

The Unofficial Elder Scrolls RPG

Third Edition



The Player's Handbook

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The Elder Scrolls®

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Credits

Writer

Seht

Playable Character Designers

Anon133

Redoran

Talent Designers

Anon133

Redoran

Bond Designer

Alice

Editing and Design

Redoran

Contributors

Alice

CharmingCharles

eygrima

Soner

Art

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Adaptation

This book is an adaptation of the rules created by Seht and the UESRPG 2e team. The goal of this book is to update the Player's Handbook to the design structure of UESRPG Third Edition, while also expanding and improving on what has been made as best we can. Without Seht and the 2e team, and by extension, the 1e team, this book wouldn't be possible.

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

Caius Cosades, *The Elder Scrolls III: Morrowind*

Fleshing Out a Character

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

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



Character Names

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

Altmer Names

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

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

Argonian Names

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

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

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

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

Female Names (Hyphenated): Ah-Meesei, Am-Ra, An-Deesei, Chanil-Lee, CheeshMeeus, Deesh-Meeus, El-Lurasha, Erel-Lei, Gih-Ja, Jeed-Ei, Kal-Ma, Keel-Raniur, Meeh-Bei, Meen-Sa, Mim-Jeen, Muz-Ra, Nam-La, Olank-Neeus, On-Wan, On-Wazei, Seen-Rei.

Female Names (Cyrodilic): Breech-Star, Snail-Tail, Tern-Feather, Travelling-New-Woman.

Bosmer Names

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

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

Breton Names

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

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

Dunmer Names

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

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

Imperial Names

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

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



Khajiit Names

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

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

Nord Names

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

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

Orsimer Names

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

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

Redguard Names

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

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



Optimizing Characters

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

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

Priorities

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

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

Combat oriented characters should think about how their character fights. This means considering both how they plan to engage and defeat their enemies in combat, as well as how they plan to survive combat. Characters that aren't naturally tough will need another way to mitigate damage, either through magical means, the use of armor, or evasion. When it comes to winning the fight, it's important to consider how your character will position themselves relative to

the rest of the party: having a "front line" can be very useful if certain characters intend to engage at range, though these front-liners will often find themselves fighting outnumbered.

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

Skills and Talents

The UESRPG 3e has a large number of skills and talents that players can choose from when creating their characters, which can lead to some difficult choices. Fortunately there are a few general guidelines that players can follow when navigating character creation.

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

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

Talents are a little more difficult to choose: there are a variety of talents that have very powerful effects, but it's easy to go overboard. Some talents unlock the ability to do things that other characters cannot, while others function to augment a particular skill (such as by providing rerolls or replacing degrees of success).

The critical decision is which of these abilities are necessary to the character, and which are just nice to have. The former are worth investing in early, while it is often better to replace the latter with additional skill ranks that will prove critical at lower XP values.

Surviving Combat

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

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

New Playable Races

This section contains a set of rules for additional playable races. Some of these can be used in any campaign, while others only have a place in certain adventures. Depending on when and where your

campaign is set, your GM may choose to prohibit the use of some or all of these races when you are creating a character. The relevant section for each race will provide some advice in this matter to help you and your GM decide if a certain type of character is appropriate.

The Proto-Races

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

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



The Ayleids

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

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

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

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

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



Society and Faith

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

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

Ayleid Player Characters

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

Ayleid Baseline Characteristics

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

Traits

- Weakness (Magic, 1):** The character increases all incoming Magic damage by 1 point, and suffers a -10 penalty to all tests to resist non-damaging magical effects.
- Power Well (5):** The character increases their maximum Magicka Points by 5.
- (Racial) Empowered by Starlight:** Ayleid characters treat their Willpower Bonus as being 2 higher for the purpose of spell restraint while under direct starlight. The Ayleid can choose to forfeit this bonus as a free action for the rest of the night in order to absorb some of the radiating magicka, regaining 15 Magicka Points instantly.
- (Racial) Flesh Shaper:** When an Ayleid uses any Restoration spell that regenerates a target's health, they can choose to inflict the specified amount as Magic damage instead. Additionally, an Ayleid can use the Stabilize spell to Treat wounds.

Other

- During character creation, Ayleid characters can choose to bring with the Restoration or Enchanting skill trained to Novice rank for free.



The Falmer

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

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

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

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

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



Falmer Player Characters

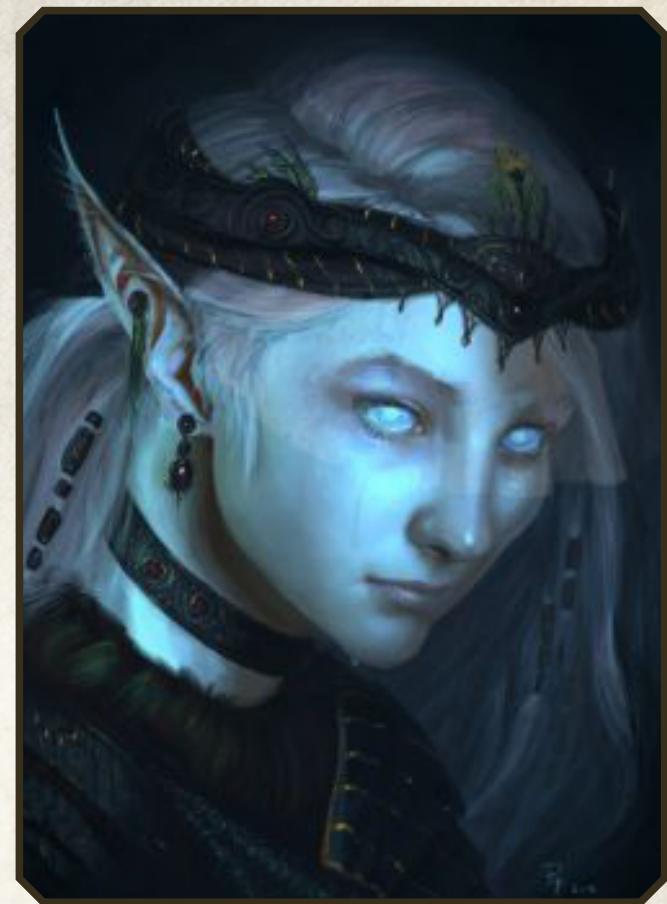
Below are the rules for creating Falmer characters. Assuming you have the permission of your GM, treat the Falmer just as you would any other race and follow the usual steps for character creation.

Falmer Baseline Characteristics

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

Traits

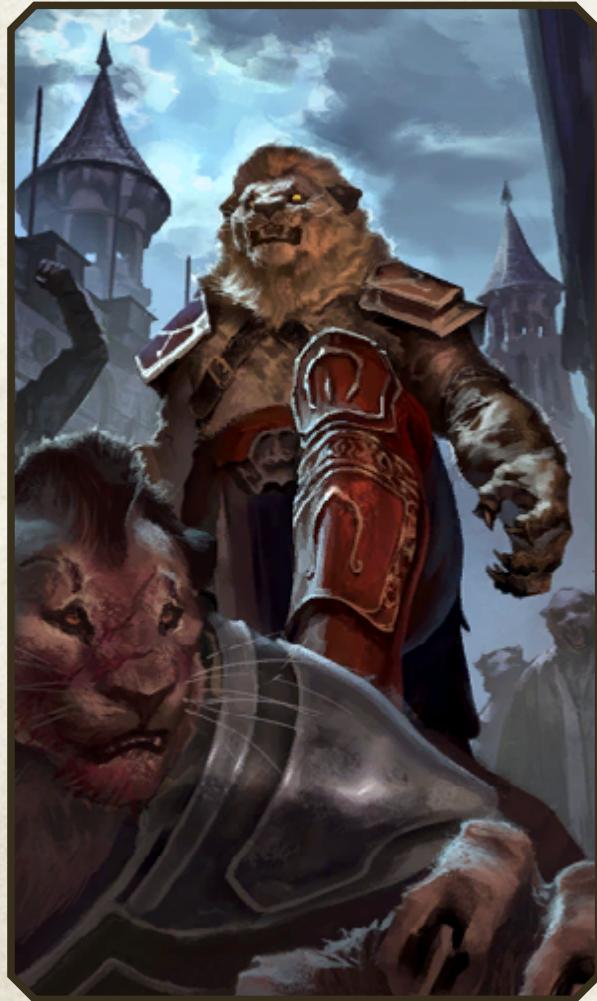
- Weakness (Fire, 2):** The Falmer increases all incoming Fire damage by 2 points, and suffers a -20 to resist any non-damaging Fire effects.
- Resistance (Frost, 3):** The Falmer reduces all incoming Frost damage by 3 points, and gains a +30 to resist any non-damaging Frost effects.
- Power Well (10):** The Falmer increases their maximum Magicka Points by 10.



Khajiit Subspecies

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

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



Alfiq

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

Alfiq Baseline Characteristics

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

Traits

- Dark Sight:** The Alfiq can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- Quadruped:** Triple the Alfiq's run speed when Dashing.
- Telepathy (3):** The Alfiq can broadcast a complex sentence each round as a free action to all characters within $WpB \times 100m$.

Other

- During character creation, the Alfiq may learn the Catfall talent for free.
- Alfiq are Tiny sized characters. Attempts to hit the Alfiq suffer a -20 penalty. However, the character's maximum Encumbrance and total HP are halved.
- The Alfiq cannot speak normally, and must communicate telepathically. Additionally, the Alfiq does not have opposable thumbs, and will suffer penalties to any tasks requiring fine motor skills or grip, such as using a weapon. This is left to GM arbitration.

Cathay

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

Cathay Baseline Characteristics

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

Traits

- Dark Sight:** The Cathay can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- Natural Weapons (Claws; 1d6 Slashing)**

Ohmes-Raht

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

Ohmes-Raht Baseline Characteristics

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

Traits

- Dark Sight:** The Ohmes-Raht can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- Natural Weapons (Claws; 1d4 Slashing)**

Ohmes

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

Ohmes Baseline Characteristics

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

Traits

- Dark Sight:** The Ohmes can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- Natural Weapons (Claws; 1d4 Slashing)**



Dagi-Raht

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

Dagi-Raht Baseline Characteristics

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

Traits

- Dark Sight:** The Dagi-Raht can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- Natural Weapons (Claws; 1d4 Slashing)**

Other

- During character creation, the Dagi-Raht may start with the Acrobatics skill trained to Novice, or the Catfall talent for free, or both together for 100 CrP.

Pahmer

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

Pahmer Baseline Characteristics

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

Traits

- Dark Sight:** The Pahmer can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- Natural Weapons (Claws; 1d10 Slashing)**
- Natural Weapons (Fangs; 1d8, Bite, Splitting)**
- Quadruped:** Triple the Pahmer's run speed when Dashing.

Other

- During character creation, the Pahmer may start with the Catfall talent for free.
- A Bite attack automatically initiates a Grapple.

Senche

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

Senche Baseline Characteristics

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

Traits

- Dark Sight:** The Senche can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- Natural Weapons (Claws; 1d10 Slashing)**
- Natural Weapons (Fangs; 1d8, Bite, Splitting)**
- Quadruped:** Triple the Pahmer's run speed when Dashing.
- Vicious (1):** The Senche treats their Strength Bonus as 1 point higher for resolving damage.

Other

- During character creation, the Senche may start with the Catfall talent for free.
- A Bite attack automatically initiates a Grapple.
- Senche are Large sized creatures. Attempts to hit the character with ranged attacks gain a +10 bonus.



Tojay

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

Tojay Baseline Characteristics

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

Traits

- Dark Sight:** The Tojay can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- Natural Weapons (Fangs; 1d4, Bite, Slashing)**
- Disease Resistance (50%):** Whenever the Tojay would be infected by a common disease, roll a d100. On a roll of 50 or less, the character resists the disease.
- Resistance (Poison, 2):** The Tojay reduces all incoming Poison damage by 2 points, and gains a +20 to resist any non-damaging Poison effects.

The Maormer

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

Their leader is an immortal wizard named Orgnum. The Maormer practice a snake-like magic which they use to tame sea-serpents.

Maormer Player Characters

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

Maormer Baseline Characteristics

Str	End	Ag	Int	Wp	Prc	Prs
23	20	25	29	28	25	22

Traits

- Weakness (Shock, 1):** The Maormer increases all incoming Shock damage by 1, and suffers a -10 penalty to all tests made to resist non-damaging Shock effects.
- Power Well (5):** The Maormer increases their maximum Magicka Points by 5.
- (Racial) Children of the Sea:** The Maormer may reroll failed Athletics tests to swim, once per test.
- (Racial) Chameleon Skin:** The Maormer receives a +10 bonus to any Stealth skills made to blend into their environment visually.
- (Racial) Sorcerous Serpent Speech:** Maormer can speak to, and understand, the speech of serpents, both land and sea. How exactly this functions is left to the GM's discretion.

Other

- During character creation, Maormer characters may choose to begin with the Athletics skill trained to Novice for free.



The Sload

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

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

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

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

Sload are apparently not religious in any recognizable sense, but will willingly serve Daedra if they benefit from it. Some, in particular the famed Second Era necromancer N’Gasta, also follow the King of Worms. It is unknown exactly how Sload reproduce. They are believed to be hermaphrodites in their youths, though the sexual organs seem to be absorbed by the time they are old enough to survive on land. Sload parents seemingly have no interest in the fate of the young. Upon reaching adulthood the Sload becomes amphibious and has an appearance similar to a large, vaguely humanoid slug.

While young, adults generally lack many of the skills to survive on land. As they age, Sload tend to grow in size and corpulence, and many older Sload would collapse under their own weight if not buoyed up by water or by magical means. There is no known limit to either the age or the size of an adult Sload. Understandably, this limits their activities on land.

When on land, their default mode of travel is magical teleportation, especially the Recall spell, which they instinctively use when greatly distressed.

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



Sload Player Characters

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

Sload Baseline Characteristics

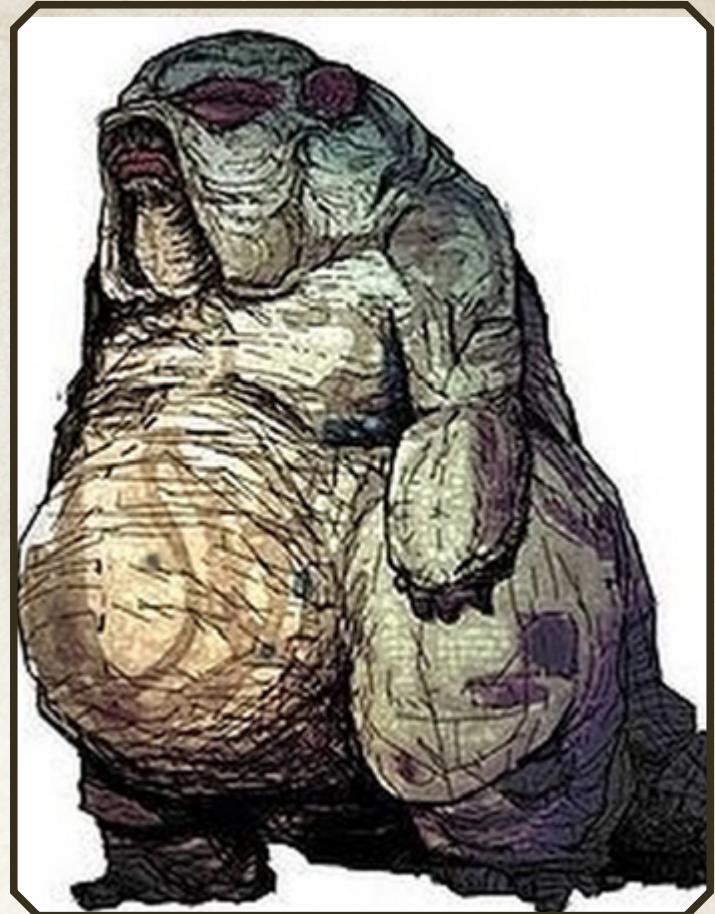
Str	End	Ag	Int	Wp	Prc	Prs
20	20	10	30	30	25	20

Traits

- **Power Well (10):** The Sload increases their maximum Magicka Points by 10.
- **(Racial) Corpulent:** Sload may never train or use the Evade or Acrobatics skills. Their Agility may never exceed 20. Increase their Hit Points by 5.
- **(Racial) Foreigners:** Sload receive a -20 penalty on all social skill based tests with non-Sload.

Other

- During character creation, the Sload may choose to begin Necromancy, Mysticism, or Alteration skill trained to Novice for free, or have all three trained to Novice for 100 CrP.
- Sload characters are blessed with flawless memory, and never need any kind of roll to remember anything they have seen or heard, and gain +1 bonus DoS on any successful Lore tests they make.



Racial Variants

While most members of any given race on Mundus can be represented by the options presented in the Core Rulebook, there are some variants that deserve extra attention.

Some extraordinary members of certain races are different from the norm due to extraordinary circumstances, being either cultural, societal or based on their home.

Following are listed a number of Racial Variants that can be included in a campaign with the GM's permission, but should always be carefully considered as most of these can require that the GM pays extra attention to the cultural changes of the variants.

Bosmer Variant: The Unglamoured

In the days before the Green Pact, the Bosmer were constantly shape shifting between myriad bestial forms they could not control or sustain. But with the help of Y'ffre, they finally gained the ability to take on their own form, becoming who they are today.

However, their original wild form still lurks underneath the surface, waiting to be unleashed. Most Bosmer however have no visible signs of their original wild form, hidden away by the wild magic of glamour that keeps their form in check.

The Glamour however is fickle, and some bosmer do not possess this innate magic, though it is unknown if this is because of divine punishment of Y'ffre, or simply bad luck.

These Bosmer take a myriad of shapes from part mer and part beast, satyrs, redcaps, boggles and other fairy-tale creatures, but they all share one common trait, completely black eyes. Amongst the Bosmer they are viewed upon with scepticism and caution, and are rarely seen outside of Valenwood, but those few who dare venture out soon notice that the rest of the world are as cautious about them as their Bosmeri brethren.

Making an Unglamoured Bosmer follows the base profile of other Bosmer characters, but gains the following rules in addition to their profile to represent their status as shape-changing outcasts:

- **(Racial) One With the Wild:** Being more in touch with the world than their brethren, the Unglamoured have no trouble surviving in their homeland. They automatically pass all Survival tests (except for crafting related tests) while in Valenwood, and gain a +10 on all Survival tests relating to their wild shape.
- **(Racial) The Beast Within:** The Unglamoured are on the verge of the Wild Hunt, which can be seen and felt by others in their presence. As a result of this uncanny aura, Unglamoured receive a -10 penalty on all social skill tests, and a -20 on all social skill tests involving other Bosmer.
- **(Racial) Wild Shape:** During character creation, the Unglamoured must pick one trait associated with their wild shape:
 - Amphibious
 - Climber (AgB*2)
 - Crawler
 - Dark Sight
 - Natural Toughness (1)
 - Natural Weapons (Horns or Claws; 1d6 Slashing or Crushing)
 - Natural Weapons (Fangs; 1d4 Slashing, Bite)
 - Quadruped
 - Regeneration (1)
 - Swimmer
- However, their altered form is also a curse, and they must therefore select one weakness as well:
 - Silver-Scarred (2)
 - Sun-Scarred (2)
 - Weakness (Fire, 2)
 - Weak Point (Choose on Hit Location)

Breton and Nords Variant: The Reachmen

Before the Nords conquest of The Reach, it was the home of a tribal people known as the Reachmen, men and women of mixed Breton and Nordic descent. Both Nords and Bretons perceive the Reachmen as Mongrels and bloody savages.

Worshipping what they call the “Old Gods,” taking part in blasphemous rituals, utilizing dark magicks and their general xenophobic nature makes them feared amongst those that oppose them. Their most ill-famed ritual is the rite of the vengeance, in which a Reachman has his heart replaced by a Briar seed, and infused with a spirit of vengeance to deliver terrible retribution upon those that stole away their ancestral lands as an undead avenger.

They revere and glorify the Hagravens as their cultural leaders, a practice that most of Tamriel considers to be foul, or simply plain wrong. For these reasons, the Reachmen are regarded by most to be a savage people, full of madmen and Daedra worshippers.

The Reachmen persistently and unrelentingly battle the Nords that rule over them, raiding their settlements when they can, and pillaging for the sake of causing chaos. Using the land to their advantage, and even the very spirits on their side, they battle to take back the Reach. Driven by revenge for the conquering of their lands, these men utilize whatever means necessary to drive out those that claim the Reach to be theirs.



Making a Reachman follows the base profile of making any Breton or Nord character, representing the mixed blood that makes up their numbers, but replaces their usual Racial Traits with the traits below:

Traits

- **(Racial) Fury of the Old Gods:** The witch-men of the reach are blessed by the Old Gods with a righteous fury towards any and all invaders, and will not helm until every last one of them are dead at their feet. Any social interaction test except Intimidation with people not sympathetic with the Reachmen suffers a -10 penalty as they are surrounded by rumors and superstitions. However, the Reachmen gain a +10 bonus to all Combat Style tests made while in Frenzy or using the All-Out Attack action as they fight with the fervor of the Old Gods themselves.
- **(Racial) Accustomed to the Profane:** The men and women of the reach are raised in tribal societies, surrounded by profane practices and dark rites, which has tempered their wills against the petty horrors of the world. They gain a +30 bonus to resist Panic Tests, and a +20 bonus to resist Horror Tests.

Other

- During character creation, a Reachman may choose to be with the Survival skill, or one of the traditional hedge magics (Alteration, Destruction, or Mysticism) trained to Novice rank for free.
- Reachmen do not count as their parent race for the purpose of Elite Advances (example: Tongue advance for Nords), but can still take the Racial Talents of their parent race found later in this book.

Dunmer Variant: Ashlanders

The Ashlanders of Morrowind isolate themselves from most of “modern” Dunmer society, and have become nomads that travel the wastes. They are very distrusting of outsiders, and are traditionalist in their way of life.

After the Tribunal rose to power directly following the Battle of Red Mountain, these Dunmer refused to accept the new Tribunal, believing that they betrayed and killed Lord Nerevar at the Battle of Red Mountain. They follow the traditional old ways of ancestor worship as well as worshipping Daedra, specifically Boethiah, Azura, and Mephala.

The Ashlanders were slowly forced into the most dangerous and inhospitable parts of Morrowind by the Great Houses. This, their nomadic lifestyle, and their clan based culture caused them to become more hardy and adaptable in the hot wilderness around the slopes of Red Mountain.

Making an Ashlander follows the base profile of making a Dunmer character, but gain the following Traits and bonuses to represent their harsher lifestyle:

Traits

- (Racial) Life in the Wasteland:** Ashlanders are adapted to life in the volcanic grasslands and deserts around Red Mountain, and as a result gain a +10 bonus on all Survival tests made in hot climates, and count their Resistance (Fire) trait as being one point higher while in these environments.
- (Racial) Pride and Prejudice:** Any social test except Intimidation made by or towards an Ashlander suffers a -10 penalty unless the other character is familiar with Ashlander customs and traditions. Additionally, Ashlander characters should keep in mind that most slights are resolved in their society by ritualized duels, often to first blood, but sometimes to the death if the perceived insult is grave enough to warrant it.

Other

- During character creation, Ashlanders may choose to begin with the Survival skill trained to Novice rank for free, instead of Destruction.

Redguard Variants: Crowns and Forebears

While Redguard society as a whole consists of a single race with no great bodily variation, a cultural divide between the Crowns and the Forebears split their people down the middle.

The people of the Crowns, the old nobility of Yokuda are a more aristocratic people, focusing on trade and positive relations, while the Forebears, also known as the Warrior Wave or Ra’Gada, were the common folk of Yokuda who invaded Hammerfell and made it theirs by the sword. In most games, the difference will not matter as most people aren’t affiliated with the politics between the two factions, but for the games where the difference matters, you can choose one of the following profile changes and apply it to the Redguard base profile.

Crowns

- A Crown Redguard gains +1 Personality, and -2 Endurance.
- A Redguard under the influence of the Crowns can replace Combat Style with Commerce or Persuade as their free starting skill.

Forebears

- A Forebear Redguard gains +1 Willpower, and -2 Personality.
- A Redguard under the influence of the Forebears can pick one additional weapon for their Combat Style at character creation, but it must be a Sword or variant of a Sword such as a Sabre or Dagger.



Core Racial Talents

This section contains additional Talents that are locked to the various peoples of Tamriel. They each pertain to natural and cultural qualities that embody each of the races of men and mer, and help represent the exemplary heroes and villains amongst them.

A GM might choose to unlock these Talents naturally over the course of a campaign for all members of the party based on experience benchmarks, or alternatively they will be available for purchase exactly the same as the main Talents in the Core rules.

Altmer Talents

Blood of Aldmeris

The Altmer directly traces their unbroken family line to Aldmeris, and is empowered by their lineage.

Adept (Any)

The Altmer receives an additional Power Well (10), and increases their Disease Resistance trait by an additional 25%.

Highborn

The Altmer harnesses their pure elven ancestry to empower their magic, as the Aldmeri were the fathers of magicka.

Expert (Any), Requires Blood of Aldmeris

The Altmer can rapidly meditate as a Cast Magic action once per Long Rest to immediately regenerate 20 Magicka Points.

Argonian Talents

Child of the Sap

The Argonian is harder than their peers, toughened by the blood of the marsh and the sap of the trees.

Adept (Any)

The Argonian exchanges their Resist Disease trait for Immunity to Disease, and permanently gains +1 to their movement Speed.



Histskin

The Argonian can call upon the reservoirs of Hist sap stored within their glands to rapidly regenerate injury.

Expert (Any), Requires Child of the Sap

The Argonian doubles their swimming speed, and gains +30 to any Stealth or Athletics tests made while underwater. Additionally, once per Short Rest, the Argonian can immediately regenerate EnB Hit Points as a free action.

Bosmer Talents

Nature's Blessing

The Bosmer is blessed by the Y'ffre, and is toughened to the deadly toxins and blights of the wild.

Adept (Any)

The Bosmer increases their Disease Resistance by an additional 25%, and increases their Resistance (Poison) trait by +1.

Lord of the Hunt

The Bosmer can blend into their surroundings, shimmering in and out of the terrain as the trees themselves work to conceal them from their prey.

Expert (Any), Requires Nature's Blessing

Once per Short Rest, the Bosmer can attempt a Stealth test with +20 while in natural foliage or terrain. If successful, they gain the Invisible condition until they perform another action that would normally cause the Hidden status to be broken.

Breton Talents

Lionheart

The Breton is steeled to magic, and taps deeper into their own merish blood to access yet more power.

Adept (Any)

The Breton gains an additional Power Well (10), and increases their Resistance (Magic) trait by +1.

Dragonskin

The Breton taps into ancient Merethic powers, drinking in the powers of their ancestral enemies like a nourishing milk to slake their unquenchable thirst for magic.

Expert (Any), Requires Lionheart

The Breton can spend a Stamina as part of a free action to gain the Spell Absorption (5) trait for one round.

Dunmer Talents

For the Dunmer, we've decided to present some alternate rules for their Ancestor Guardian power. Instead of summoning a vague ghost, we took inspiration from Morrowind's Ancestor Guardian power, which granted the Sanctuary spell effect, which at the time of the first draft of 3e, didn't exist. We feel the new iteration of the trait below offers a fine-tuned mechanical benefit that makes all Dunmer a foe to be reckoned with in combat, and also has a cool ribbon effect as well with the consultation aspect. Additionally, we decided to bring the actual Ancestor Ghost into the talent section, so that every Dunmer isn't running around with a personal ghost every day, and when an ancestor is summoned into battle, it's something really special.

- **(Racial) Ancestor Guardian:** The Dunmer can, once per Long Rest, cast Sanctuary (3) on themselves that lasts for 3 Rounds as a free action that costs no Magicka Points, and requires no test. Additionally, the Dunmer can perform a ritual that costs 10 drakes worth of incense and powders during a Long Rest to consult with their ancestor, asking up to d4+1 questions. The ancestor replies only with a disembodied voice only the Dunmer can hear, or sends imagery or signs to be interpreted. This is up to GM's arbitration. The ancestor can only share knowledge and wisdom it would reasonably have had while they were alive.

Ancestor's Protection

The Dunmer has paid great respect to their ancestors, and in return, their spirits smile upon them.

Adept (Any)

The Dunmer increases their Resistance (Fire) trait by +1, and their Ancestor Guardian power is increased to Sanctuary (4), and lasts for 4 Rounds instead of 3.

Ancestor's Wrath

The Dunmer has a special bond with their ancestor, who is capable of manifesting from beyond to lend their aid in battle.

Expert (Any), Requires Ancestor's Protection

The Dunmer is able to summon an Ancestor Ghost as a Cast Magic action with the Bound and Mindlock (1) traits for one minute, and benefits from Sanctuary (4) for the duration. This replaces the Ancestor Guardian power.

An Ancestor Ghost should be created by the Dunmer player and the GM cooperating to create a character with comparable combat ability to a player character. It is recommended to build the Ancestor Ghost exactly as if they were a player character with a similar amount of experience points as the party, with both combat and non-combat skills to represent their skills and trade in life. The Ancestor Ghost gains the Incorporeal trait, but aside from that, is a normal Dunmer. The Ancestor Ghost cannot use the Ancestor Guardian power, and cannot summon more Ancestor Ghosts.

Imperial Talents

Red Diamond

The Imperial endures like the cornerstones of the White Gold Tower. Unbreakable.

Adept (Any)

The Imperial increases their bonus Stamina Points from Star of the West to 2 SP.

Imperial Luck

The Empire was founded on the blade, but was built with gold.

Expert (Any), Requires Red Diamond

The Imperial increases their bonus Stamina Points from Star of the West to 3 SP. Additionally, any time the Imperial rolls on the Treasure Table, they can roll twice and choose which result to keep.

Khajiit Talents

Eye of Night

Sharp claws and sharp eyes pave the way.

Adept (Any)

The Khajiit increases the size of their Natural Weapon damage dice by one step (d4 becomes d6, d12 becomes 2d8, etc), and can make a free Precision Strike with their first attack made while Hidden at night time or in total darkness.

Eye of Fear

Something about the eyes. Terrifying. Primal. Bestial. Filled with... rage.

Expert (Any), Requires Eye of Night

The Khajiit can, once per Long Rest, force a single target to take a Panic test with a -30 penalty to their Willpower, as a free action.

Nord Talents

Sons of Skyrim

The Nord is tough, haughty, and enduring, as their people are famed for.

Adept (Any)

The Nord increases their Resistance (Frost) trait by +1, and increases their Tough trait by +1.

Woad

The Nord can daub themselves with war paint, called Woad, that is blessed by Kyne, and grants them mystical warrior-powers.

Expert (Any), Requires Sons of Skyrim

The Nord can, as an action, apply a smear of ritually prepared Woad war paint, which grants a Physical and Magical shield that protects against 5 points of damage for 3 Rounds that refreshes for free each Round.. If the shield has at least one hit point of damage remaining after the third Round, the shield continues to refresh until it is reduced to 0 shield HP, or until 1 minute passes. This shield is semi-divine in nature and cannot be conventionally dispelled. The ritual necessary to prepare one dose of Woad paint requires the Nord have access to natural plants, an open sky, and must be performed over a Long Rest as they beseech Kyne for her blessings and protection in the battles to come.

Orsimer Talents

Like the Dunmer, we on the design team weren't feeling satisfied with the Orc racial traits. They felt lackluster, and because there are no Core rules supporting blacksmithing beyond getting a marginal discount on equipment, one of their main traits is effectively a ribbon trait even though it's taking the place of a primary mechanical trait. So, all Orsimer characters are getting the Tough trait that Nords have, in addition to their current traits, to help beef them up for combat and bring them on par with the other "tanky" race. In addition, concerns were voiced about Orcs losing their frenzy racial, and rather than just tacking on "they get the frenzy talent for free," we decided to tie their berserking to a new racial talent, which is distinctly separate and compatible with the normal Frenzy talent, and is beneficial for all Orc characters, both front line fighters and mages alike.

- **Tough:** The Orsimer increases their Wound Threshold by +1.

Wrothgarian

The Orsimer embodies the mountain: strong, tall, triumphant.

Adept (Any)

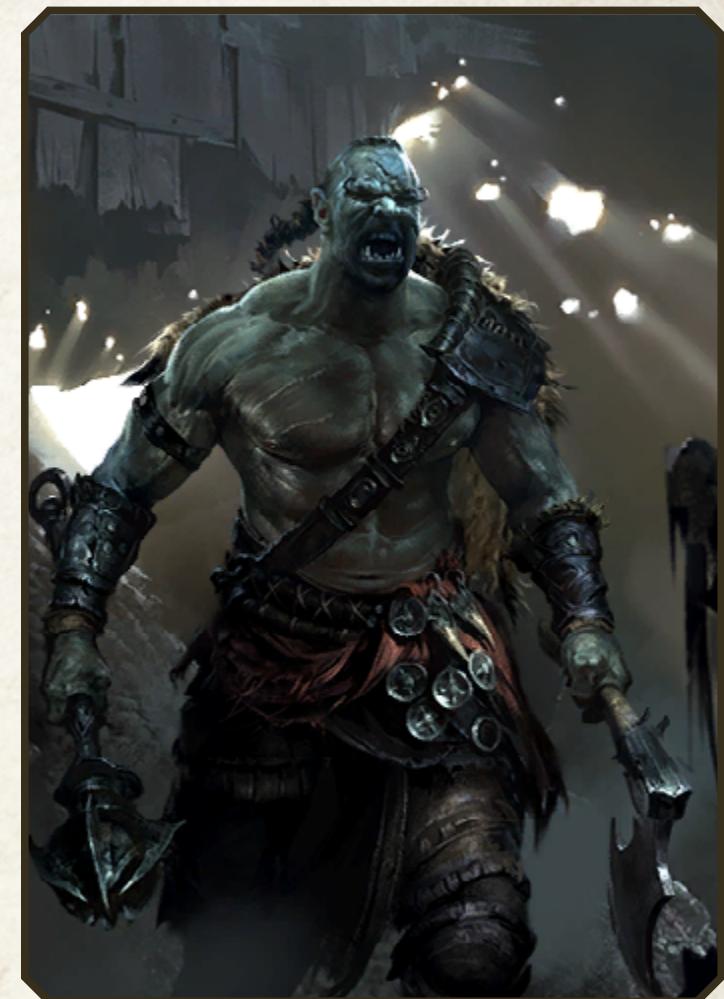
The Orsimer increases their Tough trait by +1, and increases their Resilient trait by +5 more (total +8).

Berserker

The Orsimer can tap into the primal fury of Malacath.

Expert (Any), Requires Wrothgarian

The Orsimer increases their bonus HP from their Resilient trait by yet another +5 (total +13). Additionally, once per Long Rest, as a free action, the Orsimer can immediately heal themselves for EnB Hit Points, and then increase their Strength Bonus and Resistance (Magic) trait by their Endurance Bonus for one minute.



Redguard Talents

High Men

The men of Yokuda are unaffected by such trifling things as disease or venom. They are above it.

Adept (Any)

The Redguard becomes Immune to Disease, and increases their Resistance (Poison) trait by +1.

Adrenaline Burst

Some Redguards revel in the thrill of combat to such a degree that their delight numbs them to mortal agony.

Expert (Any), Requires High Men

The Redguard's Adrenaline Rush power instead regenerates 2 Stamina Points immediately, and also heals the Redguard for 5 Hit Points. Additionally, the Redguard ignores all Shock penalties from wounds until the Adrenaline Rush expires.

Expanded Racial Talents

This section contains Talents for the new playable character races introduced in this handbook.

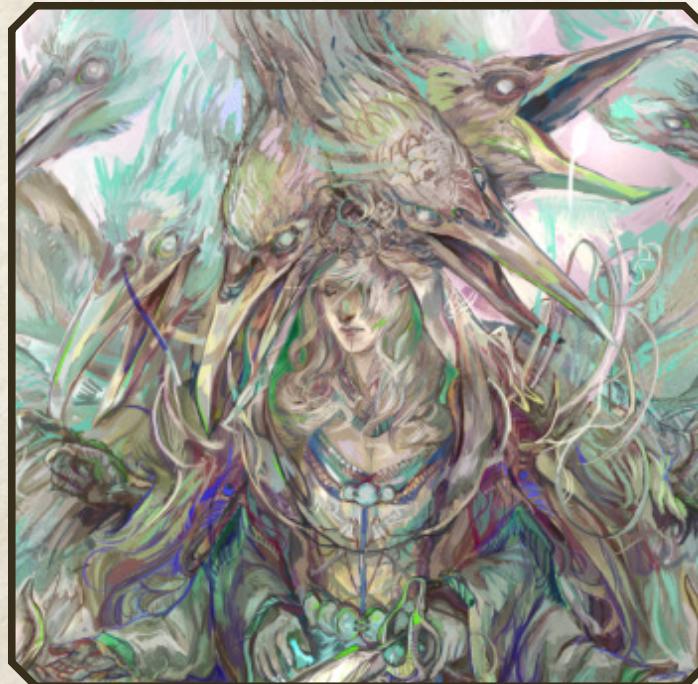
Ayleid Talents

Birds of Prey

The Ayleids had a distinct bird motif, respecting their speed and predatory nature, but also their nobility.

Adept (Any)

The Ayleid gains +1 to their movement Speed, and additionally gains +10 to their Power Well trait.



Lords of the Niben

The Ayleids ruled the Nibenay with an iron fist, and used the power of starlight to fuel their night raids on the ancient Nedes, eventually enslaving them. All of them.

Expert (Any), Requires Birds of Prey

The Ayleid treats their Willpower Bonus as being 3 higher instead of 2 higher when under direct starlight for the purpose of the Empowered by Starlight trait. Additionally, when they use the Empowered by Starlight power, the Ayleid can instead choose to regenerate 15 Magicka, or 8 Hit Points.

Falmer Talents

Born of Ice

The Falmer, or Snow Elves, were dramatically attuned to the cold, more so than even the Nords, or the Atmorans that predated them.

Adept (Any)

The Falmer increases their Resistance (Frost) trait by +1, and additionally, any Frost enchantments created by a Falmer deal a bonus +1 Frost damage, or gain a bonus +1 Frost Resistance.

Legacy of the Snow Prince

The legend of the Snow Prince is the last great tale of the Falmer. He conjured a great blizzard and lead a great battle against the Nords, and although the Falmer lost, he made good on his pledge that many Nords would die that fateful day.

Expert (Any), Requires Born of Ice

Once per Long Rest, the Falmer can as a free action by spending a Stamina Point, summon a miniaturized blizzard on themselves, which counts as a level 3 Frost Cloak which lasts for three Rounds. Additionally, as a ritual that must be performed during a Long Rest, the Falmer can use 100 drakes worth of ritual materials, and spend 100 Magicka Points to invoke a blizzard in the immediate region, no matter the climate. The blizzard is magical in nature and imposes a -20 on any tests reliant on sight (including combat), and additionally counts as dangerous weather. Falmer are immune to all the effects of the blizzard, which lasts for $1d12 + \text{Personality Bonus}$ hours, which should be rolled in secret by the GM.

Maormer Talents

Shimmerskin

The Maormer's flesh flickers and shifts colour involuntarily, adapting to its surroundings with a mind of its own.

Adept (Any)

The Maormer increases their Power Well trait by +10, and gains an additional +10 bonus on their Chameleon Skin trait, for a total of +20 to Stealth tests while hiding in the environment.

Serpent-Sorcerer

The Maormer can form mental bonds with serpents. Their ancient magics and high wizards bind great sea serpents to their nobles' will, but for an adventurer, any snake will suffice as a companion.

Expert (Any), Requires Shimmerskin

The Maormer can, during a Long Rest, perform a ritual requiring 50 drakes of ritual ingredients, and 30 Magicka Points to attempt to permanently bind a snake or serpent-like creature to their will. At the conclusion of the ritual, the Maormer and the serpent make an Opposed Willpower test, where the Maormer scores an additional Degree of Success for every additional 30 Magicka Points spent on the ritual beyond the first 30. If the Maormer is successful, the serpent is bound to the Maormer's will, their minds effectively fused.

The serpent becomes a creature under the Maormer's control, and gains the Bound trait. The Maormer gains the Mindlock (1) trait, and has direct control of the snake.

Sload Talents

Baleful Bloating

The Sload is swollen with Magicka. And fat. Lots of fat.

Adept (Any)

The Sload increases their Power Well by +10, and gains +10 Hit Points to their HP maximum.

Meticulous Planning

The Sload have no word for "adventure." The closest equivalent term translates to "tragic disaster."

Expert (Any), Requires Baleful Bloating

During a Long Rest, the Sload can prepare for all contingencies by rolling a number of d100s equal to their Intelligence Bonus. Record these results. Each of these numbers can be substituted out as the result of any test the Sload, the Sload's target, or the Sload's attacker makes before the roll is made. After a number is used, cross it off, and that number can no longer be used during this preparation period. These numbers persist until the Sload uses all of them, or until they spend another Long Rest planning and generating a new batch of numbers.



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 effect of these traits are listed here.

Positive Traits

Characters can spend the listed CrP in exchange for gaining one or more of the following positive traits. No player can spend more than 1/5th of their starting Campaign Power Level CrP budget on positive traits without explicit GM permission (Low level can use 300 CrP maximum).

Attractive

200 CrP

The character is attractive and gains a +10 bonus to any Personality test where their beauty plays a major role in the outcome.

Brave

300 CrP

The character is lionhearted and does not scare easily. They gain a +20 bonus on Willpower tests to resist Fear or Intimidation.

Common Sense

300 CrP

The character has innately good judgement, allowing them to avoid the simple disasters in life. Any time the character is about to make an objectively bad decision, the GM should intervene to prompt the character to reassess things.

Danger-Sense

200 CrP

The character has a sixth sense for danger. Any time the character is Surprised, they can choose to roll Initiative instead, but takes a -20 on all non-defensive reactions in the first Round of combat.

Direction Sense

100 CrP

The character has a good sense of direction, and can always find north when outdoors. Additionally, the character can reroll one failed Navigate test per Long Rest.

First Impression

100 CrP

The character makes a good impression, and gains a +10 bonus on any Personality test when first meeting someone new.

Good With Animals

200 CrP

The character has an affinity for animals and gains a +10 bonus on any Profession: Animal Handling, Ride, or Survival tests to train or calm an animal.

Pain Tolerant

300 CrP

The character has a high threshold for pain, and gains a +10 to resist Wounds, and well as only suffering a -10 from the shock effects of wounds rather than -20.

Perfect Memory

300 CrP

The character is blessed with flawless memory, and never need any kind of roll to remember anything they have seen or heard, and gain +1 bonus DoS on any successful Lore tests they make.

Preferred Enemy (X)

100 CrP (Character) / 300 CrP (Faction)

The character holds a grudge for a specific character or faction. The character gains a +10 on any tests made that bring direct harm to their preferred enemy, including Cast Magic actions, melee and ranged attacks, and other insidious means of harm.

Situational Awareness

200 CrP

The character is hyper-aware of their surroundings, and can ignore any negative modifiers to Perception for being distracted, but not for poor lighting or environmental conditions.

Slippery**300 CrP**

The character is especially flexible and gains a +10 on Acrobatics tests involving flexibility, and can perform the Resist Secondary Action using Acrobatics.

Unremarkable**200 CrP**

The character is exceptionally average looking, which for better or worse makes him harder to remember and recognize. Whenever this character attempts to blend in with a crowd (that being the general public, or dressed similarly to any group in which he's trying to pass for a member by looks alone) he gains a +10 to all Subterfuge and Stealth tests made to fit in.

Additionally when appropriate and at the GM's discretion, any character or NPC trying to remember or describe the character will either have trouble doing so, such as wrongly describing him, or simply being unable to remember him entirely (for better or worse).

Negative Traits

Characters can gain the listed CrP in exchange for taking on one or more of the following negative traits. Characters cannot increase their starting CrP by more than 1/5th of their starting Campaign Power Level by picking negative traits without explicit GM permission.

Addiction (X)**+200 CrP**

The character is addicted to some substance, such as alcohol, moonsugar, skooma, or even more alien or outlandish drugs such as feldew. Should the character not be able to indulge in the drug regularly (more accessible drugs require more frequent access), they suffer a -10 penalty on all tests, which increases in severity by an additional -10 to a maximum of -30 for each passing day until they get their fix.

Aversion (X, Y)**+100 CrP per Y**

The character is afraid of or averse to something (X). This can be used to represent a phobia, compulsive avoidance, or strong dislike of a certain thing. When exposed to their aversion, the character suffers a -10 per Y on all tests.

Bad Reflexes**+200 CrP**

The character is generally slow to react. When rolling for Initiative, the character rolls twice and takes the lowest.

Combat Paralysis**+300 CrP**

The character has a habit of freezing in dangerous situations, and must make a Willpower test any time combat breaks out. If they fail, they cannot take any actions or reactions during the first Round.

Dampened Senses (X)**+100 CrP**

The character suffers a -10 penalty on Perception tests based on the selected sense.

Disturbing Voice**+100 CrP**

The character has an intimidating, disturbing voice. They gain a +10 bonus to Persuade tests made to intimidate, but suffers a -10 to all other Personality based tests that involve speaking.

Illiterate**+300 CrP**

The character was never taught to read or write. They cannot read or write, obviously.

Incompetent (X, Y)**+100 CrP per X**

The character is particularly bad at something. Pick a skill that the character possesses, and choose something related to that skill the character would be considered incompetent in, just like you would choose a specialty. It must be something general enough that the character could conceivably be forced to roll at some point and must be a skill that the character has trained to at least +0, like Swimming for Athletics (the GM is the final arbiter of what qualifies as such). Whenever the character is forced to make a roll with the chosen skill that would be affected by the chosen Incompetence, gain a -10 penalty to said roll per X.

Low Pain Tolerance**+300 CrP**

The character has a low threshold for pain, suffering a -10 penalty to resist the Shock Test inflicted by Wounds, as well as against any Willpower test to resist the effects of pain. Additionally, the passive Wound penalty is increased to -30 instead of -20.

Naïve**+200 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**+200 CrP**

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

Social Stigma (X)**+100 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**+300 CrP**

The character is timid and scares easily. They suffer a -10 penalty on Willpower based tests to resist Panic tests or intimidation, and a -20 penalty on Horror tests.

Ugly**+200 CrP**

The character is ugly and suffers a -10 penalty to any Personality based tests where their appearance plays a major role in the outcome.

Weak Immune System (X)**+100 CrP per X**

The character has a weak immune system and suffers a -10 penalty for each X to the Endurance test to resist contracting a diseases when exposed. This counteracts the Disease Resistance trait.

Severe Negative Traits

These negative traits follow the same rules as above, but the benefit gained from picking one of these aren't necessarily limited to just CrP, so be sure to read each entry carefully.

Choosing any of these traits should only be done after careful deliberation (from both player and GM), as they can potentially affect a whole campaign by being implemented.

Amnesia**+800 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.

Blind**+500 CrP**

Character has the Blinded condition while they have this trait. However, luck favors the suffering fool, granting them a free reroll on any one test not related to their lacking sight once per session.

Deaf**+500 CrP**

Character has the deafened condition while they have this trait. However, luck favors the suffering fool, granting them a free reroll on any one test not related to their missing hearing once per session.

Lingering Injury**+500 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. However, living with a painful injury has made the character tough, granting 1 Stamina Point to the character as powering through exhaustion and pain is everyday life for the character.

Star Cursed**+800 CrP**

The character was born beneath an unlucky star and is considered to be ill-fated. Add 2 unlucky numbers to the character. Additionally, things simply tend to go horribly wrong in their presence.

Bonds

Bonds are short phrases that describe something unique about your character personality. They are not necessary something that makes you a “bad person”, but something that can complicate your character’s life. Whether its a vendetta, a personality compulsion, a large debt, an inconvenient loyalty, or a forbidden love, Bonds should be thematic and resonate with your character to bring depth and more importantly, interesting and organic plot hooks.

Example Bonds include:

- Insatiable greed.
- A poor temper.
- A forbidden lover.
- A vow of pacifism.
- Large debts to an illegal organization.
- Being a wanted criminal.
- Holding a grudge.
- Insurmountable pride.

Gaining Bonds

During character creation, characters are encouraged to take a Bond or two. During the course of the game, the GM may prompt you to clear existing Bonds if they are resolved, or add new Bonds that arise throughout the course of the campaign.

Example:

GM: You see the symbol of the Black Heart Cabal on the corpse. It is unmistakable. How do you react?

Erriana: I place my hand on my heart and say “It’s a matter of honour. I’ll let no member of the Black Heart Cabal live.”

GM: Okay. Mark down a new Bond: Vendetta against the Black Heart Cabal.

Exploiting Bonds

If your character is in a situation where your Bonds will inconvenience, harm, or otherwise make the situation worse, someone, including you, can Exploit your Bond by describing how its relevant and offering a complication. In that case, you get two options:

- Accept the complication and gain +1 Luck Point.
- Spend a Luck to avoid the complication.

Example:

GM: An old Cyrodiilic man shakes your hand and tells you that adventurers are rare these days, and is willing to help you. “The name is Celvus, by the way. I’m the head of this village,” he says in a friendly tone. Roll Observe for me.

Erriana: I pass.

GM: While shaking his hand, you notice a tattoo. The mark of the Black Heart Cabal.

Erriana: I made swore a vow for vengeance. With my left hand behind my back I draw a dagger and attempt to gut him.

GM: You gain a bonus Luck point this session. Roll for the attack, +20 for surprise.

Partial Characteristic Advances

Sometimes, one or two points can be all that stands between you and that sweet Expert talent that you want for your character. Perhaps you weren’t lucky with your Characteristic rolls, or you spent your points at character creation in such a way that you later noticed was not in your best interest. The Partial Characteristic Advance rule allows you to partially advance your Characteristic by a single point at a time, with the GM’s permission by following the guidelines that are listed below:

When advancing a Characteristic, you may choose to buy a +1 bonus instead of the usual +5 at a time, and costs $30^*(\text{Current Bonus})$ XP instead of the usual amount. However, advancing a Characteristic with a Partial Advance to a new score that would result in a higher Characteristic Bonus costs double.

Standing Stones

The Standing Stones are monuments to the constellations, and each is representative of one of the star signs. Characters can attune themselves to these stones to gain their benefits. In a campaign, the GM may choose to substitute out the Birthsigns with Standing Stones, so that players can change their Birthsign as the game goes on, but that's hardly worth writing rules for. Instead, below are presented rules for including Standing Stones in the game world that exist concurrently with Birthsigns.

A character can attune to a Standing Stone during a Short Rest, and can only be attuned to one Standing Stone at a time. They must physically visit the stone and perform a simple ritual to attune.

If, when starting the a new campaign, the GM allows characters to start attuned to a Standing Stone, it is recommended that players can only initially select from the three Guardian Stones.

The Guardian Stones

The Guardian Stones correspond with the Guardian Signs, the Warrior, the Mage, and the Thief. They are the most basic, but most adaptable of the Standing Stones, and are recommended to be the first available choices of Standing Stones for new players.

The Warrior Stone

Characters attuned to the Warrior Stone gain the Warmonger ability:

- **Warmonger:** The character can spend a Stamina Point to automatically hit with a failed melee attack, with a minimum number of DoS equal to their Combat Style.

The Mage Stone

Characters attuned to the Mage Stone gain the Sorcerous Chant ability:

- **Sorcerous Chant:** The character can spend a Stamina Point to reduce the casting penalty of a spell that is a higher spell level than the caster's School rank by +10.

The Thief Stone

Characters attuned to the Thief Stone gain the Espionage ability:

- **Espionage:** The character can spend a Stamina Point to turn a failed Subterfuge or Stealth test into a successful test with a minimum DoS equal to their skill rank.

The Other Standing Stones

The remaining Standing Stones are more specialized, and will require pilgrimage to find, and should not be available for a starting character without suffering the trials and tribulations of the journey.

The Apprentice Stone

Characters attuned to the Apprentice Stone gain the Trial and Error ability:

- **Trial and Error:** The character can spend a Stamina Point to reduce a Backfire roll by d6.

The Atronach Stone

Characters attuned to the Atronach Stone gain the Magic-Eater ability:

- **Magic Eater:** The character can spend a Stamina Point to increase their Resistance (Magic) by 2 points for one Round as a free action.

The Lady Stone

Characters attuned to the Lady Stone gain the Lady's Blessing ability:

- **Lady's Blessing:** The character regenerates one additional Stamina Point during Short Rests.

The Lord Stone

Characters attuned to the Lord Stone gain the Trollblood ability:

- **Trollblood:** The character can spend a Stamina Point to regain 3 Hit Points as a free action.

The Lover Stone

Characters attuned to the Lover Stone gain the Lover's Kiss ability:

- **Lover's Kiss:** The character can spend a Stamina Point to force a target at Touch range to test Willpower at +0 as a Secondary Action. If the target fails, they automatically fail the next attack or defensive reaction they attempt.

The Ritual Stone

Characters attuned to the Ritual Stone gain the Dark Ritual ability:

- **Dark Ritual:** The character can, once per Long Rest, spend a Stamina Point to reanimate a number of corpses as Zombies or skeletons as Skeletons up to their Willpower Bonus for one minute within 10m of the character. These undead are not directly controlled by the character but will not harm them or their allies.

The Serpent Stone

Characters attuned to the Serpent Stone gain the Bend Luck ability:

- **Bend Luck:** The character can spend a Stamina Point to immediately make a Luck test. If they pass, the character gains +1 Luck Point this session immediately. If they fail, they lose 1 Luck Point this session. If the character has no Luck Points remaining when they fail, Burn 1 Luck instead.

The Shadow Stone

Characters attuned to the Shadow Stone gain the Shadowmeld ability:

- **Shadowmeld:** The character can spend a Stamina Point to become Invisible for one Round. Performing Attacks or casting spells breaks the invisibility immediately.

The Steed Stone

Characters attuned to the Steed Stone gain the Improved Sprint ability:

- **Improved Sprint:** The character increases their Speed by 1. Additionally, when the character spends a Stamina Point to Sprint, they instead move three times their Speed.

The Tower Stone

Characters attuned to the Tower Stone gain the Beggar's Nose ability:

- **Beggar's Nose:** The character can spend a Stamina Point to turn a failed Observe, Navigate, or Survival test into a successful test, scoring a minimum DoS equal to the character's skill rank.



