.
- The character loses an action point. If they have none remaining, they begin the next round with one less.

Passive Effects

- The character suffers a -40 penalty to all tests and a -4 to all future initiative rolls while they have this wound.

Lingering Effects

- The character gains the blood loss (1d5) condition.



Rending & Impact Damage

Rending and impact wounds are mostly the same, with some important exceptions:

- Rending Damage:** Roll twice and use the higher result when determining the blood loss incurred by the wound.
- Impact Damage:** If a character would lose an action point due to the shock effects of a Major wound (or higher), they gain the stunned condition for one round instead.

Poison & Magic Damage

If the character receives a wound from poison or magic damage, apply the effects of the wound as you normally would but with an additional bonus effect based on the damage type:

- Fire Damage:** The character must pass a +20 Agility test or gain the burning (1) condition.
- Frost Damage:** If the character fails the Endurance test for the shock effects of the wound, they take a level of fatigue.
- Poison Damage:** Ignore blood loss caused by lingering effects. In these cases the character makes a -10 Endurance test when lingering effects would take effect: on failure he gains levels of fatigue equal to his degrees of failure.
- Shock Damage:** If the character fails the Endurance test for the shock effects of the wound, they lose magicka equal to the trauma inflicted to cause the wound.

Fatigue

A character's physical exhaustion is measured in terms of **LEVELS OF FATIGUE**. It is usually increased due to strenuous activity, but can also be increased by magic or disease. Increasing amounts of fatigue are measured in levels. GMs are also encouraged to call for characters to make Athletics tests when they see believe the character would risk incurring fatigue due to physical exertion: if a character fails such a test, they should accrue a level of fatigue.

The actual effect of fatigue is fairly simple: for each level of fatigue they possess a character suffers a -10 penalty on all tests and reduces any initiative rolls by 1 (to a minimum of 1). Characters ignore the effects of levels of fatigue until they exceed their Stamina (meaning a character with Stamina 3 and 4 levels of fatigue only suffers the effects of a single level).

In order to remove a level of fatigue, a character must rest for an hour. Removing multiple levels simply takes multiple hours. They may not engage in strenuous activity during this period.

If a character accrued one or more of his levels of fatigue through suffocation instead of physical activity, the recovery period is simply one round for each of these levels. Levels of fatigue accrued through blood loss have a recovery period of six hours per level. If a character has levels of fatigue from several sources, remove those with the shortest recovery periods first. If a character's levels of fatigue ever equal or exceed twice the character's Stamina, the character falls unconscious. If they equal or exceed three times the character's Stamina, they die.

Healing

There are two main means by which characters can heal damage and wounds which have been dealt to them: natural healing, and magic healing. In order for a character to begin to remove wounds, those wounds must be treated first. If a wound is not treated within a number of days equal to the character's Endurance bonus, the character becomes **MAIMED**: any body parts crippled by the wound become crippled permanently.

Treating Wounds

A character can make a First Aid (or Profession [Medicine]) test to treat a particular wound that a character is suffering from, preventing it from getting worse and allowing it to begin healing naturally. This takes around five minutes. If a character is attempting to treat themselves, they do so at a -10 penalty.

Treating blood loss

A character suffering from the blood loss (X) condition, or a nearby character, can spend an action point to perform a First Aid skill test, with a +20 bonus to try to stop the bleeding. On success, reduce the X value of the character's blood loss (X) condition by the degrees of success scored.

Healing Wounds

Wounds are removed in order from the lowest trauma to the highest, but only after any trauma not associated with a given wound has been healed. Once the amount of total trauma removed from the character since the wound was inflicted reaches the amount inflicted to cause the wound, that wound is considered healed, and any non-permanent effects are removed.

Once the wound has been removed, any trauma removed from the character begins counting towards the removal of the next wound (the remaining wound with the lowest associated trauma value). Unfortunately, characters cannot begin to heal crippling wounds (or severe) on their own with just the help of simple First Aid. Such wounds must be treated with a successful Profession [Medicine] skill test before they can be healed. Even after they have been healed, wounds should leave at least some minor physical manifestation (scars, for example). This is left to the GM and the players to work out.

Natural Healing

Characters remove trauma naturally at a rate of EB trauma per day as long as they spend that day resting, and accrue no new trauma. Additionally, a character can make a Profession [Medicine] skill test to accelerate the healing of another character. On success, the healing character removes an additional trauma equal to the character's degrees of success during the day long rest period that the test was made for (this test may only be made once for any given day). If the character fails the test with more degrees of failure than the injured character's Endurance bonus, that character does not heal any trauma for that day.

Characters can always remove trauma that is not associated with a particular wound. However, if one of the character's wounds has not been treated he cannot remove the trauma associated with that wound until he gets it treated.

Magical Healing

Magical healing can remove trauma as well, though it simply removes it in order starting with "unassociated" trauma and then removing the trauma associated with the character's wounds in order from the lowest trauma wound to the highest (healing each wound normally as its trauma is removed).

Magical healing (in any amount) also automatically treats all of a character's minor and major wounds, much like the First Aid skill, to prevent the character from becoming maimed and to allow the wounds to heal naturally. Additionally, if a source of magical healing would remove trauma in excess of the character's wound threshold then any of his crippling or severe wounds count as having been treated with the Profession [Medicine] skill test, and they can begin to heal naturally.

Conditions

Conditions are things that externally affect the character and their capabilities instead of features of the character's nature.

Blinded

The character loses all vision and suffer the following penalties:

- Cannot see anything.
- Suffers a -60 to combat tests.
- Automatically fail any tests that rely solely on sight.

Blood Loss (X)

The character begins to bleed substantially. The severity is determined by a number X.

- **Start of Turn:** Every minute, a character affected by blood loss suffers X trauma and gains a level of fatigue. Reduce X by 1. If X is ever 0, the character loses the blood loss condition.
- **Passing Out:** If a character becomes unconscious while suffering from blood loss, he no longer reduces X by one every minute. He still suffers trauma but no longer gains fatigue.
- **Stacking Blood Loss:** If a second instance of blood loss is inflicted on a character, the two X values are added together into a new blood loss X value.
- **Removing Blood Loss:** A character suffering from blood loss, or a nearby character, can spend an action point to perform a First Aid skill test, with a +20 bonus to reduce the blood loss. On success, reduce the X value by the degrees of success scored.

Burning (X)

The target is engulfed in flames, with the intensity of the fire determined by a number X.

- **Start of Turn:** At the start of each round, a burning character suffers a single hit of X fire damage to an appropriate hit location (based on the circumstances) to determine the location. This damage ignores all armor. He then doubles X.
- **Stacking Burning:** If a second instance of burning is inflicted on a character, simply combine the two X values into a new burning X value.
- **Taking Action:** A burning character must pass a Willpower test with a -20 penalty at the beginning of a round in order to attempt any action other than putting out the fire during that round.
- **Putting It Out:** A burning character or a nearby ally can attempt to extinguish the flames on their turn by spending an action point and making an Agility test with a +20 bonus, and a -10 penalty for every 5 points of the X value. The burning character becomes Prone and, if the test succeeds, loses the burning condition.

Chameleon (X)

A character with this condition is harder to see for whatever reason. Sight based tests to detect this character are made with a -10 penalty for each point of the X value.

Crippled Body Part

A piece of the character's body has been rendered temporarily useless. Multiple instances of this condition can affect a character at once as long as each affects a different hit location and/or the body parts associated with that hit location. Any body part that has been crippled suffers all the same penalties as if it had been lost, using lost eye if the head location has been crippled, and the organ damage condition if the body location has been crippled.

Damaged Characteristic (X)

One of the character's characteristics is reduced due to some effect. The severity is determined by a number X.

- **Characteristics:** Each instance of this condition affects a different characteristic. The specified characteristic score is reduced by X. This cannot reduce the characteristic below 0.
- **Stacking Damaged Characteristic:** A character can only be suffering from one instance of the condition per individual characteristic. If a second instance is inflicted on a characteristic already suffering from this condition, simply add the two X values together to get a new X value for that specific characteristic.
- **Zero Characteristics:** damaged characteristic can reduce characteristics to zero. If this ever happens, all tests using that characteristic automatically fail regardless of their modifiers.
- **Attributes:** If this would change a characteristic/bonus that determines one of the character's attributes. Modify that attribute to reflect the changes.

Dazed

The character gains one less action point at the beginning of each round, to a minimum of one.

Deafened

The character loses the ability to hear. deafened characters cannot hear anything and automatically fail any tests that rely on hearing.

Fortified Characteristic (X)

One of the character's characteristics is enhanced due to some effect. The severity is determined by a number X.

- **Characteristics:** Each instance of this condition affects a different characteristic. The specified characteristic score is increased by X. This cannot increase the characteristic above 100.
- **Stacking Fortified Characteristic:** A character can only be benefiting from one instance of the condition per individual characteristic. If a second instance is applied on a characteristic that is already benefiting from Fortify Characteristic, simply add the two X values together to get a new X value for that specific characteristic.
- **Attributes:** If this would change a characteristic/bonus that determines one of the character's attributes. Modify that attribute to reflect the changes.

Frenzied

The character is flung into an uncontrollable rage. Frenzied characters gain the following rules:

- Must attempt to engage the nearest enemy in melee combat each turn if able. May only make All Out Attacks when attacking.
- If not engaged with the nearest enemy, must move towards that enemy and engage if possible.
- May not withdraw from combat if engaged.
- Increase Strength, Endurance, and Willpower by 10.
- Decrease Personality, Intelligence, and Perception by 10.
- Immune to fear.
- Ignore the effects of their levels of fatigue, though still gains them as normal.
- Immune to the effects of the stunned condition.
- Suffer a -20 penalty to all defense tests.

Once the encounter has ended, the character must make a Willpower test each round to snap out of his frenzied state. A passed test removes the condition. The character can also make this test as an action during combat to attempt to snap out of frenzy. When frenzy ends, the character gains an additional level of fatigue.

Immobilized

The character is unable to move. Immobilized characters cannot move. They may still attack and take other actions, however.

Invisible

Invisible characters cannot be seen. Characters fail all sight related tests related to spotting the character, and they may only attack him as if they were blinded towards him (meaning they take penalties for blind fighting), assuming they can guess where he might be in the first place.

Lost Body Part

The character loses a part of his body. A character can have multiple instances of this condition at once, each affecting a different body part. If an attack would hit a body part that has been entirely lost, the attack hits the body location instead. This condition applies additional penalties that vary based on the body part. In the case of the head, there is a choice between an ear or an eye (GM's decision).

Lost Ear

The character has had his ear removed or destroyed, and his hearing damaged. He suffers the following penalties:

- All tests that rely on hearing are made with a -20 penalty.
- If both ears are lost, the character gains the deafened condition permanently.

Lost Eye

The character has had his eye removed or destroyed and suffers the following penalties:

- All tests that rely on sight are made with a -20 penalty.
- If both eyes are lost, the character gains the blinded condition permanently.

Lost Foot/Leg

The character has had his leg severed somewhere between the ankle and the hip, and suffers the following penalties.

- Gain the slowed condition permanently.
- All tests that rely on the use of two legs are made with a -20 penalty.
- If both legs are lost, gain the Immobilized condition permanently, and automatically fail any tests that rely on the use of legs.

Lost Hand/Arm

The character has had his arm severed somewhere between the wrist and the shoulder, and suffers the following penalties:

- Can no longer use two-handed weapons, shields (if the whole arm is missing), or one handed weapons in that arm.
- All tests that rely on the use of two hands are made with a -20 penalty.
- If both hands are lost, the character cannot wield weapons and automatically fails all tests that rely on the use of hands.

Organ Damage (Lost Body Part: Body)

The character has had an internal organs damaged. Characters with this condition take twice as long to remove trauma by resting, and double the recovery period for levels of fatigue.

Muffled (X)

A character with this condition is harder to hear. Hearing based tests to detect this character are made with a -10 penalty for each point of the X value.

Paralyzed

The character is frozen, unable to move any part of their body. They may take no actions except for Cast Magic (and they make all casting tests with the penalty for being unable to enact the somatic components of the spell, unless they have talents that would negate them).

Silenced

Magically silenced characters believe they are making sound, but in reality their words never pass their lips. As long as the character is not aware of this, any magic they attempt to cast automatically fails as long as the character is utilizing a verbal component in their casting. Treat them as failing with 1 degree of failure. Each round a character is silenced they can roll a Perception test to see if they realize what is happening to them.

Slowed

The character's movement speed is reduced. A slowed character's Movement Rating is halved (round down).

Soul Bound

A character with this trait has been bound to a particular soul gem. If they are killed while they have this condition, their soul is trapped within that gem. The soul gem becomes filled, and the soul energy of the soul within the gem is set to the soul energy of the character's soul (or half this value, if the character has the Summoned trait).

A soul may not be trapped within a soul gem whose maximum soul energy is less than the soul energy of that soul. Additionally, a black soul (the souls of the various peoples of Tamriel, as opposed to those of Daedra or animals) can only be trapped within a black soul gem.

Stunned

The character is overcome by trauma and is unable to act. The character immediately loses all remaining action points upon becoming stunned. Stunned characters do not regain action points at the start of each round.

Unconscious

The character is knocked out and loses consciousness: they fall prone if the circumstances allow it, and they gained the stunned condition for as long as they're unconscious.

FEAR

When a character is confronted by such a frightening event or adversary they must take a **FEAR TEST**. Fear tests are Willpower tests that use a special notation, Fear (+/- X), where X is the bonus or penalty applied to the test. If the character fails the test, they succumb to the effects of fear.

The circumstances in which the GM chooses to call for fear tests can have a dramatic impact on the overall feel of a campaign. In general, fear tests with any sort of penalty should be reserved for true horrors and terrifying monsters, and not more "mundane" terrors.

Fear Effects

If in combat a character fails a fear test he must immediately roll a d100 on the table below, adding +10 to the result for each degree of failure. The effects listed are applied immediately to the character.

If in a non-combat situation the character fails a fear test, the character becomes unnerved and suffers a -10 penalty to any tests that require concentration on his part. This penalty lasts while the character remains in the vicinity of the object of their fear.

Characters may be able to shake off some of the effects of fear after the initial shock has worn off. The table below will specify certain cases where a character can make a Willpower test when it is his next turn to "snap out" of his fear. If this succeeds then he regains his senses, shrugs off the effects and may act normally from then on. If he fails this test, the effect continues and he may try again when it is his next turn.



Combat Fear Test Results

Roll	Effect
01-20	The character is badly startled. He may not make any reactions until the beginning of his next turn.
21-40	Fear grips the character and he begins to shake and tremble. He suffers a -10 penalty to all tests for the rest of the encounter unless he snaps out of it.
41-60	Reeling with shock, the character backs away from the thing that confronts them. The character cannot willingly approach the object of his fear, and suffers a -10 penalty to all tests until the end of the encounter.
61-80	The character is frozen by terror. The character may take no actions until he snaps out of it. After snapping out of it, the character will make all tests at a -10 penalty for the rest of the encounter.
81-100	Panic grips the character. He must flee the source of his fear, if able, as fast as he can, and if prevented from doing so he is at a -20 penalty to all tests. Once away from the danger he must successfully snap out of it to regain control.
101-120	Fainting dead away, the character keels over and remains unconscious for 1d5 rounds. Once he regains consciousness he is still shaken and takes all tests with a -10 penalty until the end of the encounter.
121-130	Totally overcome, the character screams and vomits uncontrollably for 1d5 Rounds. During this time he is helpless and may take no actions. Afterwards the character gains the dazed condition until the end of the encounter.
131-140	The character laughs hysterically and randomly attacks anything near him in a manic frenzy, using whatever weapon he has in hand. This effect lasts until the character snaps out of it or until he is knocked unconscious.
141-150	The character crumples to the ground for 1d5+1 rounds sobbing, babbling and tearing at his own flesh, and may do nothing. Even after he returns to his senses, he is a complete mess and suffers a -20 penalty to all tests until the end of the encounter.
151-170	The character's mind snaps and he becomes catatonic for 1d5 hours and may not be roused.
171+	The character is so affected that he begins to see strange and terrible visions as his hold on reality shatters. The character gains the Damaged Willpower (1d10+3) condition permanently.

Movement & Encumbrance

It is often useful to know exactly how far a character can walk in an hour, or how much they can carry during the trip. This section contains rules for different types of character movement and interaction with objects in the environment.

Movement

Movement is broken down into three speeds: standard, fast, and flat out. When a character takes the movement action he may specify which speed he wishes to move at, which will determine factors such as when he can next attack and what kinds of reactions he can make.

Standard Movement

Standard pace represents walking or light jogging. In structured time, a character moving at standard pace can move a number of meters less than or equal to their Movement Rating in a turn of movement.

- If the character ends their movement within engagement range of an opponent the character may become engaged and make a melee attack action (of any kind) for free.
- Alternatively, the character can make any non-melee attack action, or cast magic, for free at any point during his movement.

In narrative time, a character moving at standard pace can move a number of meters equal to 12 times their movement rating in one minute, and 60 times that amount in one hour.

Fast Movement

Fast pace represents a fast jog or a standard run. In structured time, characters moving at fast pace can move a number of meters less than or equal to three times their movement rating in a turn of movement.

- If the character ends their movement within engagement range of an opponent the character may become engaged and make a melee attack action (of any kind) for free.
- Alternatively, the character can make any non-melee attack action, or cast magic, for free at any point during his movement, but suffers a -20 penalty to the relevant test.

In narrative time, a character moving at fast pace can move a number of meters equal to 3 times their narrative standard speed.



Flat Out Movement

Flat out pace represents a full sprint. In structured time, characters moving at a flat out pace can move a number of meters less than or equal to five times their movement rating in a turn of movement.

- If the character ends their movement within engagement range of an opponent the character may become engaged and make a melee attack (which costs an action point, and suffers a -20 penalty).
- Alternatively, the character can make any non-melee attack action, or cast magic, for free at any point during his movement, but suffers a -40 penalty to the relevant test.
- If a character moves flat out during his turn he can only attempt to Evade attacks, no other defense is possible. He does so at a -20 penalty.

In narrative time, a character moving at flat out pace can move a number of meters equal to 5 times their narrative standard speed.

Swimming

When a character is swimming, use their standard speed for the distance they move in the water. This is not exact, and the GM should feel free to adjust this value if they feel it's appropriate.

Climbing

When a character is climbing, use their standard speed for the distance they move up or down the surface. This is not exact, and the GM should feel free to adjust this value if they feel it's appropriate.

Jumping

A character may also make an Acrobatics test to jump over or up to an obstacle, either horizontally or vertically. This can represent either completely clearing the obstacle, or just jumping high enough to grab it with both hands, depending on what the GM feels is appropriate. If the character does not spend several seconds running or otherwise preparing (approximately a round) before the jump then they suffer a -10 penalty to the test.

When jumping vertically, each meter they wish to jump beyond the first imposes a -20 penalty on the test. When jumping horizontally, each meter they wish to jump beyond the first imposes a -10 penalty on the test. Critical Failure results in the character falling.

Falling

Falling even a relatively short distance can be quite dangerous if a character is unlucky. Falling inflicts $1d10 + [\text{meters fallen beyond } 2]$ Impact damage to a random hit location (representing the part of the body that hits the ground first). This damage ignores armor.

Encumbrance

Encumbrance represents the mass and bulk of the items the character is wearing, wielding, or carrying on their person. The **ENCUMBRANCE VALUE** (ENC) of an item is a single digit number that represents this. Items with an ENC of zero are, on their own, inconsequential. But if a character is carrying a large number of these items, treat every 10 zero ENC items as having a total ENC of one.

If a character is carrying an item in such a way that the space it takes up isn't an issue (such as inside another, larger item), its ENC is halved (round down).

When worn, the ENC of a given piece of armor is halved (round down). Shields do not benefit from this effect.

Encumbrance Levels

The number of times that a character's total ENC (the sum of the ENC of all the equipment they are carrying) exceeds their Carry Rating determines their **ENCUMBRANCE LEVEL**, which represents how much the bulk and weight of their gear hinders their ability to function.

Some encumbrance levels impose additional penalties to casting tests (any test to manifest some form of magic that relies on somatic components) and to the character's Agility (and any attributes derived from it). This cannot reduce those values below one.

Additionally, characters at higher encumbrance levels tire more quickly. After combat, or other instances of substantial physical exertion, the character gains a number of levels of fatigue.

Encumbrance Levels and Effects

Level (Value)	Total ENC	Agility Penalty	Casting Penalty	Levels of Fatigue
Minimal (0)	<= Carry Rating	No Penalty	No Penalty	No Penalty
Light (1)	> Carry Rating	-5	No Penalty	No Penalty
Substantial (2)	> 2 times Carry Rating	-10	-5	1
Moderate (3)	> 3 times Carry Rating	-20	-10	2
Heavy (4)	> 4 times Carry Rating	-30	-20	4
Very Heavy (5)	> 5 times Carry Rating	-40	-30	6
Immobilized (6)	>= 6 times Carry Rating	-50 (cannot move)	-60	10



LUCK

Luck is unique amongst the other characteristics in that it represents something more abstract than a character's physical strength or mental resilience. Luck reflects the tendency of events to work out in a character's favor. This can seem to represent nothing more than coincidence or good fortune, but destiny and fate play a role as well.

Because Luck governs no skills, a character will not be called upon to test it as often as they might for another characteristic. Luck is used in several ways: it determines a character's chance of critical success or failure (as detailed in [Core Mechanics](#) in Chapter 1), they can spend Luck points for certain benefits, they can attempt Luck rolls in certain circumstances, and they can burn Luck permanently in exchange for a number of powerful effects. Beyond using Luck to confirm critical results, NPCs cannot benefit from these mechanics.

Characters can advance Luck outside of character creation, but cannot advance it beyond their starting amount for a campaign.



Spending Luck Points

Each session a character is afforded a number of **LUCK POINTS**, (see [Defining a Character](#) in Chapter 1). Characters may spend these luck points in order to influence their character's fate:

Characters may spend a Luck point whenever they fail a test. If they do so, the character may immediately reroll that failed test. This may only be done once for a given test.

A character can also spend a Luck point to add a degree of success to a successful test (including one passed using spent Luck points). This can be done multiple times for a given test. Once a character has used all of their Luck points for a given session, they can resort to burning luck (see below).

Luck Rolls

In certain situations the GM can call upon the character to make a Luck test in scenarios when he needs to determine whether or not some random event happens to work in the character's favor. For example, if a character is knocking on doors during the night trying to find someone to help them, the GM could have the character make a Luck roll to determine if someone happens to be awake to hear them.

Burning Luck

The player characters are the heroes of the story, and fortune favors heroes! Characters may choose to permanently reduce their Luck score by one or more points in order to benefit from a number of different effects. This is known as **BURNING LUCK**.

Luck that a character burns never regenerates naturally, though the character can take Luck advances to replenish Luck that has been burned. A character may burn any amount of Luck at any time. Characters may burn Luck for the following effects:

- **Burn 1 Luck:** Add a degree of success to a successful test. This can be done multiple times for a given test.
- **Burn 2 Luck:** Re-roll a failed test. This may only be done once for a given test.
- **Burn 5 Luck:** Upgrade a successful test to a critical success. This must be done immediately after the test is rolled.
- **Burn 5 Luck:** Negate the effects of a critical failure. This must be done immediately after the test is rolled.
- **Burn 10 Luck (or all remaining Luck, if less than 10 remains):** Survive an encounter or wound that would have otherwise killed them, but in a heavily injured state. The character is immediately considered removed from the encounter. The GM may need to get creative to accomplish this, and in a few cases it should be impossible.
- **Burn 10 Luck (or all remaining Luck, if less than 10 remains):** Automatically turn a failed test into a success with 1 degree of success.

SIZE

Tamriel is home to creatures of many shapes and sizes. A character's size affects them in a number of critical ways. There are seven different size categories. Round down whenever percentages are involved. Percentage based modifiers only apply to the base value in question (before any other such modifiers).

Puny

This category is reserved for the smallest of creatures like kwama foragers, rats, or mice. The following effects apply to characters of this size category:

- Reduce the character's Damage Bonus to 0.
- All attacks made against the character suffer a -40 penalty.
- Set the character's Health to 5 and WT to 1.
- Reduce the character's Carry Rating to 1.
- Reduce the character's Movement Rating by 75%.

Tiny

This category includes smaller characters like cats or large cave rats. The following effects apply to characters of this size category:

- Reduce the character's Damage Bonus to 0.
- All attacks made against the character suffer a -20 penalty.
- Reduce the character's Health and WT by 50%.
- Reduce the character's Carry Rating by 75%.
- Reduce the character's Movement Rating by 50%.

Small

This category includes everything ranging from quadrupeds like wolves to smaller bipeds like goblins. The following effects apply to characters of this size category:

- Halve the character's Damage Bonus.
- All attacks made against the character suffer a -10 penalty.
- Reduce the character's Health and WT by 25%.
- Reduce the character's Carry Rating by 25%.
- Reduce the character's Movement Rating by 25%.

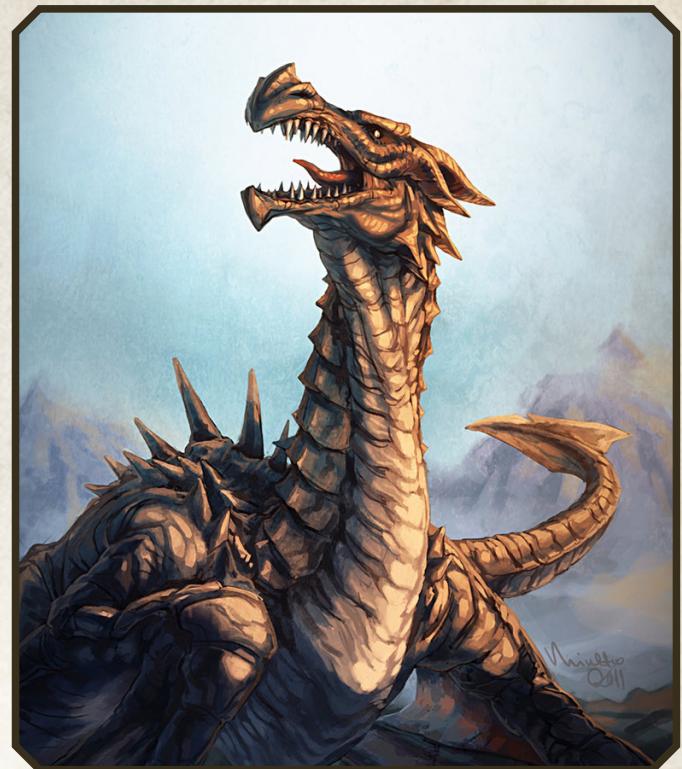
Standard

Standard sized characters fall fairly close to the average size for man or mer. There are no effects associated with this category.

Large

This category includes characters that are substantially larger than average, including quadrupeds like horses and larger bipeds like trolls. The following effects apply to characters of this size category:

- Increase the character's Damage Bonus by 50%.
- Ranged attacks against the character receive a +10 bonus.
- Increase the character's Health and WT by 25%.
- Increase the character's Carry Rating by 25%.
- Increase the character's Movement Rating by 25%.



Huge

This category includes very large characters such as giants or larger dwemer constructs. The following effects apply to characters of this size category:

- Double the character's Damage Bonus.
- Ranged attacks against the character receive a +20 bonus.
- Increase the character's Health and WT by 50%.
- Increase the character's Carry Rating by 75%.
- Increase the character's Movement Rating by 50%.

Enormous

This category is reserved for extremely large characters, like dragons. The following effects apply to characters of this size category:

- Triple the character's Damage Bonus.
- Ranged attacks against the character receive a +40 bonus.
- Double the character's Health and WT.
- Double the character's Carry Rating.
- Increase the character's Movement Rating by 75%.

Fighting Huge/Enormous Characters

Given the size that Huge/Enormous characters take up their engagement range is larger than other characters'. They also count weapons as being one reach longer than usual. Characters engaged with Huge/Enormous characters can only attack the hit location nearest to them (use common sense here), although the Change Range action/special effect can be used to shift "around" the character so as to attack from another angle. Enormous characters suffer a -20 penalty to defend against attacks from the side, and cannot defend against those from behind.

CHARACTER ADVANCEMENT

The primary means by which characters progress in the UESRPG is through the accumulation and use of **EXPERIENCE POINTS** (also known as XP) awarded by the GM. XP can be spent by characters to purchase characteristic advances, train new skills, increase skill ranks, gain specializations, learn new magic, and purchase talents. Remember that learning and ranking skills or talents governed by a favored characteristic, or advancing that characteristic, costs 75% of the usual XP cost (round down to the nearest multiple of 5).

XP represents time spent learning new things, and the knowledge gleaned from the character's experiences. Players should keep in mind the ways in which their character reasonably could have advanced as a result of their experiences. In other words: use common sense when determining what to spend XP on. Though this does not mean that players must be entirely realistic in determining what to advance between sessions, only that they should keep practical concerns in mind.

Keep in mind that this table is different from the CrP table found at the end of Chapter 2. Once characters are out of character creation, they are more restricted in what they can purchase (hence why CrP is slightly more flexible).

* Minimum base cost (before % mods) of 100 XP.

** Luck cannot be raised beyond its starting value for a campaign

***See the **ARCANE ARTS** supplement.

Character Advancement XP Costs

Advance Type	Cost
Characteristic Advance (+5)**	150 x (Char. Bonus) XP*
Learning a Skill	(advanced in order)
Novice Rank	100 XP
Apprentice Rank	200 XP (300 total)
Journeyman Rank	300 XP (600 total)
Adept Rank	400 XP (1000 total)
Expert Rank	600 XP (1600 total)
Master Rank	900 XP (2500 total)
Gaining a Specialization	100 XP
Expanding Combat Style	25 XP
Learning a Talent	Varies by Talent Level
Novice Level	100 XP
Apprentice Level	200 XP
Journeyman Level	300 XP
Adept Level	400 XP
Expert Level	500 XP
Master Level	800 XP
Learning Magic	Varies by Magic
Learning Standard Spell	5 x (Spell Level) XP
Creating Non-Standard Spell	5 x (Highest Effect Level) x (# of Components) XP
Advanced Ritual***	25 XP
Word of Power***	200 XP



Chapter 6: Magic

"The Charm is intensified by the energy you bring to it, by your own skills, just as all spells are. Your imagination and your Willpower are the keys. There is no need for a spell to give you a resistance to air, or a resistance to flowers, and after you cast the Charm, you must forget there is even a need for a spell to give you resistance to fire. Do not confuse what I am saying: resistance is not about ignoring the fire's reality. You will feel the substance of flame, the texture of it, its hunger, and even the heat of it, but you will know that it will not hurt or injure you."

Sotha Sil, "2920, Last Year of the First Era"



Magic is the general term used for the focusing of the raw energy that flows from Aetherius into Mundus by way of the sun and stars, into various properties and for various purposes. This energy is often referred to as magicka. All magical energy comes from Aetherius and from its magicka Mundus was created. Magicka comprises every spirit, it is the energy of all living things and can be harnessed in a variety of ways. This Chapter contains rules for magic in its most common forms, as well as other aspects of the arcane that may be relevant in the course of the players' adventure.

The various magic effects are divided into parent **SCHOOLS** of magic. Exactly which schools are recognized, and how they're organized, varies from era to era in Tamriel, but for the sake of simplicity this rulebook will utilize the following schools:

- The school of **ALTERATION** revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.
- The school of **CONJURATION** focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms.
- The school of **DESTRUCTION** centers on harming targets in a variety of ways. Either through direct damage, or sapping their abilities and defenses.
- The school of **ILLUSION** focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy's perception of reality, or augment one's own.
- The school of **MYSTICISM** is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.
- The school of **RESTORATION** revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used against the undead.

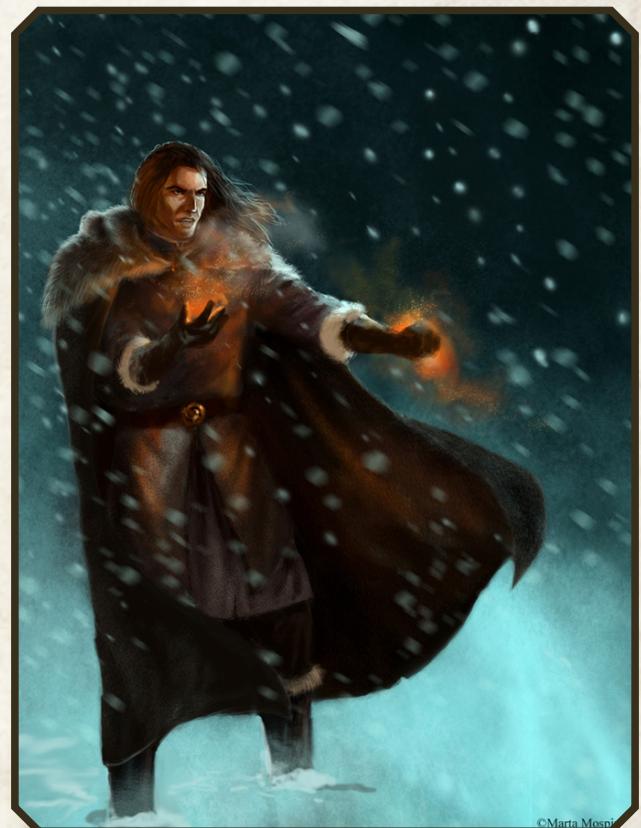
Note - Schools

The makeup of the schools of magic have varied drastically over the eras. The division portrayed here is the one utilized in The Elder Scrolls III: Morrowind. If playing a game in a different era, it is possible to simply "regroup" the spells and effects to reflect the historically correct school-division. Alternatively the group can simply leave things as they are for convenience.

There are a number of ways that any given magical effect can be manifested. The main four methods of using magic (listed below) are the focus of this Chapter, as they are the most common means of manipulating magicka.

- **SPELLCASTING** allows characters to draw on their own magicka reserves in order to generate an effect in the physical world. Spell casters cast spells using the skill corresponding to the school of magic that the spell is associated with. Casters either learn spells, or create them from ones they already know, though this can be risky.
- **ENCHANTING** involves using the magicka from souls themselves to fuel magic "stored" within an object. Enchanters can use the Enchanting skill to create a number of different items with many possible effects.
- **ALCHEMY** uses the magicka trapped within different things as power to fuel potions with magical effects. Alchemists can use the Alchemy skill to create a variety of potions.
- **RITUAL MAGIC** is a form of spellcasting that, while it often requires extensive preparation, can produce potent effects. Thus Ritual Magic uses the same skills used to cast spells, though the amount of power involved means that rituals can prove quite dangerous if botched.

Racial and Birthsign powers can be found in Powers in Chapter 2. Other, advanced forms of magic exist as well, their rules can be found in the **ARCANE ARTS** supplement.



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SPELLCASTING

Spellcasting is the act of drawing on one's own magicka reserves in order to generate an effect in the physical world. Spells require some somatic components, such as incantations and hand motions, along with the internal action of channeling one's magicka into the desired effect. Combinations of these parts, and the effects they produce, are known as **SPELLS**. The act of producing the magic effect is known as "casting" a spell. There are two types of spells: standard and non-standard spells.

Mechanically a given spell consists of one or more **MAGIC COMPONENTS**: each one a paired effect and form (for more information, see Magic Components). A component represents a complete magic effect: a fireball, a healing touch, and so on. The **EFFECT** specifies what the magic does, and the **FORM** specifies the targets of the effect.

STANDARD SPELLS are "tried and true" spells with only one magic component. Specifically, they are spells that have been refined over generations: simple, elegant incantations and patterns that produce common effects. They do not represent every single way that an effect can be manifested, only the ways that the mages of Tamriel have favored and perfected over time. **Learning a Standard Spell costs XP equal to five times the spell level**, and requires the character have some means of learning the spell (such as a book or a teacher).

NON-STANDARD SPELLS are those spells that have been created for personal use, or those that have multiple magic components. They are personal, custom spells, as opposed to the widely used standard spells. **Creating a Non-Standard spell costs XP equal to five times the highest effect level of any of the spell's components, times the number of components.**

Casting Spells

Casting a spell takes only a few moments, and involves a number of somatic components. Characters can cast spells in structured time using the Cast Magic action: this takes only one turn to complete, and is resolved differently depending on the effect type of the spell. To cast a spell, follow these steps:

Step 1: Caster Declares Spell and Targets

First the caster must declare the spell that he is casting. Characters can only cast spells that they know. The character must choose a single target for any components that require such a choice (all such components must have the same target).

Step 2: Casting Test

The caster makes a skill test against the appropriate skill as determined by the school of the spell (the Destruction skill for Destruction spells, and so forth) modified by the spell difficulty.

Components that count as attacks are resolved as a group through a combat roll: the caster's casting test is used as the attack test, while the target(s) can choose how they will defend if possible. Of course it is possible that a component may count as an attack and not actually be intended as an attack. Only use a combat roll to resolve spells if the target is attempting to defend against it, or if the spell is actually an attack.

Otherwise, as long as the character passes the casting test, the magic components are manifested and affect their target(s).

Ranges

A character casting a spell at a target beyond fifty meters suffers a -10 penalty to the casting test. Beyond one hundred meters the penalty becomes -20. Every additional hundred meters beyond one hundred doubles the penalty.

Somatic Components

If the character is casting the spell without speaking any incantations, by thought alone, the casting test suffers a -20 penalty. Casting a spell requires that the character have both hands free, and casting a spell with only one hand imposes a -10 penalty on the casting test. If the character is casting the spell without any hand motions, either in order to remain still, because he cannot use his hands, or because he is holding something in both hands, the casting test suffers a -20 penalty.

Characters do not have to have human hands to enact these components as long as they have some other similar means.

Step 3: Resolve Spell

Pass or fail, the character reduces his magicka by the cost of the spell. If this would reduce the character's magicka to below zero, then the caster automatically counts as having failed the test.

Resolve any components based on the results of the casting test. All components are manifested simultaneously, meaning they do not benefit from the effects of the other components of the same spell.

If the character was casting a non-standard spell and he failed with degrees of failure beyond his Willpower bonus, or if he critically failed (regardless of whether or not the spell is standard or non-standard), then the spell has backfired. Roll on the backfire table corresponding to the school of the spell and add one to the result for each degree of failure above the character's Willpower bonus. Rules for backfires can be found in Magical Mishaps.

Creating Spells

Creating a spell is a long process that can take many days of experimentation and practice. It takes a few days of total work to create a spell, though the test should be performed at the end in order to determine how successful the character's efforts were. Creating a Non-Standard spell costs XP equal to five times the highest effect level of any of the spell's components, times the number of components.

Step 1: Choose Component(s)

In this step the character decides the magic components that he wants the spell to possess. Create magic components using the rules in Magic Components. A spell may include any number of components, though characters may only create components that contain effects that are utilized in spells they already know.

Step 2: Make the Creation Test

The caster makes a skill test against the appropriate skill as determined by the school of the spell. The difficulty of this test is the difficulty of the spell.

The **COST** of the spell is equal to the combined costs of all the components contained within the spell.

The **DIFFICULTY** of the spell is equal to the difficulty of the hardest component, with an additional -10 penalty for each component beyond one.

The **SCHOOL** of the spell is the school of the component with the highest cost (break ties by using the school of the more difficult component).

Step 3: Create Spell

On success, the spell is created and the character must test it at least once to add it to his list of known spells (this can be done via ritual as well as by normal spellcasting). On failure, the spell is not created. This test can be attempted up to three times, and if all three attempts fail then the character must start the process over. Any spells that characters create are non-standard spells, and contain the following:

Name (School)

Cost: The magicka cost of casting the spell.

Difficulty: The difficulty of the casting test to cast the spell.

Component Name

Form: Which targets are affected by this component, and under which conditions.

Effect: The effect of this component, which is applied to the targets specified by the form.

Repeat as necessary for additional components.

ENCHANTING

Enchanting is the act of endowing objects with magical properties through the use of a soul and the Enchant skill. Unlike spellcasting, enchantments come in three forms. Enchantments utilize magic components just like spells do. Each enchantment type reflects a different means of activating the component(s) the object is enchanted with. There are three types of enchantments.

"A simple Spell cast once, no matter how skillfully and no matter how spectacularly, is ephemeral, of the present, what it is and no more. But placed in a home, it develops into an almost living energy, maturing and ripening so only its surface is touched when an unskilled hand wields it. You must consider yourself a miner, digging deeper to pull forth the very heart of gold."

Magister Ilther, "Palla, Book II"

CAST enchantments are magic components “stored” within an item. Their components are invoked using the Cast Magic action. If multiple components are invoked that require a target selection, they must have the same target. The maximum range at which a character can target something is equal to twice their Perception score. Cast enchantments are resolved exactly like spells, except the character counts as having automatically passed the casting test and the usual magicka cost is instead paid via soul energy from the item.

STRIKE enchantments are magic components stored in weapons that apply when the weapon strikes a target.

CONSTANT enchantments apply their components to whomever is wearing or wielding the item at the beginning of each round.

Souls & Soul Gems

Every being in the Elder Scrolls has a soul. The soul of a being is their essence: it animates their physical being. There are two types of souls: black and white souls. **BLACK SOULS** are the more powerful souls of higher beings, such as men or mer. **WHITE SOULS** are the souls of lesser beings, such as animals, or Daedra.

Powering an enchantment with a soul first requires that the soul be trapped within a **SOUL GEM**, naturally occurring magic crystals. This is accomplished through the use of the Soul Trap effect, which binds the target to a soul gem (through the soul bound condition). If the target dies while under this effect, their soul is captured within the soul gem and turned into soul energy.

SOUL ENERGY reflects the amount of magicka stored within the soul that can be used for enchanting. Once a soul gem has been filled with any amount of soul energy, it cannot have any more added to it. Black souls always have a soul energy of 1500.

There are a number of different soul gems, each of which has its own maximum soul energy and can only hold certain types of souls. A soul may not be trapped within a soul gem whose maximum soul energy is less than the soul energy of that soul.

Types of Soul Gems

Type	Soul Types	Max. Soul Energy
Petty	White	100
Lesser	White	250
Common	White	500
Greater	White	1000
Grand	White	1500
Black	Any	1500

Item & Material Enchantment Level

The soul energy stored within a soul gem is not the only limiting factor on the strength of an enchantment: different items can all support enchantments of different strengths. Enchantable items have an assigned **ENCHANTMENT LEVEL** (EL), or the maximum soul energy that may be used in enchanting that item. If a soul gem containing more soul energy than the enchantment level is used to enchant an item, the excess soul energy cannot be used in the enchantment and is simply lost.

Not all items in Chapter 7 have a listed enchantment level: the items that do are the ones that tend to use materials with the most potential for enchantment. This does not mean that other items (tools, for example) cannot be enchanted, only that they are not very receptive to it.

Item Charge & Recharging

Cast and strike enchantments do not last forever! Each cast or strike with the item uses a certain amount of soul energy (the enchantment's **SOUL ENERGY COST**) from the item's **CHARGE**. If this would reduce the charge to below zero, then the cast or strike effect can no longer be used and the item must be recharged.

Recharging an item requires that the character be trained in the Enchant skill (though no test is required), and that they have a soul gem with soul energy inside it. A simple minute long ritual is required: on completion, soul energy inside the soul gem is transferred to the item's current charge. Any soul energy that would exceed the item's maximum charge is left inside the gem, but otherwise all the soul energy is always transferred. This destroys the soul gem.

Creating Enchanted Items

To create an enchanted item, follow these steps. Creating an enchanted item takes roughly eight hours, during which the character must be focused on creating the item.

Step 1: Choose Item

First, the enchanter must specify which item they wish to enchant. Enchantments can be applied to all sorts of items, though only some items have a listed enchantment level (as these are the ones most commonly enchanted). If a character wishes to enchant some other item, the enchantment level is left to the GM's discretion.

Ammunition

Characters enchant ammunition in "batches." The character must use a Strike enchantment, and if the enchantment is created successfully it is applied to all of the ammo. The cost of the enchantment must be less than the EL of a single shot, but the total soul energy required is equal to the cost of the enchantment times the number of units being enchanted. If enchanted ammunition strikes a target it activates just as a normal strike enchantment would, and the enchantment is removed after it resolves.

Step 2: Choose Soul Gem

Next the enchanter chooses a soul gem. The soul gem must have a non-zero amount of soul energy stored in order for it to be used in an enchantment. Once the soul gem has been used to enchant an item, it will be destroyed entirely.

Step 3: Choose Enchantment Type and Component(s)

In this step the enchanter decides the form of the enchantment (cast, strike, or constant) and the component(s) that he will be enchanting the item with. Enchanters learn effects for use in components by purchasing the Enchanter talent for a particular school of magic. If the enchanter has the talent, he may utilize effects from that school in components for enchantments.

Normally, **characters can only create enchantments with one component with a maximum effect level of four**. Create the desired component(s) using the rules in Magic Components.

Cast

Cast enchantments are simply "stored" components and can be applied to any item.

Strike

Strike enchantments can only be applied to weapons, and apply their components on successful hits. Components being created for use in strike enchantments must use the Strike form.

Constant

Constant enchantments can be applied to any item, and their components are applied to whoever is wearing or wielding that item at the beginning of each round. Components which are being created for use in constant enchantments must use the Constant form only.



Step 4: Make the Enchanting Test

Next, the enchanter makes an Enchant skill test against the difficulty of the enchantment. On success the enchantment is created, on failure it is not. Either way, the soul gem is destroyed and all the soul energy contained within is lost.

The **SOUL ENERGY COST** of the enchantment is equal to the combined costs of all the components contained within the enchantment.

The **DIFFICULTY** of creating the enchantment is equal to the difficulty of the hardest component, with an additional -10 penalty for each component beyond one. Constant enchantments suffer an additional -10 penalty to this test.

If the soul energy cost of the enchantment would exceed the maximum charge value of the item (the soul energy of the soul gem, capped at the enchantment level of the item chosen) then the enchantment cannot be created.

Step 5: Apply Enchantment

If the enchantment test is successful, apply the appropriate quality (listed below) to the now-enchanted item based on the type of enchantment chosen. The charge (and maximum charge) values are set to the soul energy of the soul gem (capped at a maximum by the enchantment level of the item chosen), and the cost is determined by the soul energy cost of the effects chosen (if applicable).

Items may normally only be enchanted once. If the enchantment test fails, the item is not enchanted and the soul gem is destroyed (and all soul energy within lost). Be sure to note the enchantment's magic components in the item's profile for reference.

Enchanted (Cast) (Cost, Charge [max])

Items with this quality can be activated using the Cast Magic action to activate the stored magic components (which are cast like a spell with DoS equal to the level of the highest attacking component). The cost is the soul energy cost each time the effect is activated. This cost comes out of the item's charge, which begins at (and is capped at) the maximum charge.

Enchanted (Strike) (Cost, Charge [max])

Weapons with this quality apply the stored magic components every time the weapon scores a successful hit. The cost is the soul energy cost each time the effect is applied to a target. This cost comes out of the item's charge, which begins at (and is capped at) the maximum charge.

Enchanted (Constant)

Items with this quality apply their stored magic components at the beginning of each round.

ALCHEMY

Alchemy allows you to identify certain magical properties in ingredients and create potions.

POTIONS are bottled liquid mixtures of magical ingredients that provide benefits to a character, or that can be used to harm their enemies. Whenever a character imbibes a potion, its magic components are applied to that character immediately. Characters who drink more potions than their Endurance bonus within a half hour suffer a magical backfire (with the same school as the primary component): roll a d5 and add one for each potion consumed beyond the limit (including this one).

All potions are created by using alchemical ingredients. All possible ingredients fall into one of several broad **INGREDIENT TYPES** (corresponding to the schools of magic whose effects they can be used to reproduce). All ingredients also have an internal magicka pool known as the **INGREDIENT POOL** (which scales with the quality of the ingredients) that is used to determine the strength of the components created from those ingredients.

Weapon Coating

A character can also coat a weapon with a potion, in which case it applies its components to the next character that the weapon deals damage to (after mitigation), up to a maximum of three hits (or until an hour has passed, in which case the effect is lost). This may only be used for offensive effects (GM's discretion).

Creating Potions

Creating any potion takes roughly half an hour, requires a set of alchemical tools, and follows these steps:

Step 1: Choose Ingredients

First, the alchemist chooses the ingredients they will use for the potion. Creating a single potion requires at least one unit of ingredients, plus one additional unit for each component beyond the first. The alchemist will presumably also want a container, such as an alchemical vial, in which to store the complete potion.

Step 2: Choose Component(s)

In this step the alchemist decides magic component(s) that he wants the potion to possess. Alchemists learn effects for use in components by purchasing the Alchemist talent for a particular school of magic. If the alchemist has the talent, he may utilize any effects from that school in components for enchantments.

Create the desired component(s) using the rules in [Magic Components](#): components being created for use in potions must use the Self form.

Step 3: Make the Alchemy Test

Next, the alchemist makes an Alchemy skill test against the difficulty of the potion.

The **Cost** of the potion is distributed: each component requires the use of a separate unit of ingredients (of the correct type for the school of the component). The most expensive component is the potion's primary component.

The **DIFFICULTY** of creating the potion is equal to the difficulty of the hardest component, with an additional -10 penalty for each component beyond one.

The cost for each component must be paid from the ingredient pool of the corresponding unit of ingredients. If a pool would be reduced to below zero this way, then the alchemy test fails entirely.

Step 4: Create Potion

On success, the potion is created with all the chosen components. If the character fails, there is a chance the potion might still be produced, but character has caused an alchemical backfire. Roll on the creation backfire table, adding one to the result for each degree of failure. Rules for alchemical backfires can be found in [Magical Mishaps](#). Either way, the ingredients used are consumed.

Alchemical Grenades

In addition to regular potions, characters can also create **ALCHEMICAL GRENADES**: mixtures that can be thrown as weapons. All talents (and any other rules) that apply to potions also apply to alchemical grenades.

Creating an Alchemical Grenade follows the same steps as potion creation, with the following exception: Components being created for use in Alchemical Grenades must use the Ball form, and effects may only be drawn from the Destruction school.

Using Alchemical Grenades

In combat, alchemical grenades are typically stored in small vials and thrown at the enemy. The alchemist utters a brief magical phrase to "prime" them, causing them to activate several seconds later. On creation the alchemist can choose to use the most common activation phrase, or one of their own making (meaning that others cannot utilize their grenades unless they know the unique phrase). Priming is a free action.

Throwing an alchemical grenade is treated as making a ranged, area of effect attack with an effective range equal to four times the character's Strength bonus (close range is half that distance, and extreme range is twice that distance). Characters can use their highest rank Combat Style skill for this test, regardless of what it is, as long as it incorporates ranged weaponry of some kind. If the character misses then the grenade lands and activates outside the range of the primary target, but the GM may decide that it hits other targets based on the degrees of failure and the circumstances.

Regardless of where it lands, once primed the grenade will detonate a few seconds later (just enough time for the character to use it to make an attack). Apply the effects at the impact point exactly as you would for a spell with the Ball form with the exception that the effect has no source character for the purposes of any reflection or other magic that would normally divert a spell back at its caster.

RITUAL MAGIC

Ritual magic is a hybrid of the other forms of magic: combining elements of spellcasting, enchanting, and alchemy into extended rituals that require preparation and can achieve extremely powerful effects.

Rituals require a source of magicka, which is used to pay the ritual's cost, and require the character to prepare for a certain amount of time. The purpose of the ritual is to amplify the power of the source of magicka chosen. Because characters are harnessing so much energy, there is always a potential for danger if the character errs in the ritual.

Ritual Spellcasting

Ritual spellcasting is a means of utilizing rituals to power a spell. A character can perform a ritual in order to utilize alternative magicka sources to power a particularly costly spell. This may be used to cast any spell that the character knows. To do this, follow these steps:

Step 1: Choose Spell

First, the character must specify what spell they are casting. Characters may only use rituals to cast spells that they know. The character must also prepare for the ritual: this takes roughly six hours.

Step 2: Choose Magicka Source and Ritual Focus

Second the character must choose a source of magicka to fuel the spell. Characters may use their own magicka reserves, a unit of alchemical ingredients, a filled soul gem, or any combination of any number of the above. If multiple characters are cooperating to perform a ritual, they can combine their magicka pools for the purposes of paying the magicka cost of the spell.

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

Step 3: Make Casting Test

Next, the character makes a standard casting test following all of the rules for spellcasting, except for the final step, to cast the chosen spell. This is a thirty minute extended action. If the test is interrupted, the ritual fails.

Step 4: Resolve Spell

The magicka cost must be paid from the chosen magicka source. If the character is using their own magicka reserves, simply deduct the cost as you would for a spell. If the character is using a soul gem, deduct the cost from its soul energy and destroy the gem. If the character is using alchemical ingredients, deduct the cost from the ingredient pool and destroy the ingredients.

If the cost would reduce the magicka in the magicka source to below zero, then the casting fails automatically. If the character passed his casting test, the spell is resolved as it normally would.

If the character failed his casting test, the spell is not cast and the ritual has backfired. Roll on the backfire table corresponding to the school of the spell and add one to the resulting roll for each degree of failure. Rules for backfires can be found in [Magical Mishaps](#).

STANDARD SPELLS

Standard Spells are “tried and true” spells with only one magic component. Specifically, they are spells that have been refined over generations: simple, elegant incantations and patterns that produce common effects. They do not represent every single way that an effect can be manifested, only the ways that the mages of Tamriel have favored and perfected over time.

Each standard spell profile is defined in terms of a variable cost and effect strength. The variable in both cases is the spell's **SPELL LEVEL**, a number between 1 and 6 that reflects the strength of that spell's effect. Each of these levels represents a unique spell that must be learned on its own. Learning a standard spell requires a teacher or aid of some kind, and costs XP based on the level of the spell.

Spell Levels

Spell Level	Spell Name	XP Cost
1	Lesser (spell name)	5 XP
2	Minor (spell name)	10 XP
3	(spell name)	15 XP
4	Major (spell name)	20 XP
5	Greater (spell name)	25 XP
6	Legendary (spell name)	30 XP

For example, the “Lesser Fireball” (spell level 1) and “Fireball” (spell level 3) spells are separate and must be learned separately. The spells share the same base profile (Fireball) which is used in combination with their spell level to determine the strength and cost of that spell.

Alteration

The school of Alteration revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.

Barrier

Cost: [Spell Level]*20

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Shield): Target gains a magic shield that provides 5*[Spell Level] bonus armor against physical damage for 1 minute.

Blade-Mender

Cost: [Spell Level]*7

Difficulty: +20-(10*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Repair Weapon): Reduces the X value of the Damaged (X) condition of target weapon by [Spell Level].

Crushing Weight

Cost: [Spell Level]*18

Difficulty: +25-(5*[Spell Level])

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

(Burden): Reduce the target's Carry Rating by [Spell Level] for 2 minutes.

Feather-light

Cost: [Spell Level]*4

Difficulty: +25-(5*[Spell Level])

(Self): The effect is applied to the source character.

(Feather): Increases the target's Carry Rating by [Spell Level] for 2 minutes.

Fire Barrier

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Fire Shield): Target gains a magic shield that provides 5*[Spell Level] bonus armor against fire damage for 1 minute.

Frost Barrier

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Frost Shield): Target gains a magic shield that provides 5*[Spell Level] bonus armor against frost damage for 1 minute.

Iron-Flesh

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Armor): Target gains 5*[Spell Level] AR to all hit locations for 1 minute.

Leap

Cost: [Spell Level]*3

Difficulty: +35-(5*[Spell Level])

(Self): The effect is applied to the source character.

(Jump): Target gains a +30*[Spell Level] bonus on their next horizontal or vertical jump test within 3 rounds.

Rising Force

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Levitate): Target gains the Flyer ([Spell Level]) trait for 3 minutes.

Seal

Cost: [Spell Level]*6

Difficulty: +30-(10*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Lock): Target door/chest is sealed with a magic lock. Counts as lock level [Spell Level], but can only be opened with the Open effect.

Shield-Mender

Cost: [Spell Level]*7

Difficulty: +20-(10*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Repair Armor): Restores [Spell Level]d5 missing AR from target armor piece.

Shock Barrier

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Shock Shield): Target gains a magic shield that provides 5*[Spell Level] bonus armor against shock damage for 1 minute.

Slowfall

Cost: [Spell Level]*3

Difficulty: +35-(5*[Spell Level])

(Self): The effect is applied to the source character.

(Slowfall): Target decreases the distance of his next fall within 3 rounds by 5*[Spell Level] meters for the purposes of calculating damage.

Unhinging

Cost: [Spell Level]*3

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

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Open): Target lock of lock level [Spell Level] or lower is unlocked.

Water Breathing

Cost: [Spell Level]*3

Difficulty: +35-(5*[Spell Level])

(Self): The effect is applied to the source character.

(Water Breathing): Target may breathe water as if it were air for [Spell Level] minutes.

Water Walking

Cost: [Spell Level]*3

Difficulty: +35-(5*[Spell Level])

(Self): The effect is applied to the source character.

(Water Walking): Target may walk on water as if it were land for [Spell Level] minutes.

Conjuration

The school of Conjuration focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms. For complete profiles for summoned creatures, see the appropriate supplement ([PLANES OF OBLIVION](#) for Daedra, and [INHABITANTS OF TAMRIEL](#) for anything else).

Bind Construct

Cost: [Spell Level]*[Variable]

Difficulty: [Opposed]-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Bind Construct): Summons a construct, which appears within five meters of the affected character. It has the Summoned trait, and persists for 30*[Spell Level] minutes. This spell's casting test is opposed against the construct's Willpower (resolving ties with DoS), with a penalty for the desired spell level. The cost of this spell varies with the type of construct being summoned.

Summon Construct

Construct	Willpower	Cost
Flesh Atronach	50	50
Iron Atronach	50	60

Summon Daedra

Cost: [Spell Level]*[Variable]

Difficulty: [Opposed]-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Summon Daedra): Summons a Daedra, which appears within five meters of the affected character. It has the Summoned trait, and persists for 30*[Spell Level] minutes. This spell's casting test is opposed against the Daedra's Willpower (resolving ties with DoS), with a penalty for the desired spell level. The cost of this spell varies with the type of Daedra being summoned.

Summon Daedra

Daedra	Willpower	Cost
Aureal	65	70
Auroran	55	65
Clannfear	40	30
Daedroth	50	50
- Lesser Daedroth	50	40
- Titanic Daedroth	50	75
Dremora	55	40
- Dremora Caitiff	55	45
- Dremora Kynval	55	55
- Dremora Kynmarcher	55	75
- (above type) Mage	55	Cost*2
Flame Atronach	50	40
- Greater Flame Atronach	50	60
Frost Atronach	60	45
- Greater Frost Atronach	60	65
Hunger	50	35
Mazken	60	70
Ogrim	40	40
- Ogrim Titan	40	60
Scamp	35	20
Spider Deaedra	50	50
Storm Atronach	60	50
- Greater Storm Atronach	60	70
Winged Twilight	60	80
Xivilai	60	70

Summon Daedric Armor

Cost: [Spell Level]*5

Difficulty: +20-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Summon Daedric Armor): Summons a piece of terrible quality level (one step higher for each [Spell Level] beyond one) Daedric armor of the source character's choice that appears on the affected target. Target must not be wearing armor on the hit location. May be dismissed by the source character at will. The armor has the Summoned (20+[10*[Spell Level]]) quality. Persists for 1 minute then vanishes.

Summon Daedric Weapon

Cost: [Spell Level]*8

Difficulty: +20-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Summon Daedric Weapon): Summons a single terrible quality level (one step higher for each [Spell Level] beyond one) Daedric weapon that appears in one of the target's open hands. May be dismissed by the target at will. The weapon has the Summoned (20+[10*[Spell Level]]) quality. Persists for 1 minute then vanishes. Ranged weapons generate their own ammo (counts as steel ammo, has no ENC).

Summon Spirit

Cost: [Spell Level]*[Variable]

Difficulty: [Opposed]-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Summon Spirit): Summons a spirit, which appears within five meters of the affected character. It has the Summoned trait, and persists for 30*[Spell Level] minutes. This spell's casting test is opposed against the spirit's Willpower (resolving ties with DoS), with a penalty for the desired spell level. The cost of this spell varies with the type of construct being summoned.

Summon Spirit

Spirit	Willpower	Cost
Ghost	40	25
Wraith	45	30
Gloom Wraith	45	45

Sunder Binding

Cost: [Spell Level]*12

Difficulty: [Opposed]-30+(10*[Spell Level])

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

(Sunder Binding): This spell's casting test is an opposed Conjuration test against the Willpower of target character with the Summoned or Bound trait, or item with the Summoned (X) or Bound (X) quality. Source character receives a -30+(10*[Spell Level]) bonus to this test, and if he wins the target is banished.

Destruction

The school of Destruction centers on harming targets in a variety of ways. Either through direct damage, or sapping their abilities and defenses.

Cloak of Fire

Cost: [Spell Level]*4

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

(Cloak): Creates a "cloak" of whirling energy with a radius of 1 meter around the source character. Apply the effect to any viable targets within the radius (except the source character), and continue to do so once for each round that they remain within it. Counts as having a Long reach when engaged. Persists for 3 rounds.

(Fire): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) to hit location.

Cloak of Frost

Cost: [Spell Level]*4

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

(Cloak): Creates a "cloak" of whirling energy with a radius of 1 meter around the source character. Apply the effect to any viable targets within the radius (except the source character), and continue to do so once for each round that they remain within it. Counts as having a Long reach when engaged. Persists for 3 rounds.

(Frost): Target takes [Spell Level]d10 Frost Damage (pen 5*[Spell Level]) to hit location.

Cloak of Lightning

Cost: [Spell Level]*4

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

(Cloak): Creates a "cloak" of whirling energy with a radius of 1 meter around the source character. Apply the effect to any viable targets within the radius (except the source character), and continue to do so once for each round that they remain within it. Counts as having a Long reach when engaged. Persists for 3 rounds.

(Shock): Target takes [Spell Level]d10 Shock Damage (pen 5*[Spell Level]) to hit location.

Cone of Fire

Cost: [Spell Level]*8

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

(Cone): Fires a cone of magical energy at a target of the source character's choice. Cone has a fifteen degree angle, and extends for 15 meters from the source character. Apply the effect to all viable targets within the cone. Counts as a ranged, area of effect attack.

(Fire): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) to hit location.

Cone of Frost

Cost: [Spell Level]*8

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

(Cone): Fires a cone of magical energy at a target of the source character's choice. Cone has a fifteen degree angle, and extends for 15 meters from the source character. Apply the effect to all viable targets within the cone. Counts as a ranged, area of effect attack.

(Frost): Target takes [Spell Level]d10 Frost Damage (pen 5*[Spell Level]) to hit location.

Cone of Lightning

Cost: [Spell Level]*8

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

(Cone): Fires a cone of magical energy at a target of the source character's choice. Cone has a fifteen degree angle, and extends for 15 meters from the source character. Apply the effect to all viable targets within the cone. Counts as a ranged, area of effect attack.

(Shock): Target takes [Spell Level]d10 Shock Damage (pen 5*[Spell Level]) to hit location.

Eat Armor

Cost: [Spell Level]*7

Difficulty: +20-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Disintegrate Armor): Removes [Spell Level]d5 AR from any armor on affected hit locations.

Eat Weapon

Cost: [Spell Level]*7

Difficulty: +20-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Disintegrate Weapon): Any weapons held by the target gain the Damaged([Spell Level]) quality.

Fireball

Cost: [Spell Level]*4

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

(Ball): Fires a projectile at a target of the source's choice. Wherever the projectile lands, it explodes, applying the effect to all viable targets (including the source character) within 1 meter. Counts as a ranged, area of effect attack.

(Fire): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) to hit location.

Fire Bite

Cost: [Spell Level]*4

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

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Fire): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) to hit location.

Fire Bolt

Cost: [Spell Level]*4

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

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Fire): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) to hit location.

Fire Rune

Cost: [Spell Level]*8

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

(Rune): Creates a magic rune on a target surface within 1 meter of the source character. After a 5 second "priming" time, the rune becomes barely visible (-20 to any vision based tests to spot it). If a viable targets passes within 1 meter of the rune, it explodes and applies the effect to all viable targets within 2 meters. Runes persist indefinitely. The explosion counts as a ranged, area of effect attack.

(Fire): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) to hit location.

Fire Storm

Cost: [Spell Level]*16

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

(Storm): Creates a persistent zone of magical energy at target area that lasts for 2 rounds, and has a radius of 5 meters. Apply the effect to any viable targets within the radius (including the source character), and continue to do so once for each round that they remain within it. If this would be created on top of a character, counts as a ranged, area of effect attack.

(Fire): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) to hit location.

Frost Ball

Cost: [Spell Level]*4

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

(Ball): Fires a projectile at a target of the source's choice. Wherever the projectile lands, it explodes, applying the effect to all viable targets (including the source character) within 1 meter. Counts as a ranged, area of effect attack.

(Frost): Target takes [Spell Level]d10 Frost Damage (pen 5*[Spell Level]) to hit location.

Frostbite

Cost: [Spell Level]*4

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

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Frost): Target takes [Spell Level]d10 Frost Damage (pen 5*[Spell Level]) to hit location.

Frost Bolt

Cost: [Spell Level]*4

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

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Frost): Target takes [Spell Level]d10 Frost Damage (pen 5*[Spell Level]) to hit location.

Frost Rune

Cost: [Spell Level]*8

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

(Rune): Creates a magic rune on a target surface within 1 meter of the source character. After a 5 second "priming" time, the rune becomes barely visible (-20 to any vision based tests to spot it). If a viable targets passes within 1 meter of the rune, it explodes and applies the effect to all viable targets within 2 meters. Runes persist indefinitely. The explosion counts as a ranged, area of effect attack.

(Frost): Target takes [Spell Level]d10 Frost Damage (pen 5*[Spell Level]) to hit location.

Frost Storm

Cost: [Spell Level]*16

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

(Storm): Creates a persistent zone of magical energy at target area that lasts for 2 rounds, and has a radius of 5 meters. Apply the effect to any viable targets within the radius (including the source character), and continue to do so once for each round that they remain within it. If this would be created on top of a character, counts as a ranged, area of effect attack.

(Frost): Target takes [Spell Level]d10 Frost Damage (pen 5*[Spell Level]) to hit location.

Lightning Ball

Cost: [Spell Level]*4

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

(Ball): Fires a projectile at a target of the source's choice. Wherever the projectile lands, it explodes, applying the effect to all viable targets (including the source character) within 1 meter. Counts as a ranged, area of effect attack.

(Shock): Target takes [Spell Level]d10 Shock Damage (pen 5*[Spell Level]) to hit location.

Lightning Bolt

Cost: [Spell Level]*4

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

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Shock): Target takes [Spell Level]d10 Shock Damage (pen 5*[Spell Level]) to hit location.

Lightning Rune

Cost: [Spell Level]*8

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

(Rune): Creates a magic rune on a target surface within 1 meter of the source character. After a 5 second "priming" time, the rune becomes barely visible (-20 to any vision based tests to spot it). If a viable targets passes within 1 meter of the rune, it explodes and applies the effect to all viable targets within 2 meters. Runes persist indefinitely. The explosion counts as a ranged, area of effect attack.

(Shock): Target takes [Spell Level]d10 Shock Damage (pen 5*[Spell Level]) to hit location.

Lightning Storm

Cost: [Spell Level]*16

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

(Storm): Creates a persistent zone of magical energy at target area that lasts for 2 rounds, and has a radius of 5 meters. Apply the effect to any viable targets within the radius (including the source character), and continue to do so once for each round that they remain within it. If this would be created on top of a character, counts as a ranged, area of effect attack.

(Shock): Target takes [Spell Level]d10 Shock Damage (pen 5*[Spell Level]) to hit location.

Lightning Touch

Cost: [Spell Level]*4

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

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Shock): Target takes [Spell Level]d10 Shock Damage (pen 5*[Spell Level]) to hit location.

Poison Bloom

Cost: [Spell Level]*8

Difficulty: +30-(10*[Spell Level])

(Ball): Fires a projectile at a target of the source's choice. Wherever the projectile lands, it explodes, applying the effect to all viable targets (including the source character) within 1 meter. Counts as a ranged, area of effect attack.

(Poison): Target takes [Spell Level]d10 Poison Damage (ignores armor) to hit location.

Poison Bolt

Cost: [Spell Level]*8

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Poison): Target takes [Spell Level]d10 Poison Damage (ignores armor) to hit location.

Poison Touch

Cost: [Spell Level]*8

Difficulty: +30-(10*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Poison): Target takes [Spell Level]d10 Poison Damage (ignores armor) to hit location.

Flay Spirit

Cost: [Spell Level]*4

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Drain Magicka): Target loses 5*[Spell Level] magicka.

Sap Strength

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Damage Strength): Target gains the Damaged Strength (5*[Spell Level]) condition.

Sap Endurance

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Damage Endurance): Target gains the Damaged Endurance (5*[Spell Level]) condition.

Sap Agility

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Damage Agility): Target gains the Damaged Agility (5*[Spell Level]) condition.

Sap Intelligence

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Damage Intelligence): Target gains the Damaged Intelligence (5*[Spell Level]) condition.

Sap Willpower

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Damage Willpower): Target gains the Damaged Willpower (5*[Spell Level]) condition.

Sap Perception

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Damage Perception): Target gains the Damaged Perception (5*[Spell Level]) condition.

Sap Personality

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Damage Personality): Target gains the Damaged Personality (5*[Spell Level]) condition.

Sunbeam

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

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

(Sunlight): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) with the Sunlight quality to hit location.

Sunburst

Cost: [Spell Level]*25

Difficulty: +30-(10*[Spell Level])

(Wave): Fires a wave of energy that rushes outward from the source character, to a maximum distance of 5 meters. Apply the effect to any viable targets struck. Counts as a ranged, area of effect attack.

(Sunlight): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) with the Sunlight quality to hit location.

Wall of Fire

Cost: [Spell Level]*24

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

(Wall): Source character targets two desired points on the ground. Creates a “wall” of magical energy, up to 10 meters long and 2 meters high, between these two points. Persists for 3 rounds. Any viable targets that passes through the wall has effect applied to them. If the wall would be created on top of a viable targets, counts as a ranged, area of effect attack.

(Fire): Target takes [Spell Level]d10 Fire Damage (pen 5*[Spell Level]) to hit location.

Wall of Frost

Cost: [Spell Level]*24

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

(Wall): Source character targets two desired points on the ground. Creates a “wall” of magical energy, up to 10 meters long and 2 meters high, between these two points. Persists for 3 rounds. Any viable targets that passes through the wall has effect applied to them. If the wall would be created on top of a viable targets, counts as a ranged, area of effect attack.

(Frost): Target takes [Spell Level]d10 Frost Damage (pen 5*[Spell Level]) to hit location.

Wall of Lightning

Cost: [Spell Level]*24

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

(Wall): Source character targets two desired points on the ground. Creates a “wall” of magical energy, up to 10 meters long and 2 meters high, between these two points. Persists for 3 rounds. Any viable targets that passes through the wall has effect applied to them. If the wall would be created on top of a viable targets, counts as a ranged, area of effect attack.

(Shock): Target takes [Spell Level]d10 Shock Damage (pen 5*[Spell Level]) to hit location.

Weakness to Fire

Cost: [Spell Level]*3

Difficulty: +35-(5*[Spell Level])

(Bolt): Fires a projectile at a target of the source’s choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Weakness to Fire): Target gains the Weakness (Fire, 10*[Spell Level]%) trait for 3 rounds.

Weakness to Frost

Cost: [Spell Level]*3

Difficulty: +35-(5*[Spell Level])

(Bolt): Fires a projectile at a target of the source’s choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Weakness to Frost): Target gains the Weakness (Frost, 10*[Spell Level]%) trait for 3 rounds.

Weakness to Magicka

Cost: [Spell Level]*6

Difficulty: +35-(5*[Spell Level])

(Bolt): Fires a projectile at a target of the source’s choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Weakness to Magicka): Target gains the Weakness (Magic, 10*[Spell Level]%) trait for 3 rounds.

Weakness to Shock

Cost: [Spell Level]*3

Difficulty: +35-(5*[Spell Level])

(Bolt): Fires a projectile at a target of the source’s choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Weakness to Shock): Target gains the Weakness (Shock, 10*[Spell Level]%) trait for 3 rounds.

Weakness to Poison

Cost: [Spell Level]*3

Difficulty: +35-(5*[Spell Level])

(Bolt): Fires a projectile at a target of the source’s choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Weakness to Poison): Target gains the Weakness (Poison, 10*[Spell Level]%) trait for 3 rounds.

Weary

Cost: [Spell Level]*5

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source’s choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Fatigue): Target gains [Spell Level] levels of fatigue.

Illusion

The school of Illusion focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy's perception of reality, or augment one's own.

Blindness

Cost: [Spell Level]*9

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

(Target): Applies the effects to a target of the source's choice.

Counts as a ranged attack that cannot be defended against.

(Blind): Target gains the Blind condition for [Spell Level] rounds.

Calming Touch

Cost: [Spell Level]*12

Difficulty: +40-(20*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Calm): Target must make a Willpower test with a -10*[Spell Level] penalty in order to take any action to start, or continue, a fight for the next 2 minutes.

Chameleon

Cost: [Spell Level]*15

Difficulty: +20-(5*[Spell Level])

(Self): The effect is applied to the source character.

(Chameleon): Target gains the chameleon ([Spell Level]) condition for the next 3 minutes.

Charming Touch

Cost: [Spell Level]*6

Difficulty: +30-(10*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Charm): All Charm tests made against the target within the next 2 minutes gain [Spell Level] DoS.

Concealment

Cost: [Spell Level]*25

Difficulty: +30-(20*[Spell Level])

(Self): The effect is applied to the source character.

(Invisibility): Target gains the Invisible condition for [Spell Level] minutes.

Frenzying Touch

Cost: [Spell Level]*12

Difficulty: +40-(20*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Frenzy): Target must make a Willpower test with a -10*[Spell Level] penalty in order to not attempt to start, or continue, a fight for the next 2 minutes.

Illuminate Area

Cost: [Spell Level]*10

Difficulty: +40-(5*[Spell Level])

(Ball): Fires a projectile at a target of the source's choice. Wherever the projectile lands, it explodes, applying the effect to all viable targets (including the source character) within 10 meters. Counts as a ranged, area of effect attack.

(Light): Illuminates the target/target area for [Spell Level] minutes.

Night Eye

Cost: [Spell Level]*3

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Night Eye): Target gains the Dark Sight trait for [Spell Level] minutes.

Paralysis

Cost: [Spell Level]*10

Difficulty: +40-(20*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Paralyze): Target must pass a -20 Willpower test or be paralyzed for [Spell Level] rounds.

Strike Fear

Cost: [Spell Level]*12

Difficulty: +20-(10*[Spell Level])

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

(Fear): The target must make a Fear (+30 - 10*[Spell Level]) test.

Sanctuary

Cost: [Spell Level]*7

Difficulty: +20-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Sanctuary): Attack tests against the target are made at a -5*[Spell Level] penalty for the next 1 minute.

Silence

Cost: [Spell Level]*5

Difficulty: +20-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Silence): Target is silenced for [Spell Level] rounds.

Tread Lightly

Cost: [Spell Level]*6

Difficulty: +25-(5*[Spell Level])

(Self): The effect is applied to the source character.

(Muffle): Target gains the Muffled ([Spell Level]) condition for the next 3 minutes.

Mysticism

The school of Mysticism is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.

Dispel

Note: There is only one version of this spell. Count it as being a spell level 3 spell for XP purposes.

Cost: 10

Difficulty: +10

(Self): The effect is applied to the source character.

(Dispel): Removes any magic effects currently affecting the target (except those with the Constant form).

Ethereal Form

Cost: [Spell Level]*10

Difficulty: +20-(20*[Spell Level])

(Self): The effect is applied to the source character.

(Ethereal Form): Target gains the Incorporeal trait for X minutes.

Magicka Leech

Cost: [Spell Level]*6

Difficulty: +20-(10*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Absorb Magicka): Target loses 5*[Spell Level] magicka and the source character gains 5*[Spell Level] magicka.

Magicka Sight

Cost: [Spell Level]*3

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Detect Magic): Target gains the Unnatural Senses (Magic, 25*[Spell Level]) trait for 1 minute.

Mark

Note: There is only one version of this spell. Count it as being a spell level 3 spell for XP purposes.

Cost: 10

Difficulty: +20

(Self): The effect is applied to the source character.

(Mark): Places an invisible, magic mark at target's location.

Recall

Note: There is only one version of this spell. Count it as being a spell level 3 spell for XP purposes.

Cost: 25

Difficulty: -10

(Self): The effect is applied to the source character.

(Recall): Recalls target to one of the source character's magic marks, instantly teleporting them there. The target must be mentally prepared, aware of the effect, and willing.

Soul Trap

Cost: [Spell Level]*4

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

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Soul Trap): Target gains the soul bound condition, and is linked to the smallest available Soul Gem that can store their Soul within 1 meter of the source character. Lasts for [Spell Level] minutes.

Spell Drinker

Cost: [Spell Level]*8

Difficulty: +20-(20*[Spell Level])

(Self): The effect is applied to the source character.

(Spell Absorption): Target gains the Spell Absorption trait for [Spell Level] minutes

Spell Mirror

Cost: [Spell Level]*10

Difficulty: +20-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Reflect): Target gains the Reflect ([Spell Level]) trait for 1 minute.

Spirit Sight

Cost: [Spell Level]*3

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Detect Life): Target gains the Unnatural Senses (Life, 25*[Spell Level]) trait for 1 minute.

Telekinesis

Cost: [Spell Level]*9

Difficulty: +30-(10*[Spell Level])

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

(Telekinesis): Target object of [Spell Level] kg or less is magically moved by the source character for up to 4 rounds. Object cannot exceed a speed of one meter per second.

Vampiric Touch

Cost: [Spell Level]*6

Difficulty: +20-(10*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Absorb Life): Target takes [Spell Level]d5 damage that ignores armor and the source character removes trauma equal to the amount dealt.

Restoration

The school of Restoration revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used specifically against the Undead.

Cure Disease

Cost: 15

Difficulty: +0

(Self): The effect is applied to the source character.

(Cure Disease): Cures the target of any common diseases he is suffering from.

Cure Paralysis

Cost: 10

Difficulty: +10

(Self): The effect is applied to the source character.

(Cure Paralysis): Removes the paralyzed condition from the target.

Curing Touch

Cost: 15

Difficulty: +0

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Cure Disease): Cures the target of any common diseases he is suffering from.

Fortify Strength

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Fortify Strength): Target gains the Fortified Strength (5*[Spell Level]) condition for 1 minute.

Fortify Endurance

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Fortify Endurance): Target gains the Fortified Endurance (5*[Spell Level]) condition for 1 minute.

Fortify Agility

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Fortify Agility): Target gains the Fortified Agility (5*[Spell Level]) condition for 1 minute.

Fortify Intelligence

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Fortify Intelligence): Target gains the Fortified Intelligence (5*[Spell Level]) condition for 1 minute.

Fortify Willpower

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Fortify Willpower): Target gains the Fortified Willpower (5*[Spell Level]) condition for 1 minute.

Fortify Perception

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Fortify Perception): Target gains the Fortified Perception (5*[Spell Level]) condition for 1 minute.

Fortify Personality

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Fortify Personality): Target gains the Fortified Personality (5*[Spell Level]) condition for 1 minute.

Heal

Cost: [Spell Level]*15

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Heal): Target removes 5*[Spell Level] trauma.

Healing Touch

Cost: [Spell Level]*5

Difficulty: +30-(10*[Spell Level])

(Touch): Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack with no AoO.

(Heal): Target removes 5*[Spell Level] trauma.

Rejuvenate

Cost: [Spell Level]*5

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Rejuvenate): Target removes [Spell Level] levels of fatigue.

Resistance to Fire

Cost: [Spell Level]*6

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

(Self): The effect is applied to the source character.

(Resistance to Fire): Target gains the Resistance (Fire, 10*[Spell Level]%) trait for 3 rounds.

Resistance to Frost

Cost: [Spell Level]*6

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

(Self): The effect is applied to the source character.

(Resistance to Frost): Target gains the Resistance (Frost, 10*[Spell Level]%) trait for 3 rounds.

Resistance to Magicka

Cost: [Spell Level]*12

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

(Self): The effect is applied to the source character.

(Resistance to Magicka): Target gains the Resistance (Magic, 10*[Spell Level]%) trait for 3 rounds.

Resistance to Shock

Cost: [Spell Level]*6

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

(Self): The effect is applied to the source character.

(Resistance to Shock): Target gains the Resistance (Shock, 10*[Spell Level]%) trait for 3 rounds.

Resistance to Poison

Cost: [Spell Level]*6

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

(Self): The effect is applied to the source character.

(Resistance to Poison): Target gains the Resistance (Poison, 10*[Spell Level]%) trait for 3 rounds.

Restore Strength

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Restore Strength): Target affected by Damaged Strength (X) reduces the X value by 5*[Spell Level].

Restore Endurance

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Restore Endurance): Target affected by Damaged Endurance (X) reduces the X value by 5*[Spell Level].

Restore Agility

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Restore Agility): Target affected by Damaged Agility (X) reduces the X value by 5*[Spell Level].

Restore Intelligence

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Restore Intelligence): Target affected by Damaged Intelligence (X) reduces the X value by 5*[Spell Level].

Restore Willpower

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Restore Willpower): Target affected by Damaged Willpower (X) reduces the X value by 5*[Spell Level].

Restore Perception

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Restore Perception): Target affected by Damaged Perception (X) reduces the X value by 5*[Spell Level].

Restore Personality

Cost: [Spell Level]*10

Difficulty: +30-(10*[Spell Level])

(Self): The effect is applied to the source character.

(Restore Personality): Target affected by Damaged Personality (X) reduces the X value by 5*[Spell Level].

Turn Undead

Cost: [Spell Level]*5

Difficulty: +30-(10*[Spell Level])

(Bolt): Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.

(Turn Undead): Target with the Undead or Undying trait makes a Willpower test with a -10*[Spell Level] penalty. On failure, the target must flee the source character for 1 round.

Ward

Cost: [Spell Level]*45

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

(Self): The effect is applied to the source character.

(Ward): Target gains the Warded (2*[Spell Level]) trait for 3 rounds.

MAGICAL MISHAPS

Magic has the potential to be dangerous not only to its target, but to its user as well. Erring when casting a non-standard spell, or making a mistake when creating a potion or performing a ritual can have disastrous results. When a magical process **BACKFIRES** on the one directing the process, refer to the next section to determine what happens. Alchemical backfires work differently and are handled in their own section. The GM should feel free to invent their own backfire effects.

Backfire Tables

Backfire effects are divided by the school of magic of the effect that backfired. By default you should roll a d5 on the appropriate table to determine the effect. You will typically be called to add to this result. The exact amount will be specified in the relevant section. The source character referenced by these effects is the character who caused the backfire.

Alteration Backfire Effects	
Result	Effect
1	Breeze A light wind whips up within a few dozen meters of the source character.
2	Magicka Leak The source character loses 1d10 magicka. Who knows where it went?
3	Swap The source character and another random character within 3d10 meters switch places instantly.
4	Crushing Weight All characters within 3d10 meters (including the source character) feel weighed down. They reduce their action points and Movement Rating by one, and take a -10 penalty to all tests, for 1d5 rounds.
5	Lurch The world seems to stretch for a few seconds before hurling people and objects to new locations. Each character within 1d10 meters (including the source character) is thrown 2d10 meters in a random horizontal direction. They take fall damage on contact.
6	Slip and Slide The area within 2d10 meters of the source character becomes an extreme low friction zone for 1d5 rounds. Characters in the zone cannot stop or slow down, and must make an Agility test each round to not fall prone.
7	Chronological Disturbance For the next 1d5 minutes, all spells cast by the source character take effect 1d10 rounds after they are cast. A Perception test is required to notice the sudden appearance of a spell in this fashion, otherwise characters cannot react to them.
8	Uncontrollable Levitation The source character suddenly hovers towards the sky, unable to control himself. He levitates 1d10 meters above the ground and floats there for 1d5 rounds before falling. He is at a -20 penalty to all actions during this time, as he spins uncontrollably.
9	Gravity Unbound All characters, the source character included, within 1d10 meters of the source character fall upwards for 3d10 meters.
10+	Force The character takes $[2 * WpB]d10$ impact damage to a random hit location (this damage ignores all armor and any other forms of resistance or mitigation).

Conjuration Backfire Effects

Result	Effect
1	Otherworldly Voice All characters within a few dozen meters hear strange voices whispering.
2	Magicka Leak The source character loses 1d10 magicka. Who knows where it went?
3	What's That? An item of alien origin falls through a hole in reality nearby. The item can be any item of the GM's choosing, but it appears to be made of strange, other worldly material. Whatever it is, it doesn't agree with Mundus, and only survives 1d5 rounds before vanishing.
4-5	Unbound If the spell would have summoned or bound an entity of some kind, it works but they enter the world without the Summoned or Bound trait or quality (as appropriate), meaning they are free to do as they wish. If this does not apply, use the result below.
6	Backlash The entity the source character is attempting to contact mentally lashes out against them. They lose 3d10 magicka.
7	Mental Visitor A strange entity slips into the mind of the source character unbidden. He remains there for 1d5 rounds, impeding their actions. They are at a -10 to all tests while he is present.
8	Suddenly Scamps! There is a flash of light and 1d5 Scamps appear from a rift in reality. They instantly scatter, intent on causing as much mischief as possible.
9	Rift A strange rift opens in reality within 1d10 meters of the source character. Gravity shifts, pulling all characters within 2d10 meters towards the rift as if they were falling. Hanging onto a nearby object requires a successful Strength test, assuming the character can reach one. The rift persists for 1d5 rounds. Those who pass through are sent... somewhere else.
10+	Schloop! The character must make a Willpower test or be sucked into another realm with a sudden squelching sound, never to be seen again.

Destruction Backfire Effects

Result	Effect
1	Mysterious Pain All characters within a few dozen meters feel a strange prickling pain.
2	Magicka Leak The source character loses 1d10 magicka. Who knows where it went?
3	Drained The source character suffers the Damaged Strength (1d5) condition.
4	Energy Burst A wave of energy issues from the source character, knocking everyone (including the source character) within 2d10 meters prone unless they pass a Strength test.
5	Hoarfrost In a sudden surge of cold, all non-living matter within 3d10 meters is covered in ice. Characters moving within the frozen area must make an Agility test or fall prone.
6	Weary The source character gains 1d5-1 (minimum 1) levels of fatigue.
7	Lightning Rod Lightning strikes from above, hitting a random target within 1d5 meters of the source character (they are a viable target too) and dealing 3d10 shock damage to the body location.
8	Redirected If the magic that backfired is a spell with a target, it is redirected and resolved against the source character. Otherwise, use the result above.
9	Boom! The source character explodes, dealing [WpB]d10 fire damage to all characters within 3d10 meters. He is killed instantly.
10	Power Overwhelming Source character must make a Willpower test or die instantly as he burns up from force of the power he has summoned.

Illusion Backfire Effects	
Result	Effect
1	Ewww! The magic does nothing except leave behind a terrible smell in the area.
2	That Totally Worked The source character believes that he was successful in casting the spell, but in reality he was not.
3	Thick Tongue The source character cannot speak for 1d5 rounds as their tongue feels thick and heavy in their mouth.
4	Darkness All lights within 1d100 meters go out for the next 1d10 rounds.
5	Bang! There is a flash of light, and the source character and all characters within 2d10 meters suffer from the Blinded and Deafened conditions for 1d5 rounds.
6	Scherioussshly I'am Soobear The source character gains two levels of fatigue. They feel extremely intoxicated for the next 1d10 minutes.
7	My Own Worst Enemy Any character who makes eye contact with the source character will appear to them as an enemy.
8	Seeing Double A double of the source character appears in front of them, and seeks to destroy them for 1d5 rounds before vanishing. The character is not harmed, but must pass a Willpower test each round to not react.
9	Mental Prison The character is trapped within his own mind for 1d5 days. During this time he is unconscious and helpless.
10+	Just Gone Source character must make a Willpower test or his mind becomes a “blank slate.” This character must be retired from play.

Mysticism Backfire Effects	
Result	Effect
1	Sight All characters within a few dozen meters see glimpses of random events.
2	Magicka Siphon The source character loses 1d10 magicka and a random character within 3d10 meters gains the amount lost.
3	Forgetful The next time the source character attempts to cast a spell within 1d10 minutes, he finds he has forgotten how to use it and cannot remember it until the duration is up.
4	Twister The character perceives time in a non-linear fashion for 1d5 rounds, and must make a Perception test to successfully take any actions.
5	Endless Sight The source character can see multiple planes of reality, and cannot process the information at once. He gains the blinded condition for 1d5 rounds.
6	Warp The source character vanishes and reappears at a random location within 3d100 meters.
7	Involuntary Chat The source character is telepathically linked with a random character within 1d100 meters. They can each hear the other's thoughts for the next 1d5 minutes. Each must make a Willpower test each round to act during this time, as it is difficult to focus.
8	Spell Reversal For the next 1d10 rounds, spells that the source character casts have the opposite effect. Exactly what this entails is left to the GM.
9	Anti-Magic Zone Creates a zone of anti-magicka within 1d100 meters of the source character. All characters within lose all their current magicka, all constant enchantments stop working until they leave the zone, all other enchantments lose all charge, and all potions lose their effects. The zone lasts for 1d10 minutes.
10+	Soul Fire The source character must make a Willpower test or his soul is destroyed, rent apart by magical forces. This kills him instantly.

Restoration Backfire Effects	
Result	Effect
1	Flinch All characters within a few dozen meters twitch slightly.
2	Magicka Leak The source character loses 1d10 magicka. Who knows where it went?
3	Blight Plants around the source character wither and die within 1d100 meters.
4	Out of Breath The source character gains 1d5-1 (minimum 1) levels of fatigue.
5	Localized Aging One of the source character's limbs, chosen at random, becomes crippled for 1d10 rounds.
6	Newfound Strength For the next minute the character gains the Fortified Strength (5d10) condition, but if he takes any actions except to stand still he must make an Agility test at a -40 penalty or fall prone instead, as he is unable to control himself.
7	Not Right... The source character's characteristics are switched around as their body morphs and warps. Roll 1d10 for each characteristic, on a six or higher the characteristic switches place with the next one on which the result of six or higher is rolled. This happens every hour for 1d5 hours, after which the character returns to normal.
8	Contortions The source character's muscles begin to spasm uncontrollably, he is rendered entirely helpless for 1d5 rounds.
9	Overgrowth One of the source character's limbs, chosen at random, begins to grow uncontrollably. The first round it gains the crippled condition, and the character must make an Endurance test with a -20 penalty. If he fails, the limb is lost the next round as it explodes in a burst of gore.
10+	Adrenaline The source character's vital systems kick into overdrive, and he must make an Endurance test or die within seconds.

Alchemical Backfires

Backfire effects for potions are divided into two types: creation backfires and potion backfires. By default you should roll a d5 on the creation backfire table. You will often be called to add to or subtract from this result for different reasons: this will be specified in the relevant section.

Creation Backfire Effects

Result	Effect
2	Nothing! The potion seems to be fizzling with no sign of stopping, but is otherwise fine and can be used normally.
3	Nothing! The potion is created, and apart from being thick, brown, and smell, it appears fine. The potion counts as backfired.
4	Poof! The potion suddenly erupts into a semi-solid pillar of foam, making a huge mess. The potion is lost.
5	Whoops! The potion has congealed into a solid, rubbery mass and has ruined the tools used to make it. The potion is lost, and the toolset used reduces its quality by one step.
6	Yuck! The potion smells awful, and seems to be slightly chunky. The potion counts as backfired.
7	*Fizz* The potion begins boiling uncontrollably, filling the air with terrible smelling fumes. The potion is lost and everyone in the area must pass a Willpower test or begin vomiting.
8	Poison! The potion begins giving off toxic fumes, and is now obviously poison. Everyone who breathes the fumes takes 1d10 poison damage to the body (ignores armor). Anyone who drinks the potion takes 3d10 poison damage to the body (ignores armor).
9	It Burns! The potion has turned to a boiling acid, and burned through its container onto whatever lies below. The character must pass an Agility test or take 1d5 trauma to a random hit location. The potion and the tools used to create it are lost.
10	Wh-What? The potion has turned black, is bubbling uncontrollably, and is giving off steam in a way that sounds like inhuman screaming. The potion counts as backfired.
11+	Boom! The potion explodes, dealing 2d10 fire damage to anyone within 1d5 meters. The potion, tools, and a fair amount of hair are all lost.

Some results on the above table indicate that the potion itself has backfired: this means that the potion has gained some additional (typically negative) effect beyond what the alchemist intended. If the rolled effect would result in a potion backfire simply mark the potion as “backfired” on the character’s sheet and roll 1d10 on the potion backfire table below when it is eventually consumed to determine the effects.

Potion Backfire Effects

Result	Effect
1-3	Could be Worse! Roll 2d10 on the minor effects table below and apply the result alongside the potion’s normal effects when consumed.
4	Nothing! When a character consumes the potion, nothing happens.
5	Yuck! When a character consumes the potion, it applies its effects as usual, but it tastes terrible! The character must pass a Willpower test with a -20 penalty or vomit uncontrollably, rendering themselves helpless for one round.
6	Poison! When a character consumes the potion they take 2d10 poison damage to the body (ignores armor) in addition to the usual effects.
7	I can’t See! When a character consumes the potion, they gain the blinded condition for 1d5 hours in addition to the usual effects as their vision goes dark.
8	It Burns! When a character consumes the potion they burst into flames, gaining the burning (1d10) condition on the body location in addition to the usual effects.
9	Paralysis! When a character consumes the potion, they are instantly paralyzed for 1d5 rounds in addition to the usual effects.
10+	Lethal Poison! When a character consumes the potion, they take 4d10 poison damage to the body (ignores armor) in addition to the usual effects.

Result	Minor Effects
	Effect
2	Character’s eyes turn blue for 1d5 hours.
3	Character’s breath is minty fresh for 1d5 hours.
4	Character gains a strange scar at random.
5	Character’s skin turns red for 1d5 hours.
6	Character is invisible to himself.
7	Character’s hair turns green for 1d5 hours.
8	Character loses sense of smell for 1d5 minutes.
9	Character’s skin turns transparent for 1d5 minutes.
10	Character’s breath stinks for 1d5 hours.
11	Character smells smoke for the next 1d5 hours.
12	Character sweats profusely for 1d5 minutes.
13	A glaze of frost coats the character’s body.
14	Character becomes extremely thirsty.
15	Character begins to itch all over for 1d5 minutes.
16	Character experiences a strange aftertaste.
17	Character’s hair grows rapidly for the next week.
18	Character feels full like they just ate a large meal.
19	Character’s voice grows deeper for 1d5 hours.
20	Character smells great for the next 1d5 minutes.

MAGIC COMPONENTS

Mechanically, spells, enchantments, and potions consist of one or more Magic Components: each one a paired Effect and Form. A component represents a complete magic effect: a fireball, a healing touch, and so on. The effect specifies what the magic does, and the form specifies the targets of the effect. This section contains the rules necessary to create those components.

Effects have been organized by the school of magic that governs the. Specifically, this section contains **EFFECT TEMPLATES**: variable profiles that can be used to determine the parameters of a specific effect. Each template has a variable **COST**, which represents the magicka required to manifest the effect, whether it's being cast as a spell or brewed as a potion. Each template also has a variable **DIFFICULTY**, which will determine the final difficulty of the component.

Effects & Forms

Creating an effect in a vacuum is simple: fill in the variables of the base effect to get what you want, and then do the math to determine how much it costs and how difficult it is. This information is then used to determine the cost/difficulty of the spell, enchantment, or potion that utilizes that effect.

The complicating factor is the presence of the many forms that a given effect can take. Complete effects have two important characteristics: a **TARGET** (to whom the effect is applied) and a **SOURCE CHARACTER**. The source character is always the “character of origin:” the character who is casting the spell, drinking the potion, or activating/wearing the enchanted item. The target, on the other hand, can vary depending on the form.

Forms represent the many different ways that the same effect can be manifested. More accurately, they represent the many ways that an effect can be applied to targets. Forms provide a means by which the effect is delivered to targets, and a cost multiplier (also based on a variable of the player's choice) to determine the final cost of the component.

Creating Magic Components

Creating a magic component is a fairly simple process:

Step 1: Choose Effect and Variables

First, choose an effect template and fill in all the variables to determine the effect, initial cost, and difficulty of the component. **The highest value chosen for one of the effect variables is the “level” of that effect (this is used for enchanting purposes).** For example, the Fire effect with X value 3 is considered to be the “level three” Fire effect.

Step 2: Choose Form

For the chosen effect, choose a corresponding form template and fill in all the variables to produce a form for the effect profile. This will modify the initial cost of the effect by the form's cost modifier, producing a final cost for the component. Round down if this results in a fractional value.

Step 3: Create Component

The complete component can now be derived. A complete component contains the following:

Cost: The base cost of the effect multiplied by the form's cost modifier. Round down if this results in a fraction.

Difficulty: The difficulty of the component as determined by the difficulty of the chosen effect.

Form: Which targets are affected, and under what conditions.

Effect: The effect applied to the targets of the form.

Effect & Form Tables

This section contains tables that provide the various effect templates and form templates that players will need to construct effect profiles.

Form Templates

Form templates contain a set of rules for utilizing a given form, often containing a variable of some kind. They also include a cost mod (which can scale with the variable) that is multiplied by the base cost of an effect to determine the total component cost. Some forms have restrictions regarding when they can be used.

Effect Templates

The various effect templates are divided into their associated governing schools of magic. Each template contains rules for using the effect, which may include variables. They also have an associated base cost, and difficulty (which scale with the variables) that is used to determine the base cost and difficulty of the component. Some effects have restrictions regarding which forms they can be used with.

Form Templates

Name	Form Rules	Cost Mod.
Ball*	Fires a projectile at a target of the source's choice. Wherever the projectile lands, it explodes, applying the effect to all viable targets (including the source character) within X meters. Counts as a ranged, area of effect attack.	X
Bolt*	Fires a projectile at a target of the source's choice. If the target is hit, the effect is applied. Counts as a ranged attack.	1
Circle	Creates a "wall" of magical energy 2 meters high around the edge of a circle with radius X meters. Persists for Y rounds. Any viable targets that passes through the wall has effect applied to them. If the wall would be created on top of a character, counts as a ranged, area of effect attack.	X*Y
Cloak	Creates a "cloak" of whirling energy with a radius of X meters around the source character. Apply the effect to any viable targets within the radius (except the source character), and continue to do so once for each round that they remain within it. Counts as having a Long reach when engaged. Persists for Y rounds.	X*Y
Cone	Fires a cone of magical energy at a target of the source character's choice. Cone has a fifteen degree angle, and extends for $15^{\circ}X$ meters from the source character. Apply the effect to all viable targets within the cone. Counts as a ranged, area of effect attack.	2*X
Constant	Constant Enchantments Only. Cannot be combined with other forms. The effect is applied to the character wearing or wielding the enchanted item every round for as long as they are wearing/wielding that item (this makes it effectively permanent while worn/wielded, and rules for Enchanted items in this and other books will describe it that way). When calculating the cost of the effect, set any duration based variables to one.	50
Prime Weapon	"Primes" target weapon within reaching distance of the source character with magical energy. The next X successful attacks with this weapon apply the effect to the target of those attacks.	X
Rune	Creates a magic rune on a target surface within 1 meter of the source character. After a 5 second "priming" time, the rune becomes barely visible (-20 to any vision based tests to spot it). If a viable targets passes within 1 meter of the rune, it explodes and applies the effect to all viable targets within X meters. Runes persist indefinitely. The explosion counts as a ranged, area of effect attack.	X
Self	The effect is applied to the source character.	1
Storm*	Creates a persistent zone of magical energy at target area that lasts for Y rounds, and has a radius of $5^{\circ}X$ meters. Apply the effect to any viable targets within the radius (including the source character), and continue to do so once for each round that they remain within it. If this would be created on top of a character, counts as a ranged, area of effect attack.	2*X*Y
Strike	Strike Enchantments Only. The effect is applied to the target of successful hits with the enchanted weapon. This is applied separately from damage caused by the weapon, meaning if the effect causes damage this is applied as a separate hit.	1
Target*	Applies the effects to a target of the source's choice. Counts as a ranged attack that cannot be defended against.	3
Touch	Applies the effects to a target of the source's choice within melee range. Counts as a ranged attack but does not incur Attacks of Opportunity.	1
Wall	Source character targets two desired points on the ground. Creates a "wall" of magical energy, up to $5^{\circ}X$ meters long and 2 meters high, between these two points. Persists for Y rounds. Any viable targets that passes through the wall has effect applied to them. If the wall would be created on top of a viable targets, counts as a ranged, area of effect attack.	X*Y
Wave	Fires a wave of energy that rushes outward from the source character, to a maximum distance of X meters. Apply the effect to any viable targets struck. Counts as a ranged, area of effect attack.	X

*The maximum range at which a character can target something is equal to twice their Perception score.

Alteration Effect Templates

Name	Effect	Cost	Difficulty
Armor	<i>When used to enchant armor items, cost triples.</i> Target gains 5^*X AR to all hit locations for Y minutes.	10^*X^*Y	+30-(10^*X)
Burden	Reduce the target's Carry Rating by X for Y minutes.	2^*X^*Y	+25-(5^*X)
Feather	Increase the target's Carry Rating by X for Y minutes.	2^*X^*Y	+25-(5^*X)
Fire Shield	Target gains a magic shield that provides 5^*X bonus armor against fire damage for Y minutes.	10^*X^*Y	+30-(10^*X)
Frost Shield	Target gains a magic shield that provides 5^*X bonus armor against frost damage for Y minutes.	10^*X^*Y	+30-(10^*X)
Jump	Target gains a + 30^*X bonus on their next horizontal or vertical jump test within 3 rounds.	3^*X	+35-(5^*X)
Levitate	Target gains the Flyer (X) trait for Y minutes.	5^*X^*Y	+30-(10^*X)
Lock	Target door/chest is sealed with a magic lock. Counts as lock level X, but can only be opened with the Open effect.	6^*X	+30-(10^*X)
Open	Target lock of lock level X or lower is unlocked.	3^*X	+40-(10^*X)
Repair Armor	Restores $Xd5$ missing AR from target armor piece.	7^*X	+20-(10^*X)
Repair Weapon	Reduces the X value of the Damaged (X) condition of target weapon by Y.	7^*Y	+20-(10^*Y)
Shield	Target gains a magic shield that provides 5^*X bonus armor against physical damage for Y minutes.	20^*X^*Y	+30-(10^*X)
Shock Shield	Target gains a magic shield that provides 5^*X bonus armor against shock damage for Y minutes.	10^*X^*Y	+30-(10^*X)
Slowfall	Target decreases the distance of his next fall within 3 rounds by 5^*X meters for the purposes of calculating damage.	3^*X	+35-(5^*X)
Water Breathing	Target may breathe water as if it were air for X minutes.	3^*X	+35-(5^*X)
Water Walking	Target may walk on water as if it were land for X minutes.	3^*X	+35-(5^*X)

Conjuration Effect Templates

Name	Effect	Cost	Difficulty
Bind Construct	<i>Spells Only.</i> Summons a construct, which appears within five meters of the affected character. It has the Summoned trait, and persists for 30^*X minutes. This spell's casting test is opposed against the construct's Willpower (resolving ties with DoS), with a penalty for the desired spell level. The cost of this spell varies with the type of construct being summoned (see table below).	Varies *X	Varies-(10^*X)
Summon Daedra	<i>Spells Only.</i> Summons a daedra, which appears within five meters of the affected character. It has the Summoned trait, and persists for 30^*X minutes. This spell's casting test is opposed against the daedra's Willpower (resolving ties with DoS), with a penalty for the desired spell level. The cost of this spell varies with the type of daedra being summoned (see table below).	Varies *X	Varies-(10^*X)
Summon Daedric Armor	<i>Self Form only.</i> Summons a piece of terrible quality level (one step higher for each X beyond one) Daedric armor of the source character's choice that appears on the affected target. Target must not be wearing armor on the hit location. May be dismissed by the source character at will. The armor has the Summoned ($20+[10^*X]$) quality. Persists for Y minutes then vanishes.	5^*X^*Y	+20-(10^*X)
Summon Daedric Weapon	<i>Self Form only.</i> Summons a single terrible quality level (one step higher for each X beyond one) Daedric weapon that appears in one of the target's open hands. May be dismissed by the target at will. The weapon has the Summoned ($20+[10^*X]$) quality. Persists for Y minutes then vanishes. Ranged weapons generate their own ammo (counts as steel ammo, has no ENC).	8^*X^*Y	+20-(10^*X)

Name	Effect	Cost	Difficulty
Summon Spirit	<p><i>Spells Only.</i> Summons a spirit, which appears within five meters of the affected character. It has the Summoned trait, and persists for 30^*X minutes. This spell's casting test is opposed against the spirit's Willpower (resolving ties with DoS), with a penalty for the desired spell level. The cost of this spell varies with the type of spirit being summoned (see table below).</p>	Varies ^{*X}	Varies-(10^*X)
Sunder Binding	<p><i>Spells Only.</i> This spell's casting test is a Conjuration test opposed against the Willpower of target character with the Summoned or Bound trait, or item with the Summoned (X) or Bound (X) quality. The source character receives a $-30+(10^*Y)$ bonus to this test, and if he wins the target is banished instantly.</p>	4^*Y	Varies- $30+(10^*Y)$

Summon Construct

Construct	Willpower	Cost
Flesh Atronach	50	50
Iron Atronach	50	60

Summon Spirit

Spirit	Willpower	Cost
Ghost	40	25
Wraith	45	30
Gloom Wraith	45	45

Summon Daedra

Daedra	Willpower	Cost
Aureal	65	70
Auroran	55	65
Clannfear	40	30
Daedroth	50	50
- Lesser Daedroth	50	40
- Titanic Daedroth	50	75
Dremora	55	40
- Dremora Caitiff	55	45
- Dremora Kynval	55	55
- Dremora Kynmarcher	55	75
- (above type) Mage	55	Cost*2
Flame Atronach	50	40
- Greater Flame Atronach	50	60
Frost Atronach	60	45
- Greater Frosth Atronach	60	65
Hunger	50	35
Mazken	60	70
Ogrim	40	40
- Ogrim Titan	40	60
Scamp	35	20
Spider Deaedra	50	50
Storm Atronach	60	50
- Greater Storm Atronach	60	70
Winged Twilight	60	80
Xivilai	60	70

Destruction Effect Templates

Name	Effect	Cost	Difficulty
Damage Strength	Target gains the Damaged Strength (5^*X) condition.	10^*X	+30-(10^*X)
Damage Endurance	Target gains the Damaged Endurance (5^*X) condition.	10^*X	+30-(10^*X)
Damage Agility	Target gains the Damaged Agility (5^*X) condition.	10^*X	+30-(10^*X)
Damage Intelligence	Target gains the Damaged Intelligence (5^*X) condition.	10^*X	+30-(10^*X)
Damage Willpower	Target gains the Damaged Willpower (5^*X) condition.	10^*X	+30-(10^*X)
Damage Perception	Target gains the Damaged Perception (5^*X) condition.	10^*X	+30-(10^*X)
Damage Personality	Target gains the Damaged Personality (5^*X) condition.	10^*X	+30-(10^*X)
Disintegrate Armor	Removes $Xd5$ AR from any armor on affected hit locations.	7^*X	+20-(10^*X)
Disintegrate Weapon	Any weapons held by the target gain the Damaged (X) quality.	7^*X	+20-(10^*X)
Drain Magicka	Target loses 5^*X magicka.	4^*X	+30-(10^*X)
Fatigue	Target gains X levels of fatigue.	5^*X	+30-(10^*X)
Fire	Target takes $Xd10$ Fire Damage (pen 5^*X) to hit location.	4^*X	+40-(10^*X)
Frost	Target takes $Xd10$ Frost Damage (pen 5^*X) to hit location.	4^*X	+40-(10^*X)
Poison	Target takes $Xd10$ Poison Damage (ignores armor) to hit location.	8^*X	+30-(10^*X)
Shock	Target takes $Xd10$ Shock Damage (pen 5^*X) to hit location.	4^*X	+40-(10^*X)
Sunlight	Target takes $Xd10$ Fire Damage (pen 5^*X) with the Sunlight quality to hit location.	5^*X	+30-(10^*X)
Weakness to Fire	Target gains the Weakness (Fire, 10^*X) trait for Y rounds.	X^*Y	+35-(5^*X)
Weakness to Frost	Target gains the Weakness (Frost, 10^*X) trait for Y rounds.	X^*Y	+35-(5^*X)
Weakness to Shock	Target gains the Weakness (Shock, 10^*X) trait for Y rounds.	X^*Y	+35-(5^*X)
Weakness to Magicka	Target gains the Weakness (Magic, 10^*X) trait for Y rounds.	2^*X^*Y	+35-(5^*X)
Weakness to Poison	Target gains the Weakness (Poison, 10^*X) trait for Y rounds.	X^*Y	+35-(5^*X)

Illusion Effect Templates

Name	Effect	Cost	Difficulty
Blind	Target gains the Blind condition for X rounds.	3^*X	40-(10^*X)
Calm	Target must make a Willpower test with a - 10^*X penalty in order to take any action to start, or continue, a fight for the next Y minutes.	6^*X^*Y	+40-(20^*X)
Chameleon	Target gains the chameleon (X) condition for the next Y minutes.	5^*X^*Y	+20-(5^*X)
Charm	All Charm tests made against the target within the next Y minutes gain X DoS.	3^*X^*Y	+30-(10^*X)
Fear	The target must make a Fear (+30- 10^*X) test.	8^*X	+20-(10^*X)
Frenzy	Target must make a Willpower test with a - 10^*X penalty in order to not attempt to start, or continue, a fight for the next Y minutes.	6^*X^*Y	+40-(20^*X)
Invisibility	Target gains the Invisible condition for X minutes.	25^*X	+30-(20^*X)
Light	Illuminates the target/target area for X minutes.	X	+40-(5^*X)
Muffle	Target gains the muffled (X) condition for the next Y minutes.	2^*X^*Y	+25-(5^*X)
Night Eye	Target gains the Dark Sight trait for X minutes.	3^*X	+30-(10^*X)
Paralyze	Target must pass a - 10^*Y Willpower test or be paralyzed for X rounds.	5^*X^*Y	+40-(20^*X)
Sanctuary	Attack tests against the target are made at a - 5^*X penalty for the next Y minutes.	7^*X^*Y	+20-(10^*X)
Silence	Target is silenced for X rounds.	5^*X	+20-(10^*X)

Mysticism Effect Templates

Name	Effect	Cost	Difficulty
Absorb Life	Target takes $Xd5$ damage that ignores armor and the source character removes trauma equal to the amount dealt.	$6*X$	+20-(10*X)
Absorb Magicka	Target loses $5*X$ magicka and the source character gains $5*X$ magicka. If the target has less than this amount, the source character gains any magicka they have remaining.	$6*X$	+20-(10*X)
Detect Life	Target gains the Unnatural Senses (Life, $25*X$) trait for Y minutes.	$3*X*Y$	+30-(10*X)
Detect Magic	Target gains the Unnatural Senses (Magic, $25*X$) trait for Y minutes.	$3*X*Y$	+30-(10*X)
Dispel	Removes any magic effects currently affecting the target (except those with the Constant form).	10	+10
Ethereal Form	Target gains the Incorporeal trait for X minutes.	$10*X$	+20-(20*X)
Mark	<i>Self Form Only.</i> Places an invisible, magic mark at target's location.	10	+20
Recall	Recalls target to one of the source character's magic marks, instantly teleporting them there. The target must be mentally prepared, aware of the effect, and willing.	25	-10
Reflect	Target gains the Reflect ($10*X$) trait for Y minutes.	$10*X*Y$	+20-(10*X)
Soul Trap	Target gains the soul bound condition, and is linked to the smallest available Soul Gem that can store their Soul within 1 meter of the source character. Lasts for X minutes.	$4*X$	+40-(10*X)
Spell Absorption	Target gains the Spell Absorption trait for X minutes	$8*X$	+20-(20*X)
Telekinesis	<i>Target Form Only.</i> Target object of X kg or less is magically moved by the source character for up to $2*Y$ rounds. Object cannot exceed a speed of one meter per second.	$X*Y$	+30-(10*X)



Restoration Effect Templates

Name	Effect	Cost	Difficulty
Cure Disease	Cures the target of any common diseases he is suffering from.	15	+0
Cure Paralysis	Removes the paralyzed condition from the target.	10	+10
Fortify Strength	Target gains the Fortified Strength (5^*X) condition for Y minutes.	15^*X^*Y	+30-(10*X)
Fortify Endurance	Target gains the Fortified Endurance (5^*X) condition for Y minutes.	15^*X^*Y	+30-(10*X)
Fortify Agility	Target gains the Fortified Agility (5^*X) condition for Y minutes.	15^*X^*Y	+30-(10*X)
Fortify Intelligence	Target gains the Fortified Intelligence (5^*X) condition for Y minutes.	15^*X^*Y	+30-(10*X)
Fortify Willpower	Target gains the Fortified Willpower (5^*X) condition for Y minutes.	15^*X^*Y	+30-(10*X)
Fortify Perception	Target gains the Fortified Perception (5^*X) condition for Y minutes.	15^*X^*Y	+30-(10*X)
Fortify Personality	Target gains the Fortified Personality (5^*X) condition for Y minutes.	15^*X^*Y	+30-(10*X)
Heal	Target removes 5^*X trauma.	15^*X	+30-(10*X)
Rejuvenate	Target removes X levels of fatigue.	5^*X	+30-(10*X)
Replenish	<i>Potions Only.</i> Target gains 10^*X magicka.	10^*X	+40-(5*X)
Resistance to Fire	Target gains the Resistance (Fire, $10^*X\%$) trait for Y rounds.	2^*X^*Y	+40-(10*X)
Resistance to Frost	Target gains the Resistance (Frost, $10^*X\%$) trait for Y rounds.	2^*X^*Y	+40-(10*X)
Resistance to Shock	Target gains the Resistance (Shock, $10^*X\%$) trait for Y rounds.	2^*X^*Y	+40-(10*X)
Resistance to Magicka	Target gains the Resistance (Magic, $10^*X\%$) trait for Y rounds.	6^*X^*Y	+40-(10*X)
Resistance to Poison	Target gains the Resistance (Poison, $10^*X\%$) trait for Y rounds.	2^*X^*Y	+40-(10*X)
Restore Strength	Target affected by Damaged Strength (X) reduces the X value by 5^*Y	10^*Y	+30-(10*X)
Restore Endurance	Target affected by Damaged Endurance (X) reduces the X value by 5^*Y	10^*Y	+30-(10*X)
Restore Agility	Target affected by Damaged Agility (X) reduces the X value by 5^*Y	10^*Y	+30-(10*X)
Restore Intelligence	Target affected by Damaged Intelligence (X) reduces the X value by 5^*Y	10^*Y	+30-(10*X)
Restore Willpower	Target affected by Damaged Willpower (X) reduces the X value by 5^*Y	10^*Y	+30-(10*X)
Restore Perception	Target affected by Damaged Perception (X) reduces the X value by 5^*Y	10^*Y	+30-(10*X)
Restore Personality	Target affected by Damaged Personality (X) reduces the X value by 5^*Y	10^*Y	+30-(10*X)
Turn Undead	Target with the Undead or Undying trait makes a Willpower test with a - 10^*X penalty. On failure, the target must flee the source character for 1 round.	5^*X	+30-(10*X)
Ward	Target gains the Warded (2^*X) trait for Y rounds.	15^*X^*Y	+10-(10*X)

Chapter 7: Economics & Equipment

"So many people simply buy the items they need at the price they are given. It's a very sad state of affairs, when the game is really open to all, you don't need an invitation. And it is a game, the game of bargaining, to be played seriously and, I hasten to add, politely."

"The Buying Game"



There are a vast number of goods and services that characters might need to survive, or might encounter, during their adventures. This Chapter is concerned with the economics of the Elder Scrolls setting, as well as detailing the various items players might be interested in purchasing, and their effects.

Currency

The main currency of Tamriel in the time during and after the Septim Empire is the Septim, a golden coin around the size of a quarter. Named after the dynasty that ruled the Septim Empire, it features a bust of Tiber Septim and a depiction of Akatosh. The inscription on the front reads: "The Empire is Law. The Law is Sacred." And the reverse reads: "Praise be, Akatosh and all the Divines." Although many provinces issue their own provincial currencies these can all be converted to Septims. If you are running a campaign in an era before the Septim Empire, simply use an alternative name (such as "Remans"). And while we have no information on the way that the Empire handles its monetary policy, the authors are making the assumption that there are different types or denominations of currency in existence within the empire. In game terms, this means a few things:

- This Chapter will use the more Era-neutral word "Drakes" for currency. "Gold" is an acceptable substitute, though the authors would prefer not to assume that every coin actually contains gold.
- Coins have no in-game weight unless the GM decides a character is simply carrying too much money to ignore. This is done for simplicity.
- Rather than making players keep track of the different kinds of coins they have, it should be assumed that characters can carry as much money as they want, simply making use of more and more valuable denominations.
- Likewise, it should be assumed that there are enough coins of the various denominations floating around that individuals can always complete transactions accurately and receive change.

In short, don't worry about how many of which types of coins you're carrying. Just keep track of how many Drakes you have. This is to save time and accounting for both the players and the GM.

For groups that enjoy this sort of thing, it is easy to convert the system into one based around different types of coins. Simply use the value of a single Drake as the base for the lowest value coin and scale things up by multiples of ten for more valuable coins as you see fit.

PRICING & ACQUISITION

Not all prices for one item are going to be the same: regional price variations are to be expected. Some things are simply harder to get a hold of in some places, and easier in others. Additionally, item price will vary drastically with the quality of the item itself. **We have intentionally left item rarity up to the Game Master for the majority of items in this section.** Obviously no price the GM determines for a given item will be perfect given the vast differences between the provinces, but these guidelines should help the GM produce prices that are acceptable for game-play purposes.

Rounding

If an item ever ends up with a fractional price for any reason, simply round to the nearest whole number.

Availability & Cost Modifiers

In order to locate an item for sale, a character must make a Commerce or Investigate test. The difficulty of the test should be determined by the specific item the character is looking for. The GM should use their judgment and lore knowledge in equal measure when making their decision. The following table can provide some guidelines to help the GM decide the difficulty:

Availability Modifiers

Item Availability	Modifier
Extremely Rare	-40
Rare	-30
Scarce	-20
Uncommon	-10
Average	None
Ordinary	+10
Common	+20
Plentiful	+30
Ubiquitous	+40

Item Quality Level

Items can also vary drastically in quality based on how well they were made, or some feature inherent to the item (in the event that they aren't made, and simply occur naturally). This will modify their price and their availability. There are six quality levels for most items: terrible, poor, common, expensive, extravagant, and exquisite. The table below provides price and availability suggestions based on an item's quality. These are relative to the item's original price and availability as determined by the GM: a "step" on the availability table is simply one level in the specified direction (either more common or rarer). The price is a simple multiplier on top of the base price of the item.

Item Quality		
Quality	Availability	Price
Terrible	2 steps more common	-50%
Poor	1 step more common	-25%
Common	No change	-
Expensive	1 step rarer	+50%
Extravagant	2 steps rarer	+100%
Exquisite	3 steps rarer	+200%

Exactly what the quality does is relative to the type of item in question. For many items the quality level has no direct game effect and is simply tied to a character's social standing: one does not wear poor quality clothing in the company of nobles, for example, and expect to be received favorably. There are many exceptions, however. The exact effects of each quality level on these items will be explained in the appropriate sections.

Situational Modifiers

Finally, there are a number of additional situational modifiers based on economic factors that can be applied to an item's base availability and price. Stolen items may be cheaper than usual (if the character can find a fence), while restricted or illegal items can be much more expensive.

Situational Modifiers

Economic Factor	Availability	Price
Item Stolen	1 step more common	-50%
Item Used	1 step more common	-25%
Item Restricted	1 step rarer	+25%
Item Illegal	2 steps rarer	+50%

Additionally, the GM can modify the availability and price based on the source of the item in the local economy. This isn't strictly necessary, but can be useful in many situations when the GM has a good understanding of the area the players are in and wants a more accurate price.

Item Source Modifiers

Economic Factor	Availability	Price
At Source	2 steps more common	-25%
Neighboring City	1 step rarer	+10%
Distant City	2 steps rarer	+25%
Distant Province	3 steps rarer	+50%

For information on pricing custom items, such as enchanted items, or custom weapons and armor, see [Property & Services](#).

WEAPONS

Conflict and danger are constants in Tamriel, and it is wise for adventurers to arm themselves. Weapons in the UESRPG are divided in a number of different ways: First, there are two classes of weapons: melee and ranged. All weapons are defined by a **WEAPON PROFILE**, which contains all the information necessary to use the weapon.

Weapon Qualities

Many weapons possess special rules, known as **WEAPON QUALITIES**, that represent factors that set them apart from other weapons in some fashion.

Balance Qualities

If a weapon that already has a balance related quality (listed below) would gain another one, remove the existing quality instead and add the quality that is one step closer to the added quality in the order: Unwieldy, Unbalanced, (no quality), Standard, Well Balanced, Superbly Balanced.

Unwieldy

Characters make Melee Combat skill tests to Parry attacks using this weapon at a -20 modifier.

Unbalanced

Characters make Melee Combat skill tests to Parry attacks using this weapon at a -10 modifier.

Standard [has no balance quality in the profile]

No effect.

Well Balanced

The weapon is particularly well balanced and grants the wielder a +10 modifier to Combat Style tests made to Parry attacks.

Superbly Balanced

The weapon is extremely well balanced and grants the wielder a +20 modifier to Melee Combat skill tests made to Parry attacks.

Barbed

If a weapon with this quality is impaled in a target, it deals full rather than half damage if yanked free.

Complex

The weapon cannot be reloaded while moving.

Concealable

The weapon is small and easily hidden: the wielder may make a Subterfuge skill test to conceal the weapon.

Concussive

The weapon causes heavy impacts, and can send opponents sprawling; weapons with this quality can be used for the Bash and Stun Location special effects.

Damaged (X)

Weapons with this quality are damaged. They gain the Primitive (11-X) quality. If they would gain this quality more than once, combine the X values into a single instance. If the X value of this quality ever reaches 11, the weapon is destroyed permanently.

Dire

Weapons with this quality are able to strike out at targets that would otherwise resist or be impervious to damage from normal weapons. These interactions will be described in the appropriate sections.

Enchanted (Cast) (Cost, Charge [max])

Weapons with this quality can be activated using the Cast Magic action to apply the stored magic components. The cost is the soul energy cost each time the effect is activated. This cost comes out of the item's charge, which begins at (and is capped at) the maximum charge.

Enchanted (Strike) (Cost, Charge [max])

Weapons with this quality apply the stored magic components every time the weapon scores a successful hit. The cost is the soul energy cost each time the effect is applied to a target. This cost comes out of the item's charge, which begins at (and is capped at) the maximum charge.

Enchanted (Constant)

Weapons with this quality apply their stored magic components at the beginning of each round.

Entangling

Weapons with this quality can be used to immobilize opponents with the Entangling special effect.

Entrapping

If a weapon with this quality is used to Parry an attacking weapon, that weapon is considered one size smaller than it actually is (to a minimum of small).

Flexible

Weapons with this quality impose a -10 penalty on Combat Style tests made to Block or Parry them.

Focus (+X)

Grants +X bonus to spellcasting tests while wielding this weapon. Weapons with this quality also gain Dire, and count as being a free hand for spellcasting purposes.

Hand to Hand

Weapons with this quality are used to complement an unarmed fighting style built around a character's natural weapons. A character must have a Combat Style which includes unarmed combat to use these weapons.

Impaling

Weapons with this quality can be used to impale or pierce targets with the Impaling and Penetrate Armor special effects.

Mounted

Weapons with this quality can only be used while mounted due to their weight and balance, and only while charging.

Primitive (X)

Weapons with this quality count any results on their damage dice that are higher than X as being X instead. Each X value of this quality removes that amount from instances of the Proven (X) quality (count up in the case of removing X from Primitive).

Proven (X)

Weapons with this quality count any results on their damage dice that are lower than X as being X instead. If a weapon would receive this quality twice, simply combine the X values. Each X value of this quality removes that amount from instances of the Primitive (X) quality (count down in the case of removing X from Proven).

Stunning

The weapon can temporarily stun opponents with the Stun Location special effect.

Summoned (X)

The weapon has been temporarily summoned into this world by magic. If its master is killed, it is banished back to its realm instantly. The X value is the Willpower of the being bound into the weapon. Summoned weapons can only be used by their master, and if another attempts to use them then they vanish.

Sundering

Weapons with this quality can be used to damage armor with the Sundering special effect.

Sunlight

Weapons with this quality deal damage with the power of the sun; this has unique interactions that will be described in the appropriate sections.

Tearing

Weapons with this quality roll one additional d10 when calculating their damage dealt, ignoring the lowest rolling die.

Toxic (+X, Yd10)

If a weapon with this quality inflicts trauma on a character they must pass an Endurance test with a +X modifier or take Yd10 poison damage to the hit location.

Thrown

This weapon can be thrown with ease. When used as a ranged weapon, its uses an alternate profile found in the Ranged Weapons section. Thrown weapons use themselves as ammo, and when used as ranged weapons they add the user's Damage Bonus to the damage they deal.

Melee Weapons

There are a vast number of different melee weapons that characters might encounter: different styles, cultures, and materials give rise to many combinations. Melee weapons have two aspects: the weapon's type and material. Additionally, all melee weapons are divided into one of three subtypes:

- **One Handed:** These weapons can be wielded with one hand. A character may wield two one handed weapons at once, but suffers a -10 penalty to Combat Style tests to use the weapon in his off-hand.
- **Hand and a Half:** These weapons count as one handed weapons, but are large enough that they may also be wielded in both hands for optimal effect. When they are wielded in both hands the character increases his Strength bonus by 50% (round down) for the purposes of calculating his Damage Bonus for attacks with this weapon.

- **Two Handed:** These weapons must be wielded with two hands.

A weapon's **TYPE** is the physical class of weapon that it is: an axe, a dagger, a spear, and so forth. A weapon's **MATERIAL** defines what the weapon is made out of, as well as encompassing some elements of the "style" of the weapon: ebony weapons, Dwemer ones, and so forth. Together, these two components allow players to create complete weapon profiles.

- **Damage (Dam):** The damage dealt by the weapon on successful hits, and the type of damage it inflicts: R for Rending or I for Impact. All melee weapons add the Damage Bonus of the user to the damage of successful attacks.
- **Penetration (Pen):** The weapon's armor penetration: the amount of a target's AR it ignores when calculating damage.
- **Size:** Size is used to determine a weapon's ability to impose and Parry attacks. Size categories are: (S)mall, (M)edium, (L)arge, (H)uge, and (E)normous.
- **Reach:** Reach can affect whether an opponent lies within range of being struck. Reach categories are: (T)ouch, (S)hort, (M)edium, (L)ong, and Very Long (VL).
- **Qualities:** Any weapon qualities the weapon might have.
- **Encumbrance Value (ENC):** The weapon's ENC, which counts towards total encumbrance.
- **Enchantment Level (EL):** The item's Enchantment Level.
- **Price:** The price of the weapon in Drakes.

Two Handed Melee Weapon Types

Name	Dam	Pen	Size	Reach	Qualities	ENC	EL	Price
Dai-katana	3d10+5 R	2	H	L	Impaling, Tearing, Unwieldy	3	200	310
Glaive	2d10+10 R	5	L	L	Sundering, Unbalanced	3	175	250
Grand Mace	2d10+5 I	15	H	L	Concussive, Sundering, Unbalanced	3	175	180
Great Axe	3d10+3 R	10	H	L	Sundering, Tearing, Unwieldy	3	200	260
Great Club	2d10 I	5	H	L	Concussive, Unbalanced	3	175	90
Great Flail	2d10 I	10	H	L	Concussive, Flexible, Unwieldy	3	175	100
Great Sword	3d10+5 R	5	H	L	Impaling, Sundering, Unbalanced	4	225	300
Halberd/Poleaxe	2d10+4 R	15	L	VL	Sundering, Unbalanced	4	180	200
Longspear	3d10 R	10	L	VL	Impaling, Unwieldy	3	175	140
Maul	3d10 I	20	H	L	Concussive, Sundering, Unwieldy	4	200	230

Hand and a Half Melee Weapon Types

Name	Dam	Pen	Size	Reach	Qualities	ENC	EL	Price
Battle Axe	2d10+4 R	10	M	L	Tearing, Unbalanced	2	175	210
Katana	2d10+2 R	5	M	M	Impaling, Tearing	2	175	260
Longsword	2d10+5 R	5	M	L	Impaling	2	175	250
Quarterstaff	1d10+3 I	5	M	L	Stunning, Well Balanced	2	200	30
Warhammer	2d10 I	15	M	M	Concussive, Sundering	2	175	165

Melee Weapon Quality

The quality with which a weapon is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the weapon profile.

Melee Weapon Quality

Item Quality	Profile Changes	Price
Terrible	Gain Primitive (6) and Unbalanced	-50%
Poor	Gain Primitive (8)	-25%
Common	No change	-
Expensive	Gain Proven (3)	+50%
Extravagant	Gain Proven (4) and Well Balanced	+100%
Exquisite	Gain Proven (5) and Superbly Balanced	+200%

Melee Weapon Profiles

To create a profile for any melee weapon, simply choose a weapon type from the table below, and a material from the table below. Apply any changes listed by the material to the weapon type profile, and then any changes from the quality level.

Weapon materials provide a damage modifier, a pen modifier, additional weapon qualities, an ENC multiplier (round to the nearest whole number when possible, and up otherwise), and a price multiplier. Apply all these changes to the weapon type's base profile.

Focus Weapons

Focus weapons are weapons (either melee or ranged) that can be used to channel spells as if the character was casting with a free hand. Adding the Focus (+0) quality to a weapon costs 100 drakes, plus an additional 200 for every five X (to a max of +20).

Runed Weapons

Runed weapons are imbued with magic runes that allow them to damage certain enemies. Only melee weapons and ammunition can be runed. Runed weapons cost 100 drakes more than usual (or +4/dozen ammo) regardless of material, and gain the Dire quality.

One Handed Melee Weapon Types

Name	Dam	Pen	Size	Reach	Qualities	ENC	EL	Price
Broadsword	2d10+2 R	5	M	M	Impaling	2	150	175
Claws	1d10+1 R	5	S	T	Hand to Hand	1	50	85
Club	1d10 I	5	M	S	Concussive	1	100	40
Dagger	1d10+2 R	5	S	S	Impaling, Thrown	1	100	70
Flail	1d10 I	10	M	M	Flexible, Unwieldy	1	140	50
Hatchet	2d10 R	10	S	S	Tearing, Thrown, Unbalanced	1	125	90
Hook Sword	2d10 R	0	M	M	Entrapping	1	140	160
Javelin	2d10+1 R	10	M	L	Impaling, Thrown	2	125	80
Knuckles	1d10-1 I	5	S	T	Stunning, Hand to Hand	1	50	40
Lance	2d10+5	10	H	VL	Impaling, Mounted, Sundering, Unwieldy	3	175	150
Mace	1d10+5 I	15	M	S	Concussive	2	140	125
Net	None	-	S	L	Entangling, Entrapping, Thrown	1	0	25
Parrying Dagger	1d5 R	2	S	S	Entrapping	1	50	100
Punch Dagger	1d10 R	5	S	S	Impaling, Hand to Hand	0	75	50
Rapier	2d10+1 R	5	M	L	Impaling, Well Balanced	1	140	125
Sabre	2d10+2 R	2	M	M	Impaling, Tearing	1	150	200
Scimitar	2d10+3 R	2	M	M	Unbalanced, Tearing	2	160	225
Shortspear	2d10+3 R	10	M	L	Impaling, Unwieldy	2	140	70
Shortsword	1d10+5 R	5	M	S	Impaling	1	125	125
Tanto	1d10+2	2	S	S	Impaling, Tearing	1	100	75
Throwing Dagger	1d10+1 R	5	S	S	Impaling, Thrown	-	75	90
Trident	2d10+1 R	10	M	L	Barbed, Impaling, Unbalanced	2	150	160
Wakizashi	1d10+5	2	M	S	Impaling, Tearing	1	125	130
War Axe	2d10+1 R	10	M	M	Tearing, Unbalanced	2	150	175

Melee Weapon/Ammo Materials

Name	Dam Mod	Pen Mod	Qualities	ENC Mod	EL Mod	Price Mod
Adamantium	+2	+5	-	x0.9	x7.0	x7.0
Chitin	-1	-5	-	x0.6	x1.0	x0.7
Daedric	+5	+10	Dire	x1.6	x10.0	x20.0
Dragonbone	+5	+7	Dire	x1.6	x9.0	x50.0
Dwemer	+1	+3	Dire	x1.3	x4.0	x5.0
Ebony	+5	+5	Dire	x1.5	x9.0	x10.0
Iron	-1	-5	-	x1.2	x2.0	x0.7
Malachite	+2	+5	Dire	x0.6	x6.0	x8.0
Moonstone	-	+3	Dire	x0.8	x5.0	x6.0
Orichalcum	-	+5	-	x1.2	x4.0	x4.0
Silver	-1	-	Dire	x1.0	x3.0	x1.5
Stahlrim	+3	+5	Dire	x1.2	x8.0	x9.0
Steel	-	-	-	x1.0	x3.0	x1.0
Wood	-5	-5	-	x0.6	x0.5	x0.2

Ranged Weapons

Ranged weapons function like melee weapons in that they also have two aspects: the weapon's type and material. Additionally, all ranged weapons are divided into two subtypes:

- **One Handed:** These weapons can be wielded and fired or thrown with one hand. A character may wield two one handed weapons at once, but suffers a -10 penalty to Combat Style tests to use the weapon in his off-hand.
- **Two Handed:** These weapons must be wielded and fired with two hands.

A weapon's **TYPE** is the physical class of weapon that it is: a bow, a throwing knife, a crossbow, and so forth. A weapon's **MATERIAL** defines what the weapon is made out of, as well as encompassing some elements of the "style" of the weapon: steel weapons, elven ones, and so forth. Together, these two components allow players to create complete weapon profiles, which are defined as follows:

- **Damage (Dam):** The damage dealt by the weapon on successful hits, and the type of damage it inflicts: R for Rending or I for Impact.
- **Penetration (Pen):** The weapon's armor penetration: the amount of a target's AR it ignores when calculating damage.
- **Impale Size (IS):** The effective size of the weapon or its ammunition if it succeeds in an impaling attack. Either (S)mall, (M)edium, (L)arge, (H)uge, and (E)normous.
- **Range:** The weapon's range, defined by three numbers, representing the maximum Close, Effective, and Long ranges of the weapon or its ammunition. Attacking targets in Close range provides a +20 bonus to attack tests with the weapon, while attacking targets at Long range imposes a -20 penalty.

- **Reload (Rld):** The number of actions (and thus turns) it takes to reload a weapon that fires ammunition.
- **Qualities:** Any weapon qualities the weapon might have.
- **Encumbrance Value (ENC):** The weapon's ENC, which counts towards total encumbrance.
- **Enchantment Level (EL):** The item's Enchantment Level.
- **Price:** The price of the weapon in Drakes.

Ranged Weapon Profiles

To create a profile for any ranged weapon, simply choose a weapon type from the table below, and a material from the table below. Apply any changes listed by the material to the weapon type profile, and then any changes from the weapon quality level. Weapon materials provide a range modifier, an ENC modifier (round to the nearest whole number when possible, and up otherwise), and a price multiplier. Apply all these changes to the weapon type's base profile.

Ammo & Ranged Weapons

Most ranged weapons use ammo. Crossbows require bolts, bows use arrows, and slings use stones (halve range at all brackets) or lead sling bullets. A character must have ammo in order to make an attack with a ranged weapon, and each attack utilizes one shot. Ammo can also be made out of different materials, which provide a damage, pen, weight, and price modifier. These are all the same as their corresponding melee weapon material modifiers, so simply use the material table in the previous section to modify the appropriate ammo type. A single shot has an ENC of zero and an EL of 5.

- A dozen arrows - 15 Drakes
- A dozen bolts - 10 Drakes
- A dozen lead sling bullets - 8 Drakes

Ranged Weapon Quality

Item Quality	Profile Changes	Price
Terrible	Gain Primitive (6) and lose 20% range*	-50%
Poor	Gain Primitive (8)	-25%
Common	No change	-
Expensive	Gain Proven (3)	+50%
Extravagant	Gain Proven (4) and gain 20% range*	+100%
Exquisite	Gain Proven (5) and gain 40% range*	+200%

Ranged Weapon Quality

The quality with which a weapon is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the weapon profile. Apply range changes to all range bracket values (round down).

Two Handed Ranged Weapon Types

Name	Dam	Pen	IS	Range	Rld	Qualities	ENC	EL	Price
Heavy Crossbow	3d10+4 R	25	S	20/150/300	4	Complex, Impaling, Sundering	2	175	350
Light Crossbow	2d10+4 R	20	S	20/100/200	3	Complex, Impaling	1	125	150
Long Bow	2d10+5 R	15	S	15/125/250	2	Impaling	1	150	200
Short Bow	1d10+5 R	5	S	15/100/200	1	Impaling	1	100	90

One Handed Ranged Weapon Types

Name	Dam	Pen	IS	Range	Rld	Qualities	ENC	EL	Price
Bolas**	-	-	-	10/25/50***	-	Entangling, Thrown	1	0	14
Dagger	*	*	S	5/10/20***	-	Impaling, Thrown	*	*	*
Javelin	*	*	M	10/20/50***	-	Impaling, Thrown	*	*	*
Hatchet	*	*	-	10/20/30	-	Thrown	*	*	*
Net	*	*	-	3/5/10***	-	Entangling, Thrown	*	*	*
Sling**	1d10+2 I	10	-	10/150/300	2	Stunning	-	50	10
Throwing Dagger	*	*	S	10/20/30***	-	Impaling, Thrown	*	*	*
Throwing Dart	1d10 R	5	-	5/10/20***	-	Impaling, Thrown	-	25	7
Throwing Star	1d10 R	5	-	5/10/20***	-	Thrown	-	25	6

*See profile in the Melee Weapons section.

**These weapons do not benefit from materials: their complete profiles are listed here.

***Thrown weapons do not benefit from material range modifiers.

Ranged Weapon Materials

Name	Range Mod	ENC Mod	EL Mod	Price Mod
Chitin	+5m	x1.0	x1.0	x1.5
Bonemold	+10m	x1.0	x2.0	x2.0
Daedric	+30m	x3.0	x10.0	x20.0
Dragonbone	+30m	x3.0	x9.0	x50.0
Dwemer	+10m	x2.0	x4.0	x5.0
Ebony	+25m	x3.0	x9.0	x10.0
Malachite	+20m	x1.0	x6.0	x8.0
Moonstone	+15m	x1.5	x5.0	x6.0
Orichalcum	+5m	x2.0	x4.0	x4.0
Steel	-	x2.0	x3.0	x2.0
Wood	-	x1.0	x1.0	x1.0

ARMOR

There are many styles and types of armor that the people of Tamriel use to defend themselves. A given piece of armor covers a single hit location on a character: one of their arms, their head, either of their legs, or their body. The amount of protection provided is measured by the **ARMOR RATING** (AR), which is deducted from the damage of all incoming hits to that location. Shields are armor as well, and add their AR to the character's arm location when used in a successful Block reaction. Worn armor cannot be layered: only the highest AR applies to a given location.

A piece of armor covers one hit location: either the body, head, left or right arm, or the left or right leg (though leg armor is not typically made separately). A given piece of armor is defined by an **ARMOR PROFILE**, which contains all the stats needed to use the armor:

- **Name:** The armor's name.
- **Armor Rating (AR):** The AR the armor piece grants to the hit location that it covers.
- **Qualities:** Any armor qualities the armor might have.
- **Encumbrance Value (ENC):** The armor piece's ENC, which counts towards total encumbrance. When worn, the armor's ENC is halved (round down).
- **Price:** The price of the armor piece in Drakes.

Armor Qualities

Many armor pieces possess special rules, known as **ARMOR QUALITIES**, that represent specific effects, or certain differences between different armor types.

Enchanted (Cast) (Cost, Charge [max])

Armor pieces with this quality can be activated using the Cast Magic action to apply the stored magic components. The cost is the soul energy cost each time the effect is activated. This cost comes out of the item's charge, which begins at (and is capped at) the maximum charge.

Enchanted (Constant)

Armor pieces with this quality apply their stored magic components at the beginning of each round.

Fearsome

The armor is terrifying to behold, and grants the character a +10 bonus to Intimidate tests made with the Intimidating Shout action.

Large (Shields Only)

A character using a shield with this quality receives a +10 bonus when using it to Block attacks, but suffers a -20 penalty when using it to Parry. Can passively block three locations.

Medium (Shields Only)

Shields with this quality can be used to passively block two locations.

Mundane

Armor with this quality is non-magical and provides no protection against certain types of attacks, such as those of incorporeal beings.

Small (Shields Only)

A character using a shield with this quality receives a +10 bonus when using it to Parry attacks, but suffers a -20 penalty when using it to Block attacks. They cannot be used to passively block hit locations.

Spiked

The armor is covered in spikes. Attacks made with the character's natural weapons while wearing armor with this quality on the limb the character is using for the attack gain the Tearing quality.

Summoned (X)

The armor has been temporarily summoned into this world by magic. If its master is killed, it is banished back to its realm instantly. The X value is the Willpower of the being bound into the weapon. Summoned armor halves its ENC (round down). Summoned weapons can only be used by their master, and if another attempts to use them then the item vanishes.

Tower (Shields Only)

A character using a shield with this quality receives a +20 bonus when using it to Block attacks, but suffers a -30 penalty when using it to Parry. They can passively block four locations, and can be used to passively block melee as well as ranged attacks.

Worn Armor

A given piece of worn armor has two aspects: the armor type, and the armor material. The armor **TYPE** specifies the kind of armor: mail, plate, and so forth. The armor **MATERIAL** tells us what it's made out of. Together, these two parts form the armor profile.

Armor Profiles

To create a profile for any armor piece, simply choose an armor type from the table below, and a material from the table below. Apply any changes listed by the material to the armor profile, and then any changes from the armor quality level. Some materials are limited to certain armor types as specified in the armor material table.

Armor materials provide an AR modifier, an ENC modifier (round to the nearest whole number when possible, and up otherwise), additional qualities, and a price multiplier. Apply all these changes to the armor type's base profile.

Armor Quality

Item Quality	Profile Changes	Price
Terrible	-20% AR and increase ENC by 10%	-50%
Poor	-10% AR	-25%
Common	No change	-
Expensive	+10% AR	+50%
Extravagant	+15% AR and reduce ENC by 10%	+100%
Exquisite	+20% AR and reduce ENC by 15%	+200%

Armor Quality

The quality with which armor is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the armor profile. When applying an ENC multiplier or AR modifier, round to the nearest whole number.

Runed Armor

Runed armor is imbued with magic runes to protect against certain types of enemies. Runed armor costs 50 drakes more per location than usual (regardless of material). Runed armor loses the Mundane quality.

Armor Types

Name	AR	ENC/Location (B/H/A/L)* (Full Suit)	EL/Location (B/H/A/L)*	Price/Location (Full Suit)
Natural/Cured	8	3/1/2/2 (12)	150/75/100/100	40 (240)
Padded/Quilted	12	3/1/1/1 (8)	150/75/100/100	80 (480)
Ringmail	15	5/1/2/2 (14)	150/75/100/100	125 (750)
Scaled	18	6/2/3/4 (22)	150/75/100/100	200 (1200)
Partial Plate	20	7/2/4/5 (28)	175/100/125/125	300 (1800)
Mail	23	7/3/5/5 (30)	200/125/150/150	400 (2400)
Plated Mail	25	10/4/6/7 (40)	225/150/175/175	500 (3000)
Full Plate	30	12/6/7/8 (48)	250/175/200/200	800 (4800)

*Body/Head/Arm/Leg (per individual arm/leg)

Armor Materials

Name	AR Mod	Qualities	Armor Types Allowed	ENC Mod	EL Mod	Price Mod
Adamantium	+6	Mundane	Ringmail, Scaled, Partial Plate, Mail, Plated Mail, Full Plate	x0.9	x7.0	x7.0
Bone	-10	Mundane	Partial Plate, Plated Mail	x1.3	x1.0	x0.2
Bonemold	-2	Mundane	Partial Plate, Plated Mail	x0.9	x2.0	x0.9
Chitin	-6	Mundane	Partial Plate, Plated Mail	x0.6	x1.0	x0.7
Daedric	+15	Fearsome, Spiked	Ringmail, Scaled, Partial Plate, Mail, Plated Mail, Full Plate	x1.6	x10.0	x20.0
Dragonbone	+12	-	Partial Plate, Plated Mail	x1.6	x9.0	x50.0
Dreugh Hide	+10	Mundane	Natural/Cured, Padded/Quilted (halve AR mod for shields)	x1.5	x3.0	x6.0
Dwemer	+4	-	Ringmail, Scaled, Partial Plate, Mail, Plated Mail, Full Plate	x1.3	x4.0	x5.0
Ebony	+10	-	Ringmail, Scaled, Partial Plate, Mail, Plated Mail, Full Plate	x1.5	x9.0	x10.0
Fur	+0	Mundane	Natural/Cured, Padded/Quilted	x1.4	x1.0	x1.0
Iron	-3	Mundane	Ringmail, Scaled, Partial Plate, Mail, Plated Mail, Full Plate	x1.5	x2.0	x0.7
Leather	+0	Mundane	Natural/Cured, Padded/Quilted	x1.0	x3.0	x1.5
Malachite	+7	-	Ringmail, Scaled, Partial Plate, Plated Mail, Full Plate	x0.6	x6.0	x8.0
Moonstone	+3	-	Ringmail, Scaled, Partial Plate, Mail, Plated Mail, Full Plate	x0.8	x5.0	x6.0
Orichalcum	+5	Mundane	Ringmail, Scaled, Partial Plate, Mail, Plated Mail, Full Plate	x1.2	x4.0	x4.0
Stalhrim	+8	-	Ringmail, Scaled, Partial Plate, Plated Mail, Full Plate	x1.2	x8.0	x9.0
Steel	+0	Mundane	Ringmail, Scaled, Partial Plate, Mail, Plated Mail, Full Plate	x1.0	x3.0	x1.0

Shields

Shields function like armor in that they have two aspects: the shield type, and the shield material. The shield **TYPE** specifies the kind of shield: buckler, kite, and so forth. The shield **MATERIAL** tells us what it's made out of. Together, these two parts form the **SHIELD PROFILE**. Shields function like one handed weapons (with no offhand penalty), but also count as armor.

- **Armor Rating (AR):** The AR of the shield.
- **Damage (Dam):** The damage dealt by the shield on successful hits. Shields are blunt weapons, and thus deal Impact damage. All shields add the Damage Bonus of the user to the damage of successful attacks.
- **Size:** Size is used to determine a shield's ability to impose and Parry damage. Size categories are: (S)mall, (M)edium, (L)arge, (H)uge, and (E)normous.
- **Reach:** Reach can affect whether an opponent lies within range of being struck. Reach categories are: (T)ouch, (S)hort, (M)edium, (L)ong, and Very Long (VL).
- **Qualities:** Any armor qualities the shield might have.
- **Encumbrance Value (ENC):** The shield's ENC, which counts towards total encumbrance.
- **Enchantment Level (EL):** The item's Enchantment Level.
- **Price:** The price of the shield in Drakes.

Shield Quality

The quality with which a shield is crafted can have a dramatic impact on how effective it is in combat. Shields use the same quality level table as worn armor.

Shield Profiles

To create a profile for a shield, simply choose a shield type from the table below, and an armor material from the table on the previous page (any type of shield may be made with any material). Apply any changes listed by the material to the shield profile, and then any changes from the shield quality level.

Materials provide an AR modifier, an ENC modifier (round to the nearest whole number when possible, and up otherwise), additional qualities, and a price multiplier. Apply all these changes to the shield type's base profile.

Shield Types

Name	AR	Dam	Size	Reach	Qualities	ENC	EL	Price
Small	20	1d5-2 I	S	S	Small	1	125	50
Medium	25	1d5 I	M	S	Medium	2	150	150
Large	30	1d5+1 I	L	S	Large	3	175	250
Tower	35	1d5+2 I	H	S	Tower	4	225	350



ITEMS & EQUIPMENT

This section contains prices for all the common, everyday things that characters need to survive, and the luxuries that separate the rich from the poor.

Item Quality	
Quality	Price/EL Mod
Terrible	-50%/x0.5
Poor	-25%/x1.0
Common	-/x2.5
Expensive	+50%/x5.0
Extravagant	+100%/x7.0
Exquisite	+200%/x10.0

Clothing & Jewelry

As with food, clothing varies drastically across Tamriel. As such the items in this section are meant to be generic, and apply regardless of culture. Higher quality clothing or jewelry looks better, or is more durable, depending on the item. Clothing is grouped into whole outfits, though if characters need to purchase an individual item simply use a fraction of the base price of the corresponding outfit. Clothing and Jewelry items have an ENC of zero. Purchasing clothing that is custom fit, either for beast races or particularly large/small characters, costs 10% more than the usual price of the item.

Clothing & Jewelry

Type	EL	Price	Type	EL	Price
Boots	25	50	Shoes	25	45
Cap/Hat	25	6	Trousers/Skirt/Kilt	50	25
Coat/Cloak	75	45	Shirt/Smock/Shift	50	16
Vest/Tabard	50	20	Winter Coat/Cloak	75	75
Tunic/Dress	75	30	Undergarmets	10	10
Sandals	10	8	Ring	150	200
Robes	100	50	Necklace/Amulet	150	400

Food & Drink

The various cultures of Tamriel eat many different foods. For convenience, simply assume that food purchased reflects the food of the local culture unless the character goes out of their way to find something else. Higher quality food tastes better, but otherwise there are no game effects. Alcohol is another matter: every drink a character consumes in excess of their Endurance bonus causes them to gain a level of fatigue.

Food & Drink

Type	ENC	Price
Meal at a tavern or inn	N/A	3
Ale/Beer for an evening	N/A	2
Wine/Spirits for an evening	N/A	4
Trail Rations (1 week's worth)	3	10
Feed/Mount Rations (1 day's worth)	1	2

Entertainment & Recreation

The prices here are for books, games, and other assorted recreational or entertainment focused items. Most of these have no game effect, though the GM might rule that characters can learn certain things by reading books, or give them bonuses on tests for referencing them. Higher quality might reflect nicer looking materials, or, in the case of books, that the book itself is a rare edition. The items below have an ENC of zero unless otherwise specified.

Entertainment & Recreation

Type	Price	Type	Price
Book	16	Game Set	20
Dice	4	Show/Event Tickets	70
Cards	10	Instrument	60
Skooma (dose)	15	Moonsugar (dose)	5

A dose of Moonsugar (ingested orally) inflicts one level of fatigue on a character. A single dose of Skooma (orally or via a Skooma pipe) grants the character 10 Strength and increases his Movement Rating by 1, but reduces his Intelligence and Agility by 10 each. The effects of Skooma only last a half hour, after which the character gains 1d5-1 (min 1) levels of fatigue.

Tools & Gear

There are a number of tools or other pieces of gear that the characters might find themselves needing during the course of their adventures. Higher quality kits/tool sets provide a bonus to any tests associated with them (a +10 bonus for each step above common), while lower quality ones impose a penalty (a -10 penalty for each steps below common).

Tools & Gear

Type	ENC	Price
Abacus	1	8
Pack (holds 20 ENC)	2	6
Bedroll	1	2
Bit & Bridle	1	15
Block & Tackle	1	15
Bottle	0	2
Candle	0	1
Chain (2 meters)	1	40
Chest (large, holds 30 ENC)	6	80
Chest (small, holds 15 ENC)	3	40
Cooking Pot	2	3
Craft Tools	2	75
Crowbar	1	25
Falconer's Kit	1	30

Tools & Gear (Cont.)

Type	ENC	Price
First Aid Kit (10 uses of First Aid)	0	25
Fish Hooks (20)	0	1
Fishing Kit	1	15
Fishing Net	4	10
Flint and Tinder	0	1
Game Snare/Trap	1	1
Grappling Hook	0	5
Hammer/Saw/Mallet/Chisel	1	1
Healer's Kit (10 uses of Profession [Medicine])	1	150
Hourglass	1	20
Knife (tool, not weapon)	0	5
Ladder (rope, 3 meters)	4	2
Lantern	1	10
Lock Picks	0	75
Milling Stone	2	8
Mirror (hand, glass)	1	12
Mug/Beaker/Dish/Plate (wood - x2 ENC/Price for metal)	0	1
Nails or Tacks (50)	0	1
Oil Flask	1	1
Papyrus or Paper sheet (5)	0	1
Pickaxe	1	35
Pole (3 meters)	1	1
Quill and Ink	1	30
Quiver (30 shots)	0	2
Razor, folding	0	3
Rope (hemp, 10 meters)	2	10
Sack (large, holds 60 ENC)	1	5
Sack (small, holds 30 ENC)	0	2
Saddle (riding)	3	60
Saddle (war)	4	90
Saddlebag (holds up to 2x20 ENC)	2	20
Saw (hand)	1	1
Scythe/Sickle	2	30
Ship's Compass	1	70
Shoes (horse)	1	10
Spade/Hoe/Pitchfork	1	25
Tent (per person capacity)	1	6
Torch (1 hour) (3)	0	1
Torch (6 hours)	1	1
Waterskin/Canteen (2 liters of liquid)	1	1
Vial (alchemical, 1 potion)	0	3

ARCANE ITEMS

Tamriel is a land of innumerable magical wonders, many of which find their way into the markets and guild halls of average Tamrielic cities. This section contains prices for a variety of magical goods.

Alchemical Ingredients, Potions & Grenades

All potions are created by using alchemical ingredients. All possible ingredients fall into one of several broad types (corresponding to the schools of magic whose effects they can be used to reproduce). All ingredients also have an internal magicka pool known as the ingredient pool (which scales with the quality of the ingredients) that is used to determine the strength of the components created from those ingredients.

The table below contains prices for individual units of alchemical ingredients. There is no price difference between different types of ingredients, only between ingredients of different qualities. The different quality levels correspond to the standard item quality levels for the purposes of determining item availability.

Ingredient Quality

Quality	Ingredient Pool	Price
Terrible Ingredients (*)	5	3
Poor Ingredients (*)	10	6
Common Ingredients (*)	20	10
Expensive Ingredients (*)	40	30
Extravagant Ingredients (*)	80	60
Exquisite Ingredients (*)	150	180

*is the ingredient type (one of the schools of magic).

Potions & Grenades

Potions are bottled liquid mixtures of magical ingredients that provide benefits to a character, or that can be used to harm their enemies. Whenever a character imbibes a potion, its magic components are applied to that character. Alchemical grenades are offensive potions that are thrown, and have explosive effects when they land.

Alchemical Item Price: Ingredients + Fee

To determine the price of the ingredients for a potion or grenade with a given magic component, simply add 50% (round down) to the price of the minimum quality ingredients required to support the cost of that component. If the mixture has multiple components instead of just one, then add up the costs of all the requisite units of ingredients and add 50% (round down) to the total.

On top of this, most alchemists charge a fee for their services. Add this to the total cost of the item, using the difficulty of the intended item in combination with the table at the bottom of this page (use the values in parenthesis for alchemical items).

Scrolls

Scrolls are single use items that have had a particular spell bound to them through the use of enchanting. By reading the magical inscription on the scroll the character can invoke the stored magic using the Cast Magic action, but without the usual skill test or magicka expenditure. Otherwise it is resolved as normal.

Scroll Price: 3 * Spell Cost

Scrolls are priced based on the magicka cost of the spell they contain. Each scroll can only contain a single spell, and both standard and non-standard spells can be used. Item quality levels do not apply to scrolls.

Blank, magically prepared scrolls for inscription cost 3 drakes.

Enchanted Items

Enchanted items can be extremely powerful, and extremely expensive. Characters can purchase enchanted items with enchantments of all types. Their cost is determined by the following formula:

Enchanted Item Price: Item + Soul Gem + Fee

The soul gem must have enough energy for the intended enchantment. If the character has either the item, the filled soul gem, or both, and is simply commissioning an enchantment then he doesn't need to pay for those components. The recommended enchanting fee is based on the difficulty of the intended enchantment:

Enchantment/Alchemy Fees

Difficulty	Enchant Fee (Alchemy Fee)
+40 or easier	25 (3)
+30 or easier	50 (5)
+20 or easier	100 (10)
+10 or easier	250 (25)
+0 or easier	500 (50)
-10 or easier	1000 (100)
-20 or easier	1500 (250)
-30 or easier	3000 (500)
-40 or easier	5000 (1000)
Harder than -40	10000 (2000)

Spell Tomes & Training

Spell tomes are one of the ways that characters can learn standard spells. Spell tomes are books (despite their name, they can be fairly small) that contain the knowledge necessary to use a given spell. They not only contain practical instructions for using the spell, but a history of the evolution of the spell, alternative forms of casting, mnemonic devices, and other information that can help a character attain a full understanding of the magic they are learning to use. Characters can also learn this information from a teacher.

Spell Tomes

Spell Level	Cost
1	25
2	50
3	75
4	100
5	150
6	300

Spell tomes are not subject to item quality levels. Each spell tome can be used to learn one spell level of one standard spell. This same value can be used as the price to hire a teacher from whom a character can learn the spell.

Soul Gems

Soul gems are naturally occurring magic crystals that can be used to capture souls so that their energy can be utilized for magical purposes. Item quality levels do not apply to soul gems. Each soul gem has a maximum amount of soul energy that it can hold.

Soul Gems (Empty)

Type	Max. Soul Energy	Price
Petty	100	50
Lesser	250	125
Common	500	250
Greater	1000	500
Grand	1500	1250
Black	1500	1750

Characters can also purchase soul gems that are completely, or only partially, full. The price of filled soul gems can be determined with the following formula:

Filled Soul Gem Price:

Gem Price + (Gem Price * [% full, as decimal])

PROPERTY & SERVICES

This section contains prices for many of the various properties and services that a character might desire. Everything from livestock and boats to private villas can be found here.

Livestock & Pets

Livestock is critical to the survival of many communities. The cost to maintain livestock (grazing is usually free, but it is important to have food stockpiled) for a week is roughly a twentieth of the animal's price. Pets are equally common, and cost a similar amount to feed.

Livestock

Type	Price	Type	Price
Bull	1000	Calf	60
Cat	4	Cow	200
Dog (pet)	6	Dog (war trained)	100
Fowl	2	Goat	50
Guar (war trained)	1000	Guar	500
Horse (war trained)	6000	Horse (heavy draught)	2800
Horse (riding)	2000	Kwama (forager)	3
Kwama (scrib)	2	Kwama (queen)	30000
Netch (betty)	400	Netch (bull)	1200
Ox	300	Pig	60
Silt Strider (riding)	20000	Silt Strider (war trained)	25000
Sheep	40		

Keep in mind that some of these animals often require additional infrastructure to make use of (Kwama prefer to reside in caves as a full colony) or are particularly rare outside of certain provinces.

Transportation

This section includes things like carts and ships that can be used for transporting people or goods. Ships do not come with crew. Higher quality transport is more reliable and incorporates more features.

Transportation

Type	Price	Type	Price
Cart (small)	100	Cart (large)	250
Rowboat	130	Sailboat	350
Ship (small)	30000	Ship (large)	50000
Warship (small)	40000	Warship (large)	60000



Accommodation

Finding a place to sleep while traveling is critical to any adventurer! This section contains prices for temporary accommodations, as well as permanent property. The quality of the accommodation reflects its comfort.

Accommodation

Type	Price
Shared room (night)	2
Private room (night)	5
Rented hovel/shack (week)	10
Rented cabin/cottage (week)	25
Rented house/apartment (week)	50
Rented villa/mansion (week)	250
Hovel/shack	100
Cabin/Cottage	1250
House/Apartment	5000
Villa/Mansion	50000

CRAFTING

The variety of items found in this Chapter do not simply make themselves: someone has to gather the materials and create the item. This section contains rules for characters wishing to create items of all types.

Step 1: Determine Item

First, the character must choose the item they wish to create. Some items cannot be created, such as those that only occur naturally, so the GM should use discretion when determining if a character can craft an item. The character must also choose the quality of the item, if applicable. Finally, determine the price of the item given the base price and the quality chosen.

Step 2: Gather Raw Materials

Next the character must gather the raw materials necessary to create the item. Exactly what this entails will vary from item to item, but as a general rule of thumb if the character wishes to purchase all the raw materials it will cost roughly one third of the item's price as calculated in the last step.

Step 3: Determine Test Difficulty

Third the character determines the difficulty of the crafting test. The difficulty of the crafting test for most items is based solely on the quality of the item, and modified further as the GM sees fit. When creating weapons or armor the material also provides a modifier. See the tables below for test difficulties.

Crafting Difficulty

Quality	Difficulty
Terrible	+20
Poor	+10
Common	+0
Expensive	-10
Extravagant	-20
Exquisite	-40

Material Difficulty (Smithing)

Material	Difficulty	Material	Difficulty
Adamantium	-20	Iron	+20
Bonemold	-5	Leather	+10
Bone	+0	Malachite	-20
Chitin	+0	Moonstone	-10
Dragonbone	-40	Orichalcum	-10
Dreugh Hide	-10	Silver	-5
Dwemer	-10	Stahlrim	-10
Ebony	-30	Steel	+0
Fur	+10	Wood	+20



Step 4: Make Crafting Test

Next the character makes the actual crafting test using the difficulty determined in the previous step. The skill that the character tests is based on the item they wish to craft. Creating weapons or armor uses the Profession [Smithing] skill, while other items will usually use some other variation of the Profession [Field] skill as appropriate. Failure produces no item, while critical success either halves the time or increases the item quality by one level.

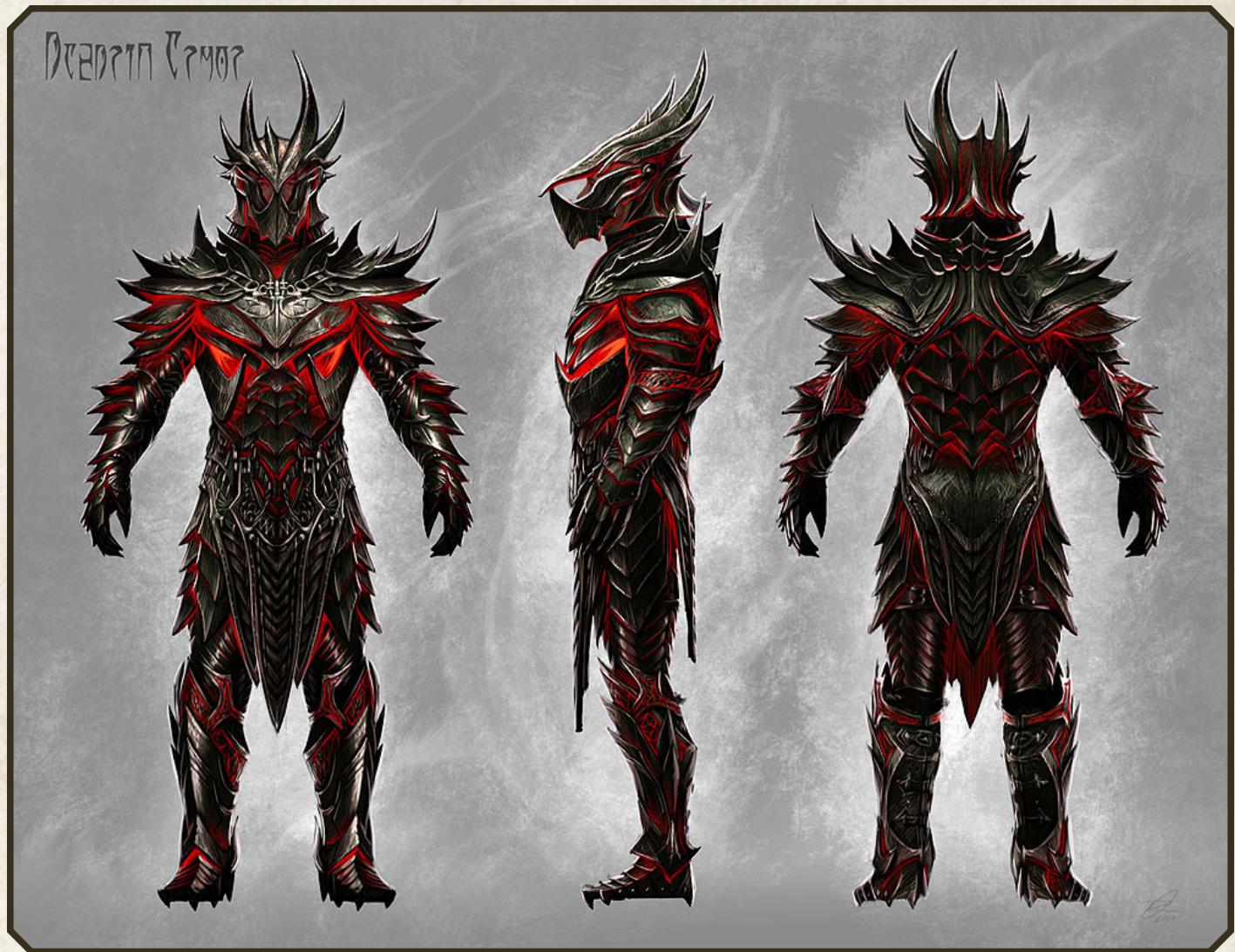
Creating any item requires the appropriate craft tools. In the case of smithing, the character will also need access to a forge (along with the related facilities and tools) in order to complete the product. The actual act of crafting can take anywhere from a few hours to a few days (and sometimes even longer). During this time the character must be focused on creating the item. The duration required is left to the GM, and should be based on the complexity of the item in question.

Runed Weapons/Armor

Characters with knowledge of Enchanting can imbue weapons and armor with magic runes that make them effective against certain types of enemies. The character must pass an Enchant test when creating the item (there is no penalty for failure). On success add Dire (for weapons) or remove Mundane (for armor).

Repairing Weapons & Armor

Much like people, gear does not always survive combat. In the event that a weapon or piece of armor is damaged, a character can attempt to repair it with a Profession [Smithing] skill test. This takes about an hour and requires raw materials worth five percent of the price of the item. Given a successful skill test, the character can reduce the X value of the Damaged (X) weapon quality on a weapon by his degrees of success, or restore missing AR on a piece of damaged armor by the same amount.



Daedric Armor and Weapons

The Daedra are undisputed masters of craftsmanship, and it is possible for mortals to utilize many of their secret ritual techniques to create Daedric armor and weaponry, which draw power from a Daedric soul consumed during the creation of the item itself. However, detailed knowledge of the specifics of this process can be hard to come across.

The process for creating Daedric armor or weaponry is mostly the same as it would be for the ebony equivalent, but with an additional -10 penalty to the crafting test. The character may only work at night, and the process also requires the use of a Soul Gem containing the captured soul of a Daedra.

Halfway through the process the character must make a -10 Enchant skill test: on failure he is unable to bind the soul properly and the only thing that he can salvage from his efforts (assuming he finishes) is the ebony version of the item.

On success, the soul is bound to the item and its power begins to twist the item into its Daedric form. The Willpower of the captured Daedra caps the item's quality as specified below. Either way, the soul gem is destroyed and the energy within is lost.

Daedric Item Quality

Quality	Daedra's Willpower
Terrible	< 29
Poor	30-39
Common	40-49
Expensive	50-59
Extravagant	60-69
Exquisite	70+

