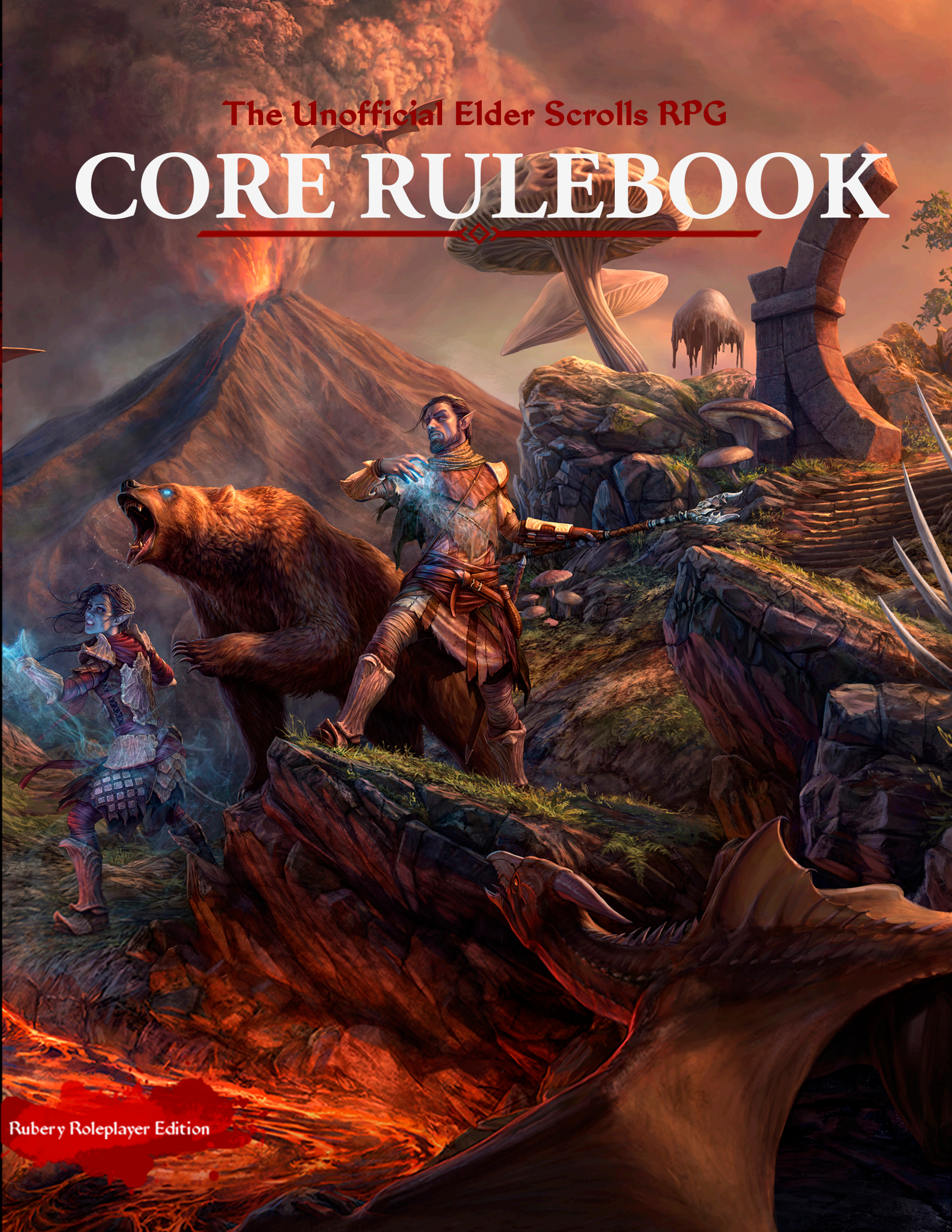
The Unofficial Elder Scrolls RPG

CORE RULEBOOK



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The Elder Scrolls®

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Other Games

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

This Book

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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 RRe?

The main UESRPG team is moving onto 3rd edition, which is shaping up to look great! But, for me, there was something about the approach 2nd edition took that I really liked, because of that I instead opted to use a lot of the ideas and improvements of 3rd edition and apply them to the old edition, creating something I'd want to run and that hopefully my players will enjoy.

-Alisdair

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! Two books make up the core of the game: this book and Inhabitants of Tamriel. These books offer optional rules, additional character choices, and advice for both players and GMs. Additional supplements will follow in the future to further expand options!

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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 based on how difficult that particular action is.

One of the most important jobs of the GM is to determine the difficulty of tests. Table 1-1 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.

Table 1-1: 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 their Luck bonus (a concept that we will explore later). If a character rolls equal to or less than their 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 their Luck bonus with 100 always being a critical failure) 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. Below are the various types of test a character typically will be called to make.

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, 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.

Group Tests

The GM may call for multiple characters to attempt to accomplish a task where each member of the group is expected to perform. In these cases the characters who are more skilled can help cover for their comrades. To make a group test, all characters roll the same test. If at least half of the group succeeds, then the whole group succeeds. Otherwise the group fails. This can be used to represent things like a group of characters attempting to navigate dangerous terrain, or avoid detection by enemies.

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).

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).

Extended Tests

Sometimes the GM may rule that a single task may require more than one test to achieve. An extended test is simply a series of one or more tests made by a character where each successful test adds to the character's total degrees of success. Once their total reaches a threshold decided by the GM, they pass the test. This can be used to simulate tasks like breaking down a door.

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 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 and their relevant skill level. 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.

Each skill has an associated set of governing characteristics (listed in parenthesis next to the skill, typically) which are the characteristics upon which that skill relies. Typically the player chooses which characteristic to use, but the GM may require that they must use a particular one if they feel the circumstances dictate it.

Once the governing characteristic has been determined, add the character's skill bonus (based on their rank, see Chapter 3: Skills) and any other applicable modifiers to the characteristic score. This value is the target number for the skill test.

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.

Limited Skill Tests

In some circumstances the GM may rule that a character's skill in one area is limited by their lack of skill in another. For example, a character fighting while on a moving surface is limited by their ability to balance properly. In these cases the character may not take advantage of any of their ranks in the primary skill that would exceed their ranks in the limiting one.

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 their "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 + WpB)

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

Stamina Pool (EB + [WpB/2])

A character's Stamina Point (SP) maximum is equal to their Endurance bonus plus half their Willpower bonus (rounded down), though it may be modified in other ways. When characters reach zero SP they gain a level of the fatigue condition. For information, see Stamina 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.

Magicka Recovery (IB * WpB)

A character's Magicka Recovery Rate, which is equal to their intelligence bonus multiplied by their willpower bonus, is a measure of their ability to replenish their stores of Magicka per hour.

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.

Speed (StB +[2*AB])

A character's Speed, equal to the sum of their Strength bonus and twice their Agility bonus, is a character's movement 'budget" for each combat round. Every meter that they move during a given round comes out of this total, and once a character has used all of their movement for the round they cannot voluntarily move any further., 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 Table1-2 to determine this value. For information, see Combat in Chapter 5.

Table 1-2: 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 1 to 6, 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.

Table 1-3: 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	Intelligence, Willpower
Deceive	Intelligence, Personality
Destruction	Willpower
Enchant	Intelligence
Evade	Agility
First Aid	Agility, Intelligence
Illusion	Personality, Willpower
Investigate	Intelligence, Perception
Intimidate	Strength, Willpower
Logic	Intelligence, Perception
Lore	Intelligence
Mysticism	Intelligence, Willpower
Navigate	Intelligence, Perception
Necromancy	Intelligence
Observe	Perception
Profession [Field]	(Varies)
Restoration	Willpower
Ride	Agility
Stealth	Agility, Perception
Subterfuge	Agility, Intelligence
Survival	Intelligence, Perception
Tactics	Intelligence
Thu'um	Willpower

Table 1-4: Skill Ranks

Skill Rank (Value) (Bonus)	Equivalence
Untrained (-20)	No Knowledge
Novice (1) (+0)	Rudimentary knowledge.
Apprentice (2) (+10)	Basic proficiency.
Journeyman (3) (+20)	Hands on experience and some training.
Adept (4) (+30)	Extensive experience or training.
Expert (5) (+40)	Professional level ability.
Master (6) (+50)	Complete mastery.

When a character makes a skill test, they apply a bonus based on their rank (see Table 1-4 Skill Ranks) 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

Trained 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 divided by two in a given skill. When making a skill test in the listed area of specialization, the character gains a +10 bonus to the test. A character may not benefit from more than one specialization bonus on a single 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.

Stamina

The character's current Stamina, which is spent to gain certain physical effects and to remove specific conditions, **Stamina recovers at a rate of 1 point per hour except when they have the fatigued condition.** For information, see Stamina 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 their Magicka Recovery 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 they take an action or reaction. Resets to their 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 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. But during character creation players use Creation Points (CrP) to create and customize their characters according to their predetermined 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 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 will be available in further supplements. 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. Details on spending CrP can be found in the Spend CrP section of this Chapter as Can starting Drakes. A list of equipment can be found in Chapter 7.

Step 5: Finishing Touches

Finally, calculate your character's attributes and finalize any remaining aspects of the character sheet such as their vital statistics and languages as seen in the Peoples of Tamriel section. 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.

Elite Advances may be purchased with either CrP or XP.

Peoples of Tamriel

The Following section introduces the nine most common races of Tamriel, the continent that most adventures within the Elder Scrolls universe take place on. 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.

Your choice of race is an important decision, it will impact how the character plays throughout their entire career with some races being naturally predisposed to certain kinds of roles. Baseline characteristic scores in particular can have a large impact on play style. For example a Bosmer is almost always going to be an agile quick moving character thanks to their exceptional Agility, whereas a Nord will always be a skilled warrior thanks to their selection of racial traits. That being said, there is no reason you cannot go against "type" for your race. An Altmer warrior or a Redguard wizard would be equally likely to exist as all races will have members that cover the various paths of life, in fact such a character may be more rewarding due to their differences from the "common" members of their race.

Languages

Tamriel is a relatively large continent with a number of divergent cultures situated there as well as many races (the most prevalent of which are detailed in this chapter as playable races). Because of this a number of races have evolved since life was first created, with many of these languages having survived the test of time in one form or another.

This section is broken into three parts; Common Languages which are those associated with each of the playable races, Uncommon Languages which are those that are spoken by Tamriels rarer races and Ancient Languages that are either descendants of modern Tamrielic languages or languages spoken by races that have died out or gone missing.

All characters can Speak, read and write Cyrodiilic (Common) and a number of additional languages equal to half their Intelligence Bonus (rounded up). Usually, the first additional language learned is the language of their race if applicable or homeland if not. Uncommon languages should not be taken without GM permission as many of them are spoken by only a few in Modern Tamriel. Ancient Languages can only be learned by spending CrP or XP with GM Permission.

Common Languages

- **Altmeris (Common):** The native language of the Altmer. It is rooted in ancient Aldmeris language and is spoken on the Summerset Isles, a character that knows this language can communicate with anyone that knows Cyrodiilic.
- **Bosmeris:** The native language of the Bosmer which shares similarities with both Ayleidoon and Aldmeris due to the Bosmer peoples history.
- **Cyrodiilic (Common):** Also known as Tamrielic, this is the language of the Cyrodiilic Empire, but its origin is that of Altmeris, it has picked up other words and patterns due to the Empires conquests.
- **Dunmeris:** The native language of the Dunmer, technically descended from Aldmeris, though it has changed a lot over thousands of years and bares little resemblance to the other languages of the Mer.
- **Jel:** The native language of the Argonians is a complex language in terms of both pronunciation and grammar. It is well suited to the Argonians as it makes use of clicks and does not contain sounds that would require lips.
- **Nordic:** The language of the Nords that is descendant from Atmoran and Nedic dialects. It also shares some common words with Dovahzul.
- **Orcish:** The native language of the Orsimer, as with most modern mer languages it can trace its roots back to Aldmeris but has evolved to be quite different.
- **Ta'agra:** The native language of the Khajiit, a tonal language which also makes use of growls, hisses and purrs, non-Khajiit that learn this language typically appear childish to a Khajiit as they cannot emulate these more feline sounds.
- **Yoku:** The native language of Redguard and most prevalently spoken in the region of Hammerfell.

Uncommon Languages

- **Akaviri:** The common tongue of far away Akavir, a tonal language spoken by that continents various races.
- **Daedric:** The language of the Daedra, spoken by the Daedric princes and their servants.
- **Fey:** The language spoken by the Fey of Valenwood as well as some Spriggans.
- **Giantish:** The language Spoken by Giants, Frost Giants and Ogres.
- **Goblin-ken:** Goblins, Gremlins and Rieklings are known to have a simplistic language that is shared between the two species, though few outside of them have ever learned it.
- **Harpy:** Harpies rarely communicate with non-harpies but they do have their own harsh tongue.
- **Impish:** The language of Imps.
- **Kothringi:** The native language of Blackmarshes indigenous silver-skinned men.
- **Pyandonean:** The race of the Moamer (Sea Elves). It is another descendant of Aldmeris.

- **Shadowmarks:** *Written only* This is a pictograph language used by Tamriels Thieves Guild as a means for members to communicate secretly.
- **Sload:** The race of the sluglike beastfolk, it shares the Daedric alphabet.
- **Tsaesci:** The language of Akavirs native serpent folk, some of its language has been incorporated into Cyrodiilic due to Akavir invading Tamriel multiple times and eventually some of the Tsaesci became advisors to the Imperial Emperors forming what would become the Blades.

Ancient Languages

- **Ald Chimeris:** This is the descendant of modern Dunmeris, however it shares more of its roots with Aldmeris than Dunmeris eventually would.
- **Aldmeri:** This is the original language that Dunmeris, Altmeris and Bosmeris are descendants of and was spoken by the Aldmeri Elves when they originally came to Tamriel from across the sea.
- **Ayleidoon:** The language of the Aylied a powerful race of magically gifted mer that ruled Cyrodiil and parts of the other nearby provinces before the 1st Era until their slaves rose up and defeated them. Their ancient cities can be found across Cyrodiil even now.
- **Banthan:** Ancient language of the Redguard originating from their homeland before arriving in Hammerfell.
- **Dovahzul:** The language of the Dragons, to the dragons words have power. It is a mostly dead language save for some few Nords known as Grey Beards whom harness the power of the words in Thu'um.
- **Dwemeris:** The language of the Dwemer also known Dwarves, a race of mer that all disappeared at the same time during the 1st Era, leaving around many of their technology and constructions.
- **Ehlnofex:** This is the language that all languages except Jel are descended from, it was spoken by the creatures that would become the Aedra and Daedra.
- **Falmeris:** The language spoken by the Falmer or, Snow Elves. They once claimed Skyrim and some small parts of norther Morrowind as their homeland before the Nords wiped them almost to extinction.
- **Nedic:** The ancient ancestral language of Tamriels native humans, it is a precursor language to modern Nordic and can be found in ancient tomes across most of central, northern and western Tamriel.
- **Old Bretic:** The now extinct language of High Rock, it is not spoken by most Bretons outside of the Sepharve Holiday.
- **Old Orcish:** The language the Aldmer that first became Orsimer spoke, before its slow evolution into modern Orcish.

Table 2-1: Vital Statistics

Race	Average Height	Average Weight	Age of Maturity	Max Age
Altmer	6'0" - 7'0"	115lb - 280lb	18	350+6d10
Argonian (Male)	5'9" - 6'4"	135lb -225lb	16	90+2d10
Argonian (Female)	5'8" - 6'2"	115lb - 174lb	16	90+2d10
Bosmer (Male)	4'10" - 5'9"	85lb - 190lb	17	250+6d10
Bosmer (Female)	4'9" - 5'7"	80lb - 155lb	17	250+6d10
Breton (Male)	5'4" - 6'3"	100lb - 230lb	17	95+6d10
Breton (Female)	5'0" - 6'1"	95lb - 220lb	17	95+6d10
Dunmer	5'3" - 6'2	90lb - 230lb	18	250+6d10
Imperial	5'4" - 6'2"	95lb - 250lb	16	86+2d10
Khajiit (Male)	5'6" - 6'5"	135lb -225lb	10	88+2d10
Khajiit (Female)	5'3" - 6'3"	115lb - 195lb	10	88+2d10
Nord	5'10" - 6'6"	130lb - 320lb	16	83+2d10
Orsimer	5'10" - 6'7"	140lb - 330lb	13	75+2d10
Redguard (Male)	5'6" - 6'5"	115lb - 260lb	16	81+2d10
Redguard (Female)	5'3" - 6'3"	95lb - 240lb	16	81+2d10

Vital Statistics

Table 2-1 contains min and max ranges to help you determine your character's height, weight and age. While most characters fall somewhere in the middle of the range for their race, some exceptional individuals may lean toward one of the extremes. Gender also has a significant impact on these statistics. However you should feel free to tweak these values to fit the character you want to create and use them simply as a reasonable guideline.

The age of maturity listed on the chart represents the age at which a member of a race is deemed to be an adult from a physical and cultural perspective, again this should be a guideline to help determine your characters age rather than a hard and fast rule. The Maximum age listed includes an element of randomness to reflect the capriciousness of death and is just an average that assumes no magical intervention, powerful wizard in the Elder Scrolls are known to far exceed these values. For Example Divayth Fyr is a Dunmer wizard that has lived for over 4000 years as of the 4th Era.

All races presented in this book are Standard size, so their Attributes are not impacted. They all have a space and reach of 1 meter as standard.

Understanding Race Entries

The following section describes each core race in detail, providing some information on who they are and how they fit into the Elder Scrolls core continent of Tamriel. In addition, each race has the following sections:

- **Racial Characteristic Baseline:** Every race has a baseline for their characteristics, these are then modified further in Generating Characteristics later in this Chapter.
- **Traits:** This is a selection of racial abilities that all members of a race have access to. Further information on what these traits do can be found in Traits in Chapter 4.
- **Powers:** 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.
- **Skills:** Each race has the option to start with one or more skills at Novice rank without spending any of their CrP or in some cases to get a single Apprentice rank skill for a discount. These skills are there to help give each race a bit of unique play style flavor that fits their respective lore. More detail on what skills do can be found in Chapter 3.
- **Playing the Race:** These notes offer a starting place for how you, as a character of this race, might interact with the world. Note that, as with other cultural details presented in the race entry, these are just suggestions based on a typical member of your race. Personalities vary, and your character might diverge wildly from the suggestions, especially if they were raised in a different culture or under unusual circumstances.

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.

Altmer Characteristic Baseline

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

Traits

- **Disease Resistance (50%):** 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%):** The characters Magicka Pool is increased by 100% of its base. If the character would receive this trait twice, combine the X values.
- **Weakness (Magic, 50%):** The character increases incoming Magic damage after mitigation by 50% (round up). The character also increase non-damaging negative magic effects from an external source by the 50%.
- **(Racial) Mental Strength:** Altmer ignores penalties to Willpower tests made to resist paralysis.
- **(Racial) First Among Equals:** Altmer begin play knowing both Altmeris and Cyrodiilic fluently instead of just Cyrodiilic.

Skills

- During Character Creation, Altmer characters may pick **two** of Alchemy, Alteration, Command, Conjuration, Destruction, Enchant, Investigation, Illusion, Lore, Mysticism or Restoration skills to begin trained at Novice rank for free. They may alternatively take **one** skill from this list at Apprentice rank for 150 CrP.

Playing an Altmer

Physical Description

The Altmer are among the tallest of the humanoid races; taller than humans and even the other mer races. Their skin maintains a very pale golden hue, not quite the pale white of the northern human races such as Nords or Imperials, but far lighter than the Bosmer. They are slender, with prominently pointed ears and almond-shaped eyes.

On average, Altmer are of smaller build than humans, and thus generally not as strong. Their tall stature also makes them less agile than their Bosmeri cousins. However, Altmer are among the most intelligent and magically-inclined races on Nirn, surpassing even the Bretons in magical aptitude

Homeland

The Summerset Isles (also Sumurset Isle and, rarely, Summurset Isle and Alinor) are two islands located southwest of Tamriel, west of Valenwood. The province is home to the Altmer. The islands used to be considered part of the Tamrielic Empire, but are now the capital of the Aldmeri Dominion. Even though the Isles reside in the Abecean Sea, they are still considered a part of Tamriel.

As of the Fourth Era, the Summerset Isle (now Alinor) is no longer part of the Tamrielic Empire and is now the nucleus of the resurrected Aldmeri Dominion.

Altmer Society

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. Their influence is still felt across the continent, however, as their culture forms the basis for the religion, language, and even architecture of the Cyrodiilic Empire.

Relations with other Races

Most of the Altmer view themselves as above all other races, over the Eras this has meant that their relations with many of the those races have been poor, the exceptions are Bosmer and Khajiit whom the Altmer have enjoyed alliances with multiple times. The Altmer are particularly disliked by Redguard and have had a mixed relationship with the Imperials.

Adventurers

The Altmer are the most strongly gifted in the arcane arts of all the races, and they are very resistant to diseases. However, they are also somewhat vulnerable to magicka, fire, frost, and shock, which makes them very weak against their strongest point - magic. They are among the longest living and most intelligent races of Tamriel, and they often become powerful magic users due to both their magical affinity and the many years they may devote to their studier

Names

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

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

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 a 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.

Argonian Characteristic Baseline

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

Traits

- **Disease Resistance (75%):** 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 their combat rolls by their 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.

Skills

- During Character Creation, Argonian characters may pick **one** of Alchemy, Alteration, Athletics, Illusion, Restoration, Stealth or Survival skills to begin trained at Novice rank for free.

Playing an Argonian

Physical Description

Although Argonians appear reptilian in nature at first glance, they also exhibit qualities of fish, amphibians, and even birds: they are able to breathe underwater through small gills behind their ears, swim using the same method as that of a tadpole or eel by moving their tail side-to-side to propel through the water, and are capable of growing feathers. Female Argonians additionally have what appear to be mammalian breasts, but at the same time are able to lay eggs. Argonian appearance ranges from reptilian to almost human; this is caused by the Hist sap they ingest as hatchlings which ceremonially takes place on their Naming Day and causes the hatchling to gain their intelligence.

The Saxhleel are cold-blooded, and prefer subtropical and tropical climates. Despite this, they can survive the cold climates of the north. Scholars believe this is possible because of the powerful magicks that lie within Hist sap.

Homeland

Black Marsh, (also known as "Argonia"), is one of the nine Provinces of Tamriel and the homeland of the Argonians. The Argonians are perfectly adapted to these swampland rainforests. The province is filled with "great inland waterways and impenetrable swamps." The dense forests, swampy inland rivers, and mangrove thickets make it nearly impossible to reach the interior of Black Marsh, unless one is an Argonian. Explorers who are not Argonian usually end up dead, killed by the native fauna of Black Marsh, disease, or the Argonians. Because of this, only the native Argonians and Kothringi native men can successfully travel the province.

Argonian Society

Before the Dunmer enslaved the Argonians in the 2nd Era, the Saxhleel built and lived in grandiose pyramid structures they referred to as xanmeers. However, these were later abandoned for some unknown reason and the Saxhleel themselves can't remember life in those times.

In later Eras, Argonians tend to live in either desolate, scattered villages or within the ruins of the old xanmeers. 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 for work or adventure. Others are sometimes forcibly removed from Black Marsh by slavers and sold as chattel across Tamriel.

Feathers, bright colors, and lizard hides decorate the majority of their buildings and works of art. Argonians are said to be masters at the crafting of jewelry, which is sought after in many provinces.

Relations with other Races

The Dunmer of neighboring Morrowind have made a practice of raiding the region for slaves though this would eventually be stopped in late 3rd Era, the two races have only ever been uneasy allies at best. Due to their strange nature most races struggle to trust Argonians, easily misinterpreting intentions.

Adventurers

They are known as the foremost experts in guerrilla warfare throughout Tamriel, a reputation brought upon them by defending their borders from enemies for countless centuries, as such most Argonians tend to make skilled hunters and scouts whilst their agility and resilience make them formidable warriors.

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 Julan, 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, Wanan-Dum, Wih-Eius, Wud-Neeus, Wuleen-Shei.

Male Names (Cyrodiilic): 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, Ereel-Lei, Gih-Ja, Jeed-Ei, Kal-Ma, Keel- Raniur, Meeh-Mei, Meen-Sa, Mim-Jeen, Muz-Ra, Nam-La, Olank-Neeus, On-Wan, On-Wazei, Seen-Rei.

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

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 the 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 claim that the Wood Elves were the first to have invented and used the bow.

Bosmer Characteristic Baseline

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

Traits

- **Disease Resistance (50%):** 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%):** The character reduces incoming Poison damage after mitigation by 25% (round up).
- **(Racial) Natural Archers:** Bosmer add shortbows to any combat style they use, and this does not count toward the combat styles's five trained equipment types. Bosmer characters may also specialize in shortbows.

Powers (see the Powers section later in the Chapter)

- Beast Tongue

Skills

- During Character Creation, Bosmer characters may pick **one** of Acrobatics, Alchemy, Athletics, Observe, Stealth, Subterfuge, Survival or Combat Style [Field] skills to begin trained at Novice rank for free.

Playing a Bosmer

Physical Description

The Bosmer are one of the smallest races in Tamriel and are born with skin colors ranging from light brown to pale tan to light green. The Bosmer are descendants of the Aldmer and share many physical traits with the Dunmer and Altmer in particular. The Wood Elves lineage is less noble than that of the Altmer, but they have adapted well to Tamriel. After the Ayleids fled mainland Cyrodiil, they joined the Bosmer in seclusion, eventually being totally assimilated by the Bosmer. This probably significantly affected biology of modern day Bosmer.

Homeland

Valenwood is a south-western region of the Empire of Tamriel, and home to the Wood Elves. Valenwood is a largely uninhabited forest wilderness. The coasts of Valenwood are dominated by mangrove swamps and tropical rain forests, while heavy rainfalls nurture the temperate inland rain forests. The Bosmer live in timber clan houses at sites scattered along the coast and through the interior, connected only by undeveloped foot trails

Bosmer Society

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 their 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.

Though they are considered less influential than some of their Elven brethren, the Bosmer are also relatively virile and produce more offspring. As a result, they outnumber all other mer on Tamriel.

The Green Pact

The Bosmer allegedly made the Pact with Y'ffre, the Forest Deity. The Bosmer were religiously carnivorous and cannibalistic as a result of the Green Pact, a central portion of the Bosmer faith. The Green Pact is never explicitly shown, but in its simplest form, it sets these rules down: Bosmer may only consume meat-based products and are forbidden to harm any plant for their own betterment. As a result of these stipulations, Bosmer are dependent on either stone or imported timber for construction purposes.

The Green Pact has also heavily impacted Bosmeri cuisine, combat, and weaponry. They have developed methods of fermenting meat and milk to develop powerful alcoholic beverages and weapons such as bows are often made of treated and shaped bones. Most notable about Bosmeri combat is their stipulation that a combatant must consume an enemy's corpse within 3 days of killing them. Their families are allowed to help eat the kill. This has led to changes in approaches to combat, such as fasting and planning family feasts following a battle. They also cannot smoke anything of a vegetable nature. Bone pipes are common, however, and are filled with caterpillars or tree grubs.

Relations with other Races

The Bosmer greatly value diversity. Their respect for life's many facets is inherent in many of their old sayings, like "One mans miracle is another mans accident". Other races are generally welcomed in most of Valenwood, though most foreigners stay in large cities. Travelers are encouraged to take care when imbibing drinks of fermented milk which are popular among the Bosmer, as non-Bosmer may have adverse reactions to them. Rumors of Bosmer cannibalism can make some uneasy around Bosmer, but for the most part the Bosmer are accepted by the other races.

Adventurers

Their agility makes them well-suited as scouts and thieves. While their natural skills with a bow make them predisposed to fighting from a distance when possible. However, they are also a quick-witted folk, and many pursue successful careers in scholarly pursuits or trading.

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, Thoromlallor, Thoronor, Tuundir, Ulwaen, Ungeleb.

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

Breton

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.

Breton Characteristic Baseline

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

Traits

- **Resistance (Magic, 50%):** The character reduces incoming Magic damage after mitigation by 50% (round up). The character also reduces non-damaging negative magic effects from an external source by 50%.
- **Power Well (50%):** The characters Magicka Pool is increased by 50% of its base. If the character would receive this trait twice, combine the X values.

Skills

- During Character Creation, Breton characters may pick **two** of Alchemy, Alteration, Charm, Conjuration, Destruction, Illusion, Lore, Mysticism, Profession [Art] or Restoration, skills to begin trained at Novice rank for free. They may alternatively take **one** skill from this list at Apprentice rank for 150 CrP.

Playing a Breton

Physical Description

Bretons are the descendants of either an Aldmeri-Nedic or Aldmeri-Atmoran hybrid race of the First Era and are consequently termed as 'the mongrel race of Tamriel.' Their elven blood is heavily diluted, due to their ancestors intermingling with the Nordic population in Skyrim and High Rock. Although their Aldmeri ancestry is shadowed by their appearance, they still inherit the magical affinity of their elven blood. Their physical features resemble their Nedic ancestors, including their pale skin tone and the obvious physical resemblance to Imperials/Nords, but some still inherit the frail, sharp appearance of the elves, along with the arrogance, and some do have slight points in their ears.

Homeland

High Rock is a western region of the Empire of Tamriel. It borders Hammerfell to the south-east and Skyrim to the north-east. It is mainly populated by Bretons. High Rock and the Summerset Isles are the only provinces of Tamriel that do not share a land-border with Cyrodiil. This region is known for its many small villages and towns and for the many grim fortifications that dot the hills and crags around them. In the past, these castles were the domains of many petty kings and lords that ruled the massive patchwork of small nations that used to make up High Rock.

Breton Society

The Bretons' largely agrarian and hierarchical society is feudal in nature. Most Breton cities are sprawling trade hubs, and most of the people are either middle-class peasants or destitute beggars. The jockeying for power among the various monarchs and powers of the Iliac Bay region is a deeply ingrained, even cherished, part of Breton culture. Though they have several paths to prosperity, becoming a nobleman by performing quests and services to curry favor with various rulers is considered the best way, which has created a cultural "quest obsession" among young Bretons.

Bretons are not disposed to "excessive religion", but most accepted the Aldmeri pantheon of gods while under elven rule, then made the transition to the Divines. The most notable spirits traditionally worshiped by Bretons are Akatosh, Magnus, Y'ffre, Dibella, Arkay, Zenithar, Mara, Stendarr, Kynareth, Julianos, and Phynaster. They also recognize Sheor, the Bad Man, believed to have been introduced by the elves during their conflicts with the Nords as a demonized version of Shor.

People of northern regions of High Rock cremate their dead, while burial remains common in the south.

The Reachmen

The Reachmen of eastern High Rock and western Skyrim are thought to be partially descended from the Bretons, but diverge severely in their culture and traditions. Living in close proximity with Orcish tribes, they adopted some of their customs and wild magic, mixed with ancient Aldmeri and more recent Nordic influences. Some Reachmen have settled in towns such as Markarth and integrated into modern society, but many still violently resist any outside occupiers of their tribal lands, calling themselves the Forsworn.

Relations with other Races

They're often considered a friendly and humorous people, though there is little love lost between many Bretons and Redguards following the vicious War of Betony. The Empire and Bretons typically get on reasonably well, with a number of Emperors having been of Breton descent over the Eras.

Adventurers

Bretons are said to enjoy intellectual pursuits; they often have an affinity for anything related to logic and ordered complexity. Their love of knowledge and affinity for commerce drives them into a host of careers, including trading, the military, sailing, medicine, textiles, manufacturing, writing, theology, philosophy, banking, all kinds of artistry, and other scholarly pursuits. Espionage has also proven to be one of their strong suits; Breton double agents, assassins, and spies have turned the tide of wars throughout recorded history.

Names

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

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

Dunmer

The Dunmer (or Dark Elves, as they are also known) are a race of xenophobic Mer native to the province of Morrowind. 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.

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Dunmer Characteristic Baseline

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

Traits

- **Resistance (Fire, 75%):** The character reduces incoming Fire damage after mitigation by 75% (round up).
- **(Racial) Dunmer Blade-work:** Dunmer characters may choose to specialize in a single type of small or medium size blade. Once per character.

Powers (see the Powers section later in the Chapter)

- Ancestor Protection

Skills

- During Character Creation, Dunmer characters may pick **two** of either the Alteration, Athletics, Destruction, Illusion, Mysticism, Stealth or Combat Style [Field] skills to begin trained at Novice rank for free. They may alternatively take **one** skill from this list at Apprentice rank for 150 CrP.

Playing a Dunmer

Physical Description

Most Dunmer have red, glowing eyes with skin tones varying from somewhat greenish and the more common gray to the occasional light blue. They are known to be strong, intelligent, and quick, however, are also said to be ill favored by fate. Both male and female Dunmer have a height similar to most of the human races. This means that they are generally taller than their Bosmer cousins and shorter than the Altmer.

Homeland

The province of Morrowind, formerly known as Resdayn, is located in the northeastern corner of Tamriel. It is composed of two main parts: the mainland and the island of Vvardenfell, which are separated by the Inner Sea. The mainland has always harbored the capital of Morrowind; it being Mournhold (also called Almalexia) for much of its history, but moved to Blacklight in the 4th Era due to the Argonian invasion that destroyed most of the southern region of Morrowind. The mainland also harbors very different climates and types of vegetation; ranging from swamps and forests to the Deshaan Plains and the Velothi Mountains. The island of Vvardenfell, on the other hand, is generally comprised of ash wastes due to the presence of the Red Mountain, and until the Red Year was largely inhabited by the Ashlander tribes, and members of the Tribunal Temple and three of Morrowind's five Great Houses: Hlaalu, Redoran and Telvanni.

Dunmer Society

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 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.

In the Third Era the Tribunal's representatives, the Temple, were the major political force in Morrowind, with the five Great Houses (Dres, Hlaalu, Indoril, Redoran and Telvanni) coming right after. After the events of the Nerevarine and Red Year the Tribunal has been killed and overthrown, although the Temple still has a lot of influence over Morrowind's affairs, having reverted to worship of the Daedric Princes Mephala, Boethiah and Azura. Until the end of the Third Era Morrowind was nominally ruled by King Hlaalu Helseth from the city of Mournhold, with real governance in the hands of the Grand Council. However, after the destruction of Mournhold in the Red Year and House Hlaalu's fall from grace and loss of Great House status, this ceased to be the case.

Relations with other Races

Dunmer distrust and are treated distrustfully by other races. They are often proud, clannish, ruthless, and cruel, from an outsider's point of view, but greatly value loyalty and family. Young female Dunmer have a reputation for promiscuity in some circles. Despite their powerful skills and strengths, the Dunmer's vengeful nature, age-old conflicts, betrayals, and ill-reputation prevent them from gaining more influence. Those born in their homeland of Morrowind before its devastation were known to be considerably less friendly than those who grew up in the Imperial tradition.

Adventurers

Their combination of powerful intellects with strong and agile physiques produce superior warriors and sorcerers. On the battlefield, Dunmer are noted for their skill with a balanced integration of the sword, the bow and destruction magic. In character, they are grim, aloof, and reserved, as well as distrusting and disdainful of other races

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, Teldryn, Tolendos, Tythis, Ulves, Ulyn, Valin, Vals, Vanryth, Vendil, Veren, Wyndelius.

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

Imperial

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.

Imperial Characteristic Baseline

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

Traits

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

Skills

- During Character Creation, Imperial characters may pick **two** of either the Charm, Command, Commerce, First Aid, Profession [Bureaucracy], Ride, Restoration or Combat Style [Field] skills to begin trained at Novice rank for free. They may alternatively take **one** skill from this list at Apprentice rank for 150 CrP.

Playing an Imperial

Physical Description

Imperials can be differentiated from Bretons and Nords by their fair to swarthy skin, as opposed to the typically fairer complexion of Bretons and Nords. However, Imperial skin tone is not as dark as that of Redguards. Imperials also have slightly sharper faces than other races of men. They are descendants of the native Nedic and other Proto-Cyrod peoples that were enslaved by the Ayleids.

Colovian Imperials are typically taller and more robust of stature than their Nibenese counterparts, also tending to be somewhat paler due to a mixed Nord heritage. Whereas Nibenese Imperials remain somewhat closer to their Nedic ancestry, tending toward a slightly more ruddy skin tone and smaller stature.

Homeland

Cyrodiil, also known as the Imperial Province, Dragon Empire, Starry Heart of Nirn, and Seat of Sundered Kings, and Cyrod in Ayleid is a province in the south-central region of Tamriel, and the home of a humanoid race known as Imperials. The center of their Empire and seat of governance, Cyrodiil is also known as "the Heartland". The capital of Cyrodiil, and of the whole empire, the Imperial City, is located on City Isle in the center of the province, which bears the location of White-Gold Tower, possibly the most renowned monument of Tamriel. Despite some accounts describing Cyrodiil as a jungle, it primarily has a temperate climate. One scholar of the middle Second Era attributed this discrepancy to errors made during the transcription of historical texts, while another speculated that White-Gold Tower itself gradually adapted the climate to suit the region's inhabitants. Later sources asserted that Emperor Tiber Septim altered Cyrodiil's climate upon their apotheosis

Imperial Society

The phrase "Imperial Race" is a bit of a misnomer. The people of Cyrodiil are divided into two ethno-cultural groups: Nibeneans and Colovians. Both descended from the native Nedic and Cyro-Nordic peoples that were enslaved by the Ayleids, but diverged a bit after consecutive invasions and interactions with other races. Colovian Imperials in Western Cyrodiil are more Nordic, sharing similar beliefs such as a heavy martial and seafaring tradition. Nibeneans have an Akaviri and, to a lesser degree, Elven heritage. They have a greater appreciation for magic, art, commerce, and spirituality, in spite of being staunchly loyal to Alessian traditions. Both groups reflect the Empire's culture: a hybrid of Nordic, Ayleid, and Akaviri culture.

Relations with other Races

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 Cyrods are typically accepted across all of Tamriel, though races with little love for the Empire may take a dimmer view of them. The Dunmer of Morrowind do not trust them by the 4th Era due to being left in what they felt was their time of need. Likewise, factions within the Nords of Skyrim and the Redguard of Hammerfell have been known to be less fond of the Empire and its people.

Adventurers

Though physically less imposing than the other races, the Imperials have proved to be shrewd diplomats and traders. However they are known to be resourceful and stalwart, producing some of the most successful and skilled light infantry Tamriel has seen.

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.

Suthay-Raht 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. The moons also form the basis of the Khajiit's governmental system.

Each Khajiit breed counts as its own unique race, but only the Suthay-Raht are presented here. Additional subspecies can be found in the Mordane's Guide to Everything.

Suthay-Raht Characteristic Baseline

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

Traits

- **Dark Sight:** The character 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; 1m; Light, Tearing):** A Khajiit with unarmed in their combat style may use that for their claws, however if a khajiit has no combat style, they count as novice in unarmed for using their claws.
- **(Racial) Catfall:** Khajiit reduce the distance they fall by a number of meters equal to their Agility bonus for the purposes of calculating fall damage. This stacks with the talent of the same name.

Skills

- During Character Creation, Khajiit characters may pick **one** of either the Acrobatics, Athletics, Commerce, Deceive, Stealth or Subterfuge skills to begin trained at Novice rank for free.

Playing a Suthay-Raht

Physical Description

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.

Khajiit anatomy differs greatly from both men and elves, not only because of their fur, tail, and sometimes toe-walking stance, but also their digestive system and metabolism.

Homeland

Elsweyr is a province that lies on the southern coast of Tamriel, and is home to the feline Khajiit. The Khajiiti government is a confederacy held together by the Mane. An important part of Khajiiti culture is the Moon Sugar that is harvested in Elsweyr. Moon Sugar is said to be created by crystallized moonlight falling from the Ja'Kha-jay into the Bay of Topal on the southeastern coast. The waters are then drawn into the sugar plantations of the jungles of Tenmar, which cover much of the southern area of the province.

Khajiit Society

The Mane, while the unofficial head-of-state, is no more a "breed" of Khajiit than any other is; he is simply unique. Khajiit tradition holds that only one Mane may be alive at any one time, since the Mane is one entity reborn in different bodies with the passage of time. The veracity of this is unknown, but there has been no recorded instance of multiple Manes contending for power. The Khajiit are divided by two disparate ways of life: the civilized jungles and river basins of southern Elsweyr, which have ancient mercantile traditions, a stable agrarian aristocracy based on the exportation of saltrice and Moon Sugar, and a thriving artistic culture, which contrasts greatly with the nomadic tribe or pride-centric Khajiit of the dry northern wastes and grasslands, where aggressive and territorial raiders occasionally unite under a single chieftain. It is widely held that the greatest force among the Khajiit are the Clan Mothers. It is they, ultimately, who control both the harvest and refining of Moon Sugar, and thus they who are seen as the most influential.

The typical bipedal Khajiit dresses in an ample shawl of brightly-colored cloth, known as a budi, for defense against the harsh rays of the sun. This shirt is tightly fastened in braids down the right side, in order to prevent any part of the torso fur from being seen, as the exposure of such in public is deemed both offensive and unsightly. Furthermore, most Khajiit bedeck themselves with jewelry, trinkets, and occasionally even herbs such as Nightshade. Their tattoos often have deep cultural and religious significance, as they signify their race, tribe, and the gods of their worship.

Over the years, Khajiit frequently have had to deal with the worry of being kidnapped and sold into slavery, especially in Morrowind, so they have to take self-defense seriously. While the majority of Khajiit prefer to use their razor-sharp and retractable claws as weapons in numerous forms of Khajiiti martial arts like Goutfang, Whispering Fang and Rawlith Khaj, many have mastered the use of the sabre, scimitar, dagger, and longbow. Their chosen mastery is often reflected in male Khajiit names, through which they display their status in life with the prefix; though care is always taken, for the use of two titles is perceived as the result of either great pride or ignorance.

Relations with other Races

The foreign appearance and behavior of Khajiit make them common targets of racial discrimination, whilst a reputation for thievery and trickery makes them typically mistrusted by non-Khajiit. Khajiit had a similar tough time with the Dunmer up until the late 3rd Era when slavery was abolished, through most Eras Khajiit tend to be wary around Dunmer as a result.

Adventurers

Khajiit are known for high intelligence and agility. These traits make them very good thieves and acrobats, but Khajiit are also fearsome warriors. However, they are rarely known to be mages. Khajiit mostly stay on land, but piracy and skooma trade does draw some to work as sailors.

Names

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

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

Nord

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.

Nord Characteristic Baseline

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

Traits

- **Tough (10%):** The characters Health is increased by 10% of their Endurance score (round down).
- **Heavy Hitter (1):** The character adds 1 to their Damage Bonus.
- **Resistance (Frost, 50%):** The character reduces incoming Frost damage after mitigation by 50% (round up).
- **Resistance (Shock, 25%):** The character reduces incoming Shock damage after mitigation by 25% (round up).
- **(Racial) Bearded:** Nord characters may choose to specialize in a single type of Axe. Once per character.

Powers (see the Powers section later in the Chapter)

- War Cry

Skills

- During Character Creation, Nord characters may pick **one** of either the Athletics, Command, Intimidate, Profession [Seamanship], Survival or Combat Style [Field] skills to begin trained at Novice rank for free.

Playing a Nord

Physical Description

The Nords are a race of Men who typically are regarded as light-skinned, fair-haired, and imposing in size and build. They are the direct descendants of the Atmorans, who in ancient days sailed to Tamriel from the frozen continent of Atmora, and to a lesser extent of the Nedic peoples,who were human natives of Tamriel that gradually interbred with the Atmorans over the centuries. They are known to have an innate resistance to the freezing cold as well as a fierce and uncompromising mindset in the face of adversity; physiological and psychological traits that are likely a consequence of countless generations having successfully endured the harsh, overcast northern climates of Atmora and Skyrim.

Homeland

Skyrim is the northernmost landmass of the continent of Tamriel, and is the site of one of the earliest civilizations founded and governed by Men during the Merethic Era, many thousands of years ago. These early Men arrived on Tamriel by sailing south from the ancient continent of Atmora, the northern-most pinnacle of the world. In present day, Skyrim is home mainly to the direct descendants of these Atmorans, a people known as the Nords; large, hardy men and women who are notorious for their militancy and innate resistance to frost and frost magic, both a consequence of the cold, harsh climate of their homelands. Bordered by Morrowind to the east, Cyrodiil to the south, Hammerfell to the southwest, and High Rock to the west, Skyrim forms the uppermost province of the continent of Tamriel. To the northeast, the Sea of Ghosts borders the Holds of Winterhold, and far northeast lies the island of Solstheim. Skyrim has nine Holds, each is governed by a Jarl, who keeps civility and order in their designated Hold. Jarls are largely independent, but swear fealty to Skyrim's High King.

Nord Society

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.

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. Most Nords encountered outside Skyrim pursue some martial enterprise.

Relations with other Races

Nords are a proud people that have conquered and warred with many races over the Eras. The Dunmer of Morrowind in particular have been at war multiple times and yet also allied with the Nords during the 2nd Era and after the Red Year the High King gave the Dunmer Solstheim as a refuge for Dunmer fleeing the destruction of their home. Many Nords are passionate about their key role in the Cyrodiilic Empire whilst others have been as determined to seek independence for their people.

Adventurers

The Nords are natural warriors, strong and tough with an aptitude for axes. Many of them have the ability to tap into their hereditary magic of the Thu'um influencing the world around them through sheer force of will. Few nords peruse magical practices though the ones that do favor frost magics and tend to become accomplished battlemages.

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, Roliand, Snar, Sten, Storn, Styrbjorn, Tolgan, Torbal, Torolf, Tove, Ulfgar, Valdemar, Vidkun, Vigge, Wilhelm, Wrath, Yngvar.

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

Orsimer

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.

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%):** The characters Health is increased by 10% of their Endurance score (round down).
- **Heavy Hitter (1):** The character adds 1 to their Damage Bonus.
- **Resistance (Magic, 25%):** The character reduces incoming Magic damage after mitigation by 25% (round up). The character also reduces non-damaging negative magic effects from an external source by 25%.
- **(Racial) Shieldbearer:** Orsimer characters may choose to specialize in normal shields, small shields or tower shields. Once per character.

Skills

- During Character Creation, Orsimer characters may pick **two** of either the Enchant, Intimidate, Profession [Smithing], Survival or Combat Style [Field] skills to begin trained at Novice rank for free. They may alternatively take **one** skill from this list at Apprentice rank for 150 CrP.

Playing an Orsimer

Physical Description

With skin tones ranging from light green to dark brown, a heavily muscular frame, and considerable stature the Orsimer stand apart amongst Mer and Men. They also are the only race to display tusks. Born without the magical affinity of their Mer cousins, and following in the footsteps of their revered Trinimac, the Orcs have developed a strong warrior culture that makes them highly valuable in hand-to-hand combat. They often excel as adventurers and legionnaires in the Imperial Legion. This is not to say that they cannot wield magic, however. Certain Orsimer, such as Urag gro-Shub, have gone on to be successful mages, finding employment at such places as the College of Winterhold.

Homeland

Orsinium, also called Nova Orsinium, is an Orcish city province located within Tamriel. While technically being under the sovereignty of the Empire, Orsinium has in the past not been readily accepted by the other provinces of Tamriel. This changed when, in 3E 399, Emperor Uriel Septim VII sought to improve relationships between the Empire and Orsinium through diplomacy, increased trade, and confederacy. Orsinium was located inside the Breton province of High Rock in the west of Tamriel, and, as such, Orcs co-inhabited the region alongside Bretons. However, the relationship between the Orcs and the Bretons would prove troublesome. Early in the 4th Era Orsinium was sacked for the second time (the exact date or by whom it was sacked is unknown). Unlike before, Orsinium was not rebuilt in the Wrothgarian mountains like the two previous incarnations of the Orc Kingdom, but re-established in the Western Reach mountains in-between Skyrim and Hammerfell.

Orsimer Society

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.

Relations with other Races

The Orsimer have typically been either looked down on or feared and hated by most other races over the Eras However their reputation as ferocious and tenacious warriors has gradually won them the respect of the Empire to the point that they are accepted, however many parts of Tamriel still consider the Orsimer to be lower class citizens at best. The Orsimer themselves favor strength and skill over anything else and can respect anyone that can prove worthy of that respect.

Adventurers

They are noted for their unshakable courage in war and their unflinching endurance of hardships. Orc armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire, and are fearsome when using their berserker rage.

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, Ulmug, Urbul, Urul, Ushnar, Uzul.

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

Redguard

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, they 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.

Redguard Characteristic Baseline

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

Traits

- **Disease Resistance (75%):** 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%):** The character reduces incoming Poison damage after mitigation by 75% (round up).
- **(Racial) Renowned Swordsmen:** Redguard characters may choose to specialize in a single type of blade, when doing so, they gain +15 with that sword. Once per character.

Powers (see the Powers section later in the Chapter)

- Adrenaline Rush

Skills

- During Character Creation, Redguard characters may pick **two** of either the Alteration, Athletics, Destruction, Profession [Seamanship], Profession [Smithing], Ride, Survival, Combat Style[Field] skills to begin trained at Novice rank for free. They may alternatively take **one** skill from this list at Apprentice rank for 150 CrP.

Playing a Redguard

Physical Description

The Redguards' innate agility and high level of endurance allows them to excel in any activity that demands sustained effort. Most notably in combat. They are largely average in height, with a well muscled and sturdy physique. Also, they are blessed with a very hardy constitution that allows them to resist poison. In appearance, the Redguards' skin tone can range from light brown to black and their hair texture ranges from thick and wavy to tightly curled and wiry.

Homeland

Hammerfell is an arid land consisting mostly of deserts, mountains, and grasslands. The Alik'r Desert takes up all of the western region of Hammerfell, and is widely regarded as the most inhospitable region in all of Tamriel. Until the coming of the Ra Gada in the eight hundreds of the First Era, the deserts were populated only by monstrous beasts, including giant scorpions. While the fauna of the Alik'r Desert remained deadly into the Third Era, the Redguards had managed to significantly reduce the presence and threat of those creatures. The Alik'r Desert is also the home to ruins of countless civilizations that had perished beneath its sands. Its blazing heat, ferocious sandstorms, and lack of water, makes it nearly impossible to survive in the Alik'r Desert. The desert was inhabited only by the nomadic Redguards.

Redguard Society

Like all races, Redguards have been shaped by their home. Since their arrival, they have been few in number, relative to the other races of Tamriel. Their Yokudan heritage left them with advanced seafaring, agricultural, military and even astronomical knowledge that allowed them to thrive in a place where others merely hoped to survive. Redguard society is extremely martial, and nearly everyone is expected to have a grasp of basic weaponry and combat, although only the rulers are generally expected to have detailed knowledge of strategy, formations and tactics. Only the strongest, fastest and smartest Redguards are accepted into the demanding military (which consists mainly of various knightly orders; Redguards don't traditionally have a standing army), and they are expected to prove themselves worthy by facing death. Even their entertainment, like snake charming, bears some risk to it.

They have a great affinity for horses, and brought many with them to Hammerfell, notably the breed called the Yokudan Charger. The constellation of the Warrior and its charges seem to be of great importance in their ancient literature.

Their warriors are acknowledged to be among the best in the world. The Redguards are also known for their naval prowess.

Relations with other Races

The Redguards have a history of hatred with elves having warred with and eventually annihilating the Sinistral Elves of their homeland of Yokuda. This animosity followed them when the Redguard arrived in Tamriel. Over the Eras the Redguard have alternated between uneasy alliances with the Orsimer and Bretons during the 2nd Era to being a part of the Empire at multiple points in History. They have little love for Races that use magic, particularly Altmer and when the Aldmeri Dominion began their conquest of Tamriel in the 4th Era, the Redguards fought on despite the Empire eventually capitulating. The other races of Tamriel value Redguards for their prowess in battle with warrior cultures like the Nords and Orsimer viewing them favorably and there even being at least one instance of a Redguard/Dunmer child being born.

Adventurers

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.

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.

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 70 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 their "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 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.

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.

Table 2-2: Warrior Birthsign

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

Table 2-3: Mage Birthsign

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

Table 2-4: Thief Birthsign

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 they protect their charges during their Seasons. The Warrior's own season is Last Seed when their Strength is needed for the harvest. their 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** increase their SP maximum by 1.
- **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 Hearthfire. 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 Speed by 2.
- **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 they oversee 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. their 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 magic of all kinds, but are more vulnerable to magic 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 (50%) 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).

Optional Rule - Player Chosen Birthsigns
Some groups may not like the random element introduced by rolling for birthsigns. It is acceptable to simply pick birthsigns without any Luck cost if the whole group agrees to do so.

Spend CrP

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 Table 2-6 and apply the changes to your character sheet. Your character's CrP is dependent on the Campaign Power Level: as determined by Table 2-5.

Table 2-5: Campaign Power Level

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

Table 2-6: Character Creation CrP Costs

Advance Type	Cost
Characteristic Advance (+5)	150 x (End 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)
Expanding Combat Style	25 CrP
Gaining a Specialization**	100 CrP
Gaining a Positive/Negative Trait	Varies by Trait (see below)
Learning a Language	100 CrP
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
Word of Power**	200 CrP

* Skill ranks must be purchased in order (see Chapter 3)
** Does not benefit from favored characteristic discount.
*** Requires the Thu'um Skill and Voice Talent

Character Advancement Costs

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

Elite Advances

Elite Advances found in Elite advances section of Chapter 4 can be purchased at this point with permission from the GM. Elite advances can only be purchased at character creation or when a GM specifically says an opportunity arises to gain one.

Convert Remaining CrP to XP

.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 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.

Ambidextrous

200 CrP

The character is ambidextrous. They reduce the penalty for making attacks with weapons in their off hand by 10.

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 judgment, 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 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

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 day.

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 makes any tests called for in order to resist the effects of pain (including the effects of a wound) with a +10 bonus.

Perfect Memory

300 CrP

The character is 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.

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 bonus when making Acrobatics tests involving flexibility, or grappling related tests.

Unremarkable
200 CrP
The character is exceptionally average looking, which for better or worse makes them 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) they gain 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 them 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 (at least once a week), they suffer a -10 penalty on all tests, which increases in severity by an additional -10 to a maximum of -30 for each passing week 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 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. Overcoming this requires buying a language for each of your known languages.

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, and makes any tests called for in order to resist the effects of pain (including the effects of a wound) with a -10 penalty.

Naive
+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
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
+500 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
The character has the Blinded condition permenantly.

Deaf
+500 CrP
The character has the Deafened condition permenantly.

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, this will typically result in the character having the crippled body part condition wherever the injury was.

Star Cursed
+800 CrP
The character was born beneath an unlucky star and is considered to be ill-fated. Increase the characters critical failure range by 3. Additionally, things simply tend to go horribly wrong in their presence.

Purchasing Items
You've built a character, determined where they're from, what they do and how they do it. But every adventurer needs equipment! At this step you should work out what gear would be appropriate for your character based on their skills and background.

Starting Drakes
Your character will begin their adventures with a number of Drakes that is determined by the Campaign Power Level as determined by Table 2-7.

Table 2-7: Campaign Starting Wealth

Power Level	Starting Drakes
Low	0-1000
Medium	1000 - 2500
High	2500+
Legendary	GM Discretion

A full list of gear available to characters can be found in Chapter 7.

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 their character sheet:

- **Health:** Endurance
- **Wound Threshold:** EB + StB + WpB
- **Stamina Pool:** EB + [WpB/2]
- **Magicka Pool:** Intelligence
- **Magicka Recovery:** IB * WpB
- **Size Category:** Standard by default.
- **Speed:** StB + (2*AB) meters
- **Carry Rating:** [2*StB] + EB
- **Initiative Rating:** AB + PcB
- **Maximum Action Points:** See the table in Attributes.
- **Damage Bonus:** StB

Complete Character Sheet

Once the character has calculated their attributes, they should complete their 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! 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

The character may choose to gain 1 SP at any time. If the character is fatigued when this power is used then remove a level of fatigue instead. This SP persists only for that encounter, and this power may only be used once per day.

Akaviri Danger-Sense

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

Ancestor Protection

The Dunmer can, once per day, use the Cast Magic Action to cast Sanctuary as per the level 3 spell on themselves but with no Magicka cost, and requires no test. Additionally, the Dunmer can perform a ritual that costs 10 drakes worth of incense and powders during a rest to consult with their ancestor, asking up to 1d5 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.

An Ancestor Ghost should be created as an NPC dunmer using the NPC creation rules found in Inhabitants of Tamriel, this ancestor should be created to be an appropriate rank and occupation for their background as agreed between player and GM. The Ancestor Ghost gains the Incorporeal and Undead traits. The Ancestor Ghost cannot use the Ancestor Guardian power, and cannot summon more Ancestor Ghosts.

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.

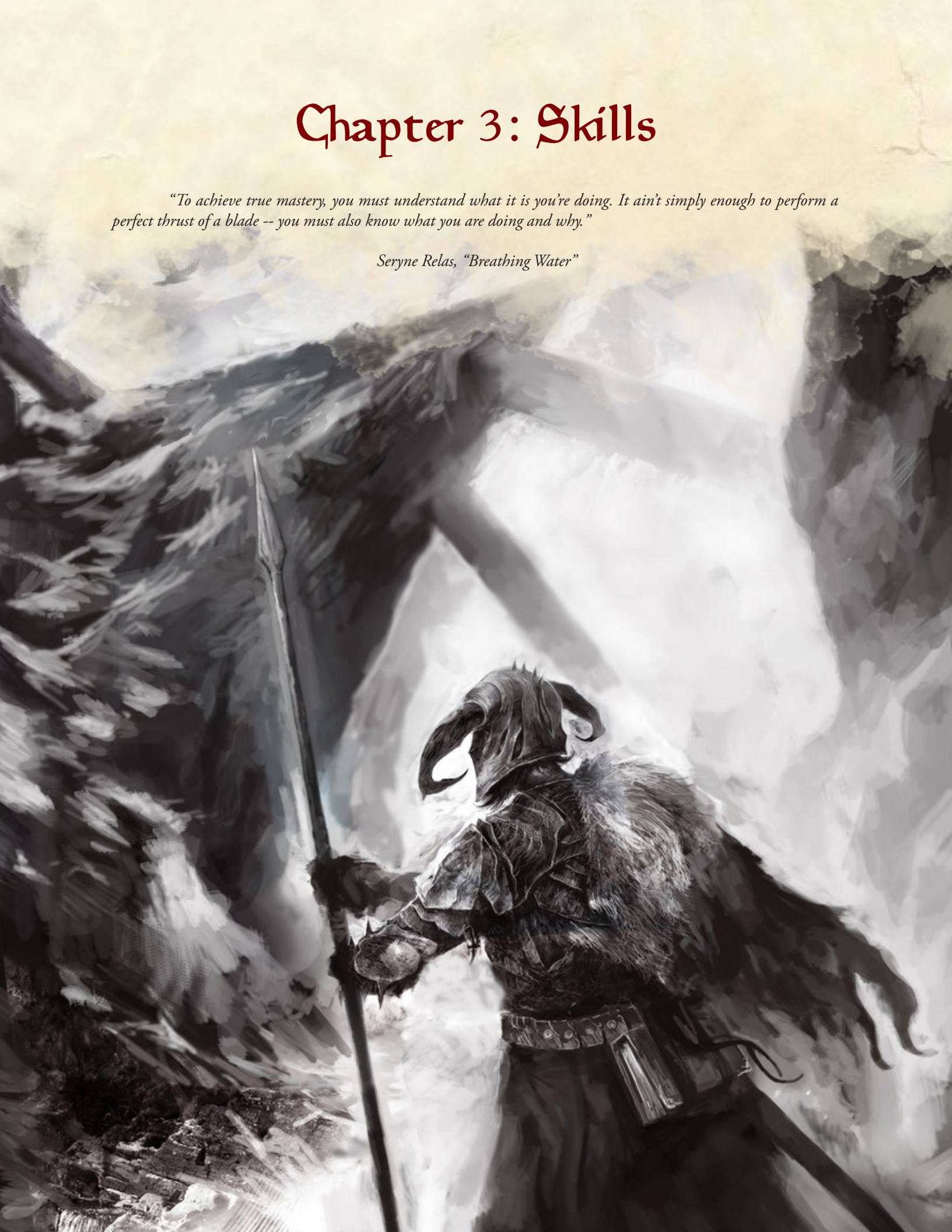
War Cry

As an Action the character makes an Intimidate skill test opposed by a Willpower or Intimidate test from all targets within 20 meters, the character then receives +10 bonus to their first attack test against any targets who failed this check for the next two rounds.

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 1 to 6, 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, they apply a bonus based on their rank (see Table 3-1 Skill Ranks) 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

Trained 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 divided by two in a given skill for 100 XP each. When making a skill test in the listed area of specialization, the character gains an additional +10 bonus to the test. A character may not benefit from more than one specialization at once. Example specializations are provided for each skill, but players should feel free to create their own with GM permission.

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 Table 3-1). 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).

Table 3-1: Skill Ranks

Skill Rank (Rank)(Mod)	XP (total)	Equivalence
Untrained (-20)	-	No knowledge
Novice (1) (+0)	100	Rudimentary knowledge.
Apprentice (2) (+10)	200 (300)	Basic proficiency.
Journeyman (3) (+20)	300 (600)	Hands on experience and some training.
Adept (4) (+30)	400 (1000)	Extensive experience or training.
Expert (5) (+40)	600 (1600)	Professional level ability.
Master (6) (+50)	900 (2500)	Complete mastery.

Table 3-2: 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	Intelligence, Willpower
Deceive	Intelligence, Personality
Destruction	Willpower
Enchant	Intelligence
Evade	Agility
First Aid	Agility, Intelligence
Illusion	Personality, Willpower
Investigate	Intelligence, Perception
Intimidate	Strength, Willpower
Logic	Intelligence, Perception
Lore	Intelligence
Mysticism	Intelligence, Willpower
Navigate	Intelligence, Perception
Necromancy	Intelligence
Observe	Perception
Profession [Field]	(Varies)
Restoration	Willpower
Ride	Agility
Stealth	Agility, Perception
Subterfuge	Agility, Intelligence
Survival	Intelligence, Perception
Tactics	Intelligence
Thu'um	Willpower

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)

Example Specializations: Contortion, Balance, Jumping

Acrobatics covers the spectrum of physical activities involving explosive body movements and extreme feats of flexibility and balance. Your GM may ask you to test Acrobatics when you try to accomplish tasks like the following...

- Leaping between rooftops or over an enemy
- Escaping from bonds
- Squeezing into a small space
- Balancing on the edge of a cliff

For rules regarding jumping, see Movement & Encumbrance in Chapter 5.

Alchemy (Intelligence)

Specialization: School (Specialization)

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 dramatic effects ranging from potions of levitation or healing, to magical poisons. Your GM may ask you to test Alchemy when you try to accomplish tasks like the following...

- Brewing a potion or poison
- Identifying magical ingredients
- Identifying the effects of an unknown potion
- Creating alchemical explosives

The rules for brewing potions are found in Alchemy in Chapter 8.

Alteration (Willpower)

Specializations: Protection, Physical Manipulation, Flight, Object Manipulation

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 things. Your GM may ask you to test Alteration when you try to accomplish tasks like the following...

- Cast an Alteration spell
- Identify the effects of Alteration magic
- A character of at least Novice rank may spend a Magicka point to temporarily make minor alterations to a small, non-living object, such as repairing a hole in shoes or adding a simple handle to a cup. This cannot be used to repair weapons or armor. This requires a cast spell action with +20 on the check.

For detailed rules regarding the use of this skill, see Chapter 6.

Athletics (Strength, Endurance)

Example Specializations: Running, Swimming, Climbing

Athletics represents a character's ability to perform physically taxing activities, often under stress or with little to no preparation. Your GM may ask you to test Athletics when you try to accomplish tasks like the following...

- Jumping across a wide gap
- Walking a long distance without stopping
- Lifting a heavy object
- Climbing up the side of a cliff

For more information, see Movement & Encumbrance in Chapter 5.

Charm (Personality)

Example: Persuasion, Seduction

Charm is a measure of the character's knack for influencing people through strength of personality, clever wordplay or good looks. Charm tests are most often opposed by Willpower tests if the target wishes to resist. Your GM may ask you to test Charm when you try to accomplish tasks like the following...

- Impressing others with tales of one's accomplishments
- Making a new friend, or seducing a person of interest
- Convincing others to agree with you
- Persuading someone to do something they otherwise might not

Combat Style [Field] (Strength, Agility)

Example Specializations: Dueling, Mounted Combat, Formation Fighting

For the purposes of game balance, players should get GM permission before specializing in the use of specific weapons.

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 associated with the style.

For full information on Combat Styles, see Combat Styles in Chapter 5.

Command (Intelligence, Personality)

Example Specializations: Battlefield Commander, Inspiration

Command measures a character's skill at coordinating allies, inspiring them, and instilling fear if necessary in order to motivate them. Your GM may ask you to test Command when you try to accomplish tasks like the following...

- Giving effective orders during a battle
- Organizing civilians to defend their homes
- Riling up a crowd with an inspiring speech
- Convincing cowards to stand and fight

Commerce (Intelligence, Personality)

Example Specializations: Haggling, Acquisition, Sales

Commerce reflects a character's ability to engage in business related activities, and covers anything involving the practical application of economics. Your GM may ask you to test Commerce when you try to accomplish tasks like the following...

- Haggling for a better price on an item
- Locating an item for sale
- Running a business
- Appraising an item

The rules for using the Commerce skill to buy and sell items are handled in Pricing & Acquisition in Chapter 7.

Conjuration (Intelligence, Willpower)

Specializations: Binding, Construct Binding, Daedra Summoning, Spirit Summoning

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. Your GM may ask you to test Conjuration when you try to accomplish tasks like the following...

- Cast a Conjuration spell
- Identify a summoned entity

For detailed rules regarding the use of this skill, see Chapter 6.

Deceive (Intelligence, Personality)

Example Specializations: Blathering, Impersonation

Deceive measure's 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 they are lying. This test can be opposed by a Logic test or an Observe test, depending on the nature of the deception. Your GM may ask you to test Deceive when you try to accomplish tasks like the following...

- Pretend to be someone you are not
- Talk your way out of trouble
- Lie about something
- Pretend to be an expert on a subject

Destruction (Willpower)

Specializations: Cryomancy, Debilitation, Electromancy, Pyromancy, Venomancy, Object Manipulation, Physical Manipulation, Magicka Manipulation, Vulnerability

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. Your GM may ask you to test Destruction when you try to accomplish tasks like the following...

- Cast a Destruction spell
- Identify the effects of Destruction magic
- A character of at least Novice rank may spend a Magicka point from their pool to create a minor elemental effect such as lighting a fire, freezing a cup of water or giving a static shock. This requires a cast spell action with +20 on the check.

For detailed rules regarding the use of this skill, see Chapter 6.

Enchant (Intelligence)

Specialization: School (Specialization)

Enchanting is the arcane art of creating enchanted items by binding the energy contained within soul gems to another physical object. Your GM may ask you to test Enchant when you try to accomplish tasks like the following...

- Create an enchanted item
- Identify the effects of an enchantment
- Learn how to use a mysterious enchanted item
- Repair an enchanted item

The specific uses of the Enchanting skill for creating enchanted items are handled in Enchanting in Chapter 8.

Evade (Agility)

Characters may not acquire specializations for this skill.

Evade reflects the character's ability to escape from observed, impending danger through the use of fluid movement and quick reaction times. Your GM may ask you to test Evade when you try to accomplish tasks like the following...

- Duck beneath an incoming spell
- Dodge a sword swing
- Avoid falling debris
- Stay out of reach of multiple attackers

For rules regarding its use in combat, see Combat in Chapter 5.

First Aid (Agility, Intelligence)

Characters may not acquire specializations for this skill.

First Aid is a character's ability to provide stabilizing medical care to Wounded characters. Your GM may ask you to test First Aid when you try to accomplish tasks like the following...

- Identifying the nature of a character's wounds
- Stop a character from bleeding out due to the passive effects of a wound.
- Stabilizing a dying character

Using the first aid skill requires either a first aid kit, or that the character improvise objects that could reasonably be used in place of the proper supplies. For information on the various uses of this skill, see Physical Health in Chapter 5.

Illusion (Personality, Willpower)

Specializations: Visual Illusions, Auditory Illusions, Mental Manipulation, Protection

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. Your GM may ask you to test Illusion when you try to accomplish tasks like the following...

- Cast an Illusion spell
- Identify the effects of Illusion magic
- A character of at least Novice rank may spend a Magicka point to create minor illusionary effects such as creating a harmless sensory effect or snuffing out a candle, the effect lasts for 1 minute. This requires a cast spell action with +20 on the check.

For detailed rules regarding the use of this skill, see Chapter 6.

Investigate (Intelligence, Perception)

Example Specializations: Canvassing, Research

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. Your GM may ask you to test Investigate when you try to accomplish tasks like the following...

- Gather information from a crowd
- Sift through an archive searching for information
- Locate a person or place in a large city
- Use clues to solve a mystery

Intimidate (Strength, Willpower)

Examples: Persuasion, Forcing to submission

The Intimidate skill is a measure of a character's ability to instill fear in others. Intimidate tests are most often opposed by Willpower tests if the target wishes to resist. Your GM may ask you to test Intimidate when you try to accomplish tasks like the following...

- Convincing others to agree with you
- Forcing someone to do what you want
- Scaring people into submission.

Logic (Intelligence, Perception)

Example Specializations: Puzzles, Gambling, Riddles

The Logic skill represents a character's ability to think logically, solve puzzles, and dissect information rationally and quickly. Your GM may ask you to test Logic when you try to accomplish tasks like the following...

- Solve a puzzle or riddle
- Make sense of a confusing situation
- Realize something simple you may have overlooked
- Improve your odds in a game of chance

Lore (Intelligence)

Example Specializations: Art, Daedra, History, Magic, Legends, The Black Marsh, Warfare, Altmer

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 unless they would have reasonably encountered the fact before

Your GM may ask you to test Logic when you try to accomplish tasks like the following...

- Remember specific details about something you learned
- Identify a creature that you have only read about
- Reconcile new information with what you already know
- Find similarities between two ancient legends

Mysticism (Intelligence, Willpower)

Specializations: Detection, Magicka Manipulation, Physical Manipulation, Protection, Teleportation

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. Your GM may ask you to test Mysticism when you try to accomplish tasks like the following...

- Cast a Mysticism spell
- Identify the effects of Mysticism magic
- A character of at least Novice rank may spend a Magicka point to move an object weighing less than a kg 1m (this cannot be used as an attack). This requires a cast spell action with +20 on the check.

For detailed rules regarding the use of this skill, see Chapter 6

Navigate (Intelligence, Perception)

Example Specializations: Cartography, Marine Navigation, Direction Sense

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. Your GM may ask you to test Navigation when you try to accomplish tasks like the following...

- Find your way out of a dungeon
- Plot a course for a ship
- Create a map of a mountain range
- Lead your party through a forest

Necromancy (Intelligence)

Characters may not acquire specializations for this skill.

Necromancy is the study and art of raising the dead. While it is not traditionally recognized as a school of magic, across the eras the skill of Necromancy has been mostly reviled.

- Cast a Necromancy spell
- Identify the effects of Necromancy magic
- A character of at least Novice rank may spend two Magicka points to reanimate a tiny creature for 1 minute. This requires a cast spell action with +20 on the check.

For rules regarding the use of this skill, see Chapter 6

Observe (Perception)

Example Specializations: Awareness, Scrutiny, Searching, Hearing, Smell, Sight

Observe represents a character's general awareness of their surroundings and their ability to notice things that others might dismiss. Your GM may ask you to test Observe when you try to accomplish tasks like the following...

- Spot an ambush before it happens
- Identify when someone is acting strangely
- Locate a hidden switch or trap in a room
- Notice a strange creature in the distance

Characters relying on sight cannot make observe tests in total darkness or when blinded and suffer a -10 penalty when in dim light.

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. Table 3-3 contains a list of common fields and their governing characteristics.

Table 3-3: 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

Characters can use their profession skill to earn a living during downtime, typically earning their Rank * 12 drakes per day. However this is entirely at GM discretion based on work being available.

Profession [Medicine] skill can be used to care for injured characters, see Physical Health in Chapter 5.Profession [Animal Trainer] can be used to teach animals to perform certain tasks, see Animal Handling in Chapter 5. For crafting oriented professions, see Crafting in Chapter 8.

Restoration (Willpower)

Specializations: Curative, Fortification, Healing, Protection, Pyromancy, Restorative

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. Your GM may ask you to test Restoration when you try to accomplish tasks like the following...

- Cast a Restoration spell
- Identify the effects of Restoration magic
- A character of at least Novice rank may spend a Magicka point to create a brief feeling of well being, or remove the blood loss condition by spending Magicka equal to the level of blood loss. This requires a cast spell action with +20 on the check.

For rules regarding the use of this skill, see Chapter 6.

Ride (Agility)

Example Specializations: Horse Racing, Mounted Fighter

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)

Example Specializations: Camouflage, Shadowing, Infiltration

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. This test can be opposed by an Observe test when appropriate. Your GM may ask you to test Stealth when you try to accomplish tasks like the following...

- Shadowing someone through a marketplace
- Sneaking up on an enemy camp
- Camouflaging yourself in the undergrowth
- Sneaking past a sleeping monster

For rules regarding the use of Stealth in combat, see Combat in Chapter 5.

Subterfuge (Agility, Intelligence)

Example Specializations: Lockpicking, Sleight of Hand, Traps

The Subterfuge skill is a measure of the character's ability to use artifice, guile, and manual dexterity to circumvent normal limits and restrictions. Your GM may ask you to test Subterfuge when you try to accomplish tasks like the following...

- Disguising yourself as someone else
- Picking a lock on a door
- Palming a small object unnoticed
- Disarming a trap

Survival (Intelligence, Perception)

Example Specializations: Desert Survival, Foraging, Tracking

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. Your GM may ask you to test Survival when you try to accomplish tasks like the following...

- Gathering food and water from the environment
- Tracking a person or animal through the woods
- Identifying dangerous plants

Tactics (Intelligence)

Example Specializations: Naval, Guerrilla, Defensive, Assault

The Tactics skill is a measure of a characters strategic acumen, be it from martial studies or practical experience. Your GM may ask you to test tactics when attempting the following...

- Trying to determine the best way to approach a known combat situation.
- Understanding the circumstances of a past battle.

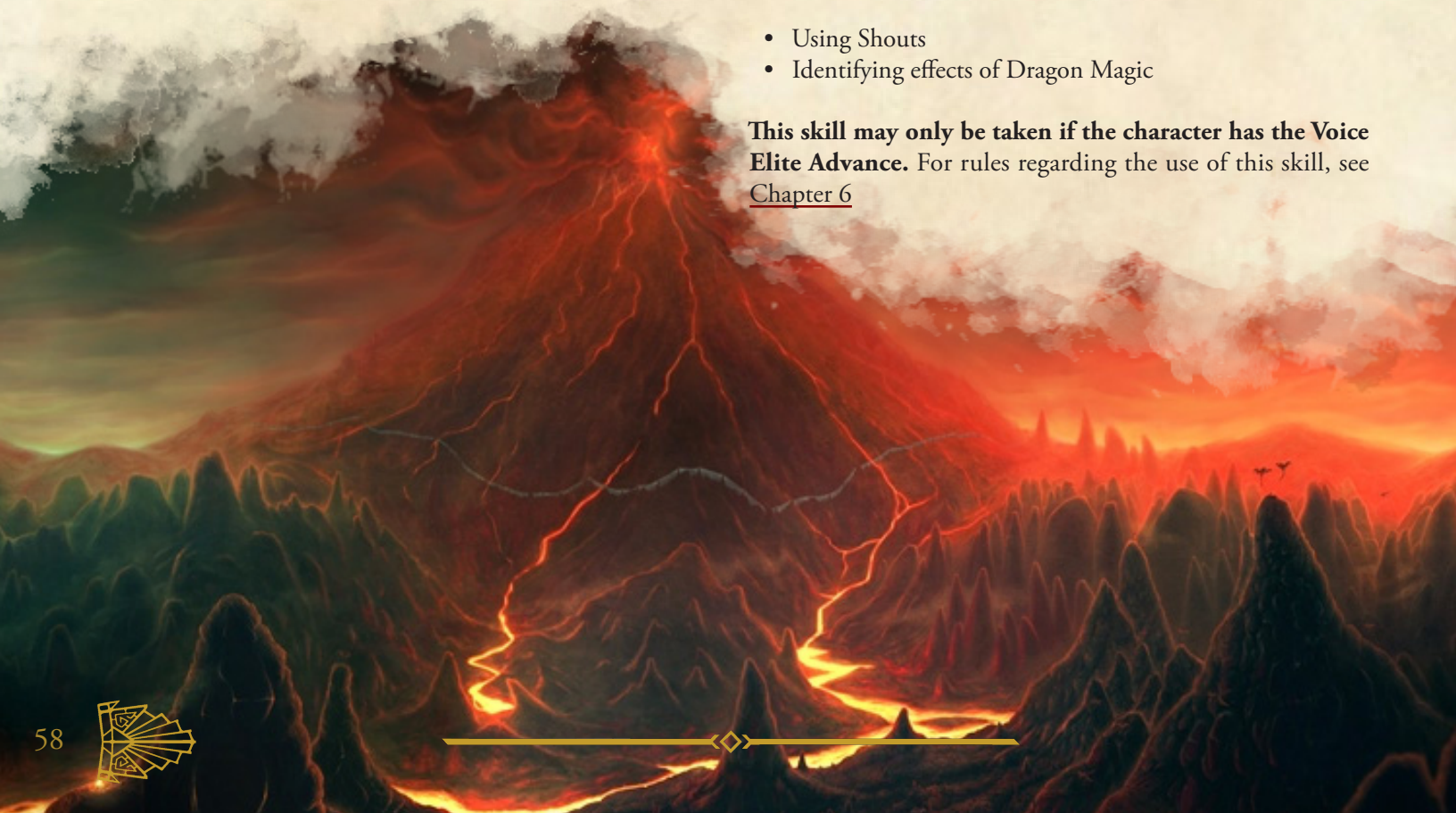
Thu'um (Willpower)

Characters may not acquire specializations for this skill.

This skill reflects the ability of a character to utilize the Thu'um, or "Voice". The GM may ask you to test Thu'um when you try to accomplish tasks like the following...

- Using Shouts
- Identifying effects of Dragon Magic

This skill may only be taken if the character has the Voice Elite Advance. For rules regarding the use of this skill, see Chapter 6



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 as per Table 4-1. 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 they 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.

Table 4-1: Talent Costs and Requirements

Talent Level	XP Cost	Characteristic Requirement
Novice	100	25
Apprentice	200	30
Journeyman	300	35
Adept	400	45
Expert	500	50
Master	800	55

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).

Armor

Armor talents focus on enhancing a characters ability to utilize shields and Armor effectively.

Armor Training

The character has basic armor training.

Journeyman (Endurance)

The character reduces the Agility Skill penalty for wearing armor by 5.

Armor Mastery

The character has mastered the use of armor

Master (Endurance)

Requires Armor Training

The character now reduces the Agility Skill penalty for wearing armor by 10 instead of 5 and reduces the speed penalty by 1.

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.

Apprentice (Perception)

The character can choose to use their Perception bonus in place of their Agility bonus when calculating their Initiative Rating.

Expose Weakness

The character is particularly observant, and can spot weaknesses in their enemies techniques that they can use to their advantage.

Adept (Perception)

The character may, as an action attempt to discover a weakness in a targets fighting technique, the character makes an Observe skill test opposed by a Combat Style or Evade test from the target if they are aware. If successful the character gains a +10 bonus on Combat Style tests involving the target and adds their Perception bonus to damage dealt against them until their next turn.

Honed Senses (Sense)

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

Apprentice (Perception)

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.

Expert (Perception)

Requires Honed Senses in touch or hearing.

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.

Master (Perception)

Requires Honed Senses talents for all the primary senses

The character never suffers any penalties to tests for being deprived of one of their senses as long as they still have the others to fall back on.

Hyper-Awareness

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

Master (Perception)

The character can treat their 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.

Invisible

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

Adept (Perception)

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

Keen Intuition

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

Journeyman (Perception)

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.

Novice (Perception)

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.

Journeyman (Perception)

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

Prepared

The character is always ready for a fight.

Adept (Perception)

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.

Journeyman (Perception)

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

Watchful

The character has learned to always be watchful for deception.

Expert (Perception)

The character may reroll failed opposed Perception based tests, but only once. If they have both this talent and Keen Intuition, they 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.

Accurate Attacks

The character is precise in their every attack

Adept (Agility, Perception)

The character suffers no penalty for Precision Strike attacks.

Arms Master

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

Expert (Strength, Agility)

The character never takes a penalty worse than -5 for not being trained with a weapon.

Berserker
The character is able to quickly enter a state of battle rage.
Journeyman (Willpower)
The character may take an action to gain the Frenzied condition.

Controlled Rage
The character has attained mastery over their battle fury.
Expert (Willpower)
Requires Berserker
The character may lose the Frenzied condition as a free action.

Brawler
The character is skilled in engaging multiple opponents at once.
Apprentice (Strength, Agility)
The character gains an additional degree of success on successful Combat Style skill tests while within melee range of at least two opponents.

Combat Master
The character has experience with larger engagements.
Master (Strength, Agility)
Requires Brawler
If the character is within melee range of at least two opponents, they gain an additional Action point.

Cavalry
The character is skilled at fighting while mounted.
Apprentice (Strength, Agility)
The character ignores the skill cap placed on their combat rolls by their Ride skill when fighting while mounted.

Mounted Warrior
The character is skilled at maneuvering through combat.
Adept (Strength, Agility)
Requires Cavalry
The character may use their Ride skill in place of their Evade skill when mounted.

Combat Flair
The character has a natural sense of style and presence in combat.
Adept (Personality)
The character can use their Personality bonus in place of either their Agility, Intelligence, of Perception bonus (pick one) when calculating their Maximum Action points.

Crippling Strikes
The character's is capable of inflicting bone shattering injuries.
Journeyman (Strength)
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 their ability to follow up for sheer damage, crushing their opponent with raw force.
Adept (Strength)
The character doubles their 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.
Journeyman (Strength, Endurance)
Opponents within the character's melee range cannot make attacks of opportunity against this character's allies.

Defender
The character is willing to step in and take a hit for their allies.
Journeyman (Endurance, Willpower, Perception)
If an ally within 1 meter is attacked, as a reaction the character can switch positions with that ally and attempt to block or parry the attack.

Dual Fighter
The character is particularly skilled at fighting with two weapons, fluidly weaving attacks and parries together.
Expert (Strength, Agility)
The character reduces the penalties on Dual Wielding by 10, in addition, the character may choose to gain a free parry reaction to use before the start of their next turn instead of making a free attack. They can spend a Stamina point to make a free attack with the non-parrying weapon on a successful parry while dual wielding. This attack cannot win special effects,, and cannot be combined with Parry and Riposte or the Riposte special effect.

Duelist
The character is skilled in fighting in one on one combat.
Apprentice (Strength, Agility)
The character gains an additional degree of success on successful Combat Style or Evade tests while in melee combat with a single opponent.

Expert Duelist
The character is a fearsome foe in duels, taking maximum advantage of every mistake.
Adept (Strength, Agility)
Requires Duelist
The character doubles the penalties imposed by the Overextend Opponent special effect so long as they are in combat with a single opponent. The effect is lost if at any time another character, would enter melee range of either one. In addition, the character can spend a Stamina point to perform the Feint action instead of an Action point.

Parry and Riposte
The character knows how to turn an opponents attack to their advantage
Adept (Strength, Agility)
Requires Duelist
The character can spend a Stamina point to make a free attack with weapon they used to make a successful parry with. This attack cannot win special effects, and cannot be combined with Dual Fighter or the Riposte special effect.

Eye of Vengeance
The character fires a shot aimed to end their target once and for all.
Expert (Agility, Perception)
Requires: Expert Combat Style
The character may spend Stamina points instead of special effects to apply the Sure Strike or Weakpoint special effects to their ranged weapon attacks, regardless of if they would otherwise gain special effects.

Formation Fighting
The character, mindful of the positions of their allies and their enemies, takes up their place in a combat formation.
Novice (Perception)
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.

Intimidating
The character is an intimidating opponent, whose forcefulness and presence allow them to dominate their enemies.
Expert (Strength)
The character can use their Strength bonus in place of either their Agility, Intelligence, of Perception bonus (pick one) when calculating their Maximum Action points.

Fearsome
The character is an imposing presence in a fight.
Expert (Strength)
Requires Intimidating
The character may use the Intimidate (Strength) skill in place of the Evade skill when taking the Evade reaction against melee attacks.

Improvisation
The character is able to fight with seemingly innocuous objects, or simply whatever they have on hand.
Journeyman (Strength, Agility)
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 they still suffers the usual untrained penalties if they aren't part of their Combat Style).

Killing Blow
The character delivers a strike aimed to end the fight in one blow.
Expert (Strength, Agility)
Requires: Expert Combat Style
The character may spend Stamina points instead of special effects to apply the Sure Strike or Weakpoint special effects to their melee weapon attacks, regardless of if they would otherwise gain special effects.

Mighty Cleave
The character cleaves through multiple targets in one blow.
Expert (Strength)
Once per turn, when wielding a melee weapon in two hands the character can pend 1 Stamina point to strike two adjacent targets within reach as part of an attack action. This is a single attack test, but suffers a -20 penalty, however damage is rolled individually. Effects that modify the damage apply to both hits.

Man Catcher
The character is skilled in capturing and immobilizing opponents.
Apprentice (Strength, Agility)
When the character is entangling or immobilizing opponents, attempts to defend against or break free from their attacks suffer a -10 penalty.

Observant
The character quickly picks up on their opponents' tricks.
Master (Perception)
The character can treat their Combat Style skill as being governed by Perception.

Perfect Shot
The character is able to deliver devastating shots.
Adept (Agility)
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 themself for combat.
Journeyman (Agility)
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 their weapon.
Journeyman (Agility)
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.
Master (Agility)
Requires Rapid Reload
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).

Sneak Attack
The character is particularly skilled at executing sneak attacks.
Adept (Agility, Perception)
If the character makes an attack with a ranged weapon or a melee weapon with the light quality whilst hidden, the damage inflicted is increased by the character's degrees of success on the attack test. This can stack with damage from talents that have similar effects.

Shadow Strike
The character can strike and melt back into the shadows.
Master (Agility, Perception)
Requires Sneak Attack
If the character makes an attack while hidden (melee attacks made this way must kill the target in order to benefit) then they can attempt a Stealth test opposed by the Observe of any enemies who would reasonably be able to notice the attack. On success, or if they roll more degrees of success, they remain hidden from those enemies.

Skirmisher
The character is able to fight easily while on the move.
Journeyman (Agility)
When using an Action Point to perform a Dash Action, the character can make a ranged attack as a free action but suffers a -20 penalty on the combat style test.

Sword and Board
The character has trained rigorously in the use of combining a weapon and shield for offense.
Journeyman (Strength)
The character takes no penalties on attacks made with their shield when Dual Wielding. In addition, the character can spend a Stamina point to apply the Shove Special effect after successfully hitting with their shield, regardless of if they would otherwise have gained a special effect.

Takedown
The character has learned to incapacitate targets with well-aimed blows designed to send them sprawling
Journeyman (Strength)
The character can decide to, before making a melee attack, attempt to take down their opponent. If they do, their attack causes half damage, but the target suffers from knockback.

Target Selection
The character is able to accurately pick out foes amongst their friends, and hit them at range.
Adept (Agility, Perception)
The character ignores all penalties for firing ranged weapons at targets engaged in melee combat.

Thunder Charge
The character rushes their opponents with a wild charge.
Journeyman (Strength, Agility)
When using an Action Point to perform a Dash Action, the character can make a melee attack as a free action but suffers a -20 penalty on the combat style test.

Teamwork
The character fights well with others.
Novice (Agility, Perception)
The character adds a bonus degree of success to any successful Combat Style tests made to attack or defend against opponents in melee range as long as that opponent is also within melee range of an ally who also has this talent.

Back to Back
The character fights best with allies, each watching over the other.
Journeyman (Agility, Perception)
Requires Teamwork
The character can make an attack of opportunity whenever an enemy within their melee range makes a melee attack against an ally who also has this talent.

Twin Shot
The character can fire two shots at once with a bow, or throw two weapons at the same time.
Master (Agility)
Once per turn, when wielding a ranged weapon without the Reload quality or with Reload (0) the character can spend a Stamina point to fire two shots with a single attack action. This is a single attack test with a -20 penalty however damage is rolled individually. Effects that modify the damage apply to both hits.

Unarmed Prowess
The character is a master of attacking while unarmed.
Journeyman (Strength, Agility)
Requires Combat Style including Unarmed
The character adds double their strength bonus on attacks while unarmed.

Unarmed Master
The character is a master of defending themself while unarmed.
Master (Strength, Agility)
Requires Unarmed Prowess
Once per turn, the character can make a parry reaction while unarmed without spending an Action point or Stamina point. In addition, they no longer suffer the -20 penalty when parrying whilst unarmed.

Unstoppable Might
The character is capable of wielding the mightiest of weapons in but a single hand, crushing their opponents beneath them.
Expert (Strength)
The character can wield two handed weapons in one hand (but cannot dual wield them), when doing this, their Combat Style skill is limited by their Athletics skill rank. Additionally, when using a versatile weapon in one hand, the character gains the damage bonus as if they were using it in two hands so long as they limit their Combat Style by their Athletics skill.

Wall of Steel
The character is especially adept at fending off blows.
Master (Agility, Strength)
Once per turn, the character can make a parry reaction with a weapon or block reaction with a shield without spending an Action point or Stamina point.

Unrelenting
The character is relentless in their assault, and few foes can escape him.
Expert (Strength)
Enemies within melee range of the character cannot take the disengage action.

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.
Novice (Intelligence)
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 their use of effects from a particular school in potions they create, but only on their own.
Adept (Intelligence)
Requires Alchemist (School)
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.
Adept (Intelligence)
Requires At least two Alchemist (School) talents
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.
Journeyman (Intelligence)
Requires At least two Alchemist (School) talents
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.
Expert (Intelligence)
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.
Journeyman (Intelligence)
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.
Novice (Intelligence)
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.
Journeyman (Intelligence)
Requires At least two Enchanter (School) talents
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 their use of effects from a particular school in enchantments they create, but only on their own.
Expert (Intelligence)
Requires Enchanter (School)
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.
Expert (Intelligence)
Requires At least two Enchanter (School) talents
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.
Master (Intelligence)
Requires Expert Enchanter (School)
The character may create enchantments using components from the chosen school that up to level five instead of level four.

Dual Enchantment (School)
The character is able to create enchantments beyond those that most enchanters can even conceive of.
Master (Intelligence)
Requires Expert Enchanter (School)
The character may use a second Soul Gem (allowing them to fully utilise the potential enchantment level of certain items) when enchanting with effects from the chosen school.

Experimentation
The character knows how to best break the rules of alchemical safety in order to get results.
Adept (Intelligence)
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.
Expert (Intelligence)
The character never suffers from alchemical backfires.

Salvage Enchantment
The character carefully untangles the magicka woven into a failed enchantment, allowing them to recover the lost energy.
Expert (Intelligence)
Requires Expert Enchanter (Mysticism)
When the character fails an Enchant test to create an enchanted item they 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.
Expert ([Skill's Governing Characteristics])
Requires the skill to be at adept rank
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 for a given test). This talent can be purchased multiple times for different specializations.

Grandmaster (Skill)
The character is the absolute best at what they do.
Master ([Skill's G. Characteristic])
Requires Chosen skill at Master rank.
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.
Expert (Luck)
At the beginning of a round, the character can choose to spend a Luck point. When doing so, the character may replace their Wound Threshold with four times their Luck bonus for the remainder of that round.

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

Attention to Detail
The character is always scrutinizing those around him.
Apprentice (Intelligence, Perception)
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.
Adept (Intelligence)
The character doubles their degrees of success on opposed Commerce skill tests.

Blending
The character is able to use their cunning and knowledge of the area to help them blend in with the locals.
Apprentice (Intelligence)
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.
Apprentice (Intelligence)
The character can re-roll failed tests to gather information from large groups of people, but only once for each test.

Cunning Warrior
The character is a cunning warrior, able to deduce when danger might arise and determine how to best respond.
Apprentice (Intelligence)
The character can choose to use their Intelligence bonus in place of their Agility bonus when calculating their Initiative Rating.

Foresight
The character has trained themself to be extremely logical.
Journeyman (Intelligence)
The character may choose to spend a minute deep in thought contemplating a particular problem before attempting to solve it. When doing so, they gain a +20 bonus to the next Intelligence based test made to solve that problem.

Linguist
The character has a knack for languages and other cultures.
Adept (Intelligence)
The character now knows a number of languages equal to their Intelligence Bonus instead of half their Intelligence Bonus. In addition, learning new languages only costs 150 XP instead of 250 XP for this character.

Rational
The character has trained themself to be extremely logical.
Journeyman (Intelligence)
The character can re-roll failed Logic skill tests, but only once for a given test.

Scholar
The character is a burgeoning academic, capable of learning about many subjects in great depth.
Apprentice (Intelligence)
The character halves the base CrP/XP cost required to gain Specializations for the Lore skill (50 instead of 100), and may take twice the usual number.

Tactician
The character is a skilled tactical commander, able to make sure their allies are all in the right place at the right time.
Journeyman (Intelligence)
When the character makes a Command (Int) test to coordinate their allies before a combat encounter, they gain a +1 to their initiative roll for that encounter.

Total Recall
The character has trained their memory to perfection.
Master (Intelligence)
The character gains the Perfect Memory trait.

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

Assassin Strike
The character is able to strike, and then rapidly fall back.
Journeyman (Agility)
If the character successfully inflicts damage with an attack (after mitigation) then the target of that attack cannot make an attack of opportunity against the character during that turn.

Catfall
The character is able to minimize harm to themself when falling.
Apprentice (Agility)
Reduce the distance the character falls by a number of meters equal to their Agility bonus for the purposes of calculating fall damage against him.

Ghost
The character is able to move quickly even while trying to silence their movements.
Expert (Agility)
The character moves at their normal speed when hidden.

Hard Target
The character can move fast, ducking and dodging without slowing.
Journeyman (Agility)
If the character takes the Dash action, attempts to hit them with ranged attacks suffer a -20 penalty until the start of their next turn.

Leap Up
The character is able to regain their feet rapidly.
Novice (Agility)
The character can stand up from prone without spending any movement.

Lightning Reflexes
The character can move with preternatural speed to defend themselves
Expert (Agility)
When making an initiative roll, the character can roll twice and choose the higher result. Additionally, the character can attempt to parry ranged attacks (but not spells) at a -20.

Nimble
The character is exceedingly quick.
Master (Agility)
The character may use their Agility bonus in the place of either their Perception or Intelligence bonuses when calculating their 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.
Expert (Agility)
Once per turn, the character can make an evade reaction without spending an Action point or Stamina point.

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

Unnaturally Agile
The character is very fast, able to avoid even ranged attacks easily.
Master (Agility)
The character ignores the -20 penalty for attempting to evade ranged attacks as long as they are aware of the attacker, and not currently engaged in melee combat or otherwise distracted.

Racial
The races of Tamriel are varied, each of them having unique abilities and skills, some passed down through generations, some inherent.

Blood of Aldmeris
The Altmer directly traces their unbroken family line to Aldmeris, and is empowered by their lineage.
Adept (Any)
Requires Altmer
The Altmer receives an additional Power Well (50%), and increases their Disease Resistance trait by an additional 25%.

Highborn
The character draws upon their inner reservoir.
Adept (Any)
Requires Altmer
Once per day as a Cast Magic action the Altmer character regenerates a number of Magicka points equal to 1.5 times their Intelligence bonus every round for 6 rounds.

Child of the Sap
The Argonian is hardier than their peers, toughened by the blood of the marsh and the sap of the trees.
Adept (Any)
Requires Argonian
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 Argonian
Once per day, as a Cast Magic action the Argonian gains the Regeneration (Endurance Bonus) trait for 6 rounds.

Greenpact Magic
The character gains a greater depth of skill in their natural habitat.
Adept (Any)
Requires Bosmer
Once per day, as a Cast Magic action the Bosmer character can use the magic of the greenpact to command an animal to do their bidding, the animal is treated as an ally for 10 minutes and will follow the characters commands loyally.

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)
Requires Bosmer
The Bosmer increases their Disease Resistance and Poison Resistance by an additional 25%.

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 Bosmer
Once per day as an action, 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.

Lionheart
The Breton is steeled to magic, and taps deeper into their own merish blood to access yet more power.
Adept (Any)
Requires Breton
The Breton gains an additional Power Well (25%), additionally, once per day as an action the Breton can increase their Magic Resistance trait by 25% for 6 rounds.

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 Breton

The Breton can spend a Stamina point as part of a free action to gain the Spell Absorption(50%) trait for two rounds.

Ancestor's Wrath

The Dunmers Ancestors come to their aid, granting them retribution.

Adept (Any)

Requires Dunmer

Once per day, as an action the Dunmer character gains the following Effect:

(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. Persists for 4 rounds.

(Fire): Target takes 3d10 Fire Damage (pen 15) to hit location.

Ancestor Guardian

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 Dunmer

As an Action the Dunmer character is able to beseech their Ancestor for aid in battle, the Ancestor appears within 5 meters of the Dunmer and has the Summoned (1) trait. The Ancestor is not bound and does not have to follow any commands given by their summoner, but will generally try to be helpful. If attacked by their summoner they simply vanish.

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 -10 penalty on the Willpower test. Unless circumstances are dire (as determined by the GM)

If the Ancestor Guardian is slain or was attacked by their summoner, they cannot be summoned again for one week.

Imperial Resilience

The Imperials are known for their determination in battle, for some this goes a little further.

Adept (Any)

Requires Imperial

The Imperials maximum health is increased by double their Willpower Bonus.

Red Diamond

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

Expert (Any)

Requires Imperial

The Imperial gains their full Willpower Bonus when determining their Stamina Pool instead of half.

Eye of Night

Sharp claws and sharp eyes pave the way.

Adept (Any)

Requires Khajiit

The Khajiit increases the pen of their Natural Weapon to 12. Additionally, they can make a Precision Strike with their first attack made while Hidden at night time or in total darkness without suffering the usual -20 penalty.

Eye of Fear

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

Adept (Any)

Requires Khajiit

Once per day, as a Cast Magic action using Willpower or Illusion if they have it, the Khajiit character uses the following Effect:

(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 (-10) test.

Sons of Skyrim

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

Adept (Any)

Requires Nord

The Nord increases their Resistance (Frost) by an additional 25%, and increases their Tough trait by an additional 10%.

Nordic Frost

The Nords come from a land of cold and hardship, some few of them are infused with the spirit of their homeland.

Adept (Any)

Requires Nord

Once per day, as a Cast Magic action using Willpower or Destruction if they have it, the Nord character uses the following effect:

(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.

(Frost): Target takes 3d10 Frost Damage (pen 15) to hit location.

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 Nord
Once per day, the Nord can, as an action, apply a smear of ritually prepared Woad war paint, the Nord then gains the Warded (2) trait and Pain Tolerance trait for 6 rounds. 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 during a rest as they beseech Kyne for her blessings and protection in the battles to come.

Wrothgarian
The Orsimer embodies the mountain: strong, tall, triumphant.
Adept (Any)
Requires Orsimer
The Orsimer increases their Tough trait by 10% and permanently increase their Wound Threshold by 2.

Orsimer Berserker
The Orsimer can tap into the primal fury of Malacath.
Expert (Any)
Requires Orsimer
Once per day, as a an action the Orsimer increases their Heavy Hitter trait to (3), increase their wound threshold by an additional 2 and increase their Tough trait by a further 10% for 6 rounds.

High Men
The men of Yokuda are unaffected by such trifling things as disease or venom. They are above it.
Adept (Any)
Requires Redguard
The Redguard becomes Immune to Disease, and ignore the Poisoned condition.

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 Redguard
The Redguard's Adrenaline Rush power instead regenerates 2 Stamina Points immediately, and also restores an amount of health equal to their Endurance Bonus. In addition, the Redguard can use their Adrenaline Rush an additional time per day.

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

Unstoppable
The character is able to soldier on even when heavily wounded.
Master (Endurance)
Requires Die-Hard
The character halves the passive effects of wounds.

Enduring
The character has incredible endurance, and can push through even the most terrible pain and keep going.
Adept (Endurance)
The character gains an extra Stamina point.

Paragon of Endurance
The character has incredible endurance, and can push through even the most terrible pain and keep going.
Master (Endurance)
Requires Enduring
The character gains an extra Stamina point.

Iron Jaw
The character is difficult to put down, and is always bouncing back ready for a fight.
Journeyman (Endurance)
When suffering from the stunned condition, the character can make an Endurance test at the beginning of each round that they are stunned. If they succeed, they lose the stunned condition. Additionally, the character always counts as being braced when they suffer the effects of knockback.

Iron Will
The character's mind is a fortress protected against manipulation
Adept (Willpower)
The character may reroll failed Willpower tests to resist any form of mental manipulation magic (but only once per test).

Meditation
The character can meditate, resting their mind and body in a short period of time.
Apprentice (Willpower)
By spending one hour resting in uninterrupted meditation, and passing a Willpower test, the character doubles their Magicka and Stamina recovery for that hour.

Rapid Recovery
The character heals more quickly than usual.
Journeyman (Endurance)
The character removes trauma at twice the natural healing rate. This stacks additively with other similar effects.

Strong Back
The character knows how to most efficiently carry their gear.
Journeyman (Endurance)
The character treats moderate encumbrance levels as only being minimal, furthermore, they do not become immobilized whilst carrying a crushing weight, instead only halving their speed.

Stubborn
The character is fearless in the face of all but the most terrifying sights.
Expert (Willpower)
The character may reroll failed Fear tests

Thick Skinned
The character can roll with the punches.
Journeyman (Endurance)
Whilst unarmored, the character gains the Resistance (Physical Damage, 33%) trait.

Hard to Kill
The character is exceptionally hard to take down.
Expert (Endurance)
Requires Thick Skinned
Whilst unarmored, the character now has Resistance (Physical Damage, 50%) trait. In addition, the character also gains the Tough (20%) trait.

Unfaltering Will
The character fights even harder when wounded.
Expert (Willpower)
After a character suffers a Major, Crippling, or Severe wound they can test Willpower as a free action. On success they ignore the effects of fear and halves the passive effects from any wounds they are 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: they at least sound like they know what he's talking about.
Journeyman (Intelligence)
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 their skills.
Journeyman (Personality)
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.
Journeyman (Personality)
The character never suffers any penalties to Command tests based on the number of people they are leading. Furthermore, they are able to command instant respect from military groups, friend and foe alike granting a +10 modifier on Command tests in such situations.

Leader
The character knows how to get that little bit more out their companions, urging them on.
Master (Personality)
Requires Commanding
As an action, the character makes a Command test to push one companion to keep fighting. On a success, the companion gains an additional Action Point on their next turn.

Into the Fire
The character inspires those around them to fight on even in the face of fear.
Adept (Personality)
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 Fear
The character knows how to cow their enemy..
Adept (Personality)
As an action, the character makes an Intimidate test opposed by Willpower of a target in sight, if the character wins, the target takes a -10 on all combat tests until the characters next turn.

Inspire Heroism

The character can inspire their comrades to acts of heroism in battle.

Adept (Personality)

By taking an action and making a Command test the character can inspire an ally they can see to gain a +10 to their combat tests on their next turn.

Paramour

The character knows how to seduce and manipulate people

Adept (Personality)

The character can reroll failed Charm and Deceive tests when trying to seduce someone, regardless if its to manipulate them into doing something or giving information, or legitimate attempt at romance. Note that this only works if the character being seduced would be attracted to the character in the first place.

Questioning

The character is skilled at drawing information out of others.

Journeyman (Personality)

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.

Blade-caller

The conjurer is proficient with the use of summoned weapons. They use the same ferocious will used to bind their Daedric armaments to channel their inner fury.

Adept (Willpower)

The character can use their Intelligence Bonus in place of their Strength Bonus when determining damage bonus when using a Bound Weapon summoned by the Conjure Weapon spell.

Creative

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

Journeyman (Willpower)

If the character spends an additional Action Point to cast a non-standard spell, they count the minimum DoS for casting the spell as being equal to their WpB for the purposes of reducing the cost of the spell.

Bound Magicka

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

Expert (Willpower)

Requires Creative

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.

Adept (Willpower)

Requires Creative

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.

Expert (Willpower)

Requires Creative

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.

Control
The character is able to control their expenditure of magicka in order to limit the possibility of backfires.
Adept (Willpower)
The character can test Willpower to negate a magical backfire.

Extended Life
The characters aging slows down dramatically.
Master (Willpower)
The characters maximum age is now five times the norm for their race..

Sorcerous Life force
The characters aging effectively stops.
Master (Intelligence)
Requires: Extended Life
The characters maximum age is now fifteen times the norm for their race.

Strong Willed
The character is able to force their will upon other creatures more efficiently than others, making Daedra and Spirits have a harder time resisting their summons.
Adept (Willpower)
The character gains a bonus Degree of Success on all successful Conjuration tests for controlling a summoned creature.

Seasoned Conjurer
The conjurer is an experienced summoner, able to bind those to their will with relative ease.
Expert (Willpower), Requires Strong Willed
The character gains a second bonus DoS on all successful Conjuration tests for controlling a summoned creature.

Student (School)
The character excels in a particular school of magic, adopting its tools with ease.
Novice (Willpower)
Requires: Novice School
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.
Journeyman (Willpower)
Requires Student (Alteration)
The character can use the Alteration skill in place of the Athletics or Acrobatics skills, but each time they do so they must spend 3 magicka.

Cryomancer
The character prefers the cold of elemental frost, freezing their enemies in their tracks.
Apprentice (Willpower)
Requires Student (Destruction)
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 their enemies with aetheric lightning.
Apprentice (Willpower)
Requires Student (Destruction)
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 their advantage.
Master (Willpower)
Requires Student (Mysticism)
If one or more magic components originating from any other character would affect the character, they may choose to instead make a -30 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 their Willpower bonus to the result).

Healer
The character has learned a number of minor healing charms which they can use to perform simple treatments.
Journeyman (Willpower)
Requires Student (Restoration)
The character can use the Restoration skill in place of the First Aid skill, but each time they do so they must spend 3 magicka.

Master (School)
The character excels in a particular school of magic.
Master (Willpower)
Requires Student (School), the corresponding skill must also be trained to rank 5 (Master).
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 their enemies to cinders.
Apprentice (Willpower)
Requires Student (Destruction)
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.
Expert (Willpower)
Requires Student (Mysticism)
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.
Adept (Willpower)
Requires Student (Illusion)
The character can use the Illusion skill in place of the Deceive skill, but each time they do so they must spend 3 magicka.

Wrest Control
The character is able to take control of a summoned creature
Master (Willpower)
Requires Student (Conjuration)
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.
Journeyman (Willpower)
If the character spends an additional Action Point to cast a standard spell, they count the minimum DoS for casting the spell as being equal to their WpB for the purposes of reducing the cost of the spell.

Efficient (School)
The character has learned to channel magicka efficiently, allowing them to make the most of their power.
Expert (Willpower)
Requires Methodical
The benefit of the Methodical talent now always applies and no longer requires an additional Action Point be spent on casting the spell.

Practiced
The character has learned to channel more magicka into spells.
Expert (Willpower)
Requires Methodical
When casting standard spells, the character may increase the cost by 50% to double the duration of spells.

Focused
The character learns to draw on inner reserves most spellcasters don't even know they have
Master (Intelligence)
Requires Methodical or Creative, cannot have Force of Will
The character gains the Power Well (50%) Trait.

Force of Will
The character learns to draw on inner reserves most spellcasters don't even know they have
Master (Willpower)
Requires Methodical or Creative, cannot have Focused
The character gains the Power Well (100%) Trait.

Spell Sword
The character is able to perform the minimum necessary motions to manipulate the forces of magicka.
Journeyman (Intelligence, Willpower)
The character ignores any penalties to spellcasting tests for casting spells with only one hand, and does not incur attacks of opportunity for casting single target attack spells in combat.

Thought Caster
The character can cast a spell purely by thought.
Expert (Intelligence, Willpower)
Requires Spell Sword
The character may ignore the penalties for casting a spell without its somatic components.

Sword and Sorcery
The character is skilled at blending strikes with magical attacks.
Expert (Willpower)
Requires Spell Sword
The character can dual wield spells and weapons, when doing so, as long as they make at least one weapon attack in their turn, they can cast a single free spell instead of the single free attack, but otherwise gain the benefits and penalties for Dual Wielding as normal, treat spells as a light weapons to determine their penalties. In addition, the character may spend a stamina point to negate all penalties for the turn.

Elite Advances

Some unique abilities are so special that they have distinct requirements beyond simple characteristic scores and skills. These elite advances always require explicit GM permission and can only be taken at character creation, it is possible for a character to gain similar benefits through play in other manners at GM discretion (at this point they do not cost XP.

Lich

The character has embraced undeath.
Cost: 1000 CrP, burn 5 luck.
The character is a Lich, with the following.

- Gain the **Undead** trait
- Gain the **Resistance (Frost, 100%)** trait
- Gain the **Resistance (Shock, 50%)** trait
- Gain the **Resist Normal Weapons (50%)** trait.
- Gain the **Power Well (50%)** trait

Voice

The character possesses the ability to use the Thu'um.
Cost: 400 CrP (non Nords must also burn 15 Luck).
The character gains the ability to train the Thu'um skill, learn Words of Power, and use them in Shouts. For more information on the skill see Chapter 3.

Thu'um Talents

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

"Let me show you the power of Talos Stormcrown, born of the North, where my breath is long winter. I breathe now, in royalty, and reshape this land which is mine. I do this for you, Red Legions, for I love you."

-Tiber Septim, after using the Thu'um to transform Cyrodiil forever.

Adept of the Voice

The character has gained substantial control over their Thu'um.
Adept (Willpower)
The character is allowed to Test Endurance to not spend a Stamina Point for the second word in a shout, but the third word still costs a Stamina Point to use.

Prudent Voice

The character understands the power restraint, making them capable of using their Voice in more subtle ways.
Expert (Willpower)
Requires: Adept of the Voice
The character can utilize their voice in subtle ways to affect the world around them. By making a simple +0 Thu'um test, the Tongue can affect something that they can see within their Willpower Bonus in meters with any effect that could be caused by one of the words they know, like igniting something easily flammable by using the word for fire, Yol, or cause something small to move by using the word for force, Fus. What the tongue can and cannot do with this talent is up to the GM, but the effect is generally small and innocuous, though it is still apparent to those nearby that the Tongue is using their Voice.

Master of the Voice

The character has gained total control over their Thu'um.
Master (Willpower)
Requires: Adept of the Voice
Replaces Adept of the Voice.
The character can now use the second word of a shout without spending a Stamina Point, and is allowed to Test Endurance to not spend a Stamina point for the Third Word in a shout.

Voice of the Ancients

The character's speech becomes too powerful for mortals to behold, as the world trembles under the power of their Voice.
Expert (Willpower)
Requires: Master of the Voice
Through meditating upon the true meaning of speech, the character's voice has become too powerful for mere mortals. Shouts that inflict damage add the Tongue's WpB to the damage inflicted, and any shout that can be resisted adds a -10 penalty to doing so (after any modifiers chosen). However, to those not initiated in the way of the voice, the Tongue's normal speech inflicts 1d5+WpB damage to all within WpB meters of the Tongue as the ground shakes and blood-vessels burst. A +10 Thu'um test can be used to reduce the voice to a "whisper" temporarily, reducing their speech to the volume of "rolling thunder", removing the threat of harm.

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 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 (at least once a week), they suffer a -10 penalty on all tests, which increases in severity by an additional -10 to a maximum of -30 for each passing week until they get their fix.

Ambidextrous
The character is ambidextrous. They reduce the penalty for making attacks with weapons in their off hand by 10.

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

Amnesia
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.

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

Aquatic
The character can breath water as if it were air, but cannot breath air.

Bestial
The creature must roll Wp to not flee threats if GM feels it's appropriate.

Blind
The character has the Blinded condition permenantly.

Bound
The character is under the control of the character that bound them and must obey that character's commands. Bound characters cannot attack their masters unless attacked first, at which point they may make a Willpower test to break their bonds and defend themselves. If the master of a bound creature is becomes unconcious, the creature loses this trait and can act however it pleases.

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

Climber (X)
The creature can climb trees and other similar terrain without making athletics check, treating their Speed as Xm.

Combat Paralysis
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.

Common Sense
The character has innately good judgment, 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.

Crawler
The character takes no penalties for moving through difficult terrain.

Dampened Sense (*)
The character suffers a -10 penalty on Perception tests based on the selected 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
The character can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

Deaf
The character has the deafened condition permenantly.

Direction Sense
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 day.

Disease Resistance (X%)
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)
The character is diseased with *, and if they deal a wound to another character with their natural weapons then that character must test Endurance +X or contract *.

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

Easily Trained (X)
This creature can be taught X additional tricks or actions.

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

Flyer (X)
The character can fly. When they perform a Movement Action, they can move in any direction. If the character is flying above the ground at any altitude, they must move at the beginning of each round to maintain flight or they start to fall. The character replaces their Speed with X when they're flying.

Frightening (X)
The character is frightening to behold. At the start of an encounter with this character, all opposed characters must test Fear at +/-X.

From Beyond
The character is immune to the effects of disease, fear, poison, and any magic that would affect their mind (Illusions with Mental Manipulation tag.).

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

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. The character adds X to their Damage Bonus.

Illiterate
The character was never taught to read or write. They cannot read or write, obviously. Overcoming this requires buying a language for each of your known languages.

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. 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.

Incorporeal

Incorporeal characters are spirits, faintly visible and capable of moving through objects. They gain the Flyer (Speed) 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, this will typically result in the character having the crippled body part condition wherever the injury was. 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.

Low Pain Tolerance

The character has a low threshold for pain, and makes any tests called for in order to resist the effects of pain (including the effects of a wound) with a -10 penalty.

Machine

This character is mechanical. It ignores anything that does not affect machines: disease, fatigue, poison, the need for oxygen, fear, paralysis, blood loss and organ damage. It is ambidextrous and suffers no penalties with its off hand. Its "mind" cannot be manipulated by magic, and it cannot be intimidated. They use EB in place of WpB for WT.

Minion

The creature is not as tough, or has a weaker connection to reality than other members of its kind, it is slain instantly if it ever suffers a wound of any kind.

Naive
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 on Perception based tests that would determine if the character is surprised by an enemy or not.

Pain Tolerance
The character has a high threshold for pain, and makes any tests called for in order to resist the effects of pain (including the effects of a wound) with a +10 bonus.

Perfect Memory
The character is 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.

Power Well (X%)
The characters Magicka Pool is increased byX% of its base. If the character would receive this trait twice, combine the X values.

Preferred Enemy (X)
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.

Quadruped
The character moves on four or more legs, when the character uses the dash action, they triple their speed instead of doubling it. In addition, when using Narrative movement, fast pace increases to 2 * travel pace and run pace increases to 6 * travel pace.

Reflect (X%)
The character has 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)
The character heals very quickly. They may make an Endurance test at the start of each round to remove X trauma.

Resistance (*, X% [max 200%])
The character reduces incoming * damage after mitigation by X% (round up). Multiple instances of the same damage type stack, magic resistance stacks with elemental resistance.

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.

Characters with Resistance (Magic, X%) also reduce non-damaging negative magic effects from an external source by X%. This is usually a decrease in duration or reduced characteristic damage.

Resist Normal Weapons (X%)
The character reduces incoming damage after mitigation by X% (round up) from a weapon/attack without the Dire or Enchanted qualities.

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, 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
The character has a skeletal form. 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.

Slippery
The character is especially flexible and gains a +10 bonus when making Acrobatics tests involving flexibility, or on struggle actions.

Silver-Scarred (X%)
The character increases incoming damage after mitigation by X% (round up) from a weapon with the Silver quality. But reduces incoming damage after mitigation by X% (round up) from a weapon without the Silver quality.

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 (X%)
The character can absorb a portion of the magic directed at them to fuel their own magicka reserves. Whenever magic with another source character affects them roll a d100. If the roll is less than or equal to X, the spell has no effect and the caster instead regains magicka equal to the total cost of that magic. If more than one effect grants this trait, add the percentages together.

Stunted Magicka
The charactes Magicka Recovery becomes 0, they can only regain Magicka via potions.

Summoned (X)
The character has been summoned into this world through magic and remains for X minutes or until it is killed. In either case, they are banished back to their realm of origin, along with any items that may be on them at the time. Summoned creatures cannot use summoning spells of their own.

Sun-Scarred (X%)
The character increases incoming damage after mitigation by X% (round up) from a weapon/attack with the Sunlight quality.

If this character is exposed to direct sunlight they suffer 1 Trauma that ignores armor per round. This damage is reduced to 1 Trauma per hour if the character is exposed to indirect sunlight such as during cloud cover or in the shadow of a building.

Swimmer
The character suffers no penalty to speed when in water.

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.

Thick Skull
The character is immune to the stunned and dazed conditions.

Timid
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.

Tough (X%)
The character is larger or heavier than other creatures within its same size category, and thus can take more punishment. The characters Health is increased by X% of their Endurance score (round down).

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

Undead
The character is a walking corpse. 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: dazed, deafened, organ damage, and blood loss (X). Restoration healing magics do not work on undead. Use common sense when deciding what can and cannot affect characters with this trait.

Undying
The character is 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. This does not allow a character to negate the effects of the Invisible condition, meaning they still suffer the -40 penalty on attacks, but would allow the character to be able to determine the general location to target an invisible creature without needing to make Observe tests.

Unremarkable

The character is exceptionally average looking, which for better or worse makes them 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) they gain 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 them entirely (for better or worse).

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

The character increases incoming * damage after mitigation by X% (round up). Multiple instances of the same damage type stack, magic weakness stacks with elemental 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.

Characters with Weakness (Magic, X%) also increase non-damaging negative magic effects from an external source by X%. This is usually an increase in duration or causes additional characteristic damage.

Weak Immune System (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.

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 six 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. 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 they were 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 take any actions during the first round of combat, and may only take reactions after their first turn has passed.

Step 2: Round Start

The GM describes the situation at the beginning of each round, setting the scene for combatants and environment, taking care to give indications as to what non-player combatants appear to be about to do.

Step 3: Determine Initiative

Each player that is not surprised makes an Initiative Roll (1d10 plus the character's Initiative Rating, characters with higher Initiative Ratings go first, rolling off in the event of a tie). The GM rolls initiative for any NPCs involved, and should roll once for larger groups of similar NPCs. If new combatants enter the picture, simply have them roll and take their place in the order as appropriate

Step 4: Take Turn

Starting with the character with the highest initiative, each character takes one turn. **During each Turn, the active character spends at least 1 AP to perform a combat action and resolves its effects. If they have no AP left to spend, they do not get a turn this round.** 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 a turn. Sometimes the rules will refer to initiative "steps," which simply refer to individual initiative values in the order.

Step 5: Round End

Once all characters have had a turn, the round is over, regardless of the amount of AP any characters have remaining. Any effects or Conditions that specify a duration of "until the end of the round" end now.

Step 6: Encounter Ends

Repeat steps 2 to 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. If they don't take an action they are assumed to have dithered and waste their turn. There are three types of combat actions: actions, reactions, and free actions.

Movement every **Round** a character can move up to their Speed in meters.

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.

Reactions are actions that are taken to counter or resist other characters' actions, or other events, that the character is aware of. A character must spend an Action Point or Stamina Point to perform a reaction.

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

Movement

During their turn a character can move before or after taking their action (or both). Every meter that a character moves through normal terrain costs 1 meter of their movement for the round. Moving through difficult terrain (water, climbing, dense forest, etc) costs 2 meters of their movement for the round for every 1 meter that they actually move unless the character passes an Acrobatics test before moving (does not affect swimming speed)

Regain Footing

For the character to remove the prone condition, they must spend half their speed for the round.

Dash

Once per turn, the character can spend an Action Point or Stamina Point to double their speed until their next turn.

Actions

The following combat actions are all actions that a character can attempt on their turn by spending an action point.

Aim

A character can spend an AP 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).

Attack

The character can make an attack with a melee or ranged weapon. Alternatively, they can use one of the three optional variations. A player must declare if the character is using one of these variations before the attack test has been made. See the Attacking & Defending section for details.

- **All Out Attack (2 AP):** 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 with a +20 bonus.
- **Coup de Grâce (2 AP):** The character can attempt a killing blow with a melee weapon against a target with the helpless condition. This attack deals maximum damage that ignores armor and imposes a -20 penalty on any Endurance tests to resist wounds.
- **Precision Strike:** A character attempting a precision strike is aiming to hit a particular part of their opponent's body, and thus suffers a -20 penalty on the attack test. If successful, the character may choose the hit location of that attack in addition to resolving any other effects the attack would have.

Cast Magic

The character can attempt to cast a spell, activate a power, or use another magic ability. For information, see Magic in Combat.

Bash

The character can use their weight to attempt to shove another character within 1m. Cannot be used against a target of larger size. The character makes a Combat Style test, their opponent can use a reaction to oppose it with a Combat Style, or Evade test. If the attacker wins, then the defender is knocked back one meter plus one meter for every three degrees of success the attacker rolled. If the target is forced back into an obstacle then they must make an Acrobatics test to avoid falling prone.

Disarm

The character can spend an Action Point and Stamina Point to make an opposed Combat Style test, if the attacker wins, they disarm the defender. If the attacker does this whilst unarmed, they can choose to hold onto the weapon, otherwise it is flung 1d5-1 meters in a random direction.

Disengage

The character can use this action to retreat from combat with an enemy. If they move out of an enemy's engagement range during this turn the attack of opportunity reaction may not be taken against them.

Delay.

- **Delay Turn**: The character declares a set of circumstances in which they will act. The character then skips their turn without spending AP, and may insert their delayed turn into the order as a free reaction if the conditions are met. If the delayed turn is not taken before the character's next turn would occur, then the action points are lost entirely.
- **Defensive Stance:** The character assumes a defensive stance, ready to react to incoming threats. The character sets aside a number of their Action Points that can then only be spent on Block, Evade or Parry reactions. Any such reactions taken before the end of their next turn gain a +10 bonus. If a character sets aside all their Action Points for this, they gain one additional Action Point that can still only be spend on Block, Evade or Parry reactions.

Feint

The characters attempts to trick their opponent into leaving an opening. They make a Deceive test opposed by the targets Observe. On a success, the target cannot make defensive reaction against the characters next attack.

Hide

The character can use this action to attempt to hide themselves from enemies. If anyone could reasonably detect them while they do this, they must make a Stealth skill test opposed by the Observe of anyone who might spot them. On success, they gain the Hidden condition (see Conditions for details).

Ready Weapon / Drink Potion

The character may draw, sheath, withdraw, or reload a weapon. This action may also be used to drink a potion **(but only one per turn),** assuming it is accessible to the character. Some missile weapons may require several turns to reload, in which case this action must be extended across the requisite number of turns.

Struggle

If the character is the victim of certain types of attacks or has been grappled, they may attempt to extract themself. This requires an opposed Athletics or Combat Style (if it includes unarmed combat) test against the attacker. If the restrained victim wins, they break free.

Trip/Throw Opponent

The character attempts to trip up or throw an opponent up to one size larger to the ground. The character must make a Strength, Agility, or Combat Style test (if it includes unarmed combat) opposed against their opponent's Athletics, Evade, or unarmed Combat Style skill. If they succeed, their opponent is rendered prone. If the target is larger or moves on more than two legs, it gains a +20 bonus to its opposed test.

Reactions

Reactions can be used at any time during the combat round in response to a threat or event that a character is aware. A character may choose to spend an **Action Point** or **Stamina Point** to perform any given reaction. Reactions can be triggered by other reactions: if this happens, they are resolved in the order declared.

Attack of Opportunity

This reaction allows a character to take advantage of an opening to make a melee attack against an opponent when they are vulnerable. Attacks of opportunity are resolved before the action they are taking advantage of is completely resolved. This reaction may be triggered by the following conditions:

- **Retreat:** When an opponent moves out of the character's engagement range without taking the disengage action.
- **Approach:** When an opponent moves closer to the character *within* their engagement range (such as from 3 meters away to 2 meters away against a 3m range weapon).
- **Spellcast:** When an opponent casts a non-touch spell within their engagement range.
- **Standing Up:** Prone character stands up w/in melee range.
- **Ranged Attack:** When an opponent makes a ranged attack or reloads a weapon within their engagement range.
- **Ready:** When an opponent readies a weapon, reloads a weapon, or drinks a potion within their melee range (unless this was done as a free action).

Block

The character tries to use a shield to block an incoming ranged or melee attack. See the Attacking & Defending section for details.

Evade

The character attempts to dodge an incoming ranged or melee attack. The character suffers a -20 penalty if the attack is ranged unless the character chooses to end their evasion prone. See the Attacking & Defending section for details.

Parry

The character uses a shield or melee weapon to defend against an incoming melee attack from an opponent they are aware of through the use of their Combat Style skill. See the Attacking & Defending section for details.

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.

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 their Strength or Agility as a base for the skill test when making melee attack or defense tests, but must use their 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 their 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 themself in a bar brawl with their sword handy. Or perhaps a battlefield soldier used to fighting on horseback finds themself face to face with a lone assassin in close quarters. **If a character is using weapons or shields from two different combat styles, they also take the -10 penalty.**

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 their 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 doesn't match the category of a weapon they are trained in they cannot use a Combat Style and suffers the usual -20 penalty for using an untrained skill.
- If the weapon is the same category as a trained weapon, then the character may use their Combat Style for that weapon, but does so at a -10 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, Throwing Darts and 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:** Javelin, Shortsword and 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 Shields, Mace, Longsword.

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:** Shortbow, Shortsword, Shortspear and Unarmed

Attacking & Defending

Combat is resolved blow by blow, with each attack and defense representing a single swing with a sword or block with a shield. This exchange is simulated by the Combat Roll, in which a pair of attack and defense tests are compared.

Step 1: Attack

The attacker first chooses their target, weapon, and combat style for the attack before making the attack test and applying any relevant circumstantial modifiers. *Weapons not included in the character's style impose a -20 penalty on the test.*

- **Melee Attacks:** The attacker makes a Combat Style test using either **Strength or Agility** as the base.
- **Ranged Attacks:** The attacker makes a Combat Style test using **Agility** as the base.

Step 2: Defend

The defender then picks their method of defense and combat style before making the defense test. A character must be aware of an attack to defend against it, and must choose to defend before the attacker has rolled. *Equipment not included in the character's style impose a -20 penalty on the test.*

- **Evade:** The defender rolls an Evade test (**Agility**). *Evading a ranged attack imposes a -20 penalty unless the character chooses to end their evasion prone.*
- **Parry:** Melee weapons or shields may be used to parry melee attacks, The defender makes the Combat Style test using **Strength or Agility** as the base.
- **Block:** Shields may be used to block ranged or melee attacks, The defender makes a Combat Style test using **Strength** as the base and doubles their degrees of success for determining the result of the attack.

Step 3: Determine Result

If one character is able to gain a significant advantage over the other on either attack or defense, they have the opportunity to gain a Special Effect. See Special Effects for details. Note that if a defender does not try to defend, or cannot do so, they are treated as having automatically rolled a failure.

- **Both characters fail:** Nothing happens and the turn ends.
- **1 character fails:** The winner receives a special effect.
  - **Attacker wins:** The attack is successful, and the attacker picks a special effect then resolves the attack.
  - **Defender wins:** The defense is successful, and the defender picks a special effect then resolves the defense.
- **Both characters pass:** No characters win special effects.
  - The defense is negated if the attacker has more degrees of success. Resolve the attack.

Critical Success/Failure

If a character critical succeeds, they gain an additional special effect, if a character critical fails, their opponent gains an additional special effect. This means:

- If a character critical succeeds and their opponent fails, they have 2 special effects, if their opponent critical failed, they would instead have 3 special effects.
- if a character critical succeeds and their opponent succeeds, the character has 1 special effect.

Step 4: Resolve Attack

Finally, resolve the attack based on the result.

Attacker Won

The attack hits the target and deals damage. If the target's armor values differ across hit locations, then check to see where it hit using the ones digit of the attack roll or a d10 (count 10 as 0).

Table 5-1: 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, resolve any special effects gained from the combat roll.

Then roll the damage of the attack and subtract the Armor Rating (AR) of the hit location struck minus the Penetration (Pen) of the weapon. Reduce the target's Health by the remaining amount.

If the damage dealt after reduction exceeds the target's Wound Threshold, the attack has also caused a wound. See Physical Health for details.

Defender Won

If the defender won a special effect, resolve it first.

- **Evade:** If an attack is evaded it is negated entirely.
- **Parry:** If an attack is parried it is negated entirely.
- **Block:** If an attack is blocked, that damage is reduced by the Shield Rating of the shield as well as the Armor Rating of the arm. **A character may spend a point of Stamina to negate the damage entirely.**

Table 5-2: Special Effect Quick Reference

Special Effect	Requires	Rules Summary (see complete rules for details)
Arise	Evade.	Removes Prone condition.
Bleeding	[Axe or Blade] Attack.	Causes Bleed condition.
Blind	[Shock] Attack or [Shield] Block.	Causes Blinded condition.
Brace	Block.	Reduces distance moved from Bash/Knockback.
Burning	[Fire] Attack.	Causes Burning condition.
Daze	[Shock, Blunt, Quarterstaff or Shield] Attack to Head.	Causes Dazed condition.
Deafen	[Blunt, Quarterstaff or Shield] Attack to Head.	Causes Deafened condition.
Hamper Resistance	Use with other Special Effect.	Makes other special effects and wounds harder to resist.
Interrupt Spell	Attack of Opportunity.	Causes a spell to fail.
Knockdown	[Blunt or Two Handed] Attack. Target must be same size or smaller.	Causes the prone condition.
Magicka Drain	[Shock] Attack.	Removes a portion of targets magicka.
Overextend Opponent	Attack or Evade/Parry.	Causes penalties on reactions and attacks.
Penetrate Armor	[Axe, Polearm, Bow, Crossbow, Sling] Attack.	Improves the Pen of weapon.
Reflexive Reaction	[Blade] Attack.	Grants a bonus Parry/Evade against specific target.
Rapid Reload	[Reload] Attack.	Reduces reload speed of weapon.
Reposition	[Light] Attack or Evade.	Allows the character to move a short distance.
Riposte	[Not Unwieldy] Parry.	Grants a bonus attack.
Shove	Melee Attack or Block/Parry, Target must be same size or smaller.	Pushes target a short distance with the chance of falling prone.
Slow	[Frost] Attack.	Reduces targets speed.
Stamina Drain	[Blunt, Frost, Poison] Attack.	Reduces targets stamina points.
Sure Strike	Attack.	Improves average damage of the weapon.
Switch Grip	[Versatile] Attack	Improve damage bonus for a single attack.
Weakspot	Attack.	Increases change of causing a wound.

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 lucky result of a well timed strike or the side effects of certain attacks catching a target unawares. If special effects are won during an exchange, they must be selected before damage is rolled and resolved.

Each special effect has a requirement of a specific damage type, weapon category or weapon quality (displayed in parenthesis) as well as an action type. If a character has won more than one special effect they can either use two different special effects or use an improved version of one. Some special effects require more than one be used.

Arise

Requires: Evade Reaction

The character removes the prone condition.

Bleeding

Requires: [Axe or Blade] Attack

If the attack deals any damage, it imposes the Blood Loss (3) condition. If the character spends two special effects, this is to Blood Loss (4) instead.

Blind

Requires: [Shock] Attack or [Shield] Block

The target must pass an Endurance (+0) test or gain the blinded condition for 1 round. If the target is wearing a helmet the test is instead Endurance (+20).

Brace
Requires: Block Reaction.
The character reduces the distance any knockback effects, shove special efects or bash actions would push them by 1m. If the character spends two special effects, they instead reduce the distance by 2m.

Burning
Requires: [Fire] Attack
The target must pass an Agility (+0) test or gain the burning (2) condition. If the character spends two special effects, this is to burning (3) instead.

Daze
Requires: [Shock, Blunt, Quarterstaff or Shield] Attack to head location or Bash Action
The target must pass an Endurance (+0) test or gain the Dazed condition for 1 round. If the character spends two special effects, they gain the Dazed condition for 2 rounds instead. If the target is wearing a helmet the test is instead Endurance (+20).

Deafen
Requires: [Blunt, Quarterstaff or Shield] Attack to head location
The target must pass an Endurance (+0) test or gain the deafened condition for 1 round. If the target is wearing a helmet the test is instead Endurance (+20).

Hamper Resistance
Requires: Use with another Special effect
The target suffers a -10 penalty on any tests associated with other special effects or wounds.

Interrupt Spell
Requires: Attack of Opportunity Reaction
If the attack deals enough damage to cause a wound, the targets spell fails but still uses the magicka to cast it.

Knockdown
Requires: [Blunt or Two Handed] Attack, Target must be the same size or smaller.
The target must test Strength (+20) or be knocked prone. If the weapon is both Blunt and Two Handed the character makes the test at Strength (+0).

Magicka Drain
Requires: [Shock] Attack
The target must pass an Endurance (+0) test or lose magicka equal to half the damage suffered. If the character spends two special effects, the target loses magicka equal to the damage suffered instead.

Overextend Opponent
Requires: Attack or Evade/Parry Reaction.
The target suffers -10 on all defensive reactions until the end of their next turn. If the character spends two special effects, the target also suffers -10 on attacks.

Penetrate Armor
Requires: [Axe, Polearm (except quarterstaff), Bow, Crossbow or Sling] Attack
Increase the Pen of the weapon by 3. If the character spends two special effects, the weapon Pen is increased by 6 instead.

Reflexive Reaction.
Requires: [Blade] Attack
The character can make a single free Evade or Parry Reaction against the target they successfully hit. If the character spends 2 special effects, they gain a +10 bonus on this free reaction.

Rapid Reload
Requires: [Reload] Attack
The character reduces the reload time for the next shot with their current weapon by 1. Reload 0 means the reload is free. If the character spends two special effects, they can reduce the Reload below the usual minimum for a weapon.

Reposition
Requires: [Light] Attack or Evade Reaction
The character can move a number of meters equal to half their Agility Bonus after resolving the attack, this does not provoke AoO from the original attacker. If the character spends 2 special effects, they can instead move a number of meters equal to their Agility Bonus.

Riposte
Requires: [Not Unwieldy] Parry Reaction
The character can spend two special effects to immediately make a free attack with the weapon used to parry. If the character is using a Well Balanced or better weapon, this only requires a single special effect.

Shatter Shield
Requires: Target used Block Reaction.
If the target successfully blocks the attack, the targets shield gains the Damaged (1d5) condition.

Shove
Requires: Melee Attack or Block/Parry Reaction, Target must be the same size or smaller.
The target must test Strength (+20) or be pushed back 1m, if the character spends two special effects, the target is instead pushed 2m. If the target is forced back into an obstacle then they must make an Acrobatics test to avoid falling prone.

Slow
Requires: [Frost] Attack
The target must pass an Endurance (+0) test or reduce their speed by 2 for 1 round. If the character spends two special effects, this lasts for 2 rounds instead.

Stamina Drain
Requires: [Blunt, Frost or Poison] Attack
The target must pass an Endurance (+0) test or lose 1 stamina point. If the character spends two special effects, the target loses 2 stamina instead.

Sure Strike
Requires: Attack
The character may roll one additional dice and discard the lowest when rolling damage. If the character spends two special effects, they may roll two additional dice and discard the two lowest.

Switch Grip
Requires: [Versatile] Attack
If the character was using their versatile weapon in one hand, and has their other hand free, they may switch to a two handed grip at the last moment and double their damage bonus that single attack.

Weakspot
Requires: Attack
Treat the targets Wound Threshold as 1 lower when determining if the attack causes a wound. If the character spends two special effects, they treat the targets wound threshold as 2 lower instead.

Melee Combat

Melee combat is any combat that happens within several meters, where participants fight either with wielded or natural weapons. The melee weapons a character can use are listed as part of their Combat Style skills.

Combat Circumstance Modifiers

Table 5-3 provides modifiers for combat related tests for the many situations that characters may find themselves in while fighting.

Table 5-3: Combat Circumstances

Circumstance	Modifier
• Target lightly obscured / In dim light • Fighting in Dim Light • Fighting while crouching or on one knee.	Challenging (-10)
• Defending against a Mounted Foe • Fighting on unstable ground • Fighting while prone. • Fighting in small spaces with Large weapons	Difficult (-20)
• Defending against an attack from behind (assuming the character is aware of the attack)	Hard (-30)
• Target completely obscured • Fighting in total darkness • Attacker is Blinded	Very Hard (-40)

Dual Wielding

If a character is wielding two one handed weapons at once, they suffer penalties to all attack, parry and block actions as per Table 5-4. In addition, once per turn, if the character has made at least one attack action that turn, they can make a single extra attack with their other weapon without spending an Action Point.

Table 5-4: Dual Wielding Modifiers

Circumstance	Main Hand	Off Hand
Light weapons	-10	-20
Light + ambidexterity	-10	-10
One handed weapons	-20	-30
One handed weapons + ambidexterity	-20	-20

***Note that a character can combine a Light and one handed weapon/shield, when doing so, simply take the values from the appropriate column.**

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 by the covers inherent protection as determined by the GM. The effects of cover can be negated by **Precision Strike** Attack option, or striking through the cover if the weapon is capable of penetrating it.

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. Table 5-5 provides a set of guidelines for the GM.

Table 5-5: Improvised Weaponry Profile Guidelines

Type	Damage	Pen (R/I)	Reach	Qualities
Small	1d5 R/I	0/5	1m	Light, Unbalanced
Medium	1d10 R/I	0/5	1m	Unbalanced
Large	2d10 R/I	5/10	2m	Two Handed, Unbalanced
Huge	3d10 R/I	10/15	3m	Two Handed, Unwieldy

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).

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.

Table 5-6: Default Natural Weapons Profile

Type	Damage	Pen	Reach	Qualities
Natural Weapons	1d10-1 I	0	1m	Light

Parrying while Unarmed

A character that attempts to parry a melee weapon (excluding natural weapons from a creature that is the same size or smaller) suffers a -20 penalty on the parry test.

Grappling

In place of making a normal attack a character can choose to attempt to grapple their opponent. This requires a Combat Style test (the style must include unarmed combat) opposed against either an Athletics, Combat Style (with unarmed), or Evade test. On success, the target gains the grappled condition.

Characters suffer a -20 penalty when attempting to grapple characters of larger size than them, and cannot grapple characters of two or more sizes larger. While they have an opponent grappled, the character may only use the **Bash** or **Trip** actions, gaining a +10 bonus on either. The grappling character cannot make reactions without ending the grappled condition on the target and they may not make any normal movement or attacks but do have the following additional actions available to them:

- **Deal Damage:** The character can choose to deal automatic damage to the body location of the grappled character with their natural weapon or a light weapon they already have in hand, this does not gain any special effects.
- **Move:** The character may move themself and their victim a number of meters up to their Strength bonus in any direction.

Mounted Combat

Mounted combat functions like normal combat, but with a few key differences.

- Mounted characters Combat Style tests are limited by their Ride skill rank.
- Mounted characters must spend an Action Point each round to control their mount, otherwise it will move of its own accord.
- 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.
- The GM may rule that ranged attacks that miss the character or their mount hit the other target instead.

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 -20 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.

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. Leap attacks only work against opponents of up to one size bracket larger than the character, but the larger character gains a +20 bonus on their test.

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 their footing until either their attacker leaves him, they use the Struggle action or they get a special effect permitting them to get back up.

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 automatically gains the Stamina Drain special effect. 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.

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 limited by their Athletics skill rank. 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 limited by their Acrobatics skill rank. If the character fails a combat roll in these circumstances, they must pass an Acrobatics test or fall prone.

Swimming

A swimming character has all of this combat rolls limited by their Athletics skill rank.

Swinging or Jumping

A character swinging or jumping into (or disengaging from) combat has all of this combat rolls limited by their Acrobatics skill rank. If the character fails a combat roll in these circumstances, they must pass an Acrobatics test or fall prone, and suffer any appropriate fall damage.

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 uses the Dash action, it may get into range and attack its target and get back out of range again without provoking attacks of opportunity, if a character wishes to attempt to attack a flying creature they must instead use the Delay Turn action.

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.

If a creature wants to attack another one whilst both are flying, they must use a special action, Manoeuvre.

Manoeuvre

The character must make an opposed Acrobatics (Agility) test against their intended target or targets, if they succeed they are able to make an attack or Cast Spell action against their target as normal that turn, if they fail, they suffer a -40 penalty on such actions against any targets that beat them. If a character is mounted on a flying creature, they can replace Acrobatics with Ride instead.

Ranged Combat

Ranged combat is any form of combat that happens at a distance with 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 similarly to melee attacks, except they cannot be parried. Ranged weapons have unique attributes that distinguish them from melee weapons:

Range is defined in terms of three numbers, representing the maximum Close, Effective, Long and Extreme ranges of the weapon or its ammunition. Attacking targets in Close range provides a +10 bonus to attack tests with the weapon, while attacking targets at Long range imposes a -10 penalty and extreme imposes a -30 penalty

Reload represents the number of turns required to reload a weapon which fires ammunition. This requires the use of the Ready Weapon action.

Firing while Mounted

A character can use ranged weapons even while mounted, however their Combat Style skill is limited by the Ride skill of the person controlling the mount (if their Combat Style rank exceeds their Ride skill rank, use their Ride skill rank instead)

Ranged Combat Circumstance Modifiers

Table 5-7 provides modifiers for combat related tests for the many situations that characters may find themselves in while fighting in Ranged Combat.

Table 5-7: Ranged Combat Circumstances

Circumstance	Modifier
• Light Wind • Target lightly obscured	Challenging (-10)
• Moderate Wind • Target Prone • Target is Moderately Obscured / In dim light • Attacker on Unstable Ground • Attacker is Prone • Target is in Melee	Difficult (-20)
• Strong Wind • Target is heavily Obscured • Target used Dash	Hard (-30)
• Target completely obscured • Attacker is blinded	Very Hard (-40)

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 inside the area of effect, then they may move up to twice their Agility bonus in meters to escape the effect. This movement counts towards their total movement for the round. Moving more than their Agility bonus to evade an area of effect attack renders the character prone at the end of the move.

If the character cannot move far enough to escape, or fails the test, they are hit. Area of effect attacks are always resolved against the character's least armored hit location (otherwise they hit the body).

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 they are engaged with as long as some somatic components are involved in that magic that could feasibly alert their 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

The maximum Range of spells not originating on the source character is twice their Perception score. Spells never benefit or suffer from range incrememnts.

Magical Attacks

If a spell counts as an attack (specified in the form) a character may attempt to Evade the spell, or Block, however Blocking cannot be used against any spell effect that doesn't do direct damage.

"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, 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 them on that area. Finally, any remaining damage is dealt to the target on that hit location.

Table 5-8: 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.

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 (10 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 crippled 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 user 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 lose a Stamina Point.
- **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 they lose a Stamina Point
- **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.

Death & Dying

If a character ever accumulates trauma in excess of their Health, they fall unconscious. If their trauma ever exceeds one and a half times their Health (round down) the character dies. If a character suffers enough trauma from Physical damage to be knocked unconscious, they automatically gain the **Blood Loss (2)** condition.

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.

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 their crippling or severe wounds count as having been treated with the Profession [Medicine] skill test, and they can begin to heal naturally.

Rest

During their adventures characters will often spend long periods of time in dangerous environments and situations, and will typically need some time to recover afterwards. One way to do that is by resting.

A rest is an 8 hour long period of downtime in which the character performs no strenuous physical activity. The character must sleep for a least 6 of these hours.

At the end of a rest, a character regenerates all of their missing Stamina Points or removes any levels of fatigue and regains 1 missing Stamina Point, heals an amount of Trauma equal to two times their Endurance bonus (but cannot heal trauma associated with an untreated wound), and regenerates all of their missing Magicka Points. Powers and Talents than can be used once per day are also recovered at the end of a rest.

A character cannot benefit from more than one rest in roughly a 24 hour period, and must be conscious at the start to gain its' benefits.

Hourly Recovery

Some of a characters depleted resources recover more rapidly than they physical health. A characters Magicka recovers at a rate of their Magicka Recovery per hour, and assuming they do not have the fatigued condition, they also regain one Stamina Point per hour.

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 -40 to tests benefiting from sight.
- 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 turn, a character affected by blood loss suffers X trauma. 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, they no longer reduce X by one every turn.
- **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. They then double 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 any further instances are applied on a characteristic that is already suffering from Damaged Characteristic, the X values of each instance are added together.
- **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.

Entangled

The character moves at half speed, or becomes speed 0 if their bonds are anchored to an immobile object or tethered by an opposing force. They also suffer a -20 penalty on all actions that involve movement (such as casting a spell, attacking or using an item). The character must use the Struggle action to remove this condition.

Fatigued

When a character gains a level of fatigue, they acquire the Fatigued condition. If they gain additional levels of fatigue, the effects worsen. Fatigue is most typically gained when a character falls to 0 SP, or spends/loses SP when they are at 0.

Table 5-9: Fatigue Effects

Level	Effects
Fatigued (1)	-10 penalty to all tests
Drained (2)	-20 penalty to all tests
Exhausted (3-4)	-30 penalty to all tests
Unconscious (5)	Character gains the unconscious condition
6+	Character Dies

Fortified Characteristic (X)

One of the character's characteristics is enhanced due to some effect. The magnitude 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 two instances of the condition per individual characteristic. If any further instances are applied on a characteristic that is already benefiting from Fortify Characteristic, the Fortify Characteristic with the lowest X value is replaced.
- **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 in range of the nearest enemy, must move towards that enemy. May not attempt to flee the fight.
- 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 snaps out of their frenzied state and loses 2 SP. The character can also test Willpower at a -20 as an action during combat to attempt to snap out of frenzy, which ends the condition.

Grappled

A character that is grappled cannot move or take reactions and can only take the Struggle Action or Cast Magic (but must do so as if having no hands free, see Spellcasting).

Helpless

A helpless target is one who is either bound and prone, paralyzed, unconscious or otherwise incapable of defending themselves. Helpless characters may not take actions or reactions and attacks receive a +20 bonus against them.

Hidden

The character is hidden from enemies and moving stealthily. Characters must spend 2 meters of their movement for the round for each 1 meter that they actually move while hidden, and cannot Dash. Enemies cannot attempt to defend themselves against the attacks of hidden characters, but attacking causes a character to lose this condition immediately afterwards.

If a hidden character would enter line of sight of at least one character from whom they have not previously hidden, they must make a Stealth test opposed by that character's Observe. On success, or if they achieve more degrees of success, they remain hidden. Otherwise that character becomes aware of them.

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 them as if they were blinded towards them (meaning they take penalties for blind fighting), assuming they can guess where they might be in the first place.

Lost Body Part

The character loses a part of their 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 their ear removed or destroyed, and their hearing damaged. They suffer 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 their 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 their 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 fail any tests that rely entirely on movement.

Lost Hand/Arm
The character has had their 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 permanently reduce their Stamina Pool by 1.

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 (but must do so as if having no hands free, see Spellcasting).

Poisoned (X)
The character suffers the affects of Poison. The duration is determined by a number X.

- **Start of Turn:** Every round, a character affected by poison suffers 1d5 trauma. Remove this condition after X rounds.
- **Stacking Poison:** If a second instance of Poison is inflicted on a character, increase the amount of trauma to 2d5 and so on.

Prone
The character is prone, and moves at half speed. They also suffer a -20 penalty to all combat related tests. Standing up requires that a character spend half of their Speed (rounding down) in movement for that round.

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 Speed 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. Stunned characters can still make reactions using Stamina Points but do so with a -40 penalty, they can communicate but only in a limited fashion.

Unconscious
The character is knocked out and loses consciousness: they fall prone if the circumstances allow it, and they gain the helpless and stunned conditions for as long as they're unconscious.

Animal Handling

Animals are an important part of everyday life for the people of Mundus, they're used as beasts of burden, hunting companions, livestock or are simply friends. This is also true of Adventurers, many of which will eventually find themselves with some form of pet or companion. The following section provides some easy to use rules to handle these scenarios.

Animals are never directly controlled by players; however, a character can use the following new action to get an animal to do their bidding in a combat situation:

Handle Animal
The character makes a Command test limited by their Profession [Animal Trainer] rank to make an animal perform a specific trick. If the animal does not know the trick it's being commanded to perform, this test suffers a -30 penalty. If the animal is injured, this test suffers a -10 penalty.

Animals in Combat

Most animals instinctively wish to avoid combat, this is represented by the animals found in Inhabitants of Tamriel having the Bestial trait.

If an animal has been trained by a character and is treated well by that character, it's instincts will be to help the character if it can, the GM should have the animal perform reasonable actions that would not put the animal in danger. If the animal is trained to fight, and their trainer is not ordering them to do so, they may still attack targets attacking their trainer if it appears their trainer may need help. But they will not perform more complex actions such as help or fetch or feint.

Training an Animal

A character can teach an animal to perform specific actions or tricks on demand, they can also train an animal to not follow certain instincts they may usually have. Most animals can be taught a number of tricks or tasks equal to their IB * 3. Certain animals may be more easily trained than others and be able to be taught additional tricks accordingly.

Training an animal to perform a specific trick or action requires a Profession [Animal Trainer] test (with the difficulty set by the trick) and a week, failure means the animal does not learn the trick, success means they do. However, the character gains a +10 bonus after failing to train the animal if they attempt to teach the same trick or action the following week.

Tricks

- **Attack (+0):** The animal will attack a target of up to one size larger when commanded to.
- **Combat Trained (-20):** Ignore the Bestial trait so long as master is nearby.
- **Deliver (-10):** The animal will deliver an object it is capable of carrying to a location and target it knows, or can find through the detect trick.
- **Detect (+0):** The animal will take a specific scent, or image and will attempt to track it using its observe skill.
- **Feint (-20):** The animal knows how to feint and will do so without being commanded to, when doing so the character that trained the animal can use the benefit of the feint instead of the animal. Requires the animal is already trained to attack.
- **Fetch (+0):** The animal will attempt to find a specified item, so long as the concept is kept simple.
- **Flank (+0):** The animal will attack the designated target from behind. Requires the animal is already trained to attack.
- **Flee (+10):** The animal will run away and hide when told to, the animal will attempt to follow its handler at a safe distance if it can.
- **Guard (+0):** The animal will defend a target of the characters choice when commanded to, getting in the way of anything hostile and attacking hostile creatures that get too close.
- **Heel (+0):** The animal will follow you closely, including to places it might not normally be willing to go.
- **Help (-10):** The animal will attempt to drag its trainer to safety if they are unconscious. Requires the Guard trick.
- **Pull Blows (-10):** The animal will make any attacks as Pulled Blows. Requires the animal is already trained to attack.
- **Seek (+0):** The animal will move into an ordered area and seek signs of danger or if requested just signs of life.
- **Sneak (+0):** The animal will use stealth even when its instincts would make it wish to do something else.
- **Teamwork (-20):** The animal gains the teamwork talent.
- **Watch (+0):** The animal will watch a location and raise the alarm if it senses danger.
- **Work (+10):** The animal will pull or push a load.

Tricks and Mounts

When a character is mounted, they control their mount through the ride skill, however when not mounted, the mount can still follow commands it has been taught as above, a mount can also still become trained so that it does not flee at the first sign of danger.

Getting in and out of Armor

Putting on or taking off Armor is a sometimes complicated procedure. The time required to don Armor depends on its type; see Table 5-10: Donning Armor.

When Donning Armor, Body and both Arms counts as one piece, Both Legs are a second piece.*

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Donning Armor

Don: This column tells how long it takes a character to put a piece of a given type on.

Don Hastily: This column tells how long it takes to put a piece of a given type on in a hurry. When Armor is donned hastily, count its weight category as one higher than normal.

Remove: This column tells how long it takes to get the Armor off

Table 5-10: Donning Armor

Armor Type	Don	Don Hastily	Remove
Light	5 rounds	2 rounds	5 rounds
Medium	10 rounds	5 rounds	5 rounds
Heavy/Very Heavy	20 rounds	20 rounds	10 rounds

*Helms and Shields do not follow the above rules and instead simply cost an AP to equip.

Getting Help

If a character opts to help another character don their armor, halve the number of rounds (rounding up) it takes to equip the armor.

Equipping Armor in combat

There may be times when a character is ambushed whilst donning armor, if a character is part way through the process of donning a piece of armor other than their helm or shield, they suffer the following effects based on which group of armor pieces they were equipping at the time.

Body/Arms

- All tests that rely on the use of one or more hands are made with a -20 penalty.
- Unable to use two handed weapons
- AR counts as half on affected locations until the armor is fully equipped.

Legs

- All tests that rely on the use of one or more legs are made with a -20 penalty.
- Gains the slowed condition (movement is halved)
- AR counts as half on affected locations until the armor is fully equipped.

Continuing to attempt to don armor whilst in combat provokes attacks of opportunity.

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.

Movement

During their turn a character can move before or after taking their action (or both). Every meter that a character moves through normal terrain costs 1 meter of their movement for the round. Moving through difficult terrain (water, climbing, dense forest, etc) costs 2 meters of their movement for the round for every 1 meter that they actually move unless the character passes an Acrobatics test before moving (does not affect swimming speed)

Regain Footing

For the character to remove the prone condition, they must spend half their speed for the round.

Dash

The character can use this action to immediately move up to their speed in meters (after any modifiers for things such as armor weight class). This movement does not affect the character's normal movement for the round, but does cost an AP or SP.

Swimming

When a character is swimming, use half their standard speed for the distance they move in the water.

Climbing

When a character is climbing, use their half their speed for the distance they move up or down the surface.

Jumping

A character may also make an Acrobatics or Athletics 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.

Vertical jumps impose a -20 penalty on the test for each meter beyond the first. Horizontal jumps imposes a -10 penalty on the test for each meter beyond the first 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+[meters fallen beyond 2] Impact damage to a random hit location. This damage ignores armor.

Narrative Movement

A characters normal Narrative Speed is their Speed (after modifiers for encumbrance and armor) divided by 3 (rounded up).

When travelling long distances, the character determines a pace they wish to travel at each hour. Table 5-11 provides information on how this pace interacts with their base Narrative Speed.

Table 5-11: Narrative Speed

Pace	Speed	Effect
Run	4 * narrative speed km/h	-30 to Observe, lose 2 Stamina, must test Athletics or lose an additional 2 Stamina.
Fast	1.5 * narrative speed km/h	-20 to Observe, must test Athletics or lose 1 Stamina
Normal	Narrative speed km/h	Stamina does not regenerate
Slow	1/2 narrative speed km/h	Can move stealthily, Stamina regenerates as normal

Difficult terrain halves the speed.

Carts

When an animal is attached to a cart, it suffers a -10 on the Athletics test to avoid stamina loss for fast pace and -30 on the Athletics test to avoid stamina loss when running.

Flying

Flying creatures Narrative Speed is the X modifier of their fly trait multiplied by 2 (rounded up) and then modified for pace as per Table 5-11, most flying creatures cannot use a Run speed whilst flying unless otherwise specified.

Sailing

If the ship is being controlled by the wind, the ship moves at it's sailing speed, a ship typically moves at half its sailing speed when the weather is either very calm or too severe.

If the ship is being rowed its Narrative Speed is determined by the rowing speed of the boat and then modified for pace as per Table 5-11, the crew make either an Athletics test or a Profession [Seamanship] test to avoid losing stamina.

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 a pack or container), its ENC is halved (round down).

When worn, the total ENC of all worn armor is halved (round down). Shields do not benefit from this effect.

Carrying another character

There may be times where another character needs to be carried, when this is the case, it requires the character doing the carrying has both hands free, and increases their ENC by the ENC of the character they are carrying plus the characters weight divided by 10 (rounded down). Dragging the character halves the ENC they weigh but always reduces the carriers speed to 1/2.

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. Higher encumbrance levels apply specific penalties as per Table 5-12:

- **Agility Test Penalty:** The character suffers this penalty to all Agility based tests (Except Combat Styles).
- **Speed Penalty:** A reduction of the character's base Speed.
- **Stamina Penalty:** A reduction of the character's SP max. For each level this would reduce it below 0 the character gains a level of fatigue.

Encumbrance and Armor

If a character would suffer penalties for the weight category of their armor, they should compare the penalties the armor imposes to the penalties their encumbrance level imposes and take the worse penalty where appropriate. *E.g. A character wearing heavy armor whilst being moderately encumbered would suffer -20 penalty to Agility based tests (Except Combat Styles) and reduces their Speed by 2 (based on armor), but also reduce their stamina pool by 1 due to their level of encumbrance.*

Table 5-12: Encumbrance Levels and Effects

Level (Value)	Total ENC	Agility Test Penalty	Speed Penalty	Stamina Penalty
Minimal (0)	<= 2 times Carry Rating	No Penalty	No Penalty	No Penalty
Moderate (1)	> 2 times Carry Rating	-10	-1m	-1 SP max
Severe (2)	> 4 times Carry Rating	-20	1/2 speed (round down)	-3 SP max
Crushing (3)	> 5 times Carry Rating	-40	Immobilized	-5 SP max

Stamina

Stamina is a unique attribute compared to Health or Magicka in that it represents the character's ability to push their physical limits, and can be spent for a variety of effects. Stamina is what allows characters to trek for miles through difficult terrain, land killing blows, and push themselves to new heights of physical strength and endurance. A character's Stamina is represented primarily by their Stamina Points, which measure how often they can push their limits in this fashion.

Stamina Points

A character's Stamina Point (SP) maximum is equal their Endurance bonus plus half their Willpower bonus (rounded down), though it may be modified in other ways. When characters reach zero SP they gain a level of fatigue.

A character may still spend or lose SP even if they have none remaining, but each time they do, they gain a level of fatigue. This can cause them to eventually exhaust themself and fall unconscious.

Regaining SP

A character regains all of their lost SP after a full nights sleep, and regains 1 SP per hour unless they are fatigued. Stamina points may be lost as the result of certain effects, or spent by the character in exchange for other benefits.

Spending Stamina

A character can choose to spend SP in exchange for a number of effects, though doing so can cause a character to reach 0 SP and gain a level of fatigue. Stamina spent to influence a test is spent before the character decides to spend/burn Luck to influence that test further.

Characters may spend Stamina for the following effects:

- **Physical Exertion (1 SP):** Gain a +20 bonus on the next Agility, Endurance or Strength based skill or characteristic tests (except for Combat Style skill tests).
- **Improve Success (Varies):**
  - **(1 SP)** Improve the result by one step, reducing degrees of failure by one or increasing degrees of success by one. If the test was a degree of failure, this becomes a degree of success.
  - **(2 SP)** As above, but improve the result by three steps, stepping from a degree of failure to a degree of success is one step. If the number of degrees exceeds your maximum, it becomes a critical.
- **Power Attack (1 SP):** Roll twice and take the higher value when determining the damage of a melee attack.
- **Power Draw (1 SP):** The character reduces the reload time for the next shot with their current weapon by 1. Reload 0 means the reload is free, unless the weapon has a minimum.
- **Extra Reaction (1 SP):** The character gains one extra reaction that round.
- **Remove Condition (1 SP):** The character may spend Stamina to remove the stunned or dazed conditions.
- **Negate Damage with Block (1 SP):** The character may spend Stamina to negate damage entirely on a successful block attempt.

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 characters 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 they need 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 at 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 characteristic 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 3 Luck:** Re-roll a failed test. This may only be done-once for a given test.
- **Burn 5 Luck:** Turn a failed test into a success with a single degree of success.
- **Burn 5 Luck:** Negate the effects of a critical failure. This must be done immediately after the test is rolled.
- **Burn 10 Luck:** Ignore the effects of a wound (though they still take the damage). Alternatively, and with GM permission, this can be used to allow a character to survive death at great cost (they are removed from play until the end of the encounter instead). Some GMs may not want players to have the ability to extend the life of a character this way, depending on the tone of a campaign.

Diseases

Diseases are contracted from contact with diseased peoples or animals, or other creatures that are otherwise filthy, such as skeevers or mudcrabs. Sometimes diseases can be caught as the result of traps, poisons, or environmental effects, such as Corprus.

Diseases are contracted after a failed Endurance test after an encounter with a disease carrier.

Diseases have a unique version of the Damaged Characteristic condition, however unlike that condition, the ability damage cannot be restored without curing the disease itself.

Common Diseases

Common Diseases are caught most often from traps, poisons, or from fighting Diseased animals or people. Common Diseases often start out relatively minor, but some progress severely. Common Diseases are often spread through contact or bodily fluids, preventing them from breaking out into full blown plagues.

Infected animals typically ignore the effects of the Common Diseases they carry.

Ataxia

Ataxia is a mild common disease affecting the victim's strength and dexterity. Symptoms include generalized pain, muscle stiffness and paleness. This can affect the victim's ability to pick locks. It may be contracted from slaughterfish, bears, zombies, skeevers and alit.

Effects:

- **Trait:** Diseased (+0)
- **Drain:** Agility 10pts
- **Drain:** Strength 10pts

Brain Rot

Brain Rot is contracted from zombies and hagravens. Symptoms include loss of magicka.

Effects:

- **Trait:** Diseased (+0)
- **Drain:** Magicka 25pts

Bone Break Fever

Contracted from rats and bears, victims of Bone Break Fever suffer from loss of strength and stamina

Effects:

- **Trait:** Diseased (+0)
- **Drain:** Stamina 1pt
- **Drain:** Strength 10pts

Blood Lung

Contracted from rats, victims of Blood Lung suffer from loss of endurance.

Effects:

- **Trait:** Diseased (+0)
- **Drain:** Endurance 5pts
- **Drain:** Stamina 1pt
- **Any time the victim loses an SP, they immediately also suffer d5 Trauma.**

Black Heart Blight (Common)

Black-Heart Blight is an acute blight disease affecting the victim's strength and endurance. It may be contracted from corprus beasts or other blight monsters. The disease has also spread to zombies, allowing it to live on despite the ending of the Blight in 3E 427.

Effects:

- **Trait:** Diseased (-10)
- **Trait:** Social Stigma 1
- **Drain:** Endurance 5pts
- **Gain 3 ENC**

Chills

Chills is an extremely dangerous common disease affecting the victim's mind and coordination. Symptoms include clumsiness and mental confusion. It may be contracted from the undead.

Effects:

- **Trait:** Diseased (+10)
- **Drain:** Intelligence 10pts
- **Drain:** Willpower 10pts
- **Drain:** Agility 10pts

Collywobbles

Collywobbles is a serious common disease affecting a victim's strength, endurance, and mobility. Symptoms include uncontrollable shaking and chronic weariness. It may be contracted from shalk and zombies.

Effects:

- **Trait:** Diseased (+0)
- **Drain:** Strength 10pts
- **Drain:** Endurance 10pts
- **Characters Speed is reduced by one third.**

Dampworm

Dampworm is a serious common disease affecting a victim's mobility. Symptoms include uncontrollable muscle spasms and twitching. It may be contracted from the nix-hound and deer

Effects:

- **Trait:** Diseased (+0)
- **Characters Speed is reduced by two thirds.**

The Droops
Droops is a serious common disease that affects a victim's strength. Symptoms include weak and flaccid muscle tissues. It may be contracted from all forms and stages of kwama, sheep and ash hoppers.
Effects:
- **Trait:** Diseased (+0)
- **Drain:** Strength 10pts

Greenspore
Greenspore is a serious common disease affecting a victim's behavior. Symptoms include irritability and violent outbursts, and may include mild dementia. It may be contracted from slaughterfish and zombies.
Effects:
- **Trait:** Diseased (+0)
- **Drain:** Personality 15pts

Helljoint
Helljoint is a mild common disease affecting a victim's mobility and dexterity. Symptoms include persistent irritation and inflammation of joints. It may be contracted from the girdle-tailed cliff racer.
Effects:
- **Trait:** Diseased (+10)
- **Drain:** Agility 10pts
- **Action Points are reduced by one.**

Rattles
Rattles is a mild common disease affecting a victim's willpower and dexterity. Symptoms include muscle spasms and listlessness. It may be contracted from the nix-hound.
Effects:
- **Trait:** Diseased (+0)
- **Drain:** Willpower 5pts
- **Drain:** Agility 5pts

Rockjoint
Rockjoint is an acute common disease affecting a victim's manual dexterity. Symptoms include painful swelling and immobility of all joints. It may be contracted from the domesticated guar or dusky alit
Effects:
- **Trait:** Diseased (+0)
- **Drain:** Agility 25pts

Rust Chancre
Rust chancre is a mild common disease affecting a victim's mobility and behavior. Symptoms include swelling and rash, and painful muscle spasms. It may be contracted from the waste rat.
Effects:
- **Trait:** Diseased (-10)
- **Drain:** Personality 5pts
- **Drain:** Agility 5pts

Serpiginous Dementia
Serpiginous dementia is a serious common disease affecting the victim's mind and behavior. Symptoms include hallucinations and an itchy and unsightly scaly skin condition resembling snake scales.
Effects:
- **Trait:** Diseased (+0)
- **Drain:** Intelligence 5pts
- **Drain:** Personality 5pts
- **Drain:** Willpower 5pts

Swamp Fever
Swamp fever is a mild common disease affecting the victim's strength and behavior. It may be contracted from the mudcrab. The symptoms include high body temperature and delirium, but there are no easily visible signs.
Effects:
- **Trait:** Diseased (+0)
- **Drain:** Strength 10pts
- **Drain:** Endurance 5pts

Witbane
Witbane is an acute common disease affecting a victim's memory and thought processes. Symptoms include loss of memory and disorientation. It may be contracted from the rat.
Effects:
- **Trait:** Diseased (+0)
- **Drain:** Intelligence 15pts
- **Drain:** Agility 5pts

Yellow Tick
Yellow tick is a mild common disease affecting a victim's strength and mobility. Symptoms include dark, bruise-like swelling, sensitive to touch. It may be contracted from the least kagouti.
Effects:
- **Trait:** Diseased (-10)
- **Drain:** Strength 10pts
- **Drain:** Agility 5pts

Blight Diseases

Blight Diseases are much harder to treat than Common Diseases. The Blight originates from Red Mountain in Morrowind, and was manufactured by Dagoth Ur to aid in his quest to drive the Outlanders from his country. The Blight comes in several forms, though they are all absolutely debilitating and oftentimes fatal. The Blight was stopped with the destruction of Dagoth Ur in 3E 427, but during its short time, killed and crippled many. It was a time of great tumult and trial for the Dunmeri people, and for all inhabitants of Vvardenfell, and the effects of its legacy are still felt.

The Blight most commonly infects animals, especially those near Red Mountain. Carried on the volcanic winds, the Blight uses animals as a vector of infection for the main population centers in Morrowind. Unlike men and mer, beasts are affected positively by the Blight. It swells and mutates them with unnatural strength and fortitude, and makes them more aggressive than their uninfected kin. Attacks on villages by Blighted nix hounds and cliff racers are lethal threats that have wiped hamlets and netch ranches clean off the map. Worse yet, the survivors of the attacks are often infected by the Blight after the animals are killed or driven off.

People infected by the Blight are often left hopeless, aware of their own imminent madness and death. The Blight spread so quickly in the early days of its reign that entire communities were vanquished before proper quarantine and other measures of stemming contagion were implemented. People infected with Blight are cast out for fear of their great contamination. To be Blighted is to be doomed, for normal Cure Disease spells and potions are helpless against the magically fortified Blight. Only specially made Cure Blight potions can treat it, and there are very few healers and scholars that know a formula for a Cure Blight spell.

Ash Woe Blight

Ash-woe is an acute blight disease affecting a victim's will and thought processes. It may be contracted from corprus beasts or other blighted creatures.

Effects:

- **Trait:** Diseased (-20)
- **Trait:** Social Stigma (All)
- **Trait:** Pain Tolerant
- **Trait:** Ugly
- **Drain:** Intelligence 20pts
- **Drain:** Willpower 10pts

Ash-chancre

Ash-chancre is an acute blight disease affecting a victim's behavior. It may be contracted from corprus beasts or other blight monsters.

Effects:

- **Trait:** Diseased (-20)
- **Trait:** Social Stigma (All)
- **Trait:** Pain Tolerant
- **Trait:** Ugly
- **Drain:** Personality 20pts
- **Trait:** Aversion 2 (Social Contact)

Black Heart Blight (True Blight)

Black-Heart Blight is an acute blight disease affecting the victim's strength and endurance. It may be contracted from corprus beasts or other blight monsters. The disease has also spread to zombies, allowing it to live on despite the ending of the Blight in 3E 427.

Effects:

- **Trait:** Diseased (-20)
- **Trait:** Social Stigma (All)
- **Trait:** Pain Tolerant
- **Trait:** Ugly
- **Drain:** Endurance 10pts
- **Drain:** Strength 5pts
- **Gain 3 ENC**

Chanthrax Blight

Chanthrax is an acute blight disease affecting a victim's dexterity and mobility. It may be contracted from corprus beasts or other blight monsters.

Effects:

- **Trait:** Diseased (-20)
- **Trait:** Social Stigma (All)
- **Trait:** Pain Tolerant
- **Trait:** Ugly
- **Drain:** Agility 20pts
- **Characters Speed is reduced by two thirds.**

Blighted Animals

Animals are affected differently by the Blight than man and mer. Any Blighted animal gains the following effects while they are a carrier of Blight:

Effects:

- **Trait:** Diseased (-30)
- **Trait:** Tough (50%)
- **Trait:** Pain Tolerant
- **Damage Bonus is doubled**

Corprus Disease

Corprus, also known as the Divine Disease, is the most terrible of the ailments associated with the Blight. The infection was created by Dagoth Ur and is spread by contact with a corprus beast or by specific curse. It destroys the mind of the sufferer and grotesquely deforms the body. It is not known how the transformation of Sixth House cultists into Ascended Sleepers and other monsters is related to Corprus. Some of the physical effects are similar, but the cultists remain lucid and attain a higher spiritual state whereas more mundane sufferers become mindless husks, like the common undead raised by necromancers.

Perhaps the most frightening aspect of corprus is that it is completely incurable. Those infected are sent to Tel Fyr to live in the Corpusarium, where they are treated and studied by Divayth Fyr, a 4000-year old wizard working to uncover the nature of the disease and create a cure. Fyr has a theory that corprus is in fact not a disease, but rather a divine blessing that most mortals can't handle, pointing to the fact that the victims are completely immune to other diseases and don't age.

The last known Dwemer, Yagrum Bagarn, was infected with corprus atop Red Mountain during his exploration of Tamriel. He sought refuge at the Corpusarium in Tel Fyr, where he offered his knowledge and provided theories on the disappearance of the Dwarves.

In 3E 427 the Nerevarine became infected with corprus, and Divayth Fyr provided a "cure" for the disease. This "cure" did not actually cure the disease but rather removed the negative effects, such as crippling physical deformities and insanity, while retaining the positive effects, including immunity to all diseases, increased strength and endurance, and possibly also immortality.

Corprus

Corprus is a deadly disease profoundly affecting a victim's mind and body. Symptoms include dementia, violent behavior, and distorted, disfiguring skin growths. It may be contracted from corprus beasts or other blight monsters.

Effects:

- **Trait:** Diseased (-30)
- **Trait:** Pain Tolerant
- **Trait:** Ugly
- **Trait:** Undying
- **Drain:** Agility 1pt per day (min 10)
- **Drain:** Intelligence 1pt per day (min 10)
- **Drain:** Willpower 1pt per day (min 10)
- **Drain:** Personality 1pt per day (min 5)
- **Fortify:** Strength 1pt per day
- **Fortify:** Endurance 1pt per week

Corprus Stalkers

A character that has Corprus gradually becomes little more than an aggressive monster, when the characters Intelligence reaches 10 they become a Stalker, a zombie like creature that is aggressive to any other creatures it meets. At this point they also gain **Regeneration (4)** but lose the ability to use tools (including weapons) or to speak. The characters characteristics continue to be adjusted until all minimums are met.

It is said that some would seek the aid of Dagoth Ur to stop this process and instead become an Ash creature.

Corprus is a rare form of blight disease. Sometimes crusaders get it from fighting corpus monsters inside the Ghostfence. We can't cure it. Victims are sent to the Corpusarium beneath Tel Fyr, the tower of the Telvanni wizard Divayth Fyr. Victims go mad, and the body becomes fat and distorted with unnatural growths. It is always fatal. Sometimes it progresses slowly, sometimes in a matter of days.

Ygfa, Healer of the Imperial Cult.

Fear

When a character is confronted by particularly 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 they must immediately roll a d100 on Table 5-13: Fear Effects, 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 test that requires concentration on their 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 their next turn to "snap out" of their fear. If this succeeds then they regain their senses, shrug off the effects and may act normally from then on. If they fail this test, the effect continues and they may try again when it is their next turn.

Table 5-13: Fear Effects

Roll	Effect
01-20	The character is badly startled. They may not make any reactions until the beginning of their next turn.
21-40	Fear grips the character and they begin to shake and tremble. They suffer a –10 penalty to all tests for the rest of the encounter unless they snap 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 their 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 they snap 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. They must flee the source of their fear, if able, as fast as they can, and if prevented from doing so they are at a –20 penalty to all tests. Once away from the danger they 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 they regain consciousness they are still shaken and take 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 they are 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 them in a manic frenzy, using whatever weapon they have in hand. This effect lasts until the character snaps out of it or until they are knocked unconscious.
141-150	The character crumples to the ground for 1d5+1 rounds sobbing, babbling and tearing at their own flesh, and may do nothing. Even after they return to their senses, they are a complete mess and suffer a –20 penalty to all tests until the end of the encounter.
151-170	The character's mind snaps and they become catatonic for 1d5 hours and may not be roused.
171+	The character is so affected that they begin to see strange and terrible visions as their hold on reality shatters. The character gains the Damaged Willpower (1d10+3) condition permanently.

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.
- Reduce the character's Health by 75%.
- Reduce the character's Carry Rating to 1.

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 by 50%.
- Reduce the character's Carry Rating by 75%.

Small

This category includes everything ranging from quadrupeds like dogs 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 by 25%.
- Reduce the character's Carry 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 by 25%.
- Increase the character's Carry 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 by 50%.
- Increase the character's Carry Rating by 75%.

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.
- Double the character's Carry Rating.

Experience

One of the most important things to every player is experience, watching their character grow from a green novice adventurer into a hero of legend is one of the most satisfying things they can do in any tabletop RPG.

But how do you determine the experience a character should receive on a session by session basis? UESRPG doesn't have the concept of each monster providing a set amount of experience, combat is an important way to progress in any game of course, but the amount that it impacts progression will vary from game to game.

There are three major approaches that can work very well for most games, ideally the GM should pick one approach and stick with it for a campaign.

Standard Experience

This approach is the simplest, but will typically work well in most games:

Every session the players receive the same amount of experience, this is usually an amount somewhere between 50 and 200 experience depending on the speed of progression you want in your game.

With this approach, it is recommended to allow players to provide suggestions on why they should get a little more if a slow progression is used as a baseline to allow players to feel like they have been rewarded for the extra effort they may have put in.

Fast progression will require ramping up the kind of challenges the players face much more quickly and isn't recommended for long running campaigns, instead aiming for a standard amount of around 100 exp per session is a good goal.

Skill Checks

This approach requires more book-keeping, but can really help to promote players attempting to use their various skills and abilities more.

In this system, the GM and players should track every time they make a check and which of those checks were successful. Each check that was made grants 5 experience, with a success increasing it to 10 experience.

This approach can be a little "gamey" but will certainly help replicate the elder scrolls feel, it doesn't typically reward things not directly tied to making a check of some kind. This system can result in some sessions having very low experience rewards, whilst combat heavy sessions can become quite generous.

There are a couple of ways the GM can adjust this approach to their liking, these can be used together:

- **Success Only:** no experience is received for attempting a skill, successes still provide 10 experience.
- **New Skills:** Using and succeeding at an untrained skill grants 20 experience.
- **Diminishing returns:** The first success at a skill is worth 20 experience, all later successes are only worth 10 (or 5 if combined with success only)

Experience Checklist

This approach is easier to manage from a book keeping perspective than the skill checks approach, and also allows for better rewarding of everything that happened in a session; even if no dice were rolled!

With this approach, at the end of each session there is a checklist of questions, each question has an experience value relatd to it, each item that was achieved that session rewards the player(s) with the listed amount of experience:

Activity	Reward
Achieved a campaign or major party objective.	30 exp
Successfully resolved a social encounter.	20 exp
Was in at least one encounter.	20 exp
Defeated at least one higher tier enemy.	20 exp
Engaged in roleplaying, between party and NPCs.	20 exp
Dealt with at least one lock or trap.	15 exp
Had a particularly good idea.	15 exp
Crafted at least one item.	10 exp
Successfully used an untrained skill or Clever use of trained skill	10 exp
Travelled to a new place.	10 exp
Was a team player, working together.	10 exp

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, learn new magic, and purchase talents.

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.

Character Advancement Costs

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

Table 5-14 is different from Table 2-6 found at the end of Spending CrP in Chapter 2 Once characters are past character creation, they are more restricted in what they can purchase (hence why CrP is slightly more flexible).

Table 5-14: Character Advancement XP Costs

Advance Type	Cost
Characteristic Advance (+5)*	150 x (End 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)
Expanding Combat Style	25 XP
Gaining a Specialization***	100 XP
Learning a Language****	250 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

* Luck cannot be raised beyond it's starting value for a campaign
** Skill ranks must be purchased in order (see Chapter 3)
*** Does not benefit from favored characteristic discount.
**** Requires a character also pay a teacher or have an appropriate book or alternate source to learn from in addition to the XP cost.
*****Learning a spell requires a day of study via spell tome or with a teacher or aid of some kind, and costs XP based on the level of the spell.
****** Requires the Thu'um Skill and Voice Talent

Running Smooth Combats

This page provides some visual examples to help players understand how they might utilize battle grids and other tools to make combat run as smoothly as possible.

Using a Grid

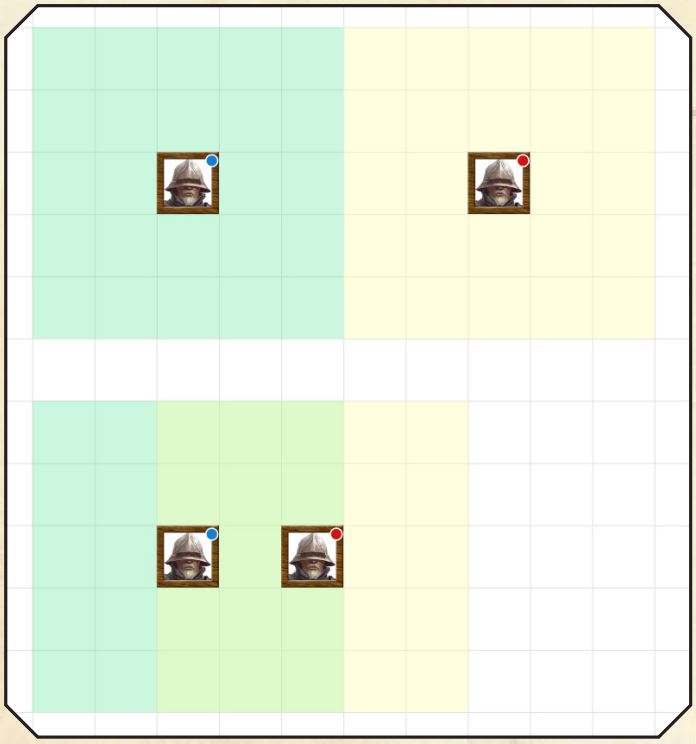
The creators of the UESRPG highly recommend the use of a battle map or grid when running combat encounters. A grid helps players to understand their own situation, assists the GM in keeping track of the big picture, and makes understanding the consequences of combat ranges much easier.

The easiest way to use the UESRPG with a grid is to assume that each grid square represents a square meter. Two characters cannot share the same grid square, though characters can be allowed to pass through another character's square if both parties are willing. The system also functions just fine on a hex grid.

If you are using an Online grid or map system that supports auras (as displayed in the example pictures) then using auras can be a good way to help players visualize their weapon ranges.

Tracking Initiative & The Cycle

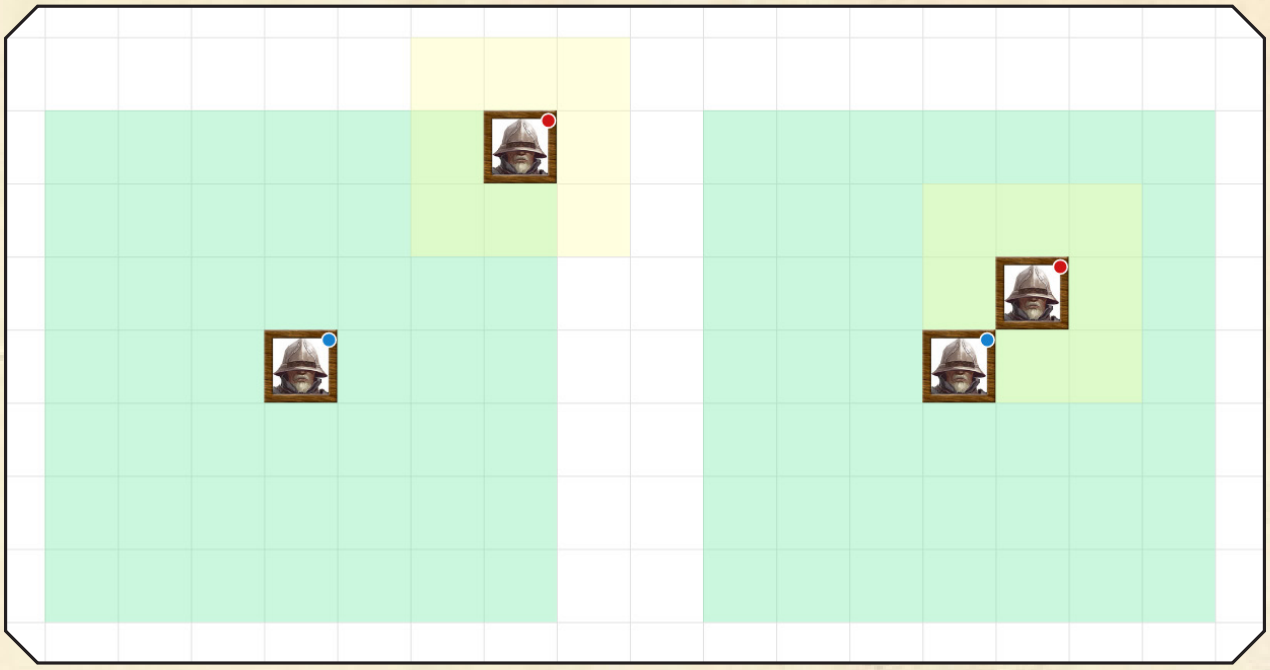
One of the hardest ideas for new players to understand is the Cycle, and the AP system. We advise GMs track the cycle by simply tallying next to each character (PCs and NPCs) name on an initiative ordered list/table each time that character makes an action. This allows the GM to easily see which characters have acted twice (or three times, in rare cases), and start a new round when no characters have AP remaining. They should also track how many reactions each combatant has made to be able to quickly declare penalties.



Visuals Examples

Above, the red mercenary wields a 2m range weapon (yellow aura) outside the 2m range (green aura) of the blue mercenary. They then move into the edge of their opponent's range. Both mercenaries can attack the other at this range.

Below, the red mercenary wields a 1m range weapon at the edge of the 3m range of the blue mercenary. Stepping any closer triggers an opportunity attack from the blue mercenary, but doing so is necessary for them to enter melee range (right).



Example of Play

The party have been traveling through an ancient dwemer ruin, they have not encountered anything dangerous on their journey so far and as such are feeling confident. Currently the group are moving down a corridor that has had regular adjoining rooms.

GM: "Can I have an Observe check from everyone please?"

Jar'Ren Dar Player: "Uh oh, that doesn't sound good!"

The players all roll observe, the player of Raziel rolls very well with 3 degrees of success, the players of Ardraeyll and Oritius also roll well with 2 degrees of success, the rest of the party fail however.

GM: "Raziel, Ardraeyll and Oritius, you hear the sound of soft clanking rattle barely perceptible over the constant sounds of the ruins coming from somewhere around the corner a few moments before a Dwemer Sphere Centurion rolls around the corner, its arm raised toward you, an ornate repeating crossbow at its end, Roll Initiative Please! The rest of you are caught unawares and are surprised!"

The players roll and declare their initiatives

Raziels Player: "5 plus my initiative bonus of 8, 13!"

Ardraeylls Player: "Damn, 2 plus my initiative of 6... Only 8."

Oritius Player: "I got a 7, plus my 6, so I got 13 too!

GM: "Raziel, your bonus is higher, so you'll go first, then Oritius, then the Dwemer Centurion and finally Ardraeyll".

Raziels Player: "Okay, I move toward the closest corner behind us, casting my spell as I go.... I succeed, as soon as I'm in cover, I turn and fire!"

GM: "Okay, give me your Combat Style roll, it doesn't seem to be reacting."

Raziels Player: "I hit, I do 17 piercing damage, pen 18 to the torso! I'll use the Penetrate Armor special effect to add my extra degrees of success as additional penetration, increasing it to pen 21."

GM: "A solid hit that seems to knock it back, the glowing arrow slamming into it and boring a hole straight through. Oritius, you're up."

Oritius Player: "Okay, I move up to it in a hunched run, shield held ahead of me, letting out a cry I slash at it with my longsword attempting to sever its arm."

GM: "Give me a roll for that! Remember the -20 penalty. It looks like the Centurion is attempting to evade you, it obviously wants to get that shot off!"

Oritius Player: "Damn, I failed, 2 degrees of failure."

GM: "The Centurion got a single degree of success, but thats enough. It rolls to the side, neatly avoiding you, furthermore, it uses leaves you overextended. Now it's their turn. The Centurion rolls past Oritius to get closer to the rest of the still-surprised party, before firing its crossbow at point blank range at Mordane."

Mordanes Player: "I can't act yet... That's not good, right?"

GM: "Correct, the bolt hits you in the right shoulder doing 10 damage, penetration 10, the centurion uses the rapid reload special effect."

Mordanes Player: "OUCH! Thankfully my armor stops that becoming a wound..."

GM: "Okay Ardraeyll, you're up!"

Ardraeylls Player: "I'll step closer to it as I draw my sword ready to parry any attacks it might make then with my free hand I draw an arcane sign in the air and hurl a lightning bolt. I pass my test with 3 degrees of success, I assume it isn't reacting?"

GM: "No, not this time..."

Ardraeylls Player: "Great, I do 14 shock damage, pen 15!"

GM: "The Dwemer construct shudders from the impact that leaves a larger than anticipated hole in its armor, it looks pretty battered. What does everyone do next?"

And so a new round begins.

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.

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 in Chapter 8). 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 they are 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). If the spell being cast is a higher level than the casters rank in the skill, this test suffers a -20 penalty for each step of difference between the spell level and skill rank.

If a spell form counts as an attack, the casting test is also an attack test and the target can choose to use a defensive reaction against the spell, some forms only allow certain defensive reactions to be made, this is specified in the form where relevant.

Range
The maximum Range of spells not originating on the source character is twice their Perception score. Spells never benefit or suffer from range incrememnts.

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 they cannot use their hands, or because they are 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 their 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.

If a spell is a lower level than the casters rank in the skill used for the test, reduce its cost by DoS multiplied by the difference in level and casters rank (minimum cost equal to spell level).

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. Multiple instances of an effect that applies a condition or has a duration do not stack unless either the effect or the condition applied by the effect say they do.

If the character was casting a non-standard spell and they failed with more than 1 DoF, or if they 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.

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 7 that reflects the strength of that spell's effect. Each of these levels represents a unique spell that must be learned on its own.

Table 6-1: Spell Levels

Spell Level	Spell Name	XP Cost
1	Novice (spell name)	5 XP
2	Apprentice (spell name)	10 XP
3	Journeyman (Spell name)	15 XP
4	Adept (spell name)	20 XP
5	Expert (spell name)	25 XP
6	Master (spell name)	30 XP
7	Grandmaster (spell name)	35 XP

Learning a standard spell requires a day of study via spell tome or with a teacher or aid of some kind, and costs XP based on the level of the 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 (Protection)

"Eventually, you may slip up. This spell makes sure that your mistakes only cost you your dignity, instead of your life."

Spell Level	1	2	3	4	5	6	7
Cost	7	14	21	28	35	42	49

Difficulty: -10
(Self): The effect is applied to the source character.
(Shield): Target is surrounded by a magic barrier that provides 3+(2*[Spell Level]) bonus AR to all locations against physical damage, this shield lasts for 1 minute.

Blade-Mender (Object Manipulation)

"How many backwater village blacksmiths would you trust to repair your masterwork ebony scimitar? Yeah I thought so. Use this instead."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Repair Weapon): Reduces the X value of the Damaged (X) condition of target weapon by [Spell Level].

Circle of Protection (Protection)

"There are times when everyone looks to the mage for protection, this is the spell for those times."

Spell Level	1	2	3	4	5	6	7
Cost	21	42	63	84	105	126	147

Difficulty: -20
(Circle): *This form is a 2 AP on Cast Magic action.* Creates a "dome" of magical energy with a radius of 3 meters centered on the source character (but doesn't move with them). Persists for 1 minute. Any allies that enter the dome have the effect applied to them whilst they remain inside it.
(Shield): Target is surrounded by a magic barrier that provides 3+(2*[Spell Level]) bonus AR to all locations against physical damage, this shield lasts for 1 minutes.

Crushing Weight (Physical Manipulation)

"All that armor that bandit is wearing looks pretty heavy. And now it's twice as heavy. Proof that Alteration is the best school of magic."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Target): Applies the effects to a target of the source's choice. Counts as a ranged attack that cannot be defended against.
(Burden): Adds 6 ENC for [Spell Level] minutes.

Feather-light (Physical Manipulation)

"All that loot gets pretty heavy. And now it's not. Even further proof that Alteration is the best school of magic."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: -5
(Self): The effect is applied to the source character.
(Feather): Decrease targets ENC by 5 for [Spell Level] minutes.

Fire Barrier (Protection)

"If you know ahead of time what sort of energies your enemies will be using ahead of time then this spell is invaluable to minimize potential damage taken."

Spell Level	1	2	3	4	5	6	7
Cost	5	10	15	20	25	30	35

Difficulty: -5
(Self): The effect is applied to the source character.
(Fire Shield): Target is surrounded by a magic barrier that provides 3*[Spell Level] bonus AR to all locations against fire damage, this shield lasts for 1 minute.

Frost Barrier (Protection)

"If you know ahead of time what sort of energies your enemies will be using ahead of time then this spell is invaluable to minimize potential damage taken."

Spell Level	1	2	3	4	5	6	7
Cost	5	10	15	20	25	30	35

Difficulty: -5
(Self): The effect is applied to the source character.
(Frost Shield): Target is surrounded by a magic barrier that provides 3*[Spell Level] bonus AR to all locations against frost damage, this shield lasts for 1 minute.

Iron-Flesh (Protection)

"Normal physical armor is far too bulky for most mages. This spell magically reinforces one's being to be on par with even the most well forged steel."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -5
(Self): The effect is applied to the source character.
(Armor): Target gains 8+(5*[Spell Level]) AR to all hit locations for 5 minutes. This AR does not stack with currently worn armor, take the highest.

Leap (Flight)

"Leap towards the heavens! Bound for the sky! Remember to pack your slowfall amulet!"

Spell Level	1	2	3	4	5	6	7
Cost	4	8	12	16	20	24	28

Difficulty: +0
(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 (Flight)

"Because sometimes just jumping does not cover it. Try not to abuse this and get it banned in every civilized province again."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(Self): The effect is applied to the source character.
(Levitate): Target gains the Flyer (5*[Spell Level]) trait for 10 rounds.

Seal (Object Manipulation)

"A useful but often overlooked spell, allowing one to magically seal a door or container with a simple incantation."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack that can only be evaded.
(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 (Object Manipulation)

"How many backwater village blacksmiths would you trust to repair your enchanted Glass Armor? Yeah I thought so. Use this instead."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack that can only be evaded.
(Repair Armor): Restores [Spell Level]d5 missing AR from target armor piece.

Shock Barrier (Protection)

"If you know ahead of time what sort of energies your enemies will be using ahead of time then this spell is invaluable to minimize potential damage taken."

Spell Level	1	2	3	4	5	6	7
Cost	5	10	15	20	25	30	35

Difficulty: -5
(Self): The effect is applied to the source character.
(Shock Shield): Target is surrounded by a magic barrier that provides 3*[Spell Level] bonus AR to all locations against shock damage, this shield lasts for 1 minute

Slowfall (Physical Manipulation)

"This is handy so you have time to consider your mistake instead of splattering all over the ground."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: +0
(Self): The effect is applied to the source character.
(Slowfall): Target decreases the distance of their next fall within 3 rounds by 5*[Spell Level] meters for the purposes of calculating damage.

Unhinging (Object Manipulation)

"Why bother fiddling around with flimsy lockpicks or worrying about shaking hands in a rush when you can pop just about any lock with this spell?"

Spell Level	1	2	3	4	5	6	7
Cost	7	14	21	28	35	42	49

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack that can only be evaded.
(Open): Target lock of lock level [Spell Level] or lower is unlocked.

Water Breathing (Physical Manipulation)

"Ah the spell made infamous by 'Breathing Water'. Please test your mastery of this spell in a wash basin in your local mages guild with a friend before you go pearl diving in the ocean."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: +0
(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 (Physical Manipulation)

"It's so calming to walk along the surface of Lake Rumare early in the morning on my way back to the university."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: +0
(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. Some of the most common Conjured creatures can be found in the Appendix of this book under Conjured Creatures, the rest can be found in Inhabitants of Tamriel. **Special Note: All summoning spells must be learned individually for each type of creature, weapon or armor piece.**

Bind Construct (Type) (Construct Binding)

"Creating 'life' where there was none, a thing of beauty and less chance of being betrayed than with Daedra too!"

Construct	Level	Cost	Willpower
Flesh Atronach	4	47	50
Greater Flesh Atronach	5	56	55
Iron Atronach	5	60	55
Greater Iron Atronach	6	72	60

Difficulty: -10
(Self): The effect is applied to the source character.
(Bind Construct): Summons a Construct with the Summoned (10) and Bound traits, which appears within five meters of the affected character. The construct has 0 AP regardless of their usual profile, instead the spellcaster can spend between 1 and 2 of their own AP each round to give the construct an equal number, if they do not the Construct also has the immobilized condition. If the construct ever loses the Bound trait, its AP revert to the baseline for its type and it is typically hostile to anything nearby. The spellcaster may choose to remove the Bound trait as a free action if they desire.

Summon Daedric (Armor Piece) (Binding)

"One can never have too much protection"

Spell Level	1	2	3	4	5	6	7
Cost	5	10	15	20	25	30	35

Difficulty: -10
(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 Conjured (20+[10*[Spell Level]]) quality. Persists for 1 minutes then vanishes.

Summon Daedra (Type) (Daedra Summoning)

"Whilst they cannot be trusted, Daedra make very useful servants, their application beyond simple combat can be a boon indeed."

Daedra	Level	Cost	Willpower
Banekin	1	17	35
Daedrat	1	11	18
Scamp	1	15	32
Spiderling	1	12	20
Clannfear Runt	2	29	43
Dremora Churl	2	30	50
Flame Atronach	2	30	50
Hell Hound	2	25	40
Dremora Caitiff	3	37	55
Frost Atronach	3	40	55
Herne	3	35	50
Hunger	3	40	50
Clannfear	4	45	58
Dremora Kynval	4	50	60
Greater Flame Atronach	4	49	55
Lesser Daedroth	4	50	55
Ogrim	4	49	50
Spider Daedra	4	48	60
Storm Atronach	4	45	60
Dremora Kynmarcher	5	56	65
Dremora Kynreeve	5	56	60
Greater Frost Atronach	5	57	60
Ogrim Titan	5	59	55
Winged Twilight	5	60	60
Xivilai	5	60	60
Daedroth	6	68	60
Dremora Kynval Mage	6	68	65
Greater Storm Atronach	6	65	65
Mazken (Dark Seducer)	6	70	60
Aureal Pelaurig	7	80	65
Titanic Daedroth	7	80	65

Difficulty: -10
(Self): The effect is applied to the source character.
(Summon Daedra): Summons a Daedra with the Summoned (10) trait, which appears within five meters of the affected character. Immediately after being summoned, the Daedra makes an opposed Willpower test against the original Conjuration test. If the caster wins, the Daedra gains the Bound trait. If the Daedra wins, it does not gain the bound trait. The spellcaster must spend 1 AP each round to retain control, if they do not, the Daedra can make an opposed Willpower (+10) test with against the original Conjuration test, if it wins, it loses the Bound trait.

Summon Daedric (Weapon) (Binding)

"There should never be a time when you are unarmed, but if you are, this spell might make the difference."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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 Conjured (20+[10*[Spell Level]]) quality. Persists for 1 minutes then vanishes. Ranged weapons generate their own ammo (counts as daedric ammo of the same quality, has no ENC).

Summon Spirit (Type) (Spirit Summoning)

"Some spells bring the lost souls of the dead back, despite what you're thinking, this obviously isn't Necromancy."

Spirit	Level	Cost	Willpower
Ghost	1	15	35
Ancient Ghost	2	23	40
Faded Wraith	2	27	40
Wraith	3	35	45
Gloom Wraith	5	43	50

Difficulty: -10
(Self): The effect is applied to the source character.
(Summon Spirit): Summons a Spirit with the Summoned (10) trait, which appears within five meters of the affected character. Immediately after being summoned, the Spirit makes an opposed Willpower test against the original Conjuration test. If the caster wins, the Spirit gains the Bound trait. If the Spirit wins, it returns to its realm of origin. The spellcaster must spend 1 AP each round to retain control, if they do not, the Spirit can make an opposed Willpower test against the original Conjuration test, if it wins, it returns to its realm of origin.

Sunder Binding (Binding)

"When you anger a Mage, expect him to call for help. Then make a point of dismissing that help before you do anything else."

Spell Level	1	2	3	4	5	6	7
Cost	15	30	45	60	75	90	105

Difficulty: -10
(Target): Applies the effects to a target of the source's choice. Counts as a ranged attack that cannot be defended against.
(Sunder Binding): Target creature with the Summoned (X) trait, Bound trait or item with the Conjured (X) quality must pass an opposed +30-(10*[Spell Level]) Willpower test against the casters Conjuration test or be banished to its realm of origin.

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 (Pyromancy)

"Like the spines of a Durzog these spells warns everyone that if they get too close they will regret it."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5

(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. Persists for 3 rounds.

(Fire): Target takes [Spell Level]d10 Fire Damage, Pen 10+(3*[Spell Level]) to hit location.

Cloak of Frost (Cryomancy)

"Like the spines of a Durzog these spells warns everyone that if they get too close they will regret it."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5

(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. Persists for 3 rounds.

(Frost): Target takes [Spell Level]d10 Frost Damage, Pen 10+(3*[Spell Level]) to hit location.

Cloak of Lightning (Electromancy)

"Like the spines of a Durzog these spells warns everyone that if they get too close they will regret it."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5

(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. Persists for 3 rounds.

(Shock): Target takes [Spell Level]d10 Shock Damage, Pen 10+(3*[Spell Level]) to hit location.

Cone of Fire (Pyromancy)

"Point in a direction you do not particularly care for. Cast spell. Cackle madly as all burns before your awesome might."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -10

(Cone): Fires a cone of magical energy at a target of the source character's choice. Cone has a 45 degree angle, and extends for 5 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 10+(3*[Spell Level]) to hit location.

Cone of Frost (Cryomancy)

"Point in a direction you do not particularly care for. Cast spell. Cackle madly as all freezes before your awesome might."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -10

(Cone): Fires a cone of magical energy at a target of the source character's choice. Cone has a 45 degree angle, and extends for 5 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 10+(3*[Spell Level]) to hit location.

Cone of Lightning (Electromancy)

"Point in a direction you do not particularly care for. Cast spell. Cackle madly as all disintegrates before your awesome might."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -10

(Cone): Fires a cone of magical energy at a target of the source character's choice. Cone has a 45 degree angle, and extends for 5 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 10+(3*[Spell Level]) to hit location.

Eat Armor (Object Manipulation)

"The embarrassment alone of suddenly finding oneself denuded in the middle of battle can cause even the most stalwart opponent to reconsider and flee."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -5

(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.

(Disintegrate Armor): Removes [Spell Level]d5 AR from any armor on affected hit locations.

Eat Weapon (Object Manipulation)

"A warrior is nothing without his weapon. Destroy it and you have taken care of 90% of the threat."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -5

(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.

(Disintegrate Weapon): Any weapons held by the target gain the Damaged([Spell Level]) quality.

Fireball (Pyromancy)

"Crowd clearing at it's finest. There is nothing more iconic than a good old Fireball."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -10

(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 10+(3*[Spell Level]) to hit location.

Fire Bite (Pyromancy)

"A staple in the iconic spellsword arsenal. Harder to avoid than its cousin spells but you have to actually get close to touch your target."

Spell Level	1	2	3	4	5	6	7
Cost	4	8	12	16	20	24	28

Difficulty: +0

(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.

(Fire): Target takes [Spell Level]d10 Fire Damage, Pen 10+(3*[Spell Level]) to hit location.

Fire Bolt (Pyromancy)

"For those times you need more precision than a Fireball, but really don't want to get in close - and why would you want to do that?."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -5
(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 10+(3*[Spell Level]) to hit location.

Fire Rune (Pyromancy)

"If you are feeling tactical, a magical rune cunningly placed can be a far more effective use of your time and magicka if planned well."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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 target (except the source character) 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 10+(3*[Spell Level]) to hit location.

Fire Storm (Pyromancy)

"When collateral damage is a non-issue, you use Storm spells and you cover every space between you and whatever is charging at you with them."

Spell Level	1	2	3	4	5	6	7
Cost	20	40	60	80	100	120	140

Difficulty: -15
(Storm): *This form is a 2 AP on Cast Magic action.* Creates a persistent zone of magical energy at target area that lasts for 2 rounds, and has a radius of 4 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 10+(3*[Spell Level]) to hit location.

Frostball (Cryomancy)

"Crowd clearing at it's finest. Cryomancers can create just as devastating a blast as Pyromancers with a Frostball, just keep your allies away from the blast lest they meet a cold demise."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -10
(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 10+(3*[Spell Level]) to hit location.

Frostbite (Cryomancy)

"A staple in the iconic spellsword arsenal. Harder to avoid than its cousin spells but you have to actually get close to touch your target."

Spell Level	1	2	3	4	5	6	7
Cost	4	8	12	16	20	24	28

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Frost): Target takes [Spell Level]d10 Frost Damage, Pen 10+(3*[Spell Level]) to hit location.

Frost Bolt (Cryomancy)

"For those times you need more precision than a Frostball, but really don't want to get in close - and why would you want to do that?"

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -5
(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 10+(3*[Spell Level]) to hit location.

Frost Rune (Cryomancy)

"If you are feeling tactical, a magical rune cunningly placed can be a far more effective use of your time and magicka if planned well."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5

(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 target (except the source character) 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 10+(3*[Spell Level]) to hit location.

Frost Storm (Cryomancy)

"When collateral damage is a non-issue, you use Storm spells and you cover every space between you and whatever is charging at you with them."

Spell Level	1	2	3	4	5	6	7
Cost	20	40	60	80	100	120	140

Difficulty: -15

(Storm): *This form is a 2 AP on Cast Magic action.* Creates a persistent zone of magical energy at target area that lasts for 2 rounds, and has a radius of 4 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 10+(3*[Spell Level]) to hit location.

Lightning Bloom (Electromancy)

"Crowd clearing at it's finest. Just try not to catch your friends in the blast lest they end up in the pile of bodies."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -10

(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 10+(3*[Spell Level]) to hit location.

Lightning Bolt (Electromancy)

"For those times you need more precision than a Lightning Bloom, but really don't want to get in close - and why would you want to do that?"

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -5

(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 10+(3*[Spell Level]) to hit location.

Lightning Rune (Electromancy)

"If you are feeling tactical, a magical rune cunningly placed can be a far more effective use of your time and magicka if planned well."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5

(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 target (except the source character) 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 10+(3*[Spell Level]) to hit location.

Lightning Touch (Electromancy)

"A staple in the iconic spellsword arsenal. Harder to avoid than its cousin spells but you have to actually get close to touch your target."

Spell Level	1	2	3	4	5	6	7
Cost	4	8	12	16	20	24	28

Difficulty: +0

(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.

(Shock): Target takes [Spell Level]d10 Shock Damage, Pen 10+(3*[Spell Level]) to hit location.

Lightning Storm (Electromancy)

"When collateral damage is a non-issue, you use Storm spells and you cover every space between you and whatever is charging at you with them."

Spell Level	1	2	3	4	5	6	7
Cost	20	40	60	80	100	120	140

Difficulty: -15
(Storm): *This form is a 2 AP on Cast Magic action.* Creates a persistent zone of magical energy at target area that lasts for 2 rounds, and has a radius of 4 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 10+(3*[Spell Level]) to hit location.

Poison Bloom (Venomancy)

"Crowd clearing at it's finest. Just try not to catch your friends in the cloud, it would not end well for them!"

Spell Level	1	2	3	4	5	6	7
Cost	12	24	36	48	60	72	84

Difficulty: -10
(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 suffers [Spell Level]d5 Poison damage that ignores armor and must make an endurance check or gain the Poisoned ([Spell Level]) condition.

Poison Bolt (Venomancy)

"For those times you need more precision than a Poison Bloom, but really don't want to get in close - and why would you want to do that?"

Spell Level	1	2	3	4	5	6	7
Cost	9	18	27	36	45	54	63

Difficulty: -5
(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 suffers [Spell Level]d5 Poison damage that ignores armor and must make an endurance check or gain the Poisoned ([Spell Level]) condition.

Poison Touch (Venomancy)

"A staple in the iconic spellsword arsenal. Harder to avoid than its cousin spells but you have to actually get close to touch your target."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Poison): Target suffers [Spell Level]d5 Poison damage that ignores armor and must make an endurance check or gain the Poisoned ([Spell Level]) condition.

Flay Spirit (Magicka Manipulation)

"A waste of good magicka. Drains the target of their precious energies and rendering them nothing more than a man in a dress."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -5
(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 [Spell Level]d10 magicka.

Sap Strength (Debilitation)

"Sometimes you'll anger the wrong warrior, when you do, you'll be thankful for this spell."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Damage Strength): Target gains the Damaged Strength ([Spell Level]d5) condition.

Sap Endurance (Debilitation)

"Sometimes you'll anger the wrong warrior, when you do, you'll be thankful for this spell."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Damage Endurance): Target gains the Damaged Endurance ([Spell Level]d5) condition.

Sap Agility (Debilitation)

"If you're finding that pesky target is avoiding your attacks too often, use this."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Damage Agility): Target gains the Damaged Agility ([Spell Level]d5) condition.

Sap Intelligence (Debilitation)

"Cutting a magical threat off at its source. A dumb mage is a dead mage."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Damage Intelligence): Target gains the Damaged Intelligence ([Spell Level]d5) condition.

Sap Willpower (Debilitation)

"Break your opponents will and you don't even have to fight. Scare them into surrendering."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Damage Willpower): Target gains the Damaged Willpower ([Spell Level]d5) condition.

Sap Perception (Debilitation)

"There are times when you'll want to go unseen, why rely on inferior schools like illusion when you can just make your opponent gradually go blind?"

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Damage Perception): Target gains the Damaged Perception ([Spell Level]d5) condition.

Sap Personality (Debilitation)

"It can be amusing to make someone lose face... So to speak. "

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Damage Personality): Target gains the Damaged Personality ([Spell Level]d5) condition.

Wall of Fire (Pyromancy)

"At times you'll want to keep your enemies at bay. When you do, this is the spell for you."

Spell Level	1	2	3	4	5	6	7
Cost	12	24	36	48	60	72	84

Difficulty: -10
(Wall): Source character targets two desired points on the ground within range. 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 or remains in the space the wall occupies has it's 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 10+(3*[Spell Level]) to hit location.

Wall of Frost (Cryomancy)

"At times, you'll want to keep your enemies at bay. When you do this is the spell for you."

Spell Level	1	2	3	4	5	6	7
Cost	12	24	36	48	60	72	84

Difficulty: -10
(Wall): Source character targets two desired points on the ground within range. 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 or remains in the space the wall occupies has it's 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 10+(3*[Spell Level]) to hit location.

Wall of Lightning (Electromancy)

"At times, you'll want to keep your enemies at bay. When you do, this is the spell for you."

Spell Level	1	2	3	4	5	6	7
Cost	12	24	36	48	60	72	84

Difficulty: -10

(Wall): Source character targets two desired points on the ground within range. 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 or remains in the space the wall occupies has it's 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 10+(3*[Spell Level]) to hit location.

Weakness to Fire (Vulnerability)

"Sure a Fireball hurts, but what if you want it to hurt even more? Then you use one of these and turn even weak fire spells into heavy hitters."

Spell Level	1	2	3	4	5	6	7
Cost	9	18	27	36	45	54	63

Difficulty: -10

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

(Weakness to Fire): Target gains the Weakness (Fire, 10*[Spell Level]%) trait for 1 minute.

Weakness to Frost (Vulnerability)

"Sure a Frost Bolt hurts, but what if you want it to hurt even more? Then you use one of these and turn even weak frost spells into heavy hitters."

Spell Level	1	2	3	4	5	6	7
Cost	9	18	27	36	45	54	63

Difficulty: -10

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

(Weakness to Frost): Target gains the Weakness (Frost, 10*[Spell Level]%) trait for 1 minute.

Weakness to Magicka (Vulnerability)

"And if you just want them to suffer more from absolutely everything you can throw at them? Then you break out these and try all your options."

Spell Level	1	2	3	4	5	6	7
Cost	15	30	45	60	75	90	105

Difficulty: -15

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

(Weakness to Magicka): Target gains the Weakness (Magic, 10*[Spell Level]%) trait for 1 minute.

Weakness to Shock (Vulnerability)

"Sure a Lightning Bloom hurts, but what if you want it to hurt even more? Then you use one of these and turn even weak shock spells into heavy hitters."

Spell Level	1	2	3	4	5	6	7
Cost	9	18	27	36	45	54	63

Difficulty: -10

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

(Weakness to Shock): Target gains the Weakness (Shock, 10*[Spell Level]%) trait for 1 minute.

Weakness to Poison (Vulnerability)

"Sometimes you just need to ensure they suffer, this will make sure your opponent is wracked with even more pain."

Spell Level	1	2	3	4	5	6	7
Cost	9	18	27	36	45	54	63

Difficulty: -15

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

(Weakness to Poison): Target gains the Weakness (Poison, 10*[Spell Level]%) trait for 1 minute.

Weary (Physical Manipulation)

"There will be times when killing is not the answer. Perhaps tiring them out will suffice."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -5

(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.

(Fatigue): Target loses [Spell Level] Stamina Points.

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 (Mental Manipulation)

"Can't hit what you can't see."

Spell Level	1	2	3	4	5	6	7
Cost	15	30	45	60	75	90	105

Difficulty: -15
(Target): Applies the effects to a target of the source's choice. Counts as a ranged attack that cannot be defended against.
(Blind): Target must pass a +30-(10*[Spell Level]) Willpower test or be Blind for [Spell Level] rounds.

Calming Touch (Mental Manipulation)

"Suppresses most higher level emotional responses. Negotiations between certain hostile parties will sometimes require this spell be cast on every participant to ensure a rational and reasonable discourse."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -5
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Calm): Target must make a Willpower test with a -5*[Spell Level] penalty in order to take any action to start, or continue, a fight for the next 1 minutes. Calm cancels Frenzy.

Chameleon (Visual Illusions)

"Easier than true invisibility and not as fragile an enchantment. Allows full use of one's abilities while still retaining a degree of stealth."

Spell Level	1	2	3	4	5	6	7
Cost	15	30	45	60	75	90	105

Difficulty: -5
(Self): The effect is applied to the source character.
(Chameleon): Target gains the chameleon ([Spell Level]) condition for the next 3 minutes.

Charming Touch (Mental Manipulation)

"Despite its use in almost any social situation being considered a faux pas at best, and illegal at worst, It remains one of the most commonly used and taught spells of the Illusion school."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack that can only be evaded.
(Charm): The next character to attempt a Charm test against the target gains a bonus equal to 5*[Spell Level] within the next 2 minutes.

Concealment (Visual Illusions)

"The iconic, ironically enough, spell of the Illusion school. Is remarkably fragile as almost any vigorous activity will break the spell and leave you awkwardly standing exposed."

Spell Level	1	2	3	4	5	6	7
Cost	20	40	60	80	100	120	140

Difficulty: -10
(Self): The effect is applied to the source character.
(Invisibility): Target gains the Invisible condition for 2*[Spell Level] rounds.

Courage (Mental Manipulation)

"Some naysayers claim this is actually nothing more than low level induced insanity on the casters part. And no, a shot of brandy does not double as a potion of courage in a pinch."

Spell Level	1	2	3	4	5	6	7
Cost	4	8	12	16	20	24	28

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack that can only be evaded.
(Courage): Target gains a bonus on fear tests equal to 10*[Spell Level] for 1 minute.

Frenzying Touch (Mental Manipulation)

"If for whatever reason the situations calls for all the tact of a drunken Nord, this spell will give a target about as much alcohol fueled rage as one."

Spell Level	1	2	3	4	5	6	7
Cost	12	24	36	48	60	72	84

Difficulty: -10
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack that can only be evaded.
(Frenzy): Target must make a Willpower test with a -5*[Spell Level] penalty in order to not attempt to start, or continue, a fight for the next 2 minutes. Frenzy cancels Calm.

Illuminate Area (Visual Illusions)

"One of the simplest cantrips an apprentice will be tasked with mastering before moving on. A fuel free light source on command is an under appreciated ability."

Spell Level	1	2	3	4	5	6	7
Cost	4	9	13	18	22	27	31

Difficulty: -5
(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.
(Light): Illuminates the target/targets with 8 meters of normal light and 8 meters of dim light for 5*[Spell Level] minutes. Can be dismissed at will.

Mass Paralysis (Mental Manipulation)

"When you just need everyone to stop fighting, this is the spell to use."

Spell Level	1	2	3	4	5	6	7
Cost	25	50	75	100	125	150	175

Difficulty: -20
(Storm): *This form is a 2 AP on Cast Magic action.* Creates a persistent zone of magical energy at target area that lasts for 2 rounds, and has a radius of 4 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.
(Paralyze): Target must pass a +30-(10*[Spell Level]) Willpower test or be paralyzed for [Spell Level] rounds.

Night Eye (Visual Illusions)

"Reveal whatever hides in the darkness, thinking themselves clever to use it to their advantage."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: +0
(Self): The effect is applied to the source character.
(Night Eye): Target gains the Dark Sight trait for [Spell Level] minutes.

Paralysis (Mental Manipulation)

"A real fight ender if you can get it to land. Is quite expensive to cast but well worth it."

Spell Level	1	2	3	4	5	6	7
Cost	15	30	45	60	75	90	105

Difficulty: -15
(Target): Applies the effects to a target of the source's choice. Counts as a ranged attack that cannot be defended against.
(Paralyze): Target must pass a +30-(10*[Spell Level]) Willpower test or be paralyzed for [Spell Level] rounds.

Strike Fear (Mental Manipulation)

"An enemy that is too scared to fight is not an enemy you have to worry about."

Spell Level	1	2	3	4	5	6	7
Cost	12	24	36	48	60	72	84

Difficulty: -10
(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 (Protection)

"Foregoing the outright brutish methods of dealing with the damage that already happened like Alteration does, this spell uses the path of least resistance and subtly alters the actions of those around you to increase your chance of not getting hit in the first place."

Spell Level	1	2	3	4	5	6	7
Cost	7	14	21	28	35	42	49

Difficulty: -10
(Self): The effect is applied to the source character.
(Sanctuary): Evade tests against non-spell attacks are made at a +5*[Spell Level] bonus for the next 1 minutes.

Silence (Auditory Illusions)

"As amusing as this is to cast on long winded individuals, It's ability to cause even an experienced mage to trip up casting at least 1 spell is not to be underestimated."

Spell Level	1	2	3	4	5	6	7
Cost	7	15	22	30	37	45	52

Difficulty: -10
(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 must pass a +30-(10*[Spell Level]) Willpower test or be silenced for [Spell Level] rounds.

Tread Lightly (Auditory Illusions)

"Commonly found as an enchantment on the gear of less than reputable individuals. Makes one harder to hear in almost all regards."

Spell Level	1	2	3	4	5	6	7
Cost	9	18	27	36	45	54	63

Difficulty: -5
(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.

Detect Keys (Detection)

"Those with an inclination to join the Thieves guild may find this useful."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: +0
(Self): The effect is applied to the source character.
(Detect Keys): Target gains the Unnatural Senses (Keys, 25*[Spell Level]) trait for 1 minute.

Dispel (Magicka Manipulation)

"Undoes quite a lot of the nasty harm that can be inflicted on you through the various schools of magic."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(Self): The effect is applied to the source character.
(Dispel): Removes any magic effects of a level equal to or less than [Spell Level] currently affecting the target (except those with the Constant form). Dispel cannot be reflected, warded, absorbed, or mitigated.

Ethereal Form (Physical Manipulation)

"Before you get any ideas, the ladies dorm here on campus has been warded against such spells. So unless you want to explain to the Archmage why you are stuck in a wall, please use this responsibly."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -5
(Self): The effect is applied to the source character.
(Ethereal Form): Target gains the Incorporeal trait for 2*[Spell Level] rounds.

Magicka Leech (Magicka Manipulation)

"We can learn much from the feeding habits of vampires."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack that can only be evaded.
(Absorb Magicka): Target loses [Spell Level]d10 magicka and the source character gains half as much magicka. If the target has less than this amount, the source character gains any magicka they have remaining.

Magicka Sight (Detection)

"When that magic ring you lost simply must be found, you'll be glad of this."

Spell Level	1	2	3	4	5	6	7
Cost	4	8	12	16	20	24	28

Difficulty: +0
(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 (Teleportation)

"You know the saying, Home is where your mark is!"
Note: This spell can be learned multiple times, each one being a distinct mark. This spell counts as a level 3 spell.
Cost: 10
Difficulty: -5
(Self): The effect is applied to the source character.
(Mark): Places an invisible, magic mark at target's location, each time a Mark is cast, the previous instance is removed.

Recall (Teleportation)

"Good for a quick escape, or to simply make life easier."
Note: This spell counts as a level 3 spell.
Cost: 20
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 (Magicka Manipulation)

"A rather morbid spell, even if used in the traditional 'ethical' manner on white souls. Traps the souls energy on death into a naturally occurring soul gem."

Spell Level	1	2	3	4	5	6	7
Cost	4	9	13	18	22	27	31

Difficulty: +0
(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 Breaker (Magicka Manipulation)

"Undo all the carefully woven magical protection of your enemy to make your life easier."

Spell Level	1	2	3	4	5	6	7
Cost	15	30	45	60	75	90	105

Difficulty: -15
(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.
(Dispel): Removes any magic effects of a level equal to or less than [Spell Level] currently affecting the target (except those with the Constant form). Dispel cannot be reflected, warded, absorbed, or mitigated.

Spell Drinker (Protection)

"Why waste perfectly good magicka when your enemy is so intent on throwing it at you?"

Spell Level	1	2	3	4	5	6	7
Cost	15	30	45	60	75	90	105

Difficulty: -10
(Self): The effect is applied to the source character.
(Spell Absorption): Target gains the Spell Absorption (10*[Spell Level]%) trait for 1 minute.

Spell Mirror (Protection)

"In a spell duel, there is very little that is more satisfying than turning your adversaries' spells back on him."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(Self): The effect is applied to the source character.
(Reflect): Target gains the Reflect ([10*Spell Level]) trait for 1 minute.

Spirit Sight (Detection)

"Never be caught unawares again!"

Spell Level	1	2	3	4	5	6	7
Cost	4	8	12	16	20	24	28

Difficulty: +0
(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 (Physical Manipulation)

"Many a supposed poltergeist hauntings are actually nothing more than a bored apprentice practicing his telekinesis spell on the unwitting locals. "

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -5
(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] ENC 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 (Physical Manipulation)

"A notoriously hard spell to pin to just one school. The schools of Restoration, Necromancy and Mysticism have all laid claim to it at one point or another. Save this for when you're feeling vampiric."

Spell Level	1	2	3	4	5	6	7
Cost	5	10	15	20	25	30	35

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack that can only be evaded.
(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.

Antidote (Curative)

"Be it from the effects of Magic or from some wild beast, your friends will be glad for this spell."

Note: This spell counts as a level 3 spell.
Cost: 10
Difficulty: -5
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Cure Poison): Removes the poisoned condition from the target.

Cure Disease (Curative)

"Diseases were once a huge problem for the people of Tamriel, then a wise mage realized he could cure such ailments. Yes it was a mage. No, it was not a Priest, regardless of what they say."

Note: This spell counts as a level 3 spell.
Cost: 10
Difficulty: -5
(Self): The effect is applied to the source character.
(Cure Disease): Cures the target of any common diseases they are suffering from.

Cure Paralysis (Curative)

"Paradoxically early versions of this spell were self cast only. Raising the question of how one casts it when it's most needed."

Note: This spell counts as a level 3 spell.
Cost: 10
Difficulty: -5
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Cure Paralysis): Removes the paralyzed condition from the target.

Cure Poison (Curative)

"There will come a time where this spell is the difference between life and deaht."

Note: This spell counts as a level 3 spell.
Cost: 10
Difficulty: -5
(Self): The effect is applied to the source character.
(Cure Poison): Removes the poisoned condition from the target.

Curing Touch (Curative)

"Occasionally you should think about others, or if it's simpler, curing their disease means they cannot infect you."

Cost: 10
Difficulty: -5
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Cure Disease): Cures the target of any common diseases they are suffering from.

Fortify Strength (Fortification)

"Magical enhancement is almost as old as the study of magic itself. We have since refined its use to the major agreed upon attributes."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(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 (Fortification)

"Magical enhancement is almost as old as the study of magic itself. We have since refined its use to the major agreed upon attributes."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(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 (Fortification)

"Magical enhancement is almost as old as the study of magic itself. We have since refined its use to the major agreed upon attributes."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(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 (Fortification)

"Magical enhancement is almost as old as the study of magic itself. We have since refined its use to the major agreed upon attributes."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(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 (Fortification)

"Magical enhancement is almost as old as the study of magic itself. We have since refined its use to the major agreed upon attributes."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(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 (Fortification)

"Magical enhancement is almost as old as the study of magic itself. We have since refined its use to the major agreed upon attributes."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(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 (Fortification)

"Magical enhancement is almost as old as the study of magic itself. We have since refined its use to the major agreed upon attributes."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: -10
(Self): The effect is applied to the source character.
(Fortify Personality): Target gains the Fortified Personality (5*[Spell Level]) condition for 1 minute.

Heal (Healing)

"The iconic use of the Restoration school. Heal could be the difference between life and death, be sure to practice this spell."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: +0
(Self): The effect is applied to the source character.
(Heal): Target removes 5*[Spell Level] trauma.

Healing Touch (Healing)

"As a rule, reduced range on your spells for the same effect means you are being more magicka efficient. Restoration is no different."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Heal): Target removes 5*[Spell Level] trauma.

Rejuvenate (Healing)

"Cures the weary aches and pains of a fatigued body."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: +0
(Self): The effect is applied to the source character.
(Rejuvenate): Target removes [Spell Level] levels of fatigue or regains [Spell Level] Stamina Points.

Rejuvenating Touch (Healing)

"Keeping your friends going can be the difference between life and death - yours, remember that."

Spell Level	1	2	3	4	5	6	7
Cost	10	20	30	40	50	60	70

Difficulty: +0
(Touch): Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.
(Rejuvenate): Target removes [Spell Level] levels of fatigue or regains [Spell Level] Stamina Points.

Resistance to Fire (Protection)

"You would not believe the number of young summoners coming in here asking for fire protection."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: -5
(Self): The effect is applied to the source character.
(Resistance to Fire): Target gains the Resistance (Fire, 10*[Spell Level]%) trait for 1 minute.

Resistance to Frost (Protection)

"You would not believe the number of young summoners coming in here asking for frost protection."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: -5
(Self): The effect is applied to the source character.
(Resistance to Frost): Target gains the Resistance (Frost, 10*[Spell Level]%) trait for 1 minute.

Resistance to Magicka (Protection)

"Generic as opposed to specialized resistance will cost you in magicka but sometimes it's better to be prepared for anything."

Spell Level	1	2	3	4	5	6	7
Cost	6	12	18	24	30	36	42

Difficulty: -10
(Self): The effect is applied to the source character.
(Resistance to Magicka): Target gains the Resistance (Magic, 10*[Spell Level]%) trait for 1 minute.

Resistance to Shock (Protection)

"You would not believe the number of young summoners coming in here asking for shock protection."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: -5
(Self): The effect is applied to the source character.
(Resistance to Shock): Target gains the Resistance (Shock, 10*[Spell Level]%) trait for 1 minute.

Resistance to Poison (Protection)

"You would not believe the number of young summoners coming in here asking for poison protection."

Spell Level	1	2	3	4	5	6	7
Cost	3	6	9	12	15	18	21

Difficulty: -5
(Self): The effect is applied to the source character.
(Resistance to Poison): Target gains the Resistance (Poison, 10*[Spell Level]%) trait for 1 minute.

Restore Strength (Restorative)

"Another staple of the Restoration school, restoring the body to peak condition is a vital element of the school."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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 (Restorative)

"Another staple of the Restoration school, restoring the body to peak condition is a vital element of the school."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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 (Restorative)

"Another staple of the Restoration school, restoring the body to peak condition is a vital element of the school."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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 (Restorative)

"Another staple of the Restoration school, restoring the body to peak condition is a vital element of the school."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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 Perception (Restorative)

"Another staple of the Restoration school, restoring the body to peak condition is a vital element of the school."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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 (Restorative)

"Another staple of the Restoration school, restoring the body to peak condition is a vital element of the school."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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].

Restore Willpower (Restorative)

"Another staple of the Restoration school, restoring the body to peak condition is a vital element of the school."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -5
(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].

Sunbeam (Pyromancy)

"When you are dealing with a den full of vampires, accept no substitutes."

Spell Level	1	2	3	4	5	6	7
Cost	12	25	37	50	62	75	87

Difficulty: -10
(Beam): Affects all targets within a 1m wide line 20 meters in a chosen direction from the source character. Counts as a ranged, area of effect attack.
(Sunlight): Target takes [Spell Level]d10 Fire Damage, Pen 10+(3*[Spell Level]) with the Sunlight quality to hit location.

Sunburst (Pyromancy)

"When you're surrounded by vampires, this spell could be the one thing to save you."

Spell Level	1	2	3	4	5	6	7
Cost	15	30	45	60	75	90	105

Difficulty: -5
(Wave): Creates a wave of energy from the source character. Apply the effect to any targets within 2 meters of the source. Counts as a ranged, area of effect attack.
(Sunlight): Target takes [Spell Level]d10 Fire Damage, Pen 10+(3*[Spell Level]) with the Sunlight quality to hit location.

Turn Undead (Protection)

"Despite what many disappointed would-be liches initially think, this spell is for repelling the undead."

Spell Level	1	2	3	4	5	6	7
Cost	7	15	22	30	37	45	52

Difficulty: -10
(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 (Protection)

"Some claim this spell as a member of the Alteration school, the arguments have gone on for centuries."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: +0
(Self): The effect is applied to the source character.
(Ward): For the duration, the target can use the Block Reaction using their restoration skill, even against AoEs, Target and Touch spells. The ward has an AR of 4+(2*[Spell Level]) which cannot be combined with a physical shield. Critical failing a Block destroys the ward, otherwise it has a duration of 6 rounds.

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.

Each ritual requires a ritual focus, more common examples of such items can be purchased from shops dealing in magic. In addition to a focus, all rituals require the character use a use of a ritual kit to provide special inks, incense or other mystical components beyond the simple magicka source.

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.

Regardless of if the ritual is successful or fails, the use of the ritual kit is expended, in most cases the ritual focus is left undamaged, but a critical failure of the test also destroys the ritual focus.

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 their casting test, the spell is resolved as it normally would.

If the character failed their 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.

Advanced Rituals

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

Because these rituals represent obscure, specialized forms of magic, the GM should not allow just any character to learn them. **Learning an advanced ritual costs twenty five XP**, and the character must have some means of learning the ritual (such as a book or a teacher).

As with normal ritual magic, all advanced rituals requires a character has a ritual kit to perform the necessary preparations, any ritual that requires a circle uses two uses of the ritual kit. Most advanced rituals do not require a ritual focus, but typically have other more specific requirements.

Rite of Binding

Allows a character to permanently bind a spirit or Daedra in servitude. The ritual requires a magic circle be created which takes fifteen minutes to create and requires a Mysticism skill test.

A character can bind a Spirit or Daedra of their desired type (Conjuration Effects Table 8-12b and Table 8-12c in Chapter 8) to this world. The ritual takes thirty minutes and the character must also pay ten times the usual Magicka cost for summoning the creature. The ritual fails if the caster is interrupted and the magicka and materials used are lost.

At the end of the ritual the caster makes a Conjuration (-20) test opposed by the creatures Willpower. If the creature being bound is a higher level than the casters rank in Conjuration, this test suffers a -20 penalty for each step of difference between the spell level and Conjuration rank. On a success the creature materializes within the magic circle and gains the Bound trait. On a failure a Spirit fails to appear, a Daedra can choose to appear without the Bound trait, but must pass an additional Willpower test to do so.

Rite of Daedric Summoning

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

The character must first prepare a chamber, sealed against all daylight and disturbances, roofed and walled with white stone and floored with black tiles. All surfaces within the chamber must be ritually purified with a solution of void salts. This solution can be created with an Alchemy (-20) test using three doses of void salts. A magic circle must be created in the chamber which takes fifteen minutes to create and requires a Mysticism skill test.

On the summoning day, the character must perform a six hour set of incantations, which requires a Conjuration or Mysticism (-30) test with an additional -20 penalty for each rank below Master the characters skill is. On success, the Prince will hear their plea. How they respond is left to the GM. If the ritual is performed on a non-summoning day, roll a d10: on a 1 the ritual succeeds, but otherwise there is no answer. The ritual fails if the caster is interrupted and the magicka and materials used are lost.

Rite of Focus

Allows a character to turn a weapon into a magical "focus" through which Magicka can be channeled. Requires an hour of ritual preparation followed by a five minute ritual and an Enchant test made at a +0 bonus. The character must also pay 200 magicka from any source using the rules for ritual spellcasting. The ritual fails if the caster is interrupted and the magicka and materials used are lost.On success, weapon gains the Focus quality. On a failure the weapon being used in the ritual also reduces its quality by one step.

Rite of Motion

Allows a character to teleport themselves, or several people, over vast distances. Knowledge of this ritual is uncommon to most mages, and only usually employed by experts in Mysticism. The ritual requires a magic circle be created which takes fifteen minutes to create and requires a Mysticism skill test.

The ritual itself is an hour long incantation, requiring a Mysticism (-20) test with an additional -20 penalty for each rank the characters Mysticism rank is below Expert. The character must also pay 500 magicka, which can be paid with any magicka source as per the normal rules for ritual spellcasting. Any characters who will be teleported must be within the circle throughout. The ritual fails if the caster is interrupted and the magicka and materials used are lost.

When the character makes the test, they must choose a target location. This can be anywhere that they have ever been or seen via the Rite of Sight, as long as they can clearly picture the location in their mind. If the test is passed, any characters within the circle (which can include themself) are instantly transported to that location. If the character fails the test by more DoF than their WpB, they are sent to a random location instead (chosen by the GM).

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

Rite of Sight

Allows a character to cast their vision great distances, even across time. Requires the use of a Seeing stone. Knowledge of this ritual is uncommon outside adepts of Mysticism.

This ritual can only be performed at night, and requires the seeing stone be exposed to moonlight. The character must perform a set of incantations beginning ten minutes prior to midnight, which requires a Mysticism (-10) test with an additional -20 penalty for each rank the characters Mysticism rank is below Adept.

During this time the character must mentally focus on the person, place, event, or thing they wish to scry. The ritual fails if the caster is interrupted and the magicka and materials used are lost. Characters can only scry on something on the same plane.

Alternatively, the character can do away with a Scyring Stone, instead killing a live animal or person and reading their entrails just before midnight under the light of the moon. This imposes a further -20 penalty on the Mysticism test if the entrails belonged to a creature with a White Soul.

Either way, on success when the clock strikes midnight the character begins to receive visions of the desired target. These visions appear either in the stone, or mentally as the character reads the entrails of their victim. They can be visions of the past, present, or future of the target. The more degrees of success achieved on the test, the more information the character receives.

Rite of the Wild Hunt

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

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

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

Rite of Morpholithic Inscription

Allows a character to create a Sigil Stone. This requires a rare Daedric morpholith: a variety of soul gem found only in Oblivion. This ritual is guarded knowledge, known only to the most experienced masters of Conjuration and Mysticism. The character must first prepare a chamber, sealed against all daylight and disturbances, roofed and walled with white stone and floored with black tiles. All surfaces within the chamber must be ritually purified with a solution of void salts. This solution can be created with an Alchemy (-20) test using three doses of void salts.

A foursquare table must be placed in the center of a room, with a dish to receive the morpholith. Four censers shall be prepared with incense (using 4 uses of a ritual kit).

On the equinox, the character must place the morpholith in the dish and intone the rites specified in the Book of Law, beginning at dawn and continuing without end until sunset of the same day. They must also choose a Daedric Prince who they are attempting to contact, and make a Mysticism (-20) test with an additional -20 penalty for each rank the characters Mysticism rank is below Master.

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

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

Using the Stone

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

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

Rite of Textual Inscription

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

Necromancy

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

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

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

Necromantic Spells and Rituals

Most Necromancy is ritual magic: performed in secret using ancient and profane magics. This section contains rules for several major Necromantic rituals and spells. For rules for the undead creatures described here, see the Inhabitants of Tamriel supplement. All Necromantic rituals requires a character has a ritual kit to perform the necessary preparations.

Rite of Undeath

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

Skeletal corpses must be almost entirely complete, and the character must strengthen the skeleton through the use of straps, spikes, or other such means of joint reinforcement. Fresh corpses can also be used, but if they decay too long they can only be used for their skeletons. Such corpses must be mummified or preserved in some way quickly, to prevent decomposition. Raising a corpse is a half hour long ritual utilizing dark incantations that require a Necromancy (-10) test with an additional -20 penalty for each rank the characters Necromancy rank is below Apprentice. The character must also pay 100 magicka for each corpse, which can be paid with any magicka source as per the normal rules for ritual spellcasting.

On success, the corpses are raised as servants of the character. They are either Bone Wolves, Skeletons, or Zombies, depending on the type of corpse used, and they have the Bound trait. If the character fails the Necromancy test, the corpses are still raised but they are hostile to the character.

This ritual can also be used to raise more deadly Bonewalkers, Bonelords or Skeletal Warriors. These necromantic constructs must be assembled through the use of at least two fresh corpses, cost 300 magicka to raise, and impose a further -20 penalty to the ritual test.

Rite of Soul Sight

A fairly simple Necromantic ritual that allows a character to peer into the mind of a black soul that they've captured within a soul gem. The Necromancer must pay 10 magicka and make a Necromancy test opposed by a -10 Willpower test on the part of the target. On success the necromancer can read the mind of the captured soul.

Rite of Necromantic Transcendence

Allows a character to create a black soul gem. This knowledge is rare and only found in certain profane texts, might know of it.

Creating a black soul gem requires waiting for the coordination of the stars to shine their light on a pre-prepared necromantic altar, this is also known as the Shade of the Revenant. Preparing the altar requires a Necromancy test, and takes roughly six hours. The necromancer must then place an empty grand soul gem onto the altar, and perform a five minute incantation, which requires another Necromancy test with an additional -20 penalty for each rank the characters Necromancy rank is below Expert. At the culmination of the incantation, the character must cast some form of Soul Trap magic on the soul gem itself.

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

Rite of Mortal Transference

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

This ritual can only be performed at night, and requires the character to magically prepare an altar. This requires a Necromancy test which the GM should roll in secret for the player. The character must also magically prepare a weapon, and a ritual chalice, both of which require additional Necromancy skill tests and additional uses of a ritual kit.

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

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

Reanimation

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

Reanimation (Necromancy)

"Enslaving the dead for your own ends, a foul art indeed."

Spell Level	1	2	3	4	5	6	7
Cost	8	16	24	32	40	48	56

Difficulty: -10

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

(Reanimate): Reanimates target corpse for 5 minutes using the profile that the being had in life, but suffering a 35-(5* [Spell Level]) penalty on all actions. Source character makes an opposed Willpower test against the target, and on success the target gains the Summoned trait. On failure the corpse is reanimated but does not answer to the source character.

The spellcaster must spend 1 AP each round to retain control, if they do not, the Undead can make an opposed Willpower test to try and break free and loses the Summoned trait.

The Soul Economy

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

The Ideal Masters

The Ideal Masters are the malevolent beings that rule the realm of Oblivion known as the Soul Cairn. The Ideal Masters eternally seek souls to bring to the realm, where they become eternally trapped. The Masters view this as peaceful eternal life, although the undead who reside there view it as a curse. The Ideal Masters are very interested in acquiring new souls, but are dangerous to bargain with, as they're often just as interested in your soul. They are able to offer the souls of individuals who could provide priceless information, or the means to Lichdom, amongst other things.

Daedric Princes

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

Soul Nets

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

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

Lichdom

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

The Rite of Unlife

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

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

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

"The Path of Transcendence"

Finally, a third ritual is performed, ending at the exact moment the transfer completes. During this phase, the character dies, and their soul is re-bound to their corpse, granting them full Lichdom. In game terms, the first stage requires a week long set of rituals to prepare the Phylactery, and the character's body, for the transition to undeath. Successfully completing these rites requires passing a Necromancy (-20) skill test with an additional -20 penalty for each rank the characters Necromancy rank is below Master which the GM should roll in secret for the player.

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

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

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

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

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

- Gain the **Undead** trait
- Gain the **Resistance (Frost, 100%)** trait
- Gain the **Resistance (Shock, 50%)** trait
- Gain the **Resist Normal Weapons (50%)** trait
- Gain the **Power Well (50%)** trait

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 and add the DoF from the test that caused the magical mishap to theresult, then compare to the appropriate table to determine the effect. The source character referenced by these effects is the character who caused the backfire.

Table 6-2: Alteration Backfire Effects

Result	Effect
2	**Breeze** A light wind whips up within a few dozen meters of the source character.
3	**Magicka Leak** The source character loses 1d10 magicka. Who knows where it went?
4	**Swap** The source character and another random character within 3d10 meters switch places instantly.
5	**Crushing Weight** All characters within 3d10 meters (including the source character) feel weighed down. They reduce their action points and Speed by one, and take a -10 penalty to all tests, for 1d5 rounds.
6	**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.
7	**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.
8	**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.
9	**Uncontrollable Levitation** The source character suddenly hovers towards the sky, unable to control themself. They levitate 1d10 meters above the ground and floats there for 1d5 rounds before falling. They are at a -20 penalty to all actions during this time, as they spin uncontrollably.
10	**Gravity Unbound** All characters, the source character included, within 1d10 meters of the source character fall upwards for 3d10 meters.
11+	**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).

Table 6-3: Conjuration Backfire Effects

Result	Effect
2	**Otherworldly Voice** All characters within a few dozen meters hear strange voices whispering.
3	**Magicka Leak** The source character loses 1d10 magicka. Who knows where it went?
4	**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.
5-6	**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.
7	**Backlash** The entity the source character is attempting to contact mentally lashes out against them. They lose 3d10 magicka.
8	**Mental Visitor** A strange entity slips into the mind of the source character unbidden. They remain there for 1d5 rounds, impeding their actions, suffering a -10 to all tests whilst it remains.
9	**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.
10	**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.
11+	**Schloop!** The character must make a Willpower test or be sucked into another realm with a sudden squelching sound, never to be seen again.

Table 6-4: Destruction Backfire Effects

Result	Effect
2	**Mysterious Pain** All characters within a few dozen meters feel a strange prickling pain.
3	**Magicka Leak** The source character loses 1d10 magicka. Who knows where it went?
4	**Drained** The source character suffers the Damaged Strength (1d5) condition.
5	**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.
6	**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.
7	**Weary** Target makes an Endurance test at -20 or loses a s Stamina Points
8	**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.
9	**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.
10	**Boom!** The source character explodes, dealing [WpB]d10 fire damage to all characters within 3d10 meters. They are killed instantly.
11+	**Power Overwhelming** Source character must make a Willpower test or die instantly as they burn up from force of the power summoned.

Table 6-5: Illusion Backfire Effects

Result	Effect
2	**Ewww!** The magic does nothing except leave behind a terrible smell in the area.
3	**That Totally Worked** The source character believes that they were successful in casting the spell, but in reality they were not.
4	**Thick Tongue** The source character cannot speak for 1d5 rounds as their tongue feels thick and heavy in their mouth.
5	**Darkness** All lights within 1d100 meters go out for the next 1d10 rounds.
6	**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.
7	**Scheriousssshly I'am Soobear** The source character loses an SP. They feel extremely intoxicated for the next 1d10 minutes.
8	**My Own Worst Enemy** Any character who makes eye contact with the source character will appear to them as an enemy.
9	**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.
10	**Mental Prison** The character is trapped within their own mind for 1d5 days. During this time they are unconscious and helpless.
11+	**Just Gone** Source character must make a Willpower test or their mind becomes a "blank slate." This character must be retired from play.

Table 6-6: Mysticism Backfire Effects

Result	Effect
2	**Sight** All characters within a few dozen meters see glimpses of random events.
3	**Magicka Siphon** The source character loses 1d10 magicka and a random character within 3d10 meters gains the amount lost.
4	**Forgetful** The next time the source character attempts to cast a spell within 1d10 minutes, they discover they have forgotten how to use it and cannot remember it until the duration is up.
5	**Twister** The character perceives time in a non-linear fashion for 1d5 rounds, and must make a Perception test to successfully take any actions.
6	**Endless Sight** The source character can see multiple planes of reality, and cannot process the information at once. They gain the blinded condition for 1d5 rounds.
7	**Warp** The source character vanishes and reappears at a random location within 3d100 meters.
8	**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.
9	**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.
10	**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.
11+	**Soul Fire** The source character must make a Willpower test or their soul is destroyed, rent apart by magical forces. This kills them instantly.

Table 6-7: Restoration Backfire Effects

Result	Effect
2	**Flinch** All characters within a few dozen meters twitch slightly.
3	**Magicka Leak** The source character loses 1d10 magicka. Who knows where it went?
4	**Blight** Plants around the source character wither and die within 1d100 meters.
5	**Out of Breath** The source character loses 2 SP
6	**Localized Aging** One of the source character's limbs, chosen at random, becomes crippled for 1d10 rounds.
7	**Newfound Strength** For the next minute the character gains the Fortified Strength (5d10) condition, but if they take any actions except to stand still they must make an Agility test at a -40 penalty or fall prone instead.
8	**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.
9	**Contortions** The source character's muscles begin to spasm uncontrollably, they are rendered entirely helpless for 1d5 rounds.
10	**Overgrowth** One of the source character's limbs, chosen at random, begins to grow uncontrollably. The first round is gains the crippled condition, and the character must make an Endurance test with a -20 penalty. On a failure, the limb is lost the next round as it explodes in a burst of gore.
11+	**Adrenaline** The source character's vital systems kick into overdrive, and they 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 and add the DoF from the test that caused the magical mishap to theresult, then compare to the appropriate table to determine the effect.

Table 6-8: Creation Backfire Effects

Result	Effect
2-3	**Nothing!** The potion seems to be fizzling with no sign of stopping, but is otherwise fine and can be used normally.
4	**Nothing!** The potion is created, and apart from being thick, brown, and smell, it appears fine. The potion counts as backfired.
5	**Yuck!** The potion smells awful, and seems to be slightly chunky. The potion counts as backfired.
6	**Poof!** The potion suddenly erupts into a semi-solid pillar of foam, making a huge mess. The potion is lost.
7-8	**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.
9	**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).
10	**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.
11+	**Boom!** The potion explodes, dealing 2d10 Pen 10 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.

Table 6-9: 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.

Table: 6-10: Minor Effects

Result	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 themself.
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.

Thu'um

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

Learning Words of Power

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

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

Using The Thu'um

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

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

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

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

Step 1: Choose Shout and Target

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

Step 2: Make Thu'um Test

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

Critical Success

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

Step 3: Spend Stamina

Attempting a shout takes a lot of energy, and the character is left drained afterwards. Characters who attempt a shout must spend one Stamina Point for each word used in the shout beyond the first. If a character fails a Shout, regardless of the number of words in the Shout, they lose one Stamina Point..

Step 4: Apply Effects

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

Shouts

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

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

Animal Allegiance

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

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

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

(Mir : Allegiance)
Same as Raan, except the character may choose to either double the range or duration.

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

Aura Whisper

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

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

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

(Yah : Seek)
Same as Laas, except the character may choose to either double the range or duration.

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

Battle Fury

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

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

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

(Vur : Valor)
Same as Mid, except the character may choose to either double the modifier or duration.

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

Become Ethereal

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

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

(Feim : Fade)
Character gains the Incorporeal trait for four rounds. they may end this effect before the duration ends if they so desire.

(Zii : Spirit)
Same as Feim, except the duration is eight rounds.

(Gron : Bind)
Same as Feim, except the duration is sixteen rounds.

Clear Skies

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

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

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

(Vah : Spring)
Same as Lok, but the duration is up to a day instead.

(Koor : Summer)
Same as Lok, but the duration is up to a week instead

Cure Disease

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

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

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

(Kopraan : Body)
Same as Krasaar, except the character is cured of all deadly diseases as well.

(Govey : Free)
Same as Kopraan, except the character is cured of all magical diseases as well.

Cyclone

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

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

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

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

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

Decoy

A Shout projects a decoy image to fool your enemies.

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

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

(Lo : Deceive)
Same as Fiik, except the character may either double the range or the duration.

(Sah : Phantom)
Same as Lo, except the character may control the decoy with their mind (they don't need to move) and it may also speak with the characters voice (it cannot use shouts, however).

Disarm

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

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

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

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

(Viik : Defeat)
Same as Haal, except the character may do both of those things, or one of them twice.

Dismay

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

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

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

(Ru : Run)
Sam as Faas, except the character may choose to either double the range or increase the difficulty of the test by -20.

(Maar : Terror)
Same as Ru, except the character may do both of those things, or one of them twice.

Drain Vitality

Coax both magical and mortal energies from your hapless Opponent.

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

(Gaan : Stamina)
Target being within twenty five meters loses a Stamina Point, and the character regains a Stamina Point

(Lah : Magicka)
Same as Gaan, except the target loses twenty magicka and the character gains that many.

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

Elemental Fury

The Thu'um imbues your arms with the speed of wind, allowing for faster weapon strikes.
Difficulty: +0, -20 for each word beyond the first.

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

(Grah : Battle)
Same as Su, except the character may double the duration or the penalty.

(Dun : Grace)
Same as Grah, except the character increases their Maximum Action Points by one for the duration.

Fire Breath

Inhale air, exhale flame, and behold the Thu'um as inferno.
Difficulty: *+0, -10 for each word beyond the first.*

(Yol : Fire)
Character breathes fire, dealing 3d10 fire damage with a pen of 10 to all targets within a 15 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.

(Toor : Inferno)
Same as Yol, except deals 4d10 fire damage with a pen of 20 instead. Counts as a ranged, area of effect attack for the purposes of evasion.

(Shul : Sun)
Same as Yol, except deals 5d10 fire damage and ignores armor. Counts as a ranged, area of effect attack for the purposes of evasion.

Fleshrend

Your Thu'um tears the flesh of another, spilling blood upon the earth.
Difficulty: -10, -10 for each word beyond the first.

(Sosaal : Bleed)
Target being within twenty five meters takes 2d10 rending damage that ignores armor.

(Kopraan : Body)
Target being within twenty five meters takes 4d10 rending damage that ignores armor.

(Sahquon : Crimson)
Target being within twenty five meters takes 6d10 rending damage that ignores armor.

Frost Breath

Your breath is winter, your Thu'um a blizzard.
Difficulty: +0, -10 for each word beyond the first.

(Fo : Frost)
Character breathes frost, dealing 3d10 frost damage with a Pen of 10 to all targets within a 15 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.

(Krah : Cold)
Same as Fo, except deals 4d10 frost damage with a pen of 20 instead. Counts as a ranged, area of effect attack for the purposes of evasion.

(Diin : Freeze)
Same as Fo, except deals 5d10 frost damage and ignores armor. Counts as a ranged, area of effect attack for the purposes of evasion.

Ice Form

Your Thu'um freezes an Opponent solid.
Difficulty: -10, -10 for each word beyond the first.

(Liz : Ice)
Character encases all targets within a 15 degree cone with a twenty meter range in a thin layer of ice. These targets count as having the stunned condition for the next two rounds, though effects that would allow them to resist or ignore stuns do not apply here. Counts as a ranged, area of effect attack for the purposes of evasion.

(Slen : Flesh)
Same as Liz, except the character may choose to double the duration, angle, or range.

(Nus : Statue)
Same as Slen, except the Character may choose to double the duration, angle, or range again (double two or quadruple one).

Kyne's Peace

The Voice soothes wild beasts, who lose their desire to fight or flee.
Difficulty: +10, -10 for each word beyond the first.

(Kaan : Kyne)
All characters with the Bestial trait within fifty meters are calmed: they will not fight or flee for the next five minutes.

(Drem : Peace)
Same as Kaan, except the character may choose to double the duration or range.

(Ov : Trust)
Same as Drem, except the Character may choose to double the duration or range again (double both or quadruple one).

Lightning Blast

Your Thu'um calls down the wrath of the sky upon an enemy.
Difficulty: +10, -10 for each word beyond the first.

(Qo : Lightning)
Target being within thirty meters takes 3d10 shock damage with a pen of 15 to a random hit location.

(Ronaaz : Arrow)
Target being within thirty meters takes 4d10 shock damage with a pen of 15 to a random hit location.

(Nos : Strike)
Same as Ronaaz, except the Damage ignores Armor.

Marked for Death

Speak, and let your Voice herald doom, as an Opponent's Armor and life-force are weakened.
Difficulty: +0, -10 for each word beyond the first.

(Krii : Kill)
Target being within twenty five meters of the character loses 2 Stamina Points and reduces the armor rating of all armor that they're wearing by five. If this would reduce the armor rating of a piece of armor to zero or below, the armor is destroyed.

(Lun : Leech)
Target being within twenty five meters of the character loses 3 Stamina Points and reduces the armor rating of all armor that they're wearing by ten. If this would reduce the armor rating of a piece of armor to zero or below, the armor is destroyed.

(Aus : Suffer)
Target being within twenty five meters of the character loses 4 Stamina Points and reduces the armor rating of all armor that they're wearing by twenty. If this would reduce the armor rating of a piece of armor to zero or below, the armor is destroyed.

Regenerate

Your Thu'um renews your body.
Difficulty: -10, -10 for each word beyond the first.

(Uznahgaar : Unbridled)
Character gains the Regeneration (3) trait for five rounds.

(Unahzaal : Unending)
Same as Uznahgaar except the character gains Regeneration (6) instead.

(Laas : Life)
Same as Unahzaal except the character gains Regeneration (9) instead.

Restore Life

Your Voice heals wounds and repairs flesh.
Difficulty: -20, -10 for each word beyond the first.

(Vokri : Restore)
Target being within five meters removes 3d10 trauma and all instances of the Blood Loss condition.

(Kopraan : Body)
Same as Vokri except the target removes 5d10 trauma instead.

(Laas : Life)
Same as Kopraan, except the target removes all trauma instead. With GM permission, a character can burn 10 Luck to use this to bring a recently deceased character back to life.

Restore Magicka

Your Voice opens your mind to Magicka from Aetherius.
Difficulty: -10, -10 for each word beyond the first.

(Hah : Mind)
Character's restores 2d10 magicka.

(Lah : Magicka)
Character's restores 4d10 magicka.

(Vokri : Restore)
Character's restores 8d10 magicka.

Shadow Form

Your Thu'um hides you from the eyes of others.
Difficulty: +0, -10 for each word beyond the first.

(Sah : Phantom)
Character gains the Invisible condition for five rounds.

(Vokun : Shadow)
Same as Sah, except the duration is doubled.

(Vulon : Night)
Same as Vokun, except the duration is doubled (quadrupled in total).

Slow Time

Shout at time, and command it to obey, as the world around you stands still.
Difficulty: -20, -10 for each word beyond the first.

(Tiid : Time)
Character increases their Maximum Action Points by one for the next three rounds.

(Klo : Sand)
Same as Tiid, except the character may choose to either double the duration or add one to the effect.

(Ul : Eternity)
Same as Klo, except characters may not make reactions to actions that the character takes during the duration.

Storm Call

A shout to the skies, a cry to the clouds, that awakens destructive lightning.
Difficulty: -10, -20 for each word beyond the first.

(Strun : Storm)
Summons a magical storm of thunder and lightning that lasts for 1 minute. During this time, each round 1d5-1 random targets (not including the character) are struck by a bolt of lightning that deals 2d10 shock damage with a pen of 10.

(Bah : Wrath)
Same as Strun, except the character may choose to double the duration, the damage dice for each bolt, or the number of bolts per round.

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

Throw Voice

The Thu'um is heard, but its source unknown, fooling those into seeking it out.
Difficulty: +10, -10 for each word beyond the first.

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

(Mey : Fool)
Same as Zul, except the range is doubled.

(Gut : Far)
Same as Zul, except the range is quadrupled.

Unrelenting Force

Your Voice is raw power, pushing aside anything - or anyone - who stands in your path.
Difficulty: +0, -10 for each word beyond the first.

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

(Ro : Balance)
Same as Fus, except the duration is doubled and the targets are knocked prone.

(Dah : Push)
Same as Ro, except the targets take 3d10 damage that ignores armor and also throws them 2d5 meters backwards.

Whirlwind Sprint

The Thu'um rushes forward, carrying you in its wake with the speed of a tempest.
Difficulty: +0, -10 for each word beyond the first.

(Wuld : Whirlwind)
Character moves forward a number of meters equal to two times their Speed.

(Nah : Fury)
Same as Wuld, except the character may move up to twice that distance.

(Kest : Tempest)
Same as Wuld, except the character may move up to four times that distance.

Legendary Shouts

Even amongst the Tongues of old, there are shouts that are spoken of only in secret. These shouts are only known to ancient dragons, heroes of legend and the very Daedric Princes themselves.

As such, a GM should consider very carefully if they should allow player characters access to the shouts contained within this chapter, being in many cases a better fit for a great evil in the campaign levying this power against the players.

Bend Will

Your voice bends the very stones to your will. As it gains power, animals, people, and even dragons must do your bidding.
Difficulty: -20, -10 for each word beyond the first.

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

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

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

Call of Valor

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

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

(Hun : Hero)
Summons a Hero of Sovngarde to fight for the character for the rest of the current combat.

(Kaal : Champion)
Summons a Great Hero of Sovngarde to fight for the character for the rest of the current Combat.

(Zoor : Legend)
Summons a Legendary Hero of Sovngarde to fight for the character for the rest of the current Combat.

Dragon Aspect

Once a day, take on the mighty aspect of a dragon, delivering colossal blows, with an armored hide, and more powerful shouts.
Difficulty: -20, -10 for each word beyond the first.

(Mul : Strength)
Character increases their Damage Bonus by 5 for five rounds.

(Quah : Armor)
Same as Mul, except the Character also increases their Wound Threshold by 3 for the duration.

(Diiv : Wyrm)
Same as Quah, except the character no longer loses Stamina Points from using shouts, and gains a +10 modifier to all Thu'um tests for the duration.

Dragonrend

Your Voice lashes out at a dragon's very soul, forcing the beast to land.
Difficulty: -20, -10 for each word beyond the first.

(Joor : Mortal)
Target Dragon within three kilometers loses the Flyer (X) trait for one minute and gains the fatigued condition.

(Zah : Finite)
Target Dragon within three kilometers loses the Flyer (X) trait for five minutes and gains the fatigued condition

(Frul : Temporary)
Target Dragon within three kilometers loses the Flyer (X) trait for ten minutes and gains the fatigued condition

Earthen March

Invented by Hoag Merkiller and used during the invasion of Morrowind, this Thu'um causes the Earth itself to rise up and heal your companions, at the cost of slowing them.

Difficulty: -30, -10 for each word beyond the first.

(Gol : Earth)

A number of targets up to the character's WpB is healed 1d10 Trauma as dirt springs from the ground and covers up any injuries.

(Gron : Bond)

Same as Gol, except the character can choose to either increase the healing to 2d10, or double the number of targets, but anyone healed in this fashion reduces their speed by 3 for the next 24 hours as the weight of the dirt weighs the target down as it slowly heals the flesh. In addition, the shout removes any non-permanent shock effects from wounds taken.

(Aav : Unity)

Same as Gron, except the character can choose to add an additional die to the amount healed, or double the number of targets again. Additionally, the shout can be used to remove permanent wound effects from wounds taken (even in prior battles), but the new earthen body-parts comes with a cost in the form one or more of the conditions listed below.

- **Earthen Ears:** The character removes the Lost Ear condition, and the Deafened condition, but loses 5 Perception as all sounds are distant and muffled to the character.
- **Earthen Eyes:** The character removes the Lost Eye condition, and the Blinded condition, but loses 5 Perception as the strange blurry vision is never quite in focus.
- **Earthen Foot/Leg:** The character removes the Lost Foot/Leg condition, and the Immobilized condition if both were lost, but retain the Slowed Condition as the replacement seems firmly attached to the ground.
- **Earthen Hand/Arm:** The character removes the Lost Hand/Arm condition but suffers a -5 Strength as it is slightly numb and slow.
- **Earthen Entrails:** The character removes the Organ Damage condition, but must choose whether their SP maximum or WT stays reduced by 1 as no matter how well it functions, the body just never fully recovers.

Form Change

One of two shouts made famous by Bhag the Raider, this Thu'um causes alters the world around the tongue, taking on the characteristics of anyone imaginable.

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

(Zul : Voice)

Character may perfectly mimic a voice they have heard at least once before, or simply speak with a voice different from their own for WpB minutes.

(Kopraan : Body)

Character may take on the appearance of anyone they have seen at least once, or simply take on a generic form of anything that is roughly humanoid for a number of minutes equal to WpB.

(Fiik : Copy)

Character may take on the effects of both Zul and Kopraan simultaneously, and extends the duration of both Zul and Kopraan to WpB*10 minutes.

Songs of Destiny

Made famous by Barfok the Maid of Planes during the invasion of Morrowind, this shout allows a Tongue to decide the outcome of events around them by forcing their will upon mundus by constantly "singing" it in the Voice, forcing the very fates to obey.

Thu'um Chant: This Shout is unique. It uses the same testing functions of normal Shouts, but costs triple the usual Stamina Points. Additionally, the Shout is a literal song that must be repeated and continuously sung to keep reality bent to the Tongue's will. While a character is benefiting from the Songs of Destiny Shout, they cannot use any other Shouts or speak normally. If the character stops singing the Song for any reason, its effects end.

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

(Prodah : Unavoidable Fate)

The character must state an event that must come true, like "Today, we will taste victory against the Dunmeri!" And then roll the Thu'um test. Success means that all who would oppose this destiny within the Tongue's Willpower in meters gains a -10 penalty to all tests, and likewise would all those who seek to fulfill this destiny gain a +10 bonus to all tests. This includes actions that would enter the Tongue's sphere of influence, like an archer attempting to shoot at the tongue whilst being out reach.

(Daan : Prophesy)

As Prodah, except the penalty and bonus both become 20, and those within the sphere of influence who seek to oppose it treat any roll they make resulting in a number equal to the one of the character's Lucky Numbers as having Critically Failed. Likewise, anyone seeking to further the chosen fate treats any roll resulting in a number equal to the character's Lucky Numbers as a Critical Success.

(Miiraad : Choice)

As Daan, except the penalty and bonus both become 30 instead. Additionally, anyone resisting the chosen fate also treat any roll equal to the Tongue's Unlucky Numbers as having critically failed, and any aiding it counting rolls of the Tongue's Unlucky Numbers as a Critical Success. Lastly, the Tongue's grasp on destiny becomes so strong that any opposing the chosen fate lose the ability to Burn Luck for any reason except to survive, and any aiding it reduces any amount of Luck burnt by 1, to a minimum of 1.

Soul Tear

Your Thu'um cuts through flesh and shatters soul, commanding the will of the fallen.

Difficulty: -30, -10 for each word beyond the first.

(Rii : Essence)

Target being within twenty five meters of the character must make an Opposed Willpower test against the character. If the target fails, they die.

(Vaaz : Tear)

Same as Rii, except if the target fails, their corpse rises to fight for the character for five Rounds. It uses their character profile.

(Zol : Zombie)

Same as Vaaz, except the target gains the counts as being affected by the Soul Trap spell before death, and the character may choose which soul gem to bind them to.

Words of Surety

The second shout made famous by Bhag the Raider, by weaving words of power into mundane sentences, known in the Sermons of Vivec as double-speak, they could convince even his most cunning opponents of his lies.

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

(Lo : Deception)

The character speaks one sentence that they wishes the target to believe as truth, no questions asked, and then rolls an Opposed Willpower test against the target. If the character succeeds, the target will believe what was just said, and not ask any questions that could ruin the belief in the lie.

(Tinvaak : Conversation)

As Lo, except the target gains a -20 penalty to the Opposed Willpower Test.

(Bahlok : Compulsion)

As Tinvaak, except the target gains a -40 penalty to the Opposed Willpower Test.

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**. 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. Table 7-1 can provide some guidelines to help the GM decide the difficulty:

Table 7-1: Acquisition 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. Table 7-2 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 Table 7-1 is simply one level in the specified direction (either more common or rarer), if the steps would take it beyond the scale of the table simply increase or decrease the difficulty by a further 10. The price is a simple multiplier on top of the base price of the item.

Table 7-2: Acquisition 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.

Table 7-3: Acquisition 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%

For information on pricing custom items, such as enchanted items, or custom weapons and armor, see Property & Services.

Shopping

Once a character has found a place to buy or sell items, characters can attempt to negotiate price via opposed Commerce tests. Generally, there are no modifiers on the opposed test, however the GM should consider adding difficulty to them if the circumstances would put the character at a disadvantage (such as the shop keeper knowing an item is particularly valuable and not wishing to part with it at a reduces cost). If a character loses these negotiations, they generally cannot retry, or if they do they should do so with at least a -20 penalty.

Haggling

When a character is buying an item, the base value they pay is 100% of the acquisition price. However, a character can attempt to negotiate a better price with an opposed Commerce test. If the character wins this test, they decrease the price of the item by 10% for every 3 DoS they achieved, with the final price not being able to go below 70% of the acquisition price.

Selling

When a character is selling an item, the base value they can do so for is 10% of its acquisition price. However, a character can attempt to negotiate a better sale with an opposed Commerce test. If the character wins this test, they increase the resale value of the item(s) by 10% for every 2 DoS they achieved, to a maximum of 70% of the acquisition price. The exception to this is trade goods, which can generally be sold for a base of 50% of their acquisition value.

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 +15 modifier to Melee Combat skill tests made to Parry attacks.

Barbed
Weapons with this property treat the targets wound threshold as 1 lower for the purposes of causing a wound.

Complex
The weapon cannot be reloaded while moving.

Concealable
The weapon is easily hidden: the wielder may make a Subterfuge skill test to conceal the weapon.

Concussive
When using the Bash action, this weapon knocks opponents back 1 meter for every 2 degrees of success (instead of the normal 3). In addition, when used to trigger a Shove special effect, the target is pushed back an additional meter.

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
Attacks with this weapon cannot be parried or blocked. In addition, a character may choose to forgo dealing damage after a successful attack and instead impose the entangled condition.

The character cannot make further use of the weapon without removing the entangled condition from the target.

Ensnaring
Weapons with this quality are difficult to parry, imposing a -10 on Combat Style tests to parry them, in addition they gain a +10 bonus on Combat Style tests for the Disarm action.

Flexible
Weapons with this quality impose a -10 penalty on Combat Style tests made to Block or Parry them.

Focus
Character treats the hand holding the weapon as a free hand for the purposes of casting spells. Versatile weapons count as one handed.

Impaling
If this weapon is used to make an attack of opportunity against a character who is approaching the wielder, and that attack causes the target to take Trauma equal or greater than their wound threshold, the target does not advance and instead halts their movement for the turn.

Light
The weapon is well suited to dual wielding and suffer smaller penalties when used in this way. See Dual Wielding.

Mounted
Weapons with this quality can only be used while mounted due to their weight and balance, and only on a turn the mount moved.

Primitive (X)
Weapons with this quality count any results on their damage dice that are higher than X as being X instead. If a weapon would have multiple instances, use the lowest X and reduce it by 1 for each additional instance of the quality. A weapon can be both primitive and proven.

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 have multiple instances, use the highest X and increase it by 1 for each additional instance of the quality. A weapon can be both primitive and proven.

Precise
Weapons with this quality increases their Pen by 1 for each degree of success on the attack roll.

Reload (X, min Y)
Some ranged weapons take a number of actions to reload equal to X where X can be modified by talents or Stamina, however others are unable to be reduced below Y.

Silver
When the weapon deals damage to a creature with the Silver-Scarred rule, it deals an additional 50% (round up) damage.

Conjured (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
If the attack overcomes the armor and deals damage to the target, the armor on that hit location loses X AR where X is half the amount of damage dealt to the target after mitigation (round down).

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.

Thrown (X/Y/Z)
This weapon can be thrown with ease. When used as a ranged weapon, it has a close range of X, normal range of Y and Long range of Z. Thrown weapons use themselves as ammo, and when used as ranged weapons they add the user's Damage Bonus to the damage they deal. Thrown weapons don't have an extreme range.

Toxic (+X, Yd5 or Yd10)
If a weapon with this quality inflicts trauma on a character they must pass an Endurance test with a +X modifier or take Yd5 or Yd10 poison damage to the hit location.

Two Handed
This weapon is large and requires two hands to be used.

Unarmed
Weapons with this quality count as natural weapons for the purposes of any talents that require the character is unarmed.

Versatile
This weapon counts as one handed but may be used with two hands. When using it in two hands, the characters Strength Bonus increases by 50% (round up) for the purpose of determining Damage Bonus.

Weapon Profiles

There are a vast number of different weapons that characters might encounter during their adventures. Every weapon has a Weapon Profile which describes its key attributes, The only attribute that is different between melee weapons and ranged weapons is a melee weapon has a reach where as a ranged weapon has a range.

- **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 and thrown 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.
- **Reach:** A melee weapons' range in meters. Represents effective threat range, and not merely the length of the weapon. Weapons with a minimum range (such as 2-3m) cannot attack targets below their minimum range.
- **Range:** The ranged weapon's range, defined by three numbers, representing the maximum Close, Effective, Long and Extreme ranges of the weapon or its ammunition. *Attacking targets in Close range provides a +10 bonus to attack tests with the weapon, while attacking targets at Long range imposes a -10 penalty and extreme is a -30 penalty.*
- **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.

Determining Weapon Profiles

To create a profile for any weapon, simply choose Weapon Type from one of the Weapon Categories, and a Material. Apply any changes listed by the material to the weapon type profile, and then select Weapon Quality and apply any final changes based on those.

Weapon materials provide modifiers to the base weapon attributes, whenever a material multiplies a base attribute, always round to the nearest whole number.

Weapon Material

Every weapon is made from something, a weapons material has an impact on how effective a given weapon will be in combat. Table 7-5 and Table 7-6 detail how each material impacts a melee weapon or ranged weapon.

Table 7-5: Melee Weapon/Ammo Materials

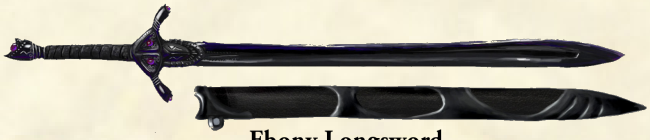
Name	Dam	Pen	Qualities	ENC	EL	Price
Chitin	-1	-5	-	x0.5	x0.5	x0.4
Iron	-1	-2	-	x1.4	x1.0	x0.5
Steel	0	0	-	x1.0	x1.0	x1.0
Silver	-1	0	Dire, Silver	x1.0	x2.0	x2.0
Dwemer	1	2	Dire	x1.3	x4.5	x5.5
Orichalcum	0	5	-	x1.1	x4.0	x6.0
Dreugh Shell	2	3	Dire	x1.3	x3.0	x6.0
Adamantium	2	5	-	x0.9	x7.0	x7.0
Moonstone	1	3	Dire	x0.7	x6.0	x8.0
Malachite	2	5	Dire	x0.6	x7.0	x12
Ebony	3	5	Dire	x1.3	x9.0	x14
Stalhrim	4	5	Dire	x1.1	x8.0	x15
Daedric	5	7	Dire, Barbed	x1.4	x12.0	x20
Dragonbone	5	10	Dire	x1.4	x9.0	x22

Special Melee Weapon Materials

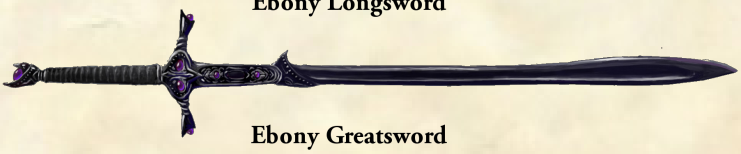
- **Wood (0.5 x price, x0.5 EL):** No modifier for Clubs, Quarterstaffs and Maces. Halves damage of all other weapons.
- **Bone (0.5 x price, x0.5 EL):** Weapon deals half damage.

Table 7-6: Ranged Weapon Materials

Name	Range	ENC	EL	Price
Wood	-	x1.0	x0.5	x0.8
Steel	-	x1.0	x1.0	x1.0
Chitin	5	x0.5	x0.5	x1.0
Bonemold	10	x1.0	x3.0	x3.0
Orichalcum	5	x1.1	x4.0	x4.0
Dwemer	10	x1.3	x4.5	x5.0
Moonstone	15	x0.7	x6.0	x6.0
Malachite	15	x0.6	x7.0	x7.0
Ebony	20	x1.3	x9.0	x10.0
Dragonbone	25	x1.4	x9.0	x14.0
Daedric	25	x1.4	x12.0	x16.0


Ebony Longsword

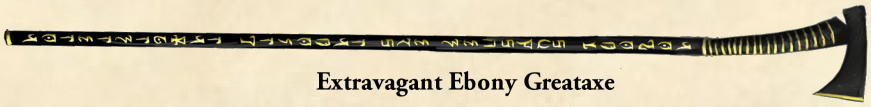
Exquisite Ebony Broadsword


Ebony Greatsword

Exquisite Ebony Shortsword

Extravagant Ebony Dagger

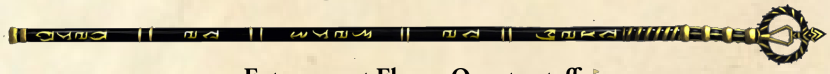
Extravagant Ebony Shortsword

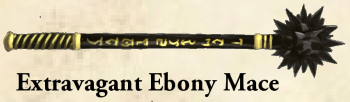

Extravagant Ebony Greataxe

Ebony Longspear

Ebony Hatchet

Extravagant Ebony Glaive


Extravagant Ebony Quarterstaff


Extravagant Ebony Mace

Weapon Quality

The Weapon Quality with which a weapon is crafted can have a dramatic impact on how effective it is in combat. Table 7-7 and Table 7-8 detail what each quality level does to the weapon profile. If a weapon already has a quality, instead improve it by one step. Qualities related to balance are melee only.

Table 7-7: 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%

Table 7-8: Ranged Weapon Quality

Item Quality	Profile Changes	Price
Terrible	Gain Primitive (6) and -10m to all Ranges	-50%
Poor	Gain Primitive (8)	-25%
Common	No change	-
Expensive	Gain Proven (3)	+50%
Extravagant	Gain Proven (4) and +10m to all Ranges	+100%
Exquisite	Gain Proven (5) and +15m to all Ranges	+200%

Special Weapon Qualities

Certain extra qualities that can be used to enhance an existing weapon. Often only provided by skilled craftsmen. Price modifiers are based on the final price of the weapon after material modifiers.

- **Cruel (+50% Price):** Gains Barbed.
- **Runed (+25% Price):** Gains Dire.
- **Silvered (+25% Price):** Gains Silver.
- **Spell Focus, One Handed(+50% Price):** Gains Focus.
- **Spell Focus, Two Handed(+100% Price):** Gains Focus.

Ammo & Ranged Weapons

Most ranged weapons use ammunition to reload: either arrows (Bows), bolts (crossbows) or bullets (sling). The material of the ammunition modifies the damage of the weapon in the same way it does melee weapons. The material of the ammunition can also impart certain qualities to the attack, and determines the enchantment level of the ammunition. Ammunition is priced per 10 shots, and each shot is ENC 0 (so 10 shots is ENC 1).

- A dozen arrows - 15 Drakes
- A dozen bolts - 10 Drakes
- A dozen lead sling bullets - 8 Drakes

Table 7-9: Ammunition Quality

Item Quality	Profile Changes	Price
Poor	Gain Primitive (8)	-25%
Common	No change	-
Expensive	Gain Proven (2)	+50%

Weapon Categories

Axes

Axes are weapons with a haft and a flat blade at one end designed for cutting, this blade is known as a beard. This category covers the lightweight handaxe commonly used as a tool to military axes like the battle axe. Axes are good against armored foes whilst retaining more of their effectiveness against unarmored foes.

Blades

Blades covers weapons designed for stabbing and cutting. This category covers everything from the humble dagger to the deadly greatsword. Blades tend to be best used against lightly armored foes or by skilled combatants that can make good use of their extra qualities.

Blunt Weapons

Blunt weapons rely on their weight and strength to crush and maim targets. They range from the simple club to finely crafted warhammers and maces. Blunt Weapons are best used by those wanting to break through the thickest armor.

Polearms

Polearms covers weapons with a long haft that is typically wielded with two hands. They range from the simple quarterstaff to the longspear or glaive designed to keep mounted foes at bay. Polearms are ideal for a more defensive combat style aimed at keeping foes out of reach.

Other Melee

The final melee category covers more specialized weapons such as the lance as well as unarmed type weapons.

Crossbows

Crossbows are complex missile weapons that can fire a bolt with incredible force. They always require two hands and are typically slow to reload. Crossbows are ideal against heavily armored foes.

Bows

Bows are as likely to be used for hunting as for combat. Like Crossbows they require two hands to fire and can be deadly in skilled hands. Short bows are often used from horseback, whilst a longbow is a large weapon designed for firing over long distances.

Other Ranged

This category covers thrown ranged weapons not suitable to fight in melee with as well as simple ranged weapons used by commoners such as the humble sling.

Table 7-10: Melee Weapon Types

Name	Damage	Pen	Reach	Qualities	ENC	EL	Price
Axes							
Hatchet	2d10 R	10	1m	Tearing, Thrown (5/10/20), Unbalanced, Light	1	125	27
Battle Axe	2d10+3 R	10	1m	Tearing, Unbalanced, Versatile	2	175	105
War Axe	2d10+1 R	10	1m	Tearing, Unbalanced, Light	2	150	53
Great Axe	3d10+3 R	10	2m	Sundering, Tearing, Unwieldy, Two Handed	3	200	195
Blades							
Dagger	1d10+2 R	5	1m	Precise, Thrown (5/10/20), Concealable, Light	1	100	21
Parrying Dagger	1d5+5 R	2	1m	Well Balanced, Light	1	50	30
Shortsword	1d10+5 R	5	1m	Precise, Light	1	125	38
Tanto	1d10+2 R	2	1m	Tearing, Light	1	100	23
Wakizashi	1d10+2 R	7	1m	Tearing, Light	1	125	39
Broadsword	2d10+3 R	5	1m	Proven (2)	2	150	66
Hook Sword	2d10+1 R	3	1m	Ensnaring	1	140	60
Katana	2d10+2 R	7	1m	Tearing, Versatile	2	175	130
Longsword	2d10+5 R	5	2m	Sundering*, Versatile	2	175	125
Rapier	2d10+1 R	5	2m	Precise, Well Balanced	1	140	100
Sabre	2d10+3 R	3	1m	Tearing, Well Balanced	1	150	75
Scimitar	2d10+7 R	2	1m	Unbalanced, Tearing	2	160	85
Dai-katana	3d10+2 R	7	2m	Tearing, Unbalanced, Two Handed	3	200	233
Great Sword	3d10+5 R	5	2m	Sundering, Unbalanced, Two Handed	4	225	225
Blunt Weapons							
Club	1d10 I	5	1m	Concussive, Unbalanced	1	100	15
Flail	1d10 I	10	1m	Flexible, Unwieldy	1	140	30
Mace	1d10+5 I	15	1m	Concussive, Unbalanced	2	140	50
Warhammer	2d10 I	15	1m	Concussive, Sundering, Unbalanced, Versatile	2	175	95
Grand Mace	2d10+5 I	15	2m	Concussive, Sundering, Unwieldy, Two Handed	3	175	135
Great Club	2d10 I	5	2m	Concussive, Unwieldy, Two Handed	3	175	68
Great Flail	2d10 I	10	2m	Concussive, Flexible, Unwieldy, Two Handed	3	175	75
Maul	3d10 I	20	2m	Concussive, Sundering, Unwieldy, Two Handed	4	200	173

***This weapon only gains the sundering quality if used two handed.**

Melee Weapon Types

Name	Damage	Pen	Reach	Qualities	ENC	EL	Price
Polearms							
Javelin	2d10+1 R	10	2m	Impaling, Thrown (5/45/90), Unwieldy	2	125	30
Quarterstaff	1d10+3 I	5	2m	Well Balanced, Versatile	2	200	20
Shortspear	2d10+3 R	10	2-3m	Impaling, Unwieldy, Versatile	2	140	50
Trident	2d10+1 R	10	2m	Impaling, Unwieldy, Ensnaring, Versatile	2	150	80
Glaive	2d10+5 R	8	3m	Sundering, Tearing, Unbalanced, Two Handed	3	175	200
Halberd	3d10 R	12	2-3m	Impaling, Tearing, Sundering, Unwieldy, Two Handed	4	180	210
Longspear	3d10 R	10	2-4m	Impaling, Unwieldy, Two Handed	3	175	105
Other Melee							
Lance	2d10+5 I	15	2-4m	Impaling, Mounted, Sundering, Unwieldy, Two Handed	3	175	113
Net			2m	Entangling,Thrown (3/4/8)	1	0	10
Claws	1d10+1 R	5	1m	Light, Unarmed	1	50	26
Knuckles	1d10-1 I	5	1m	Light, Unarmed	1	50	12
Punch Dagger	1d10 R	5	1m	Precise, Light, Unarmed	0	75	15
Whip	1d10+2 R	0	3m	Barbed, Ensnaring, Light, Unwieldy	1	100	50

Table 7-11: Ranged Weapon Types

Name	Damage	Pen	Range	Qualities	ENC	EL	Price
Crossbows							
Heavy Crossbow	3d10+4 R	20	20/80/160/320	Complex, Sundering, Reload (4, min 2), Two Handed	3	175	350
Light Crossbow	2d10+4 R	15	20/60/120/240	Complex, Sundering, Reload (3, min 1), Two Handed	2	125	150
Bows							
Long Bow	2d10+5 R	15	10/100/200/400	Precise, Reload (2), Two Handed	2	150	200
Short Bow	1d10+5 R	10	15/70/140/280	Precise, Reload (1), Two Handed	1	100	90
Other Ranged							
Sling**	1d10+2 I	10	10/30/60/120	Reload (1)	-	50	10
Bolas**	-	-	5/20/35***	Entangling, Thrown	1	0	14
Throwing Dart/Star****	1d10+1 R	4	5/15/30***	Precise, Thrown, Concealable, Light	-	25	10

****These weapons do not benefit from materials: their complete profiles are listed here.**
*****Thrown weapons do not benefit from material range modifiers.**
******These weapons benefit from material damage and pen modifiers.**

Armor

Armor Profiles

There are many styles and types of armor that the people of Tamriel use to defend themselves. 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 Shield Rating to the character's arm location when used in a successful Block reaction.

A piece of armor covers one hit location: either the body, head, left or right arm, or the left or right leg. 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.
- **Weight Category:** The weight Category of the Armor
- **Encumbrance Value (ENC):** The armor piece's ENC, which counts towards total encumbrance. This broken down into a value for body, a value for the head and a value for limbs.
- **Enchantment Level (EL):** The item's Enchantment Level,and is broken down into a value for body and a value for limbs (and head).
- **Qualities:** Any armor qualities the armor might have.
- **Price:** The price of the armor piece in Drakes. This broken down into a value for body and a value for limbs (and head).

When purchased, armor is typically broken down into body armor (body), gauntlets (per arm), boots (per leg) and a helmet (head piece).

Weight Categories

If the character has mixed Armor/Shield weight categories, use whatever the majority type is, then if two or more pieces are heavier than that, increase by one step (Light to Medium etc). If there are equal amounts of two categories, use the heaviest.

None
The armor is light enough it imposes no penalties on its user.

Light
Light armor imposes a minor penalty on a character's mobility: The character suffers a -5 penalty to all Agility based tests (Except Combat Styles) while wearing this armor.

Medium
Medium armor imposes a moderate penalty on a character's mobility: the character suffers a -10 penalty to Agility based tests (Except Combat Styles) and reduce their Speed by 1.

Heavy
Heavy armor imposes a substantial penalty on a character's mobility: the character suffers a -20 penalty to Agility based tests (Except Combat Styles) and reduces their Speed by 2.

Very Heavy
Very Heavy armor imposes a staggering penalty on a character's mobility: the character suffers a -30 penalty to Agility based tests (Except Combat Styles) and reduces their Speed by 3 while wearing this armor.

Armor Qualities

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 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.

Heavier
This quality makes the item count as being a step heavier (light to medium, medium to heavy, heavy to Very heavy)

Lighter
This quality makes the item count as being a step lighter (Medium to light, heavy to medium, light is removed)

Mundane
Armor with this quality is non-magical and provides no protection against certain types of attacks, such as those of incorporeal beings.

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.

Conjured (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 Armor. Summoned armor halves its ENC (round down).

Armor Quality

The quality with which armor is crafted can have a dramatic impact on how effective it is in combat. Table 7-12 details what each quality level does to the armor profile. When applying an AR modifier, round to the nearest whole number. When applying an ENC modifier, the ENC can never drop below 1.

Table 7-12: Armor Quality

Quality	Profile Changes	Price
Terrible	-10% AR, gain Heavier Quality, +1 ENC	-50%
Poor	-10% AR	-25%
Common	No change	-
Expensive	+10% AR	+50%
Extravagant	+10% AR, gain Lighter Quality, -1 ENC	+100%
Exquisite	+15% AR, gain Lighter Quality, -1 ENC	+200%

Special Armor Qualities

Certain extra qualities that can be used to enhance an existing suit of armor. Often only provided by skilled craftsmen.

- **Runed (+20% price):** Loses the Mundane property.

Armor Categories

The peoples of Tamriel predominantly wear armor from a small range of categories.

Hides

These armors are crafted from the bones, scales or skin of creatures, most commonly furs and leathers, but other creatures are hunted for their hides to create rarer more impressive armors. Most notable of these are Dragons, which have been hunted to near extinction until their mass return in the late 4th Era.

Table 7-13: Hide & Bone Armors

Name	AR	Weight Category	ENC B / H / L (Full Suit)	EL B / H&L	Qualities	Price B / H&L (Full Suit)
Furs	7	Light	5/2/2 (15)	100/100	Mundane	40/10 (90)
Quilted Furs	11	Light	4/1/2 (13)	150/100	Mundane	80/20 (180)
Leather Armor	12	Light	4/1/2 (13)	450/300	Mundane	104/26 (234)
Netch Leather Armor	13	Light	4/1/3 (17)	450/300	Mundane	104/26 (234)
Newtscale Armor	19	Light	5/2/2 (15)	525/300	Mundane	800/200 (1800)
Dreugh Hide	21	Medium	6/3/3 (21)	600/600	-	480/120 (1080)
Troll Plate	28	Heavy	8/4/7 (40)	450/350	Mundane	713/179 (1608)
Dragonscale Armor	28	Medium	7/2/4 (25)	1575/900	-	4000/1000 (9000)
Dragonbone Armor	40	Very Heavy	10/5/9 (51)	2250/1800	-	12500/3125 (28125)

Metal Armors

The majority of Tamriels peoples wear armors forged from metal, Iron is heavy, typically only used by those that cannot afford to purchase Steel or better. Steel is the standard issue for members of the Imperial Legions whilst Adamantium is rarer and stronger.

Table 7-14: Metal Armors

Name	AR	Weight Category	ENC B / H / L (Full Suit)	EL B / H&L	Qualities	Price B / H&L (Full Suit)
Iron Ringmail	14	Medium	5/1/4 (22)	300/200	Mundane	88/22 (198)
Steel Ringmail	15	Light	4/1/3 (17)	450/300	Mundane	125/32 (285)
Iron Scaled Mail	17	Medium	8/3/4 (27)	350/200	Mundane	140/35 (315)
Mithril Ringmail	17	None	2/1/2 (11)	600/400	-	750/188 (1690)
Steel Scaled Mail	18	Medium	6/2/3 (20)	525/300	Mundane	200/50 (450)
Iron Partial Plate	19	Heavy	8/3/5 (31)	350/250	Mundane	193/49 (438)
Steel Partial Plate	20	Medium	6/2/4 (24)	525/375	Mundane	275/69 (620)
Adamantium Ringmail	21	Light	4/1/3 (17)	1050/700	-	875/219 (1970)
Mithril Partial Plate	22	Light	4/1/2 (13)	700/500	-	1650/413 (3715)
Iron Splint Mail	22	Heavy	9/4/5 (33)	400/300	Mundane	245/62 (555)
Steel Splint Mail	23	Medium	7/3/4 (26)	600/450	Mundane	350/88 (790)
Iron Plated Mail	24	Heavy	9/4/8 (45)	450/350	Mundane	333/84 (753)
Mithril Splint Mail	25	Light	4/2/2 (14)	800/600	-	2100/525 (4725)
Steel Plated Mail	25	Heavy	7/3/6 (34)	675/525	Mundane	475/119 (1070)
Adamantium Partial Plate	26	Medium	5/2/4 (23)	1225/875	-	1925/482 (4335)
Iron Full Plate	29	Very Heavy	10/5/9 (51)	500/400	Mundane	438/110 (988)
Adamantium Splint Mail	29	Medium	6/3/4 (25)	1400/1050	-	2450/613 (5515)
Steel Full Plate	30	Heavy	8/4/7 (40)	750/600	Mundane	625/157 (1410)
Adamantium Plated Mail	31	Medium	6/3/5 (29)	1575/1225	-	3325/832 (7485)
Mithril Full Plate	32	Medium	5/2/4 (23)	1000/800	-	3750/938 (8440)
Adamantium Full Plate	36	Heavy	7/4/6 (35)	1750/1400	-	4375/1094 (9845)

Rare Ores

Some few smiths know the secrets of forging armors from unusual ores. Malachite, a green translucent crystal, also known as glass is popular among both the Dunmer and Altmer peoples, Stalhrim is an ancient Nordic craft. Ebony is sought after for its ability to take enchantments well and defensive properties, because of this, ebony mines are guarded jealously.

Table 7-15: Rare Ore Armors

Name	AR	Weight Category	ENC B / H / L (Full Suit)	EL B / H&L	Qualities	Price B / H&L (Full Suit)
Malachite Partial Plate	27	Light	4/1/3 (17)	1225/875	-	3300/825 (7425)
Ebony Partial Plate	29	Heavy	8/3/5 (31)	1575/1125	-	3850/963 (8665)
Stalhrim Partial Plate	30	Medium	7/2/4 (25)	1400/1000	-	4950/1238 (11140)
Malachite Plated Mail	32	Medium	5/2/4 (23)	1575/1225	-	5700/1425 (12825)
Ebony Plated Mail	34	Heavy	9/4/8 (45)	2025/1575	-	6650/1663 (14965)
Stalhrim Plated Mail	35	Heavy	8/3/7 (39)	1800/1400	-	8550/2138 (19240)
Malachite Full Plate	37	Medium	6/3/5 (29)	1750/1400	-	7500/1875 (16875)
Ebony Full Plate	39	Very Heavy	10/5/9 (51)	2250/1800	-	8750/2188 (19690)
Stalhrim Full Plate	40	Heavy	9/4/8 (45)	2000/1600	-	11250/2813 (25315)

Armors of the Mer

Most of Tamriels Mer have traditions that have been passed down over the Eras, Morrowinds Dunmer typically craft their armors from the chitin of large native insects such as shalk or silt striders, the Orsimer of Orsinium are well known for their skill in forging armors, particularly using orichalcum, a greenish-grey colored strong metal alloy. The Deep Elves, known as Dwemer once had a civilization that spanned Tamriels undergrounds and created their own alloy, ancient suits made by the Dwemer themselves or more modern suits in styles native to the various regions of Tamriel use this. The Altmer of the Summerset Isles are known for their beautiful armors made of Moonstone.

Table 7-16: Armors of the Mer

Name	AR	Weight Category	ENC B / H / L (Full Suit)	EL B / H&L	Qualities	Price B / H&L (Full Suit)
Chitin Partial Plate	15	None	3/1/2 (12)	350/250	Mundane	248/62 (558)
Moonstone Ringmail	19	None	3/1/2 (12)	900/600	-	813/204 (1833)
Chitin Plated Mail	20	Light	4/2/3 (18)	450/350	Mundane	428/107 (963)
Orichalcum Ringmail	21	Light	4/1/3 (17)	600/400	Mundane	750/188 (1690)
Bonemold Partial Plate	22	Light	5/2/3 (19)	525/375	Mundane	413/104 (933)
Orichalcum Scaled Mail	24	Medium	7/2/3 (21)	700/400	Mundane	1200/300 (2700)
Moonstone Partial Plate	24	Light	4/1/3 (17)	1050/750	-	1788/447 (4023)
Dwemer Partial Plate	25	Medium	7/2/5 (29)	787/562	-	1513/379 (3408)
Orichalcum Partial Plate	26	Medium	7/2/4 (25)	700/500	Mundane	1650/413 (3715)
Bonemold Plated Mail	27	Medium	6/2/5 (28)	675/525	Mundane	713/179 (1608)
Dwemer Splint Mail	28	Heavy	8/4/5 (32)	900/675	-	1925/482 (4335)
Moonstone Plated Mail	29	Medium	5/2/4 (23)	1350/1050	-	3088/772 (6948)
Dwemer Plated Mail	30	Heavy	8/4/7 (40)	1012/787	-	2613/654 (5883)
Orichalcum Plated Mail	31	Heavy	8/3/7 (39)	900/700	Mundane	2850/713 (6415)
Dwemer Full Plate	35	Very Heavy	10/5/8 (47)	1125/900	-	3438/860 (7738)
Orichalcum Full Plate	36	Heavy	9/4/8 (45)	1000/800	Mundane	3750/938 (8440)

Daedric

The rarest form of armor, created by permanently sealing daedra into well made suits of ebony armor. These suits are always heavy and intimidating looking due to the warping nature of the bound Daedra.

Table 7-17: Daedric Armor

Name	AR	Weight Category	ENC B / H / L (Full Suit)	EL B / H&L	Qualities	Price B / H&L (Full Suit)
Daedric Partial Plate	32	Heavy	8/3/5 (31)	2100/1500	Fearsome, Spiked	6875/1719 (15470)
Daedric Plated Mail	37	Heavy	9/4/8 (45)	2700/2100	Fearsome, Spiked	11875/2969 (26720)
Daedric Full Plate	42	Very Heavy	10/5/9 (51)	3000/2400	Fearsome, Spiked	15625/3907 (35160)

Shields

Shields are defensive weapons used to protect their wielders from enemy attack. They are considered a type of armor in this system, but do not follow the normal rules for armor.

A given shield is defined by a Shield Profile, which contains all the stats needed to use the armor:

- **Shield Rating (SR):** The SR of the shield.
- **Weight Category:** The weight Category 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.
- **Reach:** all Shields have a reach of 1m.
- **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 Rating

Shields have a Shield Rating, which functionally works similarly to a suit of armors AR, however a shields SR only ever applies to the shield arm, a block action forces the hit location against a shield bearer to be changed to their shield arm for determining damage reduction.

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 armor.

Special Shield Qualities

The following two qualities can be applied to any shield .

- **Small (-25% Price):** Small shields impose a -20 penalty when using it to Block, reduce their ENC by 1 and go down one Weight Category (Light to None, Medium to Light). They also count as Light for dual wielding purposes.
- **Tower (+25% Price):** Tower shields provide a +20 bonus when using it to Block, increase their ENC by 1 and reduce the characters speed by 1m.

Table 7-18: Shield Types

Name	SR	Weight Category	Dam	Reach	Qualities	ENC	EL	Price
Leather Shield	6	None	1d10 I	1m	Concussive, Mundane	2	350	50
Chitin Shield	8	Light	1d10-1 I	1m	Concussive, Mundane	3	350	120
Iron Shield	10	Heavy	1d10-1 I	1m	Concussive, Mundane	5	250	100
Steel Shield	10	Medium	1d10 I	1m	Concussive, Mundane	4	525	140
Bonemold Shield	11	Light	1d10 I	1m	Concussive, Mundane	3	525	200
Mithril Shield	11	None	1d10 I	1m	Concussive	2	700	700
Dreugh Hide Shield	11	Light	1d10 I	1m	Concussive	3	600	300
Moonstone Shield	12	Light	1d10 I	1m	Concussive	3	1050	800
Orichalcum Shield	12	Medium	1d10 I	1m	Concussive, Mundane	4	700	800
Dwemer Shield	13	Medium	1d10+1 I	1m	Concussive	4	787	500
Adamantium Shield	13	Medium	1d10+2 I	1m	Concussive	4	1225	1000
Malachite Shield	14	Light	1d10+2 I	1m	Concussive	3	1225	1200
Ebony Shield	15	Heavy	1d10+3 I	1m	Concussive	5	1575	1600
Stalhrim Shield	16	Medium	1d10+3 I	1m	Concussive	4	1400	1800
Dragonbone Shield	16	Heavy	1d10+5 I	1m	Concussive	5	1575	2200
Daedric Shield	17	Heavy	1d10+4 I	1m	Concussive, Fearsome, Spiked	5	2100	2600

Items & Equipment

This section contains prices for common equipment and tools.

Item Quality

Every item in the Items & Equipment has a quality with the default profile being Common. Different types of items have their own benefits as seen in Table 7-19. Tools grant a bonus to a specific skill, clothing/jewellery increase their EL values, containers provide increased capacity, lights last longer and precious goods simply have a greater value.

Table 7-19: Item Quality

Quality	Tools	Clothing	Container	Light	Price
Terrible	-20	x0.25 EL	-20%	**-50%**	-50%
Poor	-10	x0.5 EL	-10%	-25%	-25%
Common	-	-	-		-
Expensive	+5	x2 EL	+10%	+25%	+50%
Extravagant	+10	x4 EL	+20%	+50%	+100%
Exquisite	+15	x6 EL	+30%	+75%	+200%

Clothing & Jewellery

Clothing varies drastically across Tamriel. As such the items in this section are meant to be generic, and apply regardless of culture. Clothing items have an ENC of 1 which becomes 0 when worn, Jewellery items are always ENC 0.

Table 7-20: Clothing & Jewellery

Type	EL	Price	Type	EL	Price
Boots	100	15	Trousers/Skirt/Kilt	60	13
Cap/Hat	50	3	Shirt/Smock/Shift	60	10
Coat/Cloak	150	15	Winter Coat/Cloak	150	25
Gloves	50	10	Undergarments	20	2
Dress/Tunic	150	18	Unadorned Circlet*	120	50
Sandals/Shoes	75	4	Unadorned Ring*	150	50
Robes	300	50	Unadorned Necklace*	150	75

*Circlets, Rings and Necklaces can have up to three gems, increase the base EL and Price before applying the quality modifiers.

A character can wear the following in addition to armor:

- 1 pair of Boots/Shoes/Sandals (if not wearing leg armor)
- 1 set of Undergarments
- 1 Trousers/Skirt/Kilt and 1 Shirt/Smock/Shift **or** 1 Dress/Tunic
- 1 Cloak/Coat
- 1 Cap/Hat (unless wearing a helmet)
- 1 set of Robes
- 2 Gloves (if not wearing arm armor)
- 1 Circlet, 2 Rings and 1 Necklace

Precious Goods

Tamriel is full of precious goods that can be transported and sold for profit to the right buyer. These items rarely have a practical use although can be useful in the process of crafting.

Table 7-21: Precious Goods

Type	Price	Type	Price
Garnet (EL 10)	25	Sapphire (EL 40)	200
Amethyst (EL 20)	50	Emerald (EL 60)	300
Ruby (EL 30)	100	Diamond (EL 100)	400
Dwemer Coin	20	Dwemer Artifact	Varies*
Animal Pelts	30	Raw Ore	Varies*

*Dwemer Artifacts and Ores are varied, the GM should consider the individual value of any such item the characters might find.

Containers

Most adventurers store their belongings in bags, sacks, chests or other secure forms of container, doing so halves the ENC of items stored within so long as they can reasonably fit.

Table 7-22: Containers

Type	Capacity	ENC	Price
Backpack	20 ENC	2	6
Belt Pouch	2 ENC	0	3
Bottle	1 Liter	0	2
Chest (large)	30 ENC	6	80
Chest (small)	15 ENC	3	40
Quiver	30 Shots	0	2
Sack (large)	60 ENC	1	5
Sack (small)	30 ENC	0	2
Saddlebag	20 ENC	2	10
Canteen/Flask/Waterskin	2 Liter	1	1
Vial*	1 Potion	0	3

*Vials are not impacted by quality

Light Sources

Eventually, most adventurers find themselves in dark places, at such times they will require a source of light.

Table 7-23: Light Sources

Type	Normal Light	Dim Light	ENC	Price
Candle (1 hour)	2m	4m	0	1
Lantern (2 hours)	10m	10m	1	10
Torch (1 hour) (3)	6m	6m	0	1
Torch (6 hours)	8m	6m	1	1

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. Tools marked with * usually requires the tool to attempt the test. Gear may have a higher quality and provide circumstantial bonuses at GM discretion.

Table 7-24: Tools

Type	Skill	ENC	Price
Abacus	Commerce	1	10
Alchemist Tools	Alchemy*	4	125
Animal Handler's Kit	Prof [Animal Trainer]	1	30
Book	Varies	1	50
Climbing Kit	Athletics [Climbing]	2	5
Cooking Utensils	Survival [Cooking]	3	3
Craft Tools	Prof [(Physical Craft)]	2	75
Crowbar	Athletics [Breaking Doors]	1	25
Disguise Kit	Subterfuge [Disguise]*	1	15
Drum	Profession [Musicianship]	2	5
Enchanter's Tools	Enchant*	4	150
Engineering Tools	Profession [Engineering]*	4	200
First Aid Kit (10 uses)	First Aid*	1	25
Fishing Kit	Survival [Fishing]	2	15
Flint and Tinder	Survival [Create fire]	0	1
Flute	Profession [Musicianship]	0	20
Game Set/Dice/Cards	Logic [Gambling]	0	1
Game Snare/Trap	Survival [Hunting]	1	1
Healer's Kit (10 uses)	Profession Medicine*	1	150
Horn	Profession [Musicianship]	2	15
Jeweller's Tools	Profession [Jeweller]*	1	50
Knife (tool)	Survival [Skinning]	0	5
Lock Picks	Subterfuge [Pick Lock]	0	75
Looking Glass	Observe [Distance]	1	100
Lute	Profession [Musicianship]	1	40
Navigator's Tools	Profession [Seamanship]	2	40
Ritual Focus**	Ritual Magic*	1	100
Ritual Kit (10 uses)	Ritual Magic*	1	200
Saddle	Ride	4	90
Seeing Stone***	Rite of Sight	1	1000
Smith's Tools	Profession [Smithing]*	4	50
Weaver's Tools	Profession [Weaver]*	1	35

**Ritual Focus can be varied, the examples typically purchased include strange crystals, complex silver or gold statues and the like. More sinister examples exist for certain rituals.
***Seeing Stones are very rare, typically only found in cities with a large population of mages.

Table 7-25: Gear

Type	ENC	Price
Bedroll	1	2
Bit & Bridle	1	15
Block & Tackle	1	15
Chain (2 meters)	1	40
Fish Hooks (20)	0	1
Hourglass	1	20
Ladder (rope, 3 meters)	4	2
Milling Stone	1	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 (1 Liter)	0	2
Papyrus or Paper sheet (5)	0	1
Pickaxe	1	35
Pole (3 meters)	1	1
Quill and Ink	1	30
Razor, folding	0	3
Rope (hemp, 10 meters)	2	10
Shoes (horse)	1	10
Spade/Hoe/Pitchfork	1	25
Tent (per person capacity)	1	6
Whistle	0	3

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. Alcohol is another matter: every drink a character consumes in excess of their Endurance bonus causes them to lose a Stamina Point.

Table 7-26: Food & Drink

Type	ENC	Price
Meal at a tavern or inn	N/A	3
Ale/Beer for a pitcher (4 flagons)	N/A	1
Bottle of Wine	N/A	10
Bottle of Spirits	N/A	15
Trail Rations (1 week's worth)	3	10
Feed/Mount Rations (1 day's worth)	1	2

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. Most animals have no training when purchased, the exception is war trained which do not have the Bestial trait.

Table 7-27: Livestock

Type	Price	Type	Price
Bull	1000	Calf	60
Cat	4	Cow	300
Dog (pet)	6	Dog (war trained)	100
Fowl	25	Goat	100
Guar (war trained)	900	Guar	450
Horse (war trained)	1000	Horse (heavy draught)	600
Horse (riding)	500	Kwama (forager)	3
Kwama (scrib)	2	Kwama (queen)	20000
Netch (betty)	400	Netch (bull)	1200
Ox	300	Pig	100
Silt Strider (riding)	10000	Silt Strider (war trained)	18000
Sheep	100	Slave	400

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. Capacity of carts are in ENC, this could be creatures or goods and counts as half to the beast of burden. In the case of Water transportation, the capacity is broken into minimum crew and maximum passengers (including crew). Ships do not come with crew.

See Movement & Encumbrance for information on the speed of these methods of transportation. Base Row and Sail speeds are marked against each ship.

Table 7-28: Land Transportation

Type	Travel Pace	Capacity	ENC	Price
Cart (small)	Beast of burden	100 ENC	20	100
Cart (large)	Beast of burden	400 ENC	40	250

Table 7-29: Water Transportation

Type	Rowing	Sailing	Capacity	Price
Rowboat	4	-	6	130
Sailboat	4	9	6	350
Ship (Caravel)	2	14	10 / 50	25000
Ship (Galleon)	3	14	60 / 300	50000
Warship (Frigate)	6	26	100* / 150	50000
Warship (Man o war)	5	18	200* / 400	75000

*These ships can manage with crew approximately 1/4 the size, but cannot row when doing so.

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.

Table 7-30: Accommodation

Type	Price
Shared room (night)	5
Private room (night)	10
Rented hovel/shack (week)	50
Rented cabin/cottage (week)	100
Rented house/apartment (week)	200
Rented villa/mansion (week)	500
Hovel/shack	2500
Cabin/Cottage	5000
House/Apartment	8000
Villa/Mansion	25000

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.

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.

Scrolls are priced based on the number of pages the scroll is (1 page per level of the spell) plus the fee in Table 7-31 (use the values in parenthesis for alchemical items).

Scroll Price: Pages*50 + Fee.

A blank magically prepared scroll for inscription cost 25 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 they don't need to pay for those components. The recommended enchanting fee is based on the difficulty of the enchantment compared to the level of the enchantment:

Table 7-31: Enchantment/Alchemy Fees

Diff.	Level 1	Level 2	Level 3	Level 4*
+0	75 (7)	150 (15)	300 (30)	600 (60)
-5	150 (15)	300 (30)	600 (60)	1200 (120)
-10	300 (30)	600 (60)	1200 (120)	2400 (240)
-15	600 (60)	1200 (120)	2400 (240)	4800 (480)
-20	900 (90)	1800 (180)	3600 (360)	7200 (720)
-30*	1350 (135)	2700 (270)	5400 (540)	10800 (1080)

*It is unusual for a vendor to have items of these levels or difficulties due to the effort involved in creating them, however the value for such items should increase by 1.5 for each level beyond 4 and for every 10 higher the difficulty is than 30.

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.

Table 7-32: Spell Tomes

Spell Level	Cost
1	25
2	50
3	100
4	200
5	400
6	800
7	1600

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.

Table 7-33: 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])

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 following pages contain a list of ingredients although the GM is encouraged to consider researching or making up their own in addition to these.

For information on gathering ingredients, see Alchemy in Chapter 8.

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% 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 7-31 (use the values in parenthesis for alchemical items).

Finally, in most cases, the exact quality of potions available depends on the skill of the alchemist selling them, or the general availability of materials in the area, consider limiting access to powerful potions accordingly.

Ingredients

Ingredients are the staple of Alchemy all across Tamriel. Most ingredients can be found in the wild, growing as herbs, but rarer and more esoteric ingredients are typically derivatives of other substances, often stripped from corpses, such as ectoplasm or troll fat.

The following pages contain example Ingredients. Ingredients typically have three properties: Ingredient Pool, School, and Price. Ingredients typically have an ENC of 0.

- **Ingredient Pool (IP):** This is the amount of Magicka the ingredient counts as for potion creation purposes
- **School:** This is the school of magic the ingredient belongs to, allowing a particular effect to be created
- **Quality:** This is the rarity of the ingredient, for more information see Alchemy in Chapter 8.
- **Price:** The price of the ingredient in Drakes.

Table 7-34: Ingredients

Ingredient	IP	School	Description	Quality	Price
Chicken Egg	5	Alteration	A regular egg.	Terrible	3
Cliff Racer Plumes	5	Alteration	Racer plumes from the native bird-like cliff racer.	Terrible	3
Scales	5	Alteration	Scales of a water creature	Terrible	3
Heather	10	Alteration	Pinkish-purple flowers	Poor	6
Bog Beacon Cap	20	Alteration	A luminous mushroom stalk that grows in swamps.	Common	10
Gold Kannet	20	Alteration	A yellow blooming plant.	Common	10
Luminous Russula	20	Alteration	A squat, mottled-brown-and-green toadstool	Common	10
Kwama Cuttle	20	Alteration	A gooey ooze, harvested from Kwama innards. A delicacy.	Common	10
Trama Root	20	Alteration	A thorny, thick root, like briars.	Common	10
Elk Antler	20	Alteration	Powdered antlers from a large, mature elk.	Common	10
Coda Flower	40	Alteration	The flower of a Draggle-Tail plant	Expensive	30
Honeycomb	40	Alteration	The hexagonal, honey soaked comb of a beehive.	Expensive	30
Racer Plumes	40	Alteration	The plumes of a Cliff Racer	Expensive	30
Dwarven Oil	40	Alteration	A strange remnant of Dwemer Ingenuity	Expensive	30
Human Heart	80	Alteration	The heart of a man or mer	Extravagant	60
Minotaur Horn	80	Alteration	The horns of a Minotaur	Extravagant	60
Daedra Silk	80	Alteration	This silk of a Spider Daedra	Extravagant	60
Violet Coprinus	20	Alteration, Destruction	Tall, slender-stemmed, light-green-capped mushroom	Common	10
Stinkhorn Cap	20	Alteration, Destruction	An odorous red fungus.	Common	10
Dreugh Wax	80	Alteration, Destruction	Wax scraped from the shell of a Dreugh	Extravagant	60
Ampoule Pod	20	Alteration, Illusion	A small, bioluminescent pod that grows on cat-tail like stalks.	Common	10
Grapes	10	Alteration, Mysticism	Red or green grapes	Poor	6
Pearl	40	Alteration, Mysticism	A small white pearl	Expensive	30
Bog Beacon Asco Cap	20	Alteration, Restoration	A round yellow fungus	Common	10
Summer Bolete Cap	20	Alteration, Restoration	A small mushroom found near water	Common	10
Cinnabar Polypore Cap Red	20	Alteration, Restoration	A red mushroom	Common	10
Emetic Russula Cap	20	Alteration, Restoration	A large dark red mushroom.	Common	10
Flax Seeds	40	Alteration, Restoration	Seeds from a flax plant	Expensive	30
Hack-Lo Leaf	40	Alteration, Restoration	A leaf that, reputedly restores vigor	Expensive	30
Daedra Skin	150	Alteration, Restoration	The skin of a powerful Daedra	Exquisite	180

Ingredient	IP	School	Description	Quality	Price
Mort Flesh	5	Destruction	Necrotized, blackened flesh.	Terrible	3
Small Corprusmeat Hunk	5	Destruction	Infected flesh	Terrible	3
Small Wrapped Corprusmeat	5	Destruction	Infected flesh	Terrible	3
Bonemeal	5	Destruction	Ground up bones.	Terrible	3
Ginseng	5	Destruction	Red or yellow flowers	Terrible	3
Chokeweed	5	Destruction	A tough shrub found in rocky areas	Terrible	3
Golden Sedge Flowers	5	Destruction	Small fluffy yellow flowers	Terrible	3
Fire Petal	5	Destruction	Dark red petals of the fire fern plant	Terrible	3
Fennel Seeds	5	Destruction	Seeds of a fennel plant	Terrible	3
Medium Corprusmeat Hunk	10	Destruction	Infected flesh	Poor	6
Medium Wrapped Corprusmeat	10	Destruction	Infected flesh	Poor	6
Kagouti Hide	10	Destruction	The tough hide of a Kagouti	Poor	6
Guar Hide	10	Destruction	The peeled hide of a guar.	Poor	6
Human Skin	20	Destruction	Flayed human skin.	Common	10
Willow Anther	20	Destruction	The pollen of a Willow Anther plant	Common	10
Gravedust	20	Destruction	Spirit-affinitive dust taken from remains buried in consecrated ground	Common	10
Bleeding Crown	20	Destruction	A pinkish, fleshy fungus.	Common	10
Nightshade	20	Destruction	A pink flower.	Common	10
Steel Blue Entoloma Cap	20	Destruction	A blue mushroom found in forests	Common	10
Wisp Stalk Caps	20	Destruction	Subterranean Mushroom	Common	10
Blisterwort	20	Destruction	An orange, wide-capped mushroom.	Common	10
Deathbell	20	Destruction	A violet blooming flower.	Common	10
Black Lichen	20	Destruction	A thick, creamy, dark moss.	Common	10
Namira's Rot	20	Destruction	A brown, sticky mushroom.	Common	10
Black Anther	40	Destruction	A black and purple flower	Expensive	30
Chaurus Eggs	40	Destruction	Bioluminous, mashed up eggs.	Expensive	30
Troll Fat	80	Destruction	Extracted Fat from a Troll	Extravagant	60
Nirnroot	80	Destruction	Glowing green plant with large leaves	Extravagant	60
Sload Soap	150	Destruction	Waxy substance made from the immature non-sentient forms of the Sload	Exquisite	180
Rat Meat	5	Destruction, Illusion	Innards of a Cave Rat	Terrible	3
Wormwood Leaves	20	Destruction, Illusion	A tall, leafy plant	Common	10
Harrada	80	Destruction, Illusion	A root native to the planes of Oblivion	Extravagant	60
Hypha Facia	5	Destruction, Mysticism	A shelf growing mushroom.	Terrible	3
Alit Hide	10	Destruction, Mysticism	The tough hide of the wild alit makes a serviceable multi-purpose leather	Poor	6
Bloat	10	Destruction, Mysticism	Thick, pulpy-white tuber of the bloatspore plant	Poor	6
Bungler's Bane	20	Destruction, Mysticism	A luminous mushroom stalk that grows in swamps.	Common	10

Ingredient	IP	School	Description	Quality	Price
Elf Cup Cap	10	Destruction, Restoration	A small red Fungus	Poor	6
Scathecraw	10	Destruction, Restoration	Pulpy length of red grass	Poor	6
Kresh Fiber	20	Destruction, Restoration	A Resinous fiber from Kreshweed	Common	10
Imp Gall	20	Destruction, Restoration	A noxious yellow bile extracted from the belly.	Common	10
Shalk Resin	40	Destruction, Restoration	Waxy residue from its hot shell.	Expensive	30
Ash Salts	40	Destruction, Restoration	Remnants of an ash creature	Expensive	30
Ogre's Teeth	80	Destruction, Restoration	The Teeth of an Ogre	Extravagant	60
Corpus Weepings	150	Destruction, Restoration	Shed skin of a Corpus creature	Exquisite	180
Fire Salts	150	Destruction, Restoration	The remnants of Flame Atronachs	Exquisite	180
Frost Salts	150	Destruction, Restoration	The remnants Frost Atronachs	Exquisite	180
Bittergreen Petals	5	Illusion	The petals of a very rare red flower	Terrible	3
Motherwort Sprig	10	Illusion	Sharp green leaves	Poor	6
Durzog Meat	10	Illusion	Meat from a Durzog	Poor	6
Red Lichen	40	Illusion	Red lichen from volcanic regions	Expensive	30
Grahl Eyeball	40	Illusion	The eyeball of a Grahl	Expensive	30
Blood Grass	80	Illusion	A tall, red-colored reed commonly found in the Planes of Oblivion	Extravagant	60
Daedra Venin	80	Illusion	The Poison of a Spider Daedra	Extravagant	60
Wolfsbane Petals	80	Illusion	Extremely rare plant reputed to be able to cure Lycanthropy	Extravagant	60
Daedroth Teeth	150	Illusion	The tooth of a Daedroth	Exquisite	180
Aloe Vera Leaves	5	Illusion, Restoration	Hard green leaves with a strong smell	Terrible	3
Redwort Flower	20	Illusion, Restoration	A small red flower	Common	10
Tinder Polypore Cap	20	Illusion, Restoration	A purple mountain mushroom	Common	10
Vampire Dust	150	Illusion, Restoration	The remains of a slain vampire	Exquisite	180
Bergamot Seeds	10	Mysticism	A bright pink flower	Poor	6
Scamp Skin	20	Mysticism	Leathery skin of a Scamp	Common	10
Moon Sugar	20	Mysticism	Moon Sugar	Common	10
Muck	40	Mysticism	Muck is the damp, fibrous slime from crushed muck-spunge plants	Expensive	30
Hound Meat	10	Mysticism	Meat from a Canine	Poor	6
Horker Tusk	20	Mysticism	The tusks of a Horker	Common	10
Glow Dust	40	Mystisicm	Found on destroyed Wisps, or shed as it floats.	Expensive	30
Ectoplasm	40	Mystisicm	Residue of a departed spirit	Expensive	30
Bee	5	Restoration	A small, yellow and black insect.	Terrible	3
Blackberry	5	Restoration	Delicious dark purple fruit	Terrible	3
Lavender Sprig	5	Restoration	A sprig of Lavender	Terrible	3
Wickwheat	5	Restoration	Wickwheat is a wild Ashland grain	Terrible	3
Holly Berries	5	Restoration	Small red berries	Terrible	3
Garlic	10	Restoration	Pungent smelling herb	Poor	6
Horn Lily Bulb	10	Restoration	A purple bell shaped flower	Poor	6
Beehive Husk	10	Restoration	A slice of outer beehive wax.	Poor	6
Foxglove Nectar	10	Restoration	The nectar of the Foxglove plant	Poor	6

Ingredient	IP	School	Description	Quality	Price
Ginkgo Leaf	10	Restoration	A wide yellow-green leaf	Poor	6
Comberry	10	Restoration	A small red berry used in making brandy	Poor	6
Primrose Leaves	10	Restoration	Crinkled leaves	Poor	6
Corkbulb Root	10	Restoration	A tough fibrous root	Poor	6
Saltrice	20	Restoration	A tasty and nutritious foodstuff, farmed in Morrowind	Common	10
Scrib Jelly	20	Restoration	Jelly innards of a Scrib	Common	10
Green Lichen	20	Restoration	Hardy primitive plant with modest magical properties	Common	10
Alkanet	20	Restoration	A tall, violet flowering plant.	Common	10
Cairn Bolete Cap	20	Restoration	A small light brown mushroom	Common	10
Clouded Funnel Cap	20	Restoration	A large pinkish-white mushroom	Common	10
Dragon's Tongue	20	Restoration	An orange blooming flower.	Common	10
Fly Amanita Cap	20	Restoration	A large, red-capped mushroom.	Common	10
Green Stain Cup Cap	20	Restoration	A wide topped bluish colored mushroom	Common	10
Arrowroot	20	Restoration	A short, white-flowered plant.	Common	10
Boar Tusks	20	Restoration	The ground up shavings of the tusks.	Common	10
Butterfly Wing	20	Restoration	The colorful wings of a butterfly.	Common	10
Dried Elves Ears	20	Restoration	A dried, ear-shaped leaf.	Common	10
Mandrake Root	20	Restoration	A gnarled and twisted root.	Common	10
Mudcrab Shell	20	Restoration	Specific areas of Mudcrab chitin	Common	10
Green Stain Shelf Cap	20	Restoration	A wide topped bluish colored mushroom	Common	10
Dryad's Saddle Polypore Cap	20	Restoration	A flaky white and brown mushroom	Common	10
Boar Meat	20	Restoration	The meat of a boar	Common	10
Charred Skeever (Cave Rat)	40	Restoration	The blackened skin of a giant rat.	Expensive	30
Resin	40	Restoration	Resins are the tough, soluble substances of vegetable origin	Expensive	30
Powdered Mammoth Tusks	40	Restoration	Powdered Ivory of a mammoth	Expensive	30
Clannfear Claws	150	Restoration	The serrated claws of a Clannfear	Exquisite	180
Daedra's Heart	150	Restoration	The heart of a powerful Daedra	Exquisite	180
Ash Yam	10	Restoration, Mysticism	A rooty potato like crop.	Poor	6
Scuttle	20	Restoration, Mysticism	This cheese-like, greasy substance made from the flesh of beetles	Common	10
Cinnabar Polypore Cap Yellow	20	Restoration, Mysticism	A yellow mushroom	Common	10
Marshmerrow	40	Restoration, Mysticism	The sweet pulp of marshmerrow reeds	Expensive	30
Void Salts	150	Restoration, Mysticism	The remains of a Storm Atronach	Exquisite	180

Common Alchemicals

This section includes a list of commonly used alchemicals, their effects, and approximate prices for your convenience. The alchemicals on this page all have a single effect: simply pick the desired Potion Level and use the listed price below.

Common Potions

Potions can usual be purchased at a spell level of 1-5, with some rare masters perhaps being able to provide more powerful equivalents.

Potion of Healing

The character is healed 5 x [Potion Level] trauma.

Potion Lvl	1	2	3	4	5
Cost	39	75	144	270	399

Potion of Rejuvenation

The character regains [Potion Level] Stamina Points or removes [Potion Level] levels of fatigue.

Potion Lvl	1	2	3	4	5
Cost	39	75	144	270	399

Potion of Replenishing

The character regains 10 x [Potion Level] Magicka.

Potion Lvl	1	2	3	4	5
Cost	39	75	144	270	399

Potion of Dispel

Removes any magic effects currently affecting the target (except those with the Constant form). Dispel cannot be reflected, warded, absorbed, or mitigated.

Potion Lvl	1	2	3	4
Cost	99	195	384	750

Potion of Levitation

The character gains the Flyer (5 x [Potion Level]) trait for 10 rounds

Potion Lvl	1	2	3	4
Cost	99	195	384	750

Potion of Cure Disease

Target is cured of all common diseases.

Potion Lvl	3
Cost	144

Potion of Cure Paralysis

Target is cured of the Paralyzed Condition.

Potion Lvl	3
Cost	144

Potion of Cure Poison

Target is cured of the Poisoned Condition.

Potion Lvl	3
Cost	144

Potion of Restore Characteristic

These potions are keyed to a specific characteristic, they reduce the damaged attribute by 5 x [Potion Level].

Potion Lvl	1	2	3	4	5
Cost	69	135	264	510	759

Potion of Invisibility

Target gains the Invisible condition for 2 x [Potion Level] rounds.

Potion Lvl	1	2	3
Cost	105	225	420

Potion of Armor

The character gains 8+(5*[Potion Level]) AR against all damage to all locations for 5 minutes.

Potion Lvl	1	2	3	4
Cost	75	165	300	570

Potion of Shield

The character gains a magic shield that provides 3 + (2*[Potion Level]) bonus armor against physical damage for 1 minute.

Potion Lvl	1	2	3	4
Cost	99	193	379	744

Potion of Water Walking

The character can walk on water for [Potion Level] minutes.

Potion Lvl	1	2	3	4
Cost	34	68	129	253

Potion of Water Breathing

The character can breath under water for [Potion Level] minutes.

Potion Lvl	1	2	3	4
Cost	34	68	129	253

Common Poisons

The use of poisons is commonplace in Tamriel, in most cases poisons are created alchemically just as any other potion, this section includes a selection of common poisons that can be purchased via the right contacts, poisons are always restricted or illegal in terms of difficulty to purchase. All poisons have a duration of 3 rounds.

Poison

Level	Cost	Effect
1	24	Weapon gains the Toxic (+20,1d5) quality
2	49	Weapon gains the Toxic (+10,1d10) quality
3	100	Weapon gains the Toxic (+0,2d5) quality
4	160	Weapon gains the Toxic (-10,2d5) quality
5	340	Weapon gains the Toxic (-20,3d5) quality

Magicka Purge

Target loses [Potion Level]d10 magicka.

Potion Lvl	1	2	3	4
Cost	30	60	120	240

Weariness

Target loses a [Potion Level] Stamina Points.

Potion Lvl	1	2	3	4
Cost	30	60	120	240

Paralysis

Target must pass a +10 Willpower test or be paralyzed for [Potion Level] rounds.

Potion Lvl	1	2	3	4
Cost	73	144	289	540

Damage Attribute

Target gains the Damage Attribute([Potion Level]d5) for a specific attribute.

Potion Lvl	1	2	3	4
Cost	69	135	264	510

Chapter 8: Crafting

"People say I'm making gold off of other people's misery, but what else would I do? Smithing is all I know. Next time one of my shields deflects a killing blow, they'll change their tune."

Balimund

Crafting

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.

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, the GM determines what is possible. 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 materials necessary to create the item. Exactly what this entails will vary from item to item, but the character typically needs materials that are worth one third of the item's price as calculated in the last step.

Step 3: Determine Test Difficulty

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 8-1 and 8-2 for test difficulties.

Table 8-1: Crafting Difficulty

Quality	Difficulty
Terrible	+20
Poor	+10
Common	+0
Expensive	-10
Extravagant	-20
Exquisite	-40

Table 8-2: Material Difficulty (Smithing)

Material	Difficulty	Material	Difficulty
Adamantium	-20	Iron	+20
Bonemold	-10	Leather	+10
Bone	+0	Malachite	-30
Chitin	+0	Moonstone	-20
Dragonbone	-40	Orichalcum	-10
Dreugh Hide	-10	Silver	-5
Dwemer	-10	Stalhrim	-10
Ebony	-30	Steel	+0
Fur	+10	Wood	+20
Troll Bone	-20	Newt Scale	-10
Mithril	-20	Netch	+0

Step 4: Determine Crafting Time

Once the character has aquired the materials required to craft the item, they need to determine how long the item will take to craft. Table 8-3 has the base times for common items, all crafting times are calculated in days and assumes 8 hours of dedicated time per day, if a time would drop below a day, calculate the value based on hours instead:

Table 8-3: Base Crafting Times

Quality	Base Time
Weapon	2 days
Armor Piece (Light/None)	3 days
Armor Piece (Medium)	4 days
Armor Piece (Heavy)	6 days
Armor Piece (Very Heavy)	9 days
Shield	3 days
Tool/Jewellery	2 days
Clothing/Other	1 day

Weapons, Armor and Shields have additional qualities that impact their crafting times as seen in Table 8-4:

Table 8-4: Other Modifiers

Quality	Type	Modifier
Light	Weapon	-1 day
Versatile	Weapon	+1 day
Two Handed	Weapon	+2 days
Complex	Weapon/Other	+1 day
Silvered	Weapon	+1 day
Runed*	Armor/Shield/Weapon	+1 day
Mundane	Armor/Shield	-1 day
Small	Shield	-1 day
Tower	Shield	+2 days

*Requires the character also test Enchant when making the item.

Finally, all crafting times are multiplied based on the quality of the item being created.

Table 8-5: Quality Multiplier

Quality	Time Multiplier
Terrible	x0.5
Poor	x0.75
Common	x1
Expensive	x2
Extravagant	x5
Exquisite	x10

Step 5: Make Crafting Test

Half way through the crafting time, the character makes the actual crafting test using the difficulty determined in step 3. 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.

- On success, the item is created.
- On a critical success, the item is created and either has its quality increase by one step, or halves the time required to craft the item.
- On failure, the item is not created and half the materials used are wasted.
- On a critical failure, the item is not created and all the materials used are wasted.

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 their degrees of success, or restore missing AR on a piece of damaged armor by the same amount.

Repairing Tools & Other Items

If a tool or other piece of equipment has its quality reduced for some reason, it can be repaired using some kind of Profession [(Physical Craft)] such as pottery or metalworking. This takes about an hour and requires raw materials worth five percent of the price of the item. Success results in the quality being improved one step (to a maximum of whatever its original quality was). Failure means the raw materials are wasted.

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 and typically the heart of a Daedra.

Halfway through the process the character must make a -10 Enchant skill test: on failure they're unable to bind the soul properly and the only thing that they can salvage from their efforts (assuming they finish) 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.

Table 8-6: Daedric Item Quality

Quality	Daedra's Willpower
Terrible	< 29
Poor	30-39
Common	40-49
Expensive	50-59
Extravagant	60-69
Exquisite	70+

Spell Creation

Creating a spell is a long process that can take many days of experimentation and practice. It takes a number of days of total work equal to the level of the spell 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 they want 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 -10 plus the difficulty of the combined forms and effects. In addition, if the highest level component in the spell is higher than the characters rank in the appropriate magic skill, this test suffers a -20 penalty for each step of difference between the spell level and magic skill rank.

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 their list of known spells (this can be done via ritual as well as by normal spellcasting). This test can be attempted up to three times, and if all three attempts fail then the character must start the process over.
- On a critical success, the spell is created and automatically added to the characters spell list.
- On failure, the spell is not created and the character must start from scratch (spending the experience again).

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.

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.

Table 8-7: 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 times the level of the effect being applied**, requires a set of enchanters tools and the following steps:

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 they 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, they may utilize effects from that school in components for enchantments.

Normally, **an item can only take a single enchantment 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.

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 -10, plus the difficulty of each form and effect being added. In addition, if the highest level component in the enchantment is higher than the characters rank in the Enchant skill, this test suffers a -20 penalty for each step of difference between the spell level and Enchant rank.

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
- On a success, 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). The item cannot be enchanted a second time regardless of remaining EL.
- On a critical success, the item is enchanted but is able to be enchanted a second time if there is remaining EL.
- On a failure the item is not enchanted and the soul gem is destroyed (and all soul energy within lost).

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.

Spell Scrolls

Spell scrolls are another form of magic item that can be created with enchanting. Spell scrolls are a hybrid of the spellcasting and enchanting arts, allowing mages to store their spells in an easily accessible form: a scroll enchanted with magic runes that reproduce the effect of the spell when read.

The Basics

Spell scrolls are single use items that a character can activate by using the Cast Magic action. This allows them to cast the stored spell at no magicka cost automatically: they count as having passed the casting test with a number of degrees of success equal to the Binding Strength of the scroll. This represents how effectively the magic of the spell was imprinted on the scroll. The scroll reproduces the effects of the spell exactly as decided by the creator.

A character can only create a spell scroll for a conventional or unconventional spell that they themselves know. Using a spell with a level higher than the character's enchant skill rank can be difficult.

Follow these steps to create a spell scroll:

Step 1: Gather Materials

Creating a spell scroll consumes materials worth approximately 25 drakes per level of the spell being created, and an hour long ritual.

Step 2: Create Spell Scroll

The character picks one of the spells they know and makes an Enchant skill test limited by their rank in the school of the spell, the Difficulty of creating the scroll is -10, plus the difficulty of the spell being scribed. In addition, if the spell level is higher than the characters rank in the limited Enchant skill, this test suffers a -20 penalty for each step of difference between the spell level and the limited Enchant rank.

They must pay the cost of the spell as if they had cast it, either from their own magicka pool or by subtracting the cost from the soul energy of a soul gem in their possession, which destroys the gem.

Step 3: Finalize Scroll

On success, the character creates the spell scroll. The binding strength (min 1) of the scroll is equal to the character's Enchant skill rank. The scroll is added to the character's gear list.

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 that is used to determine the strength of the components created from those ingredients.

Weapon Coating

Potions can be applied to weapons using the Ready Weapon action, and last for 3 rounds. Any attacks that deal damage (after mitigation) during this time also apply the effect of the potion.

Creating Potions

Creating any potion **takes a number of hours equal to the level of the most powerful component used,** 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 also require 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 they want 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, they 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 -10, plus the difficulty of each form and effect being added. In addition, if the highest level component in the potion is higher than the characters rank in the Alchemy skill, this test suffers a -20 penalty for each step of difference between the spell level and Alchemy rank.

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.
- On a critical success, two potions are created with all the chosen components applied to each.
- On a failure, 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.

Gathering Ingredients

Anyone with a cursory knowledge of Alchemy can identify the most common ingredients, but more skilled alchemists know where to look for higher quality ingredients. To search for ingredients of any type, a character must make an Alchemy skill test for every four hours they spend searching (a maximum of 2 tests per day of downtime spent gathering). Compare their degrees of success to Table 8-8 to determine what they find. Characters may choose any school they wish for any ingredients that they gather.

Table 8-8: Ingredient Gathering Quality

DoS	Maximum Result
1 -5	4 Terrible Ingredients OR 2 Poor Ingredients
6-7	2 Common Ingredients
8	1 Expensive Ingredients
9	1 Extravagant Ingredients
10	1 Exquisite Ingredients

A character may also choose to "downgrade" a result to a lower roll (for example, choosing to find 2 common ingredients instead of 1 Expensive one with a roll of an 11). **If a character rolls a critical success when gathering ingredients, they count as having rolled the highest possible degrees of success for their target number** (for example, 7 DoS for a TN 74).

Creating Poisons

Alchemists can also create poisons which can be applied to weapons in order to give one's weapon an extra bite. This requires a single unit of destruction ingredients, 1 hour, and an Alchemy test to create (this test suffers a -10 penalty for each level by which the poison exceeds the character's Alchemy skill rank). Poisons can be applied to weapons using the Ready Weapon action, and last for 3 rounds.

Table 8-9: Poisons

Level	Ingredient	Effect
1	Terrible	Weapon gains the Toxic (+20,1d5) quality
2	Poor	Weapon gains the Toxic (+10,1d10) quality
3	Common	Weapon gains the Toxic (+0,2d5) quality
4	Expensive	Weapon gains the Toxic (-10,2d5) quality
5	Extravagant	Weapon gains the Toxic (-10,3d5) quality
6	Exquisite	Weapon gains the Toxic (-20,4d5) quality

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 one or more different effect templates and fill in all the variables (minimum 1) 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(s), 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 combining the difficulties of the form and effect..
Form: Which targets are affected, and under what conditions.
Effect(s): 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, a cost modifier that is multiplied by the base cost of an effect to determine the total component cost and a difficulty which is added to the effect difficulty. 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 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. **Multiple instances of an effect that applies a condition or has a duration do not stack unless either the effect or the condition applied by the effect say they do.**

Table 8-10: Form Templates

Name	Form Rules	Cost Mod	Difficulty
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.	2*X	-10
Beam*	Affects all targets within a 1m wide line 10+(10*X) meters in a chosen direction from the source character. Counts as a ranged, area of effect attack.	2.5*X	-10
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.	1.5	-5
Circle	*This form is a 2 AP on Cast Magic action.* Creates a "dome" of magical energy with radius 3*X meters centered on the source character (but does not move with them). Persists for Y minutes. Any allies that enter the dome have the effect applied to them whilst they remain inside it.	3*X*Y	-10
Cloak	Creates a "cloak" of whirling energy with a radius of X (maximum 3) 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. Persists for Y (minimum 2) rounds.	X*Y	-5
Cone	Fires a cone of magical energy at a target of the source character's choice. Cone has a fourty five degree angle, and extends for 5*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	-10
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	-10
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	-5
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 target (except the source character) 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	-5
Self	The effect is applied to the source character.	1	0
Storm*	*This form is a 2 AP on Cast Magic action.* Creates a persistent zone of magical energy at target area that lasts for Y rounds, and has a radius of 4*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.	2.5*X*Y	-15
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	0
Target*	Applies the effects to a target of the source's choice. Counts as a ranged attack that cannot be defended against.	3	-10
Touch	Applies the effects to a target of the source's choice within 1m. Counts as a Melee Attack.	1	0
Wall*	Source character targets two desired points on the ground within range. Creates a "wall" of magical energy, up to 10*X meters long and 2 meters high, between these two points. Persists for Y rounds. Any viable targets that passes through or remains in the space the wall occupies has it's 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	-10
Wave	Creates a wave of energy from the source character. Apply the effect to any targets within X meters of the source. Counts as a ranged, area of effect attack.	1.5*X	-5

*Maximum Range of spells not originating on the source character is twice their Perception score.

Table 8-11: Alteration Effect Templates

Name	Effect	Cost	Difficulty	Spec.
Armor	Target gains 8+(5*X) AR to all hit locations for 5*Y minutes. This AR does not stack with currently worn armor, take the highest.	10*X*Y	-5	Protection
Burden	Adds 6 ENC for X minutes.	2*X	0	Physical Manipulation
Feather	Removes 5 ENC for X minutes.	3*X	-5	Physical Manipulation
Fire Shield	Target is surrounded by a magic barrier that provides 3*X bonus AR to all locations against fire damage, this shield lasts for Y minutes.	5*X*Y	-5	Protection
Frost Shield	Target is surrounded by a magic barrier that provides 3*X bonus AR to all locations against frost damage, this shield lasts for Y minutes.	5*X*Y	-5	Protection
Jump	Target gains a +30*X bonus on their next horizontal or vertical jump test within 3 rounds.	3*X	0	Flight
Levitate	Target gains the Flyer (5*X) trait for 5*Y rounds.	5*X*Y	-5	Flight
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	0	Object Manipulation
Open	Target lock of lock level X or lower is unlocked.	3*X	0	Object Manipulation
Repair Armor	Restores Xd5 missing AR from target armor piece.	6*X	0	Object Manipulation
Repair Weapon	Reduces the X value of the Damaged (X) condition of target weapon by Y.	6*Y	0	Object Manipulation
Shield	Target is surrounded by a magic barrier that provides 3+(2*X) bonus AR to all locations against physical damage, this shield lasts for Y minutes.	7*X*Y	-10	Protection
Shock Shield	Target is surrounded by a magic barrier that provides 3*X bonus AR to all locations against shock damage, this shield lasts for Y minutes.	5*X*Y	-5	Protection
Slowfall	Target decreases the distance of their next fall within 3 rounds by 5*X meters for the purposes of calculating damage.	3*X	0	Physical Manipulation
Water Breathing	Target may breathe water as if it were air for X minutes.	3*X	0	Physical Manipulation
Water Walking	Target may walk on water as if it were land for X minutes.	3*X	0	Physical Manipulation

Table 8-12: Conjuration Effect Templates

Name	Effect	Cost	Difficulty	Spec.
Bind Construct	*Spells Only.* Summons a Construct with the Summoned (10*X) and Bound traits, which appears within five meters of the affected character. The construct has 0 AP regardless of their usual profile, instead the spellcaster can spend between 1 and 2 of their own AP each round to give the construct an equal number, if they do not the Construct also has the immobilized condition. If the construct ever loses the Bound trait, its AP revert to the baseline for its type and it is typically hostile to anything nearby. The spellcaster may choose to remove the Bound trait as a free action if they desire. The cost of this spell varies with the type of Construct being summoned (see table below).	Varies*X	-10	Construct Binding
Summon Daedra	*Spells Only.* Summons a Daedra with the Summoned (10*X) trait, which appears within five meters of the affected character. Immediately after being summoned, the Daedra makes an opposed Willpower test against the original Conjuration test. If the caster wins, the Daedra gains the Bound trait. If the Daedra wins, it does not gain the bound trait. The spellcaster must spend 1 AP each round to retain control, if they do not, the Daedra can make an opposed Willpower (+10) test with against the original Conjuration test, if it wins, it loses the Bound trait. The cost of this spell varies with the type of Daedra being summoned (see table below).	Varies*X	-10	Daedra Summoning
Summon Daedric Armor	*Self Form only.* 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 Conjured (20+[10*X]) quality. Persists for Y minutes then vanishes.	5*X*Y	-10	Binding
Summon Daedric Weapon	*Self Form only.* 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 Conjured (20+[10*X]) quality. Persists for Y minutes then vanishes. Ranged weapons generate their own ammo (counts as daedric ammo of the same quality, has no ENC).	8*X*Y	-5	Binding
Summon Spirit	*Spells Only.* Summons a Spirit with the Summoned (10*X) trait, which appears within five meters of the affected character. Immediately after being summoned, the Spirit makes an opposed Willpower test against the original Conjuration test. If the caster wins, the Spirit gains the Bound trait. If the Spirit wins, it returns to its realm of origin. The spellcaster must spend 1 AP each round to retain control, if they do not, the Spirit can make an opposed Willpower test against the original Conjuration test, if it wins, it returns to its realm of origin. The cost of this spell varies with the type of Spirit being summoned (see table below).	Varies*X	-10	Spirit Summoning
Sunder Binding	*Spells Only.* Target creature with the Summoned (X) trait, Bound trait or item with the Conjured (X) quality must pass an opposed +30-(10*X) Willpower test against the casters Conjuration test or be banished to its realm of origin.	4*Y	0	Binding

Table 8-12a: Bind Construct

Construct	Level	Cost	Willpower
Flesh Atronach	4	47	50
Greater Flesh Atronach	5	56	50
Iron Atronach	5	60	55
Greater Iron Atronach	6	72	55

Table 8-12b: Summon Spirit

Spirit	Level	Cost	Willpower
Ghost	1	15	35
Ancient Ghost	2	23	40
Faded Wraith	2	27	40
Wraith	3	35	45
Gloom Wraith	5	43	50

Table 8-12c: Summon Daedra

Daedra	Level	Cost	Willpower
Banekin	1	17	35
Daedrat	1	11	18
Scamp	1	15	32
Spiderling	1	12	20
Clannfear	2	29	43
Dremora Churl	2	30	50
Flame Atronach	2	30	50
Hell Hound	2	25	40
Dremora Caitiff	3	37	55
Frost Atronach	3	40	55
Herne	3	35	50
Hunger	3	40	50
Auruoran Knight	4	45	55
Clannfear	4	45	58
Dremora Kynval	4	50	60
Greater Flame Atronach	4	49	55
Lesser Daedroth	4	50	55
Lurker	4	47	55
Ogrim	4	49	50
Spider Daedra	4	48	60
Storm Atronach	4	45	60
Auriel Auren	4	55	60
Dremora Kynmarcher	5	56	65
Dremora Kynreeve	5	56	60
Greater Frost Atronach	5	57	60
Harvester	5	59	60
Ogrim Titan	5	59	55
Seeker	5	58	60
Watcher	5	59	65
Winged Twilight	5	60	60
Xivilai	5	60	60
Auriel Aurmok	6	65	65
Auroran Battlemage	6	70	65
Daedroth	6	68	60
Dremora Kynval Mage	6	68	65
Greater Storm Atronach	6	65	65
Grievous Twilight	6	70	65
Mazken (Dark Seducer)	6	70	60
Auriel Malaurig	7	80	65
Aureal Pelaurig	7	80	65
Dremora Markynaz	7	80	70
Dremora Valkynaz	7	80	67
Titanic Daedroth	7	80	65

Table 8-13: Destruction Effect Templates

Name	Effect	Cost	Difficulty	Spec.
Damage Strength	Target gains the Damaged Strength (Xd5) condition.	6*X	-10	Debilitation
Damage Endurance	Target gains the Damaged Endurance (Xd5) condition.	6*X	-10	Debilitation
Damage Agility	Target gains the Damaged Agility (Xd5) condition.	6*X	-10	Debilitation
Damage Intelligence	Target gains the Damaged Intelligence (Xd5) condition.	6*X	-10	Debilitation
Damage Willpower	Target gains the Damaged Willpower (Xd5) condition.	6*X	-10	Debilitation
Damage Perception	Target gains the Damaged Perception (Xd5) condition.	6*X	-10	Debilitation
Damage Personality	Target gains the Damaged Personality (Xd5) condition.	6*X	-10	Debilitation
Disintegrate Armor	Removes Xd5 AR from any armor on affected hit locations.	6*X	-5	Object Manipulation
Disintegrate Weapon	Any weapons held by the target gain the Damaged (X) quality.	6*X	-5	Object Manipulation
Drain Magicka	Target loses Xd10 magicka.	4*X	0	Magicka Manipulation
Fatigue	Target loses a X Stamina Points.	10*X	-5	Physical Manipulation
Fire	Target takes Xd10 Fire Damage, Pen 10+(3*X) to hit location.	4*X	0	Pyromancy
Frost	Target takes Xd10 Frost Damage, Pen 10+(3*X) to hit location.	4*X	0	Cryomancy
Poison	Target suffers Xd5 Poison damage that ignores armor and must make an endurance check or gain the Poisoned (X) condition.	6*X	0	Venomancy
Shock	Target takes Xd10 Shock Damage, Pen 10+(3*X) to hit location.	4*X	0	Electromancy
Weakness to Fire	Target gains the Weakness (Fire, 10*X) trait for Y minutes.	3*X*Y	0	Vulnerability
Weakness to Frost	Target gains the Weakness (Frost, 10*X) trait for Y minutes.	3*X*Y	0	Vulnerability
Weakness to Shock	Target gains the Weakness (Shock, 10*X) trait for Y minutes.	3*X*Y	0	Vulnerability
Weakness to Magicka	Target gains the Weakness (Magic, 10*X) trait for Y minutes.	5*X*Y	-5	Vulnerability
Weakness to Poison	Target gains the Weakness (Poison, 10*X) trait for Y minutes.	3*X*Y	0	Vulnerability

Table 8-14: Illusion Effect Templates

Name	Effect	Cost	Difficulty	Spec.
Blind	Target must pass a +30-(10*X) Willpower test or be Blind for X rounds.	5*X	-5	Mental Manipulation
Calm	Target must make a Willpower test with a -5*X penalty in order to take any action to start, or continue, a fight for the next Y minutes. Calm cancels Frenzy.	6*X*Y	-5	Mental Manipulation
Courage	Target gains a bonus on fear tests equal to 10*X for Y minutes	4*X*Y	0	Mental Manipulation
Chameleon	Target gains the chameleon (X) condition for the next Y minutes.	5*X*Y	-5	Visual Illusions
Charm	The next character to attempt a Charm test against the target gains a bonus equal to 5*X within the next Y minutes.	3*X*Y	0	Mental Manipulation
Fear	The target must make a Fear (+30-10*X) test.	4*X	0	Mental Manipulation
Frenzy	Target must make a Willpower test with a -5*X penalty in order to not attempt to start, or continue, a fight for the next Y minutes. Frenzy cancels Calm.	6*X*Y	-10	Mental Manipulation
Invisibility	Target gains the Invisible condition for 2*X rounds.	20*X	-10	Visual Illusions
Light	Illuminates the target/targets with 8 meters of normal light and 8 meters of dim light for 5*X minutes. Can be dismissed at will.	3*X	0	Visual Illusions
Muffle	Target gains the muffled (X) condition for the next Y minutes.	3*X*Y	-5	Auditory Illusions
Night Eye	Target gains the Dark Sight trait for X minutes.	3*X	0	Visual Illusions
Paralyze	Target must pass a +30-(10*X) Willpower test or be paralyzed for X rounds.	5*X	-5	Mental Manipulation
Sanctuary	Evade tests against non-spell attacks are made at a +5*X bonus for the next Y minutes.	7*X*Y	-5	Protection
Silence	Target must pass a +30-(10*X) Willpower test or be silenced for X rounds.	5*X	-5	Auditory Illusions

Table 8-15: Mysticism Effect Templates

Name	Effect	Cost	Difficulty	Spec.
Absorb Life	Target takes Xd5 damage that ignores armor and the source character removes trauma equal to the amount dealt.	5*X	0	Physical Manipulation
Absorb Magicka	Target loses Xd10 magicka and the source character gains half as much magicka. If the target has less than this amount, the source character gains any magicka they have remaining.	6*X	0	Magicka Manipulation
Detect Keys	Target gains the Unnatural Senses (Keys, 25*X) trait for Y minutes.	3*X*Y	0	Detection
Detect Life	Target gains the Unnatural Senses (Life, 25*X) trait for Y minutes.	4*X*Y	0	Detection
Detect Magic	Target gains the Unnatural Senses (Magic, 25*X) trait for Y minutes.	4*X*Y	0	Detection
Dispel	Removes any magic effects of a level equal to or less than X currently affecting the target (except those with the Constant form). Dispel cannot be reflected, warded, absorbed, or mitigated.	10*X	-10	Magicka Manipulation
Ethereal Form	Target gains the Incorporeal trait for 2*X rounds.	10*X	-5	Physical Manipulation
Mark*	Places an invisible, magic mark at target. Each time a Mark is cast, the previous instance is removed.	10	-5	Teleportation
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.	20	-10	Teleportation
Reflect	Target gains the Reflect (10*X%) trait for Y minutes.	10*X*Y	-10	Protection
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.	3*X	5	Magicka Manipulation
Spell Absorption	Target gains the Spell Absorption (10*X%) trait for Y minutes.	15*X*Y	-10	Protection
Telekinesis	Target Form Only. Target object of X ENC 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.	1*X*Y	5	Physical Manipulation

*Always counts as a level 3 effect

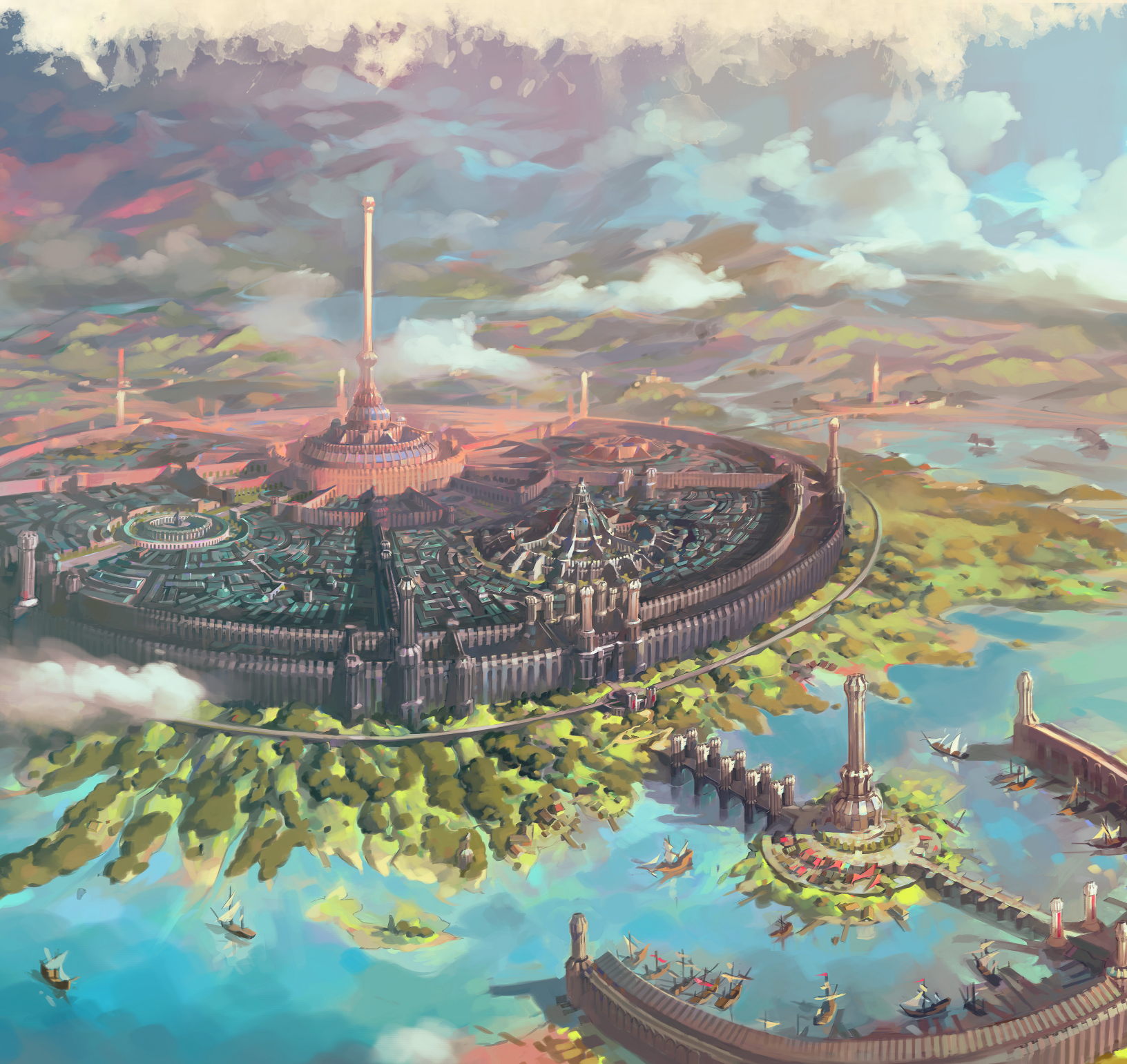
Table 8-16: Restoration Effect Templates

Name	Effect	Cost	Difficulty	Spec.
Cure Disease*	Cures the target of any common diseases they are suffering from.	10	-5	Curative
Cure Paralysis*	Removes the paralyzed condition from the target.	10	-5	Curative
Cure Poison*	Removes the poisoned condition from the target	10	-5	Curative
Fortify Strength	Target gains the Fortified Strength (5*X) condition for Y minutes.	10*X*Y	-10	Fortification
Fortify Endurance	Target gains the Fortified Endurance (5*X) condition for Y minutes.	10*X*Y	-10	Fortification
Fortify Agility	Target gains the Fortified Agility (5*X) condition for Y minutes.	10*X*Y	-10	Fortification
Fortify Intelligence	Target gains the Fortified Intelligence (5*X) condition for Y minutes.	10*X*Y	-10	Fortification
Fortify Willpower	Target gains the Fortified Willpower (5*X) condition for Y minutes.	10*X*Y	-10	Fortification
Fortify Perception	Target gains the Fortified Perception (5*X) condition for Y minutes.	10*X*Y	-10	Fortification
Fortify Personality	Target gains the Fortified Personality (5*X) condition for Y minutes.	10*X*Y	-10	Fortification
Heal	Target removes 5*X trauma.	10*X	0	Healing
Sunlight	Target takes Xd10 Fire Damage, Pen 10+(3*X) with the Sunlight quality to hit location.	5*X	0	Pyromancy
Rejuvenate	Target removes X levels of fatigue or gains X Stamina Points	10*X	0	Healing
Replenish	*Potions Only. Target gains 10*X magicka.*	10*X	0	Healing
Resistance to Fire	Target gains the Resistance (Fire, 10*X%) trait for Y minutes.	3*X*Y	-5	Protection
Resistance to Frost	Target gains the Resistance (Frost, 10*X%) trait for Y minutes.	3*X*Y	-5	Protection
Resistance to Shock	Target gains the Resistance (Shock, 10*X%) trait for Y minutes.	3*X*Y	-5	Protection
Resistance to Magicka	Target gains the Resistance (Magic, 10*X%) trait for Y minutes.	6*X*Y	-10	Protection
Resistance to Poison	Target gains the Resistance (Poison, 10*X%) trait for Y minutes.	3*X*Y	-5	Protection
Restore Strength	Target affected by Damaged Strength (X) reduces the X value by 5*Y	8*Y	-5	Restorative
Restore Endurance	Target affected by Damaged Endurance (X) reduces the X value by 5*Y	8*Y	-5	Restorative
Restore Agility	Target affected by Damaged Agility (X) reduces the X value by 5*Y	8*Y	-5	Restorative
Restore Intelligence	Target affected by Damaged Intelligence (X) reduces the X value by 5*Y	8*Y	-5	Restorative
Restore Willpower	Target affected by Damaged Willpower (X) reduces the X value by 5*Y	8*Y	-5	Restorative
Restore Perception	Target affected by Damaged Perception (X) reduces the X value by 5*Y	8*Y	-5	Restorative
Restore Personality	Target affected by Damaged Personality (X) reduces the X value by 5*Y	8*Y	-5	Restorative
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	-5	Protection
Ward	For the duration, the target can use the Block Reaction using their restoration skill, even against AoEs, Target and Touch spells. The ward has an AR of 4+(2*X) which cannot be combined with a physical shield. Critical failing a Block destroys the ward, otherwise it has a duration of Y*6 rounds.	8*X*Y	0	Protection

*Always counts as a level 3 effect

Chapter 9: The Setting

"Tamriel, also known as Taazokaan in the Dragon Language and the Arena, is one of the continents on Nirn. In Aldmeris Tamriel translates as Dawn's Beauty. Tamriel is a great melting pot of cultures and races, it is home to at least a dozen races, with dozens more having died out or changed."



Setting

History

A lot of Tamriel's history is known and documented, but large swathes are still unknown, particularly the periods known as the Dawn Era and the Merethic Era. Tamriel's very beginning can be traced to the War of the Ehlnofey, when the wandering Ehlnofey fought the Ehlnofey who remained settled in their former home. During this war the original singular landmass of Nirn was broken apart into at least four major landmasses—Tamriel, Akavir, Atmora, and Yokuda. The wandering Ehlnofey were ancestors to all men, while the settled Ehlnofey were co-ancestors with the Aldmer to all mer. It was at the end of the Dawn Era that the Aldmer of Atmora began to diverge along cultural and biological lines, starting the process that would lead to the modern mer races.

Merethic Era

In the middle of the Merethic Era an unknown threat caused the Aldmeri to leave Aldmeris and head towards Tamriel. They colonized many islands along its coast before settling on Summerset Isle. Later they started moving inland, settling many areas in southwest and central Tamriel. Wherever the Aldmer settled they displaced the primitive beastfolk (the ancestors of today's Argonians, etc.). During this time the Ayleids built White-Gold Tower and eight lesser towers around it. Through powerful machinations and the position as the 'spoke' of the wheel within the lesser towers, White-Gold Tower became a very powerful tool—it is said that the tower is what stops Mundus falling back into Oblivion.

In the late Merethic Era men begin to appear on Tamriel. This is not strictly true, as many races of men—such as the feathered men that Topal the Pilot encountered, or a human race in Morrowind—already resided on Tamriel. Instead this time is taken as the period when the men of Atmora came in force to occupy and settle whole-scale on Tamriel. These Atmorans were the ancestors of the Nords. While many of the original races of men died out, many of them interbred enough to became one race known as the Imperials. The conquering of northern Tamriel was sparked by the decline of Atmora and its eventual loss to a catastrophic change of climate from one that supported life to one of 'permanent winter' where no life could survive for long.

The Dragon War at the end of the Merethic Era ended the reign of the Dragons. In the third century of the First Era the Alessian Slave Rebellion saw the humans of Cyrodiil overthrow their slavers, the Ayleids, marking the point at which humans began to dominate Tamrielic history. St. Alessia made a covenant with Akatosh to create the Amulet of Kings. The covenant stated that so long as one of Alessia's heirs wore the amulet, the realms of Oblivion would be cut off from Nirn.

First Era

Near the end of the seventh century, in 1E 668, Red Mountain erupted for the first time in recorded history. 32 years later the Battle of Red Mountain occurred, in which the Chimer fought the Dwemer on Vvardenfell. The end of the war came when all Dwemer simply vanished from Tamriel, leaving behind their many artifacts and strongholds. After the war the Tribunal took over Morrowind, and shortly after that the Chimer were changed into the Dunmer.

The continent of Yokuda sank in 1E 792, so its peoples, the Yokudans emigrated to the area now known as Hammerfell. The nature of the disaster is unknown but many natives think it was self-inflicted. The Yokudans, after conquering Hammerfell, took on many of the customs of the Aylieds, and after many centuries in the harsh desert conditions evolved into modern day Redguards.

In 1E 2200 the Thrassian Plague claimed the lives of more than half of Tamriel's population. The losses were concentrated to the west and south. The plague was particularly hard on the Khajiit of Elsweyr. From sixteen harmonious kingdoms and twenty different types of Khajiit, the plague left them with catpower to form only two kingdoms. The often vastly different outlooks from the various kingdoms all shoved together led to conflict. In response to the Plague the All-Flags Navy was formed to exact revenge on the Sload. This was the first time all nations on Tamriel had worked together and it would have profound implications that would last for eras. In 1E 2703 the Tsaesci from Akavir invaded Tamriel. Skyrim and Cyrodiil united to defeat them. The leader of the armies, Reman, went on to found the Second Empire, which brought all the nations of Tamriel, except Morrowind, under the Empire's control.

Second Era

In 2E 560 the Knahaten Flu spread from Black Marsh through the lower provinces and then into the other provinces killing many people. Argonians were immune to the disease, leading to speculation they were responsible, but this proved to be incorrect. While the disease killed almost all non-Argonians in Black Marsh it was not as devastating elsewhere, though it did wipe out entire cities, religions, and cultures. The Knahaten Flu had a big impact on events of the next three decades. The Altmer gave aid to the suffering Khajiit, who out of gratitude joined the Aldmeri Dominion. The ruling family of Wayrest was wiped out, leading to Emeric becoming king. Emeric spent the next fifteen years expanding the newly signed Daggerfall Covenant to include High Rock's neighbors in Hammerfell and Orsinium. The Argonians then banded together, as an equal partner, with the Nords and Dunmer in the Ebonheart Pact, to protect their interests against the other two alliances.

In 2E 582 the Alliance War broke out. Tensions had been simmering between the three alliances and the Empire of Cyrodiil, but the Soulburst and the Planemeld threw them into open conflict to try and gain control of the Ruby Throne and save Nirn from Molag Bal. Molag Bal's plan was foiled but the outcome of the war for the throne is unknown. From 2E 852 to 854 a series of wars led by Cuhlecain and Tiber Septim led to the formation of the Third Empire under Tiber's rule. In 2E 896 Tiber conquered the Summerset Isles and for the first time all the provinces of Tamriel were united under one banner. The significance of the event lead Tiber to declare a new era.

Third Era

In 3E 427 Emperor Uriel Septim VII sets a scheme in motion with the help of his blades, an individual with the potential to become the Nerevarine is sent to Morrowind. The individual goes on to fulfil the prophecy and reunite Morrowinds Ashlanders and Great Houses. The creature known as Dagoth Ur is slain below Red Mountain and the Heart of Lorkhan is destroyed.

Sotha Sil is betrayed and slain by his fellow Tribunal member, Almalexia, whom has been driven mad by the loss of her power. The Nerevarine is then forced to slay her in turn.

In 3E 433 the Oblivion Crisis occurred. Due to a lack of Alessian heirs to wear the Amulet of Kings, the Dragonfires died out. Mehrunes Dagon attempted to invade Tamriel, destroying Kvatch and the Crystal Tower. The Crisis ended when an illegitimate heir sacrificed himself to call Akatosh and defeat Dagon. It was claimed that Nirn could not ever be invaded again by daedra from Oblivion. When the Crisis was over a new era was announced, making the Third Era the shortest complete era to date.

The final member of the Tribunal, Vivec goes missing.

Fourth Era

At the start of the Fourth Era Red Mountain erupted again. This time it destroyed the entire island and devastated the rest of Morrowind. The Argonians then invaded and unleashed their anger at centuries of oppression and slavery on the survivors, only being stopped on the banks of the Scathing Bay. During the early Fourth Era the Empire started to crumble and then in 4E 40 Umbriel, a floating island from Oblivion appeared. The island made its way over Black Marsh to Morrowind, before turning and heading straight for the White-Gold Tower, causing massive devastation along the way. The island was summoned by a rogue Hist tree to kill all non-native Argonians, but quickly went its own way after appearing. The island was eventually stopped by the efforts of Prince Attrebus Mede and his soon-to-be wife, Annaïg Hoïnart. It disappeared leaving behind hordes of corpses by the walls of the Imperial City.

From 4E 171 to 175 the Great War between the Thalmor and the remainder of the Empire raged across Tamriel. The Thalmor leaders of the third Aldmeri Dominion, believed that mer should rule the continent, while the men who currently occupy the throne think different. The terms of the current peace treaty drove Hammerfell to abandon the Empire, and a civil war broke out in Skyrim—the result of which will determine if Skyrim will also secede.

Eltheric Ocean
Sea of Ghosts
Padomeic Ocean
Abacean Sea
Hammerfell
High Rock
Skyrim
Morrowind
Cyrodiil
Summerset Isle
Valenwood
Elsweyr
Black Marsh
Solitude
Northpoint
Farrun
Dawnstar
Winterhold
Windhelm
Morthal
Markarth
Whiterun
Falkreath
Riften
Dragonstar
Evermor
Sharnhelm
Camon
Orsinium
Wayrest
Skaven
Elinhir
Daggerfall
Sentinel
Gilane
Taneth
Hegathe
Rihad
Stros M'Kai
Bruma
Chorrol
Kvatch
Anvil
Skingrad
Cheydinhal
The Imperial City
Kragenmoor
Bravil
Leyawiin
Gideon
Kvatch
Falinesti
Firsthold
Lillandril
Cloudrest
Skywatch
Alinor
Riverfield
Shimmerene
Sunhold
Dusk
Woodhearth
Elden Root
Greenheart
Southpoint
Haven
Torval
Corinthe
Orcrest
Dune
Riverhold
Stormhold
Helstrom
Archon
Blackrose
Soulrest
Senchal
Solstheim
Raven Rock
Dagon Fel
Vos
Port Telvannis
Ald'Ruhn
Sadrith Mora
Balmora
Vivec
Ebonheart
Necrom
Dwarven Watch
Kragenmoor
Alinalexia
Narsis
Sotha Sil
Tear
Thorn
Niben Bay
Topal Bay
Inner Sea
Iliac Bay
Hunding Bay
Cespar
Herne
Betony
The Coral Kingdoms
The Chain
Haafingar
The Pale
Eastmarch
Reach
Hjaalmarch
Falkreath
Jerall Mountains
Colovia
Blackwood
Tardorn Woods
Valenwood
Elsweyr
Black Marsh
Morrowind
Valenfell
Velothis
Deshaan
Nibenay
Alik'r Desert
Dragontail Mountains
Kingdom of Sentinel
Kingdom of Daggerfall
Nova Scotia
Haafingar
Hammerfell
Cyrodiil
Summerset Isle
Valenwood
Elsweyr
Black Marsh
Morrowind
Solitude
Dawnstar
Winterhold
Windhelm
Whiterun
Riften
Falkreath
Bruma
Chorrol
Cheydinhal
The Imperial City
Kvatch
Anvil
Skingrad
Bravil
Leyawin
Gideon
Falinesti
Firsthold
Lillandril
Cloudrest
Skywatch
Alinor
Riverfield
Shimmerene
Sunhold
Dusk
Woodhearth
Elden Root
Greenheart
Southpoint
Haven
Torval
Corinthe
Orcrest
Dune
Riverhold
Stormhold
Helstrom
Archon
Blackrose
Soulrest
Senchal
Solstheim
Raven Rock
Dagon Fel
Vos
Port Telvannis
Ald'Ruhn
Sadrith Mora
Balmora
Vivec
Ebonheart
Necrom
Dwarven Watch
Kragenmoor
Alinalexia
Narsis
Sotha Sil
Tear
Thorn
Niben Bay
Topal Bay
Inner Sea
Iliac Bay
Hunding Bay
Cespar
Herne
Betony
The Coral Kingdoms
The Chain
Haafingar
The Pale
Eastmarch
Reach
Hjaalmarch
Falkreath
Jerall Mountains
Colovia
Blackwood
Tardorn Woods
Valenwood
Elsweyr
Black Marsh
Morrowind
Valenfell
Velothis
Deshaan
Nibenay
Alik'r Desert
Dragontail Mountains
Kingdom of Sentinel
Kingdom of Daggerfall
Nova Scotia
Haafingar
Hammerfell
Cyrodiil
Summerset Isle
Valenwood
Elsweyr
Black Marsh
Morrowind
The Imperial Reserve
Gold Coast
Westweald
Tardorn Woods
Valenwood
Elsweyr
Black Marsh
Morrowind
Valenfell
Velothis
Deshaan
Nibenay
The Empire of Tamriel
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Provinces of Tamriel

There are nine distinct provinces, each home to one of the more populous races of Tamriel. A proposed tenth province, Orsinium, has never been taken very seriously except by those who want it, namely the Orcs, who wish to have a home province of their own.

Cyrodiil

Cyrodiil, also known as the Imperial Province, Dragon Empire, Starry Heart of Nirn, and Seat of Sundered Kings, and Cyrod in Ayleid, is a province in the south-central region of Tamriel, and the home of a humanoid race known as Imperials. The capital of Cyrodiil, and of the whole empire, the Imperial City, is located on City Isle in the center of the province, which bears the location of White-Gold Tower, possibly the most renowned monument of Tamriel. Despite some accounts describing Cyrodiil as a jungle, it primarily has a temperate climate. One scholar of the middle Second Era attributed this discrepancy to errors made during the transcription of historical texts, while another speculated that White-Gold Tower itself gradually adapted the climate to suit the region's inhabitants. Later sources asserted that Emperor Tiber Septim altered Cyrodiil's climate upon his apotheosis.

Cyrodiil has a varied environment, and is divided into several regions:

- **Nibenay Basin:** This vast region dominates Cyrodiil, containing all the area that drains into the River Niben. The area around the Imperial City and the Upper Niben is often known as "the Heartlands". East of the river, the region consists of mostly open fields while to the west and north it is more wooded. The Imperial City covers City Isle in the center of Lake Rumare, the source of the Niben, and the city of Bravil is located on the banks of Niben Bay in the "Nibenay Valley".
- **Great Forest:** An immense woodland area just west of the Imperial City.
- **Colovian Highlands:** A hilly, forested region of western Cyrodiil with the town of Chorrol as its main settlement.
- **West Weald:** The open countryside of southern Cyrodiil that is well known for its vineyards. The city of Skingrad is located here.
- **Gold Coast:** The western coastline of Cyrodiil that is dotted by farms. The main settlements of the region are the port city of Anvil, and the city of Kvatch further inland.
- **Jerall Mountains:** A mountain range in northern Cyrodiil on the Skyrim border, containing the town of Bruma.
- **Valus Mountains:** A mountain range in eastern Cyrodiil on the Morrowind border. The city of Cheydinhal is located at the foothills.
- **Blackwood:** A swampland in southern Cyrodiil east of Leyawiin, along the Black Marsh border.

Black Marsh

Black Marsh is a dense swampland region of southeastern Tamriel, home to the reptilian humanoid race of Argonians and a race of sentient trees known as the Hist. Mer races also use the name Argonia, a reference to an obscure ancient battlefield, to avoid the negative connotations of the term "Black Marsh". Argonians thrive in the foreboding swamps of Black Marsh, a lush and threatening land teeming with poisonous plants and violent predators. The region's tropical climate lends its plants the capacity to overturn all attempts to cultivate them. Foreign agricultural, colonial, and commercial ventures beyond the slave-trade have met with abject failure. The native Argonians organize themselves on the tribal level with success and efficiency, and were only loosely integrated into the ruling Empire.

Black Marsh is located in the southeastern part of Tamriel, bordering Morrowind to the north and Cyrodiil to the west. Most of the Argonians reside in the inland waterways and swamps of the southern interior. There are few roads, and the principal method of travel is by boat. Unlike the rest of Tamriel, Black Marsh is not broken up into clear regions.

Elsweyr

Elsweyr is a province that lies on the southern coast of Tamriel, and is home to the feline Khajiit. The Khajiiti government is a confederacy held together by the Mane, which are the rarest of the various Khajiit breeds. An important part of Khajiiti culture is the Moon Sugar that is harvested in Elsweyr. Moon Sugar is said to be created by crystallised moonlight falling from the Ja'Kha-jay into the Bay of Topal on the southeastern coast. The waters are then drawn into the sugar plantations of the jungles of Tenmar, which cover much of the southern area of the province.

Elsweyr is bordered by Valenwood to the west and by Cyrodiil to the north and east, with access to Topal Bay and Padomaic Ocean to the south.

- **Anequina:** encompasses the northern half of Elsweyr. The region is dominated by harsh badlands and dry plains.
- **Reaper's March:** in northwest Elsweyr is shared with neighboring Valenwood. While Valenwood controls the sparsely-forested Northern Woods area, the other parts of Reaper's March, known as Dawnmead and Jodewood, consist of savannas and are territories of Elsweyr. These areas contain the cities of Dune and Rawl'kha, and are home to numerous Moon Sugar plantations.
- **Pellitine:** encompasses the southern half of Elsweyr. The region is considerably more fertile than the arid north, and is replete with jungles, rainforests, and river basins. The capital city of Elsweyr, Torval, is located here.
- **Quin'rawl Peninsula:** The southernmost region of Elsweyr, and includes the major port city of Senchal.

- **Tenmar Forest:** A large jungle in southern Elsweyr where Moon Sugar originated.
- **Khenarthi's Roost**: Also called the Isle of Three Temples, is a small island off the southwestern coast of Elsweyr. According to legend, the hawk goddess Khenarthi rested upon a tree on the island during her first journey across the heavens. This tree would later become the Great Tree, found along the coast west of the island's principal settlement, Mistral. During the First and Second Eras, Khenarthi's Roost was home to populations of Moamer as well as Khajiit.

Hammerfell

Hammerfell, once known as Hegathe, the Deathland, and Volenfell, is a province in the west of Tamriel, bordering Skyrim, Cyrodiil, and High Rock. This province is dominated by the wasteland of the Alik'r desert. It is inhabited by the human race of Redguards, who fled to Tamriel after their home, Yokuda, was destroyed.

Hammerfell is predominately an urban and maritime province, with most of its population confined to the great port and trade cities. The interior is sparsely populated with small poor farms and beastherds. The Redguards' love of travel, adventure, and the high seas have dispersed them as sailors, mercenaries, and adventurers in ports of call throughout the Empire.

Hammerfell is divided into several regions

- **Alik'r Desert:** The Alik'r Desert is situated in western Hammerfell, on the shores of the Iliac Bay. The region borders Bangkorai to the east. The main city is Sentinel; others include Lainlyn, Bergama, Kozanset and Satakalaam. Among other places of note are the ruins of the Dwemer city of Volenfell, the Lost City of the Na-Totambu, and the Montalion necropolis. As the name suggests, the region is mostly a vast desert, with some fertile areas on the coast near Sentinel.
- **Bangkorai:** The southern part of Bangkorai, also known as Fallen Wastes, is situated in northern Hammerfell. The Fallen Wastes, like Alik'r to the west, is a desert region except there is much rougher and rocky terrain.
- **Craglorn:** A region in northeastern Hammerfell. It borders Bangkorai to the west, Skyrim holds of Falkreath and the Reach to the northeast, and Cyrodiil across the Colovian Highlands to the southeast. The main cities are Dragonstar and Elinhir. The southern part of the region, called Lower Craglorn, consists mainly of windswept, dry plains, whereas Upper Craglorn is mountainous and very similar to the Reach, which is just across the mountains to the north
- **Khefrem:** A southern, coastal region of Hammerfell
- **Stros M'Kai:** Stros M'Kai is a tropical island in the Abecean Sea, off the southern coast of Hammerfell. The main city is also known as Stros M'Kai

High Rock

High Rock is a province in the northwest section of Tamriel. Most of the province is inhabited by the Bretons, who have divided the province into multiple Breton city states and minor kingdoms. The northern tip of central High Rock also contains Orsinium, the City-State of the Orcs. High Rock encompasses the many lands and clans of Greater Betony, the Deselle Isles, the Bjoulsae River tribes, and, by tradition, the Western Reach. The rugged highland strongholds and isolated valley settlements have encouraged the fierce independence of the various local Breton clans, resisting integration into a formal province or Imperial identity. Nonetheless, their language, bardic traditions, and heroic legends are a unifying legacy.

High Rock borders Hammerfell across the Bangkorai Pass to the southeast and Skyrim across the Druadach Mountains to the east. Its landscape is diverse, ranging from green forests through badlands to snowy mountains.

- **Glenumbra:** The westernmost region of High Rock, encompassing most of the large peninsula separating the Iliac Bay from the Eltheric Ocean. The region consists mostly of rolling green hills and forests; there is also a sizable swamp around the area of Hag Fen, to the southeast of Camlorn.
- **Stormhaven:** The central region of High Rock, situated at the mouth of the Bjoulsae River. The region consists of sparsely forested green hills.
- **Rivenspire:** The northern area of High Rock. The region's landscape is rather gloomy and consists of dry badlands, with jagged rock formations, flinty crags, windswept moors, and narrow canyons.
- **Bangkorai:** The two regions of northern Bangkorai, Mournoth and Ephesus, make up the southeastern reaches of High Rock. The region consists of forested uplands.
- **Wrothgar:** The northeastern region of High Rock. It borders Rivenspire to the west, Stormhaven to the south, the Skyrim holds Haafingar and the Reach to the east and Bangkorai to the southeast. The region is home to the great Orcish city of Orsinium. The region's climate is harsh; the landscape consists of boreal forests, tundras and snowy mountains.
- **Isle of Balfiera:** The isle of Balfiera is situated in the middle of the Iliac Bay. It is renowned as the site of the Direnni Tower, also known as Adamantine Tower, which is the oldest known building in Tamriel.
- **Bretony:** The green and forested isle of Betony is situated to the south of Glenumbra. The island is well known for triggering the War of Betony in 3E 403.

Morrowind

Morrowind, previously named Dwemereth, Veloth, Resdayn, and Dunmereth, is the province in the northeast corner of Tamriel, and the home of the Dunmer. It is dominated by the large island of Vvardenfell and its centerpiece, the ash-spewing Red Mountain, but also includes territory on the continental mainland. The Inner Sea separates Vvardenfell from the mainland, and the Sea of Ghosts lies to the province's north. Solstheim, an island in this sea near northwestern Morrowind, has not traditionally been associated with any particular province, though Morrowind had long maintained a theoretical claim to it. The Nords of Skyrim conceded the island to Morrowind in 4E 16 following the Red Year, allowing the Dunmer to settle it without contest.

Morrowind borders Skyrim and Cyrodiil to the west across the Velothi Mountains and Black Marsh to the south.

- **The Velothi Mountains:** The Mountain range that separates Morrowind from the provinces to the west. The Capital of Blacklight is situated near their norther most point.
- **Bal Foyen:** is a tiny, swampy region on the southeastern shore of the Inner Sea, situated between Stonefalls and the northeastern peninsula.
- **Stonefalls:** is a region situated along the southwestern shore of the Inner Sea. It borders Bal Foyen to the east, Deshaan to the south, Cyrodiil to the west, the Rift in Skyrim to the northwest, and the Morrowind part of the Velothi Mountains to the north. The region contains the cities of Davon's Watch, Ebonheart, and Kragenmoor. The region's landscape fluctuates from volcanic crags to fertile fields and fungal forests.
- **Deshaan**: The southern region of Morrowind, situated between Stonefalls, Cyrodiil, Shadowfen in Black Marsh, and the northeastern and southeastern coastal areas of Morrowind. The region contains the city of Mournhold, as well as Narsis. The region consists of lush green areas, fungal forests, and southeastern swamps
- **The Telvanni Peninsula:** The eastern arm of mainland Morrowind, and is bracketed by the Inner Sea to the west and the Padomaic Ocean to the north and east. From the region's name, it is the stronghold of House Telvanni.
- **Gorne:** A small island off Morrowind's east coast, near Necrom. Many strange creatures found nowhere else in Tamriel inhabit Gorne.
- **Solstheim:** A large island in the Sea of Ghosts to the north of Tamriel. It officially became a region of Morrowind in 4E 16. The island has a long history of habitation by other races, but it has traditionally been primarily Nordic in influence.
- **Vvardenfell:** A large island located inside the bay-like Inner Sea, and is surrounded by mainland Morrowind with the exception of its northern coast, which meets the Sea of Ghosts. It is dominated by the great volcano, Red Mountain.

Skyrim

Skyrim, the northernmost province of Tamriel, is a cold and mountainous region also known as the Old Kingdom, Mereth, or the Fatherland, or Keizaal in the dragon tongue. Many past battles have given it a ravaged appearance and many ruins. Though currently inhabited primarily by Nords, the Elves who they replaced had resided there since time immemorial. The sovereign, the High King of Skyrim, is chosen by the Moot, a convention of jarls. A jarl is a regional ruler chosen through heredity and, rarely, through right of arms. The High King typically rules until death, though acts of dishonor, particularly the appearance of cowardice, can lead to the recall and reconsideration of the Moot. Since the Pact of Chieftains was signed in 1E 420, the Moot does not give serious consideration to anyone but the High King's direct heir unless one is not available.

Skyrim borders Morrowind to the east through the Velothi Mountains, Cyrodiil to the south through the Jerall Mountains, whilst Hammerfell and High Rock lie west through the Druadach Mountains.

- **Eastmarch:** The eastern hold of Skyrim, and one of the four known collectively as the Old Holds. As its name suggests, it lies against the province's eastern border, close to the Dunmeth Pass. Windhelm is the only sizable city in the otherwise rural province due to the expansive hot springs which dominate the hold.
- **The Pale:** The Pale is a northern boot-shaped hold of Skyrim, one of the four known collectively as the Old Holds. The hold is a barren realm covered by vast fields of ice and snow, some scattered mountains, and some pine forests. It stretches from the center of Skyrim all the way to its northern coast.
- **Winterhold:** The northernmost hold in Skyrim, and has weather to match. The Sea of Ghosts is off its northern coast. The city of Winterhold was once located in the hold, but it was mostly destroyed during the Great Collapse.
- **Hjaalmarch:** Also called Hjaalmarch Hold, is a lowland coastal hold in Skyrim. Roughly half the hold is constituted by the Drajkmyr marsh, south of which is the capital and only settlement Morthal
- **Haafingar:** A relatively small, mountainous, coastal hold in northwestern Skyrim. Its capital is the famed city of Solitude.
- **The Reach:** A geographic region located between High Rock, Skyrim and Hammerfell. Near the southwestern corner, the capital Markarth, formerly a Dwemer stronghold, is built into the living rock of the Druadach Mountains.
- **Whiterun:** The hold in Skyrim, located roughly in the middle of the province. It borders six of the other eight holds in Skyrim, the exceptions being Winterhold and Haafingar.
- **Falkreath:** The southern hold in Skyrim along the border

with Cyrodiil and Hammerfell. It's the second southernmost hold in Skyrim, after the Rift. The capital is Falkreath.

- **The Rift:** The Rift (sometimes called Rift Hold), the south-eastern hold of Skyrim, is a temperate region northwest of the intersection between the Velothi Mountains and the Jerall Mountains. It is one of the four holds known collectively as the Old Holds. The capital city of Riften is nestled in the expansive Fall Forest.
- **Bleakrock Isle:** Bleakrock Isle, also considered a part of Skyrim, is a small, snowy island in the Sea of Ghosts between Windhelm, Blacklight and Solstheim.

Summerset Isles

The Summerset Isles (sometimes spelled Sumurset, Summurset or Sumerset) is a province in southwest Tamriel consisting of fourteen islands of varying size. The three largest and most significant islands are Summerset Isle, Auridon, and Artaeum, the latter of which is apt to disappear for sizable lengths of time without warning. In 4E 22, the Thalmor seized power and renamed the province after its capital, Alinor, though many outside the province still refer to it as Summerset. The current inhabitants of the province are the Altmer, though goblins were there when the elves first arrived. It is believed that the first inhabitants were the Sload before they were driven away by the Aldmer, whom the Altmer claim to be directly descended from.

Little of the geography of the Summerset Isles is known. Cloudrest, atop Eton Nir, the highest mountain in Summerset, is an odd mixture of architectural styles. The oldest, and most isolated, of all ruins there are made of coral. This highly suggests original occupation by the Sload.

The archipelago is broken down into a number of islands:

- **Summerset Isle**: The largest island often called Alinor.
- **Auridon**: The second-largest island, located closest to mainland Tamriel.
- **Artaeum**: The island sanctuary of the Psijic Order, it has a tendency to vanish for centuries at a time.
- **Buraniim Isle**: A small island south of the port of Skywatch and east of the town of Mathiisen, the site of a hidden Aldmeri ruin.
- **Errinorne Isle**: A small island to the east of Skywatch. It was used by the Aldmer as a mercantile hub, and later served as a Sload beachhead for invading Auridon before the All-Flags Navy purged them.
- **Eyevea**: An island north of Summerset, purchased by Archmage Shalidor in the early First Era and subsequently lost in The Shivering Isles until the mid-Second Era.
- **Silatar**: A small, secluded island.

Valenwood

Valenwood is a densely forested, sub-tropical region that encompasses the southwestern coastal plain of Tamriel. In the words of A Pocket Guide to the Empire, Valenwood is "a sea of endless green, a maze of foliage with half-hidden cities growing like blooms from a flower, the home of the Bosmer is Tamriel's garden." One unusual feature of Valenwood is its gigantic, migratory trees, many so large that the Bosmer have built entire cities in their branches. Falinesti is one such tree, a mile-high specimen that serves as the capital of Valenwood and seat of its kings.

Valenwood borders Elsweyr to the east and Cyrodiil to the north, partially divided from the latter by the Strid River, and is just across the sea from Summerset Isle.

- **Grahtwood:** The southeastern region of Valenwood. It borders Greenshade to the west, Malabal Tor and Reaper's March to the north and Elsweyr to the east. The Padomaic Ocean is off its southern shores. Its capital is Elden Root. The region is covered in a dense jungle containing many massive graht-oaks, from which the region takes its name.
- **Greenshade:** The southwestern region of Valenwood. It borders Grahtwood to the east and Malabal Tor to the north; the isle of Auridon is just across the sea to the west. The main city is Woodhearth. The region consists of smaller forests, clearings and meadows; there is also a swamp to the southeast of Woodhearth.
- **Malabal Tor:** The northwestern region of Valenwood. It borders Greenshade to the south, Reaper's March to the west and the Gold Coast of Cyrodiil across the Strid River to the north. The region contains the city of Silvenar. The region is covered in a jungle similar to the one in Grahtwood, but smaller in scale.
- **Reaper's March:** The western portion of the Reaper's March region, known as the Northern Woods, makes up the north-eastern reaches of Valenwood. It is a sparsely forested area that borders Malabal Tor to the west, Grahtwood to the south, and Elsweyr to the east. The biggest settlement is the multicultural city of Arenthia

Beyond Tamriel

Akavir

Akavir, also known as Dragon Land, is a continental landmass east of Tamriel. The two continents have a history of animosity towards each other, with Akavir invading Tamriel several times in the past and Tamriel invading Akavir at least once. Much of what is known about it in Tamriel is acknowledged to be incomplete or inaccurate. No mer have ever lived there; the men that did live in Akavir were all "eaten" long ago by the Vampiric Serpent Folk of Tsaesci. There are four major nations on Akavir, each with its own race.

Kamal

The Kamal are a race of snow demons who live in Akavir. The word means "Snow Hell".

Tsaesci

The Tsaesci, which means Snake Palace, are a race of vampiric serpents. Their appearance has been described differently on many occasions, the only consistency being that they are "tall, beautiful (if frightening), and covered in golden scales." They have been described as having human upper bodies and serpentine lower bodies in some cases and being entirely snake-like in others. The Tsaesci are known to fight without shields or armor, using only swords such as the Dai-katana in combat.

Tang Mo

The Tang Mo are generous and kind monkey-people. There are various breeds of Tang Mo. They are very brave and simple, and many are also believed to be insane.

Ka Po' Tun

The Ka Po' Tun are a race of (tiger-like) "cat-folk". Although all of the races have fought each other at various times, the Ka Po' Tun consider the Tsaesci to be their greatest enemies. Some believe that they may be related to Tamriels Khajiit.

Atmora

Atmora (meaning Elder Wood in Ehlnofex) is a continent to the north of Tamriel, and tradition holds that it was from here that the first humans came to Tamriel. The name is a corrupted form of the Aldmeris title "Altmora", a designation for the northernmost landmass inhabited by mer. The ancient Nords called Atmora "the land of truth". It was the homeland of the Nedic peoples, who were the ancestors of the modern Nords, Imperials, and Bretons.

Society

Early Nordic society is reflective of Atmoran society. Many Nordic customs were inherited from Atmora, and the continent's culture has been highly influential on Tamriel. Atmorans were a sea-faring people, much like modern-day Nords, but they purportedly had no knowledge of agriculture and survived off of hunting, a way of life which likely encouraged their purportedly ceaseless warfare. Atmorans were also a pre-literate society and lacked a formal writing system of their own; Ysgramor is credited with developing a runic transcription of Nord speech based on Elvish principles, and is consequently considered the first human historian. While Atmorans were considered one race, it is implied that there were regionally-distinct racial groups, such as the "sinewy long folk" whose "ruddy skin matched the dawn" that inhabited the eastern edge of Atmora.

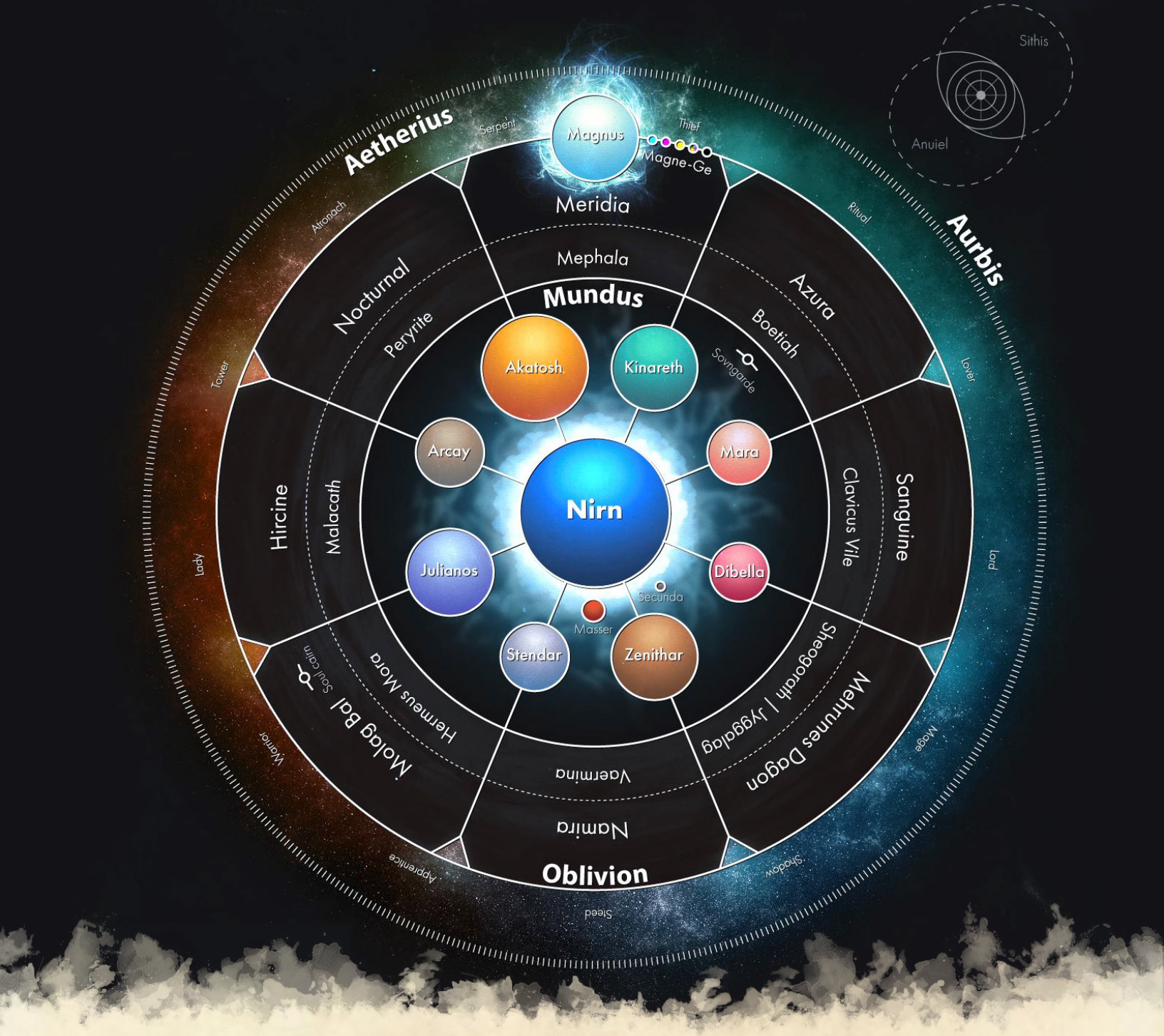
Atmoran settlers of Tamriel brought with them traditions such as naming ceremonies and their religion of animal worship. They deified the hawk, wolf, snake, moth, owl, whale, bear, and fox, but preeminent among all animals were the dragons. At the height of the Dragon Cult's influence, before the Dragon War, the dragon priests held as much power as kings, ruling in the stead of the aloof dragons they worshipped. In Atmora, the priests demanded tribute and set down laws and codes of living that kept peace between dragons and men. In Tamriel, however, they reigned as tyrants and made virtual slaves of the rest of the population. Atmorans also passed down myths involving demons, especially Herma-Mora, "the Woodland Man", who would become a part of the Nordic pantheon.

Yokuda

Yokuda was a continent west of Tamriel which sank into the sea during the First Era. It was the ancestral home of the Redguards, as well as a purportedly extinct Aldmeri race known as the Lefthanded Elves. It was the birthplace of several famed Redguard heroes, including Frandar Hunding and his son Divad. It was also the nation that birthed the fabled martial tradition of sword-singing. The native language of Yokuda was called Yoku, but after the Yokudan migration to Hammerfell in 1E 808, it was almost entirely replaced to help stabilize foreign trade.

Pyandonea

Pyandonea is an island-continent located to the far southwest of Tamriel which is home to the elusive Maormer, who had been exiled there by the ancient Aldmer during the days of Aldmeris. The island is covered mostly in dense rain forests which provides a habitat for the southern water spirits. It was also marshy, and full of insects. The Maormeri practice a powerful form of snake magic which they use to tame the sea serpents of Pyandonea for use as mounts and warbeasts. King Orgnum, famous for his coffer, was from this land. Pyandonea translates to "The Veil of Mist", and according to legend, Orgnum and his followers were banished to this place after he tried to lead a rebellion against the Aldmer, and an impenetrable mist would forever keep them from Aldmeris. However, this mist would not keep them from targeting Summerset and southwestern Tamriel.



Cosmology

Within the Aurbis exist a multitude of different Planes of Existence, from the well-known mortal realm of Mundus and the planes of the Daedric Princes, to the mysterious Oblivion pocket realms and the magical planes of Aetherius.

Closely related is the concept of the Outer Realms, a term which usually refers to Aetherius and Oblivion together, but may also include a number of "other, less structured forms" in the Aurbis.

Mundus

Mundus (or "the Mundus") is the plane or realm of existence that encompasses Nirn, its moons, and attendant Aedric planets. For all intents and purposes Mundus refers to these heavenly bodies alone, as they themselves float in the Void. Mundus is a collaborative construct created by many divine beings. It was first conceptualized by Lorkhan, who then convinced other et'Ada — specifically the Anuic et'Ada, who became known as the Aedra, and not the Padomaic et'Ada, i.e., the Daedra — to assist him in its construction. Of these et'Ada, Magnus became the Architect, who drew up the plans for Mundus.

Some of the et'Ada gave parts of themselves entirely to the creation of Mundus. These became the eight planets of Mundus (not including Nirn); they are also identified as the Eight Divines. Soon after the planets had formed, Magnus became disgusted at what Mundus was, and so left for Aetherius, his passage ripping a hole in Oblivion (the realm of Daedra that surrounds Mundus and separates it from Aetherius). This rip is viewed as the sun, and is responsible for much of Mundus' magical energy. Others soon followed after Magnus; these et'Ada left smaller holes, which became the stars. A number of the et'Ada chose to stay with their creation so that it would not die, and became the Earthbones that established the laws of nature and formed the substance and life of the final planet: Nirn. The et'Ada who did not manage to escape or choose to stay on Nirn as spirits simply wasted away into nothingness.

Because of Lorkhan's trickery of the other et'Ada, the Aedra met at Direnni Tower (also known as the Adamantine Tower or the Ur-Tower) to discuss the punishment of Lorkhan. Trinimac then ripped the Trickster's heart from his chest, which Auri-El then fired into the sea with his bow. Its impact rent the earth and created a mighty volcano, now known as Red Mountain. The creation of the landmass that is modern Vvardenfell can be traced to this event. Because Lorkhan's Heart remained on Tamriel, it impregnated Nirn with his spirit and "a reasonable amount of his selfishness", while his corpse remained floating above the new planet as the two moons, Masser and Secunda.

Masser

The greater of Nirn's two moons, Masser, or Jode, is acknowledged as one of the attendant spirits of the mortal plane, and, as such, is both temporal and subject to the bounds of mortality. Masser, which exists as a separate plane, has long since perished; it was Masser's death which led mortals to perceive it as having both texture and limited size, as well as a reddish hue, all of which are the results of its decay from its former investiture of pure white.

While regarded by various cultures as an attendant spirit of their god planet, minor god, or foreign god, Masser is not displayed within Dwemer orreries, neither does it hold a position within the pantheon of Imperial gods. In Khajiiti culture, walking the Path of Jode is a necessary step for a Lunar Champion seeking to become the Mane. Under the influence of moon sugar vapors, the Moon Hallowed guides the Lunar Champion through an aspect of Masser known as the Demi-Plane of Jode, which shapes itself to show visions of the future to those who walk along the path.

Secunda

The lesser of Nirn's two moons, Secunda, or Jone, is acknowledged as one of the attendant spirits of the mortal plane, and, as such, is both temporal and subject to the bounds of mortality. Secunda, which exists as a separate plane, has long since perished; it was Secunda's death which led mortals to perceive it as having both texture and limited size, as well as imperfections of color, all of which are the results of its decay from its former investiture of pure white.

While regarded by various cultures as an attendant spirit of their god planet, minor god, or foreign god, Secunda is not displayed within Dwemer orreries, neither does it hold a position within the pantheon of Imperial gods. In Khajiiti culture, walking the Path of Jone is a necessary step for a Lunar Champion seeking to become the Mane.

Necromancer Moon

Following the Warp in the West, the Order of the Black Worm came to believe that Mannimarco, their King of Worms, had ascended to become the God of Worms, as represented by the Necromancer's Moon, or the Revenant. The Order held that he would deliver them from the Day of Reckoning, and established altars that, when struck by the light of the Necromancer's Moon, converted grand soul gems into black ones that are capable of trapping the soul of a sentient mortal.

"Despair not at the trials we now face, for our time comes swiftly.

The God of Worms watches over our Order, and will deliver us from these troubled times on the Day of Reckoning. Until then, perform His works in secret, serve His needs, and look to the skies for His signs.

The Revenant, the Necromancer's Moon, watches over us all. His Form, ascended to Godhood, has taken its rightful place in the sky, and hides the enemy Arkay from us so that we may serve Him. Watch for the signs: when the heavenly light descends from above, hasten to His altars and make your offering, so that He may bless you with but a taste of His true power. Grand Soul Gems offered to Him will be darkened, and can be used to trap the souls of the unwitting; a feat even the great N'Gasta would marvel at.

Stay faithful to the Order of the Black Worm, and in time your loyalty will be rewarded. Soon, He will return to set the world right in due time, and those who would stand in his way will suffer enternally [sic] at his hands, just as those who stood opposed before.

Until that day, you must believe and be patient. Hide in your caves, in your ruined forts, in your secret lairs. Raise your minions, summon your servants, cast your spells. Answer the call of the Order when you are needed. Watch and listen."

A note of forewarning to the Order of the Black Worm

Sovngarde

Sovngarde is the Nordic afterlife created by Shor that exists in Aetherius. Warriors who have proven their mettle in battle arrive in Sovngarde after death. Fleshly pain and maladies evaporate upon entering its Hall of Valor. Spirits here enjoy mead-drinking and contests of physical prowess. It should be noted that this is only for Nordic and Atmoran warriors – other groups have their own afterlives. For example, when Nordic Werewolves die, Hircine claims their soul for his Great Hunt just as he would with any other Werewolf, thus preventing them from reaching Sovngarde. There are some exceptions, such as members of a different race can enter Sovngarde by proving themselves worthy.

Oblivion

Oblivion is the realm of the Daedra, containing many different planes, each associated with a Daedric Prince. Each plane of Oblivion is entirely different, being a part of its prince's personality. The sixteen main planes of each prince are accompanied by thousands upon thousands of other demiplanes and pocket dimensions. These smaller planes are rarely visited, and almost never governed by a being. The sixteen planes of the Princes are incredibly large, often being the size of entire worlds. These planes are inhabited by lesser Daedra specific to the plane they are on.

The Daedric Princes are not gods, but they are not demons. They are something different, something alien. When the Gods were invited to create Mundus, the Daedric Princes took no part. When the Gods were sundered and destroyed, the Daedric Princes took no part. When Magnus and his Magne-Ge fled to Aetherius, the Daedric princes took no part.

Many forms of lesser Daedra include dremora, scamps, atronachs, aurorans, and many others. Lesser Daedra are often conjured by powerful mages through uses of spells and rituals. These Daedra are temporarily bound to Mundus from Oblivion. Normally, summoning a Daedra from Oblivion often bothers the lesser Daedra being summoned. Though the bound Daedra cannot do anything about it due to the nature of the spell, they are often greatly contemptful of their summoners.

Traveling to Oblivion is an incredibly rare thing to do. During the 2nd Era, Molag Bal, a Daedric Prince, opened portals to his realm of Oblivion, Coldharbour, in an attempt to merge Tamriel with his realm. These portals were called Dark Anchors, and spit out lesser Daedric armies into the land of mortals. In the 3rd Era, the infamous Jagar Tharn used his magical prowess to unleash lesser Daedra into Tamriel. These Daedra can sometimes still be found today, as it was no invasion, but simply an invitation. At the closing of the 3rd Era, Mehrunes Dagon, another Prince, did something similar to Molag Bal, opening hellish gates to his realm of the Deadlands. These gates were powered by a Sigil Stone, which is a Daedric artifact of sorts. Mortals were able to enter these gates and take the Sigil Stone, closing the specific gate they entered. Other than these few events, travel between the planes of Oblivion and Mundus is rare, and only achievable by the most powerful of wizards.

The Primal Forces

Every race has the concept of good and evil, though they may be known by different names in different faiths.

Anu

Anu, or Anu the Everything, is thought to be the quintessential form of Stasis, the anthropomorphization of one of the two primal forces (the other being Padomay, Change). Anu or his equivalent under a different name is present in every culture's traditions; for instance, the Khajiit refer to him as "Ahnurr", and he is a "littermate" to "Fadomai".

As the story goes, Time began when the two forces entered the Void; the interplay between them led to all of Creation, starting with Nir. Anu is typically described in masculine terms, and Nir in feminine terms, and theirs is the first love story. Padomay took exception to Nir's love of Anu, and so the first love story ends in violence. Nir, wounded, gave birth to the twelve worlds of Creation before dying. When Padomay attacked and shattered these worlds, Anu fought him off and salvaged Creation by combining the remnants into one world, Nirn.

When Padomay returned to once again try to destroy Creation, Anu pulled them both outside of Time itself, ending their conflict's threat to Creation, though Creation remained abundant with many Anuic and Padomaic spirits. Anu's blood, spilt during the battle with his brother, became the stars, and the mingled blood of the two brothers became the Aedra. In the Altmer tradition, Anu personified his own soul into Anuiel "so that he might know himself", and Anuiel's soul was in turn personified in Auri-El.

Gods with an Anuic basis, those "bound to Anu's light", include almost all Aedra and most deities associated with the creation of Mundus and Nirn. Jyggalag can also be considered Anuic, as both Anu and Jyggalag represent Order.

Padomay/Sithis

Padomay, also called the Darkness, Padhome, or Fadomai, is the quintessential form of change, and is often considered the same entity as Sithis. One of the two primal forces, the other being Anu, Padomay is the personification of the primordial force of chaos and change who dwells in the Void. Creation myths paint Padomay as Anu's brother, and the interplay between them created Nir, a personification of the Aurbis. Padomay was embittered by the love between Anu and Nir, and sought to destroy their love child, Creation. He killed Nir and sundered Creation, but Anu salvaged the remnants, then saved them from further harm by pulling his brother and himself outside of Time forever.

Gods with a "Padomaic" basis include most Daedric princes, who, as the Blood of Padomay, represent the forces of change, as does his "son" Lorkhan. His blood and Anu's mingled to create the Aedra, giving them the capacity for both good and evil. While Padomay and Padomaic gods are usually considered "evil", such labels are often thought to be inapplicable, and that the only true description is that Anu and Padomay are opposite, antithetical to each other, evenly matched, and inextricably linked. They are so linked that some cultures, notably the Redguards, do not distinguish between these two concepts, and believe only in a single, original god of everything.

Lorkhan, The Missing God

This Creator-Trickster-Tester deity is in every Tamrielic mythic tradition. His most popular name is the Aldmeri 'Lorkhan', or Doom Drum. He convinced or contrived the Original Spirits to bring about the creation of the mortal plane, upsetting the status quo-- much like his father Padomay had introduced instability into the universe in the Beginning Place. After the world is materialized, Lorkhan is separated from his divine center, sometimes involuntarily, and wanders the creation of the et'Ada. He and his metaphysical placement in the 'scheme of things' is interpreted a variety of ways. In Morrowind, for example, he is a being related to the Psijiic Endeavor, a process by which mortals are charged with transcending the gods that created them. To the High Elves, he is the most unholy of all higher powers, as he forever broke their connection to the spirit plane. In the legends, he is almost always an enemy of the Aldmer and, therefore, a hero of early Mankind.

The et'Ada

The Aedra

The Aedra are original beings that arose from the interplay of Anu and Padomay. They are regarded as the counterparts and opposites of the Daedra, but the distinction originated after their birth, during the creation of the Mundus. The Anuic (Aedric) beings played a leading role in the creation of Mundus (and became bound to the Earth Bones) causing them to commonly be considered the creators of the mortal world. As part of the divine contract of creation, the Aedra can be killed. Aedra translated into Aldmeris means "Our ancestors." The proper singular form is "Aedroth", but the Aedra are almost never referred to in singular.

Eight of the Aedra are worshipped as the Eight Divines, namely Akatosh, Dibella, Arkay, Zenithar, Stendarr, Mara, Kynareth, and Julianos (with the addition of Talos, the human god-hero Tiber Septim, they have become the Nine Divines). These eight represent those who sacrificed parts of themselves to become the founders of Nirn. Other minor spirits disappeared into the stabilizing elements known as the Earthbones, or degenerated into mortal life, after the creation of Mundus caused by Lorkhan's trickery. Since that act at Convention, the identities of the Aedra have changed greatly and become subject to disruption and even modification by the actions of mortals.

The Daedra

The Daedra are divine beings that did not take part in the creation of Mundus, and thus retain the full breadth of their power. They have a very real impact on the mortal realm; in one way or another, Daedric influence touches everyone on Tamriel.

The word "Daedra" is of Aldmeri origin, and roughly means "not our ancestors", as opposed to Aedra - "our ancestors". Technically, only the plural is written "Daedra", but this word is frequently used in singular as well. The proper singular form is "Daedroth" but that come to refer to the specific crocodile like species of Daedra. Different cultures have their own myths and names for Daedra as well.

Daedra are often referred to as demons, but this is misleading. All Daedra have a penchant for extremes and are therefore capable of tremendous acts of devastation, but their different spheres make them apply their power in different ways, and their infinite diversity makes speaking about them generally difficult. Thus, it is often impossible to accurately label them as "good" or "evil", the one thing that can be stated with certainty is the Daedra are beyond mortal comprehension (as mortals seem to be beyond Daedric comprehension).

Daedra come in many forms. Undoubtedly there are true Daedra, such as the Daedric Princes and highly intelligent Dremora. There are many lesser beings known to be in league with these greater powers, but whether each type constitutes actual Daedra is unknown. A Daedroth's physical form can be ruined. But it cannot be truly killed; the soul or Animus of a slain Daedroth returns to the void of Oblivion until it manages to coalesce into a physical form again. A Slain Daedroth is often said to have been "banished" or "purged" instead of "killed" to reflect this.

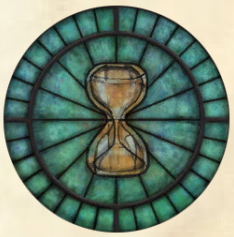
"The designations of Gods, Demons, Aedra, and Daedra, are universally confusing to the layman. They are often used interchangeably.
"Aedra" and "Daedra" are not relative terms. They are Elvish and exact. Azura is a Daedra both in Skyrim and Morrowind. "Aedra" is usually translated as "ancestor," which is as close as Cyrodilic can come to this Elven concept. "Daedra" means, roughly, "not our ancestors."
This distinction was crucial to the Dunmer, whose fundamental split in ideology is represented in their mythical genealogy.
Aedra are associated with stasis. Daedra represent change.
Aedra created the mortal world and are bound to the Earth Bones. Daedra, who cannot create, have the power to change.
As part of the divine contract of creation, the Aedra can be killed.
Witness Lorkhan and the moons. The protean Daedra, for whom the rules do not apply, can only be banished."

Aedra and Daedra, Overview of the basic differences between Gods, Demons, Aedra, and Daedra

Tamrialic Religions

The Divines

The Cyrodiilic Empire worship The Divines as deities with shrines and temples being common in cities across all of Tamriel as a result. Many of the other pantheons include the Divines as a basis.



Akatosh, the Dragon God of Time

Akatosh, known as Auri-El (or Auriel) to the Aldmer and Bormah (Father) to the dragons, is the chief deity of the Nine Divines (the prescribed religious cults of Cyrodiil and its provinces). He is present in every Tamrielic religion except that of the Dunmer (Lorkhan is actually the only one seemingly present in every tradition). His avatar is a dragon, and he is often called the Dragon God of Time. He is generally considered to be the first of the Gods to form in the Beginning Place; after his establishment, other spirits found the process to be easier and the various pantheons of the world emerged. The Aedric spirit is the ultimate God of the Cyrodiilic Empire, where he embodies the qualities of endurance, invincibility, and everlasting legitimacy while promoting the virtues of duty, service, and obedience. Akatosh is thought to be the father of all dragons, and their leader Alduin was titled "First-Born of Akatosh". Akatosh is the patron of the Akatosh Chantry, the religious order devoted to the worship and glorification of him, who refer to him as the "Great Dragon". The Warp in the West and other Dragon Breaks are thought to result from Akatosh's temporary loss of control over the flow of time.

Most traces of Akatosh disappeared from ancient Chimer legends during their so-called 'exodus', primarily due to that god's association and esteem with the Altmeri. However, several aspects of Akatosh which seem important to the mortal races, namely immortality, historicity, and genealogy, have conveniently resurfaced in Almalexia, the most popular of Morrowind's divine Tribunal; as a mother-figure, she also embodies the idea of being a progenitor (albeit a female rather than male one). So one could say that, at least, the qualities of Akatosh are not entirely neglected among the Dunmer, even if his name is.

Akatosh was involved in the forging of the Covenant with the new Empire of humanity, and his blood was mystically joined with Alessia and her heirs. The Amulet of Kings was the primary token of this patronage, and it allowed the new Empire of Cyrodiil to benefit from the stabilizing influence of White Gold Tower, maintaining the barrier between Mundus and the Planes of Oblivion. When that barrier was threatened during the Oblivion Crisis, Martin Septim was able to summon Akatosh's spirit and transform himself into the avatar of Akatosh, which appeared in the shape of a giant dragon made of fire. This avatar dragon defeated Mehrunes Dagon, reestablishing the mystical barrier between Tamriel and the Daedric Realms. The avatar transformed into a statue, now located inside the ruined Temple of the One.

Arkay, the Mortals' God

Arkay (or Ark'ay), Lord of the Wheel of Life, is a member of the Divines, and also a popular god in other cultures. Arkay is often more important in those cultures where his father, Akatosh, is either less related to time or where his time aspects are difficult to comprehend by the layman. He is the god of burials and funeral rites, and is generally associated with cyclical occasions, such as the seasons and life/death. His priests are staunch opponents of necromancy and all forms of the undead, and are empowered to bestow Arkay's blessings which prevent the forceful misuse of a mortal soul. Thus, any body properly buried by a priest observing the proper rituals is protected by Arkay's Law from being raised as undead. Therefore, necromancers view Arkay as their ultimate enemy, and make covert efforts to undermine his worship throughout Tamriel. Because of this association with, and protection of, mortality, he is sometimes called the Mortals' God.

There are two legends about Arkay's origin. The book Ark'ay the God of Birth and Death has it that Arkay was once a regular shopkeeper with a passion for knowledge. He found a book written in a strange language and spent years upon years attempting to decipher it, slowly ignoring everything and everyone else around him. Eventually Arkay realized the book explained life and death itself, but by this time was at death's door with an incurable plague. Praying to Mara as a last resort, Arkay asked for more time to interpret the book. Mara gave him a choice: die now or become a god for eternity, charged with keeping the balance of death and life in the universe. The alternative is contained in The Monomyth, which suggests that Arkay was one of the very first spirits to "crystallize" after the start of time.

Comparing Arkay to Tu'whacca, Yokudan God of Souls, shows this story is allegorical, framing the sequence of events by which an anonymous Aedra found new purpose in the constructs of the mortal plane and took up the mantle of life and death. Arkay created the Sword of the Crusader for Pelinal Whitestrake, to help him defeat Umaril the Unfeathered.

The Order of Arkay has temples in Sentinel, Ilessan Hills, Shalgora, Dragontail Mountains, and Orsinium.

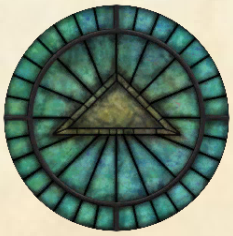
Dibella

Dibella, also known as the "Passion Dancer", "Our Blessed Lady", and simply, "the Lady", is the Goddess of Beauty, Love, and Affection. She is also acclaimed as the Lady of Love, Beauty, Art, and Music. Dibella is the Queen of Heaven, and is one of the Divines.

According to the creation myth presented in the Anuad, Dibella and the aedra (gods) were born from the mingled blood of Anu and Padomay, the good and evil primal forces, respectively, and therefore have a capacity for both good and evil, in contrast to the daedra, who were born solely from the blood of Padomay. The formation of Akatosh, the God of Time, from the mingled blood of the brothers Anu and Padomay facilitated the formation of Dibella and the gods as they learned to structure themselves. Shezarr's Song, a Cyrodiilic creation myth, acclaims the creation of Mundus to the sacrifice of Dibella and the gods whose sacrifices were embodied as eponymous planets. Dibella and the gods were subsequently bound to the Earth Bones as a result. Followers of the cult known as the Mythic Dawn deem Dibella and other gods as false gods and claim she and others betrayed Lorkhan.

Dibella, as Goddess of Beauty, is the embodiment of beauty and teaches mortals to seek truth through beauty and worship. Those who follow the teachings of Dibella, and propagate beauty and promote harmony, are granted charm and grace. The Goddess teaches that mortals should give themselves to love, and commands them to open their hearts to "the noble secrets of art and love. Treasure the gifts of friendship. Seek joy and inspiration in the mysteries of love". Dibella holds no limit on the number of lovers one may have, but demands focus on the quality of the essence of love, not the quantity. She teaches that, "No matter the seed, if the shoot is nurtured with love, will not the flower be beautiful?", and blesses the love of those which is pure and untainted.

Dibella discourages relations with undead, such as vampires, and concurs with the teachings of Arkay that vampires have impure spirits. The Goddess makes her will known to mortals through her sybil, who is revealed to her priesthood via the ceremony known as the Exalted Protocol of the Dibellan Sybil. The ceremony is known only to the priesthood of Dibella, and is kept secret from the general population, including acolytes of other Divines. Dibella is known as the Divine who "pays Men in Moans". Followers of Dibella are known to practice the Dibellan Arts and bestow a Mark of Dibella upon others.

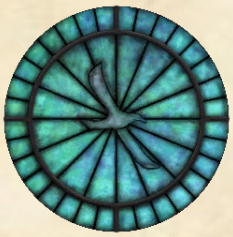


Julianos

Julianos, Aedric God of Wisdom and Logic, is one of the Cyrodiilic Divines, governing the realms of literature, law, history, and contradiction. He is usually associated with magic, and thus is often revered by wizards. Jhunal, the Nordic father of language and mathematics, fell out of favor in the Nordic pantheon, after which he became Julianos of the Divines. Monastic orders founded by Tiber Septim and dedicated to Julianos are the keepers of the Elder Scrolls. He is particularly venerated among many Imperials and Bretons. As a Divine, he represents the virtue of learning, scholarship, and justice. He is said to "incant the Damned Equation". His symbol is a triangle.

Julianos created the Shield of the Crusader for Pelinal Whitestrake, to help him defeat Umaril the Unfeathered. A chapel was dedicated to his worship in Skingrad. There was also a Chantry of Julianos in the Imperial City.

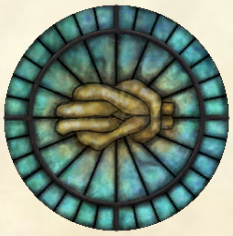
In the Iliac Bay, temples dedicated to him are known as Schools of Julianos. As their name implies, these temples are considered educational institutions, and they are believed to have spread the term "magicka" to describe the "power associated with performing magic".



Kynareth

Kynareth is the goddess of the heavens, the winds, the elements, and the unseen spirits of the air. She is a member of the Eight/Nine Divines and Patron of sailors and travelers. Kynareth is often invoked for auspicious stars at birth and for good fortune in daily life. In some legends, she is the first to agree to Lorkhan's divine plan to create the mortal plane, and provides the space in the void for its creation. Furthermore, she is associated with rain, a phenomenon that is said not to have occurred before the removal of Lorkhan's divine spark.

According to followers of the Divines, the Sky Goddess Kyne, worshipped by the Nords as the strongest of the Sky spirits and the widow of Shor, is the Nordic aspect of Kynareth. Rain is said to be Kyne's tears as she mourns the loss of her beloved Shor, since rain is believed not to have appeared until after his divine spark was forcibly removed. It is said Kyne gifted men with the thu'um so they could harness the language of the dragons and use its power to save themselves from the wrath of Alduin and the dragons. The Khajiiti aspect of Kynareth is the Goddess of the Winds, Khenarthi. Khenarthi acts as a psychopomp for faithful Khajiit.



Mara, the Mother-Goddess

Mara, also known as "Mother Mara", "Mother Mild", and the "Divine Mother", is the Goddess of Love, Fertility, Agriculture, and Compassion. She is also acclaimed as the Mother-Goddess, and is one of the Divines.

According to the creation myth presented in the Anuad, Mara and the aedra (gods) were born from the mingled blood of Anu and Padomay, the good and evil primal forces, respectively, and therefore have a capacity for both good and evil, in contrast to the daedra, who were born from the blood of Padomay, and thus are only evil. The creation myth of the Khajiit acclaims Mara as the Mother Cat and describes the Divine as the daughter of Ahnurr (Anu) and Fadomai (Padomay). The formation of Akatosh, the Dragon God of Time, from the mingled blood of the brothers Anu and Padomay facilitated the formation of Mara and the gods as they learned to structure themselves. Shezarr's Song, a Cyrodiilic creation myth, acclaims the creation of Mundus to the sacrifice of Mara and the gods whose sacrifices were embodied as eponymous planets. Mara and the gods were subsequently bound to the Earth Bones as a result. The moons of Masser and Secunda are claimed to be the embodiment of the lovers Mara and Shandar, respectively, as created by the Divine.

Different cultures attribute different relationships between Mara and the other gods. The Nords of Skyrim consider Mara a handmaiden of Kyne and concubine of Shor (Lorkhan). However, the Bretons, Altmer, and Bosmer consider Mara to be the wife of Akatosh or Auriel to the Elves. Other faiths acclaim Mara as the wife of Lorkhan or concubine of Akatosh, or, in some cases, concubine of both. In Ark'ay, the God of Birth and Death, Mymophonus the scribe claims that Mara deified Arkay, the God of Birth and Death, so to allow him to teach mortals the necessity of life and death. In the First Era, the Divine punished Sai, God of Luck, and deprived him of his body for his failure to uphold his pact with Ebonarm, God of War, to spread luck throughout Tamriel in the gods' absence. St. Alessia consulted Mara during her slave revolt against the Ayleids in the First Era. The Warp in the West, also known as the Miracle of Peace, in 3E 417 is acclaimed as the work of Mara, Akatosh, and Stendarr, God of Mercy.

Stendarr, the Steadfast

Stendarr, also known as "Stendarr the Steadfast", is the God of Mercy, Charity, Well-Earned Luck, and Justice. He is also acclaimed as the God of Compassion, and Righteous Rule by Might and Merciful Forbearance. Stendarr is the Apologist of Men, patron of the Imperial Legion, magistrates, rulers, and knights errant, and one of the Divines.

According to the creation myth presented in the Anuad, Stendarr and the aedra (gods) were born from the mingled blood of Anu and Padomay, the good and evil primal forces, respectively, and therefore have a capacity for both good and evil, in contrast to the daedra, who were born from the blood of Padomay, and thus are only evil. The formation of Akatosh, the Dragon God of Time, from the mingled blood of the brothers Anu and Padomay facilitated the formation of Stendarr and the gods as they learned to structure themselves. Shezarr's Song, a Cyrodiilic creation myth, acclaims the creation of Mundus to the sacrifice of Stendarr and the gods whose sacrifices were embodied as eponymous planets. Stendarr and the gods were subsequently bound to the Earth Bones as a result. It is said that the Divine accompanied Emperor Tiber Septim in his later years in the early Third Era. The Warp in the West, also known as the Miracle of Peace, in 3E 417 is attributed to Stendarr, Mara and Akatosh.

Stendarr, through his priests, resolutes, and templars, makes his will known to the mortals of Tamriel, and commands them to "be kind and generous to the people of Tamriel. Protect the weak, heal the sick, and give to the needy". Stendarr offers mercy to all mortals and he welcomes heretics, the afflicted, the hopeless and the forgotten. The Divine cherishes and protects all mortals regardless of whether they acknowledge him or not and he does not distinguish between worshipers and heretics. The priests of Stendarr act as a conduit and he provides guidance and assistance to mortals through them. Mortals who open their heart and soul to Stendarr's mercy and seek his benevolence are healed and gain understanding of the love Stendarr holds for all mortals, particularly those less fortunate. He also offers help in the form of healing as Stendarr can mend any wound, stay any disease, and soothe any broken soul.

Stendarr bestowed upon mortals the gift of magic and the ability to employ it, with which mortals can seek Stendarr's wisdom through the use of restoration magic in his name. Invocation of Stendarr grants the wielder the ability to cloak themselves in a righteous aura of blessed light, which has been adapted by the priests and resolutes of Stendarr to form either, a piercing beam resembling a spear, a form of armor or shield, or for use as a tool for healing. However, the mercy of Stendarr does not extend to the enemies of mortals, who are referred to as Abominations, and the Divine considers them abhorrent and unnatural, and deserving of extermination without mercy. Vinicius Imbrex, Archbishop of Chorrol, defined four kinds of Abominations, daedra, lycanthropes, the undead and vampires in The Four Abominations. Stendarr is known as the Divine who "suffers Men to read".

Talos, the Dragonborn

Talos, known as Tiber Septim, Ysmir, Dragonborn, and the heir to the Seat of Sundered Kings, is the God of Man and War, and is considered one of the greatest heroes of Mankind. Much of his life as the mortal Tiber Septim is shrouded in legend and hearsay, but one feat is undisputed: he became the first person to successfully unite all of the nations of Tamriel under a single Empire. Upon his apotheosis as the god Talos, the Eight Divines are said to have rewarded him for his accomplishment with a place by their side as the Ninth Divine. Talos is worshiped as the protector and patron of just rulership and civil society, as well as the patron god of warriors and heroes.

In the Fourth Era, worship of Talos was banned as a result of the White-Gold Concordat. However, many of the Nords of Skyrim continued to revere him despite these strict terms.

Zenithar, the Trader God

Zenithar, the God of Work and Commerce, the Provider of our Ease, is one of the Divines. The Trader God is frequently seen as the same deity as the Bosmeri god Z'en. In the Empire, however, Zenithar is considered a more cultivated god of merchants and middle nobility, being the deity of wealth, labor, commerce and communication. He has strong ties to Cyrodiil and High Rock. The introduction of the worship of Zenithar was largely tolerated in Hammerfell due to his similarities to a Yokudan agricultural deity. His worshipers say that, despite his mysterious origins, Zenithar is the god 'that will always win'. His priests teach that the path to peace and prosperity is through earnest work and honest profit, not through war, bloodshed, or theft. Zenithar is seen as a warrior god, but one who is restrained and reserved in times of peace.

He is thought to be associated with Kynareth, as well as a large blue star sometimes seen in the skies of Tamriel. It's also said that he is most in touch with the mortal world, and that he created the Mace of the Crusader for Pelinal Whitestrake to help him defeat Umaril the Unfeathered. The Nerevarine purportedly received his gauntlets, Zenithar's Warning and Zenithar's Wiles. A blacksmith's anvil is his symbol, representing labor and production. Temples devoted to him are sometimes called Resolutions. Worship of Zenithar is typically more prevalent in some geographic areas, such as Leyawiin, Totambu, and Kambria.

The Imperial Pantheon

The Cyrodilic Empire Worship the Nine Divines up until the White-Gold Concordat when it becomes the Eight Divines, however they also worship three additional Gods.

Morihaus, First Breath of Man

Morihaus, also known as Morihaus-Breath-of-Kyne or Mor, was a demiprince with the appearance of a winged minotaur. Morihaus is a cultural hero of Imperials due to his role in the Alessian Rebellion. Legend portrays him as the Taker of the Citadel, an act of mythic times that established Human control over the Nibenay Valley. Famous Khajiiti artist Cherim created a tapestry depicting Morihaus and army of rebels battling the Ayleids at the White-Gold Tower. Morihaus is often associated with the Nordic powers of Thu'um and therefore with Kynareth and speculated to be actual offspring of Kyne, although this statement is not necessarily literal due to Kyne being a god.

Reman, The Cyrodiil/The Worldy God

Reman Cyrodiil is sometimes worshiped by Imperials as Reman the Worldly God, the cultural god of the Second Empire. Alongside Talos, he is considered a "conqueror god" of the Imperials. By the late Third Eras, very few citizens of the Empire revered Reman as a god. Following the White-Gold Concordat, it is likely that worship of the Worldly God was banned.

Shezarr, God of Man

Shezarr, also called the Missing Sibling, is the Cyrodilic version of Lorkhan. While initially revered as a deity by the Nords, the melding of Nordic and Aldmeri culture at around 1E 242 during the formation of the Alessian Empire resulted in what can be described as the "spirit behind all human undertaking." Despite obvious similarities to Shor, this was accepted by the Nords.

Even though he is still worshipped in small cults in Cyrodiil, his importance suffered greatly when Akatosh began to be worshipped in the province. He is now mostly forgotten. He is connected with the Shezarrines, extremely powerful heroes who appeared throughout history, such as Pelinal Whitestrake. Saint Alessia believed that "freedom" was just another name for Shezarr. The creation myth in which Shezarr is described as the god who convinced the other Aedra to create Nirn can be read in The Monomyth.

The Altmeri Pantheon

The Altmer worship the Eight Divines, whilst also paying service to some additional traditional deities. Akatosh is still worshiped although he is known instead as Auri-El, but much as Akatosh is the most prominent of the divines, Auri-El is the highest of the Altmer gods. They also worship Trinimac, Magnus, Syrabane, Y'ffre and Xarxes.

Auri-El (Akatosh)

The Elven Akatosh is Auri-El. Auri-El is the soul of Anui-El, who, in turn, is the soul of Anu the Everything. He is the chief of most Aldmeri pantheons. Most Altmeri and Bosmeri claim direct descent from Auri-El. In his only known moment of weakness, he agreed to take his part in the creation of the mortal plane, that act which forever sundered the Elves from the spirit worlds of eternity. To make up for it, Auri-El led the original Aldmer against the armies of Lorkhan in mythic times, vanquishing the tyrant and establishing the first kingdoms of the Altmer, Atmora and Old Ehlnofey. He then ascended to heaven in full observance of his followers so that they might learn the steps needed to escape the mortal plane.

Trinimac: Strong God of the early Aldmer

In some places, he was a more popular deity than Auri-El. He was a warrior spirit of the original Elven tribes that led armies against the Men. Boethiah is said to have assumed his shape (in some stories, he even eats Trinimac) so that he could convince a throng of Aldmer to listen to him, which led to their eventual Orsimer conversion. He vanishes from the mythic stage after this, to return as Malacath the Daedric Prince (Altmeri propaganda portrays this as the dangers of Dunmeri influence).

Magnus, The God of Sorcery

Magnus withdrew from the creation of the world at the last second, though it cost him dearly. What is left of him on the world is felt and controlled by mortals as magic. One story says that, while the idea was thought up by Lorkhan, it was Magnus who created the schematics and diagrams needed to construct the mortal plane. He is sometimes represented by an astrolabe, a telescope, or, more commonly, a staff. Cyrodilic legends say he can inhabit the bodies of powerful magicians and lend them his power. Associated with Zurin Arctus, the Underking.

Phynaster, God of long life

An Aldmeri god-ancestor associated with longevity. He is revered because he taught the Altmer how to live a full hundred years longer and because he taught them a form of mathematics that functioned in Oblivion. He also created an artifact known as the Ring of Phynaster which extends life even further.

Syrabane, Warlock's God

An Aldmeri god-ancestor of magic, Syrabane aided Bendu Olo in the Fall of the Sload. Through judicious use of his magical ring, Syrabane saved many from the scourge of the Thrassian Plague. He is also called the Apprentices' God, for he is a favorite of the younger members of the Mages Guild.

Y'ffre, God of the Forest

Most important deity of the Bosmeri pantheon. While Auri-El Time Dragon might be the king of the gods, the Bosmer revere Y'ffre as the spirit of 'the now'. According to the Wood Elves, after the creation of the mortal plane everything was in chaos. The first mortals were turning into plants and animals and back again. Then Y'ffre transformed himself into the first of the Ehlnofey, or 'Earth Bones'. After these laws of nature were established, mortals had a semblance of safety in the new world, because they could finally understand it. Y'ffre is sometimes called the Storyteller, for the lessons he taught the first Bosmer. Some Bosmer still possess the knowledge of the chaos times, which they can use to great effect (the Wild Hunt).

Xarxes

Xarxes is the god of ancestry and secret knowledge. He began as a scribe to Auri-El, and has kept track of all Aldmeri accomplishments, large and small, since the beginning of time. He created his wife, Oghma, from his favorite moments in history.

The Bosmeri Pantheon

The Bosmer worship a combination of some of the divines, specifically Arkay, Mara and Stendarr. In Addition they worship Auri-El, Y'ffre and Xarxes of the Altmeri Pantheon, although unlike the Altmer, they place special significance on Y'ffre because he was the one to aid them in maintaining their form and creating the Green Pact. The Bosmer also place more significance on the moons Jone and Jode than any other race save for the Khajiit. Lorkhan is also revered for his role in creation. In Addition, the Bosmer follow Baan Dar, Ius and Herma-Mora.

Baan Dar, The Bandit God

In most regions, Baan Dar is a marginal deity, a trickster spirit of thieves and beggars. In Elsweyr and Valenwood he is more important, and is regarded as the Pariah.

Ius, God of Animals

Known as the Agitated and God of Animals, this god is worshiped in certain parts of Hammerfell, where he is represented as a misshapen humanoid carrying a rod.

Z'en

Ostensibly an agriculture deity, Z'en is also the patron deity of the Resolution of Z'en, where he is recognized as the God of Commerce and Patron of Merchants and Mercenaries.

The Dunmeri Pantheon

The Dunmer Originally worshipped the "Good" Daedra for their role in helping the Chimer flee Alinor under Velothis guidance. The Dunmer pay special attention to their many saints and ancestors.

The Tribunal

The Tribunal, also called Almsivi, is the tribune of Almalexia, Sotha Sil, and Vivec worshiped by the Dunmer as living gods. They reached 'Godhood' after the Battle of Red Mountain circa 1E 700 and continued to be worshiped until the Red Year. After this the Tribunal were relegated to saints.

Almalexia, Mother of Morrowind

Almalexia, also known as Almalexia the Lover, Almalexia the Warden, and Ayem, was one of the three God-Kings who constituted the Tribunal, or Almsivi, along with Vivec and Sotha Sil. She was very popular among the Dunmer, who called her "Healing Mother", "Lady of Mercy", and "Mother Morrowind". They knew her as the source of compassion, sympathy, and forgiveness, the protector of the poor and weak, and the patron of teachers and healers. She resided in the temple city of Mournhold within the city of Almalexia, the capital of Morrowind, and was closely associated with House Indoril. She was also the most personable of the Tribunal, and was well-known for walking among her people. As a mortal, she was the wife of Lord Indoril Nerevar, First Councilor of Resdayn. As a living god, she became the consort of Vivec, who associated her with the stars. When the Dunmer returned to their worship of the Reclamations after the Red Year, she would be renamed as Saint Almalexia and worship reverted to Boethiah.

Sotha Sil, Mystery of Morrowind

Sotha Sil, or Seht, wizard-mystic god of the Dunmer, is the least known of the divine Tribunal. He is known as the Father of Mysteries, Magus, Magician, Sorcerer, Tinkerer, Clockwork God, the Light of Knowledge, and the Inspiration of Craft and Sorcery. Sil appears as 'si' in Almsivi. He is said to be reshaping the world from his hidden Clockwork City. Once the last survivor of a minor Dunmer House, Sotha Sil became a great wizard in life and later discovered how to use Kagrenac's Tools on the Heart of Lorkhan to steal its divine powers and become a god. He is an architect of time and a binder of Oblivion. When the Dunmer returned to worshiping the Reclamations, Sotha Sil was instead named a saint and replaced once more by Azura.

Vivec, Master of Morrowind

Vivec, or Vehk, Warrior-Poet deity of the Dunmer and "vi" in the Almsivi, was the Guardian God-King of the holy land of Vvardenfell, and ever-vigilant protector from the dark gods of the Red Mountain, the gate to hell. Though some aspects of his past are blurred by time and questions surround some of his more controversial choices, Vivec has always represented the spirit and duality of the Dunmer people, which is reflected in his half-Dunmer, half-Chimer appearance. For hundreds if not thousands of years, he mostly resided at the pinnacle of his Palace in Vivec, his capital, which was visited by hundreds of pilgrims and tourists daily. He honorably guided and protected the Dunmer for thousands of years until his loss of divinity and disappearance near the end of the Third Era, a sacrifice he not only accepted, but helped to bring about. Following his disappearance and the collapse of the Tribunal Temple, he was renamed Saint Vivec by the New Temple and declared a member of the False Tribunal with worship reverting to Mephala.

The Reclamations

The destruction of Vivec City and the subsequent eruption of Red Mountain in 4E 5 cut deeply into the ancient religious beliefs of the Dunmer. The fall of the Ministry of Truth was the last straw in the tottering support for the Tribunals worship.

The Daedra venerated by the Ashlander tribes (Azura, Mephala and Boethiah) were named the "true way" and should be revered by the Dunmer people. The Daedra were named the "Reclamations," as if they were reclaiming their status from the Tribunal

The House of Troubles

The four Daedra Lords, Malacath, Mehrunes Dagon, Molag Bal, and Sheogorath, are known as the Four Corners of the House of Troubles. These Daedra Lords rebelled against the counsel and admonition of the Tribunal, causing great kinstrife and confusion among the clans and Great Houses. They are considered holy in that they serve the role of obstacles during the Testing.

The Bretony Pantheon

The Bretony Pantheon is the primary religion of the Bretons. The religion worships twelve different entities of the Aedra. They worship the Eight Divines, but also worship Magnus, Phynaster and Y'ffre of the Aldmeri Pantheon and finally Sheor.

Sheor

Bretony God of Strife. First he was the god of crop failure, but most of his modern priests agree that he is a demonized version of the Nordic god Shor, and was born during the dark years after the fall of Saarthal.

The Nordic Pantheon

The Nordic Pantheon is the main religion of the Nordic people. St Alessia merged this pantheon and the Aldmeri Pantheon to create the religion of the Eight Divines. Modern Nords pay homage to the Nine Divines (typically still revering Talos even after the White-Gold Concordat), although they revere their traditional gods over the equivalent Divines. The Nords revere Shor as their premier deity rather than Akatosh whom is replaced by Alduin as a destroyer god.

Shor, God of the Underworld

The Hall of Valor, Shor's palace in Sovngarde, the realm of Shor. King of the Gods, Shor is the Nordic variant of the god Lorkhan, who took sides with Men after the creation of Nirn. He is the husband of the goddess Kyne and the creator and ruler of Sovngarde, the Nordic afterlife. Atmoran myths depict him as a bloodthirsty warrior-king who leads the Nords to victory over their Aldmeri oppressors time and again. Shor was the chief of the gods, until he was killed by the Elven Gods. These gods ripped out his heart and flung it across the world, with Red Mountain forming where it landed.

If Nords are slain in battle, their souls find themselves in Sovngarde, the realm of Shor. There their spirits feast, sing and spar within the Hall of Valor at Shor's side in a state of self-contained euphoria. The souls of the heroes remain in Sovngarde until they ride out one last time with Shor during The Last War, where they will show their final, best worth.

Kyne, Kiss at the End

Kyne, warrior-widow to Shor and the Goddess of the Storm, is the Nordic variant of Kynareth and a favored god of warriors and hunters. Supporters of the Old Ways among the Nords dismiss Kynareth as a "pale shadow" of Kyne, and believe she is the one who leads souls of slain warriors to Sovngarde, the realm of her husband, Shor. She is often called the Mother of Men, as Nords believe that the sky exhaled onto the land at the Throat of the World to form them. Nords still refer to themselves as the "Sons and Daughters of Kyne" because of this belief.

Alduin, the World Eater.

Also known as the 'World Eater'. Scholars debate whether Alduin is the name the Nords gave to Akatosh, stating that Alduin and Akatosh are two completely different deities. Alduin proclaimed himself to be the "First-Born of Akatosh!" He is considered the "wellspring" of the Nordic pantheon, as well as the harbinger of the apocalypse, believed to have a greater role in reshaping the world entirely. Alduin's sobriquet, the 'World Eater', comes from a myth that depicts him as a ravaging firestorm that entirely destroyed the previous world, which brought about the Dawn Era. This would explain why the Nords see him as both creator and harbinger of total destruction.

The Redguard Pantheon

The Redguard Pantheon (sometimes referred to as Yokudan Pantheon, for being equivalent to it) is the set of gods worshiped by the Redguards.

Diagna, Orichalc God of the Sideways Blade

Hoary thuggish cult of the Redguards. Originated in Yokuda during the Twenty Seven Snake Folk Slaughter. Diagna was an avatar of the HoonDing (the Yokudan God of Make Way, see below) that achieved permanence. He was instrumental to the defeat of the Lefthanded Elves, as he brought orichalc weapons to the Yokudan people to win the fight. In Tamriel, he led a very tight knit group of followers against the Orcs of Orsinium during the height of their ancient power, but then faded into obscurity. He is now little more than a local power spirit of the Dragontail Mountains.

Ebonarm, God of War

Reymon Ebonarm, also know as the Black Knight is the companion and protector of all warriors. An ebony blade is fused to his right arm, a result and symbol of the wounds suffered by this god during titanic battles in the youth of this world.[2]

HoonDing, The Make Way God

Yokudan spirit of 'perseverance over infidels'. The HoonDing has historically materialized whenever the Redguards need to 'make way' for their people. In Tamrielic history this has only happened three times—twice in the first era during the Ra Gada Invasion and once during the Tiber War. In this last incarnation, the HoonDing was said to have been either a sword or a crown, or both.

Ius, Animal God

Known as the Agitated and God of Animals, this god is worshiped in certain parts of Hammerfell, where he is represented as a misshapen humanoid carrying a rod.

Leki, Saint of the Spirit Sword

Goddess daughter of Tall Papa (Ruptga). Leki is the goddess of aberrant swordsmanship. The Na-Totambu of Yokuda warred to a standstill during the Mythic Era to decide who would lead the charge against the Lefthanded Elves. Their sword-masters, though, were so skilled in the Best Known Cuts as to be matched evenly. Leki introduced the Ephemeral Feint. Afterwards, a victor emerged and the war with the Aldmer began.

Malooc, Horde King

An enemy god of the Ra Gada. Led the goblins against the Redguards during the first era. Fled east when the army of the HoonDing overtook his goblin hordes.

Morwha, Teat God
Yokudan fertility goddess. Fundamental deity in the Yokudan pantheon, and the favorite of Tall Papa's wives. Still worshipped in various areas of Hammerfell, including Stros M'kai. Morwha is always portrayed as four-armed, so that she can "grab more husbands."

Onsi, Boneshaver
Notable warrior god of the Yokudan Ra Gada, Onsi taught Mankind how to pull their knives into swords.

Ruptga, Tall Papa
Chief deity of the Yokudan pantheon. Ruptga, more commonly 'Tall Papa', was the first god to figure out how to survive the hunger of Satakal. Following his lead, the other gods learned the 'Walkabout', or a process by which they can persist beyond one lifetime. Tall Papa set the stars in the sky to show lesser spirits how to do this, too. When there were too many spirits to keep track of, though, Ruptga created a helper out the dead skin of past worlds. This helper is Sep (see below), who later creates the world of mortals.

Satakal, The Worldskin
Yokudan god of everything. A fusion of the concepts of Anu and Padomay. Basically, Satakal is much like the Nordic Alduin, who destroys one world to begin the next. In Yokudan mythology, Satakal had done (and still does) this many times over, a cycle which prompted the birth of spirits that could survive the transition. These spirits ultimately become the Yokudan pantheon. Popular god of the Alik'r nomads.

Sep, The Snake
Yokudan version of Lorkhan. Sep is born when Tall Papa creates someone to help him regulate the spirit trade. Sep, though, is driven crazy by the hunger of Satakal, and he convinces some of the gods to help him make an easier alternative to the Walkabout. This, of course, is the world as we know it, and the spirits who followed Sep become trapped here, to live out their lives as mortals. Sep is punished by Tall Papa for his transgressions, but his hunger lives on as a void in the stars, a 'non-space' that tries to upset mortal entry into the Far Shores.

Tava, Bird God
Yokudan spirit of the air. Tava is most famous for leading the Yokudans to the isle of Herne after the destruction of their homeland. She has since become assimilated into the mythology of Kynareth. She is still very popular in Hammerfell among sailors, and her shrines can be found in most port cities.

Tu'whacca, Tricky God
Yokudan god of souls. Tu'whacca, before the creation of the world, was the god of nothingness. When Tall Papa undertook the creation of the Walkabout, Tu'whacca found a purpose; he became the caretaker of the Far Shores, and continues to help Redguards find their way into the afterlife. His cult is sometimes associated with Arkay in the more cosmopolitan regions of Hammerfell.

Zeht, God of Farms
Yokudan god of agriculture. Renounced his father after the world was created, which is why Tall Papa makes it so hard to grow food.

The Khajiiti Pantheon
The Khajiit worship a number of gods commonly associated with other pantheons, in many cases under different names. They also pay special homage to Jone and Jode and also revere Lorkhan.

Of the Divines, Mara is worshipped as the "Mother Cat", Kynareth is called "Khenarthi, the Winds", Stendarr is called "S'rendarr, the Runt" and most importantly, Akatosh is referred to as "Alkosh, the Dragon Cat or First Cat".

Of the Altmeri and Bosmeri Pantheons, they worship Baan Dar whom is more significant to them as a symbol of the Khajiit cleverness as well as Magus as "Magrus, the Cats Eye", Ius and Y'ffre as "Yffer, god of bones".

The Khajiit also pay special homage to some of the Daedric Princes, Azura "Azurah, the dawn and dusk", Hermaeus Mora "Hermorah, the Tides", Hircine "the Hungry Cat", Mehrunes Dagon "Merrunz, the Ja'Khajiit", Mephala "Mafala, the Clan Mother", Sanguine "Sangiin, the Blood Cat" and Sheggorath "the Skooma Cat"

The Khajiit also have two gods that only they follow.

Rajhin, the Purring Liar
Thief god of the Khajiiti, who grew up in the Black Kiergo section of Senchal. The most famous burglar in Elsweyr's history, Rajhin is said to have stolen a tattoo from the neck of Empress Kintyra as she slept.

Riddle'Thar
The cosmic order deity of the Khajiiti, the Riddle'Thar was revealed to Elsweyr by the prophet Rid-Thar-ri'Datta, the Mane. The Riddle'Thar is more a set of guidelines by which to live than a single entity, but some of his avatars like to appear as humble messengers of the gods. Also known as the Sugar God.

The Orcish Pantheon

Orcs typically worship Malacath, the changed remnant of Trinimac, and his code informs much of their law and practices. Malacath is occasionally also called Mauloch, in this context. In the Third Era the orc chief Gortwog established a separate priesthood for Trinimac directly in his Orsinium. This was viewed as heresy by most orcs outside of Orsinium and a minority within it, and a bad omen for orcs as a whole.

The Argonian Religion

Little information is known about the Argonian religion. However, some knowledge about these unique beliefs are known to non-Argonians. The most important thing to understand about their religion is the close bond between the odd Hist tree and the Argonians.

The Hist is a unique type of tree that grows all around Black Marsh and is looked highly upon by the inhabitants. This tree, according to the Argonians, is intelligent and fully conscious. It produces a special sap that gives Argonians visions and enlightenment to their souls. In fact, Argonian hatchlings drink the sap of the Hist at birth and infancy. According to them, the sap of the hist tree, when drank, gives a hatchling its soul.

When that Argonian dies, his soul travels back to its Hist tree and is stored until another hatchling drinks that hist. Thus, the Hist is giving it a soul, and so the cycle repeats.

The Hist tree can telepathically talk to the Argonian that has drank the sap.

It also should be noted that the Hist and Argonians acknowledge Sithis as their master. Along with worship of the Hist the Argonians, believe that the Sithis is the original, the creator, and the father. The Hist, is much like the Night Mother is to the Dark Brotherhood.

The Daedric Princes

To claim the realms of Oblivion are ruled by the Daedric Princes the same way the Counts rule Cyrodiil or the Jarls rule Skyrim is folly. Indeed, the realms of Oblivion are home to countless immortal spirits all vying for power eternal in their great game. The Princes have carved out their domains from the greater whole, but Oblivion is infinite. Who can truly say how large a swath of infinity is within the greater infinity that envelops it? The Daedric Princes are simply the most powerful beings lurking in the waters of the void between Mundus and Aetherius. They do not reign by right of law but by display of power. The Daedric Princes are extremely powerful in their domains, but not omnipotent, and indeed they are unmatched in the knowledge of the comings and goings in their own realms, but are not omniscient. However, to challenge their rule is to die, or worse. Just because they can die, does not mean they can be killed.

Azura

The starlight Prince whose sphere is Dusk and Dawn, the magic in-between realms of twilight, known as Moonshadow, Mother of the Rose, and Queen of the Night Sky. Her most common artifact is Azura's Star, used to hold white souls and considered one of the most powerful soul gems to exist. She is one of the Daedric Princes worshiped as part of the Anticipations of the Tribunal, along with Boethiah and Mephala. She set into motion the Nerevarine Prophecies after the Betrayal at Red Mountain, and had a direct hand in the fall of Dagoth Ur and the False Tribunal. After the Tribunal were cast down near the end of the Third Era, she returned to being worshipped by the Dunmeri people.

Boethiah

Boethiah's sphere is deceit and conspiracy, and the secret plots of murder, assassination, treason, and unlawful overthrow of authority. His most common artifacts are Ebony Mail and Goldbrand, one a powerful piece of ebony armor, and the other an incredible sword of fire. Also a member of the Anticipations, he is worshiped alongside Azura and Mephala by the Dunmer.

Clavicus Vile

His sphere is the granting of power and wishes through ritual invocations and pacts. His most common artifacts are his Masque and the renegade sword: Umbra. The Masque of Clavicus Vile improves one's persuasive ability, while Umbra is considered one of the most powerful weapons to be wielded by a mortal, often overtaking the mind and soul of its wielder. He has a faithful hound names Barbas, whom he uses as his agent, though the two don't always get along.

Hermaeus Mora

The Woodland Man, whose sphere is scrying of the tides of Fate, of the past and future as read in the stars and heavens, and in whose dominion are the treasures of knowledge and memory. His artifact is the Oghma Infinium, a tome of infinite knowledge, granting its reader incredible power through knowledge. Another name for him is Herma Mora to some Nords of old. He hoards all knowledge for himself, and has more in his possession than he can actually parse. Despite having access to such secrets and having such encyclopedic knowledge, Hermaeus Mora creates nothing for himself, only takes.

Hircine

The Lord of Beasts, whose sphere is the Hunt, the Sport of Daedra, the Great Game,the Chase, known as the Huntsman and the Father of Man-beasts. His common artifacts are the Savior's Hide and the Ring of Hircine. The hide provides magical protection, and his Ring provides the wearer control over his or her beast-form. Being the creator of were-beasts, Hircine is often worshiped by them. Some common werebeasts include werewolves, werebears, werevultures, werebats, werecrocodiles, werelions, and wereboars.

Jyggalag

The Knight of Reason, whose sphere is Order, logic, and deduction. Little is known of Jyggalag, as before the late Third Era, he was said to have been gone. He is tied to Sheogorath, the Prince of Madness, as his opposite,and was cursed into the mantle of Sheogorath to be the thing he hated the most: madness. Jyggalag waged his great war, the Greymarch, and reclaimed his identity with the aid of his legions of Knights of Order. Now, after the Hero of Kvatch helped separate the twin gods, he roams the planes of Oblivion, regaining his power.

Malacath

The Lord of the Spurned, his sphere is the patronage of the shunned and ostracized, the keeper of the Sworn Oath,and the Bloody Curse. His artifact is Volendrung, a powerful warhammer forged in ancient times by the Dwarves. He is worshiped by Orsimer, as he is rumored to have once been an elven god, Trinimac, just as the Orsimer were once elves. He is patron to all Orsimer, goblins, ogres, and the other barbarian beast races of Tamriel. He and his people are strong, and differ greatly from the other princes.

Mehrunes Dagon

The red god whose sphere is Destruction, Change, Revolution, Energy, and Ambition. His most common artifact is Mehrunes Razor, a weapon that can carve someone into anything. In the late Third Era, it is said Mankar Camoran used this weapon to carve himself into a Dragonborn, allowing him to wear the Amulet of Kings. Mehrunes Dagon has tried to invade Tamriel, issuing his sphere of change to the world in the event known as the Oblivion Crisis, which ended the prosperity of the Third Era.

Mephala

The Spider Queen, whose sphere is obscured to mortals; known by the names Webspinner, Spinner,and Spider; whose only consistent theme seems to be interference in the affairs of mortals for her amusement. Her most common artifact is the Ebony Blade. A sword that feeds on the souls of mortals to become more powerful. She is the last prince worshiped in the Anticipations. Her motives are mostly unknown, other than her love to interfere with the lives of mortals.

Meridia

Her sphere is obscured to mortals; who is associated with the energies of living things. Her artifact is Dawnbreaker, a weapon known to smite undead. Believed to have once been a Magne-Ge, she helped the Ayleids in their enslavement of mankind during the Merethic era. She despises undead, and wishes nothing more than for them to be annihilated.

Molag Bal

The King of Rape, whose sphere is the domination and enslavement of mortals; whose desire is to harvest the souls of mortals and to bring mortals' souls within his sway by spreading seeds of strife and discord in their realms. His artifact is the Mace of Molag Bal, a mace that sups the energy of its foes. He created the first vampire, and is often worshiped by vampires. During the Second Era, he attempted an invasion of Tamriel, though failed. His attempt was replicated by Mehrunes Dagon in the Third Era.

Namira

Her sphere is the ancient darkness; known as the Spirit Daedra, ruler of sundry dark and shadowy spirits; associated with spiders, insects, slugs, and other repulsive creatures which inspire mortals with an instinctive revulsion. Her artifact is her ring, the Ring of Namira. She is often worshiped by cannibal cults or other deviant or disgusting groups. She is not a very powerful prince, though can still exert power unbeknown to the people of Tamriel.

Nocturnal

Nocturnal's sphere is the night and darkness; who is known as the Night Mistress. Her artifacts include the Grey Cowl of Nocturnal and the Skeleton Key. The Cowl is often held by the highest ranking member of the thieves' guild, and makes their identity change to the point of them having never existed. The key can open anything, from mundane chests to portals to other realms. Her affiliation with the thieves' guild is widely known, and is what gives the thieves' guild their luck.

Peryite

The Green Dragon, whose sphere is the ordering of the lowest orders of Oblivion, known as the Taskmaster. His artifact is Spellbreaker, a powerful shield that dampens magic around it. He is the weakest prince, often being affiliated with blights and disease. He is said to have caused the great Thrassian Plague in conjunction with the Sload.

Sanguine

The pleasure prince, whose sphere is hedonistic revelry and debauchery, and passionate indulgences of darker natures. His artifact is Sanguine's Rose,which summons a lesser Daedra to the wielder's aid. His followers often indulge in darker parts of life, including torture or murder. Some follower sonly indulge in the lighter parts, such as drinking or partying.

Sheogorath

The Daedric Prince of Madness,whose motives are unknowable. His most common artifact is Wabbajack, a staff that polymorphs creatures into other creatures at random. In his past as Jyggalag, he was considered too powerful to be left alone, and was cursed to be the prince of madness. His power did not fade though, and is still considered to be one of the most powerful, but being mad, it is hard for his power to be focused into any one task. His followers often include crazed people, or those that are mentally problematic, such as those with dementia. After the end of the Third Era, Sheogorath and Jyggalag were separated permanently, with the mantle of Sheogorath being passed down to a worthy successor.

Vaermina

Vaermina's sphere is the realm of dreams and nightmares, and from whose realm she issues forth evil omens. Her artifact is the Skull of Corruption, which corrupts the dreams of those it touches. She is known for controlling the dreams and nightmares of people, gifting them visions and haunting them in their sleep.

At first, men died by the thousands. The ancient texts reveal that a few dragons took the side of men. Why they did this is not known. The priests of the Nine Divines claim it was Akatosh himself that intervened. From these dragons men learned magics to use against dragons. The tide began to turn and dragons began to die too.

- The Dragon War, Torhal Bjorik

Major Factions of Tamriel

The Guilds

Whilst many guilds were legalized due to the Guild Act, a few have particularly significant impact on the continent, spreading far and wide, two of these are legitimate guilds; the Fighters Guild and Mages Guild, whilst two others are not; the Thieves Guild and Dark Brotherhood of Assassins.

Thieves Guild

The Thieves Guild is dedicated to the gathering and training of those who are stealthy and shadowy in nature. Although criminal by its very definition, for untold years, local authorities in places throughout Tamriel have tolerated the existence of the guild for its role as "crime regulator", as it does not tolerate competition or egregious conduct from its members (not to mention the personal financial benefits for authorities who play nice). It is usually considered to be a distinctly Imperial entity, though of course other organizations of the Empire do not officially condone their actions.

Like any trade guild, the Thieves Guild is an organization of professionals, except that in this case the professionals are burglars, robbers, pickpockets, smugglers, and other enterprising operators. They typically don't have public guild halls, but sometimes have safe-houses, and members tend to gather at a single location in large towns, such as at a cornerclub, inn, or tavern. Typically, members are bound not to rob each other, kill anyone while thieving, or rob the poor. The Thieves Guild usually has the resources to bribe officials, establish a black market of stolen goods, and maintain a network of informants.

Fighters Guild

The Fighters Guild, present across most of Tamriel, provides a common and, more importantly, public place of training, study, and employment for those of a martial persuasion. The guild is a professional organization chartered by the Emperor to regulate the hiring and training of mercenaries, protect commerce, capture or drive away beasts, and similar security duties. Guild halls can take on a contract from any citizen, provided it does not conflict with the laws or customs of the region.

The Guild gained greater prominence at the beginning of the Third Era under Uriel I. Guild Stewards are entrusted with receiving and dispensing contracts to Guild members, hearing complaints about the servicing of said contracts, promotions, and determining the eligibility for re-admittance into the Guild of former members who had stolen from or assaulted other members.

Mages Guild (up till Oblivion Crisis)

The Mages Guild, also known as the Guild of Mages, was a professional organization, once located throughout Tamriel, that was dedicated to the study and application of magicka and alchemy.

The Mages Guild was led by an Arch-Mage, and guided by the Council of Mages, made up of six Archmagisters (one of them the Arch-Mage). By the Third Era, the Arch-Mage and the Council of Mages were headquartered at the guild's Arcane University in the Imperial City. The Council decided important Guild policies, such as its policy on the use of Necromancy and also administered recruitment, sale of spells in each local Guild Hall, and the enforcement of Guild law. The rules of the Guild varied from location to location, some differences more drastic than others. In addition, Guild Halls existed in most cities in Tamriel, each of which was run by a local Guild Magister (alternatively known as a Hall Magister). Below him were the Master of Incunabula (alternatively called the High Incunabulist) and the Master at Arms. The Master of Incunabula had a counsel of two, the Master of Academia and the Master of the Scrye. The Master at Arms also had a counsel, the Master of Initiates and the Palatinus (the leader of the local chapter of the Order of the Lamp).

Its charter from the Emperor specified that the guild must provide magic services to the public. Anyone could purchase potions, alchemical ingredients, magical items, and a selection of standard spells from the guild. However, training, goods, and services were cheaper for members, and the guild stewards were sometimes able to provide members with work. Furthermore, exclusive services such as spell making and enchanting, deemed potentially dangerous to the public at large, were only made available to higher-ranked guild members in good standing.

Dark Brotherhood (Illegal Guild)

The Dark Brotherhood is a guild of assassins shrouded in shadow and mystery which has been active all over Tamriel. While their business is certainly not legal, their existence has typically been tolerated or ignored. Whenever an individual with legal authority takes an interest in their dealings, the Brotherhood relies upon a combination of bribery, blackmail, coercion, and murder to keep their activities hidden. They have been bitter rivals of the Morag Tong since the Second Era. The Brotherhood is also known for their worship of the Dread Father Sithis (personified chaos, also known as the Void). Dark Sisters are accepted into the Brotherhood as equals of Dark Brothers, though members of either gender are often referred to as Brothers

Regional Guilds

Beyond the notable guilds in the previous section, some regions have their own distinct guilds that either directly compete with them or outright replace them by the 4th Era.

Camonna Tong (Morrowind)

The Camonna Tong is the local crime syndicate of Vvardenfell. The group is fiercely opposed to any foreign presence whatsoever on Vvardenfell, and all its schemes are designed to get rid of outlanders. Outlanders are tolerated as slaves only. Though they have proven a strong distaste towards foreigners, they have, on at least two occasions, been unable to pass up the business potential working with foreigners can hold. They have also been involved in the Skooma Trade in at least one instance.

The Camonna Tong, through Orvas Dren, controls Hlaalu councilors in Suran and Vivec. Although House Hlaalu is, on the outside, the most Imperial minded of the Great Houses, major decisions cannot be made unless the xenophobic Camonna Tong explicitly agrees, or unless their connection to the House is broken somehow. The Camonna Tong at one time made secret deals with House Dagoth (Orvas Dren had considerable sympathy towards House Dagoth's ideologies).

Synod (Cyrodiil 4e)

The Synod is one of the organizations formed after the dissolution of the Mages Guild at the start of the Fourth Era, the other being the College of Whispers. The two groups are rivals, and constantly strive to earn the favor of the Elder Council. The Synod played a part in defending the Imperial City from Umbriel circa 4E 40.

The Synod is headed by a Grand Council. Ranks within the Synod include Attendant and First Adjunct. One of the divisions within the Synod is the Binder's Conclave, which enchanted a focusing crystal for use at the Oculory of Mzulft. Both the College of Whispers and the Synod have attempted to form alliances with the College of Winterhold, but despite pressures the independent organization has remained neutral. In 4E 201, the Synod attempted to use the Oculory of Mzulft to locate artifacts of great magical power, but the Eye of Magnus prevented the Oculory from working correctly. The Eye was being held at the College of Winterhold at the time, which may have embittered relationships with the Synod.

College of Whispers (Cyrodiil 4e)

The College of Whispers is one of the organizations formed after the dissolution of the Mages Guild at the start of the Fourth Era, the other being the Synod. The two groups are rivals, and constantly strive to earn the favor of the Elder Council. The College played a part in defending the Imperial City from Umbriel circa 4E 40. The organization participates in research, and is known to summon Daedra.

Both the College of Whispers and the Synod have attempted to create alliances with the College of Winterhold, but despite pressures the independent organization has remained neutral.

College of Winterhold (Skyrim 4e)

The College of Winterhold is a school for magic in the city of Winterhold. Its campus is imposing and fortress-like, arranged around a large central courtyard and reachable only across a narrow stone bridge. It functions much like the Mages Guild in other parts of Tamriel, but is a resolutely independent establishment separate from the Guild. The College holds documents dating back as far as the late Second Era, though the College itself is even older. It is said to have been founded in the First Era by the legendary mage Shalidor, although it is one of many dubious feats attributed to him.

The College is a selective institution, which allows entrance only to those students who prove themselves adept at the magical arts. However, once a student earns admittance, they are granted more freedom of experimentation than in the Mages Guild, with even Necromancy regarded as an acceptable arcane practice. The College's main building is the Hall of the Elements, which is used for all kinds of magical practice. It holds the famous Arcanaeum library as well as the Arch-Mage's quarters, while accommodations for students and faculty are provided in separate buildings. Beneath the college campus lies the Midden, a remnant of the college's past where many of its greatest secrets lie.

Companions (Skyrim)

The Companions are a group of warriors who take on private and public contracts for the people of Skyrim, and who purportedly carry on the tradition of the Five Hundred Companions of Ysgramor. Although the two groups offer a similar service, the Fighters Guild historically had a strong presence in Skyrim until the Companions seemingly replaced it entirely in the Fourth Era. They are based in the city of Whiterun, within the mead hall; Jorrvaskr. The most elite members are included in the Circle of Jorrvaskr, and the chief councilor and arbitrator is known as the Harbinger, after Ysgramor, the "harbinger of us all" and the only real recognized leader of the Companions. Each new Harbinger is chosen by the last.

Morag Tong (Morrowind)

The Morag Tong is an ancient guild of assassins headquartered in Morrowind, celebrating murder in the name of Mephala. They have been active since at least the First Era, and their targets have included multiple rulers of Tamriel, high-ranking Dunmer nobility, and countless others. The Morag Tong is unique in its sanctioned status under the Morrowind government to perform legal executions, bound under contracts called 'writs', although extralegal 'gray writs' are rumored to exist.

Religious Groups

Religion is an important part of most cultures on Tamriel, some are loose groups with little power, but others have a significant impact on the regions they call home.

Tribunal Temple (Morrowind)

The Tribunal Temple was the native religion of the Dunmer of Morrowind. They worshipped Almalexia, Sotha Sil, and Vivec, known together as the Tribunal or Almsivi. Most people usually just call it "the Temple". They accept outlanders as members, but most of the few outlanders that do join, join only for the services provided. On Vvardenfell, the Temple District included the city of Vivec, the fortress of Ghostgate, and all sacred and profane sites (including those Blighted areas inside the Ghostfence) and all unsettled and wilderness areas, as the Treaty of the Armistice with the Empire maintained the island as a Temple preserve. In practice, this district included all parts of Vvardenfell not claimed as Redoran, Hlaalu, or Telvanni Districts.

The Temple maintained less than favorable relations with most of the Imperial guilds of Morrowind. However, it maintained strong relations with the pious House Indoril and House Redoran, and was friendly with House Dres and House Hlaalu. When the Tribunal fell apart, the Tribunal Temple underwent a reformation, becoming the New Temple.

New Temple

After the disappearance of the Tribunes and the devastation of the Red Year, the Temple - and, indeed, the Dunmer - entered a period of soul-searching and reorganization, much of which is lost to history. Ultimately, as predicted by Vivec, the "New Temple" returned to the original Dunmer faith -- "the worship of our ancestors and the three good daedra, Azura, Mephala and Boethiah", and the Tribunes were ultimately demoted to the still-venerated roles of "saints and heroes" to help ease the transition. The New Temple worships the three good daedra as "The Reclamations"

Imperial Cult (Cyrodiilic Empire)

The missionary arm of the great faiths, the Imperial Cult brings divine inspiration and consolation to the Empire's remote provinces. The cults combine the worship of the Nine Divines: the Aedra Akatosh, Dibella, Arkay, Zenithar, Mara, Stendarr, Kynareth, and Julianos, and the Talos Cult, veneration of the divine god-hero Tiber Septim, founder and patron of the Empire. Imperial Cult priests provide worship and services for all these gods at the Imperial Cult shrines.

Cult of the Ancestor Moth

Before the Cult of the Ancestor Moth (or Ancestor-Moth, also called the Order of the Ancestor Moth), the Cyro-Nords had long exported ancestor-silks, simple but exotic shawls woven with the silks of the gypsy moth and inscribed with the genealogy of the buyer. For the cult, the ancestor and moth became synonymous. The singing and hymnal spirits of one's forebears are caught in the special silk-gathering ritual. The swishing of the silk material during movement reproduces the wonderful ancestral chorus contained in the silk. It became a sacred custom among the Nibenese, which persists to this day. The higher order Monks of the cult are able to forgo the magical ritual needed to enchant the silk and instead merely wear the moths themselves. They are able to attract the ancestor-moths through the application of ground bark from the moth's favorite tree, and through chanting inaudible mantras which they must constantly maintain to keep the moths in contact with them.

The members of the cult are, by tradition, the only people allowed to read the Elder Scrolls, a privilege which eventually strikes them blind. They care for the Imperial Library (also called with Elder Library) within the White-Gold Tower in the Imperial City. They are known to be reclusive and have hidden, or at least out of the way, sanctuaries scattered throughout Tamriel.

In 4E 175, the Elder Scrolls mysteriously disappeared from the Imperial Library and were scattered across Tamriel by forces unknown. Members of the Cult set out to search for them and return them to the White-Gold Tower.

Vigilants of Stendarr

The Vigil of Stendarr is an order of paladins devoted to the extermination of Daedra in Tamriel, which was created shortly after the Oblivion Crisis. Each provincial chapter is led by a Keeper of the Vigil. In addition to Daedra, the Vigil also hunts vampires, werewolves, and necromancers, which they see as abominations.

Military and Political Groups

Tamriel is full of political groups and armies, even the regions that are at peace are always vying for power, maneuvering each other both internally and within the greater political games of Tamriel, it is these organizations that ultimately determine the fates of regions.

Imperial Legion (Cyrodiilic Empire)

The Imperial Legion, also known as the Imperial Army and the Ruby Ranks, is the main fighting force of the Empire of Tamriel. It is often pluralized as the Imperial Legions. It operates under the auspices and authority of the Emperor himself. With its vast numbers, quality training, and rigid discipline, the Legion is considered one of the best armies ever assembled in history. The primary mission of the Imperial Legion is to preserve the peace and rule of law in the Empire. Those who protect the Emperor and the Imperial Province are sometimes called the Imperial Guard and the Imperial Watch. A Legion Centurion is typically in command of the Palace Guard of the White Gold Tower.

In peacetime the Legion serves primarily as a garrison force — manning forts, patrolling roads, and providing guardsmen for towns, cities, counties, and nobles. They are empowered to arrest criminals and seize their property, among other things. In wartime, the Legion's responsibilities and powers are greatly increased. During conflicts, the Legion serves as an invading and occupying force, overwhelming opposition with numerical superiority and strict economy of force.

Penitus Oculatus

The Penitus Oculatus was formed as the Emperor's espionage and bodyguard organization, presumably soon after the Oblivion Crisis, as the Blades abandoned their role as Imperial bodyguards with the death of the Dragonborn Emperors. The Penitus Oculatus gained greater duties and importance following the Great War and the dissolution of the Blades dictated by the White-Gold Concordat. They also double as Imperial assassins. The organization requires its members to have sharp senses and a willingness to kill. Their recruitment process is oftentimes a brutal one, as displayed by Inspector Colin's task to assassinate an old man. The purpose of such recruitment process was to weed out those unwilling to actually go through with murder and other usually immoral tasks.

Penitus Oculatus roughly translates to "The Inner Eyes" or, literally, to "Inwardly having Eyes". Members of the Penitus Oculatus are known as inspectors, although they are colloquially referred to as "specters".

Third Aldmeri Dominion (Summerset Isle)

The Oblivion Crisis that ended the Third Era and weakened the Empire provided the opportunity for the Third Aldmeri Dominion to form. The Thalmor, who had survived as a marginalized political faction that espoused Elven superiority, painted themselves as the saviors of the Summerset Isles during the Crisis. The Altmer public believed these claims, and with the Empire too disarrayed to reassert its authority, the Thalmor's popularity swelled. In 4E 22, the Thalmor solidified their position and seized total control of the Summerset Isles, renaming it Alinor. Seven years later, a Thalmor-backed coup overthrew Valenwood's government, routing Imperial forces and their Bosmer supporters. Alinor and Valenwood then proclaimed a union, and the Aldmeri Dominion was reborn.

For the next 70 years all contact between the Dominion and the Empire was severed, leading to speculation of civil unrest in Alinor. Whatever the cause of this silence, it ended in 4E 100 with the abatement of the Void Nights: the Thalmor declared they had caused the return of Masser and Secunda. This earned them great favor in the former Imperial province of Elsweyr; the Khajiit in particular had suffered during the moons' absence. Under Thalmor influence, Elsweyr split into the kingdoms of Anequina and Pelletine in 4E 115, which subsequently became client states of the Dominion.

Thalmor

The Thalmor refers to an Altmeri governmental organization that has served each of the three Aldmeri Dominions in varying capacities. It is also a general term for the members and paramilitary enforcers of that organization.

Blades (Cyrodiil)

The Blades were members of an elite Imperial order dedicated to the protection and service of the Dragonborn emperors of Tamriel. Descended from the Akaviri Dragonguard, who became the personal bodyguard of Emperor Reman I, the Blades have since diversified into many areas of Imperial espionage, military, and diplomacy. Indeed, while a select few were appointed by the emperor to serve openly as diplomats or bodyguards, the majority of Blades agents acted covertly as couriers and spies. Serving as the emperor's eyes and ears, a vast network of Blades have influenced many critical events across Tamriel, such as reassembling the golem Numidium and defeating Dagoth Ur. The arms, armor, architecture, and customs of the Blades reflect their Akaviri heritage, most famously their distinctive Akaviri katanas and ceremonial armor. The order operated several strongholds, called temples, usually located in commanding positions among the mountains. Known examples include Cloud Ruler Temple in Cyrodiil and Sky Haven Temple in Skyrim.

Forebears (Hammerfell)

The Forebears is the name given to a social and political group of the Redguards. The Warrior Wave of Ra Gada, or first invasion of Yokudans to reach Tamriel, are now known as the Forebears. They cleared the way for their rulers, the Totambu, and their faction, which is now known as the Crowns. The Crowns and Forebears represented the two halves of a highly stratified Hammerfell and fought a bitter civil war during the Common Era. Today they are at peace, though divisions remain. During the Third Era they were the most cosmopolitan of the Redguard factions and happily embraced the Empire of Tiber Septim. Recently a third faction, the Lhotunics, have emerged, representing a middle ground. Sentinel is a major Forebear city, even though it is the seat of the king.

Crowns (Hammerfell)

The Crowns are what is left of the old ruling class of Yokuda. They can be found mostly in northern and inland Hammerfell and are known for still honoring the ancient Redguard ways. During the Common Era, the Crowns fought a fierce civil war against the Forebears

An-Xileel (Black Marsh)

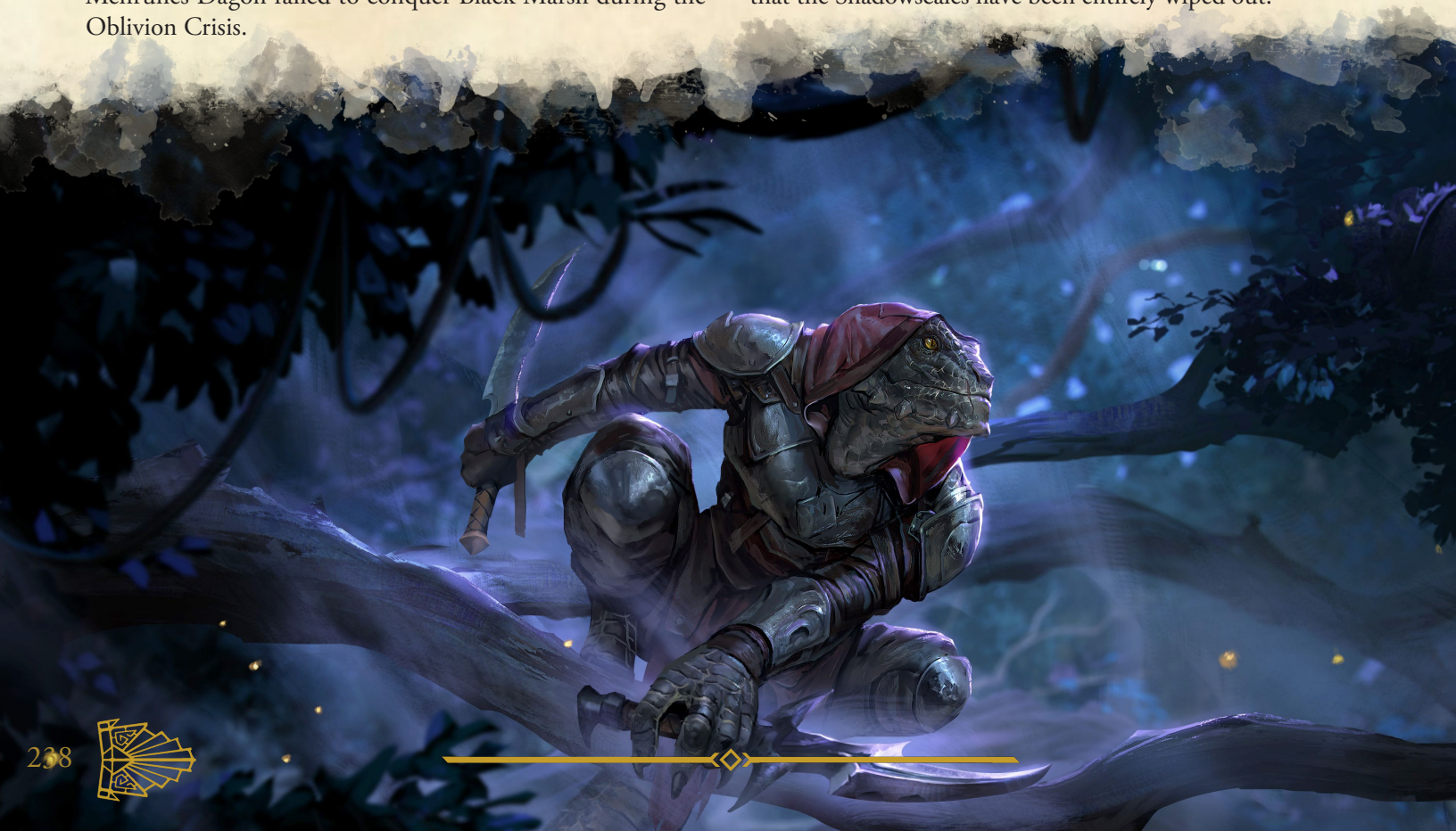
The An-Xileel are a political party in Black Marsh formed sometime during the Oblivion Crisis, consisting primarily, if not entirely, of Argonians. They supported Black Marsh's independence from the Empire and were said to spread anti-Imperial propaganda, capturing prisoners of war. Many Argonians firmly held the belief that the An-Xileel were the sole reason that Mehrunes Dagon failed to conquer Black Marsh during the Oblivion Crisis.

Shadowscales

The Shadowscales are an order of Argonian assassins originating in Black Marsh. Argonians born under the sign of the Shadow are taken at birth and offered to the Dark Brotherhood where they are trained in the arts of stealth and assassination. Any Shadowscale who lives to come of age is accepted into the Dark Brotherhood as a full member of the family. They may also leave the Brotherhood and return to Black Marsh to serve the Argonian people. They act with impunity there, and some serve as personal assassins to the King of Black Marsh.

Shadowscales follow the same five tenets traditionally followed by members of the Brotherhood, although they are a distinct set of rules. For example, a Shadowscale cannot kill a fellow Shadowscale even if they are not members of the Brotherhood. However, breaking a tenet of the Brotherhood invokes the Wrath of Sithis, and forgiveness is possible if the family member survives the encounter. If a Shadowscale breaks a tenet, it is viewed as treason and the perpetrator will be put to death. This is usually carried out by the Argonian Royal Court, who will send an unaffiliated assassin to carry out the execution.

Many Shadowscales were opposed to the formation of the Ebonheart Pact in the Second Era, with some even turning traitor and fleeing Black Marsh. However, the Shadowscales fought on the Pact's side during the Aldmeri Dominion invasion of Shadowfen in 2E 582 by liberating the town of Murkwater. With the closure of the training facility in Archon, and the death of the last known living Shadowscale in 4E 201, it is possible that the Shadowscales have been entirely wiped out.



Dunmer Houses

The Great House traditions derive from ancient Dunmer clans and tribes, but now function as political parties. By the 4th Era, Morrowind is ruled by the Grand Council of five Great Houses: House Redoran, House Telvanni, House Sadras, House Indoril, and House Dres. House Hlaalu previously sat on the Council, but lost its seat to House Sadras. Each House governed an eponymous district on mainland Morrowind; Redoran in the northwest, Hlaalu in the western-center, Telvanni in the east, Indoril in the central heartlands and Dres in the southeast.

House Indoril

House Indoril is one of the five Great Houses of the Dunmer. It governed the Indoril District in the heartland of Morrowind from the historic capital city of Almalexia. Indoril District comprises the lands south of the Inner Sea and the eastern coast, including the city of Mournhold, located within Almalexia, and the town of Necrom with its City of the Dead. House Indoril has no territorial holdings on the island of Vvardenfell.

The Indoril were orthodox and conservative supporters of the Tribunal Temple and Temple authority, and have always held prominent positions within the Temple hierarchy. Throughout history, the fates of House Indoril and the Temple have been closely linked.

The great Chimer hero Nerevar was the head of this House during the early First Era. House Indoril is a staunch supporter of the Tribunal Temple. Many of the Temple Ordinators and other Temple heroes are members of this House. This connection has given it a big influence on all political decisions in Morrowind.

At the close of the Third Era, House Indoril had no territorial holdings on the island of Vvardenfell; all of its territory was located on mainland Morrowind. Its capital was Mournhold, also the capital of Morrowind itself until it was sacked during the Red Year and preeminence switched to House Redoran and their capital of Blacklight in the north.

House Dagoth

House Dagoth, also known as the Unmourned House, is the lost Sixth Great House of Morrowind. Its clan home was Kogoruhn in northern Vvardenfell, and was prominent during the early First Era, prior to the Battle of Red Mountain.

House Dagoth was one of the six Chimer Great Houses of Resdayn. The members of the House were known as brave warriors and powerful enchanters. Voryn Dagoth, the leader of the House, allied himself with the young Nerevar, offering his wisdom, strength, and friendship to the future ruler. Over time, he became Nerevar's senior and most-trusted advisor.

House Dagoth's fall occurred at the Battle of Red Mountain. Extremely loyal to his friend Nerevar, Voryn Dagoth (the future Dagoth Ur) fought beside him within the Dwemer fortress and was ordered to defend the profane tools that caused the Dwemer people to vanish from reality. Fighting then took place during which Nerevar was murdered and House Dagoth was disgraced and thought destroyed till the late Second Era when Dagoth Ur reappeared and began his plans to take control of Morrowind, only to be thwarted in the Third Era by the reincarnation of Nerevar.

House Dres

House Dres is one of the Great Houses of Morrowind, with presence only on the mainland. It governed the Dres District of south-eastern Morrowind from the city of Tear. The district included parts of the fertile Deshaan plain, and bordered Indoril District and the swamps and marshes of Black Marsh. In the mid-Second Era, House Dres also controlled the cities of Ebonheart and Kragenmoor in central Morrowind. It was formally established as a Great House by Grandmaster Thalthil Dres after a slave-raid over Thorn.

The Dres had a mainly rural but still very wealthy agrarian agricultural society, maintaining vast saltrice plantations on the plains and marshes surrounding Tear. The Dres were also the Dunmer that shipped slaves to the other Great Houses, keeping thousands of captives, mostly Argonians, in their infamous slave-pens of Tear and the surrounding plantations.

House Dres was decimated following the Red Year, with most of its ancestral lands being taken by the Argonians. Despite that, they remained a great house with some political power.

House Redoran

House Redoran prizes the virtues of duty, gravity, and piety. Duty is to one's own honor, and to one's family and clan. Gravity is the essential seriousness of life. Life is hard, and events must be judged, endured, and reflected upon with due care and earnestness. Piety is respect for the gods, and the virtues they represent. A light, careless life is not worth living

House Redoran is one of the five remaining Great Houses of the Dunmer. It governs the Redoran District of northwestern Morrowind from the city of Blacklight, close to the border with Skyrim. In the District of Vvardenfell, the House's council seat was located in Ald'ruhn, and all councilors lived there in the hollowed shell of a colossal prehistoric Emperor Crab, in the district known as Ald'ruhn-under-Skar. Redoran controlled towns on Vvardenfell including Khuul, Maar Gan and Ald Velothi.

The main focus of House Redoran is maintaining the traditions of the settled Dunmer and, more specifically, the way of the warrior, they have often been close political allies of House Indoril due to their shared links to the Dunmer Temple.

House Redoran were ultimately responsible for fending the Argonians off at their invasion following the Red Year, something that saw them grow in power and influence to preeminence during the Fourth Era.

House Telvanni

House Telvanni is one of the Great Houses of Morrowind. It governed the Telvanni District of eastern Morrowind, and administered the eastern portion of the Vvardenfell District from its council seat in Sadrith Mora. The house comprises mainly highly egocentric and ambitious mages, and is known to many as the house of the master wizard. Here, it was common to rise through the ranks by eliminating or otherwise 'indisposing' other members. The majority of its members were typically isolationist in outlook and did not intend to be presided over by any of the other institutions, predominantly the Guild of Mages.

The Telvanni, in general, did not interact with other Houses or Guilds, nor did they have many enemies save for Abolitionists and the Imperial Mages Guild. In the Second Era, they refused to join the Ebonheart Pact, much to the chagrin of the other houses. On the other hand, the Telvanni did not have the usual hatred of vampires that most other factions had, and some of their lords and Mouths were willing to speak to them; wizards did not fear vampires nearly as much as others did.

House Telvanni suffered greatly at the hands of the Argonians during the Red Year, with many of their number being slain and the majority of their rulers then being replaced by significantly younger, inexperienced mages. This meant they held significantly less political power throughout most of the early Fourth Era.

House Sadras

House Sadras is one of the five Great Houses of Morrowind. At the beginning of the Fourth Era, following the Oblivion Crisis of 3E 433 and the eruption of Red Mountain in 4E 5, House Hlaalu was stripped of its Great House status and removed from the Grand Council of Morrowind. House Sadras, whose prior status and holdings are unknown, was selected to fill the fifth seat on the Council

House Hlaalu

House Hlaalu was one of the five traditional Great Houses of the settled Dunmer. It governed the Hlaalu District of western-central Morrowind from its ancient capital of Narsis. During the Second Era, House Hlaalu's presence on the island of Vvardenfell was limited to the port town of Seyda Neen; but by the late Third Era the house had a council seat located in Balmora, with other Hlaalu-run towns at Suran, Hla Oad and Gnaar Mok. House Hlaalu could be characterized as adaptable and opportunistic, and any morals they might have had came second to business. Early in the Fourth Era, soon after the Empire released Morrowind, anti-Imperial sentiment and House Hlaalu's association with them among the Dunmer led to the stripping of its position as a Great House, and House Hlaalu was removed from the Grand Council of Morrowind shortly after the Red Year. Their position on the council was filled by House Sadras.

The House was largely concerned with business and diplomacy, seeking to strengthen ties with at times unconventional allies such as the Empire, and although profit was often a primary objective, traditional Hlaalu practice recognized the value of a good reputation over money. This was their great strength - they were fast talkers and intelligent traders - and their great liability; most Hlaalu were bribable, either with gold or with other favors, with their leaders as no exception. While some councilors were honest and fair, others were more under-handed and corrupt. However, House Hlaalu's most distinguishing characteristic was its willingness to live in harmony with the other races, setting it apart from the other, occasionally xenophobic, Great Houses.

Foresworn

The Forsworn, also known as the Madmen of the Reach, are a faction of Reachmen formed following the Markarth Incident in 4E 176. The Forsworn claim that they are the true sons and daughters of the Reach, but are often considered "two septims short of a pint of ale".

Despite appearing primitive in nature, the Forsworn have proven to be an aggressive political force which has an astute grasp of insurgency warfare, and even have agents living among the populace of Markarth in secret. They directly oppose all other major political groups active in the Reach, including the Thalmor. They wish to drive both Nords and the Empire out of the Reach and attain independence.

Ashlanders

The Ashlanders of Morrowin, also known as the Velothi are the Dunmer people that chose to stick to ancient traditions after the Tribunal Temple ascended to power. They would be persecuted and vilified throughout the eras until the Nerevarine brought them and their Great House cousins together once more.

Traditionally hostile to outsiders they gained a bad reputation with the empire as well, but by the 4th Era the political situation had changed so much following the red year that the traditional Dunmer beliefs took over the Temple once more and most Ashlanders are now looked on favourably by the local people.

Other Groups

Beyond those listed above, there are a few groups that fall outside of the simpler categories, those can be seen below

Psijic Order

The Psijic Order or PSJJJJ is the oldest monastic group of Tamriel, devoted to the study and practice of Mysticism, which they call the "Old Ways" or "Elder Way". They make their home on the Isle of Artaeum in the Summerset archipelago.

Sword-Singers of Hammerfell

Sword-singers were an order of Yokudan warriors who followed the "Way of the Sword", a martial philosophy on blade mastery. Singers were capable of astonishing feats of swordsmanship, and were viewed by some to be as much mages as warriors. They sought strength of body, and of mind. Although the tradition of sword-singing originated on Yokuda, it was brought to the shores of Tamriel by the Ra Gada in the First Era. The sword-singers were instrumental in claiming the entire province of Hammerfell and establishing a new homeland for the Yokudan people. The most accomplished sword-singer in history was Frandar Hunding, whose writings on the subject were revered by the Redguards centuries later.

Grey Beards

The Greybeards, an ancient and honored order of monks, live in silence at the ancient monastery High Hrothgar near the summit of the Throat of the World. They are the most famous of the Tongues, or masters of the Voice. Jurgen Windcaller founded the order in response to the Nord army's defeat at the Battle of Red Mountain circa 1E 416. After the battle, he meditated for approximately seven years, and arrived at the conclusion that the power of the Voice should be used primarily as a means of attaining enlightenment, rather than a tool of war. Jurgen called his new philosophy the Way of the Voice, and preached a lifestyle of meditative study of the Voice which the Greybeards carry on to this day.

Contrary to popular misconceptions, the Greybeards are not, strictly speaking, pacifists; the Way of the Voice teaches only that violence is the least of the Voice's uses, and it should be used for that purpose only in times of "True Need". The coming of a Dragonborn is considered such a time, and so the violent use of the Voice by a Dragonborn can be "overlooked", though the other followers of the Way are expected to remain peaceful. While the Greybeards apparently accept almost all who show a talent for the Voice, few can handle the demands of their lifestyle; renowned figures such as Ulfric Stormcloak in the Fourth Era have either failed to develop their skills or failed to live by the Way. Paarthurnax, the Grand Master of the order, made his home alone above High Hrothgar, at the summit of the Throat of the World.

Dawn Guard

The Dawnguard are known as a group of vampire hunters based out of Fort Dawnguard in the Rift. In the Second Era, the Jarl of Riften formed the Dawnguard and had Fort Dawnguard built in order to house and monitor his son, who had contracted vampirism. The group expanded upon this mandate and became vampire hunters who traversed all of Skyrim to ferret out their enemy. Eventually, they became victims of their success: the group was disbanded, and their fort was left abandoned, once the populace no longer feared the vampire threat. It is said that they eventually had to kill the Jarl's son, leading the Jarl to banish them from the hold. One legend claims that the Dawnguard were awed by the power of the Jarl's son and eventually decided to become vampires themselves. They preyed on the Rift until someone put a stop to them. In the Fourth Era, the Dawnguard was reformed amid rumors of an increase in vampire activity in order to hunt them down and thwart their nefarious plans.

Appendix

"You will serve me, willing or not. All who seek after the secrets of the world are my servants."
- Hermaeus Mora

Conjured Creatures

This section contains a basic profile for some of the more common creatures that can be summoned. A full list of creatures appears in the Inhabitants of Tamriel book. When creatures have the (optional) rule, the GM determines what is summoned.

Clannfear Runt

A fierce, lizard-like Daedra with a large, bony crest on its head and a sharp beak. It walk on two legs and has long cruel looking claws.

Str	End	Ag	Int	Wp	Prc	Prs
50	45	44	25	43	36	5

Attribute	-	Attribute	-
Wound Threshold	13	**Health**	45
Speed	13	**Stamina**	6
Initiative Rating	7	**Magicka Pool**	25
Damage Bonus	5	**Carry Rating**	14
Maximum AP	2	**Size**	Standard

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

Skills

Athletics 60/55 (Str, End), **Combat Style** 60/54 (Str, Ag), **Evade 44** (Ag), **Intimidate 50/43** (Str, Wp), **Observe 36** (Prc), **Stealth 44/36** (Ag, Prc), **Survival 25/36** (Int, Prc), **Tactics 25** (Int)

Talents & Traits

- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Iron Jaw:** Can test End to remove Stunned condition.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Thunder Charge:** Free Attack at -20 after Dash action.
- **Undying:** Immune to disease and the effects of aging.
- **Unrelenting:** Characters cannot use the disengage action when fighting this opponent
- **Weakness (Shock, 50%):** Increase shock damage by 50%.

Combat

- **Natural Armor:** 15 AR to all locations.
- **Natural Shield (Head-Crest):** SR 10; 2d10(+5) I Pen 20; Reach 1m; Concussive, Dire, Unwieldy.
- **Natural Weapon (Beak):** 1d10+6(+5) R Pen 15; Reach 1m; Dire, Entangling, Precise.
- **Natural Weapon (Claws):** 2d10+2(+5) R Pen 10; Reach 2m; Dire, Tearing.

Special Abilities

- **Trample (1 SP):** Instead of making a free attack as part of a Thunder charge, if the Clannfear Runt moves in a straight line, all creatures it moves within 1m of must use a reaction to test Evade (+0) or suffer 2d10+10 Pen 0 Impact damage and the knockback effect.

Flame Atronach

A powerful fire elemental which can be summoned by mages.

Str	End	Ag	Int	Wp	Prc	Prs
37	42	45	35	50	35	5

Attribute	-	Attribute	-
Wound Threshold	12	**Health**	42
Speed	11	**Stamina**	6
Initiative Rating	7	**Magicka Pool**	N/A
Damage Bonus	3	**Carry Rating**	10
Maximum AP	2	**Size**	Standard

Threat: Minor (+) **Soul:** 500 (Common)

Skills

Athletics 57/65 (Str, End), **Combat 37/45** (Str, Ag), **Destruction 60** (Wp), **Evade 45** (Ag), **Observe 35** (Prc)

Talents & Traits

- **Atronach:** This character casts spells for free. Effects that would damage their magicka cause trauma instead.
- **Death Throes:** After dying, all creatures within 1m of the Atronach must test Evade or suffer 2d10 Pen 16 Fire damage.
- **Fiery Form:** Emits bright light in a 5m radius. Additionally, Fire damage not originating from the Atronach heals them for the damage done instead.
- **Float:** The Flame Atronach floats 1m off the ground.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Pyromancer:** Roll an extra d10 and use highest set of results when rolling fire damage.
- **Resist Normal Weapons (100%):** Reduce damage from weapons without Dire or Enchanted qualities by 100%.
- **Undying:** Immune to disease and the effects of aging.
- **Weakness (Frost, 50%):** Increase frost damage by 50%
- **Wreathed in Flames:** Any character who is hit by an attack from this character's natural weapons, or who grapples/is grappled by this character, must make an Agility test or gain the Burning (2) condition.

Combat

- **Natural Weapon (Claws):** 1d10+2(+3) R; Pen 7; Reach 1m; Dire, Light.
- **Natural Armor:** 15 AR to all locations.

Special Abilities

- **Living Flames (1SP):** After hitting a target with any of its spells, the Atronach can spend a Stamina Point to force all hit targets to immediately test Evade at +0 as a free action. Targets that fail the test are immediately Burning (3).

Magic

- **Cone of Fire (Destruction -5):** 1d10 Pen 13 Fire Damage to all targets in a 5 meter cone with a 45 degree angle, counts as a ranged area of effect attack.
- **Fireball (Destruction -10):** 1d10 Pen 13 Fire Damage to targets within 1m radius. Counts as a ranged area of effect attack.
- **Fire Bite (Destruction +0):** 1d10 Pen 13 Fire Damage to target within 1m of the Atronach. Counts as a Melee attack.
- **Fire Bolt (Destruction -5):** 2d10 Pen 16 Fire Damage to a single target, counts as a ranged attack.

Frost Atronach

A powerful frost elemental which can be summoned by mages.

Str	End	Ag	Int	Wp	Prc	Prs
50	56	30	35	55	35	5

Attribute	-	Attribute	-
Wound Threshold	15	Health	70
Speed	11	Stamina	7
Initiative Rating	6	Magicka Pool	N/A
Damage Bonus	7	Carry Rating	18
Maximum AP	2	Size	Large

Threat: Average **Soul:** 700 (Greater)

Skills

Athletics 60/60 (Str, End), **Combat 60/40** (Str, Ag), **Destruction 65** (Wp), **Evade 30** (Ag), **Observe 35** (Prc)

Talents & Traits

- **Atronach:** This character casts spells for free. Effects that would damage their magicka cause trauma instead.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Cryomancer:** Roll an extra d10 and use highest set of results when rolling frost damage.
- **Chilling Touch:** Any character who is hit by this character's natural weapons, or who grapples/is grappled by this character, must test Endurance or lose a Stamina Point.
- **Freezing Form:** Frost damage not originating from the Atronach heals them for the damage done instead.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Resist Normal Weapons (100%):** Reduce damage from weapons without Dire or Enchanted qualities by 100%.
- **Undying:** Immune to disease and the effects of aging.
- **Weakness (Fire, 50%):** Increase fire damage by 50%.

Combat

- **Natural Weapon (Frozen Fist):** 1d10+3(+7) I; Pen 5; Reach 2m; Concussive, Dire, Unwieldy.
- **Natural Armor:** 20 AR to all locations.

Special Abilities

- **Permafrost (1 SP):** After hitting with any of its spells, the Atronach can spend a Stamina Points to force all hit targets to immediately test Strength at +0 or be Immobilized. The target remains Immobilized until they pass a Strength test as an action on their turn.

Magic

- **Cone of Frost (Destruction -5):** 1d10 Pen 13 Frost Damage to all targets in a 5 meter cone with a 45 degree angle, counts as a ranged area of effect attack.
- **Frostball (Destruction -10):** 2d10 Pen 16 Frost Damage to targets within 1m radius. Counts as a ranged area of effect attack.
- **Frost Bite (Destruction +0):** 2d10 Pen 16 Frost Damage to target within 1m of the Atronach. Counts as a Melee attack.
- **Frost Bolt (Destruction -5):** 2d10 Pen 16 Frost Damage to a single target, counts as a ranged attack.

Storm Atronach

A powerful storm elemental which can be summoned by mages.

Str	End	Ag	Int	Wp	Prc	Prs
53	50	41	35	60	35	5

Attribute	-	Attribute	-
Wound Threshold	16	**Health**	62
Speed	13	**Stamina**	8
Initiative Rating	7	**Magicka Pool**	N/A
Damage Bonus	7	**Carry Rating**	18
Maximum AP	2	**Size**	Large

Threat: Average (+) **Soul:** 800 (Greater)

Skills

Athletics 73/76 (Str, End), **Combat 73/61** (Str, Ag), **Destruction 80** (Wp), **Evade 41** (Ag), **Observe 35** (Prc)

Talents & Traits

- **Atronach:** This character casts spells for free. Effects that would damage their magicka cause trauma instead.
- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Electromancer:** Roll an extra d10 and use highest set of results when rolling shock damage.
- **Float:** The Character floats 1m off the ground.
- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Resist Normal Weapons (100%):** Reduce damage from weapons without Dire or Enchanted qualities by 100%.
- **Reflect (20%):** Roll d100 whenever the character is affected by a spell cast at them. If the result is below 20 then the spell is resolved against the original caster instead.
- **Storm Form:** Emits bright light in a 5m radius. Shock damage not originating from the Atronach heals them for the damage done instead.
- **Undying:** Immune to disease and the effects of aging.

Combat

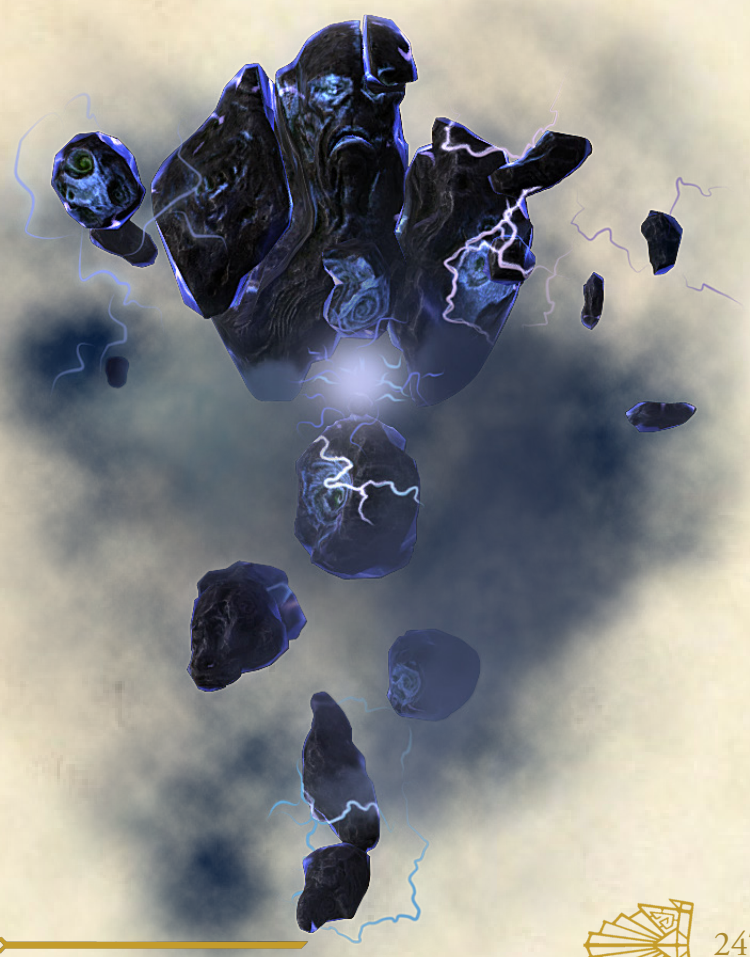
- **Natural Weapon (Fists):** 1d10+4(+7) I; Pen 5; Reach 2m; Concussive, Dire, Unwieldy.
- **Natural Armor:** 18 AR Body, 14 AR Head/Limbs.

Special Abilities

- **Gale Form (1SP):** As a free action on a turn in which the Atronach moves, it may spend a Stamina Point to treat all Hit Locations as being Body. Additionally, all characters within 2m of the Storm Atronach before its next turn take 1d10+5 Pen 10 Impact damage.
- **Cleave (1 SP):** Once per turn strike two adjacent targets within reach as part of a standard attack action. This is a single attack test, however damage is rolled individually. Effects that modify the damage apply to both hits.

Magic

- **Cloak of Lightning (Destruction -5):** 2d10 Pen 16 Shock Damage to all creatures that come within 1m or remain within 1m. Persists for 3 rounds.
- **Cone of Lightning (Destruction -5):** 2d10 Pen 16 Shock Damage to all targets in a 5 meter cone with a 45 degree angle, counts as a ranged area of effect attack.
- **Lightning Bloom (Destruction -10):** 3d10 Pen 19 Shock Damage to targets within 1m radius. Counts as a ranged area of effect attack.
- **Lightning Bite (Destruction +0):** 2d10 Pen 16 Shock Damage to target within 1m of the Atronach. Counts as a Melee attack.
- **Lightning Bolt (Destruction -5):** 2d10 Pen 16 Shock Damage to a single target, counts as a ranged attack.



Ghost

The incorporeal shape appears mostly as it must once have done in life and bares a sorrowful expression that turns angry upon seeing the living.

Str	End	Ag	Int	Wp	Prc	Prs
30	30	40	35	35	20	5

Attribute	-	Attribute	-
Wound Threshold	9	**Health**	30
Speed	11	**Stamina**	4
Initiative Rating	6	**Magicka Pool**	35
Damage Bonus	3	**Carry Rating**	N/A
Maximum AP	2	**Size**	Standard

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

Skills

Combat 30/40 (Str, Ag), **Destruction 45** (Wp), **Evade 40** (Ag), **Observe 20** (Prc).

Talents & Traits

- **Aversion (Sunlight, 2):** -20 penalty when exposed to sun.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Flyer (13):** Can fly at Speed 13.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Resistance (Shock, 50%):** Reduce shock damage by 50%.
- **Frightening:** At the start of an encounter with a Ghost, all characters must test Panic at +20.
- **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage. Restoration healing magic does not affect undead

Combat

- **Natural Weapon (Ghostly Touch):** 1d10(+3) I; Pen 0; Reach 1m; Dire.

Special Abilities

- **Haunting Spectre (2 SP):** The Ghosts ghostly touch attack becomes 1d10+5(+3) Frost Pen 10 damage and if it hits, the target must make a Fear (+30) test.

Magic

- **Frost Bite (Destruction +0, 8 Magicka):** 1d10 Pen 13 Frost Damage to target within 1m of the character. Counts as a Melee attack.
- **Weary (Destruction -5, 10 Magicka):** Target loses a Stamina Point, counts as a Melee attack.

Hunger

Ths Daedra's body appears to be a combination of almost insectile chitin and gaunt fleshy areas with long slender multi-jointed arms and legs and a long barbed tongue that flicks out tasting the air.

Str	End	Ag	Int	Wp	Prc	Prs
40	45	60	40	50	50	5

Attribute	-	Attribute	-
Wound Threshold	13	**Health**	54
Speed	16	**Stamina**	6
Initiative Rating	11	**Magicka Pool**	120
Damage Bonus	4	**Carry Rating**	12
Maximum AP	3	**Size**	Standard

Threat: Average (+) **Soul:** 1000 (Greater)

Skills

Athletics 50/55 (Str, End), **Combat 50/70** (Str, Ag), **Destruction 60** (Wp), **Evade 80** (Ag), **Illusion 60** (Wp), **Navigate 50/60** (Int, Prc), **Observe 60** (Prc), **Stealth 80/70** (Ag, Prc)

Talents & Traits

- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immunity (Fire):** Ignores fire damage.
- **Immunity (Frost):** Ignores frost damage.
- **Immunity (Shock):** Ignores shock damage.
- **Power Well (200%):** +200% of base Magicka Pool.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Step Aside:** Once per turn, you can make an evade reaction without spending an Action point or Stamina point.
- **Tough (20%):** Increase Health by 20% of base.
- **Undying:** Immune to disease and the effects of aging.
- **Unrelenting:** Characters cannot use the disengage action when fighting this opponent

Combat

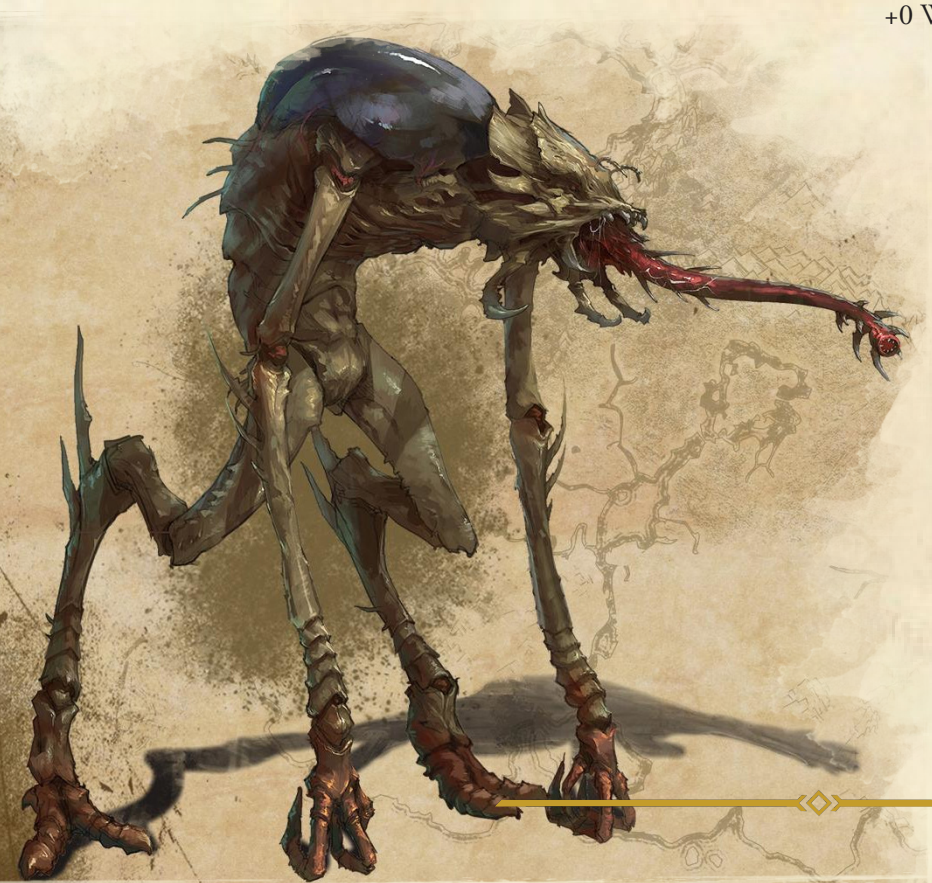
- **Natural Toughness (10):** Reduce all damage by 10, does not count as armour.
- **Natural Weapon (Tongue):** 1d10+2(+4) R; Pen 10; Reach 1m; Dire, Toxic (-30, 2d10+5).
- **Natural Weapon (Talons):** 2d10+2(+4) R; Pen 10; Reach 1m; Dire, Tearing.

Special Abilities

- **Daedric Poison (1 SP):** The Hunger can spend a Stamina Point when it successfully does Poison damage to a target with its tongue attack to envenom the target. An Envenomed target gains the Poisoned(1d5) condition.

Magic

- **Eat Armor (Destruction -5, 18 Magicka):** Removes 3d5 AR from any armor on affected hit locations, single target, counts as a ranged attack.
- **Eat Weapon (Destruction -5, 14 Magicka):** Any weapons held by the target gain the Damaged(2) quality, single target, counts as a ranged attack.
- **Paralysis (Illusion -15, 30 Magicka):** Target must pass a +0 Willpower test or be paralyzed for 2 rounds.



Scamp

This diminutive Daedra has furry legs reminicent of a bipedal rat, with a similarly rodent-like tail. its upper body is mottled with patches of fur. The creature has long pointed ears similar to an elf and black eyes.

Str	End	Ag	Int	Wp	Prc	Prs
33	32	45	30	32	35	15

Attribute	-	Attribute	-
Wound Threshold	9	**Health**	24
Speed	11	**Stamina**	4
Initiative Rating	7	**Magicka Pool**	30
Damage Bonus	1	**Carry Rating**	6
Maximum AP	2	**Size**	Small

Threat: Minor (-) **Soul:** 250 (Common)

Skills

Acrobatics 33/45 (Str, Ag), **Athletics 33/32** (Str, End), **Combat Style 43/55** (Str, Ag), **Destruction 42** (Wp), **Evade 45** (Ag), **Intimidate 33/32** (Str, Wp), **Observe 35** (Prc), **Stealth 45/35** (Ag, Prc), S**ubterfuge 45/30** (Ag, Int), **Survival 30/35** (Int, Prc)

Talents & Traits

- **Climber (11):** The creature can climb walls and ceilings as if open ground, treating their Speed as 10m.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Leap Up:** Can take Regain Footing action for free.
- **Minion:** A Scamp dies if it ever suffers a Wound of any sort.
- **Resistance (Magic, 50%):** Reduce magic damage by 50%.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Undying:** Immune to disease and the effects of aging.

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

Creeper

Combat

- **Natural Weapon (Claws):** 1d10(+1) R; Pen 5; Reach 1m; Barbed, Dire, Precise.

Special Abilities

- **Gang Up (1 SP):** Can gang up by spending a Stamina Point when an enemy in Reach is attacked by another allied Scamp. Ganging up imposes a -10 on the target's Defence roll. Additionally, each ganging up Scamp adds +1 damage to the attacking Scamp's damage roll.
- **Mischief and Mayhem (1 SP):** After making a successful melee attack, the Scamp can spend a Stamina Point to either immediately climb the opponent, pulling their hair, tugging their ears and biting their nose to count as a Grapple, or instead try to steal an item by rolling Subterfuge against the target's Observe. If successful, the Scamp manages to steal something of its choice not being held.

Magic

- **Fire Bite (Destruction +0, 4 Magicka)**: 1d10 Pen 13 Fire Damage to target within 1m of the Scamp. Counts as a Melee attack.
- **Fire Bolt (Destruction -5, 8 Magicka):** 1d10 Pen 13 Fire Damage to a single target, counts as a ranged attack.

Heroes of Sovngarde

The heroes of Sovngarde, ancient warrior spirits from the past, can be commanded back to Mundus.

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

Attribute	-	Attribute	-
Wound Threshold	14	**Health**	45
Speed	13	**Stamina**	6
Initiative Rating	10	**Magicka Pool**	35
Damage Bonus	5	**Carry Rating**	14
Maximum AP	2	**Size**	Standard

Threat: Average (+) **Soul:** Black

Skills

Acrobatics 80/75 (Str, Ag), **Athletics 80/75** (Str, End), **Charm 50** (Prs), **Combat 70/65** (Str, Ag), **Evade 55** (Ag), **Intimidate 60/50** (Str, Wp), **Observe 55** (Prc), **Thu'um 70** (Wp)

Talents & Traits

- **From Beyond:** Immune to disease, fear, poison, and mind affecting magic (all illusion magic).
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage. Restoration healing magic does not affect undead.

Combat

May have any of the following armor:

- **Spectral Nordic Partial Plate:** AR 22; Heavy;
- **Spectral Nordic Ringmail:** AR 17; Medium;

And one of the following weapons:

- **Spectral Nordic War Axe:** 2d10+1(+5) R Pen 10; Reach 1m; Tearing, Light, Proven (3), Dire;
- **Spectral Nordic Broadsword:** 2d10+4(+5) R Pen 5; Reach 1m; Well-Balanced, Proven (4), Dire;
- **Spectral Nordic Longbow:** 2d10+5(+1) R Pen 15; 10/100/200/400; Precise, Reload (2), Two Handed; [Includes 24 Nordic arrows: +1 damage, Proven (3), Dire].
- **Spectral Nordic Greataxe:** 3d10+4(+5) R Pen 10; Reach 2m; Sundering, Tearing, Unbalanced, Two Handed, Proven (3), Dire;

Magic

- **Dragon Tongue (1 SP):** The Hero of Sovngarde can use an Action to Shout. The Hero knows the first two words of one of the shouts below:
  - **Battle Fury (-10 Thu'um):** All allies within 25 meters of the character, and the character themselves, receive a +5 modifier to Combat Style skill tests for eight rounds.
  - **Fire Breath (-10 Thu'um):** The Hero breathes fire, dealing 4d10 fire damage with a pen of 10 to all targets within a 20 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.
  - **Unrelenting Force (-10 Thu'um):** The Hero shouts with great force, stunning and knocking prone all targets within a 15 degree cone up to twenty five meters in front of them for two rounds. Counts as a ranged, area of effect attack for the purposes of evasion.

Variant: Greater Hero of Sovngarde

Knows all three shouts, and they cost 0 SP to use.

- **Battle-Born:** Has a Combat 90 and Thu'um 80.
- **Tough:** 60 Health, WT 16, and has Damage Bonus 6.

Variant: Legendary Hero of Sovngarde

It is recommended that players collaborate with their GM to develop their own personal Legendary Hero. Both player and GM should work together to design an appropriate hero from the ground up. It's suggested to make them like a PC, with the roughly the same XP total as the Tongue who commands him or her.

Dremora Churl

This horned red and black skinned humanoid is powerfully built, and as tall as an altmer, it wears armor that is similar to Daedric.

Str	End	Ag	Int	Wp	Prc	Prs
47	37	37	35	50	33	31

Attribute	-	Attribute	-
Wound Threshold	12	Health	37
Speed	10	Stamina	5
Initiative Rating	6	Magicka Pool	70
Damage Bonus	4	Carry Rating	11
Maximum AP	2	Size	Standard

Race: Dremora **Threat:** Minor **Soul:** 500 (Common)

Skills

Athletics 47/37 (Str, End), **Alteration 50** (Wp), **Charm 31** (Prs), **Command 35/31** (Int, Prs), **Combat Style 57/47** (Str, Ag), **Deceive 45/41** (Int, Prs), **Destruction 60** (Wp), **Evade 37** (Ag), **Intimidate 47/50** (Str, Wp), **Lore 35** (Int), **Observe 43** (Prc), **Restoration 50** (Wp), **Tactics 35** (Int)

Talents & Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Power Well (100%):** Increase Magicka by 100% of base.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Resistance (Magic, 25%):** Reduce magic damage by 25%.
- **Spell Sword:** Cast spells one handed at no penalty.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- **Undying:** Immune to disease and the effects of aging.

Combat

Dremora have any of the following items.

- **Dremora Plated Mail:** AR 31; ENC 7/3/5 (30); EL 1725/1275; Fearsome, Spiked, Medium; 5000/1250 (11250) Drakes.
- **Dremora Broadsword:** 2d10+5(+4) R Pen 10; Reach 1m; Proven (2), Dire, Barbed; ENC 2; EL 1350; 792 Drakes.
- **Dremora Mace:** 1d10+7(+4) I Pen 20; Reach 1m; Concussive, Dire, Barbed; ENC 2; EL 1260; 564 Drakes.
- **Dremora Long Bow:** 2d10+5 R Pen 15; Range 30/120/220/420; Precise, Reload (2), Two Handed; ENC 3; EL 1350; 2400 Drakes. [Includes 24 Dremora arrows: +2 damage, +5 pen, Dire]

Magic

- **Barrier (Alteration -10, 7 Magicka):** The character gains 5 additional AR against Physical damage to all locations for 1 minute.
- **Fire Barrier (Alteration -5, 5 Magicka):** The character gains 3 additional AR against Fire damage to all locations for 1 minute.
- **Fire Bite (Destruction +0, 4 Magicka):** 1d10 Pen 13 Fire Damage to target within 1m of the character. Counts as a Melee attack.
- **Fire Bolt (Destruction -5, 6 Magicka):** 1d10 Pen 13 Fire Damage to a single target, counts as a ranged attack.

Dremora Caitiff

This horned red and black skinned humanoid is powerfully built, and as tall as an altmer, it carries a shield and wears heavy looking armor.

Str	End	Ag	Int	Wp	Prc	Prs
47	42	37	35	55	33	31

Attribute	-	Attribute	-
Wound Threshold	13	**Health**	42
Speed	10	**Stamina**	6
Initiative Rating	6	**Magicka Pool**	70
Damage Bonus	4	**Carry Rating**	12
Maximum AP	2	**Size**	Standard

Race: Dremora **Threat:** Minor (+) **Soul:** 500 (Common)

Skills

Athletics 47/42 (Str, End), **Alteration 65** (Wp), **Charm 31** (Prs), **Command 45/41** (Int, Prs), **Combat Style 57/47** (Str, Ag), **Deceive 45/41** (Int, Prs), **Destruction 65** (Wp), **Evade 37** (Ag), **Intimidate 57/65** (Str, Wp), **Lore 35** (Int), **Observe 43** (Prc), **Restoration 55** (Wp), **Tactics 35** (Int)

Talents & Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Crippling Strikes:** Increase damage inflicted with a melee weapon by DoS on the attack test.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Power Well (100%):** Increase Magicka by 100% of base.
- **Resist Normal Weapons (50%):** Reduce damage from weapons without Dire or Enchanted qualities by 50%.
- **Resistance (Magic, 25%):** Reduce magic damage by 25%.
- **Spell Sword:** Cast spells one handed at no penalty.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.
- **Undying:** Immune to disease and the effects of aging.

Combat

Dremora have any of the following items.

- **Dremora Plated Mail:** AR 31; ENC 7/3/5 (30); EL 1725/1275; Fearsome, Spiked, Medium; 5000/1250 (11250) Drakes.
- **Dremora Shield:** SR 15; 1d10+2 I; Reach 1m; Concussive, Fearsome, Spiked, Heavy; ENC 5; EL 1575; 1600 Drakes.
- **Dremora Battle Axe:** 2d10+5(+4) R Pen 15; Reach 1m; Tearing, Unbalanced, Versatile, Dire, Barbed; ENC 2; EL 1575; 1260 Drakes.
- **Dremora Longsword:** 2d10+7(+4) R Pen 10; Reach 2m; Sundering*, Versatile, Dire, Barbed; ENC 2; EL 1575; 1500 Drakes.
- **Dremora Warhammer:** 2d10+2(+4) I Pen 20; Reach 1m; Concussive, Sundering, Versatile, Dire, Barbed; ENC 2; EL 1575; 996 Drakes.

Special Abilities

- **Cleave (1 SP):** Once per turn strike two adjacent targets within reach as part of an attack action. This is a single attack test, however damage is rolled individually. Effects that modify the damage apply to both hits.

Magic

- **Barrier (Alteration -10, 14 Magicka):** The character gains 7 additional AR against Physical damage to all locations for 1 minute.
- **Fire Barrier (Alteration -5, 10 Magicka):** The character gains 6 additional AR against Fire damage to all locations for 1 minute.
- **Fire Bite (Destruction +0, 8 Magicka):** 2d10 Pen 16 Fire Damage to target within 1m of the character. Counts as a Melee attack.
- **Fire Bolt (Destruction -5, 12 Magicka):** 2d10 Pen 16 Fire Damage to a single target, counts as a ranged attack.

Faded Wraith

A tortured soul of the dead, trapped on Nirn.

Str	End	Ag	Int	Wp	Prc	Prs
40	38	40	30	40	25	5

Attribute	-	Attribute	-
Wound Threshold	11	**Health**	38
Speed	12	**Stamina**	5
Initiative Rating	6	**Magicka Pool**	60
Damage Bonus	4	**Carry Rating**	N/A
Maximum AP	2	**Size**	Standard

Threat: Minor (+) **Soul:** 350 (Common)

Skills

Combat 50/50 (Str, Ag), **Destruction 60** (Wp), **Evade 40** (Prc), **Illusion 55** (Wp), **Observe 45** (Prc), **Stealth 60/45** (Ag, Prc)

Talents & Traits

- **Aversion (Sunlight, 2):** -20 penalty when exposed to sun.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Howling Shrieks:** Cannot be Silenced.
- **Immunity (Frost):** Ignores frost damage.
- **Incorporeal:** Phase through solid objects, melee attacks ignore armor that has the Mundane quality, can only be hit by weapons with the Dire or Enchanted qualities.
- **Flyer (13):** Can fly at Speed 13.
- **Power Well (100%):** +100% of base Magicka Pool.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage. Restoration healing magic does not affect undead.

Combat

- **Natural Weapon (Spectral Claws):** 1d10+1(+4) R; Pen 10; Reach 1m; Dire.
- **Natural Armor:** AR 10 All Locations.

Special Abilities

- **Winters Reach (1 SP):** The wraith increases the damage of its frost spells by 5.

Magic

- **Frost Bite (Destruction +0, 8 Magicka):** 2d10 Pen 16 Frost Damage to target within 1m of the character. Counts as a Melee attack.
- **Frost Bolt (Destruction -5, 12 Magicka):** 1d10 Pen 13 Frost Damage to a single target, counts as a ranged attack.
- **Silence (Illusion -10, 15 Magicka):** Target must pass a +0 Willpower test or be silenced for 1 round. Counts as a Ranged attack.
- **Weary (Destruction -5, 10 Magicka):** Target loses 1 Stamina Point, counts as a Melee attack.

Zombie

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

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

Attribute	-	Attribute	-
Wound Threshold	6	**Health**	25
Speed	7	**Stamina**	3
Initiative Rating	4	**Magicka Pool**	5
Damage Bonus	3	**Carry Rating**	8
Maximum AP	1	**Size**	Standard

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

Skills

Athletics 35/25 (Str, End), **Combat 35/20** (Str, Ag), **Observe 20** (Prc)

Talents & Traits

- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (-20):** Characters this character wounds must test Endurance -20 after combat or get a common disease.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage. Restoration healing magic does not affect undead.
- **Swarm:** A zombie gains +1 damage for each other zombie within Reach of the target.
- **Weakness (Fire, 50%):** Increase fire damage by 50%

Combat

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

Special Abilities

- **Unstoppable (1 SP):** When a zombie is reduced to 0 Health by any means, it can immediately test Endurance (+25) test. If it passes, it instead is only reduced to 1 Health and continues to function as normal. Damage from rending weapons negate the +25 bonus.

When Cephorus was proclaimed Emperor, Potema's fury was terrible to behold. She summoned daedra to fight for her, had her necromancers resurrect her fallen enemies as undead warriors, and mounted attack after attack on the forces of the Emperor Cephorus I. Her allies began leaving her as her madness grew, and her only companions were the zombies and skeletons she had amassed over the years. The kingdom of Solitude became a land of death. Stories of the ancient Wolf Queen being waited on by rotting skeletal chambermaids and holding war plans with vampiric generals terrified her subjects.

Biography of the Wolf Queen by Katar Eriphanes

Timekeeping in Tamriel

Months of the Year

The Tamrielic calendar is composed of twelve distinct months, each has a number of days as indicated in table A-1. Each month has an associated birthsign, which is said to affect the traits of anyone born in that month.

Table A-1: Months of the Year

Month	Birthsign	Days in Month
Morning Star	The Ritual	31
Sun's Dawn	The Lover	28
First Seed	The Lord	31
Rain's Hand	The Mage	30
Second Seed	The Shadow	31
Midyear	The Steed	30
Sun's Height	The Apprentice	31
Last Seed	The Warrior	31
Hearthfire	The Lady	30
Frostfall	The Tower	31
Sun's Dusk	The Atronach	30
Evening Star	The Thief	31

Seasons

Tamriel follows four seasons: Spring (which begins with First Seed), Summer (which begins with Midyear), Autumn (which begins with Hearthfire) and Winter (which begins with Evening Star)

Days of the Week

A week in the Tamrielic calendar is broken down into seven days. These are:

- Sundas
- Morndas
- Tirdas
- Middas
- Turdas
- Fredas
- Loredas

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UESRPG

Name	
Height	
Elite Adv	

Race			
Weight		Age	
XP Total		unspent	

Birthsign	
Deity/Pantheon	
Favored Characteristics	

Characteristics

	Str	End	Ag	Int	Wp	Prc	Prs	Lck
Baseline								
Roll								
Advances								
Other Mods.								
Total								
Bonus								

Attributes

	Total	Current		Total	Current
Speed			Health		
Carry Rating			Wound Threshold		
Initiative Rating			Stamina Pool		
Action Points			Magicka Pool		
Damage Bonus			Magicka Recovery		
Size			Luck		

Conditions

Condition	Effect

Wounds

Location	Trauma/Lvl	Effects

Weapons

Name	Damage	Pen	Range/Reach	Qualities	EL	ENC

Combat Style:

Weapon Type		Rank	Other	Total
	Str Ag			
	Str Ag			
	Str Ag			/
	Str Ag			
	Str Ag			
	Str Ag			

Combat Style:

Weapon Type		Rank	Other	Total
	Str Ag			
	Str Ag			
	Str Ag			/
	Str Ag			
	Str Ag			
	Str Ag			

Armour

Head (0)	
AR	
ENC	
Type	
WC	

Overall Weight Category

R. Arm (1-2)	
AR	
ENC	
Type	
WC	

L. Arm (3-4)	
	AR
	ENC
	Type
	WC

Body (5-7)	
AR	
ENC	
Type	
WC	

Shield	
	AR
	ENC
	Type
	WC

R. Leg (9)	
AR	
ENC	
Type	
WC	

L. Leg (8)	
	AR
	ENC
	Type
	WC

Skills

Skill	Char	Rank	Other	Total
Acrobatics	Str Ag			/
Alchemy	Int			
Alteration	Wp			
Athletics	Str End			/
Charm	Prs			
Command	Int Prs			/
Commerce	Int Prs			/
Conjuration	Int Wp			/
Deceive	Int Prs			/
Destruction	Wp			
Enchant	Int			
Evade	Ag			
First Aid	Ag Int			/
Illusion	Prs Wp			/
Intimidate	Str Wp			/
Investigate	Int Prc			/
Logic	Int Prc			/
Lore	Int			
Mysticism	Int Wp			/
Navigate	Int Prc			/
Necromancy	Int			
Observe	Prc			
Prof [(Physical Crafts)]	Ag			
Prof [Acting]	Prs			
Prof [Animal Trainer]	Int			
Prof [Art]	Prs			
Prof [Bureaucracy]	Int			
Prof [Engineering]	Int			
Prof [Medicine]	Int			
Prof [Musicianship]	Ag			
Prof [Seamanship]	Int			
Prof [Smithing]	Str			
Restoration	Wp			
Ride	Ag			
Stealth	Ag Prc			/
Subterfuge	Ag Int			/
Survival	Int Prc			/
Tactics	Int			
Thu'um	Wp			

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UESRPG

Traits & Powers

Traits & Powers	Effect

Items

Item	EL	ENC

Talents

Talents	Effect

Backpack (Items are half ENC)

Item	EL	ENC

Potions

Name	lvl	Effect	ENC

Drakes	
Total ENC	

STEP INTO A WORLD OF MAGIC

Enclosed in this tome is the knowledge needed to begin your first forays into a world of adventures in Nirn, the land of the Elder Scrolls.

It contains rules for character creation of the most common races of Tamriel, be it the feline Khajiit or the stern dark elves known as Dunmer.

In addition, this book covers character advancement, rules for the arcane arts ranging from the aggressive school of destruction magic, to the secret magic of the Nords, known as Thu'um. As well as complete rules engaging in combat.

Every Era has a hero, perhaps this time it will be you.

Rules for additional races can be found in the Players Handbook, whilst rules for the settings vast array of monsters and people are located in Inhabitants of Tamriel.