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Introduction

Welcome to the Unofficial Elder Scrolls Roleplaying Game (abbreviated UESRPG).

The UESRPG is a roleplaying game (RPG). Specifically it’s a fan-made game designed for role-play in the Elder Scrolls setting. If you don’t know what any of those things are, then go do some research and come back when you’re done. All ready? Good.

This game was written out of my personal desire to combine existing house rules with new Material to enable myself and my friends to role-play in the Elder Scrolls setting, but at a certain point it grew a lot bigger than anticipated and I realized I just wanted to write a full conversion. I had experience with the WHFRP and Dark Heresy systems by Fantasy Flight Games, and decided to use them as a model for this new game. That was some time near the end of 2012. It’s been a lot of work, but here we are!

This document contains everything needed to role-play in the Elder Scrolls setting. Rather than attempting to simply replicate the feeling of one of the video games, we decided to start with a setting that we liked the feel of, and aim for a more broad scope rather than just one place or time. While our focus is on Tamriel and the better documented Eras of its history, the UESRPG has been designed to enable GMs and Players to experience the Elder Scrolls setting in almost any context with at worst some minor tweaks. Want to play a game during the Alessian Rebellion? You play an Ayleid. Want to just recreate Morrowind? We’ve got tweaks. Want to play a game during the Alessian Rebellion? You can do that too. As long as you have the right equipment, you can go anywhere.

On that note, this game is being written during an interesting time. As I write this, Zenimax is working on the Elder Scrolls: Online, a ZeniMax Media company. I do not own the Elder Scrolls setting, or any of the Intellectual Property associated with it.

But as anyone who knows anything about the Elder Scrolls knows, the definition of “canon” in this setting is extremely loose. In addition, there’s the inescapable truth that the setting cannot ever truly be divorced from the nature of its video-game source Material. With those two truths in mind, we set out knowing that we can only ever present our own vision of the Elder Scrolls setting. Given our love of the lore, we have attempted to stay as true to “canon” as possible, but in some places we’ve had to make adjustments where things just don’t translate properly from video games to an actual RPG.

If you don’t like what we’ve done in these places, feel free to change things to your liking. That’s true in any RPG really, after all nobody is going to stop you, but it’s especially true with a setting like the Elder Scrolls. I hope what we’ve created is a vision of the setting that you like, and if you don’t that we’ve made a system that’s fluid enough that you can make of it what you will. Because ultimately that’s the true draw of the Elder Scrolls: simultaneously shaping and exploring a world that is at once alien, and yet strangely familiar.

Credits

This is the part where I would normally tell you to get out there and enjoy your adventures in the world of the Elder Scrolls! But before we can begin our journey, I have to give credit where it’s due.

First, the core of this game is based on the WHFRP and Dark Heresy systems by Fantasy Flight Games. Many of the mechanics are very similar, although I have tried to avoid reprinting rules where I can. It would, however, be a lie to say that the system is entirely of my own creation, or that every line was written by me. I do not own Dark Heresy, WHFRP, or any of the Intellectual Property associated with them.

Second, the Elder Scrolls® is owned by Bethesda Softworks LLC, a ZeniMax Media company. I do not own the Elder Scrolls setting, or any of the Intellectual Property associated with it.

And third, I do not claim ownership of any of the art that appears in this work, as well certain sections of text taken from the UESP. All credit goes to the respective owners, who can be found on DeviantArt and elsewhere. In particular we remember the late Adam Adamowicz: a concept artist for Bethesda whose beautiful contributions to the Elder Scrolls universe shall never be forgotten.

This is an entirely unofficial, fan-made work, and is not to be distributed for money to anyone under any circumstances.

I’d like to thank JerryAgent and Spud for their assistance with the art and design of the PDF, as well as Russ for his help with economics and system balance, and ThatOneGuy for his proofreading.

I’d also like to thank the IRC regulars whose feedback was invaluable, in particular anon133, Aphelion, Czar, DOOMRIDER, GreenTzar, Hyena, Lumi, MrSaturday, Nemi, Rubie_Marine, Tarvus, Theseventh, and Tibbles.

And finally I’d like to thank you, the fans who have made the Elder Scrolls community great. Enjoy the game!

- Seht, Project Lead (seht.uesrpg@gmail.com)

A Note on Dice

The UESRPG uses percentile dice (which are effectively just pairs of d10s that produce a single result between 1 and 100) as well as regular d10s. It doesn’t matter if you use physical dice, or some kind of online utility or program. Just make sure you have enough!

If you are asked to use a d5, simply roll a d10 and count a roll of 1-2 as a 1, 3-4 as a 2, 5-6 as a 3, 7-8 as a 4, and 9-10 as a 5 (in other words, divide by 2 and round up).
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 while the options for each of these may be limited to what’s in this book, the only true limit is the Players’ imagination. So feel free to create or fill things in to your liking, and with your GM’s permission.

Character creation is a six step process and it’s recommended that you read through these steps before you make any decisions. When you actually start building the Character, write down the details from each step on a Character sheet in order as you go (a blank sheet is provided on the next page).

• **Step One: Choose a Race**
  Each Race has a Characteristics baseline, and grants Traits, Skills, and Powers!

• **Step Two: Roll Characteristics**
  Characteristics are the means by which we measure a Character’s abilities.

• **Step Three: Choose a Birthsign**
  Every Character is born under a constellation that confers special Traits or Powers.

• **Step Four: Choose a Specialization**
  A Character’s Specialization is akin to the concept of “Class” in the games, and defines the areas in which a Character excels.

• **Step Five: Choose a Background**
  A Character’s Background is a combination of specific previous experiences that the Character has had.

• **Step Six: Finishing Touches**
  Each Character is also defined by several attributes that are derived from their Characteristics, along with a number of tertiary attributes left to the Player (name, gender, and so forth). In addition, Characters begin with a set amount of starting XP and money to spend.
1.1 Race

The Races provided in this book are the traditional Elder Scrolls game races: Altmer, Argonians, Bosmer, Bretons, Dunmer, Imperial, several Khajiit variants, Nords, Orsimer, and Redguards. Each race has an associated Characteristic baseline, as well as Skills, Talents, Traits and Powers they begin the game with.

Altmer (High Elves)

The Altmer are the haughty, tall, golden-skinned peoples of Summerset Isle. The Imperials call them High Elves, and the Ayleids referred to them as Salache, but they call themselves Altmer, or “Cultured People.” Altmer confidently consider themselves, with some justice, to be the most civilized culture of Tamriel. The common tongue of Tamriel is based on Altmer speech and writing, and most of the Empire’s arts, crafts, laws, and sciences are derived from Altmer traditions.

History

Altmer are thought to be the most direct, unaltered descendants of the original Aldmer elves. The Altmer seemed to have changed by staying the same. When the Aldmer left their home island of Aldmeris, most if not all of them settled first in the Summerset Isle. Much of their history is lost or hidden, but it is known that many unique ruins and structures, notably the Ceporah Tower, predate the Aldmeri arrival by at least several hundred years. At some point they came together and formed the Crystal Tower as a monument to the spirit of their race, and it was the pinnacle of magical learning until the construction of the Arcane University.

Social clashes amongst the Aldmer would lead to a series of emigrations from the Summerset Isle to regions all over Tamriel, notably under the prophet Veloth, which would lead to the great diversification of Elven races, such as the Chimer, Bosmer, Orsimer and Ayleids (exactly when and where the Dwemer and Falmer emerged is not clear, but they are believed to all have a common ancestry).

While mainland Tamriel experienced many problems and sagas during the First and Second Era, the sea insulated the Altmer of Summerset from their problems, though they had their own limited internal conflicts as well as repeated, large-scale invasions from the Sload and Maormer to deal with. Eventually, the Altmer became tired of living under constant threat and in the Second Era formed the Aldmeri Dominion with the Bosmer of Valenwood. However, they could not stand against the forces of Tiber Septim and the Numidium, which crushed the Dominion and finally brought the Summerset Isle into the Imperial fold in 2E 896.

Then, in the War of the Isle of 3E 110, the Maormer were on the brink of finally taking Summerset, and the Altmer had to accept assistance from the Empire to survive. The Altmer remember these incidents with shame and horror, and they have likely contributed to recent social unrest amongst their youth.

Society and Religion

At the time the Crystal Tower was built in the Merethic Era, the Elves of Summerset had a relatively egalitarian society, though social stratification slowly developed into a rigid hierarchy of classes over the millennia. The Wise (teachers and priests) became the highest echelon, followed by Artists, Princes, Warriors, Landowners, Merchants, Workers, and enslaved beasts such as goblins. Early literature by man painted the High Elves in poor light, though the impartiality of these accounts is questionable. It was suggested that the Altmer practiced eugenic infanticide, putting to death nine in ten of their newborns due to impurities, that Altmeri names are simply combinations of numbers in their own language, and that Altmer culture revolves around displaying social status. Later writings contain no mention of any of these practices; whether they were fabricated, exaggerated, or discontinued is not known.

The creation myth of the Altmer begins before the start of the Dawn Era and the beginning of time: the primordial force of Anu, stasis or order, created Anuiel, the soul of all things, so it could know itself. Anuiel in turn created Sithis for the same purpose, who was the force of change and chaos and the sum up of all limitations, and their interrelation created the Aurbis, where the Original Spirits, the Aedra and Daedra, emerged before the creation of the Mundus. The ancient Aldmer believed they are the relatively feeble descendants of the Aedra ("Aedra" roughly translates to "ancestor spirit"), aspects of those Aedra who populated the Mundus so that it might last despite Lorkhan’s deception.

As their hierarchical society developed, the lower classes stopped worshipping their own "lesser" Aedra in favor of those claimed by their social "betters". Thus the Altmer pantheon slowly formed around the most popular and well-known of the Aedra, which included Auriel, Trinimac, Syrabane, Phynaster, Magnus, and Y’ffre, many of whom would later be incorporated into the Nine Divines. The transition and choices have not gone without detractors.

As mentioned, whenever a substantial minority had some sort of socio-political or theological disagreement with the majority in Summerset in the Dawn Era, the dissidents would leave and usually go on to become other races of Mer. However, sometime in the Merethic Era, one early group of dissidents who opposed the evolution to the traditional Altmer pantheon left the mainland of Summerset but remained quintessentially Altmer. The Psijics decided to follow the mystical Old Ways of Aldmeris and broke away to settle Artaeum, the third largest island of the Isle, though
they apparently managed to stay friendly with their snubbed mainland brethren and it's assumed they use their advanced magic to help protect the Altmer in times of strife. A leader of the Psijics, Rite Master Iachesis, apparently led them throughout the entire First Era (about three thousand years), giving some indication of the potential longevity of the Altmer.

In recent times (for an Altmer, the last several hundred years), the younger Altmer have been pushing for social reform, an unusual phenomenon for a people who are used to dissidents simply leaving. But there are few if any places left to go at this point. Some change has already taken place: for the first time ever, the Altmer have started letting other races and cultures come to their shores; some have even been allowed to rise to the ranks of nobility in Summerset. Many young rebellious Altmer have turned to the Psijics for guidance (somewhat ironically consulting their distant past for a path to their future), while some militant radicals have turned to terrorism.

Altmer Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Altmer Characters. Although not every Race receives an Item in from every category.

**Altmer Characteristic Baseline**

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**Traits:** Elemental Weakness (All) (50), Power Well (50), Resistance (Disease) (1).

**Argonian (Saxhleel)**

Argonians (or Saxhleel in Jel, their native tongue, a word that seems to mean "People of the Root") are the reptilian denizens of Black Marsh. Little is known and less is understood about them. Years of defending their borders have made the Argonians experts in guerrilla warfare, and their natural abilities make them equally at home in water and on land. They have developed natural immunities to the diseases and poisons that have doomed many would-be explorers and conquerors of the region. Their seemingly expressionless faces belie a calm intelligence, and many Argonians are well-versed in the magical arts. Others rely on stealth or steel to survive, and their natural agility makes them adept at either. They are, in general, a reserved people, slow to trust and hard to know, yet they are fiercely loyal, and will fight to the death for those they have named as friends.

While Argonians appear reptilian in nature at first glance, they also exhibit qualities of fish and amphibians: they are able to breathe underwater through small gills behind their ears, and swim using the same method as that of a tadpole or eel by moving their tail side-to-side to propel through the water. Argonians possess the most alien personalities in all of Tamriel from a human or meric perspective and it is often assumed that Argonians possess neither personality nor emotions. Of course this is not true; Argonians simply do not facially express their emotions as much as man and mer do, though anger is easily detectable from their bared teeth and narrowed eyes. Argonians' genders are sometimes referred to as life-phases, implying they may be able to change gender. However, this is unconfirmed, and Argonian hatchlings may be of either gender. Argonian appearance ranges from reptilian to almost human.

**History**

The earliest historical records suggest that the Argonians were already present in preliterate tribal communities when the Aldmer began exploring Tamriel, and that no man or mer could survive in their fetid, septic environment. This proved untrue, as members of a surprising amount of races and cultures inhabited Black Marsh over the years, and the province remained relatively peaceful until the Second Era. Of course, the other races didn't know what to make of them; they were perceived as everything from heroes to monsters. Some of them began venturing out into other parts of Tamriel in the First Era, and proved surprisingly adept at assimilating into other cultures.

Pirates began using Argonia as a base to attack rich merchant groups in eastern Cyrodiil, leading the Alessian Empire to launch an anti-piracy campaign in 1E 1033 that took them deep into the heart of the swamps, where they encountered heavy resistance from the Argonians (who, thanks to their experiences with the pirates, had developed a deep distrust of outsiders). They were quick to leave once the pirates had been dealt with. Argonians wouldn't be brought into the Imperial fold until a year after their defeat in the Battle of Argonia in 1E 2811. The Empire, which could only really govern pockets of the province along the coast and borders given the harsh interior, used it as a prison for the worst of criminals who could not be trusted in conventional dungeons. During the Interregnum of the Second Era, in 2E 560, a mysterious and lethal flu broke out which killed virtually every non-reptilian race.

Saying Tiber Septim conquered Black Marsh is a bit of an overstatement; he gained control over the borders and major population centers along the coast, but he wisely avoided trying to assert control over the interior. He would once again use the province mainly as a place for high-security prisons. Unfortunately for the Argonians, the very traits that enabled them to survive so well in the swamps of their homelands also made them ideal slaves for hard labor in regions of Morrowind that would prove unbearable to other races. During the Interregnum, bandits once again roamed the province in large numbers and entire tribes of Argonians were enslaved. In 3E 396, during the Imperial Simulacrum, a slave revolt escalated into the Dunmer instigating...
the Arnesian War with Black Marsh and taking a significant amount of territory (and undoubtedly many new slaves). Along with the Khajiit, Argonians, particularly in eastern Tamriel, carried the constant risk of being kidnapped and enslaved. Though enslaving any civilized race is illegal in the rest of the Empire, the Dunmer of Morrowind had practiced it since time immemorial and continued to do so even after joining the Third Empire, despite the disgust and frustration of many people throughout Tamriel. This was due to the favorable conditions of the treaty under which Morrowind joined the Empire, which allowed the Dunmer to follow their ancient traditions and maintain great autonomy in their domestic affairs. King Helseth eventually abolished slavery in Morrowind for a wide variety of reasons.

The abolition of slavery improved relations with Morrowind, but Argonians did not forget the transgressions of the Dark Elves. The ramifications of the arrival of the Nerevarine, especially the loss of their living gods, left the Dunmer very weak at the beginning of the Fourth Era, and the Argonians had emerged from the Oblivion Crisis more unified, stronger and ambitious than ever before. Taking advantage of the eruption of Red Mountain that weakened Morrowind, they successfully and ruthlessly invaded mainland Morrowind, driving the remaining Dunmer out of their ancestral homeland and onto the small island of Solstheim and across Tamriel.

**Society and Religion**

Argonians usually live in tribes, each having their own customs as well as differing appearances. They worship (or at least, deeply respect) the Hist. Some early sources suggested the Hist were an ugly and frail breed of Argonians, but other more reliable sources have since revealed that they are a type of ancient, sentient tree native to Tamriel that Argonians cherish, and that the trees secrete a type of sap-like resin that hardens and can be sculpted into an ideal Armor. In addition, Hist sap can be violently hallucinogenic when ingested. The Argonians apparently believe that the Hist have given them their souls and that when they die, their souls are returned to the Hist to be reincarnated as a new Argonian. They feel a connection to the Hist when in the Black Marsh, but this diminishes with distance. When an Argonian makes physical contact with a Hist tree, it may communicate with them through visions.

The economic system and way of life amongst Argonians in Black Marsh is seen as "backwards", as they mainly farm, fish and hunt for subsistence and have only recently seen fit to start inter-provincial trade. Like all the odder-looking races, the Argonians experience quite a bit of prejudice and hostility even from people not trying to enslave them. Their native language, Jel, involves many grunts and squeaks, and the intricacies and rationale of their naming conventions are completely unknown to outsiders.

**Argonian Characters**

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Argonian Characters. Although not every Race receives an Item in from every category.

**Argonian Characteristic Baseline**

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**Traits:** Amphibious, Immunity (Poison/Toxic), Resistance (Disease) (2).

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**Bosmer (Wood Elves)**

The Bosmer are the Elven clan-folk of Valenwood, a forested province in southwestern Tamriel. In the Empire, they are often referred to as Wood Elves, but Bosmer, Boiche, or the Tree-Sap People is what they call themselves. Bosmer rejected the stiff, formal traditions of Aldmeri high culture, preferring a more romantic, simple existence in harmony with the land, its wild beauty and wild creatures. They are relatively nimble and quick in body and wit compared to their more “civilized” Elven cousins, making them well-suited for a variety of professions, including scouts, thieves, traders and scholars.

The best archers in all of Tamriel, the Bosmer snatch and fire arrows in one continuous motion; they are even rumored to have invented the bow. They have many natural and unique abilities; notably, they can command simple-minded creatures and have a nearly chameleon-like ability to hide in forested areas. As part of their Green Pact, they are religiously carnivorous and cannibalistic, but do not harm vegetation of Valenwood (though they are not averse to using wooden or plant-derived products created by others).

**History**

The Aldmer arrived in Valenwood before the First Era began and found its dense forests inhabited by so many beasts that they could not hope to civilize it, so they had to fight and adapt just to become predators instead of prey. Their adaption to life in Valenwood would create the Bosmer. Eventually, they would be united under the leadership of King Eplear, whose conquest of the wilderness and founding of the Camoran Dynasty heralded the start of the First Era. They made a formal trade treaty with the Alessian Empire in 1E 340, though it would only last for several decades before breaking down into on-and-off border skirmishes with Colovia for most of the First Era. After the Bosmer were devastated by the Thrassian Plague in 1E 2417, they were absorbed by the Second Empire.

The Empire, in their usual fashion, divided power in Valenwood amongst several districts to ensure they would not unite against Imperial rule. With the fall of the Empire in 2E 430, the regional powers went about warring amongst themselves, and Maormer pirates were able to get a foothold along the coast which they used to harass the Altmer of Summerset Isle. To secure their border from Attack, the Altmer, using an old treaty and encroachment from Colovia as a pretense, invaded Valenwood and established the Aldmeri Dominion in 2E 830. They formed the Thalmor and brought peace to Valenwood until the Dominion was absorbed by the Third Empire of Tiber Septim. The Camorans, who had managed to survive as a Bosmeri power, were made rulers again and led the Bosmer through 250 years of peace. In 3E 249, a pretender to the Camoran throne, the Camoran Usurper, led an army of undead and mercenaries which brought devastation throughout Valenwood and most of the western coast of Tamriel until being defeated in 3E 267. Since then, the Bosmer have become more isolationist, traditionalist, and distrusting of central authorities, and this political weakness has led to significant losses of territory to their neighbors.
The Green Pact with the Forest God known as Y’ffre, the spirit of the now, is the agreement where the Bosmer promised never to harm or eat the vegetation of Valenwood, in return for Y’ffre’s patronage. To this day, they have little more than foot paths connecting their tiny settlements in Valenwood’s sparsely populated forests. In return, Y’ffre grants them the power to maintain their form and not constantly change their form as in the Dawn Era, while also permitting to them to return to that state if a significant number of Bosmer perform a ritual. When this happens, the Wild Hunt begins, where the participants transform into a horde of supernatural beasts to achieve some act of justice. The earliest known Wild Hunt occurred in 1E 369, which ended with the death of the Nord High King Borgas. This assassination can be viewed as an act of self-defense, though perhaps proactive, as Borgas had journeyed there to rally support for war against Valenwood. Despite the potential advantages of such a natural skill, the Bosmer abhor using it, even refrain from discussing it, as those that take part cannot change back and often become extremely dangerous. Another Wild Hunt would not occur again until the Third Era, though whether one or two occurred is not clear. Obviously Y’ffre is their most important and perhaps bizarre god, though the Bosmeri pantheon includes many other strange deities. They are one of the few who worship the trickster Baan Dar. Like the Nords, they worship the Daedra Herma-Mora. They also worship the moon gods Jone and Jode, as well as many of the more typical members of the Nine Divines.

The elves of Valenwood have always stood ready to defend themselves against aggression, and have done so on many occasions. However, the Bosmer seem to be the most pacifistic of all races on Tamriel, as they have never instigated war with other nations (leading some more militant cultures to criticize them as cowards), though they have been accused of needlessly escalating some conflicts. They have never found a tried and true ally in any other Tamrielic nation. Mistrust has been engendered by the ritual cannibalism they practice, and it’s often difficult for them to adjust their lifestyles to the expectations of other races and cultures. Nevertheless, the Bosmer are heavily dependent on good relations and trade with other races, as the Green Pact forces them to import the timber needed to make their homes, arrows, and other wooden instruments.

The Bosmer greatly value diversity; even their names are so diverse that it’s usually unnecessary to proffer family names. Their respect for life’s many facets is inherent in many of their old sayings, like "One man’s miracle is another man’s accident". Other races are welcomed all over Valenwood, though most foreigners stay in large cities for their own comfort. Some legends suggest early Bosmer were known for intermarrying with humans. They coexist with the Imga, who hold the Altmer in high regard and seek to emulate them. They have accepted all immigrants without showing favoritism: they accepted slaves fleeing the Ayleids, and then Ayleids fleeing the slaves. Many foreigners visit Falinesti at some point, the marvelous traveling city of the Bosmer (though at last report, the city had mysteriously rooted itself). Recently, it’s rumored that a prophet called the Precursor has emerged among the Bosmer promising new gifts from Y’ffre to reward their devotion.

**Bosmer Characters**

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Bosmer Characters. Although not every Race receives an Item in from every category.

**Bosmer Characteristic Baseline**

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**Talents:** Ranged Weapon Training (Bows) (BS).

**Traits:** Resistance (Disease) (1).

**Powers:** Beast Tongue, The Wild Hunt.

**Breton (Manmer)**

Bretons are the human descendants of the Aldmeri-Nedic Manmer of the Merethic Era and are now the inhabitants of the province of High Rock. They are united in culture and language even though they are divided politically, for High Rock is a factious region. Bretons make up the peasantry, soldiery, and magical elite of the feudal kingdoms that compete for power. Many are capable mages with innate resistance to Mageki. They are known for a proficiency in abstract thinking and unique customs.

Bretons appear, by and large, much like other pale-skinned humans. They are usually slight of build and not as muscular as Nords or Redguards. Their Elvish ancestry is usually only detectable upon a closer inspection of their eyebrows, ears, or high cheekbones, though many individual Bretons appear to be more Nordic or Imperial than anything else. The great diversity in their appearance is to be expected from their politically fractured society, though their clothes, accents, customs and names are fairly uniform.

**History**

There is evidence of human settlements in High Rock dating back at least a thousand years before recorded history. Before or soon after the start of the First Era, Aldmer came to High Rock from the Summerset Isles and intermarried with Nedes, eventually creating the Breton race. Sometimes there was conflict, but also long periods of coexistence in a multiracial society. While the Aldmer maintained control of Tamriel, the Manmer lived as lower-class citizens, supporting their Elven brethren. Notably, this subservience and general harmony meant they were spared during the Night of Tears. The Skyrim Conquests brought much of High Rock under the control of the Nords around 1E 246, though they would lose control around 1E 369 as a result of Skyrim’s War of...
Society and Religion

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 amongst 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" amongst young Bretons. The desire to find some great opportunity for fortune and glory has made Bretons venture all over northern Tamriel, even to such remote locations as Thirsk on the island of Solstheim, where one adventurous Breton once earned the position of chieftain. Many use their magical talents to earn success. They're often considered a friendly and humorous people, though there is little love lost between many Bretons and their closest friends, culminating in a curse from a Daedric prince that squashed the sectarian conflicts between them that hampered trade and prosperity. Since most Emperors in the Third Era were Bretons or had spent their youth in High Rock, Bretons were generally supportive of Imperial rule, but were often disgruntled by its inefficacy at protecting them from violent conflicts. It wasn't until the Miracle of Peace that the problem would at least be reduced: the roughly two dozen fiefdoms dotting southern High Rock (where the great majority of the people are located), were united into three kingdoms: Daggerfall, Wayrest, and Orsinium.

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.

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 Eight and Nine Divines. The most notable spirits traditionally worshipped 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.

Breton Characteristic Baseline

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Breton Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Breton Characters. Although not every Race receives an Item in from every category.


dunmer (dark elves)

The Dunmer, also known as Dark Elves, or Moriche in the Ayleid Language, are the ash-skinned, red-eyed, Elven peoples of the Eastern Empire. "Dark" is commonly understood as meaning such Characteristics as "dark-skinned", "gloomy", "ill-favored by fate" and so on. The Dunmer and their national identity, however, embrace these various connotations with enthusiasm. In the Empire, "Dark Elf" is the common usage, but among their Aldmeri brethren they are called "Dunmer". 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.

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 Dark Elves are well known for their promiscuity. 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.

History

The Dunmer were born from the ashes of the Battle of Red Mountain. The infamous confrontation around 1E 700 led to the death of an ancient and respected war leader known as Lord Indoril Nerevar, the destruction of a Chimer clan, the disappearance of an entire race then present on Nirn, and the ascension into godhood of four of Nerevar's councilors and closest friends, culminating in a curse from a Daedric prince that transformed the Dunmer into their present appearance. Before that, they were the Chimer, a race of elves with skin like pale gold that followed the prophet Veloth to Resdayn (present-day Morrowind) seeking religious freedom. But the Daedra Azura (the Goddess of Dusk and Dawn and the patron of Nerevar), became angry and cursed the Chimer, turning their eyes red and their skin ash. Nerevar's councilors, his general Vivec, the sorcerer Sotha...
Sil, and his wife Almalexia, broke an oath they had sworn to Nerevar and Azura by stealing divine power for themselves. When this Tribunal of new living gods showed no remorse to Azura, she cursed them and all Chimer, and tied together the fate of the Dunmer and Tribunal until the end of time.

The Dunmer came to worship them and follow their teachings, with some notable detractors. For thousands of years, they used their power and leadership to protect the Dunmer from foreign invasion and, later, from Dagoth Ur, their ancient archenemy and the devil incarnate for the Dunmer (for he, too, had stolen divine power). After he awakened in 2E 882, the Tribunal had to donate their full attention to him, allowing for the Treaty of the Armistice with Tiber Septim's Third Empire that made Morrowind an autonomous province (and may have been influenced by the Tribunal's awareness of Tiber Septim's rise to divinity and the comparative weakness of Dunmer forces). Near the end of the Third Era, their power crumbled upon the advent of the Nerevarine, the reincarnation of Nerevar whom Azura had prophesied would come to set right the mistakes of the past. The Nerevarine, an outlander to Morrowind and purported Blades agent of Emperor Uriel Septim VII, severed their divine power at its source: the Heart of Lorkhan. The Heart had been discovered in the First Era by the Dwemer, and their plan to exploit it is what caused the Battle of Red Mountain in the first place. The Nerevarine destroyed the Heart; Dagoth Ur, Sotha Sil, and Almalexia were killed soon after. Vivec is missing (with some claiming he has been "taken" by the Daedra).

The Nerevarine eschewed taking power in Morrowind, and instead reportedly set sail for Akavir, leaving the Dunmer to make their own future. Unfortunately, that future has proven grim. In the first few years of the Fourth Era, with Vivec no longer holding Baar Dau in place, it began its descent into Vivec city again. An Ingenium was created to hold the moon in place, however it was powered by souls. As a consequence, a Dunmer named Sul destroyed the Ingenium in an attempt to save his lover. The moon then hit Vivec City with the full strength of its original descent, triggering a series of natural disasters that devastated Vvardenfell and the province as a whole in what is now called the Red Year. In the aftermath, the Argonian armies of Black Marsh conquered the land. The remaining Dunmer have fled to places around Tamriel, notably Skyrim and the small island of Solstheim northwest of Vvardenfell.

Society and Religion
The Dunmer have been defined by their environment. Red Mountain looms as large in their collective thought as it does on the horizon. Its ash and lava sculpted the attitudes of Vvardenfell residents. One does not have to travel far outside of many cities to find a giant Foyada cutting through the land like a scar. Native-born Dunmer tended to look down on "outlanders", which include both other races and Dunmer born outside of Morrowind, though the intensity of this ethnocentrism varies. For thousands of years under the Tribunal, Dunmer society was structured much like the Chimer society had been: domestic Great Houses governed by Ruling Councils competed against each other for power and territory, while nomadic groups eschewed relative modernity for ancient tribal practices. Houses tend to rise and fall; many have faded to extinction over the years or sprouted up to challenge others. At the close of the Third Era, the five most important houses were Haalu, Redoran, Telvanni, Dres and Indoril, though it's not known how well each persevered through the cataclysms following the end of the Tribunal. Historically, Indoril has been so heavily involved with the Temple itself that it is hard to distinguish the two. In the Ashlands, native tribes ruled without laws or government and lived strictly by codes, rituals, and ancient traditions usually dictated by a wise woman or seer and implemented by a clan leader.

The "peaceful" status quo for Dunmer is still quite savage, even when led by living gods. Political machinations are constant. Assassinations are common; there's even a legally established guild providing services. A huge amount of black market activity thrives along Morrowind's extensive coastlines. Dissidents to the Temple and other subversives over the years have been hunted and persecuted. Slavery used to be commonplace. Mostly Khajiit or Argonian slaves were trafficked, although many men and women were also enslaved. The Third Empire of Tiber Septim had banned slavery, but Dunmer were allowed to keep their own sacred and traditional laws in their entrance to the Empire. By the end the Third Era, King Helseth had officially abolished slavery. Necromancy is also practiced openly by some Dunmer, though never with Dunmer corpses.

The Great Houses generally follow the established Tribunal Temple, which preaches faith in the Tribunal, respect for the "Good Daedra" who recognize the Tribunal, and veneration of ancestors. There was some practicality to this: ancestral remains are used to power ghost fences to ward off spirits, notably the one created by the Tribunal that surrounded Red Mountain for hundreds of years to keep Dagoth Ur and his minions at bay. Historically, the Dunmer have resisted worshipping the Aedra of the Nine Divines, and it is likely many Dunmer will be interested in rejoining something similar to the traditions of ancestor and Daedra worship that Ashlanders have kept alive.

Dunmer Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Dunmer Characters. Although not every Race receives an Item in from every category.

Dunmer Characteristic Baseline

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Traits: Elemental Resistance (Fire Damage) (50), Resistance (Heat) (1).

Powers: Ancestor Guardian
Other: Receive a -3 Penalty to Fellowship based Skill Tests to interact with all other Races.
Imperial (Cyrodiils)

Known as Cyrodiils, Cyrodiilics or Cyro-Nordics before the time of Talos, the well-educated and well-spoken Imperials are the natives of the civilized, cosmopolitan province of Cyrodiil. Imperials are also known for the discipline and training of their citizen armies, and their respect for the rule of law. Though physically less imposing than the other races, the Imperials have proved to be shrewd diplomats and traders, and these Traits, along with their remarkable Skill and training as light infantry, have enabled them to subdue all the other nations and races and erect the monument to peace and prosperity that comprises the Glorious Empire. Their hegemony has waxed and waned throughout the eras, and most historians refer to three distinct Empires, the ends of which each mark a new epoch in Tamrielic history.

History

The Imperial race emerged out of the original Nibenese tribesman, Nedes and Cyro-Nords in the Merethic Era. They were subjugated by a race of Aldmer, the Ayleids, but a rebellion against them formed under the guidance of Saint Alessia in 1E 242 would prove so successful that Ayleids were driven to extinction. The Ayleid Empire united Imperials and pursued campaigns in other provinces, but when the Colovian west broke away, the resulting civil war in Cyrodiil ended the Empire.

The eastern Nibenay Valley region and the western Colovian Estates developed distinct cultures, but still united under the Colovian Reman I to repel an Akaviri invasion in 1E 2703, creating the Second Empire. The Akaviri had devastated many human lands, and Reman feared invasion from the Summerset Isle, so he allowed the remaining Akaviri to live and fight for him against the Elves. Soon the Second Empire controlled every province of Tamriel except Morrowind. The events surrounding the attempted conquest of Morrowind led to the end of the Reman emperors, and the First Era, in 1E 2920: the Akaviri Versidue-Shai, who had earned a position as a trusted advisor, took control following the deaths of the Remans and the disastrous Four-Score War.

The Akaviri Potentates would rule until 2E 430, but eventually assassinations and poor leadership would make the Empire crumble, leading to the Interregnum: for four hundred years, petty states all over Tamriel quarreled with each other, especially Cyrodiil.119 The Imperial Province devolved into a collection of warlords squabbling over a no-man's land of cultural stagnation.1110 Ironically, it would take a Nord to reunite the Imperial Province: Tiber Septim was appointed general of the forces of Cuhleacain, a petty Colovian king. He routed all of Cuhleacain's enemies who would face him and his armies on the battlefield, quickly reunifying Cyrodiil. When Cuhleacain was assassinated in 2E 854, Tiber Septim assumed the throne.4 In a few decades, the provinces would be reunited once more under his Third Empire, and this outsider to Cyrodiil had become the symbol of the whole realm.1

Ironically enough, most if not all of the Emperors of the Third Age would be Nordic or Breton, not Imperial. Following the cataclysms of the Oblivion Crisis, the leaderless Empire would once again begin to crumble, but it was an Imperial who seized the opportunity for glory: Titus Mede, a Colovian king, would seize the Imperial City with less than a thousand men and declared himself the new Emperor, though not much is yet known about this new dynasty.

Society and Religion

The defining feature of Imperial culture is its cosmopolitanism. Although some individuals may be the most arrogant bigots in Tamriel, culturally the Imperials are very conciliatory and congenial, making them skilled diplomats and traders. Even Imperial vampires claim some semblance of civility. It's easy to understand given their geography and cultural schisms: Cyrodiil borders almost every other province, and the historical separation yet underlying unity and interaction of the Cyrodiilic regions made the Imperials well practiced at building bridges and maintaining order. Though there are many regions, the two most powerful effectively controlled all regions close to them: the western Colovian Estates and the eastern Nibenay Valley.

Early Imperials in eastern Cyrodiil strongly believed in the Alessian Doctrines, even after the Empire’s fall, which made them disfavor many practices, notably farming. They defaulted to mercantilism, and became a wealthy merchant power with a vibrant society that made colorful clothing, conducted elaborate ceremonies, and loved tattoos and philosophy. Through their river network, they were able to export many goods, including textiles, fabrics, moon sugar, rice and Armor. Though their beliefs were monotheistic, they focused on the numinous nature of some facet of society, and many diverse cults operated openly over the years. The Colovians, in contrast, took on a more austere but adventuresome lifestyle, in keeping with their Nordic ancestry, and often became mercenaries and pirates. The unification under Reman I didn’t eradicate these differences, although, of course, the Eight Divines were predominant across the province by the end of the First Era.

The respect and admiration Imperials had for Tiber Septim is nothing compared to the veneration they have for him as a god of the Nine Divines, regardless of the heresies often espoused about him. His accomplishments inspired them to believe they could do anything they set their mind to. The end of his dynasty was greeted with great mourning, although also with great pride, as his last known descendant, Martin Septim, sacrificed himself to save all of Tamriel. Imperials know all too well that dynasties are destined to rise and fall; all it will take is time before the Glorious Empire once again reigns over Tamriel.

Imperial Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Imperial Characters. Although not every Race receives an Item in from every category.

Imperial Characteristic Baseline

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Powers: Voice of the Emperor.
Khajiit

The Khajiit are a race of feline humanoids hailing from the province of Elsweyr, well-known for their keen intelligence and agility. While these Traits make them superb thieves and acrobats, Khajiit are also fearsome warriors, although seldom gifted with the Skill to harness magical forces. This is not to say that Khajiit do not possess the ability, merely that strenuous training must be undertaken to make wielding magic a serious option, either in passive or aggressive actions.

Physiologically, Khajiit differ greatly from both the varied races of man and mer, not only in their skeletal structure (possessing a tail and, in some forms, a digitigrade stance, i.e. toe walking) and dermal makeup (the "fur" that covers their bodies) but in their digestion and metabolism as well. The Khajiit, along with the Argonians and the Imga, make up the so called 'beast races' of the Empire, due to their therianthropic qualities. The divergent appearance and mannerisms of the Khajiit often lead bigoted members of other races to look down on them.

The title "khajiit" is derived from the Ta'agra words "khaj" and "jiit", a literal translation of which would be "one who deserts" (where "desert" in this case is the noun referring to a dry place, and not the verb referring to abandonment). The Khajiit themselves, however, point out that the only Action of value that may be taken in a desert is to walk; as such, a proper translation would be "one who walks in the desert". For this reason, "khajiit" is translated in short-hand as "desert-walker", and thus are many Khajiit known.

History

The kingdoms of the Khajiit existed long before recorded history. Elsweyr consisted of 16 kingdoms of about 20 different types of Khajiit early in the First Era, which were a model of cooperative specialization and harmony compared to other races of the time. The Thranian Plague would upset this balance in 1E 2260, leaving only two primary kingdoms. The province was fashioned into its modern state in 2E 309 when Keorgo of Anequina and Eshita of Pellitine combined their long-feuding domains and gave the land its name, sparking a class struggle that briefly threatened to draw outside intervention. The people of each kingdom found themselves drawn together by their leaders, which was considered a betrayal by many, as the northern Anequina saw Pellitine as depraved and decadent, while the Khajiits of Pellitine thought Anequina barbarous.

Peace was eventually restored amongst the Khajiit by the generally non-partisan Mane, Rid-Thar-n'r'Datta, who "bestedowed to the classes equality under the bi-lunar shadow, dividing their power in accordance with two-moons-dance". What this established, in a more understandable sense, was a rotational power base in which both sides of Khajiit society, the southern city-dwellers under the nobility and the northern nomadic tribes under their chieftains, shared alternate control of the region based on the phases of Masser and Secunda, which are held in great reverence in Khajiiti society. The terms of this measure, the Riddle'thar, were overseen by the thinly-veiled dictatorship of the Mane himself. The efficacy of each individual Mane has varied greatly, and some led the Khajiit to periods of strife and war throughout the Third Era, especially with the Bosmer. They have historically achieved greater peace and prosperity under Imperial rule (according to Imperial scholars), yet often rebel against their authority in keeping with their unique view of the world.

In 4E 98, the moons Masser and Secunda vanished, creating fear and strife amongst the Khajiit. When the moons reappeared two years later and the Thalmor announced they had used magic to restore them, the Khajiit praised them as their saviors. In 4E 115, popular support for the Thalmor led to a coup against the Imperial-backed government in Elsweyr and the reestablishment of the ancient kingdoms Anequina and Pellitine as client states of the Thalmor.

Society and Religion

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 greater force amongst 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 Khajiit often refer to Moon Sugar as "crystallized moonlight", trapped by the glimmering waters of the Topal Sea and washed to the sugarcane groves of the Tenmar Forest by the tides, under the guidance of Hermes. The Khajiit believe that by consuming it, they are consuming a small portion of the eternal souls of the moon gods, Jone and Jode. It drives them into fits of ecstasy and abandon, purportedly leaving the streets of Elsweyr's major cities strewn with catmen shivering in the grip of sugar-fits. Despite the extremely addictive nature of the sugar, it is an integral part of Khajiit life and the chief export of Elsweyr, where it is smuggled out in both raw and refined forms.

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, 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. Wha
Over the years, Khajiits 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 Khajiit 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’s 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.

A monomythic society, the Khajiit are led in their beliefs by mysterious figures known as "Clan Mothers", whose duty it is to disseminate the cultural myths among their kind, and who maintain autonomy from the Mane and the disparate tribal leaders. On the origin of their species, the Khajiit believe that life originated with two litter-mates, Ahnurr and Fadomai, who gave birth to the first cat, Alkosh. To Alkosh was given the force entitled the ja’Kha’jay in their native tongue. The Lunar Lattice determines the form a Khajiit assumes in life, according to the phases of Masser and Secunda at the time of their birth; while Khajiiti newborns appear incredibly similar to one another at birth, their future form becomes clear in a matter of weeks. This is due in part to the fact that, although born smaller than the children of the Tenmar forest, like the Dagi. It can be assumed that, like their smaller cousins, they are naturally skilled in the use of magic.

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

Khajiiti Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Khajiiti Characters of the listed breed. Although not every Race receives an Item in from every category.

Similar in height and build to the race of man, the Suthay-raht are one of the most common breeds of Khajiit. Their coloring ranges from dark brown and orange, to light yellow, both with and without stripes and spots.

**Suthay-Raht Characteristic Baseline**

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**Talents:** Suthay-Raht Characters may begin the game with the Light Footed (Ag) Talent.

**Traits:** Dark Sight, Natural Weapons.

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

**Ohmes-Raht Characteristic Baseline**

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**Traits:** Dark Sight, Natural Weapons.

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

**Cathay Characteristic Baseline**

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**Traits:** Dark Sight, Natural Weapons, Deadly Natural Weapons.

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

**Alfiq Characteristic Baseline**

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**Skills:** Alfiq Characters may begin the game with the Arcane Art (Mysticism) (WP) Skill. If so, they begin with the Telepathy Spell.

**Talents:** Alfiq Characters may begin the game with the Light Footed (Ag) and Catfall (Ag) Talents

**Traits:** Dark Sight, Quadruped, Size (2).

**Other:** Alfiq cannot speak, or use Weapons or normal Armor. They also do not roll for additional Wounds.

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

**Ohmes Characteristic Baseline**

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**Traits:** Dark Sight, Natural Weapons.

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

**Dagi-raht Characteristic Baseline**

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**Talents:** Dagi-Raht Characters may begin the game with the Catfall (Ag) Talent.

**Traits:** Dark Sight, Natural Weapons.
Nord

The Nords are the children of the sky, a race of tall and fair-haired humans from Skyrim who are known for their incredible resistance to cold and magical frost. They are enthusiastic warriors, and many become renowned soldiers and mercenaries all over Tamriel. Eager to augment their martial Skills beyond the traditional methods of Skyrim, they excel in all manner of warfare, and are known as a militant people by their neighbors. Nords are also natural seamen, and have benefited from nautical trade since their first migrations from Atmora.

History

Although Nords intermingled with other races over the years, it is primarily to Atmora, the northernmost known place on Nirn, that they trace their lineage. Atmora is likely a human corruption of "Altmon", a name found in old Elvish records which means "Elder Wood". Legends say that Atmora was once very green and prosperous, until "the freezing" turned it into an inhospitable wasteland plagued by civil war, causing its people to migrate to Tamriel in waves throughout the Merethic and First eras. During this migration, the chieftain Ysgramor rallied people from all sides who desired to live in peace and set sail south, eventually arriving at Hsaarik Head, at the extreme northern tip of Skyrim's Broken Cape. They named the new land "Mereith" in tribute to the Aldmeri Elves who had already settled most of the continent.

In 1E 241, King Vrage the Gifted (Harald's son) began the aggressive expansion now known as the Skyrim Conquests, which would culminate in the First Empire of the Nords. Within a span of fifty years, the descendants of Ysgramor ruled all of northern Tamriel, including most of present-day High Rock and the whole of Morrowind.

Dragons were revered as part of the Nordic religion. Dragon priests, on par with kings in terms of the power they wielded, acted as intermediaries between the people and the serpentine "god-kings", whose name could not even be uttered by the common folk. Temples were built to honor and appease the dragons, many of which survive today as ancient ruins haunted by draugr and undead dragon priests. The dragon priests in Tamriel became more tyrannical and the populace eventually rebelled sometime in the Merethic Era, leading to the legendary Dragon War.

Over the next few centuries, Skyrim expanded and contracted as battles were won and lost. The Conquests, and the Empire, came to an end in 1E 369 with the death of King Borgas, the last of the Ysgramor line, during the Wild Hunt. When the ruling council or Moot was unable to choose Jarl Hanse of Winterhold (considered the obvious choice by Imperial scholars), as the new High King, the ensuing civil war tore the Empire apart. The war concluded in the second year of the new High King, and the obvious choice by Imperial scholars), as the new High King, the ensuing civil war tore the Empire apart.

Religion and Society

There are two things most Nords love: music and mead. Most Nords wear animal skins or cotton clothing. They are generally tolerant of outsiders to Skyrim, though often do not make them feel welcome. In particular, Nords are still often quite prejudiced towards elves. The Reach, one of the nine Holds of Skyrim, has only a slight Nord majority, and cities in the east have become heavily influenced by the Dunmer. The northern and eastern holds - Winterhold, Eastmarch, The Rift, and the Pale - are known collectively as the Old Holds, where the influence of old Nordic traditions is still relatively strong and outsiders are rare. The young men there used to go for weeks into the high peaks in the dead of winter, hunting the ice wraiths that give them claim to full status as citizens. The Reach and the Rift both have long histories of lawlessness, and are generally associated with criminal activity.

Nords tend to be superstitious, and their folklore reflects this. Nordic names, often chosen based on omens, are given in a special ceremony when the child is young. Unexplained misfortune is often blamed on the Falmer, or Snow Elves. The Falmer, long believed to be extinct thanks to the unmerciful Nordic invasion into their lands, were actually driven deep underground, where they became feral and purportedly seek to kill all those who dwell above them, so it's possible there's truth in some of these claims.

The Nords are considered to be a devout people with grim religious beliefs. Among other things, they have long believed that Alduin, the World-Eater, would eventually return and bring about the end of the world. As dark as their belief systems are viewed to be, all Nordic traditions extend one bright, shining hope for Nords: Sovngarde, the Hall of Valor, where Nords who have proven their mettle in battle or died valiantly are welcome to experience euphoric bliss and camaraderie, free from time and boredom. Some stories claim the place was built by, and still inhabited by, the elusive Shor. It is little surprise that cowardice is the worst trait a Nord can exhibit, for "a Nord is judged not by the manner in which he lived, but the manner in which he died".

Nord Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Nord Characters. Although not every Race receives an Item in from every category.

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Traits: Elemental Resistance (Frost Damage) (50), Elemental Resistance (Shock Damage) (25), Resistance (Cold) (1).
Orsimer (Orcs or Pariah Folk)

Orcs, also called Orsimer or "Pariah Folk" in ancient times, are sophisticated, beastlike people of the Wrothgarian Mountains, Drongtain Mountains, and Orsinium (literally translated as "Orc-Town"). They are noted for their unshakable courage in war and their unflinching endurance of hardships. In the past, Orcs have been widely feared and hated by the other nations and races of Tamriel, and were often considered to be goblin-ken. However, they have slowly won acceptance in the Empire, in particular for their distinguished service in the Emperor's Legions. Orc Armormasters 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. Most Imperial citizens regard the Orc society as rough and cruel. The Orcs of the Iliac Bay region have developed their own language, known as Orcish, and have often had their own kingdom, Orsinium.

History

The Orcs were supposedly created when the Daedric Prince Boethiah defeated the Aldmeri god Trinimac, transforming him into Malacath and his faithful, the Orsimer, into Orcs. When the transformation occurred is unclear, but Orcs have been inhabiting the Iliac Bay region since the early years of the First Era. Some reports say Orcs were in Morrowind acting as raiders and mercenaries as early as 1E 700. It is known that the Aldmer had already colonized the mainland of High Rock during the Merethic Era before Orcs emerged. They were viewed as a constant threat to the other races, especially after the Ra Gada drove many Orcs out of Hammerfell and greatly strengthened Orsinium. Several kingdoms banded together in High Rock and destroyed the first Orc kingdom in 1E 980. Without a home, prejudice against them was even greater.

Gortwog gro-Nagorm created the second incarnation, sometimes called Nova Orsinium, in 3E 399. He gathered enough power to force Emperor Uriel Septim VII to formally recognize Orsinium as an equal of the other lesser kingdoms of the Iliac Bay region. During the Warp in the West, Orsinium was one of the four kingdoms to gain control of the Numidium, conquering the surrounding kingdoms and baronies and swearing loyalty to the Emperor. Early in the Fourth Era, Orsinium was once again sacked by the Redguards and Bretons and presumably eliminated, and many refugees were escorted to Skyrim by the Legion.

Society and Religion

Orcish religion centers around the worship of Malacath, Daedric Prince of Outcasts, also known as Mauloch or Malak. The stories recount that Boethiah "ate" Trinimac and excreted the dung that is Malacath, although Malacath derides the story as beginning too "literal-minded". The Orcs have considered themselves outcasts like their deity ever since, and this is reflected in much of their culture. For instance, unlike other races, the Orc tradition is to have weddings take place at midnight. In recent years, Gortwog gro-Nagorm has promoted the idea that the Orcs worship Trinimac again instead of Malacath, a proposition which the majority of Orcs within Orsinium agreed with, while the majority of them outside Orsinium considered it blasphemous.

Traditional Orcish society is centered around stronghold settlements, each one striving for complete independence in all matters. Orc society is based on polygamy - a stronghold's tribe is controlled by a chieftain, who is the literal alpha male: no other males are permitted to take wives or father children. The chieftain is replaced by whichever one of his sons grows strong enough to challenge and kill him. The strength of a tribe (and the favor granted to it by Malacath) depends heavily on the personal strength of the chieftain.

The law of the Orcs is based on the Code of Malacath, an unwritten law. The Code prohibits things such as theft and unwarranted violence, but also places heavy emphasis on honor and personal strength in resolving conflicts. Orcs do not use imprisonment as punishment: those who violate the code must either pay Material compensation or pay a "blood price", which entails allowing the one they offended to spill their blood until the price has been satisfied.

Orc women are expected to contribute to the strength of the stronghold just as men, as warriors, hunters, herbalists. Traditionally, the Orcish art of smithing is done by the women, and a chieftain's second wife is called the forgewife for this reason. A wise woman handles a tribe's spiritual matters and healing needs. However, Orcish society is still very patriarchal. All stronghold women are either the wives or daughters of chieftains, with the exception of the wise women, who are the mothers of chieftains. Daughters of the chieftain are usually traded to other strongholds to marry other chieftains.

However, many Orcs seek to escape traditional life in the strongholds. Orc women may want to escape being "just another wife" to the chieftain. They leave to join the Imperial Legion, see the world or otherwise seek their fortune; some eventually return to the strongholds, but many do not. Orcs who do not live in strongholds are derisively called "city Orcs" by those that do, and are considered soft outsiders just like non-Orcs. Given their history of provincial homelessness, frequent military service, and the demand for their craftsmanship, it's not surprising that Orcs have traveled all around Tamriel and are now a commonplace sight in cities throughout. Still, Orcs who live in the cities with other races are likely to face prejudice. Their appearance makes them a normal target for such prejudice. Their appearance makes them a normal target for such prejudice.

Orc Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Orc Characters. Although not every Race receives an Item in from every category.

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Talents: Frenzy (Wp).

Traits: Elemental Resistance (All) (25).

Powers: Berserk.
Redguard (Yokudans)

The most naturally Talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers. In addition to their cultural affinities for many Weapon and Armor styles, Redguards are also physically blessed with hardy constitutions, resistance to poison, and quickness of foot. Redguards do not share the same blood as the other human races, and they have no connection with their ancestral Nordic homeland of Atmora.

History

Redguards (formerly "Yokudans") hail from the western continent of Yokuda, which sank into the sea in ancient times. The cause of Yokuda's sinking is attributed either to natural factors (earthquakes, tsunamis, or volcanic eruptions) or to the revenge of a defeated band of Ansei called the Hiradirge. Upon the sinking of their homeland around 1E 792, the Yokudan fleet set sail to the east, eventually arriving in what would later be Hammerfell. The bulk of the refugees remained on the island of Herne while the Ra Gada, the Warrior Wave, continued on to mainland Hammerfell in 1E 808.

They attacked all settlements of Nede and Mer along with the native beasts, leaving no survivors and building upon the ruins left behind. After only a few brutal months, the Ra Gada had established a strong presence along the western shores of Hammerfell, disrupting and replacing the Imperial and Nordic raiders who had preyed upon the area for centuries. From the footholds along the coast, they continued to launch assault after assault, eventually succeeding in driving off the Orsimer and making way for the High King and the Yokudan royalty, known as Na-Totamba, to safely arrive in Hammerfell. The "Redguards", a phonetic corruption of "Ra Gada", solidified their place in history as magnificent warriors by defeating the strong and hardy Orcs. Despite how long ago they arrived, the Redguards are still the comparatively newcomers; every other modern race had already emerged before the Ra Gada arrived at Tamriel's shores.

The Redguards scorned their neighbors initially, and didn't even trade with them until after their worth had been proven in the successful Siege of Orsinium in 1E 980. Their own native language, Yoku, was almost entirely replaced to help stabilize foreign trades, although the language is still spoken. Hammerfell was easily absorbed by the Septim Empire in 2E 864, as it had been weakened by a bloody civil war, though the Empire subsequently had to make some significant concessions of power following a successful revolt in Stros M'Kai. Redguards would become more outgoing under the Septim Empire, and many branched out in to other parts of Tamriel. Redguards reportedly served as mercenaries under the Camoran Usurper around 3E 267.

King Camaron of Sentinel would be killed during the War of Betony in 3E 403, a short but vicious land dispute with Daggerfall over the eponymous island of Betony. The aftermath brought a lot of bad blood between the Bretons and Redguards of the Iliac Bay region. Following the Miracle of Peace, Sentinel (then under King Lhotun) greatly expanded to take over the entire northern coast of Hammerfell. It's known that near the end of the Third Era, the Redguards of eastern Hammerfell harbored a fierce grudge against Skyrim, and yearned for a chance to take back land that was seized during the War of the Bend’r-mahk in 3E 396.

In 4E 171, the Great War erupted when the Aldmeri Dominion demanded, in part, that the new Emperor Titus Mede II cede large tracts of southern Hammerfell to them. The Empire fought back, but ultimately made the concession as part of the White-Gold Concordat of 4E 175. Though the rest of the Empire left them to their fate, the Redguards refused to accept this and suffered mass devastation all over southern Hammerfell in their long, though successful, repulsion of the Dominion's invasion. Many Redguards remain bitter over the Empire's abandonment, and their valiant struggle has convinced many throughout Tamriel that the entire Concordat was a mistake, and the Empire would have persevered had it fought on.

Forebears and Crowns

When Hammerfell became a province of the Second Empire and demarcated in the Imperial custom, Redguard society was formally divided into two main socio-political groups: the Crowns and the Forebears. The Crowns are descended from the High King and the Na-Totamba who ruled in Yokuda; they hold Yokudan tradition in high reverence and greatly dislike foreigners. Their influence has been waning since the last High King perished in 2E 862 and his son, the Crown Prince A’tor, reacted by viciously butchering the Forebear citizenry. When Tiber Septim's forces conquered the land two years later, it was perceived as a humanitarian gesture to stop the senseless bloodshed. While the intervention did cease open war, the hostility between the various regions of the province remains so great that some have been known to ignore their brethren when they're trying to repulse a foreign invasion.

The Forebears are descended from the Ra Gada warrior class which conquered the province, and in so doing were exposed to many Nedic (and later Breton and Imperial) traditions and ideas, while the ancestors of the Crowns were not. The Forebears seek modernity; they are more cosmopolitan than their Crown counterparts and more welcoming of the Empire and its way of life. They have adopted modified Imperial and Breton styles for their dress, architecture, and names, and many have even reorganized their traditional gods and spirits to fit into the Imperial pantheon of the Divines. Forebears are generally predominant in coastal cities and other major trade centers, while most Crowns live in more secluded regions, notably the deserts and other inhospitable areas.

More recently, a third faction, the Lhotunics (after their founder King Lhotun), has emerged espousing the progressive and cosmopolitan values of the Forebears while maintaining a strong respect for their past, though the specific compromises are not known. The movement is largely political: the Forebear kingdom of Sentinel is uniquely well-suited to forge a compromise between the two Redguard factions because it has been a seat of both Forebear and Crown power, and its economic and military strength has made it one of the most powerful and respected kingdoms in all of Tamriel. Since the Miracle of Peace and beyond, the Lhotunic movement has served as a unifying force for Sentinel as it gains dominion over more territory, and since much of that territory is dominated by disgruntled Crowns, the necessity of the Lhotunic movement is apparent. Due to their moderate platform and these expansionist policies, the Lhotunics are generally disliked by the remaining Forbears and Crowns.
Society and Religion

Like all races, Redguards have been shaped by their home. 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. The Redguards had their own oral language, Yoku, but that was quickly replaced to ensure better contact with their neighbors. 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 any 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), and they are expected to prove themselves worthy by facing death. Even their entertainment, like snake charming, bears some risk to it. The practice of eastern magic, or "Nudri-hi", is greatly frowned upon by Crown and Forebear alike, and outsiders are not tolerated in many parts of Hammerfell.

They are a highly disciplined and enterprising people, having centuries of experience with warfare in their homeland. Their warriors are acknowledged to be among the best in the world. The Redguards are also known for their naval prowess, and their fleets have proved a match for the Empire's best armadas, as seen during the Stros M'kai revolt. Stros M'kai and some parts of mainland Hammerfell hold many Dwemer ruins, and some young Redguards seeking to enter military service must brave the dangers of these ruins. Most of their holidays and traditions seem to revolve around either the celebration of natural phenomena or the commemoration of great battles and warriors.

Many of the nomadic tribesman, who mainly travel around the Alik'r Desert, have developed a deep, spiritual connection with the land and adhere to traditional Yokudan beliefs, which includes deities and spirits of all kinds, from Pixies (or faeries) to Satakal, the god of everything (a sort of fusion of Anu and Padomay that bears many similarities to the malevolent Nordic god Alduin). Occasionally, Satakal will destroy everything, and the spirits who manage to find a way to survive make their way into the Redguard pantheon of gods (evidencing a Redguard mentality that violence is necessary for growth).

The chieftain of the modern Redguard pantheon is Ruptga, Tall Papa, the first to survive Satakal's destruction. Others include Zeht, Tall Papa's wife Morwha, Tava (considered equivalent to Kyahreth), HoonDing (a god of necessary war against infidels), Leki, Onsi, and Diagna. Demons include Malooc, an enemy of the Ra Gada. Tu'whacca was thought to be some sort of god of apathy before the creation of the world, when he became a caretaker and protector of souls (similar to Arkay). The Yokudan creation myth involved Sep, a "crazy" merchant god who convinced the others to create the mortal world to make it easier for more spirits to survive Satakal's inevitable onslaught. Except it didn't make it easier; rather, the mortal plane acts as a trap and makes apotheosis even harder. In this way, the Redguard view of creation has more in common with the Elven tradition than that of other humans, who view the mortal plane as a blessing.

Redguard Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Redguard Characters. Although not every Race receives an Item in every category.

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**Talents:** May begin play a Melee Weapon Training (*) (WS)

**Talent of their choice.**

**Traits:** Resistance (Poison/Toxic) (1).

**Powers:** Adrenaline Rush.
1.2 Characteristics

Characteristics represent a Character's raw physical and mental ability in a number of different areas. Characteristics are rated on a scale of 0 to 100 (the higher the better), and affect a Character's ability to succeed at most actions. There are nine Characteristics, and they are as follows:

- **Weapon Skill (WS)** measures a Character’s abilities to engage in Melee Combat, armed or otherwise.
- **Ballistic Skill (BS)** measures a Character’s abilities to engage in ranged Combat.
- **Strength (S)** describes a Character’s physical strength.
- **Toughness (T)** defines how easily a Character shrugs off injury, as well as how easily they resist negative conditions like poison, extreme environments, disease, and so forth.
- **Agility (Ag)** measures a Character’s speed, reflexes, and overall control over their body.
- **Intelligence (Int)** measures a Character’s reasoning ability and knowledge, as well as their connection to the Arcane.
- **Perception (Per)** represents the acuteness of a Character’s senses and how well they perceive their surroundings.
- **Willpower (Wp)** demonstrates a Character’s mental strength, and ability to bend Magicka to their will.
- **Fellowship (Fel)** describes a Character’s ability to interact with others, as well as how others perceive them.

Generating Characteristics

All Characters start with an initial Characteristic baseline determined by their Race, to which they add 2d10. Write these rolls in the appropriate Section on your Character sheet. Players may assign rolls to Characteristics after rolling the actual results, and Players are also allowed to reroll for two Characteristics (although the results of the rerolls are final and the Characteristics being rerolled must be declared before each respective roll).

Alternatively, Players can use a point distribution system. They are given 95 points to distribute amongst the 9 Characteristics (added to the base 20 and their racial Modifiers) as they see fit, although no Characteristic can have more than 20 points invested in it this way.

Characteristic Bonuses

Each Characteristic has a corresponding Bonus, which equals the tens digit of the Characteristic score. These Bonuses are used to calculate everything from Damage to a Character’s Initiative. Bonuses are abbreviated (in order) like so: WSB, SB, TB, AB, IB, PB, WPB, FB. More details on the respective uses of each Bonus will be provided in further chapters.

1.3 Birthsign

A Character's Birthsign is the constellation/season under which they were born. These can have a number of effects, both positive and negative. There are thirteen named constellations in the sky. There are three Guardian signs: The Warrior, The Mage, and The Thief, each of which protects three charges. Each of these twelve signs corresponds to one of the twelve months in the Tamrielic year. The thirteenth sign, The Serpent, has no guardian or month and moves around the sky, usually threatening the other signs.

- **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. Characters born under The Apprentice gain the Elemental Weakness (All) (25) Trait and the Power Well (50) Trait.

- **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. Characters born under the Atronach gain the Stunted Magicka Trait and the Power Well (100) Trait. They also gain the Wombburn Power (see Section 7.3 for details on Powers).

- **The Lady**
  - The Lady is one of the Warrior's Charges and her Season is Heartfire. Those born under the sign of the Lady are kind and tolerant. Characters born under the Lady gain 4 Fellowship and 4 Toughness.

- **The Lord**
  - The Lord's Season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs. Characters born under the Lord gain 2 Wounds.

- **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. Characters born under the Lover gain 4 Agility and 4 Fellowship.

- **The Mage**
  - The Mage is a Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Golem, and the Ritual. Those born under the Mage have more magicka and Talent for all kinds of Spellcasting, but are often arrogant and absent-minded. Characters born under the Mage gain the Power Well (25) Trait.

- **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. Characters born under the Ritual gain the Mara's Gift Power and the Blessed Word Power.
The Serpent
The Serpent wanders about in the sky and has no Season, though its motions are predictable to a degree. No Characteristics are common to all who are born under the sign of the Serpent. Those born under this sign are the most blessed and the most cursed. Characters born under the Serpent gain the Star Curse Power.

The Shadow
The Shadow’s Season is Second Seed. The Shadow grants those born under her sign the ability to hide in shadows. Characters born under the Shadow gain the Moonshadow Power.

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. Characters born under the Steed gain 8 Agility.

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. Characters born under the Thief gain 1 Fate Point.

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. Characters born under the Tower gain 4 Perception and the Tower Key Power.

The Warrior
The Warrior is the first Guardian Constellation and he protects his charges during their Seasons. The Warrior’s own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are Skilled with Weapons of all kinds, but prone to short tempers. Characters born under the Warrior gain 4 Strength and either 4 Weapon Skill or 4 Ballistic Skill.

1.4 Specialization
A Class system was crucial to past Elder Scrolls games: it defined the things that a Character excelled at, and what he found difficult. The UESRPG uses a system called Specialization to reflect this idea. A Character’s Specialization is critical in understanding what they’re good at, how they approach problems, and how they will choose to develop themselves in the future. A Specialization consists of Alignments assigned to Characteristics.

Alignment
A Characteristic’s Alignment is a description of a Character’s alignment towards that Characteristic. There are three potential Alignments a Characteristic can have: Favored, Neutral, or Opposed. Mark these under each Characteristic on your Character sheet so you can keep track of them.

<table>
<thead>
<tr>
<th>Specialization Level</th>
<th>Favored</th>
<th>Opposed</th>
<th>Neutral</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jack of all Trades</td>
<td>1</td>
<td>0</td>
<td>8</td>
</tr>
<tr>
<td>Concentrated</td>
<td>2</td>
<td>1</td>
<td>6</td>
</tr>
<tr>
<td>Focused</td>
<td>3</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

Favored
Favored Characteristics represent areas of a Character’s life that he is particularly Skilled in, experienced with, or takes pride in. Someone who has chosen to Favor Strength, for example, likely takes pride in their physical condition, is naturally strong, or has simply developed it above the normal standard through necessity. The exact reasons and attitudes behind the choice of a Favored Characteristic are of course left up to the Player. Regardless, the effects are the same. Additionally, the cost of all Skills, Talents, and Advances for or governed by that Characteristic cost less XP.

Neutral
Neutral Characteristics represent areas of a Character’s life that he has no particular aptitude or preference for, but he is not weak in or opposed to it. Neutral Characteristics do not receive a Penalty or Bonus in any way, and the cost of Skills, Talents, and Advances for or governed by that Characteristic cost the standard amount of XP.

Opposed
Opposed Characteristics represent areas of a Character’s life that he dislikes, has not developed, or is naturally weak in. Opposing Strength, for example, indicates that a Character does not particularly care for their physical condition, has not ever needed to develop it, or is simply naturally weaker. The exact reasons and attitudes behind the choice of an Opposed Characteristic are of course left up to the Player. Regardless, the effects are the same. Additionally, the cost of all Skills, Talents, and Advances for or governed by that Characteristic cost more XP.

Shifting Alignments
Characters may shift Specialization with the GM’s permission. This is meant to represent a change in the Character’s life that causes them to gain a new purpose, passion, or set of Skills. Such a shift is not to be taken lightly. A Character may swap the Alignments of two Characteristics for 25 XP. However, a Character can only swap between Neutral/Favored Characteristics or Neutral/Opposed Characteristics, not Favored/Opposed ones. Thus completely shifting a Characteristic from Favored to Opposed costs 50 XP and takes two swaps.

Specialization Level
In order to decide how many Favored and Opposed Characteristics a Character may choose, each Character has an associated Specialization Level. The Player chooses this on Character Creation, and may change it a step at a time (gaining or losing the appropriate number of Favored or Opposed Characteristics) as described above.
1.5 Background

Each Character in the UESRPG has a Background (typically just one, unless otherwise stated by a certain Background). This is a collection of Skills, Talents, Characteristic changes, starting gear, and other things based on the Character’s experiences that help to bring them to life for the Players. All Backgrounds share the following format:

Name
Description
Requirements: The requirements for selecting this Background.
Skills: Any Skills that the Character begins the game with should they choose this Background. If you are asked to make a choice, simply choose what you prefer. Specialist Skills require the Player to choose a valid Specialization. If a Background would grant a Skill the Character already possesses, simply increase that Character’s Rank in that Skill instead.
Talents: Any Talents that the Character begins the game with should they choose this Background. If you are asked to make a choice, simply choose what you prefer. Talents with a variable * mean that the Player should choose a value for that variable.
Traits: Any Traits that the Character begins the game with should they choose this Background. If you are asked to make a choice, simply choose what you prefer. Talents with a variable * or X mean that the Player should choose a value for that variable.
Items: Any Items that the Character begins the game with should they choose this Background. This will also include a certain number of Septims that may either be spent before the game begins, or saved for later.
Other: Any special rules regarding the use of this Background.

Backgrounds
This Section contains the various Backgrounds that a Player may choose from when creating their Character. Each Character may only have one Background unless otherwise stated.

Acrobat
Depending on who you ask, Acrobat is a polite euphemism for agile burglars and second-story men, or simply someone you would find entertaining children at a traveling circus.
Requirements: 30 Agility.
Skills: Acrobatics (Ag), Athletics (S), Dodge (Ag), and either Performer (Acrobat) (Fel) or Security (Int).
Talents: Catfall (Ag).
Items: 2 sets of Cheap Clothing, 175+1d100 Septims, and either 3 Cheap Lockpicks or a Cheap Instrument.

Adventurer
Adventurer is a catch all term for those who have abandoned their previous lives in search of something. That something varies between individuals: fame, fortune, and revenge are all common motivators. But in any case, adventurers have to adapt to unique and difficult situations to achieve their goals. This Background was designed for players who are not satisfied with the other choices and want to effectively create their own.
Requirements: None.
Items: 10d100 Septims
Other: The Character receives an additional 50 starting XP.

Agent
Agents are operatives skilled in deception and avoidance, but trained in self-defense and the use of deadly force. Self-reliant and independent, agents devote themselves to personal goals, or to various patrons or causes.
Requirements: 30 Weapon Skill, 30 Fellowship.
Skills: Charm (Fel), Decieve (Fel), Logic (Int) or Awareness (Per), and either Stealth (Ag) or Scrutiny (Per).
Talents: Either Unarmed Warrior (WS) or Melee Weapon Training (*) (WS).
Items: 3 sets of Cheap Clothing, 500+1d100 Septims.

Alchemist
Alchemists are craftsmen skilled in the creation of magical potions. Some are simple herbalists, while others have been formally schooled in the art of Alchemy. Regardless, they are proficient in their craft and capable of making a living from the results.
Requirements: 30 Intelligence.
Skills: Arcane Craft (Alchemy) (Int), Commerce (Int).
Talents: Novice Alchemist (Int).
Items: 2 sets of Expensive Clothing, 500+1d100 Septims, a set of Cheap Alchemical Tools, and either 4 units of Cheap Ingredients or 2 units of Expensive Ingredients.

Archer
Archers are fighters specializing in long-range Combat and rapid movement. Opponents are kept at distance by ranged Weapons and swift maneuver, and engaged in melee with sword and shield after the enemy is wounded and weary.
Requirements: 30 Ballistic Skill, 30 Agility.
Skills: Athletics (S), Dodge (Ag).
Talents: Deadeye Shot (BS), Ranged Weapon Training (*) (BS), and either Light Footed (Ag) or Sprint (Ag).
Items: 2 sets of Cheap Clothing, 175+1d100 Septims, a single standard Wooden Bow, 15 Iron Arrows, and standard Leather Armor (Body).
Assassin
Assassins are killers who rely on stealth and mobility to approach victims undetected. Execution is with ranged Weapons or with short blades for close work. Assassins include ruthless murderers and principled agents of noble causes.
**Requirements:** 30 Weapon Skill or Ballistic Skill, 30 Agility.
**Skills:** Dodge (Ag), Stealth (Ag), Tracking (Per).
**Talents:** Either Ranged Weapon Training (*) (BS) and Deadeye Shot (BS) or Melee Weapon Training (*) (WS) and Accurate Strike (WS).
**Items:** 2 sets of Cheap Clothing, 250+1d100 Septims, a standard 1H Iron Weapon of your choice, and standard Leather Armor (Body).

Bandit
Bandits are the scavengers of society; preying upon the weak and the innocent. Some enjoy power, while others just need money.
**Requirements:** 30 Strength.
**Skills:** Intimidate (S), Deceive (Fel).
**Talents:** Burly (S), Melee Weapon Training (*) (WS) or Unarmed Warrior (WS), Frenzy (WP), and either Tough (T) or Healthy (T)
**Items:** 2 sets of Cheap Clothing, 3d100 Septims, a standard Iron Weapon of your choice, and standard Leather Armor (Body).

Barbarian
Barbarians are the proud, savage warrior elite of the plains nomads, mountain tribes, and sea raiders. They tend to be brutal and direct, lacking civilized graces, but they glory in heroic feats.
**Requirements:** 30 Strength and 30 Weapon Skill.
**Skills:** Athletics (S), Survival (Int).
**Talents:** Either Melee Weapon Training (*) (WS) or Unarmed Warrior (WS), Frenzy (WP), and either Tough (T) or Healthy (T)
**Items:** 2 sets of Cheap Clothing, 50+1d100 Septims, a standard Iron Melee Weapon of your choice, and standard Fur Armor (Body, Arms and Legs).

Bard
Bards are loremasters and storytellers. They crave adventure for the wisdom and insight to be gained.
**Requirements:** 30 Fellowship.
**Skills:** Charm (Fel), Common Lore (Legends) (Int), Performer (*) (Fel).
**Talents:** Practiced (Fel), Public Speaker (Fel).
**Items:** 5d100 Septims, 2 sets of Cheap Clothing and a standard Iron Melee Weapon of your choice or 2 sets of Expensive Clothing and a Cheap Instrument.

Beastmaster
Beastmasters breed and train animals of various types for a variety of different purposes. They may supply horses for the Imperial Legions, breed Netches, or simply run a dogfighting ring.
**Requirements:** 30 Intelligence.
**Skills:** Commerce (Int), Ride (Ag), Trade (Animal Breeder/Trainer) (Int).
**Talents:** Apprentice (Animal Breeder/Trainer) (Int).
**Items:** 2 sets of Cheap Clothing, and 500+1d100 Septims.
**Other:** A Cheap Beast of Burden (get this checked out with your GM).

Captain
Captains are in charge of the operation and management of a ship. They range from naval ship captains, to explorers, to wretched pirate captains!
**Requirements:** 30 Fellowship.
**Skills:** Athletics (S), Command (Fel), Navigation (Int), Trade (Sailor) (Int).
**Talents:** Melee Weapon Training (*) (WS), Public Speaker (Fel).
**Items:** 2 sets of Expensive Clothing, 500+1d100 Septims, and a standard Iron Melee Weapon of your choice.

Charlatan
A practiced liar. These con artists make their living off manipulating and deceiving others. Which, while looked down upon, can be quite profitable.
**Requirements:** 35 Fellowship.
**Skills:** Charm (Fel), Deceive (Fel), Scrutiny (Per), Trade (Forger) (Int).
**Talents:** Alluring (Fel), Liar (Fel).
**Items:** 2 sets of Expensive Clothing, 25 sheets of paper, 1 quill, 25 sheets of paper worth of ink, and 10d100 Septims.

Craftsman
Many are those who toil in service to the markets of Tamriel. Varying in Skill and potential, people who call themselves craftsmen can be found in virtually every populated area.
**Requirements:** 30 Intelligence.
**Skills:** Commerce (Int), Trade (*) (Int).
**Talents:** Apprentice (*) (Int).
**Items:** 2 sets of Cheap Clothing, 500+1d100 Septims, and Tools or Gear appropriate to the chosen Trade (if applicable, ask your GM about what this should entail).

Crusader
Any heavily Armored warrior with Spellcasting powers and a good cause may call himself a Crusader. Crusaders do well by doing good. They hunt monsters and villains, making themselves rich by plunder as they rid the world of evil.
**Requirements:** 30 Willpower.
**Skills:** Arcane Art (DeSTRUCTION) (WP), Arcane Art (Restoration) (WP).
**Talents:** Melee Weapon Training (*) (WS), Meditation (WP), and (Restoration) Novice (WP).
**Items:** 2 sets of Cheap Quality Clothing, 300+1d100 Septims, 1 Destruction Spell, 2 Restoration Spells, 1 standard Iron Melee Weapon, and standard Iron Armor (Body).

Battlemage
Battlemages are wizard-warriors, trained in both lethal Spellcasting and heavily Armored Combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with elemental Damage and summoned creatures.
**Requirements:** 30 Willpower.
**Skills:** Arcane Art (DeSTRUCTION) (WP), Arcane Art (Conjuration) (WP).
**Talents:** Melee Weapon Training (*) (WS), Meditation (WP), and (Conjuration) Novice (WP).
**Items:** 2 sets of Cheap Clothing, 2 Destruction Spells of your choice, 1 Conjuration Spell of your choice, 300+1d100 Septims, a standard Iron Melee Weapon of your choice, and standard Iron Armor (Body).
Duelist
A skilled swordsman and champion of one on one duels, they devote themselves to the art of the blade. Often members of the upper classes, they observe strict etiquette during their duels, which are as much a social event as an actual battle.
Requirements: 35 Weapon Skill.
Skills: Charm (Fel), Parry (WS).
Talents: Melee Weapon Training (Blades) (WS), Counter Attack (WS).
Trait: Peer (High Society).
Items: 2 sets of Expensive Clothing, 500+1d100 Septims, 1 standard Steel Sword.

Enchanter
Enchanters weave magical enchantments into everyday objects, utilizing the power of soul gems and ritual techniques to imbue Items with great power.
Requirements: 30 Intelligence.
Skills: Arcane Craft (Enchanting) (Int), Commerce (Int)
Talents: Novice Enchanter (Int)
Items: 2 sets of Expensive Clothing, 500+1d100 Septims, 2 Lesser Soul Gems.

Enforcer
Enforcers range from local law enforcement to simple hired thugs. They tend to get paid more for their brawn than their brains.
Requirements: 30 Strength.
Skills: Athletics (S), Intimidate (S).
Talents: Burly (S), Melee Weapon Training (*) (WS).
Traits: Peer (Law Enforcement) or Peer (Underworld).
Items: 2 sets of Cheap Clothing, 250+1d100 Septims, a standard Iron Melee Weapon of your choice, and standard Iron Armor (Body).

Healer
Healers are Spellcasters who swear solemn oaths to heal the afflicted and cure the diseased. When threatened, they defend themselves with reason and disabling attacks and magic, relying on deadly force only in extremity.
Requirements: 30 Willpower.
Skills: Arcane Craft (Enchantment) (Int), Charm (Fel), Scholastic Lore (*) (Int), and Traditional Medicine (Int),
Talents: Melee Weapon Training (*) (WS).
Traits: Peer (High Society).
Items: 2 sets of Expensive Clothing, 500+1d100 Septims, 1 standard Iron Melee Weapon, and standard Iron Armor (Body).

Knight
Of noble birth, or distinguished in battle or tourney, knights are civilized warriors, schooled in letters and courtesy, governed by the codes of chivalry. In addition to the arts of war, knights study the lore of healing and enchantment.
Requirements: None
Skills: Arcane Craft (Enchantment) (Int), Charm (Fel), Scholastic Lore (*) (Int), and Traditional Medicine (Int),
Talents: Melee Weapon Training (*) (WS).
Traits: Peer (High Society).
Items: 2 sets of Expensive Clothing, 500+1d100 Septims, a standard Iron Melee Weapon, and standard Iron Armor (Body).

Mage
Most mages claim to study magic for its intellectual rewards, but they also often profit from its practical applications. Varying widely in temperament and motivation, mages share but one thing in common - an avid love of Spellcasting.
Requirements: 30 Willpower.
Skills: 3 Arcane Art (*) (WP) Skills of your choice.
Talents: (*) Novice (WP) and Meditation (WP).
Items: 2 sets of Expensive Clothing, 500+1d100 Septims, 6 Spells of your choice.

Merchant
Merchants are entrepreneurs, traders, and risk takers. Their shrewd commercial minds and silver tongues help keep the wheels of commerce turning. Everything is fair game as long as they make a fortune along the way.
Requirements: 35 Intelligence, 30 Fellowship.
Skills: Charm (Fel), Commerce (Int), Scrutiny (Per).
Talents: Calculating (Int), Popular (Fel).
Items: 2 sets of Expensive Clothing, 1000+3d100 Septims.

Monk
Monks are students of the ancient martial arts of hand-to-hand Combat and unarmored self-defense. Monks avoid detection by stealth, mobility, and Agility, and are skilled with a variety of ranged and close-Combat Weapons.
Requirements: 30 Weapon Skill.
Skills: Athletics (S), Dodge (Ag), Stealth (Ag).
Talents: Unarmed Warrior (WS), Melee Weapon Training (*) (WS).
Items: 2 sets of Expensive Clothing, 50+1d100 Septims, a standard Wooden Staff.

Necromancer
Necromancers dabble in the forbidden arts, defiling the dead to further their own goals.
Requirements: 30 Willpower.
Skills: Arcane Craft (Necromancy) (Int), Arcane Art (Mysticism) (WP), Arcane Art (*) (WP), Scholastic Lore (Occult) (Int).
Talents: (*) Novice (WP), Jaded (WP).
Items: 2 sets of Cheap Clothing, and either a necromantic tome (counts as a Rare Book and provides a +10 to Arcane Craft (Necromancy) (Int) Skill Tests) or a single empty Black Soul Gem.

Hunter
Hunters are those people who make their living hunting and selling the goods garnered from various animals. They are able to survive for long periods of time on their own, and are also skilled in stealth and tracking.
Requirements: 30 Perception.
Skills: Athletics (S), Stealth (Ag), Survival (Int), Tracking (Per).
Talents: Ranged Weapon Training (*) (BS), Shadowing (Per).
Items: 2 sets of Cheap Clothing, 100+1d100 Septims, a standard Wooden Ranged Bow, 15 Iron Arrows, a Fire Starter, and standard Fur Armor (Body).
Nightblade
Nightblades are Spellcasters who use their magic to enhance mobility, concealment, and stealthy close Combat. They have a sinister reputation, since many nightblades are thieves, enforcers, assassins, or covert agents.

**Requirements:** 30 Agility

**Skills:** Arcane Art (Illusion) (WP), Dodge (Ag), Stealth (Ag), and either Arcane Art (*) (WP) or Security (Int).

**Talents:** Either Melee Weapon Training (*) (WS) or Ranged Weapon Training (*) (BS).

**Items:** 2 sets of Cheap Clothing, 250+1d100 Septims, 3 Spells, and either a standard Iron or Wooden Weapon of your choice or 3 Cheap Lockpicks.

Noble
Members of the elite class of Tamriel. Nobles have little time for the petty concerns of the commoners, though some are curious what life is like outside the walls…

**Requirements:** None

**Skills:** 2 Scholastic Lore (*) (Int) Skills, Charm (Fel), Deceive (Fel), Performer (*) (Fel).

**Traits:** Peer (Nobility).

**Items:** 2 sets of Extravagant Clothes, 1 set of Expensive Clothes, 1600+5d100 Septims.

Peasant
Peasants are the average working people of Tamriel, found in farms, villages and cities everywhere. They are usually destined to live out the rest of their lives practicing the trade that their father taught them, and that his father taught him. Usually.

**Requirements:** None.

**Skills:** Trade (*) (Int)

**Items:** 25+1d100 Septims, 2 sets of Cheap Clothing.

**Other:** Gain 1 Fate Point.

Pilgrim
Pilgrims are travellers, seekers of truth and enlightenment. They fortify themselves for road and wilderness and through wide experience of the world, they become shrewd in commerce and persuasion.

**Requirements:** None.

**Skills:** Charm (Fel), Commerce (Int), Survival (Int).

**Traits:** Peer (Choose a Tamrielic Religion).

**Items:** 2 sets of Cheap Clothing, a standard Wooden Staff, 3 days' worth of Common Food, 1d100 Septims.

**Other:** Gain 1 Fate Point.

Priest
Priests are people who have dedicated their lives to bringing truth and enlightenment to others. They are skilled in speaking to crowds, or just individuals, and stirring the emotions in their hearts through fiery rants or loving sermons.

**Requirements:** 30 Fellowship.

**Skills:** Charm (Fel) or Deceive (Fel), Command (Fel), Scholastic Lore (Choose a Tamrielic Religion) (Int).

**Talents:** Public Speaker (Fel).

**Traits:** Peer (Choose a Tamrielic Religion).

**Items:** 1 set of Expensive Clothing, 2 sets of Cheap Clothing, 100+2d100 Septims, a holy text of your choice (counts as a Common Book, and grants a +10 to Fellowship based Tests involving quotes from the book).

Rogue
Rogues are adventurers and opportunists with a gift for getting in and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting to their luck and cunning to survive.

**Requirements:** None

**Skills:** Charm (Fel), Commerce (Int), Deceive (Fel), Sleight of Hand (Ag).

**Talents:** Melee Weapon Training (*) (WS).

**Items:** 5d100 Septims, a standard Iron Melee Weapon of your choice, 1 set of Expensive Clothing and 2 sets of Cheap Clothing.

**Other:** Gain 1 Fate Point.

Scholar
Some people hear the siren song of knowledge keening in their ears constantly. Whenever there is a paper to be written or source to be analyzed the true scholar cannot rest, and he typically winds up being the smartest, though often not the wisest, person in the room.

**Requirements:** 30 Intelligence.

**Skills:** 2 Scholastic Lore (*) (Int) Skills, 2 Common Lore (*) (Int) Skills, Inquiry (Int), Logic (Int).

**Items:** 600+1d100 Septims, 2 sets of Expensive Clothing, 2 Expensive Books (give a +10 Bonus to any Intelligence based Test relating to their contents if the Character references them).

Scout
Scouts rely on stealth to survey routes and Opponents, using ranged Weapons and skirmish tactics when forced to fight. By contrast with barbarians, in Combat scouts tend to be cautious and methodical, rather than impulsive.

**Requirements:** 30 Perception.

**Skills:** Awareness (Per), Navigation (Int), Stealth (Ag), Survival (Int), Tracking (Per).

**Talents:** Wary (Per), Ranged Weapon Training (*) (BS).

**Items:** 200+1d100 Septims, 2 sets of Cheap Clothing, a single standard Wooden Bow, 15 Iron Arrows, and standard Leather Armor (Body).
Sergeant
Sergeants are not only soldiers, but leaders of soldiers. They must be both skilled in Combat, but in the art of command.
Requirements: 30 Fel.
Skills: Athletics (S), Common Lore (War), Command (Fel), Parry (WS).
Talents: Drill Instruction (Fel), Melee Weapon Training (*) (WS).
Items: 200+1d100 Septims, 2 sets of Cheap Clothing, 1 standard Iron Melee Weapon, and either standard Iron Armor (Body, Arms and Legs) or standard Iron Armor (Body and Legs) and a Wooden Shield.

Smuggler
Whenever there are laws, there are illegal goods. Whenever there are illegal goods, there is plenty of coin to be made. Smugglers are the folk who make sure wherever there is demand, there is supply.
Requirements: None.
Skills: Either Ride (Ag) or Trade (Sailor) (Int), either Commerce (Int) or Navigation (Int), Deceive (Fel).
Talents: Melee Weapon Training (*) (WS).
Traits: Peer (Underworld).
Items: 2 sets of Cheap Clothing, 6d100 Septims, 1 contraband Item (ask the GM about what this should be), a standard Iron Melee Weapon.

Sorcerer
Though Spellcasters by vocation, sorcerers rely mostly on summonings and enchantments for their work. They are greedy for magic scrolls, rings, Armor, and Weapons. The commanding of undead and Deadric servants gratifies their egos.
Requirements: 30 Intelligence, 30 Willpower.
Skills: Arcane Art (Conjuration) (WP), Arcane Craft (Enchanting) (Int), Scholastic Lore (*).
Talents: Novice Enchanter (Int), (Conjuration) Novice (WP).
Items: 500+1d100 Septims, 2 sets of Expensive Clothing, 1 Conjunction Spell, 1 Filled Lesser Soul Gem.

Spellsword
Spellswords are Spellcasting specialists trained to support Imperial troops in skirmish and in battle. Veteran Spellswords are prized as mercenaries, and well-suited for careers as adventurers.
Requirements: None.
Skills: Athletics (S), Arcane Art (Destruction) (WP), either Dodge (Ag) or Parry (WS), Arcane Art (*) (WP).
Talents: either Melee Weapon Training (*) (WS) or Ranged Weapon Training (BS).
Items: 250+1d100 Septims, 3 Spells, 2 sets of Cheap Clothing, a single standard Iron Weapon, and standard Leather Armor (Body).

Witch Hunter
Witchhunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks, and necromancers.
Requirements: None.
Skills: Inquiry (Int), Interrogation (WP), Scrutiny (Per), Scholastic Lore (Occult) (Int), Arcane Art (Restoration) (WP).
Talents: Melee Weapon Training (*) (WS).
Items: 200+1d100 Septims, 2 sets of Cheap Clothing, a piece of Expensive Jewlery, 3 Cheap Lockpicks.
1.6 Finishing Touches

We’re almost done!

Final Touches

These final touches include calculating necessary secondary attributes, selecting additional starting Skills, and spending the Character’s starting XP.

Secondary Attributes

The following are 3 crucial secondary attributes that define a Character. These should be calculated after a Character’s starting XP has been spent.

- **Maximum Magicka**
  Magicka is the magical energy that is used to cast Spells. A Character’s base Maximum Magicka is simply their Willpower Score. This base number is often further modified by a Character’s Birthsign or other effects. A Character’s Maximum Magicka actively fluctuates along with their Willpower (though it is not affected by temporary modifiers, only the permanent Score and Characteristic Damage), it is not fixed like Wounds are, and it regenerates at a rate of WPB Magicka per round.

- **Wounds**
  Wounds represent how much Damage a Character can take before they start suffering negative effects. A Character’s Wounds are equal to 5 plus two times their starting Toughness Bonus (before spending XP) plus 1d5-1. This is the maximum amount of Damage a Character can take before he is Critically Damaged.

- **Total Fate Points**
  Fate points represent luck, or perhaps destiny. Either way, they’re what set Player Characters apart from Non Player Characters and allow the Players to shape the story in their favor at key points. To determine your starting Fate Points, roll a d10. If the result is 1-3, the Character has 1 Fate Point. 4-7 is 2 Fate Points. 8-10 is 3 Fate Points.

Additional Starting Skills

All Characters may begin the game with two free Common Lore (*) (Int) Skills (one of which should correspond to the Character’s Race) and two Linguistics (*) (Int) Skills (one of which should probably be Tamrielic/Cyrodiilic (depending on your GM’s interpretation of the two languages), unless you’re playing a game during the First Era or on another continent), as long as these are appropriate to the Character and approved by the GM.

Spend Starting XP

Characters begin with 40 starting XP which can be spent before the game properly begins, or saved for later.

Fleshing out the Character

The Character creation process provides you with the skeleton of a Character, but it’s up to you to put meat on the bones. The background details of your Character are mostly up to you, as is their personality. You can spend as much or as little time developing this beforehand as you like, but it’s always good to put some thought into it.

Questions to Ask

If you need some help fleshing out your Character, try answering these questions. They should allow you to get a clearer picture of who you want to play.

- **Where are you from?**
  This is a critical question, especially in a complex and divided world like Nirn. Were you born in your racial homeland, or on foreign shores? How does your Character view their birthplace? How were they treated there? Would they rather have been born somewhere else? How do other people view them in light of where they are from?

- **What is your family like?**
  Are you an only child, or do you have brothers and sisters? What’s your place in the family? Are you the eldest and the heir apparent, or the disowned wild child? Are your parents still alive? If not, how did they die?

- **What is your social class?**
  Some careers have an implied social class, but others are rather flexible. Those in the upper classes often have all the advantages, but often the greatest heroes come from the lowest of places. What part of society did your parents come from? Did they pull themselves out of poverty? Are they still there? Or is your noble family destitute and on the verge of ruin? How has this influenced your life and your goals? How do you view it?

- **Why are you here now?**
  What did you do before you came to be in the place you are now (or with the party if that’s the case) and why did you stop? What did you see in an adventuring life?

- **How religious are you?**
  Tamriel is a place where gods walk amongst mortals, but not all of them are worth of worship. How devout are you? Have you had an important religious experience in your life? Or do you believe the gods have abandoned you?

- **Who are your best friends and worst enemies?**
  Ignoring the possibility that the other PCs fall into these categories, who in your life would you call a best friend or worst enemy? What happened to make things that way? Where are they now? Do you want to see them again?

- **What are your prized possessions?**
  Do you have any items of sentimental value? Something passed down by your family, a friend, or a mentor? You should also think about important things you’ve already lost that you would do anything to get back.

- **Who are you loyal to?**
  Real loners are rare, Tamriel can be a dangerous place without allies. Are there people or organizations that you are loyal to? What did they do to earn your loyalty?
Experience and Character Progression

It is perhaps one of the most important core tenets of Role Playing Games that Characters should grow and advance in some way as time goes by. Once you’ve created your Character, you’ve already started down the path to greatness! 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, Skill Advances, and Talents.

Overview: Purchasing Advances and Talents
Purchasing Characteristic and Skill Advances or Talents is simple. Just check with the GM to make sure they are okay with your choice (some advances may not make sense for a Character or the Campaign), then shift the cost from your pool of Unspent XP to your Total XP, add it to your sheet and apply any changes it brings!

Characteristic Advances
Characteristic Advances increase a Character’s raw abilities, and are divided into four progression levels: Simple, Intermediate, Trained, and Expert. Simple represents a small fulfillment of the Character’s potential, while Expert is the limit of one’s natural capabilities. Each level increases the Characteristic by 5 from the previous one. You must progress through each of the levels in turn, starting at Simple and ending with Expert. The cost for each rank increases naturally, and is also modified by the Character’s Alignment towards the Governing Characteristic.

### Characteristic Advancement XP Costs

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Simple</th>
<th>Intermediate</th>
<th>Trained</th>
<th>Expert</th>
</tr>
</thead>
<tbody>
<tr>
<td>Favored</td>
<td>10</td>
<td>25</td>
<td>50</td>
<td>75</td>
</tr>
<tr>
<td>Standard</td>
<td>25</td>
<td>50</td>
<td>75</td>
<td>100</td>
</tr>
<tr>
<td>Opposed</td>
<td>50</td>
<td>75</td>
<td>100</td>
<td>125</td>
</tr>
</tbody>
</table>

Skill Advances
A Skill Advance teaches you a new Skill or improves an existing Skill to make it more effective. Skills are divided into four progression levels: Known, Trained, Experienced, and Veteran. These reflect the level of practice and experience the Character has using the Skill. Each rank has an associated Bonus to Tests made with that Skill, although they do not stack (a Character uses only the highest Bonus). Skills that have no ranks at all are considered Untrained, and the Character halves (round up) the governing Characteristic when making Skill Tests with that Skill (although some Skills cannot be used at all without training). Like Characteristic Advances, Skill Advance costs scale with Rank as well as with the Character’s Alignment towards the Governing Characteristic.

### Skill Advancement XP Costs

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Known</th>
<th>Trained</th>
<th>Experienced</th>
<th>Veteran</th>
</tr>
</thead>
<tbody>
<tr>
<td>Favored</td>
<td>10</td>
<td>15</td>
<td>20</td>
<td>25</td>
</tr>
<tr>
<td>Standard</td>
<td>15</td>
<td>20</td>
<td>25</td>
<td>30</td>
</tr>
<tr>
<td>Opposed</td>
<td>20</td>
<td>25</td>
<td>30</td>
<td>35</td>
</tr>
</tbody>
</table>

Skill Ranks and their Bonuses

<table>
<thead>
<tr>
<th>Rank</th>
<th>Benefit*</th>
</tr>
</thead>
<tbody>
<tr>
<td>One (Known)</td>
<td>Use the Skill without the 1/2 Characteristic Penalty for being untrained.</td>
</tr>
<tr>
<td>Two (Trained)</td>
<td>+10 on all Tests with this Skill.</td>
</tr>
<tr>
<td>Three (Experienced)</td>
<td>+20 on all Tests with this Skill.</td>
</tr>
<tr>
<td>Four (Veteran)</td>
<td>+30 on all Tests with this Skill.</td>
</tr>
</tbody>
</table>

*Bonuses do not combine. Characters only use the highest Bonus.

Talents
Talents represent some technique or an ability that a Character has. Rather than being measured in degrees like Skills are, a Character simply has a Talent or they do not. Talents are divided up by Governing Characteristics, representing the Characteristic at play in the Talent’s use. Within each Characteristic, Talents are divided up into Tiers, with Talents of higher Tiers having increased requirements and XP costs. You can purchase any Talent at any time provided that you meet the prerequisites. As with Skill and Characteristic Advances, the cost of a Talent varies based on both its Tier and the Character’s Alignment towards its Governing Characteristic.

### Talent XP Costs

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Tier One Talent</th>
<th>Tier Two Talent</th>
<th>Tier Three Talent</th>
<th>Tier Four Talent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Favored</td>
<td>10</td>
<td>15</td>
<td>20</td>
<td>25</td>
</tr>
<tr>
<td>Standard</td>
<td>15</td>
<td>20</td>
<td>25</td>
<td>30</td>
</tr>
<tr>
<td>Opposed</td>
<td>20</td>
<td>25</td>
<td>30</td>
<td>35</td>
</tr>
</tbody>
</table>
Chapter 2: 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”

Skills represent the various things a Character can do. Actions that require some measure of both experience, learning, and Talent. This Chapter contains all the details on the various Skills you may choose to learn during your adventures, and their various uses. For details on how Skill Tests actually function, see Chapter 4.

2.1 Skill Groups, Ranks, and Gaining Skills

Before we proceed, we need to define the various types of Skills, as well as how they may be acquired.

Specialist Skills

Some Skills may encompass a number of specific variations of that Skill. These are known as Specialist Skills. Linguistics is a Specialist Skill and requires a Player to choose a Specialization when first taken, and may be taken more than once, each time with a new Specialization. For example, the Common Lore (Elsweyr) (Int) Skill and the Common Lore (Morrowind) (Int) Skill are different Specializations that must be acquired and advanced individually.

Skill Ranks

Knowing a Skill is different from having mastered its use. To represent this, all of a Character’s Skills are ranked from one to four, representing his level of ability. The benefits of each rank are listed in the following table. Skills with no rank are called Untrained Skills and Tests against such Skills treat the governing Characteristic as being half of its normal score (round up).

<table>
<thead>
<tr>
<th>Rank</th>
<th>Benefit*</th>
</tr>
</thead>
<tbody>
<tr>
<td>One (Known)</td>
<td>Use the Skill without the ½ Characteristic Penalty for being untrained.</td>
</tr>
<tr>
<td>Two (Trained)</td>
<td>+10 on all Tests with this Skill.</td>
</tr>
<tr>
<td>Three (Experienced)</td>
<td>+20 on all Tests with this Skill.</td>
</tr>
<tr>
<td>Four (Veteran)</td>
<td>+30 on all Tests with this Skill.</td>
</tr>
</tbody>
</table>

*Bonuses do not combine. Characters only use the highest Bonus.

It is worth nothing that throughout this book we will talk about Skills using the following format: Name (Specialization, if applicable) (Governing Characteristic) (Rank Modifier, if applicable). There are also some convenient shorthand terms we will use: “having” a Skill is used to refer to having at least one Rank in the Skill, and “gaining” a Skill simply means you gain one Rank in that Skill.
Gaining Skills
Gaining Skills is one of the core mechanics of Character progression in the UESRPG. To purchase a Skill rank, determine your current rank in the Skill. Then determine the cost of the next rank using the table below, taking into account the Alignment of the Skill’s governing Characteristic for the Character in question (Favored, Standard, or Opposed), as well as the desired rank of the Skill. Then pay the required amount of XP to purchase the Skill, assuming of course you have enough.

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Known</th>
<th>Trained</th>
<th>Experienced</th>
<th>Veteran</th>
</tr>
</thead>
<tbody>
<tr>
<td>Favored</td>
<td>10</td>
<td>15</td>
<td>20</td>
<td>25</td>
</tr>
<tr>
<td>Standard</td>
<td>15</td>
<td>20</td>
<td>25</td>
<td>30</td>
</tr>
<tr>
<td>Opposed</td>
<td>20</td>
<td>25</td>
<td>30</td>
<td>35</td>
</tr>
</tbody>
</table>

2.2 Skill Table and Descriptions
The following table lists the Skills ordered by Characteristic. Note that some Skills cannot be used at all without training. Additionally, the table lists several Skill Descriptors. Some Skills fall into these broad categories, and use common rules that allow Players and the GM to know how to use them. Crafting Skills allow Characters to create things from parts of raw Materials, they are typically extended actions. Combat Skills are used when in Combat with other Characters. Interaction Skills involve interplay with others, and often depend on an individual’s disposition towards the Character. Investigation Skills revolve around collecting knowledge from various sources. Magic Skills include Spellcasting and other Arcane practices. Movement Skills relate to a Character’s mobility through their environment.

<table>
<thead>
<tr>
<th>Skill</th>
<th>Governing Characteristic</th>
<th>Descriptors</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parry</td>
<td>Weapon Skill</td>
<td>Combat</td>
</tr>
<tr>
<td>Athletics</td>
<td>Strength</td>
<td>Movement</td>
</tr>
<tr>
<td>Intimidate</td>
<td>Strength</td>
<td>Interaction, Investigation</td>
</tr>
<tr>
<td>Acrobatics</td>
<td>Agility</td>
<td>Movement</td>
</tr>
<tr>
<td>Dodge</td>
<td>Agility</td>
<td>Movement, Combat</td>
</tr>
<tr>
<td>Sleight of Hand</td>
<td>Agility</td>
<td>-</td>
</tr>
<tr>
<td>Stealth</td>
<td>Agility</td>
<td>Movement</td>
</tr>
<tr>
<td>Ride</td>
<td>Agility</td>
<td>Movement</td>
</tr>
<tr>
<td>Arcane Craft*</td>
<td>Intelligence</td>
<td>Magic, Crafting</td>
</tr>
<tr>
<td>Commerce</td>
<td>Intelligence</td>
<td>Interaction</td>
</tr>
<tr>
<td>Common Lore*</td>
<td>Intelligence</td>
<td>Investigation</td>
</tr>
<tr>
<td>Inquiry</td>
<td>Intelligence</td>
<td>Interaction, Investigation</td>
</tr>
<tr>
<td>Linguistics*</td>
<td>Intelligence</td>
<td>Interaction, Investigation</td>
</tr>
<tr>
<td>Logic</td>
<td>Intelligence</td>
<td>Investigation</td>
</tr>
<tr>
<td>Navigation</td>
<td>Intelligence</td>
<td>Movement</td>
</tr>
<tr>
<td>Scholastic Lore*</td>
<td>Intelligence</td>
<td>Investigation</td>
</tr>
<tr>
<td>Security</td>
<td>Intelligence</td>
<td>-</td>
</tr>
<tr>
<td>Survival</td>
<td>Intelligence</td>
<td>Crafting, Movement</td>
</tr>
<tr>
<td>Trade*</td>
<td>Intelligence</td>
<td>Crafting, Interaction</td>
</tr>
<tr>
<td>Traditional Medicine**</td>
<td>Intelligence</td>
<td>-</td>
</tr>
<tr>
<td>Awareness</td>
<td>Perception</td>
<td>-</td>
</tr>
<tr>
<td>Scrutiny</td>
<td>Perception</td>
<td>Interaction, Investigation</td>
</tr>
<tr>
<td>Tracking</td>
<td>Perception</td>
<td>Investigation</td>
</tr>
<tr>
<td>Arcane Art*</td>
<td>Willpower</td>
<td>Magic</td>
</tr>
<tr>
<td>Interrogation</td>
<td>Willpower</td>
<td>Interaction, Investigation</td>
</tr>
<tr>
<td>Charm</td>
<td>Fellowship</td>
<td>Interaction, Investigation</td>
</tr>
<tr>
<td>Command</td>
<td>Fellowship</td>
<td>Interaction</td>
</tr>
<tr>
<td>Deceive</td>
<td>Fellowship</td>
<td>Interaction, Investigation</td>
</tr>
<tr>
<td>Performer*</td>
<td>Fellowship</td>
<td>Interaction</td>
</tr>
</tbody>
</table>

*Denotes a Specialist Skill.
**Denotes a Skill that cannot be used untrained.

Special Uses and Alternate Characteristics
Some Skills have specific, focused uses outside its usual employment. These will be noted in the appropriate Section. Additionally, while each Skill has a governing Characteristic noted in its Profile, in some circumstances when making a Skill Test the GM may wish to substitute an alternative Characteristic to better suit the situation. In these cases the Skill Rank modifiers should still be applied.
Skill Descriptions

The following are a series of in-depth descriptions of the various Skills in the UESRPG, their uses, and other valuable information.

Acrobatics (Agility)
Acrobatics covers feats of motion and balance. With this Skill Characters can leap across gaps, maintain their balance on a pitching ship deck, or land gracefully. The GM may call on Players to use the Acrobatics Skill when:
- They must avoid falling over on unstable ground.
- They wish to jump down from a height and land safely well.
- They want to move over or around something in their path without slowing down.

Special Use - Contortionist: A Character can use his Acrobatics Skill to escape from bonds or the grip of a foe by making a Full Action Acrobatics Skill Test. This Test may only be attempted once. Characters may also use Acrobatics to escape from a Grapple by using their Acrobatics Skill instead of their Agility and Strength when Grappling.

Special Use - Maneuvering: In Combat, a Character may use his Acrobatics Skill to more easily retreat. The Character may make a Disengage Action as a Half Action if he passes an Acrobatics Skill Test.

Special Use - Jumping: A Character can use his Acrobatics Skill to lessen the effect of falls. When jumping or leaping a Character may use his Acrobatics Skill in the place of Agility and Strength Tests. When falling a Character can make an Acrobatics Skill Test to reduce the distance fallen by AB meters. This can be combined with the Catfall (Ag) Talent.

Arcane Craft (Intelligence, Specialist Skill, Requires Training)
Arcane Craft Skills represent the various aspects of Magic not related to Spellcasting. The GM may call on a Player to use an Arcane Craft Skill when:
- The Character wishes to employ the Craft.
- The Character wants to know a specific detail about something related to the Craft.

Specializations: Alchemy, Enchanting, Necromancy.

Arcane Art (Willpower, Specialist Skill)
Arcane Art Skills represent knowledge in the various schools of Magic, the arts of Spellcasting, and other magical arts such as the Thu’um. The GM may call on a Player to use an Arcane Art Skill when:
- The Character wishes to cast a Spell.
- The Character wishes to know a specific detail about the school of Magic.

Specializations: Alteration, Conjuration, Destruction, Illusion, Mysticism, Restoration, Thu’um.

Athletics (Strength)
Athletics covers various feats of strength and endurance that a Character may undertake. A Skilled athlete can run for miles, heft mighty loads, or cross fast-flowing rivers with relative ease. The GM may call on Players to use the Athletics Skill when:
- They must swim across a body of water or try to stay afloat.
- They wish to push themselves beyond their limits and keep going when exhausted.
- They want to climb a vertical face or cross extremely rough ground.

Special Use - Endurance: Trained athletes can push themselves far beyond normal people. As a Free Action, a Character with the Athletics Skill may make a -10 Athletics Skill Test whenever they suffer a level of Fatigue as a result of an athletic activity to ignore its effects. The Character may continue to take Tests and ignore Fatigue gained this way indefinitely; however as soon as he fails he must rest for several hours and cannot use his Athletics Skill again during that time.

Special Use – Heft: As a Free Action, a Character may make an Athletics Skill Test to increase their carrying capability for a single Encounter. For every Degree of Success the Character achieves his Strength is increased by 10 for the purposes of calculating how much weight they can carry, lift, or drag to a maximum of 100. If the Character fails the Test he may not try again until the next Encounter.

Awareness (Perception)
Awareness represents a Character’s ability to understand and be aware of his surroundings. A Character Skilled in Awareness is able to notice small details before others, or interpret these details to gain new information, even if his raw Perception Characteristic may be lower. In general, Awareness is used to spot things that are hidden or difficult to notice, or to search for things. Whereas Scrutiny is used to interpret hidden details, emotions, motivations, or undercurrents. The GM may call on Players to make an Awareness Skill Test when:
- They are walking into an ambush or being spied upon by a hidden foe.
- They want to search an area for clues or find hidden Items.
Special Use – Lip Reading: Lip reading allows a Character to effectively understand a conversation even if he cannot hear it. The Character must have a clear view of the speaker’s mouth and understand the language used by the Target. The difficulty of this Test is increased by one step for every 10 meters of distance between the Character and the speaker. A successful Awareness Skill Test reveals the general gist of the conversation; with additional Degrees of Success reveal more information.

Charm (Fellowship)
Charm is the ability to sway others or impress people with a smile and a kind word. A Character with the Charm Skill can turn hostile situations friendly, or make a business deal go more smoothly. Charm need not be used whenever a Character speaks in a pleasant manner, but rather when he wishes to attempt to shift a Character’s disposition or opinions. When Charm is used against an Opponent, it is an Opposed Test against the Target’s Willpower. The GM may call on Players to use the Charm Skill when:
- They want to make someone like them.
- They wish to distract someone.
- They are gathering information from locals or strangers.

Command (Fellowship)
Command is the ability to lead men into Combat and direct their actions against an enemy. It allows a Character to control the actions of his followers or change their standing orders in Combat quickly and accurately, or to inspire them to greater feats. The GM may call on a Player to use the Command Skill when:
- They wish to take control of an NPC under their command in Combat.
- They need to rally their followers.
- They want their followers to execute a battlefield tactic such as “Attack” or “hold.”

Special Use – Inspire: A charismatic commander can inspire his followers in a number of ways. As a Full Action the Character can make a Command Skill Test to inspire one or more of his followers. Inspired followers receive a +10 on their next Skill or Characteristic Test.

Commerce (Intelligence)
Commerce is an understanding of wealth, value, and exchange and how to use it to either make coin or procure goods and services for the best price possible. Commerce also includes an understanding of the value of things and can be used to appraise Items or evaluate something’s potential worth. When Commerce is used against an Opponent to broker a deal it is always an Opposed Test against either Commerce or Willpower. The GM may call a Player to use the Commerce Skill when:
- They want to get a good price for something.
- They wish to start a business venture.
- They are trying to figure out how much something might be worth.

Special Use – Barter: Commerce can be used to barter for personal Items and gain a better than normal price. As part of buying an Item a Character may make a Commerce Skill Test opposed by the seller’s Commerce or Willpower. Shift the price in the winner’s favor by 2% for each Degree of difference between their Degrees of Success (or Failure). A Character may only use barter when they are themselves face to face with the seller.

Common Lore (Intelligence, Specialist Skill)
Common Lore Skills represents information readily available to the average person. The GM may call on a Player to use a Common Lore Skill when:
- The GM feels the Player’s Character may know something about a current situation, location, or individual.
- The Character wants to know a specific detail about a common subject.


Deceive (Fellowship)
Deceive is the art of lying or fooling others into believing something which is not true. A Character Skilled in Deceive is adept at hiding the truth, creating a disguise given proper time and Materials, or convincing others of falsehoods. When Deceive is used against an Opponent it is always an Opposed Test against Awareness. The GM may call Players to use the Deceive Skill when:
- They want to tell a convincing lie.
- They wish to distract someone with rambling nonsense.
- They are trying to disguise themselves.

Special Use – Disguise: A Character with a Deception Skill can create a disguise for themselves given enough time and Materials. Time taken depends greatly on the complexity of the disguise, and is left up to the GM. Once the disguise is donned the GM secretly Tests for the Player whenever the disguise comes under scrutiny (an Opposed Skill Test between the Player’s Disguise and modifiers against the Awareness of whoever is trying to see through it). If a disguise passes this first Test then it need not be Tested again unless the situation changes to draw suspicion to the Character.

Dodge (Agility)
Dodge is the ability to avoid blows in melee, incoming Spells, or falling debris. It combines nimbleness with trained reflexes and awareness of danger. A Character can use his Dodge Skill to Dodge either Melee or Ranged Attacks. Dodging Attacks is made in response to a foe’s successful Attack. A successful Test indicates that the Attack has been avoided and that it does not hit the Character. In the case of Attacks which cause multiple hits (such as Lightning Attacks) every two Degrees of Success a Character achieves on his Dodge Test discounts one hit from that Attack. The GM may call on a Player to use the Dodge Skill when:
- They wish to avoid a melee or Ranged Attack.
- They need to avoid hazards such as falling wreckage or leap from a collapsing bridge.
Interrogation (Willpower)
Interrogation allows a Character to extract information from an unwilling subject. The GM may modify the difficulty of the Test according to the availability of facilities and other conditions. Interrogation is always an Opposed Test, pitting the Character’s Interrogation Skill against an Opponent’s Willpower. If the Character wins the Opposed Test, he gets answers based on his Degree of Success or fewest Degrees of Failure. Intimidate is a Character’s ability to frighten others into doing what he wants. When Intimidation is used against an Opponent it is an Opposed Test against Willpower. Intimidate is particularly likely to benefit from the use of Alternate Characteristics as Characters find creative means to scare their Opponents. The GM may call a Player to use the Intimidation Skill when:
• They want someone to get out of their way.
• They wish to extract information from a hostile NPC.
• They are trying to make an Opponent back down from a fight.

Linguistics (Intelligence, Specialist Skill, Requires Training)
Linguistics covers all kinds of spoken and written languages, including codes, ciphers, and secret tongues. A Character with the Linguistics Skill can speak, read, and write the language in question. However no Test is required for normal speaking, reading, or writing. The GM may call on Players to use the Linguistics Skill when:
• They must decipher an old version of their language.
• They wish to write a moving piece of prose.
• They are trying to convey a message using subtext or a limited vocabulary.

Logic (Intelligence)
Logic is the ability to think logically, solve puzzles, and dissect information rationally and quickly. It can also be used to help a Character in games and endeavors where chance plays a large part. The GM may call on Players to use the Logic Skill when:
• They must solve a riddle or puzzle.
• They are looking for clues in a vast amount of information.
• They are trying to win at a game of chance.

Special Use – Gambling: A Character can use Logic when participating in games of chance rather than relying on blind luck. Each participant wagers an amount, although these are typically the same, and makes an Opposed Test with the Logic Skill. The Character with the most Degrees of Success or fewest Degrees of Failure wins the pot. This obviously only covers legitimate means of playing the game – analyzing the odds and playing intelligently. Other Skills will allow Players to bluff, cheat, etc…

Special Use – Ciphers and Decoding: A Character can use the Logic Skill to decode ciphers and codes. This usually takes days or weeks, and the difficulty depends greatly on whether the Character has a key or other examples of the cipher available. In general, these Tests should be Challenging (+0) at the easiest.

Navigation (Intelligence)
Navigation is the ability to plot a course from one point to another across either ocean or land. A Character with the Navigation Skill can find their way around easily even when far from familiar landmarks. The GM may call on a Player to use the Navigation Skill when:
• They want to journey across unfamiliar terrain.
• They become lost in an underground cave.
• They’re trying to plot a course for a ship.
Parry (Weapon Skill)
Parry is the ability to avoid blows in Melee Combat by deflecting them with a Weapon or Shield. A Character Targeted by Melee Attacks can Parry these Attacks using the Parry Skill. Parrying is a reaction, and can only be used against close Combat Attacks from foes engaged with the Character in Melee Combat, unless the Character is using a shield, in which case they can Parry Attacks with Ranged Weapons from foes they are aware of. A Success with a number of Degrees of Success equal to or greater than those achieved by the Attacker on his Attack Roll indicates the Attack has been Parried and does not hit the Character. In the case of Attacks which cause multiple hits (such as Lightning Attacks) every two Degrees of Success a Character achieves on his Parry Skill Test discounts one hit from that Attack. Parrying with a Shield has several associated special rules, which can be found in Chapter 4. The GM may call on a Player to use the Parry Skill when:

- They are Attacked in melee.
- They wish to block an arrow with their shield.

Performer (Fellowship, Specialist Skill)
The Performer Skill is used to entertain and enthral crowds of spectators through music, dance, or other performance art. The GM may call on a Player to use the Performer Skill when:

- They wish to sing a song for a crowd.
- They want to tell a good story.


Ride (Agility)
The Ride Skill is used to ride the various animals an adventurer may encounter in their travels. When riding, the Character replaces their AB with the creatures for the purposes of calculating movement. Such animals often cannot stop instantly, and on a turn after making a Full Action movement he must make another move Action of at least Half Action speed. After a turn with a Half Action move he is free to stop completely if he desires. The GM may call on a Player to use a Ride Skill Test when:

- The Player wishes to travel a long distance on horseback.
- The Player is trying to retain control of a panicking mount.

Special Use – Traps: A Character with the Security Skill can fashion and set traps as well as disarm them given enough time and resources. The chance that a trap goes off as planned or that the Character avoids setting one off is determined by either a Security Skill Test or by a secret opposed Security Test against the one who set it.

Sleight of Hand (Agility)
Characters use Sleight of Hand for any task that requires a combination of deception and dexterity including palming small objects, picking pockets, or performing tricks. The Difficulty of the Test is based on the size of the object and the intensity of observation. This is always an Opposed Test against Awareness or Scrutiny. The GM may call on a Player to use Sleight of Hand when:

- He attempts to steal something from a Target’s pocket.
- He wants to cheat at a card game.
- He must palm something so nobody notices.

Stealth (Agility)
Stealth is the ability to remain unseen, either while moving through a crowd, staking out a location, or sneaking up on one person. Stealth can also be used to shadow individuals (a single Stealth Skill Test is sufficient for five minutes of shadowing per Degree of Success). When Stealth is used against an Opponent it is an Opposed Test against Awareness. The GM may call on Players to use the Stealth Skill when:

- They are trying to scout an enemy force.
- They wish to sneak up on someone and kill him quietly.
- They want to follow someone without arousing suspicion.

Scholastic Lore (Intelligence, Specialist Skill, Requires Training)
Scholastic Lore Skills represent information learned in an academic setting: through a mentor, organization, institution of knowledge, or study of rare tomes. Unlike Common Lore this information is not readily available to the average person. The GM may call on a Player to use a Scholastic Lore Skill when:

- The GM feels the Player’s Character may know something about a current situation.
- The Character wants to know a specific detail about a scholastic subject.


Scrutiny (Perception)
The Scrutiny Skill helps assess the people or objects a Character might encounter. The Character can use it to gauge an individual’s truthfulness, determine his motives, or appraise his personality. It can also be used to analyze an object in detail. In general, Scrutiny is used to interpret hidden details unnoticeable unless subject to detailed analysis, whereas Awareness is used to simply spot Items or people. The GM might call on a Player to use the Scrutiny Skill when:

- The Character wants to tell if someone’s lying.
- He wants to discern information from an object.

Security (Intelligence)
Security deals with overcoming Locks, traps, and safeguards, breaking into secure places or protecting them from intrusion. A Character with the Security Skill can bypass Locks and traps while safeguarding areas with their own. The GM may call Players to use the Security Skill when:

- They want to open a Locked door or container.
- They wish to disarm or search for a trap.

Special Use – Traps: A Character with the Security Skill can fashion and set traps as well as disarm them given enough time and resources. The chance that a trap goes off as planned or that the Character avoids setting one off is determined by either a Security Skill Test or by a secret opposed Security Test against the one who set it.
Survival (Intelligence)
Survival is the mastery of one’s environment away from the protection of civilization. A Character with the Survival Skill can live off the land, predict the weather, and create primitive Items without support. The GM may call on a Player to use the Survival Skill when:
• They want to find food or water.
• They wish to start a fire with no tools.
• They are trying to create a makeshift Weapon or shelter.
• They want to cut and prepare an animal after a hunting trip.

Tracking (Perception)
The Tracking Skill is used to track living beings by the signs they leave in the environment. This Skill can be used to track animals, people, or anything else that can leave signs. Environmental conditions and the number of signs the prey may leave should be taken into account when setting the difficulty of the Test. A successful Test can return information such as the number of parties, distance, speed at which they are moving, and so on. The GM might call on a Player to use the Tracking Skill when:
• The Character wants to track an animal.
• He wants to determine if a group he is following is aware of his presence.
• He wants to learn more about the nature of his quarry.

Trade (Intelligence, Specialist Skill, Requires Training)
Trade Skills allow Characters to create or do specific things that require a substantial training and time investment. These include things like the creation and improvement of Weapons and Armor, the learning and deciphering of codes, the creation of maps, and so forth. Trade Skill Tests often represent hours or even days of work depending on the complexity of the task at hand, and modifiers should be accorded based on difficulty and availability of tools. A Trade Skill represents not just knowledge but experience in the Trade in question, and is better than mere knowledge one might obtain through Scholastic Lore or other applicable Lore Skills. The GM may call on a Player to use a Trade Skill when:
• The Player wishes to create or do something using the Trade.


Traditional Medicine (Intelligence, Requires Training)
Traditional Medicine is an understanding of biology and how to set broken bones, or heal basic Wounds. A Character with this Skill can apply effective first aid, diagnose an illness, or amputate a limb. In a world with Magic and healing potions, this type of care will always take the back seat to easier and more effective methods, but it has its uses. A successful Traditional Medicine Test requires basic medical tools and supplies, and removes IB Damage from the patient. A Character may only receive this benefit once per day, though he may receive different types of tests (first aid vs. an amputation). See Chapter 4 for details on exactly how certain medical procedures function. The GM may call on Players to use the Traditional Medicine Test when:
• They want to apply first aid to a wounded comrade.
• They wish to diagnose a disease.
• They are trying to perform an amputation or set a broken limb
Chapter 3: Talents and 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 attributes of any Character in the UESRPG. Talents are special abilities or proficiencies that a Character possesses either due to their nature or through experience. This is in contrast to Skills which represent things gained by learning or training. A Character either has a Talent, or does not, whereas a Skill can be measured in degrees. Traits, on the other hand, are purely innate abilities that are used to describe both Creatures and Characters, and that are gained by virtue of birth and racial circumstance. They may be gained through other means later in life but rarely by choice. They are passive attributes or properties of beings rather than abilities like Talents.

Using Talents
Talents differ from Skills in that they are always in effect, and either grant passive Bonuses or open up new sorts of actions. In short, the benefits are always applied unless noted otherwise.

Gaining Talents
To purchase a Talent, determine if you meet the prerequisites listed. Then determine the cost using the table below, taking into account the Alignment of the Talent’s Governing Characteristic for the Character in question (Favored, Standard, or Opposed), as well as the Tier of the Talent. Then pay the XP cost using Unspent XP (assuming you have enough).

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Tier One Talent</th>
<th>Tier Two Talent</th>
<th>Tier Three Talent</th>
<th>Tier Four Talent</th>
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<tbody>
<tr>
<td>Favored</td>
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<td>15</td>
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<td>Opposed</td>
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<td>35</td>
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3.1 Talents

Each Talent has a Governing Characteristic in which it is based much like Skills do. The following Sections divide Talents by their Governing Characteristic, and offer descriptions and prerequisites for each.

All Talents are defined with the following Profile:

Name
Tier
Prerequisites: Any Prerequisites required to purchase the Talent.
Description

Weapon Skill Talents

Weapon Skill Talents are techniques for gaining an advantage over one’s enemies in Combat.

Melee Weapon Training (*)

Tier 1

Prerequisites: 20 Weapon Skill
The Character has learned the use of a particular Weapon Type, and may make Melee Attacks with Weapons of that Type without the normal ½ penalty to Weapon Skill. This Talent may be purchased more than once, but not for the same Weapon Type.* is a Melee Weapon Type specified on purchase (Axes, Blades, Blunt Weapons, Flails, or Polearms).

Unarmed Warrior

Tier 1

Prerequisites: 30 Weapon Skill
The Character has learned to use their body as a weapon. Perhaps they are an experienced brawler, or are practiced in some martial art. The Character gains the Natural Weapons Trait.

Combat Training

Tier 1

Prerequisites: 30 Weapon Skill
The Character has been trained to fight in proper Combat, and is able to handle themselves in larger engagements. Bonuses that Opponents gain for outnumbering the Character are halved.

Accurate Strike

Tier 1

Prerequisites: 30 Weapon Skill
The Character has learned to accurately place their blows on their Opponent's body. This Character’s Called Shot Actions only suffer a -10 Penalty instead of the usual -20.

Melee Weapon Aptitude (*)

Tier 2

Prerequisites: Melee Weapon Training (*), 35 Weapon Skill
This Character has expanded their training with a particular Weapon Type, improving their skills and allowing them to be more effective in nearly any Combat situation. This Character receives a +10 Bonus to Weapon Skill based Tests involving Weapons of the listed Weapon Type. This Talent may be purchased more than once, but not for the same Weapon Type.* is a Melee Weapon Type specified on purchase (Axes, Blades, Blunt Weapons, Flails, or Polearms) that is the same as the Weapon Type specified for one of the Character’s Melee Weapon Training (*) Talents.

Unarmed Aptitude

Tier 2

Prerequisites: Unarmed Warrior or the Natural Weapons Trait, 35 Weapon Skill
This Character has expanded their martial training, and are more effective when fighting with only their body. This Character receives a +10 Bonus to Weapon Skill based Tests involving their Natural Weapons.

Combat Veteran

Tier 2

Prerequisites: Combat Training, 35 Weapon Skill
Experience in combat has granted this Character the ability to more effectively handle themselves in larger engagements. Opponents receive no Bonuses for outnumbering this Character.

Disarm

Tier 2

Prerequisites: 35 Weapon Skill
The Character has learned how to use their Weapon and their wits to get the better of their Opponent, and may now perform the Disarm Combat Action.

Two-Weapon Wielder

Tier 2

Prerequisites: 35 Weapon Skill
The Character has learned how to fight effectively with one Weapon in each hand. They may make Melee Attack Actions with each Weapon each Round, but the Character suffers a -20 Penalty to Weapon Skill.

Swift Attack

Tier 2

Prerequisites: 35 Weapon Skill
The Character has honed their Skill and speed to allow them to strike faster against one, or many, Targets. They may now perform the Swift Attack Combat Action.

Cleave

Tier 2

Prerequisites: 35 Weapon Skill
The Character has learned to use their Weapon against small groups of enemies more effectively, and may now perform the Cleave Combat Action.

Counter Attack

Tier 2

Prerequisites: 35 Weapon Skill
Hours of practice or battle experience mean that the Character has learned to quickly take advantage of openings in his enemies’ defenses. Upon a successful Parry, the Character may immediately make a free Standard Attack, but at a -20 Penalty to Weapon Skill.

Melee Weapon Proficiency (*)

Tier 3

Prerequisites: Melee Weapon Aptitude (*), 40 Weapon Skill
This Character is now very well trained in the use of a particular Weapon Type. This Character receives a +10 Bonus (for a total of +20) to Weapon Skill based Tests involving Weapons of the listed Weapon Type. This Talent may be purchased more than once, but not for the same Weapon Type.* is a Melee Weapon Type specified on purchase (Axes, Blades, Blunt Weapons, Flails, or Polearms) that is the same as the Weapon Type specified for one of the Character’s Melee Weapon Aptitude (*) Talents.
Unarmed Proficiency
Tier 3
Prerequisites: Unarmed Aptitude, 40 Weapon Skill
The Character is a master of the martial arts, capable of turning aside blows without injury as effectively as any swordsman. He may now Parry attacks using his Natural Weapons.

Combat Expert
Tier 3
Prerequisites: Combat Veteran, 40 Weapon Skill
This Character has seen battle, and it holds no secrets from him. Experience allows him to read multiple Opponents and respond to their moves rapidly. If outnumbered during a Round, the Character gains additional Reaction.

Subdue
Tier 3
Prerequisites: Disarm, 40 Weapon Skill
The Character has practiced subduing their enemies to minimize resistance. This Character now suffers no Penalty when performing the Disarm Combat Action.

Sure Blow
Tier 3
Prerequisites: Accurate Strike, 40 Weapon Skill
The Character’s attacks hit home without fail: they ignore the Weapon Skill Penalty incurred by the Called Shot Combat Action.

Blade Dancer
Tier 3
Prerequisites: Two-Weapon Wielder, 40 Weapon Skill
The Character has perfected the art of Combat with two Weapons, weaving their blows effortlessly into a deadly display. The Character reduces the Two-Weapon Fighting Weapon Skill Penalty to a -10.

Lightning Attack
Tier 3
Prerequisites: Swift Attack, 40 Weapon Skill
The Character’s Weapons are a blur in their hands as they dole out death in equal measure to each of their foes, or many times over to one. The Character may now perform the Lightning Attack Combat Action.

Brutal Cleave
Tier 3
Prerequisites: Cleave, 40 Weapon Skill
The Character has become a master of Combat, able to cut down several men in one sweeping, unstoppable blow. The Character suffers to Penalty to Weapon Skill to Attacks made using the Cleave Combat Action, and rounds up rather than down when determining the maximum number of Targets he may hit.

Wall of Steel
Tier 3
Prerequisites: 45 Weapon Skill
The Character throws up a solid defense even under pressure, and gains another Reaction each Round that may only be used to Parry.

Riposte
Tier 3
Prerequisites: Counter Attack, 40 Weapon Skill
The Character reacts to openings almost before they are there, and suffers no Penalty to Attacks made using the Counter Attack Talent.

Duelist
Tier 3
Prerequisites: 40 Weapon Skill
The Character is an expert in one on one Combat, and may substitute their Degrees of Success on an Attack Roll for the results of any die rolled for Damage from that Melee Attack, as long as they are only engaged with a single Opponent.

Melee Weapon Mastery (*)
Tier 4
Prerequisites: Melee Weapon Proficiency (*), 45 Weapon Skill
This Character is a master in the use of a particular Weapon Type. The Character may, once per Round, choose to reroll a failed Weapon Skill Test made with Weapons of the listed Weapon Type. This Talent may be purchased more than once, but not for the same Weapon Type. * is a Melee Weapon Type specified on purchase (Axes, Blades, Blunt Weapons, Flails, or Polearms) that is the same as the Weapon Type specified for one of the Character’s Melee Weapon Proficiency (*) Talents.

Unarmed Mastery
Tier 4
Prerequisites: Unarmed Proficiency, 45 Weapon Skill
The Character is a master of unarmed Combat, capable of defeating nearly any foe with only their body and Skill. The Character may choose to, once per Round, reroll a failed Weapon Skill Test made with their Natural Weapons.

Combat Mastery
Tier 4
Prerequisites: Combat Expert, 45 Weapon Skill
The Character is a master of battle, and excels in difficult situations. The Character receives a +10 Bonus to Weapon Skill during any Round where they are outnumbered.

Relieve
Tier 4
Prerequisites: Subdue, 45 Weapon Skill
The Character has learned not only to disarm their Opponents, but to turn their own Weapons back upon them. On a successful Disarm Combat Action, the Character may choose to confiscate the disarmed weapon rather than letting it fall (assuming of course that they have a free hand with which to do so).

Strike Mastery
Tier 4
Prerequisites: Sure Blow, 45 Weapon Skill
The Character’s blows strike the most vital regions of their enemies without fail. For any Attack the Character may choose to roll a second time on the hit location table, and choose between the two results.
Metal Storm Mastery
Tier 4
Prerequisites: Lightning Attack, 45 Weapon Skill
The Character is a storm of metal in Combat, overwhelming any resistance with multiple, well aimed Attacks. The Character receives a +10 Bonus to Weapon Skill when performing the Swift or Lightning Attack Combat Actions.

Cleave Mastery
Tier 4
Prerequisites: Brutal Cleave, 45 Weapon Skill
The Character’s blows sweep wide, cutting down their Opponents with ease before they can even get close. The Character retains their Reaction when performing the Cleave Combat Action.

Deflection Mastery
Tier 4
Prerequisites: Wall of Steel, Riposte, 45 Weapon Skill
The Character is a master of defensive use of his Weapon or Shield, and, once per Round, may reroll a failed Parry (WS) Skill Test.

Critical Strike
Tier 4
Prerequisites: 50 Weapon Skill
The Character’s attacks strike hard, causing terrible Damage to life and limb. The Character lowers the Critical Threshold for all their Melee Attacks by 1.

Unarmed Transcendence
Tier 4
Prerequisites: Unarmed Mastery, 50 Weapon Skill
The Character is truly a level beyond other warriors, and his body is a Weapon more deadly than any that can be forged. Any Attacks with the Character’s Natural Weapons that cause Damage to the Target after mitigation by Armor and Toughness also inflict a Level of Fatigue on the Target.

God of War
Tier 4
Prerequisites: 3 Tier 4 Weapon Skill Talents, Weapon Skill Alignment: Favored, 50 Weapon Skill
The Character is truly a God of war. Every step, every blow, every Parry is a calculated part of an artistic display of violence and Skill. The Character may choose to reverse the results of a dice roll for any Weapon Skill Test (a roll of an 83 becomes a 38 instead).

Ballistic Skill Talents
Ballistic Skill Talents improve a Character’s abilities in Ranged Combat, turning him into a master of dealing death from a distance.

Ranged Weapon Training (*)
Tier 1
Prerequisites: 20 Ballistic Skill
The Character has learned the use of a particular Weapon Type, and may make Ranged Attacks with Weapons of that Type without the normal ½ penalty to Ballistic Skill. This Talent may be purchased more than once, but not for the same Weapon Type.

* is a Ranged Weapon Type specified on purchase (Bows or Crossbows).

Deadeye Shot
Tier 1
Prerequisites: 30 Ballistic Skill
The Character is skilled at placing their shots exactly where they want them. Ranged Attacks from the Called Shot Combat Action suffer only a -10 Penalty to Ballistic Skill, instead of the usual -20.

Good Throw
Tier 1
Prerequisites: 30 Ballistic Skill
The Character is able to throw Melee Weapons with the Thrown Quality with great skill, and ignores the penalties normally imposed on Ranged Attacks made by throwing Melee Weapons with the Thrown Quality (and halves the penalties for throwing Weapons without this Quality).

Target Selection
Tier 1
Prerequisites: 30 Ballistic Skill
The Character is able to fire into dense engagements more easily, picking out foes for death amidst their friends. The Character halves the Ballistic Skill Penalty incurred by making Ranged Attacks against Targets engaged in Melee Combat.

Ranged Weapon Aptitude (*)
Tier 2
Prerequisites: Ranged Weapon Training (*), 35 Ballistic Skill
This Character has expanded their training with a particular Weapon Type, improving their skills and allowing them to be more effective in nearly any Combat situation. This Character receives a +10 Bonus to Ballistic Skill based Tests involving Weapons of the listed Weapon Type. This Talent may be purchased more than once, but not for the same Weapon Type.

* is a Ranged Weapon Type specified on purchase (Bows or Crossbows) that is the same as the Weapon Type specified for one of the Character’s Ranged Weapon Training (*) Talents.

Hand Eye Coordination
Tier 2
Prerequisites: Good Throw, 35 Ballistic Skill
The Character receives a +10 Bonus to Ballistic Skill based Tests involving Melee Weapons with the Thrown Quality.

Good Eye
Tier 2
Prerequisites: 35 Ballistic Skill
The Character is able to gauge distance well and guide even the furthest shots to the Target. The Character halves Ballistic Skill penalties incurred by making Attacks against Targets at Long Range.

Sharpshooter
Tier 2
Prerequisites: Deadeye Shot, 35 Ballistic Skill
The Character’s shots hit home with alarming regularity, as they suffer no Ballistic Skill Penalty when making Attacks with the Called Shot Combat Action.
True Shot
Tier 2
**Prerequisites:** Target Selection, 35 Ballistic Skill
The Character fires for maximum effect without endangering their allies, ignoring Ballistic Skill penalties to Ranged Attacks against Targets engaged in Melee Combat.

Crippling Shot
Tier 2
**Prerequisites:** 35 Ballistic Skill
The Character’s shots are placed for devastating effect: any amount of Critical Damage dealt by their Ranged Attacks is increased by one.

Ranged Weapon Proficiency (*)
Tier 3
**Prerequisites:** Ranged Weapon Aptitude (*), 40 Ballistic Skill
This Character is now very well trained in the use of a particular Weapon Type. Weapons that the Character wields of the listed Weapon Type gain 1 additional Damage. This Talent may be purchased more than once, but not for the same Weapon Type.

* is a Ranged Weapon Type specified on purchase (Bows or Crossbows) that is the same as the Weapon Type specified for one of the Character’s Ranged Weapon Aptitude (*) Talents.

On the Mark
Tier 3
**Prerequisites:** Hand Eye Coordination, 40 Ballistic Skill
Ranged Attacks made with Melee Weapons with the Thrown Quality gain 1 additional Damage.

Marksman
Tier 3
**Prerequisites:** Good Eye, 40 Ballistic Skill
The Character has trained to be able to provide long range fire with ease. He suffers no Penalty to Ballistic Skill on Ranged Attacks made at Long Range and halves the Penalty for making Ranged Attacks at Extreme Range.

Precise Shot
Tier 3
**Prerequisites:** Sharpshooter, 40 Ballistic Skill
The Character’s shots always seem to land where he wants them. He may reroll the hit location on any Ranged Attack and choose between the two results.

Mighty Shot
Tier 3
**Prerequisites:** True Shot, 40 Ballistic Skill
The Character’s shots break through the toughest resistance: his Ranged Attacks with the Aim Action gain one additional Damage for every two Degrees of Success on the Attack Roll.

Piercing Shot
Tier 3
**Prerequisites:** Crippling Shot, 40 Ballistic Skill
The Character is adept at aiming for vulnerable points in his Opponent’s Armor, and as such all of his Ranged Attacks gain one additional Penetration.

Rapid Reload
Tier 3
**Prerequisites:** 40 Ballistic Skill
The Character is practiced at drawing/loading his Weapon, and reduces the reload time of Weapons with the Reload (*) Quality by one step (one Half Action).

Proven Shot
Tier 3
**Prerequisites:** 40 Ballistic Skill
The Character’s Ranged Attacks reliably bring death to his foes. He may substitute his Degrees of Success on an Attack Roll for the results of any die rolled for Damage from that Ranged Attack.

Ranged Weapon Mastery (*)
Tier 4
**Prerequisites:** Ranged Weapon Proficiency (*), 45 Ballistic Skill
This Character is a master in the use of a particular Weapon Type. The Character may, once per Round, choose to reroll a failed Ballistic Skill Test made with Weapons of the listed Weapon Type. This Talent may be purchased more than once, but not for the same Weapon Type.

* is a Ranged Weapon Type specified on purchase (Bows or Crossbows) that is the same as the Weapon Type specified for one of the Character’s Ranged Weapon Proficiency (*) Talents.

Thrown Weapon Mastery
Tier 3
**Prerequisites:** On the Mark, 45 Ballistic Skill
The Character may, once per Round, choose to reroll a failed Ballistic Skill Test made with Melee Weapons with the Thrown Quality.

Aim Mastery
Tier 4
**Prerequisites:** Precise Shot, 45 Ballistic Skill
The Character is able to quickly acquire Targets and line up shots. The Character reduces Aim Action times by one Half Action.

Lethality
Tier 4
**Prerequisites:** Mighty Shot, 50 Ballistic Skill
The Character’s arrows and bolts strike for maximum effect, mortally wounding his Targets. The Character reduces the Critical Threshold for all of his Ranged Attacks by one.

Eagle Eyed
Tier 4
**Prerequisites:** 3 Tier 4 Ballistic Skill Talents, Ballistic Skill Alignment: Favored, 50 Ballistic Skill
The Character is an eagle eyed master of Ranged Combat. Every shot flies true, and fells one of his foes. The Character may choose to reverse the results of a dice roll for any Ballistic Skill Test (a roll of an 83 becomes a 38 instead).
Strength Talents

Strength Talents increase the raw, brute force at the Character’s disposal. They enhance the Character’s Damage as well as allow them to channel their rage in Combat.

Hardened
Tier 1
Prerequisites: 30 Strength
The Character is in good physical shape, and reduces the Difficulty of all Athletics (S) Skill Tests by one step.

Iron Fists
Tier 1
Prerequisites: 30 Strength, Unarmed Warrior
Whether through training, or simply repeated scuffles at a local tavern, the Character has learned to make every blow count. The Character’s Attacks with their Natural Weapons deal one additional Damage.

Burly
Tier 1
Prerequisites: 30 Strength
The Character has a muscular build, which they use to its full advantage. Reduce the Difficulty of all Intimidate (S) Skill Tests by one step.

Conditioned
Tier 2
Prerequisites: Hardened, 35 Strength
The Character is in excellent physical condition, and increases Degrees of Success on successful Athletics (S) Skill Tests by one.

Brutal Assault
Tier 2
Prerequisites: 35 Strength
The Character’s blows hold absolutely nothing back. After making a successful Attack with the All Out Attack Action, the Character may immediately make an additional Standard Attack against the same Target as a Free Action.

Crushing Blow
Tier 2
Prerequisites: 35 Strength
The Character strikes with crushing force, capable of stunning all but the toughest Opponents. The Character’s Attacks with the All Out Attack Action gain the Concussive (1) Quality.

Bulging Biceps
Tier 2
Prerequisites: 35 Strength
The Character is strong enough to wield heavier Weapons as if they were normal ones: the Character may wield 2H Weapons in one hand, but does so at a -20 Penalty to Weapon Skill.

Berserk Charge
Tier 2
Prerequisites: 35 Strength
The Character charges his Opponents with terrifying ferocity, gaining one additional Damage to Attacks made with the Charge Combat Action.

Fighter
Tier 2
Prerequisites: 35 Strength
The Character is an experienced fighter, able to easily gain the upper hand in an up close engagement. He gains a +10 Bonus to Strength based Tests when performing Grappling Actions.

Imposing
Tier 3
Prerequisites: Burly, 40 Strength
The Character has learned to leverage their appearance for maximum effect, inspiring fear in the hearts of those weaker than them. The Character gains two additional Degrees of Success on successful Intimidate (S) Skill Tests.

Furious Assault
Tier 3
Prerequisites: Brutal Assault, 40 Strength
The Character focuses all of his strength on utterly annihilating his Opponent: when making follow-up Attacks to the All Out Attack Combat Action using the Brutal Assault Talent, the Character retains the modifiers of the original Attack.

Hammer Blow
Tier 3
Prerequisites: Crushing Blow, 40 Strength
The Character’s attacks sunder their foes through even the toughest Armor. The Character adds half of their Strength Bonus (rounded down) to the Penetration of Attacks made with the All Out Attack Action.

Brute Strength
Tier 3
Prerequisites: Bulging Biceps, 40 Strength
The Character has become strong enough to more effectively wield extremely large Weapons in one hand. The Weapon Skill Penalty for wielding 2H Weapons in one hand is reduced to -10 from -20.

Wrestler
Tier 3
Prerequisites: Fighter, 40 Strength
The Character is an expert wrestler, able to come out on top of any struggle with ease. Add two additional Degrees of Success to successful Strength based Tests made when taking Grapple Actions.

Fitness Mastery
Tier 4
Prerequisites: Conditioned, 45 Strength
The Character is in peak physical shape, able to tackle any challenge without difficulty. The Character may reroll failed Athletics (S) Skill Tests, but only once per Test.

Intimidation Mastery
Tier 4
Prerequisites: Imposing, 45 Strength
The Character knows how to push people around, and how to make themselves look like someone you don’t want to mess with. And honestly, they do. The Character may reroll failed Intimidate (S) Skill Tests, but only once per Test.
Sunder Mastery
Tier 4
Prerequisites: Hammer Blow, 45 Strength
The Character’s blows can sunder the very Armor that their foes wear to protect their feeble bodies from his mighty strikes. When performing the All Out Attack Action, if the Degrees of Success on the initial Attack’s Attack Roll is greater than the Armor Points offered by the Armor on the location struck, then that piece of Armor is destroyed.

Thunderous Charge
Tier 4
Prerequisites: Berserk Charge, 45 Strength
The Character’s charge throws enemies to the ground, and leaves bodies strewn in his wake. When performing the Charge Combat Action, any enemies in the way of the Character and his Target must pass a Challenging (+0) Toughness Test or be knocked over.

Pugilism Mastery
Tier 4
Prerequisites: Wrestler, 45 Strength
The Character is able to easily use his Opponent’s body against him to gain an advantage, and, once per Round, may reroll a failed Strength based Test made when taking Grapple Actions.

Killing Blow
Tier 4
Prerequisites: 50 Strength
Sometimes you just want something dead. The Character may spend a Fate Point to make a single Melee Attack unavoidable (it may not be Dodged or Parried).

Peerless Might
Tier 4
Prerequisites: 3 Tier 4 Strength Talents, Strength Alignment: Favored, 50 Strength
The Character is an example of the potential of the mortal body, and the heights to which we may rise. When making a Strength based Test, the Character may choose to reverse the results of the dice roll (83 becomes a 38).

Toughness Talents
Toughness Talents enhance a Character’s hardiness and health, allowing them to withstand almost any punishment.

Sound Constitution
Tier 1
Prerequisites: None
The Character is able to take more punishment than normal, and gains one additional Wound. May be purchased up to TB times.

Stone Skin
Tier 1
Prerequisites: 30 Toughness
The Character is able to shrug off the heat and pain of fire more easily, and gains the Elemental Resistance (Fire) (10), and Resistance (Heat) Traits.

Tough
Tier 1
Prerequisites: 30 Toughness
The Character rebounds from injury quickly, and always heals as if Lightly Wounded.

Iron Liver
Tier 1
Prerequisites: 30 Toughness
The Character can drink normal men under the table, and may reroll Toughness Tests to consume alcohol, but only once per Test.

Hearty
Tier 2
Prerequisites: Sound Constitution, 35 Toughness
The Character is tougher to kill than a normal person, and gains one additional Wound and the Resistance (Disease) Trait.

Fiery Heart
Tier 2
Prerequisites: 35 Toughness
The Character is able to survive strength sapping cold, and gains the Elemental Resistance (Frost) (10) and Resistance (Cold) Traits.

Hardy
Tier 2
Prerequisites: Tough, 35 Toughness
The Character recovers quickly from injury and is receptive to healing. Healing effects are 20% (round down) more effective on the Character.

Iron Jaw
Tier 2
Prerequisites: Iron Liver, 35 Toughness
The Character can easily shrug off blows that would fell another man, and may make a Challenging (+0) Toughness Test as a Free Action to attempt to ignore non-magical stunning effects.

Enduring
Tier 2
Prerequisites: 35 Toughness
The Character is able to fight on more easily in difficult conditions while wearing heavy Armor. The Character counts their Toughness Bonus as being one higher for the purposes of calculating encumbrance.

Robust
Tier 3
Prerequisites: Hearty, 40 Toughness
The Character is exceptionally difficult to kill, and gains one additional Wound and the Resistance (Poison/Toxic) Trait.

Grounded
Tier 3
Prerequisites: 40 Toughness
The Character is more resistant to aetheric energies than the normal man, and gains the Elemental Resistance (Shock) (10) Trait.
Die Hard
Tier 3
**Prerequisites:** Hardy, 40 Toughness
The Character is able to fight on despite their injuries, and gains a +20 Bonus to Toughness when making Blood Loss Tests.

Iron Skin
Tier 3
**Prerequisites:** Iron Jaw, 40 Toughness
The Character’s skin is tough and resistant to cuts and bruises. He gains the Natural Armor (1) Trait.

Constitution Mastery
Tier 4
**Prerequisites:** Robust, 45 Toughness
The Character is exceptionally healthy. He gains one additional Wound, and may make a Challenging (+0) Toughness Test once each Round as a Free Action to remove a Level of Fatigue.

Juggernaut
Tier 4
**Prerequisites:** Enduring, 45 Toughness
The Character is able to wear even the heaviest Armors as if they were his own skin. He treats all Armor as if it weighs 25% less (round down)

Aegis
Tier 4
**Prerequisites:** Stone Skin, Fiery Heart, Grounded, 45 Toughness
The Character is able to easily resist the influence of aetheric energies, and gains the Elemental Resistance (All) (25) Trait. This replaces Stone Skin, Fiery Heart, and Grounded.

Unstoppable
Tier 4
**Prerequisites:** Die Hard, 45 Toughness
The Character seems impossible to bring down with any amount of injury. Reduce all incoming Critical Damage by 2.

Immortal
Tier 4
**Prerequisites:** 3 Tier 4 Toughness Talents, Toughness Alignment: Favored, 45 Toughness
The Character is truly, impossibly tough, able to take on any challenge that faces them without flinching. When making a Toughness based Test, the Character may reverse the dice roll (83 becomes a 38).

**Agility Talents**

Agility Talents allow Characters to move more swiftly, or more Skillfully to avoid danger or gain an advantage.

**Ambidextrous**
Tier 1
**Prerequisites:** 30 Agility
The Character is able to use either hand for any task with equal effectiveness, and ignores penalties for making Attacks with Weapons in his offhand.

Catfall
Tier 1
**Prerequisites:** 30 Agility
The Character takes falls well, landing easily even from great heights. The Character reduces all Fall Distances by his Agility Bonus (to a minimum of zero) when calculating Damage.

Light Footed
Tier 1
**Prerequisites:** 30 Agility
The Character is able to remain quiet even when wearing Armor. He reduces all Stealth (Ag) Skill Penalties inflicted by Armor by 5.

Quick Draw
Tier 1
**Prerequisites:** 30 Agility
The Character is always ready, weapon in hand, when danger approaches. The Character may take the Ready Action as a Free Action instead of a Half Action.

Sprint
Tier 1
**Prerequisites:** 30 Agility
The Character can close short distances very quickly: their Full Action Move distance is the same as their Charge Move distance.

Evasive
Tier 2
**Prerequisites:** 35 Agility
On a successful Dodge (Ag) Skill Test the Character may choose to Disengage as a Free Action up to a number of meters equal to the Degrees of Success on the Test.

Performer
Tier 2
**Prerequisites:** Catfall, 35 Agility
The Character is an expert acrobat, able to execute graceful and daring maneuvers with minimal risk to themselves. Reduce the Difficulty of Acrobatics (Ag) Skill Tests by one step.

Quick Fingers
Tier 2
**Prerequisites:** 35 Agility
The Character is dexterous and quick with their fingers, making them a regular subject of suspicion during card games, though nobody has ever proven anything. When failing a Sleight of Hand (Ag) Skill Test, reduce the Degrees of Failure by two (to a minimum of zero).

Silent
Tier 2
**Prerequisites:** Light Footed, 35 Agility
The Character is quiet in almost every Action they take, and rarely makes a mistake that would give them away to anyone who is listening. Reduce the Difficulty of Stealth (Ag) Skill Tests by one step.
Rider
Tier 2
Prerequisites: 35 Agility
The Character is an experienced rider. When failing a Ride (Ag) Skill Test, reduce the Degrees of Failure by two (to a minimum of zero).

Hard Target
Tier 2
Prerequisites: Sprint, 35 Agility
The Character is very quick, making him a difficult Target to track. During the time between a turn in which the Character makes a Full Action Move and the beginning of his next Turn, attempts to hit him with Ranged Attacks suffer a -20 Penalty to Ballistic Skill.

Contortionist
Tier 3
Prerequisites: Performer, 40 Agility
The Character is flexible, and easily able to perform feats of acrobatics seemingly impossible to the normal man. The Character may reroll failed Acrobatics (Ag) Skill Tests, but only once, when using the Skill with the Contortionist Special Use.

Step Aside
Tier 3
Prerequisites: Evasive, 40 Agility
The Character is extremely difficult to land a solid blow on, and never seems to stay in one spot for long. The Character gains an additional Reaction each Round that may only be used to Dodge attacks.

Practiced Hands
Tier 3
Prerequisites: Quick Fingers, 40 Agility
The Character is confident and skilled, able to pull of tricks and treachery that would seem unthinkable. The Character gains two additional Degrees of Success on any successful Sleight of Hand (Ag) Skill Test.

Ghost
Tier 3
Prerequisites: Silent, 40 Agility
The Character is able to make use of almost any environment to hide himself. He gains two additional Degrees of Success on any successful Stealth (Ag) Skill Test.

Improved Reflexes
Tier 3
Prerequisites: Hard Target, 40 Agility
The Character is quick to ready himself for Combat, and may count any Initiative Rolls that are lower than his Agility Bonus as his Agility Bonus instead.

Rapid Reaction
Tier 3
Prerequisites: Quick Draw, 40 Agility
The Character is very hard to truly surprise. He may make a Challenging (+0) Agility Test to avoid being Surprised in Combat.

Lithe
Tier 4
Prerequisites: Contortionist, 45 Agility
The Character is capable of extreme feats of acrobatics, and may reroll failed Acrobatics (Ag) Skill Tests, but only once per Test.

Elusive
Tier 4
Prerequisites: Step Aside, 45 Agility
The Character seems to be able to effortlessly avoid any Attack, and may, once per Round, reroll a failed Dodge (Ag) Skill Test.

Chicanery Master
Tier 4
Prerequisites: Practiced Hands, 45 Agility
The Character is a master of trickery, and may reroll failed Sleight of Hand (Ag) Skill Tests, but only once.

Phantom
Tier 4
Prerequisites: Ghost, 45 Agility
The Character is almost able to disappear at will, leaving some questioning if he was ever really there to begin with. He may reroll failed Stealth (Ag) Skill Tests, but only once per Test.

Cavalryman
Tier 4
Prerequisites: Rider, 45 Agility
The Character is experienced and highly skilled at riding mounts of any kind, and may reroll failed Ride (Ag) Skill Tests, but only once per Test.

Lightning Fast
Tier 4
Prerequisites: Rapid Reaction, Improved Reflexes, 50 Agility
The Character seems to be in Action before danger has even revealed itself. The Character doubles their Agility Bonus for the purposes of calculating Initiative.
Blur
Tier 4
**Prerequisites:** 3 Tier 4 Agility Talents, Agility Alignment: Favored, 50 Agility
The Character is a god of speed and dexterity. Every movement is so quick and so precise, that it is difficult to not be enthralled simply watching their graceful motions. The Character may reverse the dice roll on any Agility based Test (83 becomes a 38).

**Intelligence Talents**

Intelligence Talents are for the wise and the learned, increasing their mental prowess even more.

Novice Enchanter
Tier 1
**Prerequisites:** 30 Intelligence
The Character has some natural talent for the art of Enchanting, and gains an additional Degree of Success on successful Arcane Craft (Enchanting) (Int) Skill Tests.

Novice Alchemist
Tier 1
**Prerequisites:** 30 Intelligence
The Character has some natural talent for the art of Alchemy, and gains an additional Degree of Success on successful Arcane Craft (Alchemy) (Int) Skill Tests.

Apprentice (*)
Tier 1
**Prerequisites:** 30 Intelligence
The Character has some natural talent for a certain Trade, and gains an additional Degree of Success on successful Trade (*) (Int) Skill Tests. * is any Trade (Int) Skill Specialization, and must be chosen on purchase.

Enchanter
Tier 2
**Prerequisites:** Novice Enchanter, 35 Intelligence
The Character has learned some of the secrets of maximizing the power of enchantments, and increases the effective Maximum Soul Energy offered by a Soul Gem by 10% (round up).

Alchemist
Tier 2
**Prerequisites:** Novice Alchemist, 35 Intelligence
The Character has learned some of the secrets of maximizing the power of potions, and increases the effective Potion Strength offered by Alchemical Ingredients by 10% (round up).

Necromancer
Tier 2
**Prerequisites:** 35 Intelligence
The Character has dabbled in the dark arts, and is able to more effectively conduct rituals. He can raise twice the normal number of corpses in a given necromantic ritual.

Calculating
Tier 2
**Prerequisites:** 35 Intelligence
The Character is always running numbers, minimizing his losses in any scenario. Halve Degrees of Failure when making Commerce (Int) Skill Tests.

Learned
Tier 2
**Prerequisites:** 35 Intelligence
The Character has read a little about everything, and even when he’s wrong, he isn’t far off from the truth. Reduce the difficulty of Common Lore (*) (Int) or Scholastic Lore (*) (Int) Skill Tests by one step.

Linguist
Tier 2
**Prerequisites:** 35 Intelligence
The Character is an expert with languages, and can reroll any failed Linguistics (Int) Skill Tests, but only once per Test.

Tactician
Tier 2
**Prerequisites:** 35 Intelligence
The Character is a capable tactician, and always seems to have a plan. The Character may replace his Agility Bonus with his Intelligence Bonus for the purposes of calculating Initiative.

Detective
Tier 2
**Prerequisites:** 35 Intelligence
The Character is good at knowing who to talk to in order to find what he’s looking for, and rarely gets on the wrong trail. The Character doubles Degrees of Success when making Inquiry (Int) Skill Tests.

Analytical
Tier 2
**Prerequisites:** 35 Intelligence
The Character likes to sit back and think things through. He may spend 5 minutes in thought about the subject or problem at hand in order to receive a +10 Bonus to his next Intelligence based Test relating to that subject or problem.

Burglar
Tier 2
**Prerequisites:** 35 Intelligence
The Character is skilled at understanding and breaking through security systems of any kind. Reduce the difficulty of any Security (Int) Skill Test by one step.

Tradesman (*)
Tier 2
**Prerequisites:** Apprentice (*), 35 Intelligence
The Character has talent and experience with a certain Trade, and increases Degrees of Success on Trade (*) (Int) Skill Tests. * is any Trade (Int) Skill Specialization that corresponds to one of the Character’s Apprentice (*) Talents, and must be chosen on purchase.

Entrepreneur
Tier 3
**Prerequisites:** Calculating, 40 Intelligence
The Character has learned to read the markets, exploiting knowledge before others can. He doubles his Degrees of Success on successful Commerce (Int) Skill Tests.
Adept Enchanter
Tier 3
Prerequisites: Enchanter, 40 Intelligence
Replaces Novice Enchanter. The Character has delved deep into the art of enchantment, and may double their Degrees of Success on Arcane Craft (Enchanting) (Int) Skill Tests.

Adept Alchemist
Tier 3
Prerequisites: Alchemist, 40 Intelligence
Replaces Novice Alchemist. The Character has delved deep into the art of alchemy, and may double their Degrees of Success on Arcane Craft (Alchemy) (Int) Skill Tests.

Adept Necromancer
Tier 3
Prerequisites: Necromancer, 40 Intelligence
The Character has delved deep into the dark arts, and may reroll failed Arcane Craft (Necromancy) (Int) Skill Tests, but only once per Test.

Knowledgeable
Tier 3
Prerequisites: Learned, 40 Intelligence
The Character is wise in the ways of the world, and doubles his Degrees of Success on successful Common Lore (Int) or Scholastic Lore (Int) Skill Tests.

Artisan (*)
Tier 3
Prerequisites: Tradesman (*), 40 Intelligence
The Character is truly an expert in their Trade, and increases their Degrees of Success on Trade (*) (Int) Skill Tests by two. * is any Trade (Int) Skill Specialization that corresponds to one of the Character’s Tradesman (*) Talents, and must be chosen on purchase.

Wise Warrior
Tier 3
Prerequisites: Tactician, 40 Intelligence
The Character understands the ways of war, and is always prepared for Combat should the need arise. The Character may count Initiative rolls lower than their Intelligence Bonus as their Intelligence Bonus instead.

Total Recall
Tier 3
Prerequisites: Analytical, 40 Intelligence
The Character has a powerful memory, and may make a Challenging (+0) Intelligence Test in order to remember details of an event, text, conversation, or anything else with absolute perfection.

Polyglot
Tier 4
Prerequisites: Linguist, 45 Intelligence
The Character is naturally talented at learning new languages. Acquiring ranks in the Linguistics (Int) Skill and any of its Specializations costs half the usual XP and takes a fraction of the time that it would take someone else.

Master Alchemist
Tier 4
Prerequisites: Adept Alchemist, 45 Intelligence
The Character is a true master of the art of alchemy, and may create Potions with two Spell Effects (rolling for each one simultaneously) instead of just one. Though these Effects must share the available Ingredient Magicka Pool.

Master Enchanter
Tier 4
Prerequisites: Adept Enchanter, 45 Intelligence
The Character is a true master of the art of enchanting, and may create Enchanted Items with two Effects (rolling for each one simultaneously) instead of just one (these do not need to be of the same type). Though these Effects must share the available Soul Energy.

Master Necromancer
Tier 4
Prerequisites: Adept Necromancer, 45 Intelligence
Replaces Necromancer. The Character can raise five times the normal number of corpses in a single ritual.

Capitalist
Tier 4
Prerequisites: Entrepreneur, 45 Intelligence
The Character is an expert in trade and commerce, and may reroll failed Commerce (Int) Skill Tests, but only once per Test.

Scholar
Tier 4
Prerequisites: Knowledgeable, 45 Intelligence
The Character is extremely knowledgeable in many areas, and may reroll failed Common Lore (Int) and Scholastic Lore (Int) Skill Tests, but only once per Test.

Inquisitive
Tier 4
Prerequisites: Detective, 45 Intelligence
The Character is an expert in investigation and information gathering, and may reroll failed Inquiry (Int) Skill Tests, but only once per Test.
Rational
Tier 4
Prerequisites: 45 Intelligence
The Character has an extremely logical mind, and may reroll failed Logic (Int) Skill Tests, but only once per Test.

Navigator
Tier 4
Prerequisites: 45 Intelligence
The Character has a good memory and understanding of space and direction, and may reroll failed Navigation (Int) Skill Tests, but only once per Test.

Master Thief
Tier 4
Prerequisites: Burglar, 45 Intelligence
The Character is an expert thief, able to break into even the most secure locations without fail. He may reroll failed Security (Int) Skill Tests, but only once per Test.

Resourceful
Tier 4
Prerequisites: 45 Intelligence
The Character is an expert at surviving in dangerous environments, due to both experience and knowledge of his surroundings. He may reroll failed Survival (Int) Skill Tests, but only once per Test.

Master (*)
Tier 4
Prerequisites: Artisan (*), 45 Intelligence
The Character is an undisputed master of their Trade, and can reroll failed Trade (*) (Int) Skill Tests, but only once. * is any Trade (Int) Skill Specialization that corresponds to one of the Character’s Artisan (*) Talents, and must be chosen on purchase.

Apothecary
Tier 4
Prerequisites: 45 Intelligence
The Character is a master of medicine, and understands how to help a body heal naturally. They may reroll failed Traditional Medicine (Int) Skill Tests, but only once per Test.

Strategist
Tier 4
Prerequisites: Wise Warrior, 50 Intelligence
Always several moves ahead, the Character may double their Intelligence Bonus for the purposes of calculating Initiative.

Genius
Tier 4
Prerequisites: 3 Tier 4 Intelligence Talents, Intelligence Alignment: Favored, 50 Intelligence
A true genius, there is no intellectual undertaking that this Character cannot succeed at. The Character may reverse the dice roll on any Intelligence based Test (83 becomes a 38).

Perception Talents

Perception Talents enhance a Character’s senses and instincts, so they’re always in tune with their surroundings.

Combat Sense
Tier 1
Prerequisites: 30 Perception
The Character tends to know when trouble is about to hit, and can use their Perception Bonus instead of their Agility Bonus for the purposes of calculating Initiative.

Wary
Tier 1
Prerequisites: 30 Perception
The Character is always watching their back. Increase Degrees of Success by one when making Awareness (Per) Skill Tests.

Honed Senses (*)
Tier 1
Prerequisites: 35 Perception
The Character has honed a particular sense. The Character receives a +10 Bonus to Perception based Tests that involve/rely on the use of that sense. * may be any of the five senses. This Talent may be purchased more than once, but only once for each sense.

Shadowing
Tier 1
Prerequisites: 30 Perception
The Character has learned to track his prey more efficiently, and is rarely lead astray. Double Degrees of Success on Tracking (Per) Skill Tests.

Light Sleeper
Tier 2
Prerequisites: 35 Perception
The Character is never truly vulnerable, and even when asleep they’re ready to leap into Action. The Character may roll a Challenging (+0) Perception Test to avoid counting as Surprised due to being asleep.

Attentive
Tier 2
Prerequisites: 35 Perception
The Character is always watching their back. Increase Degrees of Success by one (for a total of two) when making Awareness (Per) Skill Tests.

Instinctive
Tier 2
Prerequisites: 35 Perception
The Character’s instincts are always in the background, alerting them to danger. The Character may count Initiative Rolls lower than their Perception Bonus as their Perception Bonus instead.

Blind Fighter
Tier 2
Prerequisites: Honed Senses (Hearing), Honed Senses (Touch), 35 Perception
The Character has learned to fight more effectively without sight. This Character halves the penalties for Blind Fighting.
Hunter
Tier 2
Prerequisites: 35 Perception
The Character has learned to better read the signs left by his quarry. Double Degrees of Success on Tracking (Per) Skill Tests.

Watchful
Tier 3
Prerequisites: Wary, 40 Perception
Very little fools this Character, and they may reroll failed Awareness (Per) Skill Tests, but only once per Test.

Take them Alive
Tier 3
Prerequisites: 45 Perception
The Character is able to incapacitate his targets and limit the Damage he inflicts on them. When the Character makes a Called Shot Attack against an enemy, he may choose to reduce the Damage inflicted, after reduction by Armor and TB, by a number equal to his Perception Bonus, and inflict a Level of Fatigue for each point of Damage reduced in this way.

Vigilant
Tier 3
Prerequisites: Instinctive, 40 Perception
The Character is always vigilant, and sees danger coming a mile away. The Character doubles their Perception Bonus for the purposes of calculating Initiative.

Paranoid
Tier 3
Prerequisites: 40 Perception
The Character is always unsure of those around them. Their stories seem good, but double checking can’t hurt. The Character may reroll failed Scrutiny (Int) Skill Tests, but only once per Test.

Killer's Eye
Tier 3
Prerequisites: 45 Perception
The Character can find weaknesses with only a few moments of observation. The Character automatically inflicts a Critical Hit on Called Shot Attacks that achieve at least two Degrees of Success.

Bloodhound
Tier 3
Prerequisites: Hunter, 40 Perception
The Character is able to sniff out signs of his prey in almost any environment. Reroll failed Tracking (Per) Skill Tests, but only once per Test.

Patient Hunter
Tier 3
Prerequisites: All Honed Senses Talents, 50 Perception
This Character understands that Stealth is not merely a matter of silence, but also of timing and awareness. He can elude the gaze of his enemies by simply understanding what they can see and hear. He may treat the Stealth (Ag) Skill as if it were based on Perception instead of Agility.

Watchful for Betrayal
Tier 4
Prerequisites: Light Sleeper, 45 Perception
The Character is constantly wary of attack from all sides, and takes no chances. As long as the Character is conscious, and his senses are not significantly impaired (such as by blindfold or environmental conditions, the GM has final arbitration of this) then he cannot be Surprised.

One with All
Tier 4
Prerequisites: All Honed Senses Talents, 50 Perception
This Character is truly in tune with all of their senses, and does not rely on one above any of the others. The Character does not suffer Blind Fighting penalties.

Sixth Sense
Tier 4
Prerequisites: 2 Tier 4 Perception Talents, Perception Alignment: Favored, 50 Perception
It seems that this Character has a sixth sense. They are the first to spot trouble on the horizon, and are rarely wrong. The Character may reverse the results of the roll on any Perception based Test (83 becomes 38).

Willpower Talents
Willpower Talents improve a Character’s mental strength and Arcane abilities. These techniques can make one a powerful mage, and master of their own mind.

(*) Novice
Tier 1
Prerequisites: 30 Willpower
This Character is a Novice of a particular School of Magic. Reduce the Base Cost of all Spells of that School by one Magicka (minimum 1). * may be any of the Schools of Magic: Alteration, Conjuration, Destruction, Illusion, Mysticism, or Restoration. This Talent may be purchased multiple times, but not more than once for the same School.

Frenzy
Tier 1
Prerequisites: 30 Willpower
The Character has learned to temper and focus their rage, and may use the Frenzy Combat Action.

Jaded
Tier 1
Prerequisites: 30 Willpower
The Character has seen death, and it does not phase him. This Character automatically passes Fear Tests incurred by mundane horrors (blood, violence, etc…).

Meditation
Tier 1
Prerequisites: 30 Willpower
The Character has learned to reach within themselves to bolster their energies. If the Character spends 10 minutes in meditation and passes an Ordinary (+10) Willpower Test, then their Maximum Magicka is temporarily increased by 25%. This effect cannot stack upon itself, and only lasts until this excess Magicka is used.
Mage
Tier 2
Prerequisites: (*) Novice, 35 Willpower
This Character is well trained in a particular School of Magic. The Character counts their WPB as being one higher when calculating the effects of Spells of the chosen School. * may be any of the Schools of Magic: Alteration, Conjuration, Destruction, Illusion, Mysticism, or Restoration, which also corresponds to one of the Character’s (*) Novice Talents. This Talent may be purchased multiple times, but not more than once for the same School.

Battle Rage
Tier 2
Prerequisites: Frenzy, 35 Willpower
This Character has learned to enter a state of battle rage much quicker, and retains more control when in this state. The Frenzy Combat Action is only a Half Action for this Character, and when frenzied the Character may attempt to Dodge or Parry (but at a -20 Penalty to Agility and Weapon Skill, respectively). The Character may also reroll failed Willpower tests to snap out of a frenzied state.

Unshakeable
Tier 2
Prerequisites: Jaded, 35 Willpower
The Character is not afraid of things that would frighten other men. He gains a +10 Bonus to Willpower when taking Fear Tests.

Voice
Tier 2
Prerequisites: 35 Willpower
When using the Thu’um, the Character subtracts 1 from the Levels of Fatigue incurred by using Shouts (minimum 0).

Focused
Tier 2
Prerequisites: 35 Willpower
The Character is able to focus despite distractions. The Character is immune to any distraction that does not harm them when taking concentration based Actions, or when meditating.

Subtle Power
Tier 2
Prerequisites: Meditation, 35 Willpower
The Character’s Magicka reserves are deep, and they can draw on incredible power if needed. The Character gains the Power Well (25) Trait.

Adept
Tier 3
Prerequisites: (*) Mage, 40 Willpower
Replaces (*) Novice. This Character is very experienced in a particular School of Magic. Spells of the chosen School have their Base Cost reduced by one plus the Character’s Willpower Bonus (to a minimum of 1). * may be any of the Schools of Magic: Alteration, Conjuration, Destruction, Illusion, Mysticism, or Restoration, which also corresponds to one of the Character’s (*) Mage Talents. This Talent may be purchased multiple times, but not more than once for the same School.

Arcane Wrath
Tier 3
Prerequisites: Battle Rage, 40 Willpower
The Character has learned to control their rage, and may cast Spells while Frenzied. They also no longer suffer from the Intelligence Penalty that Frenzy incurs.

Tongue
Tier 3
Prerequisites: Voice, 40 Willpower
Replaces Voice. When using the Thu’um, the Character subtracts 2 from the Levels of Fatigue incurred by using Shouts (minimum 0).

Nerves of Steel
Tier 3
Prerequisites: Unshakeable, 40 Willpower
The Character is able to bear even the most terrifying experiences better than most would, and halves Degrees of Failure on failed Fear Tests.

Spellshaper
Tier 3
Prerequisites: 45 Willpower
The Character is skilled in the art of Spellcasting, and is able to weave Spells together quickly. If the Character casts a Spell during their Turn, they may cast another Spell immediately as a Free Action provided that both Spells have the same Target.

Vigorous Magicka
Tier 3
Prerequisites: Subtle Power, 40 Willpower
The Character is open to the flow of Magicka from Aetherius, and doubles their natural Magicka Regeneration rate.

Master
Tier 4
Prerequisites: (*) Adept, 50 Willpower
This Character is a master of a particular School of Magic. The Character may, once per Round, reroll a failed Arcane Art (*) (Int) Skill Test. * may be any of the Schools of Magic: Alteration, Conjuration, Destruction, Illusion, Mysticism, or Restoration, which also corresponds to one of the Character’s (*) Adept Talents. This Talent may be purchased multiple times, but not more than once for the same School.
Master Tongue
Tier 3
Prerequisites: Tongue, 40 Willpower
Replaces Tongue. When using the Thu’um, the Character subtracts 3 from the Levels of Fatigue incurred by using Shouts (minimum 0).

Examiner
Tier 4
Prerequisites: 45 Willpower
The Character is skilled at interrogating others, and is able to draw out the desired information through force of will. The Character may reroll failed Interrogation (Int) Skill Tests, but only once per Test.

Fury Incarnate
Tier 4
Prerequisites: Arcane Wrath, 45 Willpower
This Character is fury incarnate. When Frenzied, they receive an additional +5 Bonus to Weapon Skill, Strength, Toughness, and Willpower. Additionally, the Character only incurs a Level of Fatigue when frenzied every two Rounds, and they may snap out of their frenzied state at will.

Spellmaster
Tier 4
Prerequisites: Spellshaper, 50 Willpower
Replaces Spellshaper. If the Character casts a Spell during their Turn, they may cast up to 2 additional Spells immediately as a Free Action provided that all the Spells have the same Target.

Fearless
Tier 4
Prerequisites: Nerves of Steel, 45 Willpower
There is nothing that can scare this Character, they are immune to the effects of Fear.

Cold Hearted
Tier 4
Prerequisites: Focused, 45 Willpower
The Character has risen above normal concerns, and is immune to external attempts to influence their mind that either appeal to an emotion (intimidation or seduction). They also may make a Challenging (+0) Willpower Test to ignore the effects of Illusion Spells that Target them.

Font of Magicka
Tier 4
Prerequisites: Vigorous Magicka, 50 Willpower
Replaces Subtle Power. The Character is gifted with unnaturally powerful magical abilities. The Character gains the Power Well (50) Trait.

Archon
Tier 4
Prerequisites: 3 Tier 4 Willpower Talents, Willpower Alignment: Favored, 50 Willpower
The Character is a master of their will, and may choose to reverse the results of Willpower Tests (83 becomes 38).

Fellowship Talents
Fellowship Talents grant those gifted with a silver tongue, or who are simply natural liars, ways to further their goals and those of their allies.

Popular
Tier 1
Prerequisites: 30 Fellowship
The Character has left a positive impression on a particular group. He may gain a Peer (*) Trait that corresponds to this group (this is typically something the GM should give you permission to take). This Talent may be taken more than once, but not for the same group.

Drill Instruction
Tier 1
Prerequisites: 30 Fellowship
The Character chooses a single Melee Weapon Training (*) (WS) or Ranged Weapon Training (*) (BS) Talent that he possesses and makes a Challenging (+0) Command Test. Anyone who choses to obey is treated as if they have that Talent until the end of the encounter, or until this Talent is used again.

Public Speaker
Tier 1
Prerequisites: 30 Fellowship
The Character is able to easily capture the attention of larger groups. The Character may affect a number of NPC’s equal to three times their Fellowship Bonus with any of their Fellowship Skills.

Alluring
Tier 2
Prerequisites: 35 Fellowship
The Character is quite charming, and is a natural in social situations. The Character gains one Degree of Success on successful Charm (Fel) Skill Tests.

Boss
Tier 2
Prerequisites: 35 Fellowship
The Character has learned how to lead effectively in most scenarios. The Character gains one Degree of Success on successful Command (Fel) Skill Tests.

Big Words
Tier 2
Prerequisites: 35 Fellowship
The Character floods the target with technical jargon to befuddle them. They may use a Scholastic Lore (*) (Int) Skill as if it were the Deciee (Fel) Skill.
Liar
Tier 2
**Prerequisites:** 35 Fellowship
The Character is a practiced liar, and can make his worst
devices at least somewhat convincing. The Character doubles
Degrees of Success on Deceive (Fel) Skill Tests.

Radiant Presence
Tier 2
**Prerequisites:** 35 Fellowship
There is something strong and inspiring about the character, the
way he holds himself and the look in his eyes, that puts people at
case, filling them with confidence. Everyone within 20 meters that
can see the Character gains a +10 to Fear Tests or +10 to
Willpower Tests to resist Intimidation attempts.

Teamwork
Tier 2
**Prerequisites:** Public Speaker, 35 Fellowship
The Character is effective at leading and directing small groups to
increase their efficiency. The Character may make a Challenging
(+0) Command (Fel) Skill Test as a Full Action to grant up to (3
times FB) friendly NPCs a +10 to their next Test.

Combat Leader
Tier 3
**Prerequisites:** 45 Fellowship
The Character is effective at leading groups in Combat. The
Character may make a Challenging (+0) Command (Fel) Skill Test
as a Full Action to increase up to (three times FB) friendly
Character’s Initiative for the next FB Rounds.

Combat Flair
Tier 3
**Prerequisites:** Teamwork or Drill Instruction, 40 Fellowship
The Character fights with a stylish, jaunty confidence that
impresses even his foes. The Character may make an Opposed
Challenging (+0) Charm Test against an opponent’s Willpower as
a Half Action, against any foes in Melee Combat during a Round.
On success, he imposes a -10 Penalty to his foes Weapon Skill,
increasing by -5 for every two Degrees of Success. This penalty
applies until the beginning of the Character’s next Turn.

War Cry
Tier 3
**Prerequisites:** 45 Fellowship
The character may declare at the start of any of his turns that he is
making a war cry as a Free Action. All Characters or Creatures
within a 50 meter radius treat the character as if he had the Fear(1)
Trait provided they can hear him (though they do not need to be
able to see him) until the start of his next turn. While screaming
his bloodcurdling war cry, the character may not communicate in
any other way. Making a war cry is taxing however and at the end
of any encounter in which it is used (even if only for a single turn)
the character suffers a level of Fatigue.

Charlatan
Tier 3
**Prerequisites:** 45 Fellowship
Preying on the emotions of the populace, the Character draws his
crowds into unwittingly divulging useful information. The
Character may make a Decieve (Fel) Skill Test opposed by the
target’s Willpower or Scrutiny. On success, the Character gains a
+10 bonus to his next Commerce (Int) or Charm (Fel) Skill Test
against the same target.

Convincing
Tier 3
**Prerequisites:** Alluring, 40 Fellowship
The Character is able to use their charms to get what they want,
and may make an Opposed Test (their Charm (Fel) versus their
Opponent’s Willpower) to reroll a failed Commerce (Int) Skill
Test, but only once per Test.

Charismatic
Tier 4
**Prerequisites:** Convincing, 45 Fellowship
The Character is extremely likeable, and may reroll failed Charm
(Fel) Skill Tests, but only once per Test.

Inspiring
Tier 4
**Prerequisites:** Boss or Radiant Presence, 45 Fellowship
The Character is extremely inspiring, and may reroll failed
Command (Fel) Skill Tests, but only once per Test.

Conman
Tier 4
**Prerequisites:** Liar or Charlatan, 45 Fellowship
The Character is a master at weaving a web of lies, and may reroll
failed Decieve (Fel) Skill Tests, but only once per Test.

Artist
Tier 4
**Prerequisites:** Practiced, 45 Fellowship
The Character is a talented artist and performer, and may reroll
failed Performer (Fel) Skill Tests, but only once per Test.

Into the Jaws of Oblivion
Tier 4
**Prerequisites:** Combat Leader, 45 Fellowship
The Character’s followers will willingly go anywhere, or do
anything at their command. The Character may make a
Challenging (+0) Command (Fel) Skill Test in order to grant
himself and up to (3 times FB) friendly Characters the Fearless
Trait for the next FB Rounds.

Magnetic
Tier 4
**Prerequisites:** 3 Tier 4 Talents, Fellowship Alignment: Favored,
50 Fellowship
The Character is just someone you want to believe in. The
Character may reverse the roll of any Fellowship based Test (83
becomes a 38).
3.2 Traits

Traits are purely innate abilities that are used to describe both Creatures and Characters, and that are gained by virtue of birth and racial circumstance. They may be gained through other means later in life but rarely by choice. They are passive attributes or properties of beings rather than abilities like Talents.

The rules for each Trait can be found in the Section below. In some cases, a Trait has a variable level or type. In cases a Trait will have either an (X) after its title, indicating a value. If the Character would receive more than one of the same Trait that uses a variable level X, simply combine the X values into one Trait.

Additionally, Traits with an (*) after their title indicate Trait Groups. Much like Skill Groups, these indicate collections of similar Traits, which are gained and function individually. Options are listed in each Trait’s description.

Amphibious
The Creature or Character can breathe water and does not need to surface for air. If this Trait is taken by a being with the ability to breathe something other than air, then it instead gains the ability to breathe air as well as its native atmosphere.

Amorphous
An Amorphous Creature or Character has a malleable form, and can squeeze or expand its body. The being can change size by one step in either direction, though its speed remains the same. Beings with this Trait determine their movement rates using half their AB rounded up.

Arcane Construct
This Creature is held together by magical forces. They do not suffer Fatigue, Blood Loss, or any non-permanent Critical Effects.

Bestial
A Creature or Character with this Trait has the ability to fly instinctively rather than rationally regardless of its Intelligence score. A being with this Trait never needs to make a Survival Skill Test when in its natural habitat. Unless desperate, a bestial being must make a Willpower Test when frightened, startled or injured. On failure it flees the source of the danger.

Blind
Blind Creatures or Characters cannot make Tests based on vision and automatically fail all Ballistic Skill Tests. The being takes a -30 Penalty to Weapon Skill Tests along with any other Tests that involve or are benefited by vision.

Bound (*)
A Creature with this Trait has been summoned from another place and is bound to a particular being *. If the being that the Trait holder is bound to dies during this time, or the being releases the Trait holder from his binding, then the being is unbound and disappears. Additionally, the being that this Creature is Bound to must make an Opposed Willpower Test against this Creature each half hour in order to keep them Bound to him. Otherwise, they simply return to whatever place they were brought from.

Brutal Charge (X)
A Creature or Character with this Trait deals an extra (X) points of Damage per Attack when it Charges.

Burrower (X)
A Creature or Character with this Trait can move through solid objects by burrowing. (X) Indicates its speed when burrowing. This leaves a tunnel behind the creature one size smaller than the Creature, and there’s a 50% chance each round that the tunnel collapses behind the burrowing Creature as it advances.

Crawler
A Creature or Character with this Trait crawls or slithers rather than walking, halving its normal movement rate (round up), but it takes no penalties for moving through difficult terrain.

Dark Sight
A Creature or Character with this Trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

Deadly Natural Weapons
The Creature or Character with this Trait has claws, teeth, or similar Deadly Natural Weapons. Their attacks with Natural Weapons gain the Tearing Quality and 2 Armor Pen.

Elemental Resistance (*) (X)
The Creature or Character with this Trait is resistant to a particular type of Magic Damage (or simply all Magic Damage). The creature reduces incoming Magic Damage of the specified type by X% (round down) or the tens digit of X, whichever is larger, to a minimum of 0. This applies after normal mitigation (TB and Armor).

* may be: Fire Damage, Frost Damage, Shock Damage, or All.

Elemental Weakness (*) (X)
The Creature or Character with this Trait is weak to a particular type of Magic Damage (or simply all Magic Damage). The creature increases incoming Magic Damage of the specified type by X% (round down) or the tens digit of X, whichever is larger. This applies after normal mitigation (TB and Armor).

* may be: Fire Damage, Frost Damage, Shock Damage, or All.

Fear (X)
A Creature or Character with this Trait has an unnerving or terrifying appearance, causing beings just encountering it to take a Fear Test (see Section 4.6). X indicates the Fear Rating of the being, which will impose a Penalty on the Test.

Flyer (X)
A Creature or Character with this Trait has the ability to fly through some mechanism. (X) Indicates its speed when flying: this number replaces its Ag Bonus for movement actions. See Section 4.5 for details.

From Beyond
The mind of a creature with this Trait is beyond the petty frailties and precarious sanity of a mortal mind, and is immune to anything used to affect its mind.
Hoverer (X)
Creatures or Characters with this Trait have a limited capability for flight, flying no higher than 2 meters. (X) Indicates its speed when hovering; this number replaces its Ag Bonus for calculating movement.

Immunity (*)
Creatures or Characters with this Trait are immune to all Damage or effects from or of the listed source.


Incorporeal
Incorporeal Creatures or Characters gain +30 Bonus to Stealth Skill Tests due to their ability to move through objects at will and without making nearly any sound. Incorporeal Creatures and Characters also gain the Hoverer (6) Trait, and can only be Damaged by Weapons with the Dire Special Quality, Spells, or Enchanted Weapons. However, Incorporeal Creatures and Characters cannot affect the mortal world unless they have some ability or Talent that allows them to do so, although they can interact with other Incorporeal entities normally.

Machine (X)
The Creature or Character is an artificial construct. It has no need to eat, sleep or breathe. It cannot be effected by Toxic Damage, Paralysis, or anything that Targets a mind or soul. It has X Armor Points on all body locations.

Multiple Arms (X)
(X) Indicates the number of arms the Creature or Character has. For each pair of arms, the Character or creature gains a +10 Bonus to Athletics Skill Tests involving climbing and swimming, and it may make an additional Attack as if wielding multiple Melee Weapons (assuming it has Weapons to use).

Natural Armor (X)
Creatures or Characters with this Trait gain X Armor Points to all locations.

Natural Weapons
Creatures or Characters with this Trait count as being armed even when not wielding Weapons. These may be claws, teeth, or some other Natural Weapon. Its Unarmed Attacks deal 1d10-3+SB (Damage type either R or I, as appropriate).

Peer (*)
Creatures with this Trait have a good reputation with a certain group, and gain a +10 Bonus to all Fellowship based Tests to interact with them.

* Can be almost any group you can imagine. Nobility, military, the poor, Khajiits, the insane, etc…

Phase
Creatures or Characters with this Trait can become Incorporeal (or change back) as a Half Action.

Physical Resistance (*) (X)
The Creature or Character with this Trait is resistant to a particular type of Damage (or simply all Physical Damage). The creature reduces incoming Damage of the specified type by X% (round down) or the tens digit of X, whichever is larger, to a minimum of 0. This applies after normal mitigation (TB and Armor).

* may be: Rending Damage, Impact Damage, or All.

Physical Weakness (*) (X)
The Creature or Character with this Trait is weak to a particular type of Damage (or simply all Physical Damage). The creature increases incoming Damage of the specified type by X% (round down) or the tens digit of X, whichever is larger. This applies after normal mitigation (TB and Armor).

* may be: Rending Damage, Impact Damage, or All.

Power Well (X)
Creatures or Characters with this Trait have vast Magicka reserves at their disposal. The being adds X% of their Maximum Magicka (round down) to their Maximum Magicka to obtain a new total.

Quadruped
Creatures or Characters with this Trait double their AB for the purposes of calculating movement.

Regeneration (X)
Creatures or Characters with this Trait heal very quickly. They may make a Toughness Test at the start of their Combat Turn to remove X Damage, however if they’re killed they stay that way.

Resistance (*) (X)
Creatures or Characters with this Trait have built up a resistance to environmental conditions and receive a (+10*X) Bonus to Toughness Tests made to resist the effects of that condition.

* may be: Heat, Cold, Disease, Poison/Toxic, Paralysis.
Size (X)
Creatures or Characters can come in one of seven different Size categories, as shown on the table below. Size affects a number of different factors. When calculating movement, apply the size modifier first, then modifiers from other Traits and Talents. For the purposes of comparison, a human is a Size (4) creature. Note, a creature’s movement cannot be reduced to less than 1.

<table>
<thead>
<tr>
<th>Size</th>
<th>Attack Modifier</th>
<th>Stealth Bonus</th>
<th>Base Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Miniscule (1)</td>
<td>-30</td>
<td>+30</td>
<td>AB-3</td>
</tr>
<tr>
<td>Puny (2)</td>
<td>-20</td>
<td>+20</td>
<td>AB-2</td>
</tr>
<tr>
<td>Small (3)</td>
<td>-10</td>
<td>+10</td>
<td>AB-1</td>
</tr>
<tr>
<td>Average (4)</td>
<td>0</td>
<td>0</td>
<td>AB</td>
</tr>
<tr>
<td>Large (5)</td>
<td>+10</td>
<td>-10</td>
<td>AB+1</td>
</tr>
<tr>
<td>Hulking (6)</td>
<td>+20</td>
<td>-20</td>
<td>AB+2</td>
</tr>
<tr>
<td>Enormous (7)</td>
<td>+30</td>
<td>-30</td>
<td>AB+3</td>
</tr>
</tbody>
</table>

Sonar Sense
Creatures or Characters with this Trait perceive their surroundings by emitting a frequency noise, allowing them to locate the position of any solid object within 30 meters. Other creatures within this range that succeed a -10 Awareness Test may detect the sound.

Stampede
Whenever a Creature or Character with this Trait fails a Willpower Test it automatically stampedes, charging in a straight line forwards as far as possible until the danger is escaped or crushed underfoot, taking Damage equal to the creature’s natural Weapon Damage. One stampeding creature causes others within sight to stampede.

Stunted Magicka
Creatures or Characters with this Trait do not naturally regenerate Magicka.

Touched by Fate (X)
The Creature or Character has (X) fate points.

Toxic (X)
A creature with this Trait is poisonous. Anyone that deals Damage to the creature suffers the X points of Toxic Damage.

Undead
Creatures with this trait are free from the concerns of the living. They do not breathe, or require organs, limbs, or correct pressures to function. They are immune to things such as Fatigue, Bleeding, Disease, extreme environments, and Poison.

Undying
Creatures with this trait are immortal, they will never die of old age.

Unnatural Characteristic (*) (X)
Certain Creatures and Characters have more than normal levels of ability in one or more areas. A being with this Trait increases their effective Characteristic Bonus for the listed Characteristic by X. Additionally, when making a normal or Opposed Test involving the Unnatural Characteristic, on success gain a number of Degrees of Success equal to half X (round down) and on failure reduce the Degrees of Failure by the same to a minimum of zero. X can be zero.

* may be: Any Characteristic.

Unnatural Senses (X)
The Creature or Character with this Trait can perceive its surroundings using senses other that sight or hearing within X meters.

Sun Scarred
This Creature or Character is vulnerable or has an aversion to sunlight. They gain a single Level of Fatigue for every half hour spent in the sunlight (cloud cover or other such weather extends this to every hour). Losing consciousness from Fatigue gained this way kills them.
Chapter 4: Playing the Game

"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, Blades Agent, Balmora, TES III: Morrowind

4.1 Tests

Sometimes the game requires that Players determine success or failure of an Action in a random fashion. This is called a “Test.” Whenever the Action, task, or effort could have dramatic consequences, the GM may require a Character to take a Test. To do so, make a percentile dice (d100) roll and compare the result to the Characteristic that best describes the Action you’re attempting. If you roll lower than or equal to the Characteristic, you succeed. If you roll higher than the Characteristic, you fail.

Skill Tests

The most common Tests are Skill Tests. Each Skill is governed by a Characteristic. Whenever you would use a Skill (for an Action that may have dramatic consequences) roll a Skill Test. When making a Skill Test, roll against the Characteristic governing the Skill, but modify the Target Characteristic by the Skill’s Modifier (according to its rank). If you have zero ranks in a Skill, you are Untrained, and halve the governing Characteristic (round up) when making Skill Tests with that Skill. Note that some Skills require training to be used, and cannot be attempted if Untrained.

Characteristic Tests

Sometimes the GM may simply need you to take a raw Characteristic Test to represent an Action that doesn’t involve a particular Skill (Testing Strength to knock down a door, for example) or that simply isn’t covered by any of the existing Skills. When determining which Characteristic to use, keep in mind what each one represents.

Additional Degrees of Success and Failure

For most Tests, it’s enough to know whether you succeeded or failed. Sometimes, however, it’s useful to know how well you succeeded or how badly you failed. This is particularly important with social Skills, as it gives the GM a guideline to help determine NPC reaction. For each full 10 points by which you beat the Test threshold, you achieve one Degree of Success. Conversely, for each full 10 points by which you fail to meet the threshold, you gain one Degree of Failure. Simply passing the Test or failing it by less than 10 points confers 0 Degrees of Success/failure: you just succeeded or failed, but not particularly hard (this is known as “simple success”).

Opposed Tests

Sometimes you have to Test your Skill or Characteristic against that of an Opponent. This is known as an Opposed Test. Both parties make Skill or Characteristic Test as normal, whoever succeeds wins. If both participants succeed, the one with the most Degrees of Success wins. If the Degrees of Success are the same, the higher Characteristic Bonus wins out. If this is still a tie, then the lowest actual dice roll wins. Should both parties fail, either
there is a stalemate, they should compare DoF, or both parties should re-roll until there is a clear winner (which one happens is up to the GM based on what Skill or Characteristic is actually being Tested and what makes sense in the situation).

Circumstance, Difficulty and Modifiers
While Skill Ranks represent how good a Character is at a “baseline” version of a given Action, we still need to take into account circumstances and Difficulty. If a given Action is more difficult (or easier) than it might normally be for whatever reason, the GM can decide to modify a given Test to represent these factors. Negative penalties make a Test harder, and positive ones make it easier. It’s typically best to rank these in 10 point increments to keep things simple, but 5 point increments offer more finesse to a GM who doesn’t mind the math.

Keep in mind that Test Difficulty is supposed to be relative to the Character performing the Test. While this scale is generally the same amongst humans, certain other Characters or Creatures may find certain actions orders of magnitude easier. Now most of these differences are meant to be accounted for by Characteristic and Skills, but the system functions fine for beings that fall into the limits of the system’s range. However on occasion a GM may want to represent a being with capabilities orders of magnitude above those than the system is normally capable of representing. The Unnatural Characteristic Trait has been designed to help simulate capabilities beyond the norm, but it is important to remember that a GM can use modifiers to do this as well.

Note that the GM should attempt to avoid testing his Players for every little thing they do. Many tasks are either so simple, or so impossible, as to not require a Test. Skill Tests are designed to reflect a scenario when a Character’s Skill could influence an important or dramatic situation one way or the other, and the results are up in the air.

Test Difficulty and Modifiers

<table>
<thead>
<tr>
<th>Test Difficulty</th>
<th>Test Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trivial</td>
<td>+60</td>
</tr>
<tr>
<td>Elementary</td>
<td>+50</td>
</tr>
<tr>
<td>Simple</td>
<td>+40</td>
</tr>
<tr>
<td>Easy</td>
<td>+30</td>
</tr>
<tr>
<td>Routine</td>
<td>+20</td>
</tr>
<tr>
<td>Ordinary</td>
<td>+10</td>
</tr>
<tr>
<td>Challenging</td>
<td>+0</td>
</tr>
<tr>
<td>Difficult</td>
<td>-10</td>
</tr>
<tr>
<td>Hard</td>
<td>-20</td>
</tr>
<tr>
<td>Very Hard</td>
<td>-30</td>
</tr>
<tr>
<td>Arduous</td>
<td>-40</td>
</tr>
<tr>
<td>Punishing</td>
<td>-50</td>
</tr>
<tr>
<td>Hellish</td>
<td>-60</td>
</tr>
</tbody>
</table>

Assistance
Characters can assist each other in most tasks. When doing so, the Character with the best chance to succeed rolls the dice, and each Character assisting reduces the Difficulty of the Test by one step. However, there are limits to this. To assist, both Characters must have the Skill being used. The assisting Character must be adjacent to the Character taking the Test. You cannot assist on Reactions or Free Actions. You may not assist on Tests made to disease, poison, Fear, hazards, or anything else the GM deems inappropriate. No more than two Characters may attempt to assist another.

The Take 50 Rule
In certain cases a Character may not be under time constraints, or in immediate danger. In these cases, a Character may choose to “Take 50” on a Test, meaning they may automatically count as having rolled a 50 on a Skill Test. However, this means that completing the Test takes five times as long. This cannot be done if the Character is subject to any kind of external constraints or dangers that would interrupt the Test.

4.2 Fate Points

"Each event is preceded by Prophecy. But without the hero, there is no Event."

- Zurin Arctus, the Underking

Fate points represent the destiny of the Players: the heroes of our adventure. They set Player Characters apart from Non Player Characters (with a few exceptions), and allow Players to shape the story in their favor at key points. Each Character starts the game with a certain number of Fate Points. Fate points can be gained by acts of heroism, cunning, or good roleplaying as the GM sees fit, although they are supposed to be rare so handing them out too often is unwise.

Fate points can be spent to... Re-roll a failed Test, re-roll an Initiative roll, re-roll a Damage roll, recover from being Stunned, remove a level of Fatigue, or add a Degree of Success to a successful Test. Spent Fate Points are regained at the start of the next session.

Fate points can be burned to... Pass a Test automatically with zero Degrees of Success, increase Degrees of Success to the maximum possible, add another die to a Damage roll, or survive a blow that would have killed them, but only just (instead use the most damaging possible effect that does not result in death). Burned fate points are gone forever!

Note, that the various uses listed here are not the only ways one could use Fate Points, simply common potential uses that are meant to give you an idea of the kinds of things a Character can do by spending or burning them. The GM should use discretion when determining how Players should be allowed to shape the story with Fate Points, as they can (and should) have potentially drastic effects.

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Fate points can be spent to... Re-roll a failed Test, re-roll an Initiative roll, re-roll a Damage roll, recover from being Stunned, remove a level of Fatigue, or add a Degree of Success to a successful Test. Spent Fate Points are regained at the start of the next session.

Fate points can be burned to... Pass a Test automatically with zero Degrees of Success, increase Degrees of Success to the maximum possible, add another die to a Damage roll, or survive a blow that would have killed them, but only just (instead use the most damaging possible effect that does not result in death). Burned fate points are gone forever!

Note, that the various uses listed here are not the only ways one could use Fate Points, simply common potential uses that are meant to give you an idea of the kinds of things a Character can do by spending or burning them. The GM should use discretion when determining how Players should be allowed to shape the story with Fate Points, as they can (and should) have potentially drastic effects.
4.3 Combat

"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. This Section establishes the rules for smaller scale Combat between two or more individuals. The Horde rules at the end of this Section represent larger scale battles.

What follows is a general overview of Combat, and steps to resolve Encounters.

Narrative Time vs. Structured Time

The passage of time is flexible in the UESRPG and is subject to GM discretion based on the needs of the story and Players. Most situations do not require precise time keeping. It is enough to know if an Action takes a few minutes, about an hour, several weeks, or somewhere in between. This is known as Narrative Time, and it is most often used outside of Combat, but has its place in certain Combat situations as well. In contrast, Structured Time divides time up into Rounds, Turns, and Actions, and is the primary method of handling Combat.

Combat Steps

- **Step 1: Surprise**
  At the beginning of Combat, some Characters may be unprepared and thus count as being surprised. A surprised Character loses his Turn on the first Round of Combat because he has been caught unaware by his enemies. If no one is surprised, move immediately to Step Two. Concealment, stealthy movement, or use of sound to cover an advance are some of the many ways one can gain surprise over his Opponents, but of course there are also ways to detect such tactics.

- **Step 2: Roll Initiative**
  At the start of the first round, each Character rolls for initiative. Each Character rolls 1d10 and adds his Agility Bonus or other applicable Characteristic Bonus if the Character has Talents that allow it. The resulting value applies to all successive Rounds in the Combat.

- **Step 3: Determine Initiative Order**
  The GM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which Characters take their Turns during each Round of Combat. However in order to keep things simple it is often useful for the GM make a single Initiative roll for an entire group of similar enemies.

If more than one Character has the same Initiative, they act in order from the highest Agility to the lowest. If they also have the same Agility, then each should roll a die, with the highest going first. If a new Combatant joins in the middle of the fight simply determine their Initiative normally and then insert them into the Initiative Order.

- **Step 4: Combatants Take Turns**
  Starting with the Character at the top of the Initiative Order, each Character takes a Turn. The Character currently taking his Turn is known as the Active Character. During his Turn, the Active Character can perform one or more Actions. Once these actions have been resolved, the next Character in the Initiative Order becomes the Active Character and takes his Turn, and so forth.

- **Step 5: Round Ends**
  Once each Character has taken a Turn, the Round is over. Any lingering effects that specify a duration of “until the end of the Round” now end.

- **Step 6: Repeat Steps 4-5 as Needed**
  Continue to play successive Rounds until the Combat is complete or until the event that triggered the switch to Combat is resolved.

Rounds

A Round consists of every Character participating in the Encounter taking one Turn each. It is assumed that Characters act more or less simultaneously, so a Round is approximately five seconds long.

Turns

Each Character in an Encounter gets one Turn each Round. During a Character’s Turn he can perform one or more Actions. While Characters Turns mostly overlap each other, turns are resolved in a specific order known as Initiative Order.

Actions

A Character can perform one or more Actions on his Turn. If a Character is performing multiple Actions, the order in which they are resolved may not matter, as the end result is usually the same. In the event that it does matter, the Character is free to choose this order unless something prevents it. Use common sense when determining this.

- **Full Actions**
  A Full Action requires a Character’s complete attention to accomplish. A Character that takes one Full Action on his Turn, cannot take any Half Actions.

- **Half Actions**
  A Half Action is fairly simple; it requires some effort or concentration, but not so much that it consumes a Character’s entire Turn. A Character can take two different Half Actions on his Turn instead of a Full Action.

- **Reactions**
  A Reaction is a special Action made in response to some event, such as an Attack. A Character receives one Reaction each Round (although certain Talents can give a Character extra ones), which may only be used when it is not his Turn.

- **Free Actions**
  A Free Action takes only a moment and requires no real effort by the Character. Free Actions may be performed in addition to any other Actions on a Character’s Turn, and there is no formal limit to the number of Free Actions one Character can take (although the GM should use common sense).
• Extended Actions
  Some Actions take more time than a single Round to complete. Once a Character commits to an Extended Action, he is considered to be working towards completing it for as long as necessary. If the Character abandons it or is interrupted, all progress towards completing it is lost.

Action Subtypes
  Into addition to its type, every Action is also categorized into one or more subtypes. Action subtypes don’t do anything in and of themselves, but they are used to clarify what a Character is and is not allowed to do in a variety of special circumstances. For example, a Character that is immobilized cannot perform any Actions with the Movement subtype. These are fairly logical connections, though grey areas are of course left to the GM to interpret.

Action Descriptions
  During each normal Round, every Character gets a Turn to act. On his Turn, a Character can take one or more Actions. There are five types of actions, and every Action also has one or more subtypes. What follows are descriptions of the various actions Characters may take during a Turn.

Aim
  Type: Half or Full
  Subtype: Concentration
  Description: The Active Character takes extra time to make a more precise Attack. Half Action aiming grants a +10 Bonus to the Character’s next Attack, and a Full Action Aim grants a +20 Bonus. The Character must perform an Attack as their next Action, or the benefits are lost.

All-Out-Attack
  Type: Full Action
  Subtype: Attack, Melee
  Description: The Character makes a furious Melee Attack at the expense of personal safety. He makes one Standard Melee Attack with a +30 to his Weapon Skill, but he cannot make Dodge or Parry attempts until the start of his next Turn.

Called Shot
  Type: Full Action
  Subtype: Attack, Concentration, Melee or Ranged
  Description: The Active Character attempts to Attack a specific or vulnerable area on his Target. The Attacker declares a location on his Target (Head, Body, Left or Right Arm, Left or Right Leg, in the case of a humanoid Target) and makes an Attack following all the rules for Standard Attacks, except the Test suffers a -20 Penalty (therefore, he does not get the usual +10 Bonus for Standard Attacks). If he succeeds, he skips the Determine Hit Location step of the Attack and instead hits the declared location. At the GM’s discretion, this may be used to aim at specific locations on strange creatures or within the environment.

Called Shots can be used to Target even more specific parts of an enemy (such as their eyes), but aiming at smaller Targets in this fashion confers an additional -20 Penalty.

Charge
  Type: Full Action
  Subtype: Attack, Melee, Movement
  Description: The Character rushes at his Target and delivers a single Melee Attack. The Target must be at least four meters away, but still within the Attacker’s Charge Move (as described in the Movement Section of this Chapter). The last four meters of the Charge must be in a straight line so the Attacker can build speed and line up with his Target. Once the Attacker reaches his Target, he may make one of the following Actions: A Standard Attack (Melee only), Swift Attack, Grapple, or All Out Attack. In doing so he follows all the rules for these actions, although they are considered part of the overall Charge Action.

Cleave
  Type: Full Action
  Subtype: Attack, Melee
  Description: Requires the Cleave Combat Action. Character spends a Reaction for the Round in order to make a sweeping Attack that can strike multiple foes at once. The Character first rolls a Standard Attack (but at a -10 Penalty to Weapon Skill) against a viable Target. If the Attack hits, then roll Damage as normal. If the Attack causes Damage, then the Character may make another Attack with the same modifiers against a Target immediately adjacent to the previous one, to a maximum of WSB/2 (rounded down) total Targets (including the initial Attack). This chain is broken if an Attack does not cause Damage to the Target after mitigation, but Evading the Attack does not stop the chain.

Defensive Stance
  Type: Full Action
  Subtype: Concentration, Melee
  Description: The Character makes no Attacks and instead concentrates entirely on self-defense. Until the start of his next Turn, the Character may only use his Reactions to make the Evasion Reaction, but may make one additional Reaction, and all Opponents suffer a -20 Penalty to Weapon Skill Tests made to Attack him.

Delay
  Type: Half Action
  Subtype: Miscellaneous
  Description: Instead of acting immediately, the Character waits for an opportunity. When a Character chooses Delay, his Turn ends, but he reserves a delayed Half Action for later use. Any time before the start of his next Turn, the Character can perform a delayed Half Action of his choice. If the delayed Half Action is not used before the start of the Character’s next turn, it is lost. If two or more Characters both attempt to perform delayed Half Actions at the same time, they must make an Opposed Agility Test to see who acts first.

Disarm
  Type: Full Action
  Subtype: Melee, Attack
  Description: This Action may only be taken if the Attacker has the Disarm Talent. The Character makes an Opposed Weapon Skill Test (to which he suffers a -20 Penalty) against Target Opponent wielding non-Natural Weapons, with whom he is engaged in Melee Combat. On success, the Opponent is disarmed: his Weapon clatters to the floor 1 meter away in a random direction.
**Disengage**
*Type: Full Action*
*Subtype: Movement*
*Description:* The Character breaks off from Melee Combat and may take a Half Move. Opponents that were engaged with the Character do not gain any free Attacks like they normally would.

**Evasion**
*Type: Reaction*
*Subtype: Movement (Dodge) or Melee (Parry)*
*Description:* Evasion is a Reaction that the Character can perform when it is not his Turn. After a Character is hit, but before Damage is rolled, the Character can attempt to avoid the Attack by making a Dodge (Ag) or Parry (WS) Test taking into account all appropriate modifiers. A Character must be aware of the Attack in order to make either Test, and must be armed with a Weapon or Shield to attempt a Parry (and must declare which one he is using before rolling the Test). If the Attack is a Ranged Attack, the Character must Test his Dodge Skill and cannot Parry unless he is using a Shield, although if the Attack is Melee he may Test either his Dodge or his Parry Skill (using either his Shield or Weapon).

- **Dodging (Melee or Ranged Attacks)**
  If the Character passes his Dodge (Ag) Skill Test then the attack is considered to have missed.

  Evasion can also be applied to Area of Effect Attacks: AoE Attacks must be Dodged and a successful Dodge (Ag) Test moves the Character to the edge of the area as long as it is no further than the Character’s Agility Bonus in meters (although if he is incapable of moving out, the Test automatically fails).

- **Parrying (Melee Attacks)**
  If the Character succeeds on his Parry (WS) Skill Test by as many or more Degrees of Success than the Attacker did on his Attack Roll, the Attack is considered to have missed. If the Character fails or succeeds by fewer Degrees of Success than the Attacker, the Attack connects and deals Damage normally.

  A Shield may be used to Parry Melee Attacks, but does so at a +15 Bonus (+30 for Tower Shields). If a Character successfully Parries a Melee Attack with a Shield and achieves as many or more Degrees of Success than his Opponent did on the Attack roll, then the Attack is completely deflected. If a Character passes the Parry (WS) Test, but rolls fewer Degrees of Success than his Opponent, then the Attack is not deflected but instead is resolved against the Character’s Armor Points. If the Character fails the Parry (WS) Test, then the Attack lands normally, and if it hits the Shield with the Shield’s Armor Points are not considered when resolving the Damage.

- **Parrying (Ranged Attacks)**
  A Shield must be used to Parry Ranged Attacks, and does so at a +15 Bonus. If the Character passes the Parry (WS) Skill Test, the Attack is resolved against the Character’s Armor Points added to the Arm’s normal Armor Points. If the Character fails the Parry (WS) Test, then the Attack lands normally, and if it hits the Arm with the Shield’s Armor Points are not considered when resolving the Damage.

Finally, Evasion can be used to avoid multiple hits from a single Attack, such as a Swift Attacks (not multiple separate Attacks, however): when evading Attacks that cause more than one hit, each two Degrees of Success on the Dodge (Ag) or Parry (WS) Test negates one additional hit.

**Feint**
*Type: Half Action*
*Subtype: Melee*
*Description:* The Character attempts to use guile and Combat training to trick his Opponent into a mistake. The Character and his Target make an Opposed Weapon Skill Test. If the Active Character wins, his next Melee Attack against that same Target during this turn cannot be evaded. If the Active Character’s next Action is anything other than a Melee Attack Action, the advantage of Feinting is lost.

**Frenzy**
*Type: Full Action*
*Subtype: Concentration*
*Description:* Requires the Frenzy Talent to use. The Character spends their entire turn psyching themselves up to a frenzied state. Once frenzied, the Character receives a +10 Bonus to Weapon Skill, Strength, Toughness and Willpower, and a -20 Penalty to Ballistic Skill, Intelligence and Fellowship. When frenzied, Characters may not attempt to Dodge or Parry Attacks, but they are immune to Fear, Stuns, and the effects of Fatigue. Each Round spent frenzied, the Character gains one Level of Fatigue, and will attempt to Attack the nearest enemy Target. If no enemies can be found, the Character will simply find new Targets. Snapping out of frenzy requires a Challenging (+0) Willpower Test. Characters may not cast Spells when frenzied.

**Grapple**
*Type: Half or Full Action*
*Subtype: Attack, Melee*
*Description:* If the Active Character is controlling the Grapple, the first thing he must do on his Turn is declare Grapple as a Full Action in order to maintain the Grapple; if he does not declare Grapple as a Full Action, the Grapple immediately ends. After that, he can choose one of the following Options:

- **Controller Grapple Options**
  - **Damage Opponent:** The controller of the Grapple can attempt to Damage his Opponent with brute force by making an Opposed Strength Test with the Grappled Opponent. If the Active Character wins, he inflicts Unarmed Damage (1d5+SB I) to his Opponent’s body location and one level of Fatigue. If the grappled Opponent wins the Opposed Strength Test, no Damage is dealt, but he is still grappled. This Action can benefit from Assistance. There are certain Talents and Traits that may modify these numbers.

  - **Throw Down Opponent:** The controller of the Grapple can attempt to wrestle his Grappled Opponent to the ground by making an Opposed Strength Test. This Test can benefit from Assistance. If the Active Character wins, the Grappled Opponent becomes prone.

  - **Push Opponent:** The controller of the Grapple can attempt to force his Grappled Opponent to move. This is resolved with an Opposed Strength Test, which can benefit from Assistance. If the Active Character succeeds, he pushes his Opponent one meter in a direction of his choice, plus one additional meter for each degree of success. This pushed distance cannot exceed the Active Character’s Half Move distance. The Active Character must move with his Grappled Opponent in order to maintain the Grapple, or he can choose to let go of his Opponent, which ends the Grapple, but allows the Active Character to keep his ground.
• **Ready**: The controller of the Grapple can ready one of his own Items. Or if the GM allows, he can use the Ready Action to grab an Item belonging to his Grappled Opponent.

• **Stand**: If both Grappling participants are on the ground, the controller of the Grapple can regain his feet with this Action. He can also attempt to drag his Grappled Opponent up with him by making an Opposed Strength Test. This Test can benefit from Assistance. If the controller of the Grapple wins, both participants stand.

• **Use Item**: The controller of the Grapple can use a readied Item.

**Grappled Target options**

If the Active Character is the Target of the Grapple the first thing he must do on his Turn is declare Grapple as a Half Action—this is part of the Penalty for being Grappled. After that, he can choose one of the following Grappled Target Options:

• **Break Free**: The Grappled Target can attempt to break free of the Grapple by making an Opposed Strength Test with the controller of the Grapple. This Test can benefit from Assistance. If the Active Character wins, he breaks free and may perform any Half Action.

• **Slip Free**: The Grappled Target can attempt to wriggle out of the Grapple by making a Challenging (+1) Agility Test. If he succeeds, he slips free and may perform any Half Action.

• **Take Control**: The Grappled Target can attempt to take control of the Grapple by making an Opposed Strength Test with his Grappling Opponent. This Test can benefit from Assistance. If the Active Character wins, he becomes the controller of the Grapple and his Opponent becomes the Grappled Target. The Active Character may then immediately perform one of the Controller Grapple Options, but he cannot take any other Half Actions.

**Guarded Action**

*Type*: Half Action  
*Subtype*: Concentration, Melee (Parry), Ranged (Dodge)  
*Description*: The Character’s next actions are careful and guarded, making sure he remains well poised to defend himself. The Character suffers a -10 Penalty to any Melee or Ballistic Skill Tests made this turn but he gains a +10 Bonus to all Evasion Tests until the start of his next Turn.

**Jump or Leap**

*Type*: Full Action  
*Subtype*: Movement  
*Description*: The Character can jump vertically or leap horizontally. If the Character is engaged in Melee, each Opponent he is engaged with can make a free Standard Attack against the Character. See the movement Section for details on jumping and leaping.

**Knock Down**

*Type*: Half Action  
*Subtype*: Attack, Melee  
*Description*: The Attacker smashes his Opponent in hopes of knocking him off his feet. Make an opposed Strength Test. If the Attacker wins, the Target is knocked prone and must stand back up on his next turn. If the Attacker succeeds by two or more Degrees of Success, he inflicts a level of Fatigue on the Target. If the defender wins by two or more Degrees, then the Attacker is knocked prone instead. If the Attacker spent a Half Action to move before performing the Knock Down Action he gains a +10 Bonus to the Test.

**Lightning Attack**

*Type*: Half Action  
*Subtype*: Attack, Melee  
*Description*: This Action may only be taken if the Attacker has the Lightning Attack Talent. The Attacker must be armed with a Melee Weapon or be able to make Unarmed Attacks to take this Action. If he is armed with two Melee Weapons, he may Attack with both as per the rules for Two Weapon Fighting.

The Attacker makes a Weapon Skill Test with a −10 Penalty. Success indicates he has hit his Target with his Melee Weapon, and each additional Degree of Success confers an additional hit. The number of hits scored cannot exceed the Attacker’s Weapon Skill Bonus. Extra hits can either be allocated to the original Target or other Targets in Melee, provided none of the new Targets would have been harder to hit than the original Target. For each extra hit, roll a d10 for each hit and consult the Hit Location table to determine the extra Hit Locations.

**Maneuver**

*Type*: Half Action  
*Subtype*: Melee, Movement  
*Description*: By using superior footwork and aggression, the Attacker can force his Opponent to move by making an Opposed Weapon Skill Test with his Opponent. If he succeeds, the Opponent must move one meter in the direction of the Attacker’s choice. If desired, the Attacker can advance one meter as well. The Opponent cannot be forced into another Character or some other obstacle (such as wall).

**Move**

*Type*: Half or Full Action  
*Subtype*: Movement  
*Description*: The Active Character can spend a Half Action to move a number of meters equal to his Agility Bonus. As a Full Action, he may move twice that distance. If the Active Character ends his movement adjacent to an Opponent, he may engage that Opponent in Melee. If the Active Character moves away from an Opponent with whom his in engaged, that Opponent may make a free Standard Attack against the Active Character.

**Overwatch**

*Type*: Full Action  
*Subtype*: Attack, Concentration, Ranged  
*Description*: The Active Character guards a specific area or Target, poised to shoot at an opportune moment. When Overwatch is declared, the Active Character establishes a kill zone consisting of any general area. The Active Character then chooses a Ranged Attack Action, and specifies the conditions under which he will perform the chosen Attack. At any time the specified conditions are met before the start of the Character’s next Turn, he can perform that Attack. If this Attack occurs at the same time as another Character’s Action, the Character with the higher Agility acts first. If both Characters have the same Agility, they make an Opposed Agility Test to see who acts first. If a Character on Overwatch performs any Actions or Reactions, such as Evasion, his Overwatch immediately ends. This does not include Free Actions.
Ready
Type: Half Action
Subtype: Miscellaneous
Description: The Active Character draws a Weapon or retrieves an object stowed in a pouch or pocket. A Weapon or Item can also be properly stowed away with this Action (but note that simply dropping an Item is considered a Free Action). This Action can also be used to do things such as drink a potion, coat a blade with poison, and so forth. Ready can be declared twice in the same Turn if it is used on two different Weapons or Items.

Run
Type: Full Action
Subtype: Movement
Description: The Active Character runs, covering a distance equal to his Run Movement (see Movement Section later in this Chapter). This makes the Character harder to hit with ranged Weapons, but easier prey for Melee Attacks. Until the beginning of the Character’s next turn, Ranged Attack made against him suffer a –20 Penalty to hit, but Melee Attacks gain a +20 Bonus to hit.

Stand/Mount
Type: Half Action
Subtype: Movement
Description: If the Active Character is on the ground, he can stand. If he is already standing, he can mount a riding beast.

Standard Attack
Type: Half Action
Subtype: Attack, Melee or Ranged
Description: The Active Character makes either one Melee Attack by Testing Weapon Skill at a +10 Bonus or one Ranged Attack by Testing Ballistic Skill at a +10 Bonus. If the Attacking Character is unarmed, he may make an Unarmed Attack as well, or attempt to Grapple his Opponent instead of inflicting Damage. Remember the Degrees of Success on your Attack Roll, as it’s necessary if the Target attempts to evade the Attack.

Stun
Type: Full Action
Subtype: Attack, Melee
Description: If the Active Character is unarmed or armed with a Melee Weapon, he can strike to Stun instead of attempting to land a killing blow. The Attacker makes a Hard (–20) Weapon Skill Test. If the Attack succeeds, roll 1d10 and add the Attacker’s Strength Bonus. The Target then rolls 1d10 and adds his Toughness Bonus +1 per Armor Point protecting his head (if the Attack is unarmed, these Armor Points are doubled). If the Attacker’s roll is equal or higher, the Target is stunned for a number of rounds equal to the difference between the rolls and gains one level of Fatigue.

Swift Attack
Type: Half Action
Subtype: Attack, Melee
Description: This Action may only be taken if the Attacker has the Swift Attack Talent. The Attacker must be armed with a Melee Weapon or be able to make Unarmed Attacks to take this Action.

The Attacker makes a Weapon Skill Test. Success indicates he has hit his Target with his Melee Weapon once for the initial Degree of Success, plus once for every two additional Degrees of Success. The number of hits scored cannot exceed the Attacker’s Weapon Skill Bonus. Extra hits can either be allocated to the original Target or any other Targets the Character is in Melee with, provided none of the new Targets would have been harder to hit than the original Target. For each extra hit, roll a d10 and consult the Hit Location Table for each hit to determine the extra Hit Locations.

Takedown
Type: Half Action
Subtype: Attack, Melee
Description: The Active Character may attempt to Takedown an Opponent: sweeping their legs with a kick, delivering a forceful punch, or even just slamming into them. The result is the same: the Opponent is staggered and Stunned. The Attacker must declare he is attempting to Takedown his Opponent before Testing Weapon Skill. If he hits and does at least 1 point of Damage, the Damage is ignored and the Target must make a Toughness Test or be Stunned for one Round.

Use a Skill
Type: Half, Full, or Extended
Subtype: Concentration, Miscellaneous
Description: The Active Character may use a Skill. Usually involves making a Skill Test. May be an extended Action depending on the Skill and the circumstances, this is up to the GM.
The Attack

The Attack is the most common Action in Combat and as such it deserves its own Section. Whether armed with a Melee or ranged Weapon, the process is the same. Before an Attack is made, the GM should verify that the Attack is possible by checking the basic requirements. Melee Attacks require the Attacker to be in Melee Combat with his Target. Ranged Attacks cannot be made if the Attacker is engaged in Melee. In either case, the Attacker must be aware of his Target.

Step One: Apply Modifiers to Attacker’s Characteristic

A Melee Attack requires the Attacker to make a Weapon Skill Test. A Ranged Attack requires the Attacker to make a Ballistic Skill Test. There are many instances where one or more factors make performing an Attack easier or more difficult than normal. If a situation calls for two or more Bonuses or penalties, simply combine all modifiers together and apply the total to the appropriate Characteristic. The maximum total Bonus that can be applied to a Test is +60. Conversely, the maximum total Penalty that can be applied to a Test is –60. When adjudicating Difficulty, common sense should prevail. Regardless of the usual limits on Test penalties, some actions are simply impossible. Characters attempting to use a Weapon of a type they do not have the appropriate Weapon Training Talent for do so at half of their Weapon Skill or Ballistic Skill (round up).

Step Two: Attacker Makes a Test

After the modified Characteristic has been determined, the Attacker makes a Weapon Skill Test if he is performing a Melee Attack or a Ballistic Skill Test if performing a Ranged Attack. Both of these are resolved like any other Test. If the roll is equal or less than the modified Characteristic, the Attack hits (unless it is evaded).

- Evasion (Dodge and Parry)
  On a successful Attack, the target may spend his Reaction to make the Evasion Reaction (either a Dodge or Parry), which gives him a chance to negate the Attack. This is described in more detail in the previous Section.

Step Three: Attacker Determines Hit Location

On a successful hit, the Attacker needs to determine where the hit landed. Using the percentile dice result from the Attacker’s Weapon Skill or Ballistic Skill Test, compare the second digit to the Hit Locations table (for example, if you rolled a 32 then you use the 2).

<table>
<thead>
<tr>
<th>Hit Number</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Head</td>
</tr>
<tr>
<td>1</td>
<td>Right Arm</td>
</tr>
<tr>
<td>2</td>
<td>Left Arm</td>
</tr>
<tr>
<td>3-7</td>
<td>Body</td>
</tr>
<tr>
<td>8</td>
<td>Right Leg</td>
</tr>
<tr>
<td>9</td>
<td>Left Leg</td>
</tr>
</tbody>
</table>

Step Four: Attacker Determines Damage

After the hit location has been determined, the Attacker determines the Damage dealt by his Attack. Each Weapon has a Damage listing, which is usually a die roll, plus or minus a number. Roll the appropriate die and apply any indicated modifiers (minimum Damage for any Attack is 1, regardless of modifiers. Finally, if the Attack involved a Melee Weapon, add the Attacker’s Strength Bonus. The result is the Damage total.

- Critical Hits
  Every Attack has the potential to strike a Target with particular force, causing a Critical Hit. In order to cause a Critical Hit, a die rolled must be above the Weapon’s Critical Threshold before any modifiers. By default a Weapon’s Critical Threshold is 10 (this includes natural Weapons); meaning Critical Hits are only caused by rolling natural 10s. Some Weapons may have a lower Critical Threshold, and some Talents may lower this as well, and these effects can stack. A single Attack can only cause one Critical Hit, more dice just results in more chances of reaching the Threshold. Once a Character has confirmed a Critical Hit, they roll a d5 and apply Critical Damage based on Damage Type and Hit Location as normal.

- Note: Weapons that use d5s for Damage still roll a d10 for the purposes of calculating Damage and Critical Hits, counting 1-2 as a 1, 3-4 as a 2, 5-6 as a 3, 7-8 as a 4, and 9-10 as a 5.
the original roll (7 for a 4, for example) should be the one used for calculating Critical Hits. Just like all other Weapons, the Critical Threshold is 10 by default, meaning a 9 is not a Critical Hit even if it results in the same Damage as a roll of a 10 would. This is to maintain equal Critical Hit chances across Weapons.

**Step Five: Target Applies Damage**
The Target subtracts their Toughness Bonus and any Armor Points that protect the location hit by the Attack from the Target’s total Damage. If this reduces Damage to zero or less, the Target shrugs off the Attack. Any remaining Damage is added to the Target’s Damage total. When a Character has suffered Damage equal to their Wounds, they are considered to be Critically Damaged. Once a Character has reached this state, they no longer need to record Damage, instead Damage is taken in the form of Critical Effects. When a Critically Damaged Character takes Damage, apply the Critical Effect indicated in the appropriate table based on the Damage Type, Hit Location, and the amount of Damage the Attack dealt.

**Weapons and Special Qualities**
War and danger are constants in Tamriel, and every culture has its own ways of dealing with them. This Section details the various rules relating to the classification and use of Weapons in the UESRPG.

There are two Classes of Weapons: Melee and Ranged. Within each Weapon Class there are several Weapon Types: Melee Weapons are divided into Axes, Blades, Blunt Weapons, Flails, and Polearms. Ranged Weapons are divided into Bows and Crossbows.

Then, within each Weapon Type there are several Weapon Subtypes. Each Weapon Subtype has a base Profile associated with it that is used to calculate the Profile of any Weapon of that Subtype based on its Material and any Qualities it is created with. Base or otherwise, Profiles are organized in the following manner:

**Name:** The Weapon’s name (typically its Material and Subtype, i.e. Ebony Greatsword).

**Class:** The Weapon’s Class.

**Type:** The Weapon’s Type.

**Handedness (Hand):** The number of hands required to wield the Weapon. Either 1H, 1.5H, or 2H.

**Damage (Dam):** The Damage the Weapon does and the Damage Type it inflicts: (R) Rending or (I) Impact.

**Penetration (Pen):** Reflects how well the Weapon cuts through Armor. When an Attack hits a Target, ignore the Weapon’s Penetration worth of Armor Points when calculating Damage.

**Range (R):** The Weapon’s Range. Melee Weapons have no Range.

**Weight (Wt):** Represents how much the Weapon weighs in Kilograms. The weight of the Weapon equals the number of ingots used in its construction times the Weight of a single ingot.

**Special Qualities:** Any Special Qualities the Weapon has.

This Section is concerned not with the cost/availability (see Chapter 5) or creation (see Chapter 6) of Weapons, but rather their uses in Combat.

**Weapon Handedness**
Weapon “Handedness” describes the number of hands required to use a Weapon to its full potential. There are three tiers of Handedness: One Handed (1H), Hand and a Half (1.5H), and Two Handed (2H).

One Handed Weapons may be used to their full potential with just one hand. Hand and a Half Weapons may be wielded effectively in one hand, but if used with both hands allow the Character to exert greater strength, increasing their effective SB for the purposes of calculating Damage with that Weapon by 50% (round down). Finally, Two Handed Weapons require both hands to wield properly. If used in one hand, the user suffer a -40 Penalty to WS and cannot make Swift or Lightning Attacks. If the Character has a SB of 4 or greater this Penalty is reduced to -30. Ranged Weapons cannot ever be used one handed.

**Two Weapon Fighting**
Many warriors fight with a Melee Weapon in either hand. There are advantages and disadvantages to this style: while it offers improved opportunities to make Attacks, it reduces the chances of striking a Target. Unless the Character has the Ambidextrous Talent, it is important to consider which hand is his primary hand and which is his off hand. The following rules apply when fighting with two Weapons:

The Character may use any two Melee Weapons that can be wielded in one hand (1H or 1.5H).

If the Character has the Two Weapon Wielder Talent, he may make a Melee Attack Action (Standard, Swift, or Lightning Attack) with one of these Weapons. He may then perform another Melee Attack Action (Standard, Swift, or Lightning Attack) with the other Weapon (note, this is NOT a free Action). Each Weapon Skill Test suffers a -20 Penalty. If the Character has the Blade Dancer Talent, these penalties drop to -10. Attacks made using the offhand suffer an additional -20 Penalty to Weapon Skill Tests unless the Character has Ambidextrous.

**Weapon Special Qualities**
Many Weapons possess Special Qualities to represent such factors as unique Damage or specific effects. The following is a list of the most widely used Weapon qualities. Many Special Qualities have an (x) after their name denoting a variable number depending on the strength or size of the effect. The value of this number as it relates to each individual Weapon with this Special Quality can be found on the Weapon’s Profile.

**Balanced**
Some Weapons are designed so that the weight of the hilt balances the weight of the blade, making the Weapon easier to wield. Balanced Weapons grant a +10 Bonus to Parry Skill Tests when using this Weapon. Even if the wielder is using multiple Balanced Weapons, he only gains the Bonus once.

**Concealable**
Weapons with this Quality are small enough to be easily hidden. Attempts to conceal this Weapon with the Sleight of Hand (Ag) Skill Test receive a +20 Bonus.
Concussive (X)
Some Weapons strike the Target with such resounding force that they are at risk of being Stunned from the impact. When Target is struck by a Concussive Weapons they must take an Ordinary (+10) Toughness Test, increasing the Difficulty by one step for each number in parenthesis (X). For example a Weapon with Concussive (2) would result in a Difficult (-10) Toughness Test, and Concussive (0) would be an Ordinary (+10) Test. If he fails, Target is Stunned for 1 round plus 1 for every 2 Degrees of Failure. If the Target takes Damage greater than his Strength Bonus, the Target is knocked Prone.

Crippling (X)
Particularly cruel or deadly Weapons sometimes include things like living barbs or shards that remain in their victims’ wounds causing them immense pain and even slowly killing them. When a Target suffers at least one Damage (after mitigation) from this Weapon they count as being “crippled” for the remainder of the encounter or until healed of all Damage. If a crippled Character takes more than a Half Action on their turn, they must pass a Challenging(+0) Toughness Test or suffer Rending Damage equal to the number in parenthesis (X), unmitigated by Armor or Toughness.

Devastating (X)
Some Weapons are more likely to inflect Critical Hits than others. Weapons with this quality have a base Critical Hit Threshold of (10-X) instead of 10.

Dire (X) or (All)
Dire Weapons have been prepared using special rituals or Materials (such as Silver), that allow them to ignore up to X points of the Target’s Unnatural TB. Some Dire Weapons (Dire (All)) ignore the Unnatural Bonus entirely.

Fast
Fast Weapons impose a -10 Penalty on attempts to Parry their Attacks and a +10 Bonus to Feint attempts.

Fell (X)
To kill powerful foes often requires fearsome Weapons with the ability to punch through even the toughest hides. When calculating Damage from Felling Weapons ignore X of the Target’s total TB.

Flexible
Flexible Weapons lash about when used to Attack and are difficult to predict or effectively stop, imposing a -15 Penalty to attempts to Parry Attacks from the Weapon. Failing an Attack with this Weapon by equal to or more than four Degrees of Failure means the Character has hit themselves, and resolves a single hit against a random location. These Weapons also suffer a -20 Penalty to attempts to Parry Attacks with them.

Primitive (X)
Weapons with the Primitive Quality are deficient in some manner, and treat any die roll for Damage higher than the Primitive Rating X as if it were the Primitive rating instead.

Proven (X)
Weapons with a Proven Quality always inflict massive trauma and treat any total Damage roll lower than the Proven rating X as if it were the Proven rating instead.

Razor Sharp (X)
Certain Weapons have the ability to slice right through Armor if they hit just right. If the wielder scores three or more Degrees of Success when rolling to hit with this Weapon, this Weapon gains X Penetration for the purposes of calculating Damage on that hit.

Reach
Weapons with this Quality are difficult to avoid, but easier to Parry. Attempts to Dodge Attacks from Weapons with this Quality suffer a -10 Penalty, while attempts to Parry them receive a +10 Bonus.

Reload (*) (Ranged Weapons Only)
This Weapon has a mechanism that must be reloaded or drawn before it can be fired again. It also uses Ammunition, and must expend an Arrow/Bolt (for Bows/Crossbows, respectively) with each Attack. Apply any modifiers associated with the Ammunition Profile to the Weapon for that Attack.

* is either None, Half, Full, 1.5Full, or 2Full. Dictates the time (in Actions) required to reload the Weapon.

Tearing
Tearing Weapons are vicious devices that easily cut through flesh and bone. These Weapons roll one extra die for Damage, discarding the lowest die rolled.

Thrown
Weapons with this Quality have been modified to make it easier to throw them. Use the normal rules for throwing Melee Weapons, except do not halve the Character’s SB when calculating Damage. However, the Weapon suffers -1 Damage in exchange, given that it must be made somewhat lighter.

Toxic (X)
Some Weapons rely on toxins and poisons to do their Damage. Anyone that takes Damage from this Weapon suffer X points of Toxic Damage.

Unbalanced
Heavy and difficult to ready after an Attack, these kinds of Weapons impose a -10 Penalty to Parry (WS) Skill Tests using this Weapon. Unbalanced Weapons cannot be used to make Lightning Attacks.

Unwieldy
Huge and often top-heavy, Unwieldy Weapons are awkward to use defensively. Unwieldy Weapons suffer a -30 Penalty to Parry (WS) Skill Tests. Unwieldy Weapons cannot be used to make Lightning Attacks.
Armor/Shields and Special Qualities

Armor is the primary means by which most soldiers or adventurers in Tamriel protect themselves. This Section contains rules for the classification and use of Armor and Shields.

There are several different Armor Types, each with its own Base Profile that is used to calculate the Profile of any piece of Armor of that Type based on Material, qualities, and so forth. Profiles are organized in the following manner:

**Armor Name:** The Armor’s name (typically its Material and Type, i.e. Ebony Heavy Armor).

**Armor Points (AP):** The Armor Points provided by that type of Armor, by location.

**Weight:** The weight of the Armor Pieces in Kilograms by body location. The weight of the Armor piece equals the number of ingots used in its construction times the Weight of a single ingot of that Material.

**Special:** Any Special Qualities the Armor has.

This Section is concerned not with the cost (see Chapter 5) or creation (see Chapter 6) of Armor or Shields, but rather their uses in Combat.

Armor and Body Locations

There are four different body parts that a Character may protect using Armor: their head, their body, their legs, and their arms. A non-Shield piece of Armor corresponds to one of these locations: head Armor is a helmet, body Armor a cuirass of some kind, leg Armor a set of greaves, and arm Armor a pair of gauntlets, for example. A Character may only wear one piece of Armor on each location, with shields being the exception (as they are wielded in a hand like Weapons).

Shields

Shields are common pieces of equipment in the world of Tamriel, enabling fighters to protect themselves from crushing blows and Ranged Attacks that would otherwise kill them. Shields are special Armor Types that count as both Armor and Weapons, they require a hand to use, and they may be wielded in the offhand without the Two-Weapon Wielder Talent at no Penalty. When used as improvised Weapons, they take on the Profile of a Standard Iron Mace.

A Shield may be used to Parry Ranged or Melee Attacks, but do so at a +15 Bonus. Unlike Dodging or Parrying with Weapons, which are all-or-nothing matters, there are a number of ways Shields can protect a Character. If a Character successfully Parries with a Shield and gets more Degrees of Success than his Opponent did on the Attack roll, then the Attack is completely deflected. If a Character passes the Parry (WS) Test, but rolls fewer Degrees of Success than his Opponent, then the Attack is not deflected but instead is resolved against the Character’s Arm with Shield’s Armor Points added to the Arm’s normal Armor Points. If the Character fails the Parry (WS) Test, then the Attack lands normally, and if it hits the Arm with the Shield then the Shield’s Armor Points are not considered when resolving the Damage (this is to represent a failed attempt to block that results in a hit to the shoulder, upper arm, or other area not protected by the Shield).

Armor Special Qualities

Some Armor possesses Special Qualities to represent certain effects or Traits it possesses. The following is a list of Armor Special Qualities. None of these Qualities may be applied to Shields unless otherwise noted.

**Fearsome (X) (may be applied to Shields)**
Grants the Wearer +10 to Intimidate (S) Skill Tests and the Fear (X) Trait when in Combat. Does not stack across multiple Armor Pieces.

**Heavy (may be applied to Shields)**
Apply the penalties from this quality if the majority of the Armor the Character is wearing has this quality (including shields). In the event of a tie, this quality takes priority over Medium or Light.

Armor with this quality imposes a -20 Penalty to Spellcasting Tests, and to Acrobatics (Ag), Dodge (Ag), Athletics (S), and Stealth (Ag) Skill Tests. It also reduces all the Character’s AB for the purposes of calculating movement by 1. The Character may choose to move at their normal movement rate instead, but they must pass an Ordinary (+10) Toughness Test each time they do so, or suffer a Level of Fatigue.

**Insulated**
This Armor helps the Wearer store heat more efficiently, granting them the Resistance (Cold) (1) and the Elemental Resistance (Frost) (10) Trait if all of their Armor has this Quality.

**Light (may be applied to Shields)**
Apply the penalties from this quality if the majority of the Armor the Character is wearing has this quality (including shields).

Armor with this quality imposes a -5 Penalty to Spellcasting Tests, and to Acrobatics (Ag), Dodge (Ag), Athletics (S), and Stealth (Ag) Skill Tests.
Medium (may be applied to Shields)

Apply the penalties from this quality if the majority of the Armor the Character is wearing has this quality (including shields). In the event of a tie, this quality takes priority over Light.

Armor with this quality imposes a -10 Penalty to Spellcasting Tests, and to Acrobatics (Ag), Dodge (Ag), Athletics (S), and Stealth (Ag) Skill Tests.

Padding (X)

Grants the Wearer a +15 * X Bonus to Toughness Tests made to resist the effects of Weapons with the Concussive Quality.

Shielding

Called Shots against Miniscule Targets on the Wearer’s Body (eyes, etc…) suffer a -10 * X Penalty.

Shoddy (X) (may be applied to Shields)

Shoddy Armor loses X Armor Points (minimum 1).

Spiked (may be applied to Shields)

Opponents attempting to Grapple or make Attacks with Natural Weapons against the Wearer take 1d5 Rending Damage. Attacks using the Character’s Natural Weapons gain +2 Damage if they are wearing Armor with this quality on their Arms or Legs. If used on a Shield, this quality adds 2 Damage to Attacks using the Shield as an improvised Weapon.

Sturdy (X) (may be applied to Shields)

Sturdy Armor gains X additional Armor Points.

Tower (Shields only)

This Shield is large, covering much of the Character’s body and making it easy to Parry attacks, but making it difficult to move quickly. Shields with this quality double their normal bonus to Parry (WS) Skill Tests (for a total of +30), but Characters using the Shield suffer a -10 Penalty to Dodge (Ag) Skill Tests.

Resistant

Reduces all Critical Effects against the Wearer by 1.

Restrictive (Applies to Head Armor only)

Head Armor with this quality restricts the visibility of the user somewhat, imposing a -10 Penalty to any Perception based Tests while wearing it.

Combat Styles

There are a number of different unique circumstances that Characters may find themselves in during the course of their adventures, such as fighting from horseback or while unarmed. The following Sections provide rules for the most common of these types of fighting.

Unarmed Combat

Not every fight requires Weapons, some conflicts can be settled the old fashioned way: with fists, feet, or even teeth! To make an Unarmed Attack, the Attacker must be engaged in Melee Combat with his Opponent. The Attacker then makes a Weapon Skill Test, or if his Opponent is armed, a Hard (-20) Weapon Skill Test. If the Unarmed Attack hits, it deals 1d5-2 (minimum 1) plus the Character’s Strength Bonus in Impact Damage. If the Character has the Natural Weapons Trait, he does not suffer the Penalty for being unarmed and he deals the natural Weapon Damage instead. Characters may not Parry Weapons when engaging in Unarmed Combat, even with Natural Weapons. Characters making Unarmed Attacks while wearing Armor gain extra Damage equal to half of the Armor Points on their arms (use the lowest if the two are different, and round down).

Mounted Combat

Mounted Combat is Combat from any kind of Mount, such as a horse, guar, “battlecat”, and so on. When making Attacks with a Charge Action or after having moved a Full Action during the previous Round, the Character adds the Mount’s effective AB (the one used to calculate movement, after appropriate modifications due to Traits, etc…) to all Damage dealt to and by the Character with Melee Weapons. However, Attacking with a Two Handed Melee Weapon requires a successful Ride Skill Test to maintain balance, failure results in the Character slipping and tumbling from his Mount.

Grapping

Instead of inflicting Damage with an Unarmed Attack, a Character can attempt to Grapple his Opponent. Attempting a Grapple is a Melee Attack that uses either a Charge Action or a Standard Attack Action. The Attacker makes a Weapon Skill Test as normal. The Target of the Grapple may use a Reaction, if able, to avoid the Attack. If the Attack is successful, the Attacker and the Target are Grappled, with the Attacker controlling the Grapple. The controller of the Grapple can end it any time as a Free Action.

In a Grapple, all of the following apply:

- Participants in a Grapple cannot use Reactions.
- Participants in a Grapple are considered to be engaged in Melee Combat.
- Participants in a Grapple can only use the Grapple Action.
- As a Free Action, the controller of the Grapple can voluntarily end the Grapple on his Turn.
- Other Attackers gain a +20 Bonus to Weapon Skill Tests to hit any Target engaged in a Grapple.

Only two Characters can be engaged in the same Grapple, but up to two other Characters can lend Assistance to each Grappler in certain situations (see the Actions Section of this Chapter).

Throwing Melee Weapons

There are a number of circumstances in which a Character may want to throw a Melee Weapon. Regardless of their reasons, all of these actions are handled roughly the same way. A Character can make a thrown Weapon Attack with a Melee Weapon as if it were a Standard Ranged Attack (they must Test Ballistic Skill and so forth), with a Range equal to four times the Character’s SB (rounded down) for the purposes of calculating Damage. Attempting to throw a 2H Weapon suffers a -30 BS Penalty, 1.5H Weapons suffer a -20 BS Penalty, and 1H Weapons suffer a -10 BS Penalty.

Improvised Melee Weapons

Using an object that isn’t designed to be used as a Melee Weapon, as a Melee Weapon, is not an unlikely occurrence. This may be almost any kind of object. They count as 1.5H Weapons that deal 1d5-2 Impact Damage, and have the Unbalanced or Unwieldy (GM’s choice based on the item) Quality.
**Combat Circumstances**

The Difficulty of an Attack can be influenced by a number of environmental factors.

**Difficult Terrain**
Melee Attacks or Evasion attempts when standing in difficult terrain, such as mud, are Difficult (-10). Tests made while standing in arduous terrain, such as deep snow or slick ice, are Very hard (-30).

**Engaged in Melee**
If an Attacking Character is adjacent (within about 1m of someone) to his Target, both the Character and his Target are considered to be engaged in Melee. Ballistic Skill Tests to hit a Target engaged in Melee Combat are Hard (-20). If the Target is Stunned, Helpless, or Unaware, then this Penalty is ignored. If the Attacker misses while firing into Melee Combat, the GM may decide that they hit another Combatant at random.

**Fog, Mist, Shadow or Smoke**
Ballistic Skill Tests made to Attack Targets concealed by fog, mist, shadow, or smoke are Hard (-20). While a Character is concealed by fog, mist, or shadow, Concealment Skill Tests are Ordinary (+10).

**Ganging up**
A Character has an advantage when he and his allies engage the same foe in Melee Combat. If a group of Characters outnumber their Opponent two to one, their Weapon Skill Tests are Ordinary (+10). If a group of Characters outnumber their Opponent by three to one or more, their Weapon Skill Tests are Routine (+20).

**Helpless Targets**
Weapon Skill Tests made to hit a sleeping, unconscious or otherwise helpless Target automatically succeed unless the Target is in Melee Combat. When rolling Damage against such a Target, roll twice and add the results.

**Extreme Range**
Targets that are at a distance of more than three times the range of a Character’s Weapon are at Extreme Range. Ballistic Skill Tests made to hit Targets at Extreme Range are Very Hard (-40).

**Higher Ground**
Characters standing on higher ground, such as standing on a table, hill, or atop of a mound of dead enemies, have an advantage. Weapon Skill Tests made by these Characters are Ordinary (+10).

**Long Range**
Targets that are at a distance of more than double the range of a Character’s Weapon are at Long Range. Ballistic Skill Tests made to hit Targets at Long Range are Difficult (-20).

**Prone**
A Character is considered Prone if they are lying on the ground. Weapon Skill Tests made to Attack Prone Targets are Ordinary (+10), but Ballistic Skill Tests made to hit Prone Targets are Difficult (-10) unless the Attacker is at Point Blank Range. A Character who is Prone suffers a −10 Penalty to Weapon Skill Tests and a −20 Penalty to Dodge (Ag) Tests. Unless a Character is engaged in a Grapple, he can drop Prone as a Free Action.

**Short Range**
Targets that are at a distance of less than half the Range of a Character’s Weapon are at Short Range. Ballistic Skill Tests made to Attack Targets at Short Range are Ordinary (+20).

**Stunned Targets**
Weapon Skill and Ballistic Skill Tests made to Attack Stunned Targets are Routine (+20).

**Unaware Targets**
When a Character has no idea that he about to be Attacked, he is considered an Unaware Target. Usually, this happens at the beginning of a Combat when one or more Characters are Surprised. Weapon Skill or Ballistic Skill Tests made to Attack Unaware Targets are Easy (+30).

**Weather and Unnatural Conditions**
Weapon Skill and Ballistic Skill Tests made to Attack whilst enduring harsh weather or unnatural conditions, such as heavy rain, an ash storm or knee-deep in waves of fungus, are considered Difficult (-10).
### Combat Circumstances Summary

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Skill Modifier</th>
<th>Example</th>
</tr>
</thead>
</table>
| Easy       | +30           | Attacking a Surprised or Unaware Target.  
Attacking an Enormous Target.  
Shooting a Target at Point Blank Range. |
| Routine    | +20           | Melee Attacks against a foe that is outnumbered at least 3 to 1.  
Melee Attacks against a Stunned Opponent.  
Attacking a Hulking Target. |
| Ordinary   | +10           | Melee Attacks against a foe that is outnumbered 2 to 1.  
Melee Attacks against a Prone Opponent.  
Attacking from higher ground.  
Attacking a Large Target.  
Shooting a Target at Short Range. |
| Challenging| +0            | A normal Attack. |
| Difficult  | -10           | Shooting into Melee Combat.  
Evading while Prone.  
Making an Unarmed Attack against an armed Opponent.  
Melee Attacks in darkness.  
Shooting at a Target in fog, mist, shadow or smoke.  
Attacking a Puny Target.  
Using a Weapon without the correct Talent. |
| Hard       | -20           | Melee Attacks or Evading in difficult terrain.  
Attacking in harsh weather or unnatural conditions.  
Shooting a Target at Long Range.  
Shooting a Prone Target.  
Attacking a Small Target. |
| Very Hard  | -30           | Melee Attacks or Evading in arduous terrain.  
Attacking a Miniscule Target.  
Shooting a Target at Extreme Range.  
Shooting a completely concealed Target. |

#### Hordes

Sometimes a GM may wish to simulate fights between vast numbers of warriors. Hordes represent large groups of foes ranging from small mobs to an endless tide of bodies. A Horde should be treated as a single vast creature, and has the same Profile as the base creature that makes up its numbers (or the “average” creature, if there are several types). The only exception is that a Horde replaces its Wounds with its Magnitude, and location based Armor with a single Armor value.

**Magnitude**

A Horde is a vast number of one type of enemy or Creature Attacking in large numbers. The abstract number of enemies making up such a Horde are reflected in the Horde’s Magnitude. This represents the Horde’s determination and numbers as an abstract value: one point of Magnitude does not equal one individual enemy or creature.

**Attacking a Horde**

A Character can Damage a Horde by shooting it with Ranged Weapons or Attacking it in Melee. These Attacks are treated as if they are against a single Creature even though they may represent scything through many foes. Characters must still roll to hit a Horde, but a size Bonus should apply to those Tests based on the Horde’s Magnitude.

**Damaging a Horde**

Each hit that causes any amount of Damage reduces a Horde’s Magnitude by one. Therefore, an Attack that, after accounting for Armor and TB, causes 15 points of Damage reduces the Horde’s Magnitude by 1. The deliberate consequence of this is that Attacks or Spells that cause multiple hits are much better at destroying Hordes than normal techniques. Spells that cause Damage in an Area cause one hit for every meter that hits the Horde. Hordes cannot suffer Critical Hits or Critical Effects.

#### Example Horde Magnitudes

<table>
<thead>
<tr>
<th>Magnitude</th>
<th>Descriptive Equivalent</th>
<th>To Hit Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>A mob</td>
<td>+30</td>
</tr>
<tr>
<td>60</td>
<td>A thronged phalanx</td>
<td>+40</td>
</tr>
<tr>
<td>90</td>
<td>A massed assault</td>
<td>+50</td>
</tr>
<tr>
<td>120</td>
<td>A tide of foes</td>
<td>+60</td>
</tr>
</tbody>
</table>
Breaking a Horde
When a Horde’s Magnitude is reduced by 25% in a turn, it must make a Willpower Test when it is its turn to act again. If it passes, it may continue to act. If it fails, it breaks and flees at its highest move value. If the Horde’s Magnitude is less than 50% of its starting value, it suffers a −10 to the Willpower Test. If the Horde’s Magnitude is less than 25% of its starting value, it will automatically break. Hordes composed of enemies with the Fearless Talent do not have to Test to see if they break as their Magnitude is eroded; they have to be wiped out to the last.

Hordes Attacking
Hordes can make both Melee and Ranged Attacks against different enemies in a single Turn as a single Attack Action. In Melee, a Horde Attacks all adjacent Targets. A Horde that has multiple Attacks from Two Weapon Wielding or Swift/Lightning Attacks may use its full number of Attacks against every eligible Target. Hordes do not, however, gain the benefits of Ganging Up, instead the Horde’s sheer weight of numbers mean that its Target may not Dodge or Parry. A Horde may also make Ranged Attacks equal to the first digit of its magnitude, and all modifiers apply as normal (though a Horde can never aim).

Horde Damage
Attacks from a Horde cause Damage equal to the normal Damage plus a number of d10’s equal to the first digit of the Horde’s Magnitude, to a maximum of +2d10.
4.4 Damage, Fatigue and Health

During the course of the Players’ adventures, it is very likely that they will suffer injury of some kind. The following Section explains how to handle Damage, Fatigue, Injury, Disease, and so on.

**Wounds**
A Character’s Wounds are a measurement of how much punishment a Character can take before suffering debilitating effects and ultimately, death. Every Character has a specified number of Wounds. A Character can often increase his Wounds by spending experience points. Wounds do not deplete. Even when a Character is injured, that injury does not decrease his Wounds. Instead, a Character’s Wounds simply serve as a threshold, and the injury is recorded on his Character sheet as Damage. When a Character’s Damage exceeds his Wounds, he is in real trouble (see Critical Damage/Effects).

**Damage**
Damage is physical trauma dealt to a Character. Characters can suffer Damage a number ways. When a Character suffers Damage, reduce that Damage by an amount equal to his Toughness Bonus. If the source of the Damage struck a body location protected by Armor, the Damage is further reduced by that location’s Armor Points. Although some sources of Damage will ignore one or both of these effects. As long as a Character’s total Damage is equal to or less than his Wounds, his body functions normally. Once a Character reaches this threshold they are considered Critically Damaged, and any Damage beyond it incurs Critical Effects.

**Critical Damage/Effects**
Critically Damaged Characters suffer Damage (known as Critical Damage) in the form of Critical Effects based on the amount of Critical Damage dealt, affected body location, Critical Damage previously dealt to that location, and Damage Type. Each Critical Effect has its own duration, and these effects are the cause of death.

**Damage Types**
All Damage is divided up into two categories, Physical Damage and Magic Damage, and several types. Physical Damage includes Rending Damage and Impact Damage. Magic Damage includes Fire Damage, Frost Damage, and Shock Damage. If a source of Damages does not specify a type, treat it as Impact Damage. Damage Type is usually only important for determining Critical Effects resulting from Critical Damage. Taking any amount of Frost Damage (after mitigation) incurs a level of Fatigue (although a Character with Resistance (Cold) (X) may Test Toughness to negate this). Shock Damage removes an amount of the victim’s Magicka equal to the amount of Damage dealt (after mitigation). Fire Damage (after mitigation) forces the victim to make an Ordinary (+10) Agility Test or be set on fire.

**Fatigue**
Exhaustion, Combat trauma, or swapping licks with bare fists can all leave a Character battered, but more or less intact. Fatigue measures the amount of non-lethal injury a Character can take over the course of game play. Characters gain Fatigue from certain types of Attacks, Grappling, some Critical Effects, and other Actions that push them beyond safe limits.

Fatigue is measured in levels. A Character can take a number of levels of Fatigue equal to his Toughness Bonus and still function, albeit with some side-effects. Should a Character take a number of levels of Fatigue in excess of twice his Toughness Bonus, he collapses, unconscious for 10–TB minutes; after the Character awakens, his levels of Fatigue revert to a number equal to his Toughness Bonus. Characters suffering from levels of Fatigue suffer a Penalty to all Tests equal to -30 times his levels of Fatigue. Each half hour of normal rest that includes no Combat or other strenuous activity removes one level of Fatigue.

**Characteristic Damage**
Some effects directly interfere with a Character’s core functions, reducing their Characteristics in some way. Characteristic Damage cannot reduce a Characteristic below zero, although it does affect the corresponding Characteristic Bonus. Unless specified, Characteristic Damage is never permanent: one point returns each hour. Medical/magical attention may increase this rate. The following table describes what happens if a Characteristic is reduced to zero:

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 Weapon Skill</td>
<td>The Character may not make Tests based on this Characteristic.</td>
</tr>
<tr>
<td>0 Ballistic Skill</td>
<td>The Character may not make Tests based on this Characteristic.</td>
</tr>
<tr>
<td>0 Strength</td>
<td>The Character collapses into unconsciousness.</td>
</tr>
<tr>
<td>0 Toughness</td>
<td>The Character dies.</td>
</tr>
<tr>
<td>0 Agility</td>
<td>The Character is paralyzed, helpless, and can take no actions.</td>
</tr>
<tr>
<td>0 Intelligence</td>
<td>The Character slips into a dreamless coma and is treated as helpless.</td>
</tr>
<tr>
<td>0 Perception</td>
<td>The Character is bereft of his senses and suffers a -30 Penalty to all Tests (except Toughness) until he recovers.</td>
</tr>
<tr>
<td>0 Willpower</td>
<td>The Character collapses into a nightmare filled sleep.</td>
</tr>
<tr>
<td>0 Fellowship</td>
<td>The Character withdraws into a catatonic state. May not speak or make Tests based on this Characteristic.</td>
</tr>
</tbody>
</table>
Becoming Stunned
In addition to other sorts of Damage, Characters may also become Stunned. Stunned Characters cannot take Actions or Reactions of any kind, even free ones. Weapon Skill and Ballistic Skill Tests to hit Stunned Characters receive a +20 Bonus.

Critical Damage
When a Character has suffered Damage equal to their Wounds, they are considered to be Critically Damaged. Once a Character has reached this state, Attacks that inflict Damage cause Critical Damage. When a Character takes Critical Damage, apply the Critical Effect indicated in the appropriate table based on the Damage Type, Hit Location, and the amount of Damage the Attack dealt plus any Critical Damage previously dealt to that Hit Location. Critical Effects may have a number of different results, the most important of which are described below.

Blood Loss
A Character suffering from Blood Loss is in danger of dying without help, but can still function fairly normally. A Character inflicted with Blood Loss must make a Toughness Test each Round, starting at Routine (+20) and increasing in Difficulty by one step each time a Test is failed or the Character suffers from another Blood Loss effect. Once a Character fails TB Blood Loss Tests in a row, they die. If a Character passes TB Blood Loss Tests in a row, the effect is removed. Blood Loss also ends if the Critical Damage that caused it is removed through a Magical Healing effect, or the application of bandages (requires a Full Action).

Permanent Effects
Some Critical Effects have permanent consequences. Whenever a Character suffers one of the following effects, apply the associated changes to their Character.

- **Lost Hand**
The Character suffers a -20 Penalty on all Tests that rely on the use of both hands, and they can no longer properly wield Weapons with the Two Handed Special Quality. Although a non-Tower Shield can still be strapped to the injured arm, but it grants no Bonus to Parry (WS) Tests. Losing both hands prevents the Character from taking any Action that requires the use of their hands.

- **Lost Arm**
Same as for a lost hand, except the Character cannot strap a Shield to the missing arm.

- **Lost Eye or Blinded**
Losing an eye reduces the Character’s Ballistic Skill by 10, and the Character suffers a -20 Penalty on all Tests that rely on sight. A Character who loses both eyes gains the Blind Trait.

- **Lost Foot**
Characters who have lost a foot halve all their movement permanently (round up) and take a -20 Penalty to all Tests that rely on mobility. A Character who has lost both feet cannot walk or run at all.

- **Lost Leg**
Same as for a lost foot, but the Character may not attempt to Dodge Attacks.

- **Lost Ear**
The Character suffers a -20 Penalty on all Tests that rely on hearing. Losing both ears renders the Character permanently deaf, and it is up to the GM to decide exactly how this effects the game.

Alternative Critical Damage Rules
In the event that the GM is dealing with a large number of enemies in a single fight, it is recommended to ignore Critical Effects for NPCs. If an NPC becomes Critically Damaged, they simply die in a manner appropriate to the Attack (you could even use the corresponding Critical Effect description to decide this).
**Critical Effect Tables**

The following tables describe the various Critical Effects by Damage type and hit location.

### Impact Damage - Arm

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Attack numbs the Target’s limb causing him to drop anything held in that hand.</td>
</tr>
<tr>
<td>2</td>
<td>The strike leaves a deep bruise. The Target takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>3</td>
<td>The impact inflicts crushing pain, and the Target takes 1 level of Fatigue and drops whatever was held in that hand.</td>
</tr>
<tr>
<td>4</td>
<td>The impact leaves the Target reeling from pain. The Target is Stunned for 1 Round. The limb is useless for 1d5 Rounds and the Target takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>5</td>
<td>Muscle and bone take a pounding as the Attack rips into the arm. The Target's Weapon Skill and Ballistic Skill are both halved (round down) for 1d10 Rounds. In addition, the Target takes 1 level of Fatigue and must make an Agility Test or drop anything held in that hand.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack pulverizes the Target’s hand, crushing and breaking 1d5 fingers (for the purposes of this Critical, a thumb counts as a finger). The Target takes 1 level of Fatigue and must immediately make a Challenging (+0) Toughness Test or lose the use of his hand.</td>
</tr>
<tr>
<td>7</td>
<td>With a loud snap, the arm bone is shattered and left hanging limply at the Target’s side, dribbling blood onto the ground. The arm is broken and, until repaired, the Target counts as having only one arm and takes 2 levels of Fatigue.</td>
</tr>
<tr>
<td>8</td>
<td>The force of the Attack takes the arm off just below the shoulder, showering blood and gore across the ground. The Target must immediately make a Challenging (+0) Toughness Test or die from shock. If he passes the Test, he is still Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and is suffers from Blood Loss. He now only has one arm.</td>
</tr>
<tr>
<td>9</td>
<td>In a rain of blood, gore and meat, the Target’s arm is removed from his body. Screaming incoherently, he twists about in agony for a few seconds before collapsing to the ground and dying.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except as the arm is removed it is smashed apart by the force of the Attack, and bone, clothing and Armor fragments fly about like shrapnel. Anyone within 2 meters of the Target suffers 1d5–3 Impact Damage to a random location.</td>
</tr>
</tbody>
</table>

### Impact Damage - Leg

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A light blow to the leg leaves the Target sore. The Target takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>2</td>
<td>A grazing strike against the leg slows down the Target. The Target halves all movement for 1 round and takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>3</td>
<td>The blow breaks the Target’s leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The Target takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>4</td>
<td>A solid blow to the leg sends lightning agony cursing through the Target. The Target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>A powerful impact causes micro fractures in the Target’s bones, inflicting considerable agony. The Target’s Agility is reduced by -20 for 1d10 Rounds and he takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>6</td>
<td>Several of the tiny bones in the Target’s foot snap like twigs, with a terrible cracking sound. The Target must make an immediate Toughness Test or permanently lose the use of his foot. On success, halve all movement. The Target takes 2 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>With a nasty crunch, the leg is broken and the Target is knocked down, mewling in pain. The Target falls to the ground with a broken leg, and, until it is repaired, he counts as only having one leg. The Target takes 2 levels of Fatigue.</td>
</tr>
<tr>
<td>8</td>
<td>The force of the Attack rips the lower half of the leg away in a stream of blood. The Target must immediately make a Challenging (+0) Toughness Test or die from shock. On a success, the Target is Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and suffers Blood Loss. He now only has one leg.</td>
</tr>
<tr>
<td>9</td>
<td>The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Even as the Target tries futilely to stop the sudden flood of vital fluid, he falls to ground and dies in a spreading pool of gore.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, but such is the agony of the Target’s death that his piteous screams drowns out all conversation within 2d10 meters for the rest of the Round.</td>
</tr>
</tbody>
</table>
## Impact Damage - Head

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The impact fills the Target’s head with a terrible ringing noise. The Target must make a Challenging (+0) Toughness Test or suffer 1 level of Fatigue.</td>
</tr>
<tr>
<td>2</td>
<td>The Attack causes the Target to see stars. The Target takes 1 level of Fatigue and suffers a –10 Penalty to Weapon Skill and Ballistic Skill Tests for 1 Round.</td>
</tr>
<tr>
<td>3</td>
<td>The Target’s nose explodes in a torrent of blood, blinding him for 1 Round and dealing 2 levels of Fatigue.</td>
</tr>
<tr>
<td>4</td>
<td>The concussive strike staggers the Target, dealing 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>5</td>
<td>The force of the blow sends the Target reeling in pain. The Target is Stunned for 1 Round.</td>
</tr>
<tr>
<td>6</td>
<td>The Target’s head is snapped back by the Attack leaving him staggering around trying to control mind-numbing pain. The Target is Stunned for 1d5 Rounds and takes 2 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>The Attack slams into the Target’s head, fracturing his skull and opening a long tear in his scalp. The Target is Stunned for 1d10 Rounds and halves all movement for 1d10 hours.</td>
</tr>
<tr>
<td>8</td>
<td>Blood pours from the Target’s noise, mouth, ears and eyes as the Attack pulverises his brain. He does not survive the experience.</td>
</tr>
<tr>
<td>9</td>
<td>As above, except that the Attack was so powerful that it passes through the Target and may hit another Target nearby. If the hit was from a Melee Weapon, the Attacker may immediately make another Attack (with the same Weapon) against any other Target they can reach without moving. If the hit was from a ranged Weapon they may immediately make another Attack (with the same Weapon) against any Target standing directly behind the original Target and still within range of their Weapon.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except that the Attack was so powerful that it passes through the Target and may hit another Target nearby. If the hit was from a Melee Weapon, the Attacker may immediately make another Attack (with the same Weapon) against any other Target they can reach without moving. If the hit was from a ranged Weapon they may immediately make another Attack (with the same Weapon) against any Target standing directly behind the original Target and still within range of their Weapon.</td>
</tr>
</tbody>
</table>

## Impact Damage - Body

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A blow to the Target’s body steals the breath from his lungs. The Target can take only a Half Action on his next Turn.</td>
</tr>
<tr>
<td>2</td>
<td>The impact punches the air from the Target’s body, inflicting 1 level of Fatigue.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack breaks a rib and inflicts 2 levels of Fatigue. The Target is also Stunned for 1 Round.</td>
</tr>
<tr>
<td>4</td>
<td>The blow batters the Target, shattering ribs. The Target takes 1d5 levels of Fatigue and is Stunned for 1 Round.</td>
</tr>
<tr>
<td>5</td>
<td>A solid blow to the chest winds the Target and he momentarily doubles over in pain, clutching himself and crying in agony. The Target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack knocks the Target sprawling on the ground. The Target flies 1d5 meters away from the Attacker and falls prone (if the Target strikes a wall of other solid object, he stops). The Target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.</td>
</tr>
<tr>
<td>7</td>
<td>With an audible crack, 1d5 of the Target’s ribs break. The Target can continue to take Actions, though each Round there is a 20% chance that a jagged rib pierces a vital organ and kills the Character instantly unless he simply lies down and awaits help. The Target takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>8</td>
<td>The force of the Attack ruptures several of the Target’s organs and knocks him down, gasping in wretched pain. The Target suffers Blood Loss and takes 1d10 levels of Fatigue.</td>
</tr>
<tr>
<td>9</td>
<td>The Target jerks back from the force of the Attack, throwing back his head and spewing out a jet of blood before crumpling to the ground dead.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except the Target is thrown 1d10 meters away from the Attack. Anyone in the Target’s path must make a Challenging (+0) Agility Test or be Knocked Down.</td>
</tr>
</tbody>
</table>
## Rending Damage - Arm

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The slashing Attack tears anything free that was held in this arm.</td>
</tr>
<tr>
<td>2</td>
<td>Deep cuts cause the Target to drop whatever was held and inflicts Blood Loss and 1 level of Fatigue.</td>
</tr>
<tr>
<td>3</td>
<td>The shredding Attack sends the Target screaming in pain. He takes 2 levels of Fatigue and drops whatever was held in that hand.</td>
</tr>
<tr>
<td>4</td>
<td>The Attack flays the skin from the limb, filling the air with blood and the sounds of his screaming. The Target falls prone from the agony and takes Blood Loss and 2 levels of Fatigue. The limb is useless for 1d10 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>A bloody and very painful looking furrow is opened up in the Target's arm. The Target takes 1d5 levels of Fatigue and vomits all over the place in agony. He drops whatever was held and the limb is useless until medical attention is received. The Target also suffers Blood Loss.</td>
</tr>
<tr>
<td>6</td>
<td>The blow mangles flesh and muscle as it hacks into the Target's hand, liberating 1d5 fingers in the process (a roll of a 5 means that the thumb has been sheared off as well). The Target takes 3 levels of Fatigue and must immediately make a Challenging (+0) Toughness Test or lose the use of his hand.</td>
</tr>
<tr>
<td>7</td>
<td>In a spray of blood, the Target's leg is opened up, exposing bone, sinew and muscle. The Target moves at half speed until medical attention is received. In addition, numerous veins have been severed and the Target is now suffering from Blood Loss.</td>
</tr>
<tr>
<td>8</td>
<td>The force of the blow cuts deep into the leg, grinding against bone and tearing ligaments apart. The leg is broken and, until repaired, the Target counts as having only one leg. In addition, the level of maiming is such that the Target is now suffering from Blood Loss. He also takes 1d10 levels of Fatigue.</td>
</tr>
<tr>
<td>9</td>
<td>As above, except that the tide of blood is so intense that, for the remainder of the battle, anyone making a Run or Charge Action within six metres of the Target this Turn must make a Challenging (+0) Agility Test or fall over.</td>
</tr>
</tbody>
</table>

## Rending Damage - Leg

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Attack knocks the limb backwards, painfully jerking it away from the body. The Target takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>2</td>
<td>The Target's kneecap splits open. He must make a Challenging (+0) Agility Test or fall prone. Regardless, he takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack rips a length of flesh from the leg, causing blood to gush from the wound. The Target takes 1 level of Fatigue and suffers Blood Loss.</td>
</tr>
<tr>
<td>4</td>
<td>The Attack rips the kneecap free from the Target's leg, causing it to collapse out from under him. The Target moves at half speed until medical attention is received. In addition, he takes 2 levels of Fatigue and Blood Loss.</td>
</tr>
<tr>
<td>5</td>
<td>In a spray of blood, the Target's leg is opened up, exposing bone, sinew and muscle. The Target takes 1d5 levels of Fatigue, Blood Loss, and halves his movement for 1d10 hours.</td>
</tr>
<tr>
<td>6</td>
<td>The blow slices a couple of centimeters off the end of the Target's foot. The Target must make an immediate Challenging (+0) Toughness Test or permanently lose the use of his foot. On a success, movement is halved until he receives medical attention. In either case, the Target takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>As above, except gore sprays across those nearby. A random individual within 2 meters suffers a -10 to Visibility based Tests for the next round or until they wipe the viscera off their face.</td>
</tr>
<tr>
<td>8</td>
<td>In a single bloody hack the leg is lopped off the Target, spurting its vital fluids across the ground. The Target must immediately make a Toughness Test or die from shock. On a success, the Target is Stunned for 1d10 Turns and suffers Blood Loss. He also takes 1d10 levels of Fatigue.</td>
</tr>
<tr>
<td>9</td>
<td>With a meaty chop, the leg comes away at the hip. The Target pitches to the ground howling in agony, before dying moments later.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except that the tide of blood is so intense that, for the remainder of the battle, anyone making a Run or Charge Action within six metres of the Target this Turn must make a Challenging (+0) Agility Test or fall over.</td>
</tr>
</tbody>
</table>
### Rending Damage - Head

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Attack tears skin from the Target's face dealing 1 level of Fatigue. If the Target is wearing a helmet, there is no effect.</td>
</tr>
<tr>
<td>2</td>
<td>The Attack slices open the Target's scalp which immediately begins to bleed profusely. Due to blood pouring into the Target's eyes, he suffers a –10 Penalty to both Weapon Skill and Ballistic Skill for the next 1d10 Turns. The Target takes 1 level of Fatigue and Blood Loss.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack tears the Target's helmet from his head. If wearing no helmet, the Target loses an ear instead and inflicts 2 levels of Fatigue.</td>
</tr>
<tr>
<td>4</td>
<td>The Attack scoops out one of the Target's eyes, inflicting 1d5 levels of Fatigue and leaving the Target Stunned for 1 Round.</td>
</tr>
<tr>
<td>5</td>
<td>The Attack opens up the Target's face, leaving him Stunned for 1d5 Rounds and inflicting 1d5 levels of Fatigue. If the Target is wearing a helmet, the helmet comes off.</td>
</tr>
<tr>
<td>6</td>
<td>As the blow rips violently across the Target's face—it takes with it an important feature. Roll 1d10 to see what the Target has lost. 1–3: Eye, 4–7: Nose, 8–10: Ear. In addition, the Target is now suffering Blood Loss and takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>In a splatter of skin and teeth, the Attack removes most of the Target's face. He is permanently blinded and has his Fellowship permanently reduced to 1d10, and also now has trouble speaking without slurring his words. In addition, the Target is suffering from Blood Loss and takes 1d10 levels of Fatigue.</td>
</tr>
<tr>
<td>8</td>
<td>The blow slices into the side of the Target's head causing his eyes to pop out and his brain to ooze down his cheek like spilled jelly. He's dead before he hits the ground.</td>
</tr>
<tr>
<td>9</td>
<td>With a sound not unlike a wet sponge being torn in half, the Target's head flies free of its body and sails through the air, landing harmlessly 2d10 meters away with a soggy thud. The Target is instantly slain.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except the Target's neck spews blood in a torrent, drenching all those nearby and forcing them to make a Challenging (+0) Agility Test. Anyone who fails the Test, suffers a –10 Penalty to his Weapon Skill and Ballistic Skill Tests for 1 Round as gore fills his eyes.</td>
</tr>
</tbody>
</table>

### Rending Damage - Body

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>If the Target is not wearing Armor on this location, he takes 1 level of Fatigue from a painful laceration. If he is wearing Armor, there is no effect. Phew!</td>
</tr>
<tr>
<td>2</td>
<td>The Attack Damages the Target's Armor, reducing its Armor Points by 1. In addition, the Target takes 1 level of Fatigue. If not Armored, the Target is also Stunned for 1 Round.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack rips a large patch of skin from the Target's torso, leaving him gasping in pain. The Target is Stunned for 1 Round and takes 2 levels of Fatigue and Blood Loss.</td>
</tr>
<tr>
<td>4</td>
<td>A torrent of blood spills from the deep cuts, making the ground slick with gore. All Characters attempting to move through this pool of blood must succeed on an Agility Test or fall Prone. The Target takes 1d5 levels of Fatigue and Blood Loss.</td>
</tr>
<tr>
<td>5</td>
<td>The blow opens up a long wound in the Target's torso, causing him to double over in terrible pain. The Target takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>6</td>
<td>The mighty Attack takes a sizeable chunk out of the Target and knocks him to the ground as he clutches the oozing wound, shrieking in pain. The Target is Prone and takes 1d10 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>The Attack cuts open the Target's abdomen. The Target can either choose to use one arm to hold his guts in, or fight on regardless and risk a 20% chance each turn that his middle splits open, spilling his intestines all over the ground, causing an additional 2d10 Damage (unmitigated by Armor). In either case, the Target takes 1d5 levels of Fatigue and is now suffering Blood Loss.</td>
</tr>
<tr>
<td>8</td>
<td>With a vile tearing noise, the skin on the Target's chest comes away revealing a red ruin of muscle. The Target must make a Challenging (+0) Toughness Test or die. If he passes, he permanently loses 1d10 from his Toughness, takes 1d10 levels of Fatigue, and now suffers Blood Loss.</td>
</tr>
<tr>
<td>9</td>
<td>The powerful blow cleaves the Target from gullet to groin, revealing his internal organs and spilling them on to the ground before him. The Target is now quite dead.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except that the area and the Target are awash with gore. For the rest of the fight, anyone moving within four meters of the Target's corpse must make a Challenging (+0) Agility Test or fall prone.</td>
</tr>
</tbody>
</table>
### Fire Damage - Arm

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A blast to the arm leaves it all numb and tingly. Tests made involving the arm are at –30 for 1 Round.</td>
</tr>
<tr>
<td>2</td>
<td>The Attack smashes the arm, sending currents of energy crackling down to the fingers and up to the shoulder. The arm is useless for 1d5 Rounds and the Character takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack burns the Target’s arm leaving him Stunned for 1 Round and inflicts 2 levels of Fatigue. The arm is useless for 1d5 Rounds.</td>
</tr>
<tr>
<td>4</td>
<td>The shock of the Attack makes the Target vomit. He is Stunned for 1 Round and takes 3 levels of Fatigue. The arm is useless for 1d5 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>The arm suffers superficial burns inflicting no small amount of pain on the Target. The Target’s WS and BS are halved (round down) for 1 Round and the Target takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>6</td>
<td>The Target’s leg endures horrific burn Damage, fusing clothing and Armor with flesh and bone. The Target takes 1 level of Fatigue and moves at half speed for 2d10 Rounds.</td>
</tr>
<tr>
<td>7</td>
<td>With a terrible snapping sound, the heat of the Attack boils the marrow in the Target’s arm, causing it to shatter. The Target’s arm is broken and until it is repaired the Target counts as only having one arm. The Target is Stunned for 1 Round and also takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>8</td>
<td>Flames sear through the arm at the shoulder, causing the limb to be severed from the body. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target takes 1d10 levels of Fatigue. The Target now only has one arm.</td>
</tr>
<tr>
<td>9</td>
<td>Fire consumes the Target’s arm, burning the flesh to a crisp right down to the bone. The Target must make an immediate Toughness Test or die from shock. If he survives, however, the Target takes 1d10 levels of Fatigue and is Stunned for 1 Round. The Target now only has one arm.</td>
</tr>
<tr>
<td>10+</td>
<td>The Attack reduces the arm to a cloud of ash and sends the Target crumbling to the ground where he immediately dies from shock, clutching his smoking stump.</td>
</tr>
</tbody>
</table>

### Fire Damage - Leg

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A blast to the leg leaves the Target limping. The Target gains 1 level of Fatigue.</td>
</tr>
<tr>
<td>2</td>
<td>A grazing strike against the leg slows the Target for a bit. The Target halves all movement for 1 Round.</td>
</tr>
<tr>
<td>3</td>
<td>The blast melts skin on the Target’s leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds.</td>
</tr>
<tr>
<td>4</td>
<td>A solid blast to the leg sends currents of agony coursing through the Target. The Target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>The Target’s leg endures horrific burn Damage, fusing clothing and Armor with flesh and bone. The Target takes 1 level of Fatigue and moves at half speed for 2d10 Rounds.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack burns the Target’s foot, charring the flesh and emitting a foul aroma. The Target must successfully Test Toughness or lose the foot. On a success, the Target’s movement rates are halved until he receives medical attention. In addition, the Target takes 2 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>The leg is broken and until repaired, the Target counts as having lost the leg. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target gains 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>8</td>
<td>Energy sears through the bone, causing the leg to be severed. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target gains 1d10 levels of Fatigue and is suffering from Blood Loss. The Target now only has one leg.</td>
</tr>
<tr>
<td>9</td>
<td>The force of the Attack reduces the leg to little more than a chunk of sizzling gristle. The Target make a Challenging (±0) Toughness Test or die from shock. The leg is utterly lost.</td>
</tr>
<tr>
<td>10+</td>
<td>In a terrifying display of power, the leg immolates and fire consumes the Target completely. The Target dies in a matter of agonizing seconds.</td>
</tr>
</tbody>
</table>
### Fire Damage - Head

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A grazing blow to the head frazzles the Target’s senses, imposing a –10 Penalty to all Tests (except Toughness) for 1 Round.</td>
</tr>
<tr>
<td>2</td>
<td>The blast of flames dazzles the Target, leaving him blinded for 1 Round.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack cooks off the Target’s ear, leaving him Stunned for 1 Round and inflicting 1 level of Fatigue.</td>
</tr>
<tr>
<td>4</td>
<td>The energy burns away all of the hairs on the Target’s head as well as leaving him reeling from the injury. The Attack deals 2 levels of Fatigue and the Target is blinded for 1d5 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>A blast of flame envelopes the Target’s head, burning his face and hair, and causing him to scream like a stuck Pig. In addition to losing his hair, he is blinded for 1d10 Rounds and takes 3 levels of Fatigue.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack cooks the Target’s face, melting his features and damaging his eyes. The Target is blinded for the next 1d10 hours and permanently reduces his Fellowship Characteristic by 1d10 points. The Target also takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>In a gruesome display, the flesh is burned from the Target’s head, exposing charred bone and muscle underneath. The Target is blinded permanently and takes 1d10 levels of Fatigue. Also, roll 1d10. This is the Target’s new Fellowship, unless their Fellowship is already 10 or less, in which case nobody really notices the difference.</td>
</tr>
<tr>
<td>8</td>
<td>The Target’s head is destroyed in a conflagration of fiery death. He does not survive.</td>
</tr>
<tr>
<td>9</td>
<td>Superheated by the Attack, the Target’s brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby. The Target is no more.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except the Target’s entire body catches fire and runs off headless 2d10 meters in a random direction. Anything flammable it passes, including Characters, must make an Agility Test or catch fire.</td>
</tr>
</tbody>
</table>

### Fire Damage - Body

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A blast to the Target’s body steals a breath from his lungs. The Target can take only a Half Action on his next Turn.</td>
</tr>
<tr>
<td>2</td>
<td>The blast punches the air from the Target’s body, inflicting 1 level of Fatigue upon him.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack cooks the flesh on the chest and abdomen, inflicting 2 levels of Fatigue and leaving the Target Stunned for 1 Round.</td>
</tr>
<tr>
<td>4</td>
<td>The flame ripples all over the Character, scorching his body and inflicting 1d10 levels of Fatigue.</td>
</tr>
<tr>
<td>5</td>
<td>The fury of the Attack forces the Target to the ground, helplessly covering his face and keening in agony. The Target is knocked to the ground and must make an Agility Test or catch fire (see Special Damage). The Target takes 1d5 levels of Fatigue and must take the Stand Action to regain his feet.</td>
</tr>
<tr>
<td>6</td>
<td>Struck by the full force of the Attack, the Target is sent reeling to the ground, smoke spiralling out of the wound. The Target is knocked to the ground, Stunned for 1d10 Rounds, and takes 1d5 levels of Fatigue. In addition, he must make an Agility Test or catch fire.</td>
</tr>
<tr>
<td>7</td>
<td>The intense power of the energy Attack cooks the Target’s organs, burning his lungs and heart with intense heat. The Target is Stunned for 2d10 Rounds and reduces his Toughness by half (round down).</td>
</tr>
<tr>
<td>8</td>
<td>As the Attack washes over the Target, his skin turns black and peels off while body fat seeps out of his clothing and Armor. The Target is Stunned for 2d10 Rounds and the Attack halves his Strength, Toughness and Agility. The extensive scarring permanently halves the Target’s Fellowship Characteristic.</td>
</tr>
<tr>
<td>9</td>
<td>The Target is completely encased in fire, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except in addition, the Target’s equipment and gear melts away in the raging flames.</td>
</tr>
</tbody>
</table>
### Frost Damage - Arm

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A blast to the arm leaves it all numb and tingly. Tests made involving the arm are at –30 for 1 Round.</td>
</tr>
<tr>
<td>2</td>
<td>A frost bolt smashes the arm, chilling the arm all the way up to the shoulder. The arm is useless for 1d5 rounds and the Character takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack freezes the Target’s arm leaving him Stunned for 1 round and inflicts 2 levels of Fatigue. The arm is useless for 1d5 rounds.</td>
</tr>
<tr>
<td>4</td>
<td>The shock of the sudden cold causes the Target’s body to seize up. He is stunned for 1 Round and takes 3 levels of Fatigue. The arm is useless for 1d5 rounds.</td>
</tr>
<tr>
<td>5</td>
<td>The arm suffers frostbite. The Target’s WS and BS are halved (round down) for 1 round and the Target takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack wreathes the arm in frost, fusing together the Target’s fingers. The Target halves WS and BS for 1d10 Rounds, takes 1d5 levels of Fatigue, and must successfully Test Toughness or lose the use of the hand permanently.</td>
</tr>
<tr>
<td>7</td>
<td>With a terrible snapping sound, the chill of the Attack freezes the marrow in the Target’s arm, causing it to fracture. The Target’s arm is broken and until it is repaired the Target counts as only having one arm. The Target is Stunned for 1 Round and also takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>8</td>
<td>Cold sears through the arm at the shoulder, causing the limb to be severed from the body. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target takes 1d10 levels of Fatigue and is suffering from Blood Loss. The Target now only has one arm.</td>
</tr>
<tr>
<td>9</td>
<td>Frost consumes the Target’s arm, freezing the flesh to the bone. The Target must make an immediate Toughness Test or die from shock. If he survives, however, the Target takes 1d10 levels of Fatigue and is Stunned for 1 Round. The Target now only has one arm.</td>
</tr>
<tr>
<td>10+</td>
<td>The Attack reduces the arm to a cloud of icy shards and sends the Target crumbling to the ground where he immediately dies from shock, clutching his frozen stump.</td>
</tr>
</tbody>
</table>

### Frost Damage - Leg

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A bolt to the leg leaves the Target limping. The Target gains 1 level of Fatigue.</td>
</tr>
<tr>
<td>2</td>
<td>A chilling strike against the leg slows the Target for a bit. The Target halves all movement for 1 Round.</td>
</tr>
<tr>
<td>3</td>
<td>The blast freezes skin on the Target’s leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds.</td>
</tr>
<tr>
<td>4</td>
<td>A solid bolt to the leg sends currents of numbness washing over the Target. The Target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>The Target’s leg endures horrific frostbite. The Target takes 1 level of Fatigue and moves at half speed for 2d10 Rounds.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack freezes the Target’s foot to the bone. The Target must successfully Test Toughness or lose the foot. On a success, the Target’s movement rates are halved until he receives medical attention. In addition, the Target takes 2 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>The heat freezes the leg, leaving it a mess of numb flesh. The leg is broken and until repaired, the Target counts as having lost the leg. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target gains 1d5 levels of Fatigue. The Target now only has one leg.</td>
</tr>
<tr>
<td>8</td>
<td>A frost shard cuts through the bone, causing the leg to be severed. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target gains 1d10 levels of Fatigue. The Target now only has one leg.</td>
</tr>
<tr>
<td>9</td>
<td>The Target’s leg is frozen and snaps off at the hip. The Target make a Challenging (+0) Toughness Test or die from shock. The leg is utterly lost.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except the leg shatters into dozens of shards of ice and the Target dies from the shock.</td>
</tr>
</tbody>
</table>
### Frost Damage - Head

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A grazing blast to the head frazzles the Target’s senses, imposing a –10 Penalty to all Tests (except Toughness) for 1 Round.</td>
</tr>
<tr>
<td>2</td>
<td>The bolt of frost dazzles the Target, leaving him blinded for 1 Round.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack freezes off the Target’s ear, leaving him Stunned for 1 Round and inflicting 1 level of Fatigue.</td>
</tr>
<tr>
<td>4</td>
<td>The Attack freezes most of the Target’s head as well as leaving him reeling from the injury. The Attack deals 2 levels of Fatigue and the Target is blinded for 1d5 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>A blast of cold envelopes the Target’s head, freezing his face and hair, and causing him to scream like a stuck Pig. He is blinded for 1d10 Rounds and takes 3 levels of Fatigue.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack freezes the Target’s face, scarring his features and damaging his eyes. The Target is blinded for the next 1d10 hours and permanently reduces his Fellowship Characteristic by 1d10 points. The Target also takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>In a gruesome display, the flesh on the Target’s head is frozen to the bone. The Target is blinded permanently and takes 1d10 levels of Fatigue. Also, roll 1d10. This is the Target’s new Fellowship, unless their Fellowship is already 10 or less, in which case nobody really notices the difference.</td>
</tr>
<tr>
<td>8</td>
<td>The Target’s head is shattered by a frost bolt. He does not survive.</td>
</tr>
<tr>
<td>9</td>
<td>Frozen by the Attack, the Target’s brain shatters. The Target is no more.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except the Target’s entire head freezes and then shatters into shards of ice.</td>
</tr>
</tbody>
</table>

### Frost Damage - Body

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A blast to the Target’s body steals the feeling from him. The Target can take only a Half Action on his next Turn.</td>
</tr>
<tr>
<td>2</td>
<td>The cold saps the energy from the Target’s body, inflicting 1 level of Fatigue upon him.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack freezes the flesh on the chest and abdomen, inflicting 2 levels of Fatigue and leaving the Target Stunned for 1 Round.</td>
</tr>
<tr>
<td>4</td>
<td>The frost ripples all over the Character, scorching his body and inflicting 1d10 levels of Fatigue.</td>
</tr>
<tr>
<td>5</td>
<td>The fury of the cold forces the Target to the ground, helplessly covering his face and keening in agony. The Target is knocked to the ground. The Target takes 1d5 levels of Fatigue and must take the Stand Action to regain his feet.</td>
</tr>
<tr>
<td>6</td>
<td>Struck by the full force of the chill, the Target is sent reeling to the ground. The Target is knocked to the ground, Stunned for 1d10 Rounds, and takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>The intense power of the cold freezes the Target’s organs, inundating his lungs and heart with intense cold. The Target is Stunned for 2d10 Rounds and reduces his Toughness by half (round down). As the Attack washes over the Target, he suffers frostbite across his entire body. The Target is Stunned for 2d10 Rounds and the Attack halves his Strength, Toughness and Agility. The extensive scarring permanently halves the Target’s Fellowship Characteristic.</td>
</tr>
<tr>
<td>9</td>
<td>The Target is completely encased in frost, freezing his flesh to the bone. He falls to the ground a frozen corpse.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except in addition, the Target’s body shatters into shards of ice.</td>
</tr>
</tbody>
</table>
### Shock Damage - Arm

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A bolt to the arm leaves it all numb and tingly. Tests made involving the arm are at −30 for 1 Round.</td>
</tr>
<tr>
<td>2</td>
<td>The Attack smashes the arm, sending currents of energy crackling down to the fingers and up to the shoulder. The arm is useless for 1d5 Rounds and the Character takes 1 level of Fatigue.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack burns the Target’s arm leaving him Stunned for 1 Round and inflicts 2 levels of Fatigue. The arm is useless for 1d5 Rounds.</td>
</tr>
<tr>
<td>4</td>
<td>The shock of the Attack makes the Target vomit. He is Stunned for 1 Round and takes 3 levels of Fatigue. The arm is useless for 1d10 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>The arm suffers electrical burns inflicting no small amount of pain on the Target. The Target's WS and BS are halved (round down) for 1 Round and the Target takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>6</td>
<td>The Target halves WS and BS for 1d10 Rounds, takes 1d5 levels of Fatigue, and must successfully Test Toughness or lose the use of the hand permanently.</td>
</tr>
<tr>
<td>7</td>
<td>With a terrible snapping sound, the heat of the Attack boils the marrow in the Target’s arm, causing it to shatter. The Target's arm is broken and until it is repaired the Target counts as only having one arm. The Target is Stunned for 1 Round and also takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>8</td>
<td>Lightning sears through the arm at the shoulder, causing the limb to be severed from the body. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target takes 1d10 levels of Fatigue. The Target now only has one arm.</td>
</tr>
<tr>
<td>9</td>
<td>Energy consumes the Target’s arm, burning the flesh to a crisp right down to the bone. The Target must make an immediate Toughness Test or die from shock. If he survives, however, the Target takes 1d10 levels of Fatigue and is Stunned for 1 Round. The Target now only has one arm.</td>
</tr>
<tr>
<td>10+</td>
<td>The Attack reduces the arm to a cloud of ash and sends the Target crumbling to the ground where he immediately dies from shock, clutching his smoking stump.</td>
</tr>
</tbody>
</table>

### Shock Damage - Leg

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A bolt to the leg leaves the Target limping. The Target gains 1 level of Fatigue.</td>
</tr>
<tr>
<td>2</td>
<td>A grazing strike against the leg slows the Target for a bit. The Target halves all movement for 1 Round.</td>
</tr>
<tr>
<td>3</td>
<td>The blast melts skin on the Target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds.</td>
</tr>
<tr>
<td>4</td>
<td>A solid bolt to the leg sends currents of agony coursing through the Target. The Target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>The Target’s leg endures horrific electrical burns, fusing clothing and Armor with flesh and bone. The Target takes 1 level of Fatigue and moves at half speed for 2d10 Rounds.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack burns the Target’s foot, charring the flesh and emitting a foul aroma. The Target must successfully Test Toughness or lose the foot. On a success, the Target’s movement rates are halved until he receives medical attention. In addition, the Target takes 2 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>The heat fries the leg, leaving it a mess of blackened flesh. The leg is broken and until repaired, the Target counts as having lost the leg. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target gains 1d5 levels of Fatigue. The Target now only has one leg.</td>
</tr>
<tr>
<td>8</td>
<td>Energy sears through the bone, causing the leg to be severed. The Target must take a Toughness Test or become Stunned for 1 Round. In addition the Target gains 1d10 levels of Fatigue and is suffering from Blood Loss. The Target now only has one leg.</td>
</tr>
<tr>
<td>9</td>
<td>The force of the Attack reduces the leg to little more than a chunk of sizzling gristle. The Target make a Challenging (+0) Toughness Test or die from shock. The leg is utterly lost.</td>
</tr>
<tr>
<td>10+</td>
<td>In a terrifying display of power, the leg immolates and fire consumes the Target completely. The Target dies in a matter of agonizing seconds</td>
</tr>
</tbody>
</table>
## Shock Damage - Head

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A grazing bolt to the head frazzles the Target’s senses, imposing a –10 Penalty to all Tests (except Toughness) for 1 Round.</td>
</tr>
<tr>
<td>2</td>
<td>The bolt of lightning dazzles the Target, leaving him blinded for 1 Round.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack cooks off the Target’s ear, leaving him Stunned for 1 Round and inflicting 1 level of Fatigue.</td>
</tr>
<tr>
<td>4</td>
<td>The energy burns away all of the hairs on the Target’s head as well as leaving him reeling from the injury. The Attack deals 2 levels of Fatigue and the Target is blinded for 1d5 Rounds.</td>
</tr>
<tr>
<td>5</td>
<td>A blast of electricity envelopes the Target’s head, burning his face and hair, and causing him to scream like a stuck Pig. In addition to losing his hair, he is blinded for 1d10 Rounds and takes 3 levels of Fatigue.</td>
</tr>
<tr>
<td>6</td>
<td>The Attack cooks the Target’s face, melting his features and damaging his eyes. The Target is blinded for the next 1d10 hours and permanently reduces his Fellowship Characteristic by 1d10 points. The Target also takes 1d5 levels of Fatigue.</td>
</tr>
<tr>
<td>7</td>
<td>In a gruesome display, the flesh is burned from the Target’s head, exposing charred bone and muscle underneath. The Target is blinded permanently and takes 1d10 levels of Fatigue. Also, roll 1d10. This is the Target’s new Fellowship, unless their Fellowship is already 10 or less, in which case nobody really notices the difference.</td>
</tr>
<tr>
<td>8</td>
<td>The Target’s head is destroyed by an electric bolt. He does not survive.</td>
</tr>
<tr>
<td>9</td>
<td>Superheated by the Attack, the Target’s brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby. The Target is no more.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except the Target’s entire body catches fire and runs off headless 2d10 meters in a random direction. Anything flammable it passes, including Characters, must make an Agility Test or catch fire.</td>
</tr>
</tbody>
</table>

## Shock Damage - Body

<table>
<thead>
<tr>
<th>Critical Damage</th>
<th>Critical Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A blast to the Target’s body steals the feeling from his body. The Target can take only a Half Action on his next Turn.</td>
</tr>
<tr>
<td>2</td>
<td>The bolt punches the air from the Target’s body, inflicting 1 level of Fatigue upon him.</td>
</tr>
<tr>
<td>3</td>
<td>The Attack cooks the flesh on the chest and abdomen, inflicting 2 levels of Fatigue and leaving the Target Stunned for 1 Round.</td>
</tr>
<tr>
<td>4</td>
<td>The energy ripples all over the Character, scorching his body and inflicting 1d10 levels of Fatigue.</td>
</tr>
<tr>
<td>5</td>
<td>The fury of the Attack forces the Target to the ground, helplessly covering his face and keening in agony. The Target is knocked to the ground and must make an Agility Test or catch fire (see Special Damage). The Target takes 1d5 levels of Fatigue and must take the Stand Action to regain his feet.</td>
</tr>
<tr>
<td>6</td>
<td>Struck by the full force of the Attack, the Target is sent reeling to the ground, smoke spiralling out of the wound. The Target is knocked to the ground, Stunned for 1d10 Rounds, and takes 1d5 levels of Fatigue. In addition, he must make an Agility Test or catch fire.</td>
</tr>
<tr>
<td>7</td>
<td>The intense power of the electricity cooks the Target’s organs, burning his lungs and heart with intense heat. The Target is Stunned for 2d10 Rounds and reduces his Toughness by half (round down).</td>
</tr>
<tr>
<td>8</td>
<td>As the Attack washes over the Target, his skin turns black and peels off while body fat seeps out of his clothing and Armor. The Target is Stunned for 2d10 Rounds and the Attack halves his Strength, Toughness and Agility. The extensive scarring permanently halves the Target’s Fellowship Characteristic.</td>
</tr>
<tr>
<td>9</td>
<td>The Target is completely encased in energy, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.</td>
</tr>
<tr>
<td>10+</td>
<td>As above, except in addition, the Target’s equipment and gear melts away in the raging flames.</td>
</tr>
</tbody>
</table>
Special Damage

The following are several kinds of special Damage you may need to deal with during your adventures.

Toxic Damage

Toxic is a special Damage effect often caused by poisons or certain Creatures’ Attacks. Toxic damage does not function like normal Damage: it is not mitigated in any way. Instead, a Character who suffers Toxic Damage makes a Toughness Test with a difficulty based on the amount of Toxic Damage taken. Amounts of Damage beyond 7 are ignored.

<table>
<thead>
<tr>
<th>Toxic Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage Taken</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
</tbody>
</table>

If the Character fails this Toughness Test, they become Poisoned. Poisoned Characters must make a Toughness Test each Round, with a starting Difficulty equal to that of the initial Toughness Test. Passing a Test reduces the Difficulty by one step for subsequent Rounds. Failing a Test increases the Difficulty by one step for subsequent Rounds. If a Character passes a number of Tests in a row equal to the amount of Toxic Damage taken, they are no longer Poisoned. If a Character fails a number of Tests in a row equal to their Toughness Bonus, they die.

Fire

Characters take Damage each Round if exposed to fire. If you are exposed to the same fire source for two or more consecutive Rounds, you must make an Ordinary (+10) Agility Test each Round or catch on fire. Once you are blazing, you take 1d10 Fire Damage (with no reduction for Armor, just Toughness) and take 1 level of Fatigue each Round until the fire is extinguished. All Damage from fire is applied to the body for the purposes of calculating Critical Damage. When on fire, a Character must make a Willpower Test to act normally; otherwise they may only run around and scream (count as a Full Action). Once a Character is on fire, he may try and put himself out by taking a Full Action and making a Difficult (-10) Agility Test. The GM may make this Test easier or harder depending on such factors as allies helping to beat out the flames, leaping into water or loose sand, high winds etc.

Suffocation

There are many ways to suffocate. Drowning is the most common, but the inhalation of smoke and certain gases also does the trick. The rate of suffocation depends on your activity level. If you are actively trying to conserve oxygen, you may hold your breath for a number of minutes equal to your Toughness Bonus. Test Toughness each minute. A failure indicates that you take 1 level of Fatigue. If you do not gain a fresh source of oxygen at the end of this period, regardless of your Fatigue level you immediately fall unconscious and start to expire. From this point onwards, at the end of each Round, you take 1d10 Damage until you experience death once you reach 0 Wounds. Armor or Toughness Bonus’ do not reduce the Damage incurred.

If you are engaged in strenuous activity (Combat, swimming and the like) you may hold your breath for a number of Rounds equal to twice your Toughness Bonus. After this period, you lose 1 Wound and gain a level of Fatigue at the end of each Round. Should you fall unconscious due to Fatigue, you take 1d10 Damage at the end of each Round until death. Armor or Toughness Bonus do not reduce the Damage incurred.

Falling

Characters can fall off things for all manner of reasons, though the results are usually the same. To work out Damage from falling, find the distance fallen and consult the following Table. Hit location is generated randomly. Armor provides no protection against falls, and Damage from falling counts as Impact Damage.

<table>
<thead>
<tr>
<th>Fall Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Distance Fallen</td>
</tr>
<tr>
<td>3 meters</td>
</tr>
<tr>
<td>6 meters</td>
</tr>
<tr>
<td>9 meters</td>
</tr>
<tr>
<td>12 meters</td>
</tr>
<tr>
<td>15 meters</td>
</tr>
<tr>
<td>18 meters</td>
</tr>
<tr>
<td>21 meters</td>
</tr>
<tr>
<td>24 meters</td>
</tr>
<tr>
<td>25 meters+</td>
</tr>
</tbody>
</table>

Healing

The following Sections detail how injured Characters heal, as well as traditional means for aiding the process.

Lightly Damaged

A Character is considered Lightly Damaged if he has taken Damage equal to or less than twice his Toughness Bonus. A Lightly Damaged Character removes one Damage per day through natural healing. If a Lightly Damaged Character devotes an entire day to bed rest, he removes an amount of Damage equal to his Toughness Bonus. Magical healing effects heal for the listed wounds when used by or on Characters that are Lightly Damaged.

Heavily Damaged

A Character is Heavily Damaged if he has taken more Damage than twice his Toughness Bonus. A Heavily Damaged Character removes one Damage per week though natural healing. If a Heavily Damaged Character devotes an entire week to bed rest, he removes an amount of Damage equal to his Toughness Bonus. Once a Heavily Damaged Character’s Damage is equal to or less than his Toughness Bonus, he becomes Lightly Damaged.

Critically Damaged

A Character is Critically Damaged whenever he has taken any amount of Critical Damage. Critically Damaged Characters do not heal on their own—they require aid (though some Critical Effects are permanent). Once a Character is no longer suffering from any temporary Critical Effects not including Fatigue, they may begin removing Damage normally as detailed above. Healing a Critically Damaged Character removes a point of Critical Damage from any given hit location. Only once all Critical Damage has been removed can the Character begin healing normally.
Non-Magical Medical Attention

Medical attention is any Action taken to treat injuries. Medical attention can provide immediate recovery or can speed the process of natural healing, as specified above.

• Blood Loss
Characters suffering from Blood Loss suffer one Damage unmitigated by Armor or Toughness each round unless treated in some way. The bleeding can be staunched by the application of bandages (an Extended Action that lasts 5 Rounds) or slowed by simply putting pressure on the wound (grants a +10 to the Blood Loss Test).

• Broken Limbs
Certain Critical Effects indicate a risk of permanently losing a limb. Should a Character with the Traditional Medicine Skill be present and assisting the injured Character; if the helper succeeds on a Traditional Medicine (Int) Skill Test the victim may make a Challenging (+0) Toughness Test to retain the limb (reduce the Difficulty by one step for every two Degrees of Success the helper achieves). The limb must be held in a sling for 1d5+1 weeks and is useless during this time. Should this Test fail, the limb must be removed, requiring a Character with the Traditional Medicine Skill to succeed on a Difficult (-10) Traditional Medicine Test. Should this fail, the limb still comes off, but the surgery inflicts 1d10 Critical Damage to the limb. Should the amputee live, the limb comes off, but he suffers Blood Loss and must be treated for it. Once this has been dealt with, the doctor must treat the wound as if it were an amputated limb.

• Amputated Limbs
A Character that loses body parts (except for their heads—this pretty much means death) is also affected by Blood Loss and must be treated for that first. Should this succeed and the Character lives, someone with the Traditional Medicine Skill must be found to adequately treat the stump to ensure that it heals well. If no doctor is available, there is only a 20% chance that it will heal over. If it does not, the amputee dies a horrible death from infection after 1d10 days. Whether or not it heals naturally or a medic treats it, the Character will not start removing Damage for 1d10+2 days.

Note: Healing Magic cannot restore lost limbs or body parts once they are gone, though it will fix Non-Permanent Critical Effects and when used alongside the amputation process will ensure that an amputated limb heals over and the patient does not die from infection.

Disease and Starvation

This Section contains rules on infectious diseases, sustenance, and starvation as they relate to the PCs.

Disease
Disease can be a real threat, especially in populated areas, or when dealing with infected monsters. If a Character is exposed to a source of a Disease, he must pass a Toughness Test (Difficulty based on how much he is exposed) or else he catches the Disease. There are three types of Diseases: Common Diseases, Deadly Diseases, and Magical Diseases.

• Common Diseases
Common Diseases come in many forms, and are relatively harmless. Each day the Character has the Disease, he must make a Toughness Test (starting at Challenging (+0) and decreasing by one step each day). Failing the Test inflicts 1 Level of Fatigue (plus 1 for every two Degrees of Failure) that cannot be removed by normal means. Passing the Test removes the Disease and the Fatigue may then be removed by normal means. If a Character is rendered unconscious by Fatigue gained in this manner, they remain so for TB days. If they do not receive medical attention (Traditional Medicine or a Cure Disease Spell/Potion) during this time, they die.

• Deadly Diseases
Rare Diseases function just like Common Diseases, except the Character must take the Toughness Test twice a day instead of just once. These diseases often have additional effects depending on their origin, but this is left to the GM.

• Magical Diseases
Magical Diseases like Vampirism and Lycanthropy are entirely unique. Their effects should be determined by the GM based on the Disease's origin. For information on Vampirism and Lycanthropy, see Chapter 8.

Sustenance and Starvation

In some instances, Characters may find themselves without food or water, and with no way to obtain them. Characters need at least a gallon of fluids and a pound of food per day to avoid starvation. In very hot climates, Characters need twice as much water to avoid dehydration.

A Character can go without water for 2 days plus TB hours. After this time the Character must make a Challenging (+0) Toughness Test every 12 hours (the Test increases in Difficulty by one step each time). Failing the Test inflicts 1d5 Levels of Fatigue. If a Character passes out from Fatigue incurred in this fashion, they die.

A Character can go without food for 5 days. After this time, the Character must make a Challenging (+0) Toughness Test each hour (the Test increases in Difficulty by one step every hour). Failing the Test inflicts 1d5 Levels of Fatigue. If a Character passes out from Fatigue incurred in this fashion, they die.
4.5 Movement and Interaction

The following Sections detail various methods of Character movement and physical interaction.

Movement

Under most circumstances, you need only say that you want your Character to go somewhere and eventually he gets there. How fast the Character moves rarely matters in ordinary situations, but when it comes to some things, the speed with which a Character can move can become very important. During a Round, Characters may move at one of four speeds: Half Move, Full Move, Charge, or Run. The number of meters a Character may move in his Turn is determined by his Agility Bonus. Traits can modify some or all movement speeds. Details on these modes of movement can be found under Combat.

Structured Time Movement (Meters/Round)

<table>
<thead>
<tr>
<th>AB</th>
<th>Half Move</th>
<th>Full Move</th>
<th>Charge</th>
<th>Run</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>½</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>4</td>
<td>6</td>
<td>12</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>6</td>
<td>9</td>
<td>18</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>8</td>
<td>12</td>
<td>24</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>10</td>
<td>15</td>
<td>30</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>12</td>
<td>18</td>
<td>36</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
<td>14</td>
<td>21</td>
<td>42</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>16</td>
<td>24</td>
<td>48</td>
</tr>
<tr>
<td>9</td>
<td>9</td>
<td>18</td>
<td>27</td>
<td>54</td>
</tr>
<tr>
<td>10</td>
<td>10</td>
<td>20</td>
<td>30</td>
<td>60</td>
</tr>
</tbody>
</table>

Narrative Movement

In some situations, it may be important to note how fast a Character can travel in Narrative Time. The following table describes the standard speeds a Character can move at a leisurely pace under ideal circumstances. Environment (see following) can affect these speeds, hindering the Characters as they travel.

Narrative Time Movement

<table>
<thead>
<tr>
<th>AB</th>
<th>Per Minute</th>
<th>Per Hour</th>
<th>Per Day (10h)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>12m</td>
<td>.75km</td>
<td>7km</td>
</tr>
<tr>
<td>1</td>
<td>24m</td>
<td>1.5km</td>
<td>15km</td>
</tr>
<tr>
<td>2</td>
<td>48m</td>
<td>3km</td>
<td>30km</td>
</tr>
<tr>
<td>3</td>
<td>72m</td>
<td>4km</td>
<td>40km</td>
</tr>
<tr>
<td>4</td>
<td>96m</td>
<td>6km</td>
<td>60km</td>
</tr>
<tr>
<td>5</td>
<td>120m</td>
<td>7km</td>
<td>70km</td>
</tr>
<tr>
<td>6</td>
<td>144m</td>
<td>9km</td>
<td>90km</td>
</tr>
<tr>
<td>7</td>
<td>168m</td>
<td>10km</td>
<td>100km</td>
</tr>
<tr>
<td>8</td>
<td>192m</td>
<td>12km</td>
<td>120km</td>
</tr>
<tr>
<td>9</td>
<td>216m</td>
<td>13km</td>
<td>130km</td>
</tr>
<tr>
<td>10</td>
<td>240m</td>
<td>14km</td>
<td>140km</td>
</tr>
</tbody>
</table>

Narrative Movement and Terrain

Terrain conditions affect how fast your Character can cover ground during Narrative Time. Obviously, picking your way through a jungle is far more laborious than moving along a major road. Halve distances when moving through tightly packed foliage, dense urban areas or similarly difficult terrain. The Game Master will determine what, if any, modifiers apply to Narrative Time caused by the environment.

Environmental Conditions

<table>
<thead>
<tr>
<th>Condition</th>
<th>Ag Test Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fog or Smoke</td>
<td>Ordinary (+10)</td>
</tr>
<tr>
<td>Mud</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>Shallow Water</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>Darkness</td>
<td>Difficult (-10)</td>
</tr>
<tr>
<td>Snow</td>
<td>Difficult (-10)</td>
</tr>
<tr>
<td>Underbrush</td>
<td>Difficult (-10)</td>
</tr>
<tr>
<td>Dense Crowds</td>
<td>Hard (-20)</td>
</tr>
<tr>
<td>Rubble</td>
<td>Hard (-20)</td>
</tr>
<tr>
<td>Moving Terrain/Tremors</td>
<td>Hard (-20)</td>
</tr>
</tbody>
</table>
Climbing

There are bound to be times when you want to climb over a wall, scale a cliff, or scramble up a tree to escape the claws of a vicious beast. Any Character with both hands free can climb any non-sheer surface with a Strength (or Climb) Test. On a success, you ascend or descend at a rate of one-half your Half Move speed (to a minimum of a 1/2 meter). For each degree of success, you climb an extra meter. On a failed Test, you fall from your starting climbing position. Climbing Difficulty varies with the nature of the climbing surface, though most Tests should be Challenging (+0).

• Climbing Sheer Surfaces

Certain surfaces are beyond the means of ordinary Characters to climb. Naked stone walls without hand-holds, vertical ascents and overhangs all require some Skill at climbing to navigate. You may attempt a Climb Skill Test to climb these surfaces at one-half your Half Move speed. Otherwise, you must have tools such as a knotted rope or blanket, rope ladder or ladder. If you can take your time and are not threatened by Opponents, you may ascend at one-half your Half Move rate without Testing Strength. You may try to climb more quickly or when you are being Attacked, but you must Test Strength as if you were climbing a non-sheer surface.

Jumping

A Jump is a controlled vertical ascent or descent that generally allows you to reach a ledge overhead or land on your feet. If you’re pushed, or plummet, you’re not Jumping but falling.

• Jumping Up

You can make a standing Jump to hop up to reach something above you or land on a higher level. Doing so requires an Agility Test. On a success, you Jump up a number of centimeters equal to 20 times your Strength Bonus. For each degree of success, you add another number of centimeters equal to 10 times your Strength Bonus.

• Jumping Down

When Jumping down, you must make an Agility Test for each meter of descent. On a failed Test, you stop making Agility Tests and fall the remaining distance. So if you fail the first Test, you fall the entire distance.

Leaping

A Leap is a horizontal jump. It is used to traverse from roof to roof or to cross chasms, ditches and so on. There are two types of Leap: running and standing. In both cases, they are Full Actions.

• Running Leaps

In a Running Leap, you must move at least four meters in a straight line leading up to the Leap. At the end of your movement, you Leap across a number of meters equal to your Strength Bonus. Make a Strength Test. For each degree of success, you Leap an extra 50 centimeters. For each degree of failure, you Leap 50 centimeters less (minimum 0 meters—you probably move a few dozen centimeters, but not a full meter). For every four meters run up beyond those required for the Leap you get a +10 Bonus (maximum +30) to your Strength Test.

• Standing Leaps

A Standing Leap is similar to a Running Leap, except, obviously, you don’t have to run first. You calculate your distance as a running Leap, but you take a −10 Penalty to your Strength Test.

Swimming

A Character doesn’t need to make a Test to swim under ideal circumstances, but hazardous conditions such as rough waters, hands being tied, or swimming whilst fighting all require Swim Tests to move. To swim under hazardous conditions, you must make an Athletics (S) Test as a Move Action. A success indicates that you move in any direction up to a number of meters equal to one-half your SB or simply tread water. A failed Test means that you make no progress and cannot move. If you fail by 2 degrees or more, you sink one meter for every 20kg of your weight.

• Swimming and Narrative Time

Prolonged swimming can be exhausting. You may swim for a number of hours equal to your Toughness Bonus (simply substitute your Strength Bonus for Agility Bonus to determine how much distance you travel each hour). After this point, you must make a Toughness Test, with a cumulative −10 Penalty per hour and each hour thereafter. On a failed Test, you take 1 level of Fatigue. If knocked unconscious from Fatigue, you sink and probably drown.
Carrying and Lifting

There are likely to be instances where it's useful to know how much your Character can reasonably lift. The amount of weight a Character can move depends on the sum of your Character's Strength Bonus and Toughness Bonus. Compare the total to the following Table to find out the limits of your might. Note that certain Traits may increase these values.

<table>
<thead>
<tr>
<th>SB + TB</th>
<th>Carry</th>
<th>Lift</th>
<th>Push</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0.9kg</td>
<td>2.25kg</td>
<td>4.5kg</td>
</tr>
<tr>
<td>1</td>
<td>2.25kg</td>
<td>4.5kg</td>
<td>9kg</td>
</tr>
<tr>
<td>2</td>
<td>4.5kg</td>
<td>9kg</td>
<td>18kg</td>
</tr>
<tr>
<td>3</td>
<td>9kg</td>
<td>18kg</td>
<td>36kg</td>
</tr>
<tr>
<td>4</td>
<td>18kg</td>
<td>36kg</td>
<td>72kg</td>
</tr>
<tr>
<td>5</td>
<td>27kg</td>
<td>54kg</td>
<td>108kg</td>
</tr>
<tr>
<td>6</td>
<td>36kg</td>
<td>72kg</td>
<td>144kg</td>
</tr>
<tr>
<td>7</td>
<td>45kg</td>
<td>90kg</td>
<td>180kg</td>
</tr>
<tr>
<td>8</td>
<td>56kg</td>
<td>112kg</td>
<td>225kg</td>
</tr>
<tr>
<td>9</td>
<td>67kg</td>
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<td>270kg</td>
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<tr>
<td>10</td>
<td>78kg</td>
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<td>315kg</td>
</tr>
<tr>
<td>11</td>
<td>90kg</td>
<td>180kg</td>
<td>360kg</td>
</tr>
<tr>
<td>12</td>
<td>112kg</td>
<td>225kg</td>
<td>450kg</td>
</tr>
<tr>
<td>13</td>
<td>225kg</td>
<td>450kg</td>
<td>900kg</td>
</tr>
<tr>
<td>14</td>
<td>337kg</td>
<td>675kg</td>
<td>1350kg</td>
</tr>
<tr>
<td>15</td>
<td>450kg</td>
<td>900kg</td>
<td>1800kg</td>
</tr>
</tbody>
</table>

Exceeding your Carrying Limits

If you find yourself carrying more than your normal carrying limits and less than your lifting limit, you are encumbered. You take a –10 Penalty to all movement-related Tests and reduce your Agility Bonus by 1 for the purposes of determining movement rates. In addition, after a number of hours equal to your Toughness Bonus have passed while carrying this weight, you must successfully make a Toughness Test or take 1 level of Fatigue. While handling weights at your lifting or pushing limits, to move at your normal rate requires a Full Action. You can try to lift or push more than your limit by Testing Strength. Each degree of success on a Strength Test adds a +1 Bonus to the sum of your Strength and Toughness Bonus for the purpose of determining your limits. If you fail this Test by 2 degrees or more, you take 1 level of Fatigue.

Throwing

You can throw any object whose weight is equal to or less than half of your lifting weight. To see how far the object travels, Test Strength. A successful Test means that the object flies a number of meters equal to your Strength Bonus. For each degree of success, this distance increases by a factor of 1, so one degree means that you throw the object a number of meters equal to twice your SB, two degrees means that the object is thrown a number of meters equal to your SB times 3, three degrees at SB times 4 and so on. On a failed Test, the object flies a number of meters equal to half your Strength Bonus (round down; a result of 0 means it fell at your feet). If the object hits a hard surface such as a wall, it takes 1d10+SB Damage plus 1 for every degree of success on your Test.

If you're throwing such an object as an improvised Weapon you must make a Ballistics Skill Test rather than a Strength Test. Throwing heavier objects more than half than your lifting weight, but no more than your lifting weight, imposes a Hard (~20) Test Penalty.

Flying

The following rules provide an abstract system for dealing with flying.

Altitude

There are three broad altitude levels: Hovering, Low, and High. You can change altitude by one level (up or down) during each Move Action taken. If you’re using the Charge or Run Actions, you can change altitudes by two levels.

• **Hovering**
  Hovering means that you are skimming just above the ground, no higher than two meters. You can move over obstacles or pits with ease, but Attacks can affect you as normal. You can both Attack and be Attacked by creatures on the ground.

• **Low**
  This altitude indicates that you are flying no more than 15 meters above the ground. You cannot Attack or be Attacked in Melee, but Ranged Attacks are possible. You take no penalties for shooting downwards, but those firing up at you treat you as being 16 meters further away and take a -10 Penalty to their Ballistic Skill Tests made to Attack you.

• **High**
  When flying at this altitude, you are flying far above the ground, beyond the range of all Attacks, even those coming from low altitude. You can only Attack or be Attacked by other creatures flying at High altitude.

Flying Movement

Flying creatures and Characters are broken up into two categories, each of which is a Trait. They are Hoverers and Flyers. Hoverers can move through the air, but are incapable of gaining more than 2 meters of altitude. A Flyer can go high into the sky, just like a bird. Each Trait has an associated number. This number describes the Character or creature’s Flying Movement. This works just like regular movement, but applies only when the creature is flying.

When flying, a Character must spend at least one Move Action on his Turn each Round or he’ll fall (although there are exceptions, like levitation). Hoverers simply land, which causes no Damage. Flyers at Low altitude take Damage from a 15 meter fall, while those at High altitude take Damage from a 25+ meter fall. The Charge, Attack and Run Actions both count as movement for the purposes of staying in the air.
4.6 Miscellaneous

The remainder of this Chapter contains rules for a variety of other situations not covered in one of the previous Sections.

**Lighting**

For simplicity, there are three levels of light: Bright, Shadow and Darkness. Bright light is any light that allows normal vision, such as sunlight or being within the radius of a torch, candle and so on. Shadow occurs whenever a normal light source is obscured such as by fog, distance or some similar effect. Darkness, naturally enough, is the absence of light.

Aside from the obvious effects of Darkness and Shadow—being the inability to see, areas of Shadow and Darkness can interfere with a Character’s movement and Combat capabilities. Characters may move through areas of Shadow at no Penalty, but may move at only half speed or less through Darkness. Exceeding this speed means that the Character may drift in a random direction unless the Character succeeds on a Hard (-20) Perception Test.

**Fear**

When a Character is confronted by such a frightening event (such as the slaughter of their allies, or simply something otherworldly and terrifying) or adversary, they must take a Fear Test; this is a Willpower Test, modified by the thing’s Fear Rating, a measure of how frightening something is. If the Character passes this Test then he may continue to act as normal. If he fails however, he succumbs to Fear. Fear Tests are defined in the form Fear (X) where X indicates the Difficulty of the Test. The base Difficulty (X is 0) is a Challenging (+0) Willpower Test, and the Difficulty increases by one step for each point of X above zero. If a being’s Fear Rating changes then Characters around it must make a Fear Test against the new rating.

**Failing a Fear Test**

If in a Combat situation a Character fails a Fear Test, he must immediately roll on the Shock Table, 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 the Fear Test, the Character becomes unnerved and suffers a -10 Penalty to any Skill or Test that requires concentration on his part. This Penalty lasts while the Character remains in the vicinity of the object of their Fear. Characters may be able to shake off some of the effects of Fear after the initial shock has worn off. Where specified on the Shock Table, that a Character may “snap out of it”, a Character can make a Willpower Test when it is his next Turn. If this succeeds then he regains his senses, shrugs off the effects and may act normally from then on. If he fails this Test, the effect continues and he may try again when it is his next Turn.

The Shock Table (Roll d100 and add 10 for every degree of failure on the Fear Test)

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-20</td>
<td>The Character is badly startled. He may only take a single Half Action when in his next Turn, but afterwards he may act normally.</td>
</tr>
<tr>
<td>21-40</td>
<td>Fear grips the Character and he begins to shake and tremble. He is at a –10 Penalty on all Tests for the rest of the encounter unless he snaps out of it.</td>
</tr>
<tr>
<td>41-60</td>
<td>Reeling with shock, the Character backs away from the thing that confronts them. The Character cannot willingly approach the object of his fear, but may otherwise act normally, with a –10 Penalty on all Tests until the end of the encounter.</td>
</tr>
<tr>
<td>61-80</td>
<td>The Character is frozen by terror. The Character may make no Actions until he snaps out of it. After snapping out of it, the Character will make all Tests with a –10 Penalty for the rest of the encounter.</td>
</tr>
<tr>
<td>81-100</td>
<td>Panic grips the Character. He must flee the source of his fear, if able, as fast as he can, and if prevented from doing so he may only take Half Actions and is at a –20 Penalty to all Tests. Once away from the danger he must successfully snap out of it to regain control</td>
</tr>
<tr>
<td>101-120</td>
<td>Fainting dead away, the Character keels over and remains unconscious for 1d5 Rounds. Once he regains consciousness he is still shaken and takes all Tests with a –10 Penalty until the end of the encounter.</td>
</tr>
<tr>
<td>121-130</td>
<td>Totally overcome, the Character screams and vomits uncontrollably for 1d5 Rounds. During this time he is helpless, may do nothing and drop anything he is holding. Afterwards, until the end of the encounter, the Character may only take a single Half Action each Turn until he can rest.</td>
</tr>
<tr>
<td>131-140</td>
<td>The Character laughs hysterically and randomly Attacks anything near him in a manic frenzy, using whatever Weapon he has in hand. This effect lasts until the Character snaps out of it, or until he is knocked unconscious.</td>
</tr>
<tr>
<td>141-160</td>
<td>The Character crumples to the ground for 1d5+1 Rounds sobbing, babbling and tearing at his own flesh, and may do nothing. Even after he returns to his senses, he is a complete mess and at a –20 Penalty on all Tests until the end of the Encounter.</td>
</tr>
<tr>
<td>161-170</td>
<td>The Character’s mind snaps and he becomes catatonic for 1d5 hours and may not be roused.</td>
</tr>
<tr>
<td>171+</td>
<td>The Character is so affected that he begins to see strange and terrible visions as his hold on reality shatters. The Character takes 1d10 points of permanent Willpower Damage.</td>
</tr>
</tbody>
</table>
Locks and Traps

Strange treasures abound in the Elder Scrolls universe, and there are many who seek to “liberate” them from their original owners. Every thief is familiar with the two primary methods by which people choose to protect their valuables: Locks and Traps. Locks are mechanisms built into doors that prevent them from being opened without a key. Traps may be physical or magical, and are designed to harm intruders in some way.

Locks

Bypassing Locks can be a complex process. To pick a Lock, a Character needs lock picks, physical access to the door, and most importantly: time. Picking a Lock requires a Security (Int) Skill Test, and can take several minutes depending on the strength of the Lock, though the exact time is up to the GM to determine. Each Lock has an associated Lock Level that sets the Difficulty for the Skill Test, and simply represents an estimate of the overall complexity of the Lock. Failing this test by 4 or more Degrees of Failure means that the Character has broken their lock pick.

<table>
<thead>
<tr>
<th>Lock Level</th>
<th>Test Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>Routine (+20)</td>
</tr>
<tr>
<td>Level 2</td>
<td>Ordinary (+10)</td>
</tr>
<tr>
<td>Level 3</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>Level 4</td>
<td>Difficult (-10)</td>
</tr>
<tr>
<td>Level 5</td>
<td>Hard (-20)</td>
</tr>
<tr>
<td>Level 6</td>
<td>Very Hard (-30)</td>
</tr>
<tr>
<td>Level 7</td>
<td>Arduous (-40)</td>
</tr>
</tbody>
</table>

Traps

Due to the sheer number of potential Traps an adventurer might come across, we will leave the details of specific Traps up to the GM. Though in general, a Character with the Security Skill can fashion and set Traps as well as disarm them given enough time and resources. The chance that a Trap goes off as planned or that the Character avoids setting one off is determined by either a Security Skill Test or by a secret opposed Security (Int) Skill Test against the one who set it. In some cases it may be appropriate to substitute in an Awareness (Per) Skill Test, depending on the nature of the Trap, though Magical Traps are typically invisible to the naked eye, and often take the form of hidden enchantments in containers and doorways.

The Effects of Alcohol

Whenever a Character begins drinking alcohol, they run the risk of becoming drunk. If a Character drinks a number of alcoholic beverages equal to their Toughness Bonus they may function as normal (though perhaps their breath becomes rather foul). Every drink over their Toughness Bonus, however, incurs a Toughness Test, the difficulty of which depends on the type of drink (see table below).

<table>
<thead>
<tr>
<th>Drink</th>
<th>Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ale</td>
<td>Challenging (+0) Toughness Test</td>
</tr>
<tr>
<td>Beer</td>
<td>Ordinary (+10) Toughness Test</td>
</tr>
<tr>
<td>Wine</td>
<td>Challenging (+0) Toughness Test</td>
</tr>
<tr>
<td>Spirits</td>
<td>Hard (-20) Toughness Test</td>
</tr>
</tbody>
</table>

On a successful Test, nothing happens. On a failed Test, the Character takes a step down the path to drunkenness. Each failed Test incurs a level of Fatigue. If a Character fails a number of Consume Alcohol Tests equal to their Toughness Bonus they’re wasted. Being wasted, they must spend a half Action each round just to keep their bearings. If they opt not to take this half Action, roll a 1d100 on the Wasted Table and apply the listed effect. While wasted, a Character recovers from Fatigue at half the normal rate and cannot meditate.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-30</td>
<td>“I’ve only had a couple!” The Character can act normally but incurs 2 levels of Fatigue</td>
</tr>
<tr>
<td>31-40</td>
<td>“I feel kind of funny.” The Character is disoriented and can perform no Action other than movement.</td>
</tr>
<tr>
<td>41-50</td>
<td>“I ever tell you how pretty you is?” The Character is dulled and uninhibited. At the GM’s discretion NPC’s may start taking offense to the Character.</td>
</tr>
<tr>
<td>51-60</td>
<td>“You lookin’ at ME milk drinker?” The Character becomes aggressive and uncouth and tries to pick a fight with the nearest person they don’t know.</td>
</tr>
<tr>
<td>61-70</td>
<td>“I’ll take you all on!” The Character is hopelessly confused but resolute. Not sure what is going on, but feeling threatened nonetheless, they begin lashing out randomly.</td>
</tr>
<tr>
<td>71-100</td>
<td>THUMP The Character passes out in a pool of their own vomit for 1d10 hours or until someone wakes them.</td>
</tr>
</tbody>
</table>
Players of the UESRPG can potentially encounter a vast number of different goods and services during their adventures. This Chapter will detail Consumer Goods, Arcane Goods, Luxury Goods, Industrial Goods, Militant Goods, and Services along with their costs. Additionally, a system of terms (Common, Expensive, Extravagant, and Exquisite) connoting relative quality will be used throughout. Finally, the listed costs are intended as a baseline for the GM; geography, recent events, and the adroitness of individual merchants are acceptable justifications for raising or lowering going rates.

The Septim
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 “Drakes” or “Remans”).

Wealth Distribution
Like any setting, the peoples of Tamriel do not all belong to the same socioeconomic class. The unskilled laborers and peasants outnumber the merchants and craftsmen and so on; forming a wealth pyramid atop which sit nobles, guild-masters, legendary artisans, and the various other power players present at any given time. In game terms, this means that the cost of employing NPC’s will vary greatly, dependent on multiple factors, which will be detailed later in this Chapter.

Availability and Pricing
Just because a community may offer a good or service sought by an adventurer does not mean that it is always accessible. Larger communities have more vibrant and all-encompassing markets, but they are also a challenge to navigate and utilize by those lacking experience in mercantile endeavors, meaning engaging in commerce in heavily populated areas may be more time consuming. Characters searching for a particular good or service must make a successful Inquiry (Int) or Commerce (Int) Skill Test, modified by the availability of the good or service in relation to market size, to find what they seek (as described by the table below). Additionally, the time such a transaction takes is up to the GM, but can range from a few minutes to a multiple weeks.
Availability and Population

<table>
<thead>
<tr>
<th>Availability</th>
<th>Below 1,000 (Village)</th>
<th>Below 10,000 (Town)</th>
<th>Below 50,000 (City)</th>
<th>50,000 or more (Huge City)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ubiquitous</td>
<td>+40</td>
<td>+50</td>
<td>+60</td>
<td>+70</td>
</tr>
<tr>
<td>Abundant</td>
<td>+30</td>
<td>+40</td>
<td>+50</td>
<td>+60</td>
</tr>
<tr>
<td>Plentiful</td>
<td>+20</td>
<td>+30</td>
<td>+40</td>
<td>+50</td>
</tr>
<tr>
<td>Common</td>
<td>+10</td>
<td>+20</td>
<td>+30</td>
<td>+40</td>
</tr>
<tr>
<td>Average</td>
<td>+0</td>
<td>+10</td>
<td>+20</td>
<td>+30</td>
</tr>
<tr>
<td>Scarce</td>
<td>-10</td>
<td>+0</td>
<td>+10</td>
<td>+20</td>
</tr>
<tr>
<td>Rare</td>
<td>-20</td>
<td>-10</td>
<td>0</td>
<td>+10</td>
</tr>
<tr>
<td>Very Rare</td>
<td>-30</td>
<td>-20</td>
<td>-10</td>
<td>+0</td>
</tr>
<tr>
<td>Extremely Rare</td>
<td>-40</td>
<td>-30</td>
<td>-20</td>
<td>-10</td>
</tr>
<tr>
<td>Near Unique</td>
<td>-50</td>
<td>-40</td>
<td>-30</td>
<td>-20</td>
</tr>
<tr>
<td>Unique</td>
<td>GM's discretion</td>
<td>GM's discretion</td>
<td>GM's discretion</td>
<td>GM's discretion</td>
</tr>
</tbody>
</table>

Additionally, the size of the population and availability of the item will drastically influence the time required to find a given item: larger areas tend to take longer to search. Overall, finding an item can take anywhere from a few minutes to a few days.

Pricing

Keep in mind that all the prices offered in this Chapter are intended to be rough averages across the entirety of Tamriel. Goods will often be several times more expensive in areas far from where they are produced, or several times cheaper at the source. Availability will, of course, also vary drastically. Additionally, prices will vary locally based on a wide number of factors that we cannot possibly account for. In general it is good to remember that the prices here are simply a baseline to work with, and as long as the GM has a good idea of where things are made, then figuring out a more accurate price for any given item shouldn’t be too difficult. The following table provides a general guideline for determining these variations.

Pricing and Availability

<table>
<thead>
<tr>
<th>Distance</th>
<th>Availability Mod</th>
<th>Price Mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>Source</td>
<td>2 steps up</td>
<td>½</td>
</tr>
<tr>
<td>Nearby City</td>
<td>1 step up</td>
<td>-</td>
</tr>
<tr>
<td>Neighboring City</td>
<td>1 step down</td>
<td>2x</td>
</tr>
<tr>
<td>Distant City</td>
<td>2 steps down</td>
<td>4x</td>
</tr>
<tr>
<td>Distant Province</td>
<td>3 steps down</td>
<td>8x</td>
</tr>
</tbody>
</table>

Pricing Custom Weapons and Armor

There’s a good chance that a Player will be interested in pricing a shiny Weapon or piece of Armor from this Chapter, but with some additional upgrades. While Chapter 6 provides rules for creating such items, and while calculating a price more accurately is possible, here’s a good rule of thumb. Every additional Quality/level of a Quality added to a Weapon, increase the price of that weapon by 10% of the total price (total, not base, this should stack on itself). For a “negative” quality like Shoddy (X), that detracts from the Item’s effectiveness, simply subtract 10% of the total price for each Quality/level of that Quality.

Pricing Enchanted Items

Enchantments are somewhat more complicated. The general formula is the price of the Item being enchanted, plus the price of the Soul Gem (filled, if the Character doesn’t have one) involved, plus the fee needed to pay an Enchanter for his time. The third part is what may seem difficult to calculate. When making an Enchantment, the two variables are the initial Test Difficulty (determined by the choice of Spell), and the number of DoS achieved (determines bonus PR and/or PB). The key is to realize that these are the same thing: achieving a DoS requires rolling 10 points lower, which is the same as increasing the difficulty by one step. In order to calculate the fee that should be paid to the enchanter, take the base Difficulty, as determined by the Spell Effect, and increase or decrease the difficulty by one step for every 10/1 desired PR/PB above or below 30/3. Then compare that Difficulty to the following table. This can be used to calculate items with two effects as well, simply take the harder Difficulty effect, add two steps of Difficulty, and compare it to the table.

Enchanting Fees

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Enchanter Skill</th>
<th>Fee/Item</th>
<th>Enchanter Avb</th>
</tr>
</thead>
<tbody>
<tr>
<td>Routine (+20) or easier</td>
<td>Low</td>
<td>14</td>
<td>Plentiful</td>
</tr>
<tr>
<td>Ordinary (+10)</td>
<td>Average</td>
<td>28</td>
<td>Common</td>
</tr>
<tr>
<td>Challenging (+0)</td>
<td>Above Average</td>
<td>56</td>
<td>Scarce</td>
</tr>
<tr>
<td>Difficult (-10)</td>
<td>High</td>
<td>112</td>
<td>Rare</td>
</tr>
<tr>
<td>Hard (-20) or harder</td>
<td>Expert</td>
<td>224</td>
<td>Very Rare</td>
</tr>
</tbody>
</table>
5.1 Consumer and Luxury Goods

Aside from the militant implements, industrial tools and materials Characters are likely to possess, a whole assortment of mundane goods exist, less spectacular, but no less necessary to life in Tamriel. Everything from food, to clothing, to jewelry can be found here. All weights listed are in Kilograms.

Food & Drink

Characters need food and drink to survive. Generally, ignoring disasters such as famine, any populated area will have food that is available for purchase and, hopefully, affordable. It will not cost a great deal for a Character to keep themselves nourished, though the cost can rise rapidly depending on the life style the Character is trying to maintain.

Food

Food is the nourishment needed to get through an average day, including water. While different depending on the region and the quality, this can range from coarse bread and the ingredients for porridge, to rare meats, sweets, and other delicacies. The table below reflects a day’s worth of unprepared food (enough to make 2 decent sized meals), and a decent amount of water.

<table>
<thead>
<tr>
<th>Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Food</td>
<td>2</td>
<td>2 kg</td>
<td>Ubiquitous</td>
</tr>
<tr>
<td>- Expensive</td>
<td>3</td>
<td>2 kg</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>5</td>
<td>2 kg</td>
<td>Average</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>9</td>
<td>2 kg</td>
<td>Rare</td>
</tr>
</tbody>
</table>

Fodder

Fodder is the food needed to feed livestock and beasts of burden of varying sizes. Small animals may be anything from rabbits and chickens to small dogs and cats, while larger animals range from goats to guar, or Imperial warhorses. This does not include the water needed to keep these animals alive. Lower quality fodder is enough to keep the animal alive, while the most exquisite feedstuff will keep an animal in good health.

<table>
<thead>
<tr>
<th>Item/Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Small Animal Fodder</td>
<td>1</td>
<td>1 kg</td>
<td>Ubiquitous</td>
</tr>
<tr>
<td>- Expensive</td>
<td>2</td>
<td>1 kg</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>4</td>
<td>1 kg</td>
<td>Average</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>8</td>
<td>1 kg</td>
<td>Rare</td>
</tr>
<tr>
<td>Cheap Large Animal Fodder</td>
<td>4</td>
<td>9 kg</td>
<td>Ubiquitous</td>
</tr>
<tr>
<td>- Expensive</td>
<td>8</td>
<td>9 kg</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>16</td>
<td>9 kg</td>
<td>Average</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>32</td>
<td>9 kg</td>
<td>Rare</td>
</tr>
</tbody>
</table>

Complete Meals

Complete Meals are a combination of prepared food and drink, and as such are slightly more expensive than the price of the raw ingredients, so most people simply buy and prepare their own. Common Meals are what one might find at a low class tavern, while Exquisite Meals are the fare of Tamriel’s elite. The table below reflects a single meal and a drink.

<table>
<thead>
<tr>
<th>Meals</th>
<th>Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Meal</td>
<td>3</td>
<td>.9 kg</td>
<td>Ubiquitous</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>6</td>
<td>.9 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>18</td>
<td>.9 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>42</td>
<td>.9 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
</tbody>
</table>

Drink

Drinks range from the bare minimum: cheap alcohol, through the most exquisite wines. This does not include water, just alcoholic beverages and other drinks. The table below reflects a single drink.

<table>
<thead>
<tr>
<th>Non-Water Drinks</th>
<th>Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Drink</td>
<td>1</td>
<td>.4 kg</td>
<td>Ubiquitous</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>2</td>
<td>.4 kg</td>
<td>Plentiful</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>6</td>
<td>.4 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>18</td>
<td>.4 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
</tbody>
</table>
Clothing and Clothing Materials

Clothing in Tamriel varies throughout the land. Amongst the rich, fashion changes yearly, or even monthly, with small and sometimes barely perceptible changes in hem, cut, neckline, and color following completely inexplicable patterns. Only the elite can keep up with the fickle tastes of the upper classes, and so most people wear the simple clothing of their culture or work. Additionally, most only have a few sets of clothing, wearing the same things for days.

Outfits

Instead of pricing each individual piece of clothing, the following prices are for an outfit of respective quality. Common Clothing is cheap but dependable: rough cloth and hides, and is adequate for the vast majority. As you go up the quality scale, dyes and other fancy touches start to enter the picture: deep blue mage's robes, fur trimmed cloaks, and garments made of the finest silk fall into this range.

<table>
<thead>
<tr>
<th>Complete Outfits</th>
<th>Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Outfit</td>
<td>30</td>
<td>1.5 kg</td>
<td>Ubiquitous</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>60</td>
<td>1.5 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>120</td>
<td>1.5 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>240</td>
<td>1.5 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
</tbody>
</table>

Personal Storage

Personal storage encompasses everything from flasks and canteens, to packs and purses. Large containers may be packs, rucksacks, or large bags with volumes of up to 50 or 60 liters, and small containers include flasks, pouches, saddlebags, quivers or coin purses. Higher quality containers are made from nicer materials, and with more care: they may contain inner pouches, extra ornamentation, or simply be more durable.

<table>
<thead>
<tr>
<th>Personal Storage</th>
<th>Item/Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Large Container</td>
<td>12</td>
<td>1 kg</td>
<td>Ubiquitous</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>24</td>
<td>1 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>48</td>
<td>1 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>96</td>
<td>1 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
<tr>
<td>Cheap Small Container</td>
<td>5</td>
<td>.3 kg</td>
<td>Ubiquitous</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>10</td>
<td>.3 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>20</td>
<td>.3 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>40</td>
<td>.3 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
</tbody>
</table>

Clothing Materials

These are the raw materials necessary to make clothing: textiles and fixings. Textiles range from cloth and hide to silks and fabrics. And Fixings from thread and wooden buttons to golden thread and exquisite dyes. The amounts reflected below are enough to make one outfit of the corresponding quality level, or two packs of the corresponding quality level.

<table>
<thead>
<tr>
<th>Clothing Materials</th>
<th>Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Clothing Materials</td>
<td>13</td>
<td>1.7 kg</td>
<td>Ubiquitous</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>26</td>
<td>1.7 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>52</td>
<td>1.7 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>108</td>
<td>1.7 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
</tbody>
</table>

Luxury Goods

Luxury Goods are those things not necessary to the daily lives of the citizenry of Tamriel. Jewelry, gems, books, and many more items that Characters can find, purchase, and trade in can be found here. All weights listed are in Kilograms.

Gems

Diamonds, emeralds, sapphires, garnets and many other precious Gems can be found scattered throughout Tamriel. They are often used to make jewelry, or as easy to secure physical assets.

<table>
<thead>
<tr>
<th>Gems</th>
<th>Gem</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Gem</td>
<td>300</td>
<td>Negligible</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>900</td>
<td>Negligible</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>3600</td>
<td>Negligible</td>
<td>Very Rare</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>11000</td>
<td>Negligible</td>
<td>Extremely Rare</td>
<td></td>
</tr>
</tbody>
</table>

Jewelry

Jewelry can be found in different forms amongst all the various civilizations of Tamriel. Rings, necklaces, circlets and amulets are all common, though the most expensive are dealt with almost exclusively by merchants and the nobility (and the occasional skilled thief).

<table>
<thead>
<tr>
<th>Jewelry</th>
<th>Jewelry</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Jewelry</td>
<td>500</td>
<td>.05 kg</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>1200</td>
<td>.05 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>4000</td>
<td>.05 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>13000</td>
<td>.05 kg</td>
<td>Extremely Rare</td>
<td></td>
</tr>
</tbody>
</table>

Instruments

From the songs of bards, to the piping of court entertainers, music plays an important role in all Tamrielic cultures. The following prices reflect the value of instruments based on their quality and game effect, the exact type of instrument is left open, as local customs and tastes vary drastically.

<table>
<thead>
<tr>
<th>Instruments</th>
<th>Quality</th>
<th>Cost</th>
<th>Wt</th>
<th>Avb</th>
<th>Performer (Fel)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Instrument</td>
<td>18</td>
<td>1-3 kg</td>
<td>Common</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>36</td>
<td>1-3 kg</td>
<td>Average</td>
<td>+5 Bonus</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>72</td>
<td>1-3 kg</td>
<td>Scarce</td>
<td>+10 Bonus</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>144</td>
<td>1-3 kg</td>
<td>Rare</td>
<td>+15 Bonus</td>
<td></td>
</tr>
</tbody>
</table>
Games and Entertainment
Sometimes you just want to kick back after a hard day's work and play a game of cards with your buddies at the local tavern. There are a number of different games that the people of Tamriel play, and the following are prices for everything from game or dice sets to decks of cards.

<table>
<thead>
<tr>
<th>Item/Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Game Set</td>
<td>42</td>
<td>.3 kg</td>
<td>Common</td>
</tr>
<tr>
<td>- Expensive</td>
<td>84</td>
<td>.3 kg</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>168</td>
<td>.3 kg</td>
<td>Rare</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>336</td>
<td>.3 kg</td>
<td>Near Unique</td>
</tr>
<tr>
<td>Cheap Dice</td>
<td>3</td>
<td>Negligible</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>6</td>
<td>Negligible</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>12</td>
<td>Negligible</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>24</td>
<td>Negligible</td>
<td>Very Rare</td>
</tr>
<tr>
<td>Cheap Deck of Cards</td>
<td>21</td>
<td>Negligible</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>42</td>
<td>Negligible</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>84</td>
<td>Negligible</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>168</td>
<td>Negligible</td>
<td>Very Rare</td>
</tr>
</tbody>
</table>

Collector's Items
Collector's Items represent anything rare, or at least collectible, that someone might desire to hoard: paintings and other works of art, ancient relics, and pretty much anything you could imagine.

<table>
<thead>
<tr>
<th>Item/Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Collector's Items</td>
<td>34</td>
<td>Variable</td>
<td>Average</td>
</tr>
<tr>
<td>- Expensive</td>
<td>68</td>
<td>Variable</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>136</td>
<td>Variable</td>
<td>Very Rare</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>272</td>
<td>Variable</td>
<td>Near Unique</td>
</tr>
</tbody>
</table>

Books
Books are relatively common in Tamriel, and range from simple books of prayer to rare and ancient texts. The following table offers rough guidelines for different types of books.

<table>
<thead>
<tr>
<th>Item/Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Book</td>
<td>30</td>
<td>.3 kg</td>
<td>Average</td>
</tr>
<tr>
<td>- Expensive</td>
<td>90</td>
<td>.3 kg</td>
<td>Rare</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>270</td>
<td>.3 kg</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>810</td>
<td>.3 kg</td>
<td>Extremely Rare</td>
</tr>
</tbody>
</table>

Property and Furnishings
Even the smallest hovel can feel like home! This Section provides prices for purchasing homes and furnishings for property that you own.

Houses
Houses range from small shacks to large, expensive mansions of the rich and famous. Small Houses are designed for a single family at most, while Large Houses are for those wealthy enough to fill them. If you are simply looking to rent a house for a year, simply divide the price of the desired home by around thirty.

<table>
<thead>
<tr>
<th>Houses</th>
<th>Cost</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap, Small House</td>
<td>3800</td>
<td>Common</td>
</tr>
<tr>
<td>- Expensive</td>
<td>7600</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>15200</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>30400</td>
<td>Very Rare</td>
</tr>
<tr>
<td>Cheap, Large House</td>
<td>12000</td>
<td>Common</td>
</tr>
<tr>
<td>- Expensive</td>
<td>24000</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>48000</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>96000</td>
<td>Very Rare</td>
</tr>
</tbody>
</table>

Furnishings
What's a house if you don't fill it with things? Furnishings range from humble wooden tables and chairs, to all the trappings of a grand dining hall. Prices for dinnerware can also be found in this section.

<table>
<thead>
<tr>
<th>Furnishings</th>
<th>Cost</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Furnishings (1 room)</td>
<td>125</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>250</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>500</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>1000</td>
<td>Very Rare</td>
</tr>
<tr>
<td>Cheap Dinnerware (1 set)</td>
<td>8</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>16</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>32</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>64</td>
<td>Very Rare</td>
</tr>
</tbody>
</table>

Gear/Tools/Misc
There are a number of different pieces of equipment that are used throughout Tamriel. Tools that, rather than being turned to industrial purposes, support and improve people’s daily lives. Everything from light sources to writing materials falls into this category.

Fire and Light
Everything from candles and lanterns to the trusty torch serves to light the cities of Tamriel at night. Candles and lanterns can be more expensive, while the torch is a much cheaper solution for the average adventurer. Additionally, firewood serves as a common source of warmth, and manual fire-starters (usually flint and steel) are common as well.

<table>
<thead>
<tr>
<th>Light Sources</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Candle (8)</td>
<td>1</td>
<td>.5 kg</td>
<td>Ubiquitous</td>
</tr>
<tr>
<td>- Expensive</td>
<td>3</td>
<td>.5 kg</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>9</td>
<td>.5 kg</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>27</td>
<td>.5 kg</td>
<td>Very Rare</td>
</tr>
<tr>
<td>Cheap Lantern</td>
<td>3</td>
<td>.3 kg</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>6</td>
<td>.3 kg</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>12</td>
<td>.3 kg</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>24</td>
<td>.3 kg</td>
<td>Rare</td>
</tr>
<tr>
<td>Torch (3)</td>
<td>1</td>
<td>.9 kg</td>
<td>Ubiquitous</td>
</tr>
<tr>
<td>Fire Starter</td>
<td>2</td>
<td>.1 kg</td>
<td>Common</td>
</tr>
<tr>
<td>Firewood (cord)</td>
<td>11</td>
<td>Variable</td>
<td>Plentiful</td>
</tr>
<tr>
<td>Firewood (4 days)</td>
<td>1</td>
<td>Variable</td>
<td>Plentiful</td>
</tr>
</tbody>
</table>
Writing Tools
There are plenty of reasons a Character may want to write something down, and a number of things needed to do so. At the very least, a Character needs a writing implement of some kind, ink, and paper. Higher quality equipment is the territory of expert copyists, cartographers and forgers, who need the best for their work.

<table>
<thead>
<tr>
<th>Writing Tools</th>
<th>Item/Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Quill</td>
<td>1</td>
<td>.05 kg</td>
<td></td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>2</td>
<td>.05 kg</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>4</td>
<td>.05 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>8</td>
<td>.05 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
<tr>
<td>Cheap Paper (5 pages)</td>
<td>1</td>
<td>.05 kg</td>
<td>Plentiful</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>2</td>
<td>.05 kg</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>4</td>
<td>.05 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>8</td>
<td>.05 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
<tr>
<td>Cheap Ink (30 pages)</td>
<td>2</td>
<td>.1 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>4</td>
<td>.1 kg</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>8</td>
<td>.1 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>16</td>
<td>.1 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
</tbody>
</table>

Contraband
Moon Sugar is an illegal and addictive drug found in sugar canes native to the Tenmar Forest of southern Elsweyr. Khajiit believe it to be a gift from the gods. The sugar is used in a variety of applications, most prominently as a seasoning, a magical ingredient, a recreational drug, and for communion with the holy moons. It is commonly refined into a more usable and more potent form known as Skooma.

<table>
<thead>
<tr>
<th>Contraband</th>
<th>Item/Quality</th>
<th>Cost</th>
<th>Wt</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Moon Sugar</td>
<td>1</td>
<td>.05 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>2</td>
<td>.05 kg</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>4</td>
<td>.05 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>8</td>
<td>.05 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
<tr>
<td>Cheap Skooma</td>
<td>7</td>
<td>.05 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>14</td>
<td>.05 kg</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>- Extravagant</td>
<td>28</td>
<td>.05 kg</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>- Exquisite</td>
<td>56</td>
<td>.05 kg</td>
<td>Very Rare</td>
<td></td>
</tr>
</tbody>
</table>

Hunting, Mining and Survival Tools
There are plenty of things that can help someone survive and thrive in the wilderness, and a good survival kit has most of them. These range from simple hatchets to animal traps and fishing poles.

<table>
<thead>
<tr>
<th>Hunting and Survival Tools</th>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hatchet</td>
<td>6</td>
<td>.5 kg</td>
<td>Plentiful</td>
<td></td>
</tr>
<tr>
<td>Small Animal Trap</td>
<td>22</td>
<td>3 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Large Animal Trap</td>
<td>50</td>
<td>11 kg</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>Grapnel Hook</td>
<td>8</td>
<td>1 kg</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>Rope (20 meters)</td>
<td>30</td>
<td>.4 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Fishing Pole</td>
<td>3</td>
<td>1 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Pick</td>
<td>24</td>
<td>2 kg</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Shovel</td>
<td>14</td>
<td>2 kg</td>
<td>Plentiful</td>
<td></td>
</tr>
<tr>
<td>Hammer</td>
<td>7</td>
<td>.6 kg</td>
<td>Plentiful</td>
<td></td>
</tr>
</tbody>
</table>

Lock Picks
Every thief, from the common thug to the master cat-burglar needs a set of lock picks to do their job! Higher quality lock picks will also offer a bonus on the corresponding Skill Test.

<table>
<thead>
<tr>
<th>Lock Picks</th>
<th>Quality</th>
<th>Cost</th>
<th>Wt</th>
<th>Avb</th>
<th>Security (Int)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Lockpick</td>
<td>2</td>
<td></td>
<td>Negligible</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>- Expensive</td>
<td>6</td>
<td></td>
<td>Negligible</td>
<td>Average</td>
<td>+10 Bonus</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>14</td>
<td></td>
<td>Negligible</td>
<td>Scarce</td>
<td>+20 Bonus</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>30</td>
<td></td>
<td>Negligible</td>
<td>Very Rare</td>
<td>+30 Bonus</td>
</tr>
</tbody>
</table>
5.2 Arcane Goods

A land of gods, magic, and fantastical things, it is, paradoxically, quite usual to find goods of an exotic nature in Tamriel’s markets. Tomes, trinkets, Weapons, artifacts, Armors, potions, and more can be found, brimming with arcane power and selling for more than their mere appearance would suggest. All weights listed are in Kilograms.

 Scrolls and Spell Tomes

Scrolls and Spell Tomes are practical compilations of Arcane knowledge, providing the common man with the ability to cast or learn Spells, and knowledge hungry mages with a way to expand their arsenal. This Section provides Costs for both of these Goods.

Spell Tomes

Spell Tomes are books containing knowledge about a particular Spell effect and its many forms. The prices for these Tomes are based on the Difficulty of the Spell in question.

<table>
<thead>
<tr>
<th>Spell Difficulty</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Routine (+20)</td>
<td>30</td>
<td>.3 kg</td>
<td>Common</td>
</tr>
<tr>
<td>Ordinary (+10)</td>
<td>60</td>
<td>.3 kg</td>
<td>Average</td>
</tr>
<tr>
<td>Challenging (+0)</td>
<td>120</td>
<td>.3 kg</td>
<td>Scarce</td>
</tr>
<tr>
<td>Difficult (-10)</td>
<td>240</td>
<td>.3 kg</td>
<td>Rare</td>
</tr>
<tr>
<td>Hard (-20)</td>
<td>480</td>
<td>.3 kg</td>
<td>Very Rare</td>
</tr>
</tbody>
</table>

Potions and Poisons

Potions provide a number of useful magical effects in a drinkable form, whereas Poisons are intended to be applied to a Weapon or stealthily mixed into a Target’s food, and harm the Target rather than helping it. The prices listed here are average minimum values for Potions or Poisons based on the difficulty of the Spell stored within. This assumes Cheap Ingredients, if you want to increase the Ingredient Quality (and thus the duration), simply add the difference between the desired Ingredient’s cost and Cheap Ingredients to the total price of the Potion or Poison.

<table>
<thead>
<tr>
<th>Spell Difficulty</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Routine (+20)</td>
<td>13</td>
<td>.15</td>
<td>Common</td>
</tr>
<tr>
<td>Ordinary (+10)</td>
<td>18</td>
<td>.15</td>
<td>Average</td>
</tr>
<tr>
<td>Challenging (+0)</td>
<td>26</td>
<td>.15</td>
<td>Scarce</td>
</tr>
<tr>
<td>Difficult (-10)</td>
<td>34</td>
<td>.15</td>
<td>Rare</td>
</tr>
<tr>
<td>Hard (-20)</td>
<td>46</td>
<td>.15</td>
<td>Very Rare</td>
</tr>
</tbody>
</table>

Soul Gems and Alchemical Ingredients

Soul Gems and Alchemical Ingredients are two of the most important Goods used by Arcane craftsmen. Enchantments and Potions are the tools of mages and sorcerers across Tamriel, and this Section provides prices for the raw materials necessary to create them.

Soul Gems

Soul Gems are naturally occurring Magical Gems used to capture Souls in order to use their Soul Energy to recharge magical Items or to create your own. Soul Gems have a maximum Soul Level that they can store (indicated in the name), Souls of higher levels simply cannot be bound to smaller Soul Gems. Black Soul Gems are the only kinds of Soul Gems that can contain Black Souls. Enchanting or recharging an Item destroys the Soul Gem involved. The Filled cost assumes that the Soul Gem is filled to its maximum capacity.

<table>
<thead>
<tr>
<th>Soul Gem</th>
<th>Cost (Filled)</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Petty Soul Gem</td>
<td>6 (18)</td>
<td>.1 kg</td>
<td>Plentiful (Common)</td>
</tr>
<tr>
<td>Lesser Soul Gem</td>
<td>12 (36)</td>
<td>.1 kg</td>
<td>Common (Average)</td>
</tr>
<tr>
<td>Common Soul Gem</td>
<td>36 (108)</td>
<td>.1 kg</td>
<td>Average (Scarce)</td>
</tr>
<tr>
<td>Greater Soul Gem</td>
<td>108 (324)</td>
<td>.1 kg</td>
<td>Scarce (Rare)</td>
</tr>
<tr>
<td>Grand Soul Gem</td>
<td>324 (972)</td>
<td>.1 kg</td>
<td>Rare (Very Rare)</td>
</tr>
<tr>
<td>Black Soul Gem</td>
<td>400 (1200)</td>
<td>.1 kg</td>
<td>Extremely Rare (Near Unique)</td>
</tr>
</tbody>
</table>

Alchemical Ingredients

Alchemical ingredients are the variety of compounds which are used to make Potions. Rather than list every single type of ingredient, they have been divided into general quality brackets. Common ingredients are simple flowers or animal products, while exquisite ingredients are rare magical dusts or parts of strange creatures (and perhaps don’t even occur naturally in Tamriel, being native only to the planes of Oblivion). The prices below reflect a single “unit” of the ingredient, which is enough to make a single Potion, though higher quality ingredients will allow for longer lasting Potions.

<table>
<thead>
<tr>
<th>Ingredients</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Ingredients</td>
<td>8</td>
<td>.1</td>
<td>Ubiquitous</td>
</tr>
<tr>
<td>- Expensive</td>
<td>16</td>
<td>.1</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>32</td>
<td>.1</td>
<td>Average</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>64</td>
<td>.1</td>
<td>Rare</td>
</tr>
</tbody>
</table>
5.4 Industrial Goods

Tamriel is a land of industry, possessing guilds, craftsmen, and infrastructure. Mineral ores, beasts of burden, and the tools with which to create things are all available to the Characters and can be found here. All weights listed are in Kilograms.

Metals and Raw Materials

Metals are materials extracted via mining and refined into Ingots through smelting, used in the creation of Weapons, Armor, and Jewelry. Other Materials include things like Wood, Stone, and so forth. All weights listed are in Kilograms.

Metals

Metals are used in the creation of Weapons and Armor, as well as a number of other goods. The values here are for a refined standard unit of the material (it is in the right form and amount that it can be used for smithing).

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Wt</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adamantine</td>
<td>310</td>
<td>1 kg</td>
<td>Very Rare</td>
</tr>
<tr>
<td>Copper</td>
<td>4</td>
<td>9 kg</td>
<td>Common</td>
</tr>
<tr>
<td>Dwemer Metal</td>
<td>15</td>
<td>9 kg</td>
<td>Scarce</td>
</tr>
<tr>
<td>Ebony</td>
<td>450</td>
<td>1.1 kg</td>
<td>Very Rare</td>
</tr>
<tr>
<td>Gold</td>
<td>300</td>
<td>1 kg</td>
<td>Rare</td>
</tr>
<tr>
<td>Iron</td>
<td>2</td>
<td>8 kg</td>
<td>Plentiful</td>
</tr>
<tr>
<td>Malachite</td>
<td>270</td>
<td>6 kg</td>
<td>Rare</td>
</tr>
<tr>
<td>Moonstone</td>
<td>220</td>
<td>6 kg</td>
<td>Scarce</td>
</tr>
<tr>
<td>Orichalcum</td>
<td>140</td>
<td>8 kg</td>
<td>Average</td>
</tr>
<tr>
<td>Silver</td>
<td>30</td>
<td>8 kg</td>
<td>Scarce</td>
</tr>
<tr>
<td>Stalhrim</td>
<td>325</td>
<td>9 kg</td>
<td>Very Rare</td>
</tr>
<tr>
<td>Steel</td>
<td>18</td>
<td>8 kg</td>
<td>Common</td>
</tr>
</tbody>
</table>

Other Materials

There are also a number of other Materials that may be used in the construction of Weapons, Armor, or other goods. These include everything from wood to dragonscales! The values for everything except Lumber are for a refined standard unit of the material (it is in the right form and amount that it can be used for smithing).

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Wt</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lumber (70 board meters)</td>
<td>30</td>
<td>200+ kg</td>
<td>Plentiful</td>
</tr>
<tr>
<td>Wood (1 unit)</td>
<td>1</td>
<td>.5 kg</td>
<td>Plentiful</td>
</tr>
<tr>
<td>Bonemold</td>
<td>6</td>
<td>.7 kg</td>
<td>Rare</td>
</tr>
<tr>
<td>Chitin</td>
<td>3</td>
<td>.6 kg</td>
<td>Scarce</td>
</tr>
<tr>
<td>Dragonbone</td>
<td>600</td>
<td>1.1 kg</td>
<td>Near Unique</td>
</tr>
<tr>
<td>Dragonscale</td>
<td>500</td>
<td>1 kg</td>
<td>Near Unique</td>
</tr>
</tbody>
</table>

Animals and Animal Goods

Living off the land is critical for most people’s survival, and whether they’re hunters, farmers, or something in between, chances are that Animals or Animal based goods are involved.

Furs and Hides

Many cultures in Tamriel survive through hunting, and the goods provided by animals. Most commonly animals are stripped of their Furs/Hides, which are then used to make clothing or Armor. The values here are for raw Furs/Hides (they haven’t been cured yet).

<table>
<thead>
<tr>
<th>Quality</th>
<th>Cost</th>
<th>Weight</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Fur</td>
<td>6</td>
<td>.6</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>12</td>
<td>.6</td>
<td>Common</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>24</td>
<td>.6</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>48</td>
<td>.6</td>
<td>Rare</td>
</tr>
<tr>
<td>Cheap Hides</td>
<td>4</td>
<td>.6</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>8</td>
<td>.6</td>
<td>Common</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>16</td>
<td>.6</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>32</td>
<td>.6</td>
<td>Rare</td>
</tr>
</tbody>
</table>

Beasts of Burden

Beasts of Burden are common throughout Tamriel, and come in a number of shapes and sizes. Though such Animals are often expensive investments, as they need to eat too! Cheap beasts of this variety may be used to pull carts or on farms, but the more expensive ones are the territory of adventurers and various militaries.

<table>
<thead>
<tr>
<th>Quality</th>
<th>Cost</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Beast of Burden</td>
<td>200</td>
<td>Common</td>
</tr>
<tr>
<td>- Expensive</td>
<td>400</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>800</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>1600</td>
<td>Rare</td>
</tr>
</tbody>
</table>

Pets

Pets are not really industrial goods, but they’re included in this section simply because they are certainly animals. The prices here reflect everything from dogs to smaller animals. Don’t forget to feed him!

<table>
<thead>
<tr>
<th>Item/Quality</th>
<th>Cost</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Pet</td>
<td>30</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>60</td>
<td>Common</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>120</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>240</td>
<td>Rare</td>
</tr>
</tbody>
</table>

Livestock

Livestock are those animals who are raised for the sole purpose of their consumption, or consumption of the products that they produce. Small livestock include things like chickens, or even rabbits, while large livestock includes everything from goats to guar.
Livestock

<table>
<thead>
<tr>
<th>Item/Quality</th>
<th>Cost</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Small Livestock</td>
<td>5</td>
<td>Plentiful</td>
</tr>
<tr>
<td>- Expensive</td>
<td>10</td>
<td>Common</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>20</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>40</td>
<td>Rare</td>
</tr>
<tr>
<td>Cheap Large Livestock</td>
<td>60</td>
<td>Common</td>
</tr>
<tr>
<td>- Expensive</td>
<td>120</td>
<td>Average</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>240</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>480</td>
<td>Rare</td>
</tr>
</tbody>
</table>

Tools and Transport

Raw materials are useless unless you can make something out of them, and get that something where it needs to go! This Section provides prices for various industrial tools, as well as means of transporting goods.

Alchemical Tools

An Alchemist may have a number of tools at his disposal: the mortar and pestle, the albemic, the retort and the calcinator being the most common, along with enough empty vials for all of his concoctions. For simplicity’s sake the table below reflects a full set of tools, and even though higher quality sets may include more tools than lower quality ones, for gameplay purposes each set is entirely adequate for the creation of Potions. Additionally, each level of quality beyond Cheap grants a Bonus effect to the relevant Skill Test.

### Alchemical Tools

<table>
<thead>
<tr>
<th>Quality</th>
<th>Cost</th>
<th>Wt</th>
<th>Availability</th>
<th>Arcane Craft (Alchemy)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Alch. Tools</td>
<td>40</td>
<td>3 kg</td>
<td>Average</td>
<td>-</td>
</tr>
<tr>
<td>- Expensive</td>
<td>120</td>
<td>3 kg</td>
<td>Scarce</td>
<td>+10 Bonus</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>360</td>
<td>3 kg</td>
<td>Rare</td>
<td>+20 Bonus</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>1080</td>
<td>3 kg</td>
<td>Very Rare</td>
<td>+30 Bonus</td>
</tr>
</tbody>
</table>

Ships

Seafaring vessels are critical to Tamriel’s economy, and there are a number of reasons that the Players may end up in possession of, or attempting to acquire, one for themselves. These reflect ships of all classes, though higher quality ships will be better at whatever particular purpose they have been designed for. And remember, you still need a crew!

### Ships

<table>
<thead>
<tr>
<th>Quality</th>
<th>Cost</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Ship</td>
<td>55000</td>
<td>Scarce</td>
</tr>
<tr>
<td>- Expensive</td>
<td>110000</td>
<td>Rare</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>220000</td>
<td>Very Rare</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>440000</td>
<td>Extremely Rare</td>
</tr>
</tbody>
</table>

### Smithing Tools

A Blacksmith’s shop is filled with a number of tools: a grindstone, workbench, forge, and anvil are all common sights. Additionally, hand tools such as hammers, and specialized tools such as a smelter or a tanning rack can be useful as well. For simplicity’s sake the table below reflects a full set of tools, and even though higher quality sets may include more tools than lower quality ones, for gameplay purposes each set is entirely adequate for the creation of Weapons and Armor. These are not the kinds of things that can be carried easily, unlike an alchemy set a forge isn’t going anywhere. Purchasing these tools is often a permanent investment, and may require some construction or installation. Additionally, each level of quality beyond Cheap grants a Bonus effect to the relevant Skill Test.

### Smithing Tools by Quality

<table>
<thead>
<tr>
<th>Smithing Tools</th>
<th>Cost</th>
<th>Wt</th>
<th>Avb</th>
<th>Trade (Smith)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Smi. Tools</td>
<td>300</td>
<td>NA</td>
<td>Average</td>
<td>-</td>
</tr>
<tr>
<td>- Expensive</td>
<td>1000</td>
<td>NA</td>
<td>Scarce</td>
<td>+10 Bonus</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>2500</td>
<td>NA</td>
<td>Rare</td>
<td>+20 Bonus</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>6000</td>
<td>NA</td>
<td>Very Rare</td>
<td>+30 Bonus</td>
</tr>
</tbody>
</table>

Carts/Carriages and Wagons

Carts/Carriages and Wagons are all used to transport a variety of cargo by land. Higher quality means of transport will be more suited to their purpose: able to hold more cargo, or offer a more comfortable ride to their passengers, but may also be larger and thus require more maintenance and horsepower to move!
5.5 Militant Goods

Possibly an adventurer’s favorite class of goods, militant implements encompass everything from swords, to arrows. The myriad different arms and Armor a Character can encounter can be found here. All weights listed are in Kilograms.

Weapons

War and danger are constants in Tamriel, and every culture has its own ways of dealing with them. Weapons in the UESRPG are divided in a number of different ways:

There are two Classes of Weapons: Melee and Ranged. Within each Weapon Class there are several Weapon Types: Melee Weapons are divided into Axes, Blades, Blunt Weapons, Flails, and Polearms. Ranged Weapons are divided into Bows and Crossbows.

Then, within each Weapon Type there are several Weapon Subtypes. Each Weapon Subtype has a base Profile associated with it that is used to calculate the Profile of any Weapon of that Subtype based on its material and any Qualities it is created with. Weapon Profiles are organized in the following manner:

Name: The Weapon’s name (typically its material and Subtype, i.e. Ebony Greatsword).
Class: The Weapon’s Class.
Type: The Weapon’s Type.
Handedness (Hand): The number of hands required to wield the Weapon. Either 1H, 1.5H, or 2H.
Damage (Dam): The Damage the Weapon does and the Damage Type it inflicts: (R) Rending or (I) Impact.
Penetration (Pen): Reflects how well the Weapon cuts through Armor. When a shot or blow from this Weapon hits a Target, ignore the Weapon’s Penetration worth of Armor Points when calculating Damage.
Range (R): The Weapon’s Range. Melee Weapons have no listed Range.
Weight (Wt): Represents how much the Weapon weighs in Kilograms. The weight of the Weapon equals the number of ingots used in its construction times the Weight of a single ingot of that material.
Cost: The Weapon’s average Cost in Septims.
Availability (AVB): The Weapon’s Availability.
Special Qualities (SQ): Any Special Qualities the Weapon has.

Standard Weapons

The following pages contain statistics for the “standard” (without additional Qualities) version of the game’s Melee Weapons, along with a Cost and Availability for these Weapons.

### Standard Weapons: Axes

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Cost</th>
<th>AVB</th>
<th>SQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chitin Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10-3 R</td>
<td>1</td>
<td>.9</td>
<td>45</td>
<td>Scarce</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Iron Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10-2 R</td>
<td>1</td>
<td>1</td>
<td>70</td>
<td>Plentiful</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Steel Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10</td>
<td>1</td>
<td>1</td>
<td>90</td>
<td>Common</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Dwemer Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10+1 R</td>
<td>1</td>
<td>1.1</td>
<td>130</td>
<td>Scarce</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Orichalcum Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10+2 R</td>
<td>2</td>
<td>1</td>
<td>260</td>
<td>Scarce</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Silver Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10 R</td>
<td>1</td>
<td>1</td>
<td>110</td>
<td>Average</td>
<td>Unbalanced, Dire (6)</td>
</tr>
<tr>
<td>Moonstone Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10+1 R</td>
<td>3</td>
<td>.8</td>
<td>340</td>
<td>Scarce</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Malachite Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10+1 R</td>
<td>3</td>
<td>.8</td>
<td>660</td>
<td>Rare</td>
<td>Unbalanced, Fast</td>
</tr>
<tr>
<td>Stalhrim Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10+2 R</td>
<td>3</td>
<td>1.1</td>
<td>715</td>
<td>Very Rare</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Adamantine Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10+3 R</td>
<td>3</td>
<td>1.2</td>
<td>740</td>
<td>Very Rare</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Ebony Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1H</td>
<td>1d10+5 R</td>
<td>4</td>
<td>1.3</td>
<td>920</td>
<td>Extremely Rare</td>
<td>Unbalanced</td>
</tr>
</tbody>
</table>

### Standard Weapons: War Axes

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Cost</th>
<th>AVB</th>
<th>SQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chitin W Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1.5H</td>
<td>1d10-2 R</td>
<td>1</td>
<td>1.7</td>
<td>50</td>
<td>Scarce</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Iron W Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1.5H</td>
<td>1d10-1 R</td>
<td>1</td>
<td>1.9</td>
<td>75</td>
<td>Plentiful</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Steel W Axe</td>
<td>Melee</td>
<td>Axe</td>
<td>1.5H</td>
<td>1d10+1 R</td>
<td>1</td>
<td>1.9</td>
<td>95</td>
<td>Common</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Dwemer W Axe</td>
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<td>1H</td>
<td>1ds R</td>
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<td>45</td>
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<td>65</td>
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### Standard Weapons: Swords

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<th>Cost</th>
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### Standard Weapons: Bastard Swords

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**Standard Weapons: Great Swords**

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<th>Wt</th>
<th>Cost</th>
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<td>BW</td>
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<td>1H</td>
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* Conc = Concussive

**Standard Weapons: Maces**

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* Conc = Concussive

**Standard Weapons: Warhammers**

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<td>Unbalanced, Conc (1)</td>
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<td>1.5H</td>
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* Conc = Concussive

**Standard Weapons: Mauls**

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* Conc = Concussive
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* Conc = Concussive

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* Conc = Concussive

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* Conc = Concussive

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* Conc = Concussive
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### Standard Weapons: Shortbows

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### Standard Weapons: Bows

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### Standard Weapons: Longbows

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<td>Malachite L Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>30m</td>
<td>1d10+3 R</td>
<td>1</td>
<td>.8</td>
<td>660</td>
<td>Rare</td>
<td>Reload (Full)</td>
</tr>
<tr>
<td>Adamantine L Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>30m</td>
<td>1d10+4 R</td>
<td>1</td>
<td>1.2</td>
<td>740</td>
<td>Very Rare</td>
<td>Reload (Full)</td>
</tr>
<tr>
<td>Ebony L Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>30m</td>
<td>1d10+5 R</td>
<td>1</td>
<td>1.3</td>
<td>920</td>
<td>Ext Rare</td>
<td>Reload (Full)</td>
</tr>
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</table>
### Standard Weapons: Crossbows

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Rng</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Cost</th>
<th>AVB</th>
<th>SQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steel Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>35m</td>
<td>1d10+3 R</td>
<td>2</td>
<td>1.9</td>
<td>95</td>
<td>Common</td>
<td>Reload (1.5Full)</td>
</tr>
<tr>
<td>Dwemer Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>35m</td>
<td>1d10+4 R</td>
<td>2</td>
<td>2.1</td>
<td>150</td>
<td>Scarce</td>
<td>Reload (1.5Full)</td>
</tr>
<tr>
<td>Orichalcum Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>35m</td>
<td>1d10+5 R</td>
<td>2</td>
<td>1.9</td>
<td>400</td>
<td>Scarce</td>
<td>Reload (1.5Full)</td>
</tr>
<tr>
<td>Moonstone Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>35m</td>
<td>1d10+5 R</td>
<td>2</td>
<td>1.5</td>
<td>530</td>
<td>Scarce</td>
<td>Reload (1.5Full)</td>
</tr>
<tr>
<td>Malachite Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>35m</td>
<td>1d10+6 R</td>
<td>2</td>
<td>1.5</td>
<td>930</td>
<td>Rare</td>
<td>Reload (1.5Full)</td>
</tr>
<tr>
<td>Adamantine Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>35m</td>
<td>1d10+7 R</td>
<td>2</td>
<td>2.3</td>
<td>1050</td>
<td>Very Rare</td>
<td>Reload (1.5Full)</td>
</tr>
<tr>
<td>Ebony Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>35m</td>
<td>1d10+8 R</td>
<td>2</td>
<td>2.5</td>
<td>1370</td>
<td>Extremely Rare</td>
<td>Reload (1.5Full)</td>
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### Standard Weapons: Heavy Crossbows

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<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Rng</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Cost</th>
<th>AVB</th>
<th>SQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steel H Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>40m</td>
<td>2d10+3 R</td>
<td>3</td>
<td>2.5</td>
<td>100</td>
<td>Average</td>
<td>Reload (2Full), Conc (0)</td>
</tr>
<tr>
<td>Dwemer H Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>40m</td>
<td>2d10+4 R</td>
<td>3</td>
<td>2.8</td>
<td>165</td>
<td>Rare</td>
<td>Reload (2Full), Conc (0)</td>
</tr>
<tr>
<td>Orichalcum H Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>40m</td>
<td>2d10+5 R</td>
<td>3</td>
<td>2.5</td>
<td>540</td>
<td>Rare</td>
<td>Reload (2Full), Conc (0)</td>
</tr>
<tr>
<td>Moonstone H Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>40m</td>
<td>2d10+5 R</td>
<td>3</td>
<td>1.9</td>
<td>530</td>
<td>Rare</td>
<td>Reload (2Full), Conc (0)</td>
</tr>
<tr>
<td>Malachite H Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>40m</td>
<td>2d10+6 R</td>
<td>3</td>
<td>1.9</td>
<td>1200</td>
<td>Very Rare</td>
<td>Reload (2Full), Conc (0)</td>
</tr>
<tr>
<td>Adamantine H Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>40m</td>
<td>2d10+7 R</td>
<td>3</td>
<td>3.1</td>
<td>1360</td>
<td>Extremely Rare</td>
<td>Reload (2Full), Conc (0)</td>
</tr>
<tr>
<td>Ebony H Xbow</td>
<td>Ranged</td>
<td>XBow</td>
<td>2H</td>
<td>40m</td>
<td>2d10+8 R</td>
<td>3</td>
<td>3.4</td>
<td>1820</td>
<td>Near Unique</td>
<td>Reload (2Full), Conc (0)</td>
</tr>
</tbody>
</table>

* Conc = Concussive
Ammunition

Bows and Crossbows require Arrows or Bolts, respectively. The following are some of the many types of Ammunition one might find and the effects they have on the Weapon Profile when used.

<table>
<thead>
<tr>
<th>Ammo Material</th>
<th>Weight/25</th>
<th>Cost/25</th>
<th>Availability</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wooden Arrows</td>
<td>.7</td>
<td>8</td>
<td>Abundant</td>
<td>-4 Damage</td>
</tr>
<tr>
<td>Chitin Arrows</td>
<td>1.2/.6</td>
<td>45</td>
<td>Scarce</td>
<td></td>
</tr>
<tr>
<td>Iron Arrows/Bolts</td>
<td>1.4/.8</td>
<td>65</td>
<td>Abundant</td>
<td></td>
</tr>
<tr>
<td>Steel Arrows/Bolts</td>
<td>1.4/.8</td>
<td>85</td>
<td>Common</td>
<td>+1 Pen</td>
</tr>
<tr>
<td>Dwemer Arrows/Bolts</td>
<td>1.9/1.3</td>
<td>130</td>
<td>Scarce</td>
<td>+1 Pen, gains Proven (4)</td>
</tr>
<tr>
<td>Orichalcum Arrows/Bolts</td>
<td>1.4/.8</td>
<td>260</td>
<td>Average</td>
<td>+2 Pen</td>
</tr>
<tr>
<td>Silver Arrows/Bolts</td>
<td>1.4/.8</td>
<td>110</td>
<td>Scarce</td>
<td>Gains Dire (4)</td>
</tr>
<tr>
<td>Moonstone Arrows/Bolts</td>
<td>1/.6</td>
<td>200</td>
<td>Rare</td>
<td>+2 Pen, gains Dire (1)</td>
</tr>
<tr>
<td>Malachite Arrows/Bolts</td>
<td>1/.6</td>
<td>660</td>
<td>Very Rare</td>
<td>+2 Pen, gains Razor Sharp (2)</td>
</tr>
<tr>
<td>Adamantine Arrows/Bolts</td>
<td>1.6/1</td>
<td>740</td>
<td>Very Rare</td>
<td>+3 Pen</td>
</tr>
<tr>
<td>Ebony Arrows/Bolts</td>
<td>1.7/1.1</td>
<td>920</td>
<td>Extremely Rare</td>
<td>+4 Pen, gains Dire (2)</td>
</tr>
</tbody>
</table>
Armor

Armor is the primary means by which most soldiers or adventurers in Tamriel protect themselves. There are several different Armor Types (Armor, Plate Armor, Shields, and Tower Shields), each with its own Base Profile that is used to calculate the Profile of any piece of Armor of that Type based on material, qualities, and so forth. For the purposes of this Chapter, we will be providing Profiles for Armor of different Materials, but without any additional Qualities and two additional fields (Cost and Availability). Profiles will be organized in the following manner (Shields are defined in the same way, and in the same tables, but they won’t list more than one Set of Costs or Armor Points for more than one location):

**Armor:** The Armor’s name (typically its material and Type, i.e. Ebony Heavy Armor).

**Armor Points (AP):** The Armor Points provided by that type of Armor, by location.

**Weight (Wt):** The weight of the Armor Pieces in Kilograms by body location.

**Cost:** The Cost in Septims of each part of the Armor (Body, Legs, Arms, Head).

**Availability (AVB):** The availability of any given piece of the Armor Set, and the full set in parenthesis.

**Special:** Any Special Qualities the Armor has (see Chapter 4 for details).

### Standard Armor

The following pages contain statistics for “standard” (without additional Qualities) Armor, along with Cost and Availability.

<table>
<thead>
<tr>
<th>Armor</th>
<th>AP</th>
<th>Wt (B/L/A/H)</th>
<th>Cost (B/L/A/H)</th>
<th>AVB</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fur</td>
<td>1 All</td>
<td>2.9/2.3/1.7/1.1</td>
<td>40/30/25/20</td>
<td>Abundant</td>
<td>Insulated, Light</td>
</tr>
<tr>
<td>Leather</td>
<td>2 All</td>
<td>2.9/2.3/1.7/1.1</td>
<td>45/40/35/30</td>
<td>Abundant</td>
<td>Light</td>
</tr>
<tr>
<td>Chitin</td>
<td>3 Body, 2 Rest</td>
<td>2.9/2.3/1.7/1.1</td>
<td>50/45/40/35</td>
<td>Scarce</td>
<td>Light</td>
</tr>
<tr>
<td>Chain</td>
<td>3 All</td>
<td>3.7/2.9/2.1/1.3</td>
<td>70/65/60/55</td>
<td>Plentiful</td>
<td>Medium</td>
</tr>
<tr>
<td>Iron</td>
<td>4 Body, 3 Rest</td>
<td>3.7/2.9/2.1/1.3</td>
<td>75/70/65/60</td>
<td>Plentiful</td>
<td>Medium</td>
</tr>
<tr>
<td>Steel</td>
<td>4 All</td>
<td>3.7/2.9/2.1/1.3</td>
<td>110/100/95/85</td>
<td>Common</td>
<td>Medium</td>
</tr>
<tr>
<td>Bonemold</td>
<td>5 Body, 4 Rest</td>
<td>3.3/2.6/1.9/1.2</td>
<td>115/110/100/95</td>
<td>Scarce</td>
<td>Medium</td>
</tr>
<tr>
<td>Moonstone</td>
<td>5 All</td>
<td>2.9/2.3/1.7/1.3</td>
<td>970/750/530/310</td>
<td>Average</td>
<td>Light</td>
</tr>
<tr>
<td>Indoril</td>
<td>6 Body, 5 Rest</td>
<td>3.3/2.6/1.9/1.2</td>
<td>130/120/115/110</td>
<td>Rare</td>
<td>Medium</td>
</tr>
<tr>
<td>Dwemer</td>
<td>6 Body, 5 Rest</td>
<td>4.1/3.2/2.3/1.4</td>
<td>180/160/150/130</td>
<td>Rare</td>
<td>Heavy</td>
</tr>
<tr>
<td>Orichalcum</td>
<td>6 All</td>
<td>3.7/2.9/2.1/1.3</td>
<td>680/540/400/260</td>
<td>Average</td>
<td>Heavy</td>
</tr>
<tr>
<td>Malachite</td>
<td>7 Body, 5 Rest</td>
<td>2.9/2.3/1.7/1.3</td>
<td>1470/1200/930/660</td>
<td>Very Rare</td>
<td>Light</td>
</tr>
<tr>
<td>Stalhrim</td>
<td>7 All</td>
<td>4.1/3.2/2.3/1.4</td>
<td>1690/1370/1040/715</td>
<td>Very Rare</td>
<td>Heavy</td>
</tr>
<tr>
<td>Adamantium</td>
<td>8 Body, 7 Rest</td>
<td>4.5/3.5/2.5/1.5</td>
<td>1670/1360/1050/740</td>
<td>Extremely Rare</td>
<td>Heavy</td>
</tr>
<tr>
<td>Dragonscale</td>
<td>8 All</td>
<td>4.5/3.5/2.5/1.5</td>
<td>2430/1930/1430/930</td>
<td>Near Unique</td>
<td>Medium</td>
</tr>
<tr>
<td>Ebony</td>
<td>8 All</td>
<td>4.9/3.8/2.7/1.6</td>
<td>2270/1820/1370/920</td>
<td>Extremely Rare</td>
<td>Heavy</td>
</tr>
<tr>
<td>Dragonbone</td>
<td>9 All</td>
<td>4.9/3.8/2.7/1.6</td>
<td>2900/2300/1700/1100</td>
<td>Near Unique</td>
<td>Heavy</td>
</tr>
</tbody>
</table>

### Standard Plate Armor

<table>
<thead>
<tr>
<th>Armor</th>
<th>AP</th>
<th>Wt (B/L/A/H)</th>
<th>Cost (B/L/A/H)</th>
<th>AVB</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steel Plate</td>
<td>5 All</td>
<td>4.5/3.7/2.9/2.1</td>
<td>120/110/100/95</td>
<td>Average</td>
<td>Heavy, Restrictive</td>
</tr>
<tr>
<td>Orichalcum Plate</td>
<td>7 All</td>
<td>4.5/3.7/2.9/2.1</td>
<td>820/680/540/400</td>
<td>Scarce</td>
<td>Heavy, Restrictive</td>
</tr>
<tr>
<td>Adamantine Plate</td>
<td>9 Body, 8 Rest</td>
<td>5.5/4.5/3.5/2.5</td>
<td>1980/1670/1360/1050</td>
<td>Near Unique</td>
<td>Heavy, Restrictive</td>
</tr>
<tr>
<td>Ebony Plate</td>
<td>9 All</td>
<td>6/4.9/3.8/2.7</td>
<td>2720/2270/1820/1370</td>
<td>Near Unique</td>
<td>Heavy, Restrictive</td>
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</tbody>
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### Standard Tower Shields

<table>
<thead>
<tr>
<th>Armor</th>
<th>AP</th>
<th>Wt</th>
<th>Cost</th>
<th>AVB</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iron Tower Shield</td>
<td>5</td>
<td>3.7</td>
<td>75</td>
<td>Plentiful</td>
<td>Medium, Tower</td>
</tr>
<tr>
<td>Steel Tower Shield</td>
<td>5</td>
<td>3.7</td>
<td>110</td>
<td>Common</td>
<td>Medium, Tower</td>
</tr>
<tr>
<td>Bonemold Tower Shield</td>
<td>6</td>
<td>3.3</td>
<td>115</td>
<td>Scarce</td>
<td>Medium, Tower</td>
</tr>
<tr>
<td>Indoril Tower Shield</td>
<td>7</td>
<td>3.3</td>
<td>130</td>
<td>Rare</td>
<td>Medium, Tower</td>
</tr>
<tr>
<td>Dwemer Tower Shield</td>
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<td>4.1</td>
<td>180</td>
<td>Rare</td>
<td>Heavy, Tower</td>
</tr>
<tr>
<td>Orichalcum Tower Shield</td>
<td>7</td>
<td>3.7</td>
<td>680</td>
<td>Average</td>
<td>Heavy, Tower</td>
</tr>
<tr>
<td>Malachite Tower Shield</td>
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<td>2.9</td>
<td>1470</td>
<td>Very Rare</td>
<td>Light, Tower</td>
</tr>
<tr>
<td>Stalhrim Tower Shield</td>
<td>8</td>
<td>4.1</td>
<td>1690</td>
<td>Very Rare</td>
<td>Heavy, Tower</td>
</tr>
<tr>
<td>Adamantium Tower Shield</td>
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<td>4.5</td>
<td>1670</td>
<td>Extremely Rare</td>
<td>Heavy, Tower</td>
</tr>
<tr>
<td>Dragonscale Tower Shield</td>
<td>9</td>
<td>4.5</td>
<td>2430</td>
<td>Near Unique</td>
<td>Medium, Tower</td>
</tr>
<tr>
<td>Ebony Tower Shield</td>
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<td>4.9</td>
<td>2270</td>
<td>Extremely Rare</td>
<td>Heavy, Tower</td>
</tr>
<tr>
<td>Dragonbone Tower Shield</td>
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<td>2900</td>
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<td>Heavy, Tower</td>
</tr>
<tr>
<td>Armor</td>
<td>AP</td>
<td>Wt</td>
<td>Cost</td>
<td>AVB</td>
<td>Special</td>
</tr>
<tr>
<td>---------------------</td>
<td>----</td>
<td>-----</td>
<td>------</td>
<td>------</td>
<td>-----------</td>
</tr>
<tr>
<td>Fur Shield</td>
<td>1</td>
<td>2.3 kg</td>
<td>30</td>
<td>Abundant</td>
<td>Light</td>
</tr>
<tr>
<td>Leather Shield</td>
<td>2</td>
<td>2.3 kg</td>
<td>40</td>
<td>Abundant</td>
<td>Light</td>
</tr>
<tr>
<td>Chitin Shield</td>
<td>3</td>
<td>2.3 kg</td>
<td>45</td>
<td>Scarcce</td>
<td>Light</td>
</tr>
<tr>
<td>Iron Shield</td>
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<td>2.9 kg</td>
<td>70</td>
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<td>Medium</td>
</tr>
<tr>
<td>Steel Shield</td>
<td>4</td>
<td>2.9 kg</td>
<td>100</td>
<td>Common</td>
<td>Medium</td>
</tr>
<tr>
<td>Bonemold Shield</td>
<td>5</td>
<td>2.6 kg</td>
<td>110</td>
<td>Scarcce</td>
<td>Medium</td>
</tr>
<tr>
<td>Moonstone Shield</td>
<td>5</td>
<td>2.3 kg</td>
<td>750</td>
<td>Average</td>
<td>Light</td>
</tr>
<tr>
<td>Indoril Shield</td>
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<td>2.6 kg</td>
<td>120</td>
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<td>Medium</td>
</tr>
<tr>
<td>Dwemer Shield</td>
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<td>3.2 kg</td>
<td>160</td>
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<td>Heavy</td>
</tr>
<tr>
<td>Orichalcum Shield</td>
<td>6</td>
<td>2.9 kg</td>
<td>540</td>
<td>Average</td>
<td>Heavy</td>
</tr>
<tr>
<td>Malachite Shield</td>
<td>7</td>
<td>2.3 kg</td>
<td>1200</td>
<td>Very Rare</td>
<td>Light</td>
</tr>
<tr>
<td>Stalhrim Shield</td>
<td>7</td>
<td>3.2 kg</td>
<td>1370</td>
<td>Very Rare</td>
<td>Heavy</td>
</tr>
<tr>
<td>Adamantine Shield</td>
<td>8</td>
<td>3.5 kg</td>
<td>1360</td>
<td>Extremely Rare</td>
<td>Heavy</td>
</tr>
<tr>
<td>Dragonscale Shield</td>
<td>8</td>
<td>3.5 kg</td>
<td>1930</td>
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<td>Medium</td>
</tr>
<tr>
<td>Ebony Shield</td>
<td>8</td>
<td>3.8 kg</td>
<td>1820</td>
<td>Extremely Rare</td>
<td>Heavy</td>
</tr>
<tr>
<td>Dragonbone Shield</td>
<td>9</td>
<td>3.8 kg</td>
<td>2300</td>
<td>Near Unique</td>
<td>Heavy</td>
</tr>
</tbody>
</table>
5.6 Services

It is the sweat and toil of the peoples of Tamriel that keep the world spinning. Farmers, tanners, hunters, guards, bankers, soldiers, smiths, guilders, and countless other titles and professions consume and produce in an endless cycle that the Characters may employ to their benefit.

Common Services

This table provides a simple reference for the prices of common services that the Players may need to pay for during their adventures.

<table>
<thead>
<tr>
<th>Service</th>
<th>Cheap</th>
<th>Expensive</th>
<th>Extravagant</th>
<th>Exquisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cab (per half hour)</td>
<td>2</td>
<td>4</td>
<td>8</td>
<td>16</td>
</tr>
<tr>
<td>Cartage (per item per day)</td>
<td>3</td>
<td>6</td>
<td>12</td>
<td>24</td>
</tr>
<tr>
<td>Coach Travel (per day)</td>
<td>7</td>
<td>14</td>
<td>28</td>
<td>56</td>
</tr>
<tr>
<td>Fortune Telling (per half hour)</td>
<td>3</td>
<td>6</td>
<td>12</td>
<td>24</td>
</tr>
<tr>
<td>Lodging (per night)</td>
<td>2</td>
<td>4</td>
<td>8</td>
<td>16</td>
</tr>
<tr>
<td>Magic Travel (per trip)</td>
<td>18</td>
<td>36</td>
<td>72</td>
<td>144</td>
</tr>
<tr>
<td>Scribe (per hour)</td>
<td>3</td>
<td>6</td>
<td>12</td>
<td>24</td>
</tr>
<tr>
<td>Ship Travel (per day)</td>
<td>15</td>
<td>30</td>
<td>60</td>
<td>120</td>
</tr>
<tr>
<td>Shipping (per item per day)</td>
<td>4</td>
<td>8</td>
<td>16</td>
<td>32</td>
</tr>
<tr>
<td>Stabling (per day)</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td>8</td>
</tr>
</tbody>
</table>

Wages

Naturally, NPCs the Players hire will want to be paid competitive wages and the following is a table that a GM can use to figure out costs for services in conjunction with required materials priced in previous Sections of this Chapter. These prices represent a rough average, and individuals who are more skilled in their area of expertise than the usual will of course demand a more competitive wage. This can range to up to ten times as much for a true master of a given craft!

<table>
<thead>
<tr>
<th>Category</th>
<th>Day</th>
<th>Week</th>
<th>Month</th>
<th>Year</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alchemist</td>
<td>24</td>
<td>120</td>
<td>480</td>
<td>5760</td>
</tr>
<tr>
<td>Chandler</td>
<td>9</td>
<td>45</td>
<td>180</td>
<td>2160</td>
</tr>
<tr>
<td>Cook</td>
<td>11</td>
<td>55</td>
<td>220</td>
<td>2640</td>
</tr>
<tr>
<td>Enchanter</td>
<td>28</td>
<td>140</td>
<td>560</td>
<td>6720</td>
</tr>
<tr>
<td>Laborer</td>
<td>7</td>
<td>35</td>
<td>140</td>
<td>1680</td>
</tr>
<tr>
<td>Leather Worker</td>
<td>12</td>
<td>60</td>
<td>240</td>
<td>2880</td>
</tr>
<tr>
<td>Potter</td>
<td>9</td>
<td>45</td>
<td>180</td>
<td>2160</td>
</tr>
<tr>
<td>Scholar</td>
<td>13</td>
<td>65</td>
<td>260</td>
<td>3120</td>
</tr>
<tr>
<td>Service</td>
<td>8</td>
<td>40</td>
<td>160</td>
<td>1920</td>
</tr>
<tr>
<td>Smith</td>
<td>13</td>
<td>65</td>
<td>260</td>
<td>3120</td>
</tr>
<tr>
<td>Soldier</td>
<td>10</td>
<td>50</td>
<td>200</td>
<td>2400</td>
</tr>
<tr>
<td>Tailor</td>
<td>11</td>
<td>55</td>
<td>220</td>
<td>2640</td>
</tr>
<tr>
<td>Woodworker</td>
<td>10</td>
<td>50</td>
<td>200</td>
<td>2400</td>
</tr>
</tbody>
</table>

Skill/Quality and Availability of Labor

<table>
<thead>
<tr>
<th>Skill/Quality</th>
<th>Wage Multiplier</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Low</td>
<td>1/2</td>
<td>Plentiful</td>
</tr>
<tr>
<td>Average</td>
<td>-</td>
<td>Common</td>
</tr>
<tr>
<td>Above Average</td>
<td>2x</td>
<td>Scarce</td>
</tr>
<tr>
<td>High</td>
<td>4x</td>
<td>Rare</td>
</tr>
<tr>
<td>Expert</td>
<td>8x</td>
<td>Very Rare</td>
</tr>
</tbody>
</table>
Chapter 6: Crafting

“Saccus had bought the finest quality ebony weave available in the Imperial City as soon as he heard of the competition and had begun the process of smelting it. Normally it was a six-month procedure refining the ore, but he hoped that a massive convection oven stoked by white flames born of magicka would shorten the operation to three days. Saccus proudly pointed out the other advancements in his Armory. The acidic lime pools to sharpen the blade of the dai-katana to an unimaginable degree of sharpness. The Akaviri forge and tongs he would use to fold the ebony back and forth upon itself.”

- “The Armorer’s Challenge”

This Chapter is dedicated to the creation of Items through one of many Crafting Skills that a Character may learn during their adventures. Smithing will allow Characters to create and improve Weapons and Armor of exquisite quality, while Enchanting can be used to add magical properties to even the smallest of Items. Alchemy is a difficult yet powerful art: the potions it can produce are coveted by many. And finally, there are many others that do not fall into one of these larger categories, some mundane and others more obscure.

6.1 Smithing

The various Weapons and Armor Pieces throughout Tamriel come from many sources, ranging from the common village blacksmith to the royal Armories of the Imperial Palace. There is a good chance that Characters will want to make and improve their own gear during their adventures. This Section provides rules for accomplishing this. Most of the tasks described within will require a set of Smithing Tools, the use of the Trade (Smith) (Int) Skill, and appropriate Materials.

Materials

Creating Weapons, Armor, or Ammunition requires the use of the appropriate Materials. The peoples of Tamriel are resourceful, and have devised many ways of creating items out of various local Materials. Materials are divided into two types: metals and non-metals.

Metals

There are a number of metals that can be found across Tamriel, from the common Iron to the rare Ebony. The exact form of a single unit of metal will differ by region, but as far as we’re concerned they’re all useful during the Smithing process. Metal is measured, like other materials, in generic “units.” The following table outlines the various metals and their relative weights per unit:

<table>
<thead>
<tr>
<th>Desired Ingot</th>
<th>Weight per Unit (kg)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adamantine</td>
<td>1</td>
</tr>
<tr>
<td>Dwemer Metal</td>
<td>.9</td>
</tr>
<tr>
<td>Ebony</td>
<td>1.1</td>
</tr>
<tr>
<td>Iron</td>
<td>.8</td>
</tr>
<tr>
<td>Malachite</td>
<td>.6</td>
</tr>
<tr>
<td>Moonstone</td>
<td>.6</td>
</tr>
<tr>
<td>Orichalcum</td>
<td>.8</td>
</tr>
<tr>
<td>Silver</td>
<td>.8</td>
</tr>
<tr>
<td>Steel</td>
<td>.8</td>
</tr>
</tbody>
</table>
Non-Metals
There are several different non-metal Materials that may be used to create items, and they each have their own unique methods of preparation. Most of these are defined in terms of abstract “units,” and the weight will differ by Material.

- **Bonemold and Chitin**
  Bonemold is created using a liquid bonemeal mixture that is heated into solid pieces for use in Armor. Chitin is created from the shells of insects native to Vvardenfell and can produce simple Weapons and surprisingly effective Armor.

- **Dragonbone and Dragonscale**
  Dragonbone and Dragonscale are extremely rare Materials that must be collected from Dragons themselves. A difficult feat seeing how rare they are in Tamriel, and how powerful they can be! Both are used in the creation of extremely strong Armors.

- **Prepared Furs and Hides**
  Raw Furs and Hides may come from almost any kind of animal, and Armor made from fur is popular in the northern parts of Tamriel for its insulating properties. Once collected, they must be prepared appropriately (an Easy (+30) Trade (Armorer) (Int) Skill Test), and can then be used to create Fur and Hide Armor (respectively). The quality of the Fur or Hide has no effect on the Armor produced, although it will look nicer!

- **Wood**
  Wood is a proven but decidedly more primitive Material that can all be used to make low quality Weapons.

- **Stalhrim**
  Stalhrim is a rare magical ice found on the island of Solstheim that was once used by the ancient Nords in their burial rituals. It can only be mined with special Ancient Nordic Pick Axes, and can be used to produce extremely effective Weapons and Armor.

Creating Weapons
Creating Weapons is a four step process.

**Step One: Smith Gathers required Materials and Tools**
Different Weapons require different amounts of Material to create. The following Materials may be used to construct Weapons:

**Step Two: Smith Declares desired Item and calculates Difficulty**
There are three things a Smith needs to decide when creating Weapons: the desired Weapon subtype, the desired Material (presumably the Material gathered in the last step), and the desired qualities (to which there is no limit). Each Weapon subtype has a base Profile/effect that is further modified by Material and qualities, and while these all greatly affect the Item’s performance they can also complicate the creation process. These factors will be used to calculate the difficulty of the Smithing Test.

### Materials Required by Weapon Subtype

<table>
<thead>
<tr>
<th>Material Required</th>
<th>Weapon Subtype</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daggers</td>
<td>Axes, Light Flails, Shortbows, Light Crossbows*</td>
</tr>
<tr>
<td>Great Axes, Bastard Swords, Heavy Flails, Warhammers, Heavy Polearms*, Longbows, Heavy Crossbows*</td>
<td></td>
</tr>
<tr>
<td>Great Swords, Mauls</td>
<td></td>
</tr>
</tbody>
</table>

*Also requires a unit of Wood.

**Note:** If a Character has an existing Weapon of the type that they want to create, they can substitute it for the required Materials. They are effectively “reforging” the Weapon, as the old one is lost on creation of the new Weapon.

### Creating Weapons by Material

<table>
<thead>
<tr>
<th>Material</th>
<th>(Melee Weapons Creatable) Profile Mods</th>
<th>(Ranged Weapons Creatable) Profile Mods</th>
<th>Base Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wood</td>
<td>(Spears and Staves only) -3 Damage</td>
<td>(Bows only) -1 Damage</td>
<td>Trivial (+60)</td>
</tr>
<tr>
<td>Chitin</td>
<td>(Polearms, Axes/W Axes only) -2 Damage</td>
<td>(Bows only) -1 Damage</td>
<td>Simple (+40)</td>
</tr>
<tr>
<td>Iron</td>
<td>(No Staves) -2 Damage</td>
<td>(None)</td>
<td>Easy (+30)</td>
</tr>
<tr>
<td>Steel</td>
<td>(All)</td>
<td>(All)</td>
<td>Routine (+20)</td>
</tr>
<tr>
<td>Dwemer Metal</td>
<td>(All) +1 Damage</td>
<td>(All) +1 Damage</td>
<td>Ordinary (+10)</td>
</tr>
<tr>
<td>Orichalcum</td>
<td>(All) +2 Damage, +1 Pen</td>
<td>(All) +2 Damage</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>Silver</td>
<td>(All) Dire (6)</td>
<td>(None)</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>Moonstone</td>
<td>(All) +1 Damage, +2 Pen</td>
<td>(All) +2 Damage</td>
<td>Difficult (-10)</td>
</tr>
<tr>
<td>Malachite</td>
<td>(All) +1 Damage, +2 Pen, Fast</td>
<td>(All) +3 Damage</td>
<td>Hard (-20)</td>
</tr>
<tr>
<td>Stalhrim</td>
<td>(All) +2 Damage, +2 Pen</td>
<td>(None)</td>
<td>Very Hard (-30)</td>
</tr>
<tr>
<td>Adamantine</td>
<td>(All) +3 Damage, +2 Pen</td>
<td>(All) +4 Damage</td>
<td>Very Hard (-30)</td>
</tr>
<tr>
<td>Ebony</td>
<td>(All) +3 Damage, +3 Pen</td>
<td>(All) +5 Damage</td>
<td>Arduous (-40)</td>
</tr>
</tbody>
</table>
Creating Weapons with different Qualities

<table>
<thead>
<tr>
<th>Qualities</th>
<th>Applicable Subtypes</th>
<th>Effect</th>
<th>Difficulty Mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balancing</td>
<td>Blades, Axes, Polearms</td>
<td>Shifts a Weapon 1 step towards balanced (Unwieldy-&gt;Unbalanced-&gt;None-&gt;Balanced)</td>
<td>Increases by one step</td>
</tr>
<tr>
<td>Crippling (X)</td>
<td>Any</td>
<td>Weapon gains the Crippling (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Devastating (X)</td>
<td>Any</td>
<td>Weapon gains the Devastating (X) Special Quality</td>
<td>Increases by 3 steps per X</td>
</tr>
<tr>
<td>Dire (X)</td>
<td>Any</td>
<td>Weapon gains the Dire (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Fast</td>
<td>Blades, Polearms</td>
<td>Weapon gains the Fast Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Fell (X)</td>
<td>Any</td>
<td>Weapon gains the Fell (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Razor Sharp (X)</td>
<td>Blades, Axes, Polearms</td>
<td>Weapon gains the Razor Sharp (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Tearing</td>
<td>Blades, Axes, Polearms</td>
<td>Weapon gains the Tearing Special Quality</td>
<td>Increases by one step</td>
</tr>
<tr>
<td>Throwing</td>
<td>Daggers, 1H Axes, Spears</td>
<td>Weapon gains the Throwing Special Quality</td>
<td>Increases by one step</td>
</tr>
</tbody>
</table>

**Step Three: Smith makes the Smithing Test**

Using the Difficulty calculated in the previous step, based on Material and desired qualities, the Smith makes a Trade (Smith) (Int) Skill Test. Success means that the Weapon has been created with the desired qualities, and if the Smithing Test succeeds with at least one Degree of Success, the Weapon also gains the Proven (X) Special Quality where X is the Degrees of Success. Failure means that the Weapon is created without any of the desired qualities, and if the Smithing Test fails with at least one Degree of Failure, the Weapon also gains the Primitive (X) Special Quality where X is 10 minus the Degrees of Failure. The actual time it takes to create the Item is 1 day plus 1 additional day for every Difficulty step harder than Trivial (+60).

**Step Four: Calculate Final Item Profile**

With the results of the previous steps in mind, calculate the final Weapon Profile. Start with the Base Weapon Profile, then apply changes based on Material and Qualities (using the tables above) and additional Bonuses/Penalties incurred from the Smithing Test. The weight of the Weapon equals the weight of the combined materials plus 0.2 kg (covers the hilt).

### Base Melee Weapon Subtype Profiles

<table>
<thead>
<tr>
<th>Subtype</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Special Qualities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dagger</td>
<td>Blade</td>
<td>1H</td>
<td>1d5 R</td>
<td>0</td>
<td>Concealable, Fast</td>
</tr>
<tr>
<td>Sword</td>
<td>Blade</td>
<td>1H</td>
<td>1d10 R</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Bastard Sword</td>
<td>Blade 1.5H</td>
<td>1d10+1 R</td>
<td>0</td>
<td>Unbalanced</td>
<td></td>
</tr>
<tr>
<td>Great Sword</td>
<td>Blade 2H</td>
<td>2d10 R</td>
<td>0</td>
<td>Unbalanced</td>
<td></td>
</tr>
<tr>
<td>Axe</td>
<td>Axce</td>
<td>1H</td>
<td>1d10 R</td>
<td>1</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>War Axe</td>
<td>Axce</td>
<td>1.5H</td>
<td>1d10+1 R</td>
<td>1</td>
<td>Unbalanced</td>
</tr>
<tr>
<td>Great Axe</td>
<td>Axce 2H</td>
<td>2d10 R</td>
<td>1</td>
<td>Unwieldy</td>
<td></td>
</tr>
<tr>
<td>Mace</td>
<td>Blunt W</td>
<td>1H</td>
<td>1d10+1 I</td>
<td>0</td>
<td>Unbalanced, Concussive (0)</td>
</tr>
<tr>
<td>Warhammer</td>
<td>Blunt W</td>
<td>1.5H</td>
<td>1d10+2 I</td>
<td>0</td>
<td>Unbalanced, Concussive (1)</td>
</tr>
<tr>
<td>Maul</td>
<td>Blunt W</td>
<td>2H</td>
<td>2d10+1 I</td>
<td>0</td>
<td>Unwieldy, Concussive (2)</td>
</tr>
<tr>
<td>Staff</td>
<td>Blunt W</td>
<td>1.5H</td>
<td>1d5+1 I</td>
<td>0</td>
<td>Balanced, Concussive (0)</td>
</tr>
<tr>
<td>Light Flail</td>
<td>Flail 1.5H</td>
<td>1d10+1 I</td>
<td>0</td>
<td>Flexible, Unwieldy, Concussive (0)</td>
<td></td>
</tr>
<tr>
<td>Heavy Flail</td>
<td>Flail 2H</td>
<td>2d10+1 I</td>
<td>0</td>
<td>Flexible, Unwieldy, Concussive (1)</td>
<td></td>
</tr>
<tr>
<td>Spear</td>
<td>Plrm</td>
<td>1.5H</td>
<td>1d10-1 R</td>
<td>1</td>
<td>Reach</td>
</tr>
<tr>
<td>Heavy Polearm</td>
<td>Plrm 2H</td>
<td>2d10-1 R</td>
<td>2</td>
<td>Reach, Unwieldy</td>
<td></td>
</tr>
</tbody>
</table>

### Base Ranged Weapon Subtype Profiles

<table>
<thead>
<tr>
<th>Subtype</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Range</th>
<th>Special Qualities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shortbow</td>
<td>Bow</td>
<td>2H</td>
<td>1d10-1 R</td>
<td>0</td>
<td>30m</td>
<td>Reload (None)</td>
</tr>
<tr>
<td>Bow</td>
<td>Bow</td>
<td>2H</td>
<td>1d10+2 R</td>
<td>0</td>
<td>40m</td>
<td>Reload (Half)</td>
</tr>
<tr>
<td>Longbow</td>
<td>Bow</td>
<td>2H</td>
<td>2d10 R</td>
<td>0</td>
<td>50m</td>
<td>Reload (Full)</td>
</tr>
<tr>
<td>Light Xbow</td>
<td>Xbow</td>
<td>2H</td>
<td>1d10 R</td>
<td>1</td>
<td>30m</td>
<td>Reload (Full)</td>
</tr>
<tr>
<td>Xbow</td>
<td>Xbow</td>
<td>2H</td>
<td>1d10+3</td>
<td>2</td>
<td>35m</td>
<td>Reload (1.5Full)</td>
</tr>
<tr>
<td>Heavy Xbow</td>
<td>Xbow</td>
<td>2H</td>
<td>2d10+3</td>
<td>3</td>
<td>40m</td>
<td>Reload (2Full), Concussive (0)</td>
</tr>
</tbody>
</table>
Creating Ammunition

Creating Ammunition, like creating Weapons, is a four step process.

Step One: Smith Gathers required Materials and Tools
The following Materials may be used to construct Ammunition: Stone, Wood, Iron Ingots, Steel Ingots, Silver Ingots, Chitin, Moonstone Ingots, Dwemer Metal Ingots, Orichalcum Ingots, Malachite Ingots, Ebony Ingots, and Adamantine Ingots. A single unit any Material will produce 25 units of Ammunition. Creating Arrows also requires a single unit of Wood for every 25 Arrows made.

Step Two: Smith Declares desired Items and calculates Difficulty
There are three things a Smith needs to decide when creating Ammo: the desired Ammo subtype, the desired Material (presumably the Material gathered in the last step), and the desired qualities. The two Ammo subtypes are Arrows and Bolts, and each has a base Profile/effect that is further modified by Material and qualities, and while these all greatly affect the Item’s performance they can also complicate the creation process. These factors will be used to calculate the difficulty of the Smithing Test.

<table>
<thead>
<tr>
<th>Material</th>
<th>(Ammunition Creatable) Profile Mods</th>
<th>Base Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wood</td>
<td>(Arrows only) -4 Damage</td>
<td>Trivial (+60)</td>
</tr>
<tr>
<td>Chitin</td>
<td>(Arrows only)</td>
<td>Simple (+40)</td>
</tr>
<tr>
<td>Iron</td>
<td>(All) +1 Pen</td>
<td>Easy (+30)</td>
</tr>
<tr>
<td>Steel</td>
<td>(All) +2 Pen</td>
<td>Routine (+20)</td>
</tr>
<tr>
<td>Dwemer Metal</td>
<td>(All) +1 Pen, gains Proven (4)</td>
<td>Ordinary (+10)</td>
</tr>
<tr>
<td>Orichalcum</td>
<td>(All) +2 Pen</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>Silver</td>
<td>(All) gains Dire (4)</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>Moonstone</td>
<td>(All) +2 Pen, gains Dire (1)</td>
<td>Difficult (-10)</td>
</tr>
<tr>
<td>Malachite</td>
<td>(All) +2 Pen, gains Razor Sharp (2)</td>
<td>Hard (-20)</td>
</tr>
<tr>
<td>Adamantine</td>
<td>(All) +3 Pen</td>
<td>Very Hard (-30)</td>
</tr>
<tr>
<td>Ebony</td>
<td>(All) +4 Pen, gains Dire (2)</td>
<td>Arduous (-40)</td>
</tr>
</tbody>
</table>

Creating Ammunition with different Qualities

<table>
<thead>
<tr>
<th>Qualities</th>
<th>Effect</th>
<th>Difficulty Mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crippling (X)</td>
<td>Weapon gains the Crippling (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Devastating (X)</td>
<td>Weapon gains the Devastating (X) Special Quality</td>
<td>Increases by 3 steps per X</td>
</tr>
<tr>
<td>Dire (X)</td>
<td>Weapon gains the Dire (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Fell (X)</td>
<td>Weapon gains the Fell (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
</tbody>
</table>

Step Three: Smith makes the Smithing Test
Using the Difficulty calculated in the previous step, based on Material and desired qualities, the Smith makes a Trade (Smith) (Int) Skill Test. Success means that the Weapon has been created with the desired qualities, and if the Smithing Test succeeds with at least one Degree of Success, the Weapon also gains the Proven (X) Special Quality where X is the Degrees of Success. Failure means that the Weapon is created without any of the desired qualities, and if the Smithing Test fails with at least one Degree of Failure, the Weapon also gains the Primitive (X) Special Quality where X is 10 minus the Degrees of Failure. The actual time it takes to create the Items is 1 day plus 1 additional day for every four Difficulty steps harder than Trivial (+60).

Step Four: Calculate Final Item Profile
With the results of the previous steps in mind, calculate the final Ammunition Profile. Note that Ammunition has an empty Profile by default: it’s effects are determined entirely by its Material and Qualities. The weight of the Ammo equals the weight of the combined materials.
Creating Armor

Creating an individual piece of Armor is a 4 step process.

**Step One: Smith Gathers required Materials and Tools, Declares desired Item, and calculates Difficulty**

The following Materials may be used to construct Armor: Fur, Leather, Iron Ingots, Steel Ingots, Silver Ingots, Chitin, Moonstone Ingots, Dwemer Metal Ingots, Orichalcum Ingots, Malachite Ingots, Ebony Ingots, Stalhrim, Dragonscale, Dragonbone, and Adamantine Ingots.

There are three things a Smith needs to decide when creating Armor: the desired Armor Piece, the desired Armor Type (which will determine the Materials required), and the desired qualities. These will be used to calculate the difficulty of the Smithing Test.

**Step Two: Smith declares desired Item, and calculates Difficulty**

Using the Difficulty calculated in the previous step, based on material and desired qualities, the Smith makes a Trade (Armorer) (Int) Skill Test. Success means that the Armor Piece has been created, their base Profiles (with exact Armor Points by hit location), the type of Material needed to create a piece of that Armor (with exact unit requirements by hit location), and the base Difficulty of creating a piece of that Armor. Keep in mind that a single “set” of Leg or Arm Armor applies to both limbs, not just one.

<table>
<thead>
<tr>
<th>Armor Type</th>
<th>Required Material</th>
<th>Base Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor</td>
<td>Prepared Fur</td>
<td>Trivial (+60)</td>
</tr>
<tr>
<td>Plate Armor</td>
<td>Prepared Hide</td>
<td>Elementary (+50)</td>
</tr>
<tr>
<td>Shield</td>
<td>Steel Ingot</td>
<td>Easy (+30)</td>
</tr>
<tr>
<td>Tower Shield</td>
<td>Moonstone Ingot</td>
<td>Challenging (+0)</td>
</tr>
</tbody>
</table>

**Materials Required by Armor Type**

<table>
<thead>
<tr>
<th>Materials Required by Armor Type (B/L/A/H)</th>
<th>Armor Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>4/3/2/1</td>
<td>Armor</td>
</tr>
<tr>
<td>5/4/3/2</td>
<td>Plate Armor</td>
</tr>
<tr>
<td>3</td>
<td>Shield</td>
</tr>
<tr>
<td>4</td>
<td>Tower Shield</td>
</tr>
</tbody>
</table>

**Creating Armor with different Qualities**

<table>
<thead>
<tr>
<th>Qualities (Applies to Shields?)</th>
<th>Effect</th>
<th>Difficulty Mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fearsome (X)</td>
<td>Armor gains the Fearsome (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Insulated (requires a unit of Fur)</td>
<td>Armor gains the Insulated Special Quality</td>
<td>Increases by one step</td>
</tr>
<tr>
<td>Padding (X)</td>
<td>Armor gains the Padding (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Shielding (X)</td>
<td>Armor gains the Shielding (X) Special Quality</td>
<td>Increases by one step per X</td>
</tr>
<tr>
<td>Spiked</td>
<td>Armor gains the Spike Special Quality</td>
<td>Increases by one step</td>
</tr>
<tr>
<td>Resistant</td>
<td>Armor gains the Resistant Special Quality</td>
<td>Increases by two steps</td>
</tr>
</tbody>
</table>

**Step Three: Smith makes the Smithing Test**

Using the Difficulty calculated in the previous step, based on material and desired qualities, the Smith makes a Trade (Armorer) (Int) Skill Test. Success means that the Armor Piece has been created with the desired qualities, and if the Smithing Test succeeds with at least three Degree of Success, the Armor also gains the Sturdy (X) Special Quality where X is the Degrees of Success divided by 3 (round down). Failure means that the Armor is created without any of the desired qualities, and if the Smithing Test fails with at least three Degrees of Failure, the Armor also gains the Shoddy (X) Special Quality where X is the Degrees of Failure divided by 3 (round down). The actual time it takes to create the Item is 1 day plus 1 additional day for every Difficulty step harder than Trivial (+60).

**Step Four: Calculate Final Item Profile**

With the results of the previous steps in mind, calculate the final Armor Profile. Start with the Base Armor Profile, then apply changes based on the results of the Smithing Test. Profile mods applied by Armor Type to the Body apply to Shields and Tower Shields as well. Weight equals combined material weight plus .5 kg.

<table>
<thead>
<tr>
<th>Base Armor Type</th>
<th>Armor Points</th>
<th>Special Qualities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor</td>
<td>1/1/1/1</td>
<td></td>
</tr>
<tr>
<td>Plate Armor</td>
<td>2/2/2/2</td>
<td>Heavy, Restrictive</td>
</tr>
<tr>
<td>Shield</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tower Shield</td>
<td>2</td>
<td>Tower</td>
</tr>
</tbody>
</table>

The following table details the various Armor types that can be created, their base Profiles (with exact Armor Points by hit location), the type of Material needed to create a piece of that Armor (with exact unit requirements by hit location), and the base Difficulty of creating a piece of that Armor. Keep in mind that a single “set” of Leg or Arm Armor applies to both limbs, not just one.
Daedric Weapons and Armor

Daedra are the undisputed masters of craftsmanship, creating seemingly indestructible Armors and the mightiest of Weapons through dark rituals. While Daedric Weapons and Armor are forged from Ebony, the objects get their true power from a Daedric Soul forged into the Item itself.

In game terms, creating Daedric Weapons and Armor follows the exact same process as creating Ebony Weapons and Armor, except for a few slight changes: the Test increases in difficulty by one step, and the process also requires Daedra Heart (an Exquisite Quality Alchemical Ingredient) due to the ritualistic elements of the Daedric crafting process.

Daedric Armor

Any given piece of Daedric Armor is, in gameplay terms, identical to its Ebony counterpart, except it gains 1 additional Armor Point and the Spiked, Resistant, and Fearsome Special Qualities (assuming it is capable of possessing these Qualities and if it did not have them already).

Daedric Weapons

Any given Daedric Weapon is identical to its Ebony counterpart, except it gains the Dire (All) Special Quality automatically and an additional Bonus effect on creation. Roll a d100 and compare the results to the following table to determine this:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-14</td>
<td><strong>Accursed:</strong> The Weapon deals an additional 3 Damage and gains the Fell (3) Special Quality (disregarding any previous levels of Fell it already had).</td>
</tr>
<tr>
<td>15-28</td>
<td><strong>Howling:</strong> The Weapon grants the wielder the Fear (1) Trait on any turn where he attacks with it.</td>
</tr>
<tr>
<td>29-42</td>
<td><strong>Piercing:</strong> The Weapon gains an additional 3 Armor Pen.</td>
</tr>
<tr>
<td>43-56</td>
<td><strong>Vicious:</strong> The Weapon gains the Tearing Special Quality.</td>
</tr>
<tr>
<td>57-70</td>
<td><strong>Precise:</strong> The Weapon gains the Razor Sharp (3) Special Quality.</td>
</tr>
<tr>
<td>71-84</td>
<td><strong>Thirsting:</strong> The Weapon inflicts two levels of Fatigue with every hit that causes Damage.</td>
</tr>
<tr>
<td>85-100</td>
<td><strong>Wounding:</strong> The Weapon gains the Crippling (3) Special Quality.</td>
</tr>
</tbody>
</table>

If the Weapon already has a Special Quality provided by the roll, simply ignore it and roll again.
6.2 Enchanting

"A simple Spell cast once, no matter how skillfully and no matter how spectacularly, is ephemeral, of the present, what it is and no more, But placed in a home, it develops into an almost living energy, maturing and ripening so only its surface is touched when an unskilled hand wields it. You must consider yourself a miner, digging deeper to pull forth the very heart of gold."

- Magister Ilther, "Palla, Book II"

Enchanting is the act of endowing objects with magical properties through the use of a soul, almost always with the use of one of the many types of soul gems. There are three main types of Enchantments an Item may have, each one reflecting a different means of activating the magic stored within the object. They are: On-Cast Enchantments, On-Strike Enchantments, and Constant Enchantments. Enchanted Items are created using the Arcane Craft (Enchanting) (Int) Skill, and Enchanting an Item takes an entire day. In order to successfully enchant an Item, a Character needs two things: a Soul Gem with stored Soul Energy, and an Item to be enchanted.

Souls, Item Soul Levels, and Soul Gems

Every being in the Elder Scrolls universe has a Soul, and the energy of the Soul provide the magical essence necessary for Enchantments. There are two varieties of Souls, as well as several levels. Sentient, humanoid beings (men and mer) have Black Souls. Animals, monsters, and Daedra have White Souls. Within White Souls, there are 5 levels: Petty Souls, Lesser Souls, Common Souls, Greater Souls, and Grand Souls.

Item Soul Levels

Items all have an associated Maximum Soul Level that is used to determine the maximum strength of Enchantments they can support. Soul Energy beyond this maximum is simply lost.

<table>
<thead>
<tr>
<th>Soul Level</th>
<th>Materials/Items</th>
<th>Max Soul Energy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Petty</td>
<td>Fur, Stone, Wood.</td>
<td>50</td>
</tr>
<tr>
<td>Lesser</td>
<td>Steel, Chitin, Bonemold, Iron, Common Clothing, Common Jewlery.</td>
<td>100</td>
</tr>
<tr>
<td>Common</td>
<td>Dwemer, Orichalcum, Silver, Expensive Clothing, Expensive Jewlery.</td>
<td>200</td>
</tr>
<tr>
<td>Greater</td>
<td>Adamantine, Moonstone, Extravagant Clothing, Extravagant Jewlery.</td>
<td>400</td>
</tr>
<tr>
<td>Grand</td>
<td>Malachite, Ebony (and thus Daedric), Dragon Scale, Dragon Bone, Exquisite Clothing, Exquisite Jewlery, prepared Scrolls</td>
<td>600</td>
</tr>
</tbody>
</table>

Souls are captured via the use of the Soul Trap Spell, from the school of Mysticism. White Souls may be held in any Soul Gem equal to or greater than their Soul Level. For the purposes of Enchanting, Black Souls count as Grand Souls, but may only be captured by Black Soul Gems. Each Soul level has an associated maximum amount of Soul Energy, although the exact amount of Soul Energy an individual Creature possesses will vary within each Level.

<table>
<thead>
<tr>
<th>Soul Level</th>
<th>Example</th>
<th>Max Soul Energy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Petty</td>
<td>Rat, Dog, Zombie, Skeleton</td>
<td>50</td>
</tr>
<tr>
<td>Lesser</td>
<td>Bull Netch, Scamp, Dreugh, Flame Atronach</td>
<td>100</td>
</tr>
<tr>
<td>Common</td>
<td>Clannfear, Hunger, Daedroth, Dwarven Spectre</td>
<td>200</td>
</tr>
<tr>
<td>Greater</td>
<td>Dremora, Ash Vampire</td>
<td>400</td>
</tr>
<tr>
<td>Grand</td>
<td>Black Souls, Golden Saint, Winged Twilight, Dremora Lord</td>
<td>600</td>
</tr>
</tbody>
</table>

Soul Gems are used to capture Souls in order to use their Soul Energy to recharge magical Items or to create your own. Soul Gems have a maximum Soul Level that they can store. Souls of higher levels simply cannot be bound to smaller Soul Gems. Black Soul Gems are the only kinds of Soul Gems that can contain Black Souls. Enchanting or recharging an Item destroys the Soul Gem involved. Recharging an Item does not require a Test, though it takes about five minutes to complete the ritual, and transfers all the Soul Energy stored within the Soul Gem into the Item (though the Item can never exceed its Maximum Soul Energy, and excess energy remains inside the Soul Gem). Once a Soul Gem has captured a Soul, it cannot be used to capture another one.
On-Cast Enchantments

Items with On-Cast Enchantments literally act as stored Spells. On-Cast Items have several important characteristics:

- **Soul Energy Pool**
  On-Cast Items have a pool of stored Soul Energy which is equal to the energy stored in the Soul Gem used to create the Enchantment, though this value is capped by the Material/Item’s Maximum Soul Level. The initial value is the item’s Maximum Soul Energy, and the current pool size will vary as the item is invoked/the item is recharged.

- **The On-Cast Effect**
  This is the actual Effect that is enchanted to the item. For On-Cast Enchantments, this may be any Spell/Spell Form. The Effect is replicated each time the Enchantment is Invoked.

- **Invocation Trigger**
  The Invocation Trigger is something that the Item’s wielder uses to activate the On-Cast Effect. This may be any word, phrase, or motion that the Enchanter desires, and is chosen on Enchantment. This is always at least a Half Action.

- **Invocation Cost**
  This is the Soul Energy cost of an individual Invocation of the On-Cast Effect. Each time the Effect is invoked, this amount of Soul Energy is subtracted from the current pool. If doing so would reduce the current pool below zero, the Effect can no longer be invoked. Sustained Effects, once initially invoked, may be maintained as a Free Action each Round. They do not need to be invoked again, but they must pay the Invocation Cost each Round that the Effect is maintained. If an item has more than one Effect, each Effect may be invoked/sustained separately or together as a Half Action.

- **Power Rating (Power Bonus)**
  Many Spells use the Caster’s WP or WPB to determine the strength of the Spell Effect. The Strength of the On-Cast Effect is determined by the Enchanter’s Power Rating (PR): which is equal to the Enchanter’s Intelligence at the time of Enchanting, and Power Bonus (PB): which is equal to the Enchanter’s effective Intelligence Bonus at the time of Enchanting. PR replaces any uses of the Caster’s Willpower in the Spell Effect, and PB replaces any uses of the Caster’s WPB.

The following steps describe how to create On-Cast Enchanted Items:

- **Step One: Declare desired Item and calculate the Item’s Soul Energy Pool**
  The Maximum Soul Energy the Item will have once created is equal to the amount of Soul Energy stored in the Soul Gem being used in its Enchantment, although it is capped at the Item’s Maximum Soul Level, and any excess Soul Energy is lost. Items that have the Enchanted Quality already cannot be enchanted again.

- **Step Two: Enchanter chooses desired Spell, Spell Form, and Invocation Trigger**
  Next, the Enchanter should decide which Spell they are binding to the Item in question. On-Cast Enchanted Items can support Spells of any type (though the Spell Form must be specified on Enchantment, and cannot be changed later). An Enchanter does not need to actually know the Spell: creating Enchantments is different from Spellcasting, and Enchanters are capable of replicating a wide variety of effects even if they could not cast the Spells themselves. The Enchanter also decides upon the exact Invocation Trigger in this phase: it may be any word, phrase, or gesture that he wants to activate the item.

- **Step Three: Calculate item PR and PB**
  The item’s PR and PB are equal to the Enchanter’s Intelligence and Intelligence Bonus before making the Enchantment Test, and replace any instances of WP or WPB in the Spell’s Effect.

- **Step Four: Enchanter makes the Enchantment Test**
  The Enchanter then makes an Arcane Craft (Enchanting) (Int) Skill Test, with a Difficulty equal to the Difficulty listed in the desired Spell’s Profile. For every Degree of Success, increase the PR of the item by 10 (and thus the PB by 1), to a maximum PB of twice IB. For every Degree of Failure, decrease the PR of the item by 10 (and thus the PB by 1). If this would reduce the PB to 0, then the Enchantment fails entirely. Enchanting an Item takes about 24 hours. The Soul gem is destroyed in the process.

- **Step Five: Determine Invocation Cost**
  The Enchantment’s Invocation Cost is equal to the Base Magicka Cost of the Spell modified by whatever Spell Form was chosen in Step Two. If the Invocation Cost would be more than the Soul Energy Pool of the item, the Enchantment automatically fails and the Soul Gem is destroyed.

- **Step Six: Finalize the Enchantment**
  Once all the previous steps are complete, apply the following Quality to the item in question. An Item may only have one instance of the Enchanted Quality.

**Enchanted (On-Cast, Spell Effect (Form), PR (PB), Invocation Cost), (Current Soul Energy Pool), (Max. Soul Energy Pool))**

Items with this Quality store a given Spell Effect that is activated by the use of an Invocation Trigger, which is chosen by the Enchanter when the item is enchanted. The activation of this effect counts as casting the stored Spell in the listed Spell Form (meaning that, depending on the Spell Form, it may count as an Attack from the Round), except instead of making a Spellcasting Test or paying a Magicka cost, the Spell automatically casts exactly as it is stored. Subtract the Invocation Cost from the current Soul Energy Pool, and apply the Spell’s Effects to the target(s), substituting PR and PB for any instances of WP or WPB (respectively) in the Spell’s Effect text.

*Example:* Enchanted (On-Cast, Fire (Cone), 40 (4), 32, 400, 400)
On-Strike Enchantments

Weapons with On-Strike Enchantments apply their effects when striking a target. On-Strike Items have several important characteristics:

- **Soul Energy Pool**
  On-Strike Items have a pool of stored Soul Energy which is equal to the energy stored in the Soul Gem used to create the Enchantment, though this value is capped by the Material/Item’s Maximum Soul Level. The initial value is the item’s Maximum Soul Energy, and the current pool size will vary as the item is invoked/the item is recharged.

- **The On-Strike Effect**
  This is the actual Effect that is enchanted to the item. For On-Strike Enchantments, this may be any Spell that has the Prime Weapon Form. The Effect is replicated each time the Enchantment is Invoked.

- **Invocation Trigger**
  The Invocation Trigger is something that the Item’s wielder uses to activate the Effect. On-Strike Items are automatically Invoked when the Weapon is used to make a successful Attack against a target.

- **Invocation Cost**
  This is the Soul Energy cost of an individual Invocation of the On-Strike Effect. Each time the Effect is invoked, this amount of Soul Energy is subtracted from the current pool. If doing so would reduce the current pool below zero, the Effect can no longer be invoked.

- **Power Bonus**
  Many Spells use the Caster’s WPB to determine the strength of the Spell Effect. The Strength of the On-Strike Effect is determined by the Enchanter’s Power Bonus (PB); which is equal to the Enchanter’s effective Intelligence Bonus at the time of Enchanting. PB replaces any uses of the Caster’s WPB.

The following steps describe how to create On-Strike Enchanted Items:

- **Step One: Declare desired Item and calculate the Item’s Soul Energy Pool**
  The Maximum Soul Energy the Item will have once created is equal to the amount of Soul Energy stored in the Soul Gem being used in its Enchantment, although it is capped at the Item’s Maximum Soul Level, and any excess Soul Energy is lost. Items that have the Enchanted Quality already cannot be enchanted again. Only Weapons can be enchanted with On-Strike Effects.

- **Step Two: Enchanter chooses desired Spell**
  Next, the Enchanter should decide which Spell they are binding to the Item in question. On-Strike Enchanted Items can support Spells of any type, but only if they have the Prime Weapon Spell Form. An Enchanter does not need to actually know the Spell: creating Enchantments is different from Spellcasting, and Enchanters are capable of replicating a wide variety of effects even if they could not cast the Spells themselves.

- **Step Three: Calculate item PB**
  The item’s PB is equal to the Enchanter’s Intelligence Bonus before making the Enchantment Test, and replace any instances of WPB in the Spell’s Effect.

- **Step Four: Enchanter makes the Enchantment Test**
  The Enchanter then makes an Arcane Craft (Enchanting) (Int) Skill Test, with a Difficulty equal to the Difficulty listed in the desired Spell’s Profile. For every Degree of Success, increase the PR of the item by 10 (and thus the PB by 1), to a maximum PB of twice IB. For every Degree of Failure, decrease the PR of the item by 10 (and thus the PB by 1). If this would reduce the PB to 0, then the Enchantment fails entirely. Enchanting an Item takes about 24 hours. The Soul gem is destroyed in the process.

- **Step Five: Determine Invocation Cost**
  An On-Strike Enchantment’s Invocation Cost is simply equal to the Base Magicka Cost of the Spell all multiplied by two. If the Invocation Cost would be more than the Soul Energy Pool of the item, the Enchantment automatically fails and the Soul Gem is destroyed.

- **Step Six: Finalize the Enchantment**
  Once all the previous steps are complete, apply the following Quality to the item in question. An Item may only have one instance of the Enchanted Quality.

Enchanted (On-Strike, Spell Effect, PB, (Invocation Cost), (Current Soul Energy Pool), (Max. Soul Energy Pool))

Weapons with this Quality store a given Spell Effect that is activated when a Character makes a successful Melee or Ranged Attack with that Weapon. The activation of this effect automatically applies the stored Spell Effect to the target of the Attack. Subtract the Invocation Cost from the current Soul Energy Pool, and apply the Spell’s Effects to the target, substituting PB for any instances of WPB in the Spell’s Effect text. Attacks that cause multiple hits Invoke the effect once for each successful hit.

*Example:* Enchanted (On-Strike, Fire, 4, 8, 400, 400)
Constant Enchantments

Items with Constant Enchantments apply their effects passively to the Wearer/Wielder. Constant Enchanted Items have several important characteristics:

• **Soul Energy Pool**
  Constant Enchantments Items have a pool of stored Soul Energy which is equal to the energy stored in the Soul Gem used to create the Enchantment, though this value is capped by the Material/Item’s Maximum Soul Level. This value is permanently reduced when a Constant Enchantment is added to an item.

• **The Constant Enchantments Effect**
  This is the actual Effect that is enchanted to the item. For Constant Enchantments, this may be any Spell that has the Self Spell Form. The Effect is actively applied to the Wearer/Wielder whenever the item is equipped.

• **Power Rating (Power Bonus)**
  Many Spells use the Caster’s WP or WPB to determine the strength of the Spell Effect. The Strength of the Constant Enchantments Effect is determined by the Enchantment’s Power Rating (PR): which is equal to the Enchanter’s Intelligence at the time of Enchanting, and Power Bonus (PB): which is equal to the Enchanter’s effective Intelligence Bonus at the time of Enchanting. PR replaces any uses of the Caster’s Willpower in the Spell Effect, and PB replaces any uses of the Caster’s WPB.

The following steps describe how to create Constant Enchanted Items:

• **Step One: Declare desired Item and calculate the Item’s Soul Energy Pool**
  The Maximum Soul Energy the Item will have once created is equal to the amount of Soul Energy stored in the Soul Gem being used in its Enchantment, although it is capped at the Item’s Maximum Soul Level, and any excess Soul Energy is lost. Items that have the Enchanted Quality already cannot be enchanted again.

• **Step Two: Enchanter chooses desired Spell**
  Next, the Enchanter should decide which Spell they are binding to the Item in question. Constant Enchantments can be any Spell with the Self Spell Form. An Enchanter does not need to actually know the Spell: creating Enchantments is different from Spellcasting, and Enchanters are capable of replicating a wide variety of effects even if they could not cast the Spells themselves.

• **Step Three: Calculate item PR and PB**
  The item’s PR and PB are equal to the Enchanter’s Intelligence and Intelligence Bonus before making the Enchantment Test, and replace any instances of WP or WPB in the Spell’s Effect.

• **Step Four: Enchanter makes the Enchantment Test**
  The Enchanter then makes an Arcane Craft (Enchanting) (Int) Skill Test, with a Difficulty equal to the Difficulty listed in the desired Spell’s Profile. For every Degree of Success, increase the PR of the item by 10 (and thus the PB by 1), to a maximum PB of twice IB. For every Degree of Failure, decrease the PR of the item by 10 (and thus the PB by 1). If this would reduce the PB to 0, then the Enchantment fails entirely. Enchanting an Item takes about 24 hours. The Soul gem is destroyed in the process.

• **Step Five: Calculate new Soul Energy Pool**
  Take the Base Cost of the chosen Spell and then multiply it by thirty, and subtract this total from the item’s Maximum Soul Energy. If this would reduce the Soul Energy Pool below zero, the Enchantment automatically fails and the Soul Gem is destroyed.

• **Step Six: Finalize the Enchantment**
  Once all the previous steps are complete, apply the following Quality to the item in question. An Item may only have one instance of the Enchanted Quality.

**Example**: Enchanted (Constant, Invisibility, 40 (4), 10 (400))

**Enchanted (Constant, Spell Effect, PR (PB), Remaining Soul Energy Pool (Original Pool))**

Weapons with this Quality store a given Spell Effect that is always applied to the Wearer/Wielder of the item. Apply the Spell’s Effects to the Wearer/Wielder each Round, substituting PR and PB for any instances of WP or WPB (respectively) in the Spell’s Effect text.

**Example**: Enchanted (Constant, Invisibility, 40 (4), 10 (400))
6.3 Alchemy

Alchemy allows you to identify magical properties in ingredients and create potions to provide temporary or one-use benefits, such as healing, curing disease, water-walking, magical shielding, and fortifying bodily attributes. Potions are made and identified using the Arcane Craft (Alchemy) (Int) Skill. Identifying a potion is a Routine (+20) Test.

Potions

Potions function essentially as drinkable one-use versions of Spells. All Potions have the following Characteristics:

• **Potion Effect**
  This is the actual Spell Effect that is stored by the Potion. It is applied to whoever drinks it.

• **Duration**
  This is the duration that the Potion’s Effect lasts, either in Rounds or some other unit of time. It is derived from the Base Cost of the chosen Spell Effect and the Magicka Pool provided by the chosen Ingredients.

• **Power Rating (Power Bonus)**
  Many Spells use the Caster’s WP or WPB to determine the strength of the Spell Effect. The Strength of the Potion Effect is determined by the Potion’s Power Rating (PR); which is equal to the Alchemist’s Intelligence when the Potion is created, and Power Bonus (PB); which is equal to the Alchemist’s effective Intelligence Bonus. PR replaces any uses of the Caster’s Willpower in the Spell Effect, and PB replaces any uses of the Caster’s WPB.

The following steps describe how to create a Potion:

• **Step One: Gather required Tools and Ingredients**
  Creating a Potion requires two things: a set of Alchemical Tools and at least one unit of Ingredients of any quality. Exactly what these Ingredients are is up to the GM, as there are far too many to reasonably define all of them. Higher Quality Ingredients will make for better Potions. Ingredients may be purchased or gathered (identifying the exact Ingredients needed for a Potion that the Alchemist has not created before requires an Ordinary (+10) Arcane Craft (Alchemy) (Int) Skill Test).

• **Step Two: Alchemist chooses desired Spell Effect**
  Next, the Alchemist chooses the Spell Effect they are attempting to replicate with the Potion. The Alchemist may choose any Spell with the Self Spell Form, Sustained or otherwise. An Alchemist does not need to actually know the Spell: creating Potions is different from Spellcasting, and Alchemists are capable of replicating a wide variety of effects even if they could not cast the Spells themselves. Potions may normally only have one associated Spell Effect.

• **Step Three: Calculate item PR and PB**
  The item’s PR and PB are equal to the Alchemist’s Intelligence and Intelligence Bonus before making the Alchemy Test, and replace any instances of WP or WPB in the Spell’s Effect.

• **Step Four: Alchemist makes the Alchemy Test**
  The Alchemist then makes an Arcane Craft (Alchemy) (Int) Skill Test, with a Difficulty equal to the Difficulty listed in the desired Spell’s Profile. On failure, the Ingredients are wasted and the Potion is not created. Succeeding also destroys the Ingredients, but the Potion is successfully applied. Creating a Potion takes about 4 hours.

• **Step Five: Calculate the Potion’s Duration**
  Take the Base Cost of the chosen Spell and subtract 1 Magicka for every two Degrees of Success on the Alchemy Test. If the Spell is a Sustained one, multiply this value by the desired number of Rounds you want the Spell to last, otherwise the Spell Effect will be applied during the Round the Potion is imbibed and simply last as long as the Effect text specifies. Take this value, and compare it to the Ingredient Magicka Pool, based on the Quality of the chosen Ingredients. If the total Magicka Cost of the Effect would exceed this number, then the Potion creation automatically fails. Otherwise, the Potion is created as normal with a duration equal to the Potion’s Magicka Pool divided by the total Effect cost (rounded down to the nearest whole number).

<table>
<thead>
<tr>
<th>Ingredient Quality</th>
<th>Magicka Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Common Ingredient</td>
<td>15</td>
</tr>
<tr>
<td>Expensive Ingredient</td>
<td>25</td>
</tr>
<tr>
<td>Extravagant Ingredient</td>
<td>35</td>
</tr>
<tr>
<td>Exquisite Ingredient</td>
<td>45</td>
</tr>
</tbody>
</table>

Poisons

Alchemists can also create debilitating and deadly Poisons as well as Potions. All Poisons have the following Characteristics:

• **Poison Effect**
  This is the actual Spell Effect that is stored by the Poison. Poisons can be made out of any Destruction Spell with the Touch Spell Form (Poisons made out of one of the major elemental Spells are sometimes known as Oils).

• **Power Rating (Power Bonus)**
  Many Spells use the Caster’s WP or WPB to determine the strength of the Spell Effect. The Strength of the Poison Effect is determined by the Poison’s Power Rating (PR); which is equal to the Alchemist’s Intelligence when the Poison is created, and Power Bonus (PB); which is equal to the Alchemist’s effective Intelligence Bonus. PR replaces any uses of the Caster’s Willpower in the Spell Effect, and PB replaces any uses of the Caster’s WPB.

The following steps describe how to create a Poison:

• **Step One: Gather required Tools and Ingredients**
  Creating a Poison requires two things: a set of Alchemical Tools and at least one unit of Ingredients of any quality. Exactly what these Ingredients are is up to the GM, as there are far too many to reasonably define all of them. Higher Quality Ingredients will make for better Poison. Ingredients may be purchased or gathered (identifying the exact Ingredients needed for a Poison that the Alchemist has not created before requires an Ordinary (+10) Arcane Craft (Alchemy) (Int) Skill Test).
- **Step Two: Alchemist chooses desired Poison Effect**
  Next, the Alchemist chooses the Spell Effect they are attempting to replicate with the Poison. The Alchemist may choose any Destruction Spell with the Touch Spell Form. An Alchemist does not need to actually know the Spell: creating Poison is different from Spellcasting, and Alchemists are capable of replicating a wide variety of effects even if they could not cast the Spells themselves. Poison may normally only have one associated Poison Effect.

- **Step Three: Calculate item PB**
  The item’s PB is equal to the Alchemist’s Intelligence Bonus before making the Alchemy Test, and replace any instances of WPB in the Spell’s Effect.

- **Step Four: Alchemist makes the Alchemy Test**
  The Alchemist then makes an Arcane Craft (Alchemy) (Int) Skill Test, with a Difficulty equal to the Difficulty listed in the desired Spell’s Profile. On failure, the Ingredients are wasted and the Poison is not created. Succeeding also destroys the Ingredients, but the Poison is successfully applied. Creating a Poison takes about 4 hours.

- **Step Five: Calculate the Potion’s Duration**
  Take the Base Cost of the chosen Spell and subtract 1 Magicka for every two Degrees of Success on the Alchemy Test. Take this value, and subtract it from the Ingredient Magicka Pool, based on the Quality of the chosen Ingredients. If the total Magicka Cost of the Effect would exceed this number, then the Poison creation automatically fails. Otherwise, the Poison is created as normal. Next, divide the Base Cost of the Spell Effect by the remaining Ingredient Magicka Pool (rounding down to the nearest whole number). Add this value to the Poison’s Power Bonus.

<table>
<thead>
<tr>
<th>Ingredient Quality</th>
<th>Magicka Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Common Ingredient</td>
<td>15</td>
</tr>
<tr>
<td>Expensive Ingredient</td>
<td>25</td>
</tr>
<tr>
<td>Extravagant Ingredient</td>
<td>35</td>
</tr>
<tr>
<td>Exquisite Ingredient</td>
<td>45</td>
</tr>
</tbody>
</table>

**Using Poisons**
Poisons may be applied to a Weapon, in which case they will apply their effects to the target of the next PB/2 (round down) successful Attacks with that Weapon. Alternatively, they may simply be imbibed directly to apply their effects.
6.4 Other

There are also a number of other things Characters may wish to create. This Section contains rules for the more common ones.

Clothing
Creating Clothing requires a Trade (Clothier) (Int) Skill Test, with Difficulty depending on the desired quality. The amount of time this takes is left to the GM.

<table>
<thead>
<tr>
<th>Desired Quality</th>
<th>Materials</th>
<th>Test Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Clothing</td>
<td>Cheap Textiles and Fixings</td>
<td>Routine (+20)</td>
</tr>
<tr>
<td>- Expensive</td>
<td>Expensive Textiles and Fixings</td>
<td>Ordinary (+10)</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>Extravagant Textiles and Fixings</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>Exquisite Textiles and Fixings</td>
<td>Difficult (-10)</td>
</tr>
</tbody>
</table>

Jewelry
Creating Jewlery requires a Trade (Jeweler) (Int) Skill Test, a Gem, and Copper, Gold or Silver for the body (1 unit of each can provide enough Material for about 5 pieces of Jewlery). It takes about 2-3 days to make a piece of Jewlery.

<table>
<thead>
<tr>
<th>Desired Quality</th>
<th>Materials</th>
<th>Test Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Jewellery</td>
<td>Cheap Gem + Copper/Gold/Silver</td>
<td>Ordinary (+10)</td>
</tr>
<tr>
<td>- Expensive</td>
<td>Expensive Gem + Copper/Gold/Silver</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>Extravagant Gem + Copper/Gold/Silver</td>
<td>Difficult (-10)</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>Exquisite Gem + Copper/Gold/Silver</td>
<td>Hard (-20)</td>
</tr>
</tbody>
</table>

Meals
Cooking requires a Trade (Cook) (Int) Skill Test, a place to cook, a few hours, and ingredients matching the desired Meal Quality.

<table>
<thead>
<tr>
<th>Desired Quality</th>
<th>Materials</th>
<th>Test Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cheap Meal</td>
<td>Cheap Food</td>
<td>Easy (+30)</td>
</tr>
<tr>
<td>- Expensive</td>
<td>Expensive Food</td>
<td>Ordinary (+10)</td>
</tr>
<tr>
<td>- Extravagant</td>
<td>Extravagant Food</td>
<td>Challenging (+0)</td>
</tr>
<tr>
<td>- Exquisite</td>
<td>Exquisite Food</td>
<td>Difficult (-10)</td>
</tr>
</tbody>
</table>
Chapter 7: Magic and the Arcane

"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 form: Spellcasting, as well as rules for other aspects of the Arcane that may be relevant in the course of the Players’ adventure, such as Necromancy, various Powers, and the Thu’um.

Magicka
Each Character has a Magicka reserve, also known as their Magicka pool or Maximum Magicka. A Character’s base Maximum Magicka is simply equal to their Willpower Score. This base number is often further modified by a Character’s Birthsign or other effects. Additionally, a Character’s Maximum Magicka actively fluctuates with their Willpower (though it is not affected by temporary modifiers, only the permanent Score and Characteristic Damage). A Character’s Magicka pool is depleted by Spellcasting, cannot be reduced below zero, and can be regenerated naturally or artificially.

- **Natural Magicka Regeneration**
  Magicka Naturally regenerates at a rate of WPB every Round. Meaning that outside of Combat it takes about a minute to refill from a fully depleted state. Some effects, like Stunted Magicka, reduce the rate at which Magicka regenerates.

- **Artificial Magicka Regeneration**
  Magicka may be regenerated artificially by a number of means. Potions, enchantments, and other effects may increase a Character’s regeneration rate or refill their reserves.
7.1 Spells and Spellcasting

Spellcasting is the most common manifestation of Magic. The act of drawing on one's own Magicka reserves in order to generate some kind of effect in the physical world is called "casting a Spell". The various Spells catalogued throughout history are assigned to one of several parent "Schools." While Schools of Spellcasting have changed over time, the UESRPG uses them as they are portrayed in the Elder Scrolls III: Morrowind. The six schools are: Alteration, Conjuration, Destruction, Illusion, Mysticism, and Restoration. GMs wishing to run a campaign at a time when these schools were different can accomplish this quite easily by simply combining schools or moving spells around within them. Regardless of School, Spells are defined and divided in the following ways:

All Spells have a listed Effect, which is what happens to the target of the Spell if it is cast successfully. Each Spell also has a base Magicka Cost, Spell Visibility, and a Difficulty, which determines the base Difficulty of the Spellcasting Skill Test. Finally, each Spell also has a number of forms in which it may be cast. Spell Forms are used to determine the target(s) of the Spell.

Learning Spells
Spells may be acquired through training or learned from Spell Tomes. Once a Character knows a certain Spell, they may attempt to cast it in any of its Spell Forms. It takes roughly 8 hours to learn a new Spell.

Sustained Spells
Sustained Spells are Spells that, once Cast, may be maintained as a Free Action each Round (they do not need to be re-cast, but their cost must be paid again).

Spell Visibility
Each Spell has a listed Spell Visibility, which describes how flashy and/or loud the Spell Effect is. Standard Visibility Spells make sound and light. Invisible Spells make sound but have no associated light. Silent Spells make no sound, but are visible.

Spell Forms
Casting a Spell requires the Caster to decide who or what he’s trying to affect, and how. Each Spell Form represents a unique way to cast a Spell and will determine the Spell's targets, as well as how the targets are affected by/can react to the Spell. Additionally, some Spell Forms have an associated Cost Modifier, which is used to determine the total Magicka Cost of the Spell in terms of its base Magicka Cost.

- **Blast**
  Applies the Spell’s Effect to all viable targets within up to WPB meters (Caster can choose to reduce the radius) of target location/being within the Caster’s Willpower in meters. Counts as a Ranged, Area of Effect Attack for the purposes of Evasion.
  **Total Magicka Cost**: Base Magicka Cost * 3

- **Bolt**
  Applies the Spell’s Effect to a target within the Caster’s Willpower in meters of the Caster. The Caster must be aware of and have line of sight to the target. Counts as a Ranged Attack for the purposes of Evasion.
  **Total Magicka Cost**: Base Magicka Cost * 1.5 (round down)

- **Chain**
  Applies the Spell’s Effect to an initial target within half the Caster’s Willpower in meters of the Caster. The Caster must be aware of and have line of sight to the target. If the initial target is successfully struck, the Caster may choose to have the Spell Effect another target within WPB meters of the initial target (this must be chosen after the Spellcasting test, but before the total Magicka Cost is calculated). This process may be repeated up to a maximum of WPB targets. Each jump counts as a Ranged Attack for the purposes of evasion, but attempts to do so suffer a -20 Penalty.
  **Total Magicka Cost**: Base Magicka Cost * the number of targets struck (max WPB)

- **Cloak**
  Applies the Spell’s Effect to all viable targets within up to WPB meters of the Caster (the Caster can choose to reduce this range), and an angle of up to 30 degrees (Caster can choose to reduce the angle). This effect lasts for up to WPB Rounds (the Caster may choose to end it at will). Counts as a Ranged, Area of Effect Attack for the purposes of Evasion.
  **Total Magicka Cost**: Base Magicka Cost * 3

- **Cone**
  Applies the Spell’s Effect to a target within twice the Caster’s Willpower in meters of the Caster. The Caster must be aware of and have line of sight to the target. Counts as a Ranged, Area of Effect Attack for the purposes of Evasion.
  **Total Magicka Cost**: Base Magicka Cost * 4

- **Lance**
  Applies the Spell’s Effect to a target within twice the Caster’s Willpower in meters of the Caster. The Caster must be aware of and have line of sight to the target. Counts as a Ranged, Area of Effect Attack for the purposes of Evasion.
  **Total Magicka Cost**: Base Magicka Cost * 3

- **Prime Weapon**
  Primes a Weapon that the Caster is currently wielding. A primed Weapon applies the Effect it was primed with to the target of any successful Melee Attacks made with that Weapon, or any Ranged Attacks made by throwing it. This will trigger up to a maximum of WPB times, at which point the Weapon loses its primed status. A Weapon may only be primed with one Effect at once, and the primed effect wears off (even if not used) after WPB hours.
  **Total Magicka Cost**: Base Magicka Cost * 3

- **Rune**
  Applies an invisible rune to target object surface within 1m of the Caster. Once triggered, the rune applies the effects to all viable targets within a radius of up to WPB meters (the exact range is chosen by the Caster). The Caster must choose the exact conditions on which the effect triggers: it may either be a time based trigger (as long as the Caster wants), or a proximity trigger (any being that passes within half the chosen range sets it off). These runes cannot be placed within WPB meters of one another, but they last as long as the Caster lives.
  **Total Magicka Cost**: Base Magicka Cost * 3
Step Two: Apply Modifiers to Caster’s Characteristic
Form (which will determine the target(s)).
Total Magicka Cost: Base Magicka Cost

• Target
Applies the Spell’s Effect to a target within the Caster’s
Willpower in meters of the Caster. The Caster must be aware of
and have line of sight to the target. Cannot be evaded.
Total Magicka Cost: Base Magicka Cost

• Touch
Applies the Spell’s Effect to a target within 1m of the Caster
(which counts as Melee Combat range). Counts as a Ranged
Attack for the purposes of evasion.
Total Magicka Cost: Base Magicka Cost

• Wave
Applies the Spell’s Effect to all viable targets within up to half
the Caster’s Willpower (Caster can choose to reduce the range)
in meters of the Caster. Counts as a Ranged, Area of Effect
Attack for the purposes of Evasion, but imposes a -20 Penalty
on such attempts.
Total Magicka Cost: Base Magicka Cost * 6

Casting a Spell
The process of casting a Spell takes only a few seconds, and while
aided by somatic components such as hand motions or
incantations, does not require them. Characters whose hands are
both occupied (a Weapon/Shield in each hand) or who cannot
speak should halve their Willpower when making Spellcasting
Tests. In Combat, all Spells count as Half Actions, and casting a
Spell that targets a being other than yourself counts as an Attack.
Regardless of the context, the actual mechanism of Spellcasting is
fairly simple, and is detailed in the following steps:

Step One: Caster declares Spell and Spell Form
The Caster must first declare the Spell being cast, and the Spell
Form (which will determine the target(s)).

Step Two: Apply Modifiers to Caster’s Characteristic
Casting a Spell requires the Caster to make an Arcane Art (*) (WP)
Skill Test (known as a Spellcasting Test) whose difficulty is
determined by the Spell’s Difficulty as listed in the Spell Profile
and where * is the Spell’s parent School. As usual, many other
modifiers may apply to this Test. If a situation calls for two or
more modifiers simply combine them and apply the total to the
appropriate Characteristic.

Step Three: Caster makes the Spellcasting Test
After the modifiers have been determined, the Caster makes the
modified Skill Test. If the roll is equal or less than the modified
Characteristic, the Casting succeeds, otherwise it fails. Failed Spells
are considered to have fizzled and have no effect or cost. It is at
this point that the target of the Spell may attempt to evade it, if
doing so is allowed by the chosen Spell Form.

Step Four: Determine Total Magicka Cost
A Spell’s Magicka Cost is listed in its Spell Profile. Total Magicka
Cost is determined based on Spell Form, and is derived from the
base Magicka Cost listed in the Spell Profile. The Character then
removes this number from their current Magicka pool. If this
would reduce their Magicka to below zero, then the Spell cannot
be cast and there is no cost or effect.

Optional Step Five: Caster determines Hit Location
In some cases the Caster may need to determine where the Spell
landed on a successful hit (usually in the case of damaging Spells).
Using the percentile dice result from the Caster’s Skill Test,
compare the second digit to the Hit Locations table (which can be
found in Chapter 4).

<table>
<thead>
<tr>
<th>Hit Number</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Head</td>
</tr>
<tr>
<td>1</td>
<td>Right Arm</td>
</tr>
<tr>
<td>2</td>
<td>Left Arm</td>
</tr>
<tr>
<td>3-7</td>
<td>Body</td>
</tr>
<tr>
<td>8</td>
<td>Right Leg</td>
</tr>
<tr>
<td>9</td>
<td>Left Leg</td>
</tr>
</tbody>
</table>

Step Six: Target applies Effects
On a successful cast apply the Spell’s Effect, as listed in the Spell
Profile, to the intended Target(s) as determined by the Spell Form.
If this includes Damage, resolve it just like Damage from a normal
Attack: taking into account hit location and so forth. Spells that
deal Damage can cause Critical Hits just like Attacks can.

Schools of Magic
The following Section contains a collection of Spell Profiles for
the various Spells that Characters can learn and use divided up by
their parent Schools. Spell Profiles are defined in the following
way:

Spell Name (Sustained?)
Effect
Forms: The Forms in which a Spell may be cast.
Difficulty: The Difficulty of the Spellcasting Test.
Visibility: The Spell’s Visibility properties.
Base Cost: The Spell’s base Magicka Cost.

Any reference to Characteristics or Characteristic Bonuses refer to
the Caster, unless otherwise specified.

Alteration Spells
Alteration Spells alter the physical and magical properties of the
Target. Through sheer force of will, the Caster accepts that reality
is a falsehood, and convinces reality to change itself Alteration
Spells are governed by the Arcane Art (Alteration) (WP) Skill, and
Characters must use this Skill in order to cast Alteration Spells.

Armor (Sustained)
The target gains WPB Armor Points on all body locations.
Forms: Self
Difficulty: Challenging (+10)
Visibility: Silent
Base Cost: 15

Feather (Sustained)
The target ignores all penalties incurred by Armor with the Light,
Medium or Heavy Qualities.
Forms: Self
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 10
Fire Shield
Creates a Shield around the target that negates up to $4 \times WPB$ Fire Damage from any number of sources. Lasts for $WPB$ Rounds or until the shield has absorbed as much Damage as it can.

Forms: Self
Difficulty: Ordinary (+10)
Visibility: Standard
Base Cost: 20

Frost Shield
Creates a Shield around the target that negates up to $4 \times WPB$ Frost Damage from any number of sources. Lasts for $WPB$ Rounds or until the shield has absorbed as much Damage as it can.

Forms: Self
Difficulty: Challenging (+0)
Visibility: Standard
Base Cost: 25

Jump
Target increases his SB for the purposes of calculating his next Jump or Leap within $WPB$ Rounds by $2 \times WPB$.

Forms: Self
Difficulty: Ordinary (+10)
Visibility: Standard
Base Cost: 15

Levitate (Sustained)
Target gains the Flyer (WPB) Trait.

Forms: Self
Difficulty: Challenging (+0)
Visibility: Invisible, Silent
Base Cost: 12

Light (Sustained)
Creates a light source in the target’s hand that illuminates everything within half Willpower meters.

Forms: Self
Difficulty: Routine (+20)
Visibility: Silent
Base Cost: 8

Lightning Shield
Creates a Shield around the target that negates up to $4 \times WPB$ Shock Damage from any number of sources. Lasts for $WPB$ Rounds or until the shield has absorbed as much Damage as it can.

Forms: Self
Difficulty: Difficult (-10)
Visibility: Standard
Base Cost: 30

Open
Opens target Lock with Lock Level equal to or below $WPB$.

Forms: Touch
Difficulty: Challenging (+0)
Visibility: Standard
Base Cost: 18

Slowfall
Target halves all Fall Damage he receives within the next $WPB$ Rounds.

Forms: Self
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 15

Telekinetic Grab
Pulls target object(s) of total maximum weight of $\frac{1}{2} \text{Willpower kg}$ (round up) to the Caster at a speed of $WPB$ meters per Round.

Forms: Chain, Target
Difficulty: Challenging (+0)
Visibility: Invisible, Silent
Base Cost: 25

Telekinetic Manipulation (Sustained)
Manipulates target object(s) of total maximum weight of $\frac{1}{4} \text{Willpower kg}$ (round up) within $WPB$ meters of the Caster. May be used to wield Weapons or complete other tasks that would normally require hands. This may be used to throw objects as well. If doing anything that would require the use of SB, use $WPB$ instead.

Forms: Self
Difficulty: Difficult (-10)
Visibility: Invisible, Silent
Base Cost: 15

Telekine

Light (Sustained)
Creates a light source in the target’s hand that illuminates everything within half Willpower meters.

Forms: Self
Difficulty: Routine (+20)
Visibility: Silent
Base Cost: 8

Lightning Shield
Creates a Shield around the target that negates up to $4 \times WPB$ Shock Damage from any number of sources. Lasts for $WPB$ Rounds or until the shield has absorbed as much Damage as it can.

Forms: Self
Difficulty: Difficult (-10)
Visibility: Standard
Base Cost: 30

Open
Opens target Lock with Lock Level equal to or below $WPB$.

Forms: Touch
Difficulty: Challenging (+0)
Visibility: Standard
Base Cost: 18

Slowfall
Target halves all Fall Damage he receives within the next $WPB$ Rounds.

Forms: Self
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 15

Water Breathing (Sustained)
Target can breathe water as if it were air.

Forms: Self
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 8

Water Walking (Sustained)
Target can walk on water as if it were land.

Forms: Self
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 10
Conjuration Spells

Conjuration Spells call upon otherworldly entities in their many forms. Conjuration Spells are governed by the Arcane Art (Conjuration) (WP) Skill, and Characters must use this Skill in order to cast Conjuration Spells.

Banish
Caster makes an Opposed Willpower Test against target being with the Bound (*) Trait. On success, the being is returned to its original plane.

Forms: Target
Difficulty: Challenging (+0)
Visibility: Invisible, Silent
Base Cost: 30

Bound Armor
Caster summons a lesser Daedra, which takes the shape of twisted, magic Armor. The Character receives an Armor Piece of his choice (it appears on his body, though not if he is already wearing Armor on that location) that counts as a Standard Ebony Armor Piece of the chosen type. This Armor, however, weighs very little, loses the Heavy Trait, and is also a Creature with the Bound (Caster) Trait.

Forms: Self
Difficulty: Difficult (-10)
Visibility: Standard
Base Cost: 35

Bound Weapon
Caster summons a lesser Daedra, which takes the shape of a twisted, magic Weapon. The Character receives a Weapon of his choice (it appears in a hand of his choice, though not if his hands are full) that counts as a Standard Ebony Weapon of the chosen type (he cannot choose Weapons that cannot be made from Ebony). This Weapon, however, weighs very little, and is also a Creature with the Bound (Caster) Trait.

Forms: Self
Difficulty: Difficult (-10)
Visibility: Standard
Base Cost: 35

Raise Undead
Summons a Spirit and binds it to target corpse. The corpse returns as a zombie, powered by the spirit contained within. The Spirit counts as having the Bound (Caster) Trait, and if the Spirit is released from its binding, it leaves the body and it becomes just a corpse again. A Caster may have up to WPB Undead raised at once, and tests to raise additional corpses increase in difficulty by one step for each one already summoned.

Forms: Touch
Difficulty: Routine (+20)
Visibility: Standard
Base Cost: 25

Summon Daedra
Summons a Daedra with the Bound (Caster) Trait. The Daedra appears within 5m of the Caster and will follow his commands. The entity remains until the Caster chooses to dismiss it, it is killed, or the connection fades (see the Bound (*) Trait rules). A Caster may have up to WPB entities Bound to him at once, and tests to conjure additional entities increase in difficulty by one step for each one already summoned.

Forms: Self
Difficulty: Variable (see table below)
Visibility: Standard
Base Cost: Variable (see table below)

<table>
<thead>
<tr>
<th>Daedra</th>
<th>Difficulty</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aureal</td>
<td>Hard (-20)</td>
<td>55 Magicka</td>
</tr>
<tr>
<td>Auroran</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Clannfear</td>
<td>Challenging (+0)</td>
<td>35 Magicka</td>
</tr>
<tr>
<td>Daedroth</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Dremora</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Dremora Lord</td>
<td>Hard (-20)</td>
<td>55 Magicka</td>
</tr>
<tr>
<td>Flame Atronach</td>
<td>Challenging (+0)</td>
<td>35 Magicka</td>
</tr>
<tr>
<td>Flesh Atronach</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Frost Atronach</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Hunger</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Mazken</td>
<td>Hard (-20)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Metal Atronach</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Ogrim</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Scamp</td>
<td>Ordinary (+10)</td>
<td>25 Magicka</td>
</tr>
<tr>
<td>Spider Daedra</td>
<td>Hard (-20)</td>
<td>55 Magicka</td>
</tr>
<tr>
<td>Storm Atronach</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
<tr>
<td>Vermai</td>
<td>Challenging (+0)</td>
<td>35 Magicka</td>
</tr>
<tr>
<td>Winged Twilight</td>
<td>Hard (-20)</td>
<td>55 Magicka</td>
</tr>
<tr>
<td>Xivilai</td>
<td>Hard (-20)</td>
<td>55 Magicka</td>
</tr>
</tbody>
</table>

Summon Spirit
Summons a Spirit of the Caster’s choice (see table below) with the Bound (Caster) Trait. The Spirit appears within 5m of the Caster and will follow his commands. The entity remains until the Caster chooses to dismiss it, it is killed, or the connection fades (see the Bound (*) Trait rules). A Caster may have up to WPB entities Bound to him at once, and tests to conjure additional entities increase in difficulty by one step for each one already summoned.

Forms: Self
Difficulty: Variable (see table below)
Visibility: Standard
Base Cost: Variable (see table below)

<table>
<thead>
<tr>
<th>Daedra</th>
<th>Difficulty</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animal Spirit</td>
<td>Challenging (+0)</td>
<td>35 Magicka</td>
</tr>
<tr>
<td>Ghost</td>
<td>Ordinary (+10)</td>
<td>25 Magicka</td>
</tr>
<tr>
<td>Ice Wraith</td>
<td>Hard (-20)</td>
<td>55 Magicka</td>
</tr>
<tr>
<td>Wraith</td>
<td>Difficult (-10)</td>
<td>45 Magicka</td>
</tr>
</tbody>
</table>
Destruction Spells

Destruction Spells harm the Target by damaging its health and Characteristics with either elemental or magical attacks. Destruction Spells are governed by the Arcane Art (Destruction) (WP) Skill, and Characters must use this Skill in order to cast Destruction Spells.

Aether Fire
Deals 2d10+WPB Fire Damage to the Target.
**Forms:** Blast, Bolt, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Difficult (-10)
**Visibility:** Standard
**Base Cost:** 16

Aether Frost
Deals 2d10+WPB Frost Damage to the Target.
**Forms:** Blast, Bolt, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Difficult (-10)
**Visibility:** Standard
**Base Cost:** 20

Aether Lightning
Deals 2d10+WPB Shock Damage to the Target.
**Forms:** Bolt, Chain, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Hard (-20)
**Visibility:** Standard
**Base Cost:** 24

Disintegrate Armor
Target Armor Piece loses WPB/2 (round down) AP, permanently. If this would reduce it to 0 AP, it is destroyed.
**Forms:** Target
**Difficulty:** Challenging (+0)
**Visibility:** Standard
**Base Cost:** 35

Drain
Deals WPB * 2 Characteristic Damage to one of the Target’s Characteristics (Caster may choose any except Weapon Skill or Ballistic Skill).
**Forms:** Bolt, Prime Weapon, Touch
**Difficulty:** Challenging (+0)
**Visibility:** Standard
**Base Cost:** 30

Fire
Deals 1d10+WPB Fire Damage to the Target.
**Forms:** Blast, Bolt, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Ordinary (+10)
**Visibility:** Standard
**Base Cost:** 8

Frost
Deals 1d10+WPB Frost Damage to the Target.
**Forms:** Blast, Bolt, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Ordinary (+10)
**Visibility:** Standard
**Base Cost:** 12

Lightning
Deals 1d10+WPB Shock Damage to the Target.
**Forms:** Bolt, Chain, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Challenging (+0)
**Visibility:** Standard
**Base Cost:** 14

Poison
Deals WPB Toxic Damage to the Target.
**Forms:** Target, Touch
**Difficulty:** Difficult (-10)
**Visibility:** Invisible, Silent
**Base Cost:** 14

Weakness to Fire
Target gains the Elemental Weakness (Fire Damage) (10 * WPB) Trait for WPB Rounds.
**Forms:** Blast, Bolt, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Challenging (+0)
**Visibility:** Standard
**Base Cost:** 14

Weakness to Frost
Target gains the Elemental Weakness (Frost Damage) (10 * WPB) Trait for WPB Rounds.
**Forms:** Blast, Bolt, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Challenging (+0)
**Visibility:** Standard
**Base Cost:** 16

Weakness to Magicka
Target gains the Elemental Weakness (All) (10 * WPB) Trait for WPB Rounds.
**Forms:** Bolt, Chain, Cloak, Cone, Lance, Prime Weapon, Rune, Target, Touch, Wave
**Difficulty:** Hard (-20)
**Visibility:** Standard
**Base Cost:** 20

Weakness to Shock
Target gains the Elemental Weakness (Shock Damage) (10 * WPB) Trait for WPB Rounds.
**Forms:** Bolt, Chain, Cloak, Cone, Lance, Prime Weapon, Rune, Touch, Wave
**Difficulty:** Difficult (-10)
**Visibility:** Standard
**Base Cost:** 18
Illusion Spells

Illusion Spells effect light and the minds of sentient targets. Illusion Spells are governed by the Arcane Art (Illusion) (WP) Skill, and Characters must use this Skill in to cast Illusion Spells.

Blind
Target gains the Blind Trait for WPB Rounds.
Forms: Target
Difficulty: Challenging (+0)
Visibility: Invisible, Silent
Base Cost: 20

Calm
Target must win an Opposed Willpower Test with the Caster in order to attempt a violent Action for the next WPB Rounds. The target may attempt another Opposed Willpower Test each Round to snap out of this effect.
Forms: Chain, Target, Touch
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 16

Chameleon (Sustained)
Visual attempts to detect the target suffer a (-5*WPB) Penalty.
Forms: Self
Difficulty: Challenging (+0)
Visibility: Invisible, Silent
Base Cost: 10

Charm
Caster makes an Opposed Willpower Test against the target. On success, the Caster’s next Charm (Fel) Test against that target is automatically successful.
Forms: Chain, Target, Touch
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 12

Disguise (Sustained)
The target assumes the appearance and voice of someone else that they have seen before. Identifying the disguise requires a Difficult (-10) Scrutiny Test.
Forms: Self
Difficulty: Challenging (+0)
Visibility: Invisible, Silent
Base Cost: 10

Double (Sustained)
Creates a double of the target that may be mentally controlled by the Caster as a Free Action. The double is not actually a physical object, and on contact with another person or solid object it will flicker slightly. Identifying the double requires a Difficult (-10) Scrutiny Test. Observing the flickering makes this an Ordinary (+10) Test instead.
Forms: Self, Touch
Difficulty: Difficult (-10)
Visibility: Invisible, Silent
Base Cost: 12

Fear
Target gains Fear (WPB/2 (round down)) Trait for one Round.
Forms: Self
Difficulty: Challenging (+0)
Visibility: Invisible, Silent
Base Cost: 24

Fury
Target must win an Opposed Willpower Test with the Caster or immediately take violent Action against the nearest viable target for the next WPB Rounds. The target may attempt another Opposed Willpower Test each Round to snap out of this effect.
Forms: Chain, Target Touch
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 18

Invisibility (Sustained)
Renders the Target completely invisible. If a being observes the effects of their interaction with the world, it can attempt to guess where they are (it is allowed to make an Awareness (Per) Test to attempt to detect it during the Round the effect was observed and the one after it, although if this is entirely visual it suffers a -30).
Forms: Self
Difficulty: Difficult (-10)
Visibility: Invisible, Silent
Base Cost: 13

Muffle (Sustained)
Auditory attempts to detect the target suffer a (-5*WPB) Penalty.
Forms: Self
Difficulty: Challenging (-10)
Visibility: Invisible, Silent
Base Cost: 12

Night Eye (Sustained)
The target gains the Dark Sight Trait.
Forms: Self
Difficulty: Ordinary (+10)
Visibility: Invisible, Silent
Base Cost: 8

Paralyze
The target must make a Hard (-20) Toughness Test or be Paralyzed (effectively stunned) for WPB/2 (round down) Rounds.
Forms: Bolt, Chain, Cone, Prime Weapon, Rune, Touch, Wave
Difficulty: Difficult (-10)
Visibility: Standard
Base Cost: 16

Silence
Target may not cast Spells for WPB/2 (round down) Rounds.
Forms: Bolt, Cone, Prime Weapon, Rune, Touch, Wave
Difficulty: Challenging (+0)
Visibility: Standard
Base Cost: 14

Sound
Target being hears a simple sound of the Caster’s choice coming from a direction of the Caster’s choice.
Forms: Chain, Target
Difficulty: Challenging (+0)
Visibility: Invisible, Silent
Base Cost: 12
Mysticism Spells

Mysticism is an obscure school, though its Spells seem to manipulate magicka itself. Due to its Spells that bind the Target's soul, this school is related to necromancy. Mysticism Spells are governed by the Arcane Art (Mysticism) (WP) Skill, and Characters must use this Skill in order to cast Mysticism Spells.

**Become Incorporeal (Sustained)**
Target gains the Incorporeal Trait.

*Forms:* Self
*Difficulty:* Difficult (-10)
*Visibility:* Invisible, Silent
*Base Cost:* 14

**Blink**
Target is instantly teleported to a desired location (that they have line of sight to) within 3*WPB meters. Target may attempt to teleport to a location that they cannot see (though they must have seen it at least once before), this increases the difficulty by 2 steps.

*Forms:* Self
*Difficulty:* Difficult (-10)
*Visibility:* Standard
*Base Cost:* 25

**Detect Life (Sustained)**
Target gains the Unnatural Senses (Willpower) Trait, but is only able to use this sense to detect living things.

*Forms:* Self
*Difficulty:* Challenging (+0)
*Visibility:* Invisible, Silent
*Base Cost:* 12

**Detect Magic (Sustained)**
Target gains the Unnatural Senses (Willpower) Trait, but is only able to use this sense to detect manifestations of Magic (Spellcasting, Enchanted Items, Potions being used, etc…).

*Forms:* Self
*Difficulty:* Challenging (+0)
*Visibility:* Invisible, Silent
*Base Cost:* 10

**Dispel**
Removes all Magic Effects from the target.

*Forms:* Bolt, Cone, Self, Touch
*Difficulty:* Challenging (+0)
*Visibility:* Standard
*Base Cost:* 16

**Mark**
Places an invisible, Magic mark at the target’s current location.

*Forms:* Self
*Difficulty:* Routine (+20)
*Visibility:* Standard
*Base Cost:* 10

**Recall**
Instantly returns the target to the location of a previously placed Mark of their choosing within 2 * WPB km.

*Forms:* Self
*Difficulty:* Difficult (-10)
*Visibility:* Standard
*Base Cost:* 30

**Reflect (Sustained)**
Reflects the next incoming Spell, On-Cast, or On-Strike Enchantment this Round back at its original Caster.

*Forms:* Self
*Difficulty:* Hard (-20)
*Visibility:* Standard
*Base Cost:* 16

**Soul Trap**
Forms a link between target being with a Soul, and target Soul Gem capable of holding that Soul, for the next (2 * WPB) Rounds. If the being dies during this time, then it is trapped within the Soul Gem.

*Forms:* Bolt, Lance, Prime Weapon, Rune, Touch
*Difficulty:* Difficult (-10)
*Visibility:* Standard
*Base Cost:* 14

**Spirit Sight (Sustained)**
Target gains the Unnatural Senses (Willpower) Trait, but is only able to use this sense to detect beings with the Incorporeal Trait.

*Forms:* Self
*Difficulty:* Challenging (+0)
*Visibility:* Invisible, Silent
*Base Cost:* 14

**Telepathy (Sustained)**
Target can reach out to and mentally communicate with, another Soul within 5*Willpower meters. Must re-cast the Spell in order to form another link. May form up to WPB simultaneous links.

*Forms:* Self
*Difficulty:* Challenging (+0)
*Visibility:* Invisible, Silent
*Base Cost:* 9

**Teleportation**
Target is teleported to a desired location (that they have been to before) within WPB km. Casting this Spell is an Extended Action that requires 6 Rounds to complete.

*Forms:* Self
*Difficulty:* Difficult (-10)
*Visibility:* Standard
*Base Cost:* 45
**Restoration Spells**

Restoration Spells augment the Target by restoring and protecting it against harm. Restoration Spells are governed by the Arcane Art (Restoration) (WP) Skill, and Characters must use this Skill in order to cast Restoration Spells.

**Cure Disease**
Cures the target of any Common Diseases.
*Forms*: Self, Touch
*Difficulty*: Challenging (+0)
*Visibility*: Standard
*Base Cost*: 30

**Cure Poison**
Cures the target of any Poison effects.
*Forms*: Self, Touch
*Difficulty*: Ordinary (+10)
*Visibility*: Standard
*Base Cost*: 25

**Cure Paralysis**
Cures the target of Paralysis.
*Forms*: Touch
*Difficulty*: Challenging (+0)
*Visibility*: Standard
*Base Cost*: 30

**Circle of Protection (Sustained)**
Creates a floating, magic circle around the target with a radius of up to 3*WPB meters (Caster’s choice). Creatures with the Undead Trait must pass a Hard (-20) Willpower Test to enter or leave the circle.
*Forms*: Self
*Difficulty*: Ordinary (+10)
*Visibility*: Standard
*Base Cost*: 14

**Fire Resistance (Sustained)**
Target gains the Elemental Resistance (Fire Damage) (10 * WPB) Trait.
*Forms*: Self
*Difficulty*: Ordinary (+10)
*Visibility*: Standard
*Base Cost*: 10

**Fortify (Sustained)**
Target gains an Unnatural Characteristic (*) (WPB/2 (round down)) Trait of their choice (except WS or BS).
*Forms*: Self
*Difficulty*: Challenging (+0)
*Visibility*: Standard
*Base Cost*: 10

**Frost Resistance (Sustained)**
Target gains the Elemental Resistance (Frost Damage) (10 * WPB) Trait.
*Forms*: Self
*Difficulty*: Ordinary (+10)
*Visibility*: Standard
*Base Cost*: 12

**Heal**
Target removes WPB Damage.
*Forms*: Self, Touch
*Difficulty*: Ordinary (+10)
*Visibility*: Invisible, Silent
*Base Cost*: 15

**Magic Resistance (Sustained)**
Target gains the Elemental Resistance (All) (10 * WPB) Trait.
*Forms*: Self
*Difficulty*: Ordinary (+10)
*Visibility*: Standard
*Base Cost*: 10

**Shock Resistance (Sustained)**
Target gains the Elemental Resistance (Shock Damage) (10 * WPB) Trait.
*Forms*: Self
*Difficulty*: Ordinary (+10)
*Visibility*: Standard
*Base Cost*: 10

**Rejuvenate**
Target removes WPB Levels of Fatigue.
*Forms*: Self, Touch
*Difficulty*: Ordinary (+10)
*Visibility*: Standard
*Base Cost*: 16

**Resistance**
Target gains a Resistance (*) (2) Trait of the Caster’s choice for Willpower minutes.
*Forms*: Self, Touch
*Difficulty*: Ordinary (+10)
*Visibility*: Invisible, Silent
*Base Cost*: 15

**Restore Magicka (Sustained) (Potions/Enchantments only)**
Target restores WPB Magicka.
*Forms*: Self
*Difficulty*: Ordinary (+10)
*Visibility*: Invisible, Silent
*Base Cost*: 13

**Ward**
Target ignores the next incoming Spell, On-Cast or On-Strike Enchantment Effect within the next 2*WPB Rounds. This effect cannot be stacked. This effect cannot trigger more than once every (10-WPB) Rounds.
*Forms*: Self, Touch
*Difficulty*: Challenging (+0)
*Visibility*: Invisible
*Base Cost*: 25

**Sunlight**
Deals 1d10+WPB Damage to targets with the Undead Trait.
*Forms*: Lance, Touch, Wave
*Difficulty*: Ordinary (+10)
*Visibility*: Standard
*Base Cost*: 15
7.2 Necromancy

Necromancy is the study and the act of raising the dead. Because of their traditional practices of ancestor worship, the Dunmer openly denounce the art as pure evil, and it was outlawed in their ancient homeland of Morrowind.

As for the creation of the Necromantic Arts, the Dark Practice began 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 Arch-Mage 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.

Necromancy allows for the permanent raising of undead servants, and can even allow a Necromancer to become immortal through ascension to Lichdom (how this is achieved is up to the GM).

Necromantic Rituals

Necromancy requires two things: the use of the Arcane Craft (Necromancy) (Int) Skill, and bodies. Preparing for the ritual requires several hours; the Necromancer must suitably prepare the area with ritual markings, candles, and other signs. These details will differ between Necromancers, but regardless of how it is done preparing for the ritual requires a Challenging (+0) Arcane Craft (Necromancy) (Int) Skill Test. If the ritual is not successfully prepared, it cannot be conducted.

Conducting the ritual requires bringing a number of corpses to the ritual site. A Necromancer can raise up to his Intelligence Bonus in undead servants in a single ritual. Performing this ritual requires a second Challenging (+0) Arcane Craft (Necromancy) (Int) Skill Test. Failure by 4 or more degrees indicates that the Necromancer has erred grievously. If this occurs, the Character must burn a Fate Point. If they have no Fate points to burn, they are killed by the dark energies they have accidentally unleashed. If the ritual is successful, the bound servants rise from the dead. They have the Profile of either Skeletons or Zombies depending on the state of the body when the ritual is performed.

Black Soul Gem Creation

Creating a Black Soul Gem requires waiting for the co-ordination of the stars to shine their light on a pre-prepared Necromantic altar, this is also known as the Shade of the Revenant. The Necromancer must then place an empty Grand Soul Gem into said altar and cast a Soul Trap Spell on it. This is the only way guaranteed way to obtain the Necromantic Black Soul Gems, capable of trapping the souls of men and mer at their passing into the next realm. 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 Difficult (-10) Scholastic Lore (Occult) (Int) Skill Test. If everything is done correctly, the Character will receive a single Black Soul Gem for every Grand Soul Gem converted in this fashion.

Lichdom

Liches are ancient and powerful sorcerers who have stolen immortality by embracing undeath. Liches live forever in this state, and some are even able to maintain the appearance of their bodies. Regardless, Liches are able to become gather immense power through years of study and practice. However, becoming a Lich is not a simple task. Ancient, occult knowledge is required to perform the necessary rites and rituals. Failure means death, or worse.

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 dark rituals are performed which result in the soul being bound to a temporary storage vessel, known as a Phylactery. Second, the Lich must remain near the Phylactery for several days as the transfer of his soul completes. Finally, a third ritual is performed, ending at the exact moment the transfer completes. During this phase, the Lich dies, and his soul is re-bound to his corpse, granting him full Lichdom.

In game terms, the first stage requires a week long set of rituals to prepare the Phylactery, and their body, for the transition to undeath. Successfully completing these rituals requires passing a Challenging (+0) Scholastic Lore (Occult) (Int) Test, and failure results in death. The ritual itself will vary depending on the source
from which the Character learns of it, but it invariably requires a number of gruesome components (the details of which are left to the GM). The Character must choose an object to be their Phylactery. After the Phylactery is chosen and the ritual is complete, the Lich 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 Lich is killed.

The second stage simply requires that the Lich remain bound to the Phylactery one week.

The third and final stage is another ritual, completed on the last day of the second stage. Completing this ritual requires another Challenging (+0) Scholastic Lore (Occult) (Int) Skill Test, 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 his soul is re-bound to his body. He is now a Lich, and is no longer bound to the Phylactery (it is simply a useless object again). Liches gain the Undead, Undying, Elemental Resistance (All) (25) and Unnatural Toughness (1) Traits.

7.3 Powers

Powers are abilities inherent to certain Races or beings that do not cost Magicka, but whose use is limited.

Ancestor Guardian (Dunmer Racial Power)
Dunmer are gifted with protection from their Ancestors, who they revere and respect. This power may be used once per day. When used, an Ancestral Guardian (counts as a Ghost) with the Bound (Character) Trait is summoned, though its binding only lasts half an hour and cannot be sustained past that time.

Adrenaline Rush (Redguard Racial Power)
Redguards are expert warriors blessed with hardy constitutions, and they utilize this to its maximum potential. This power may be used once per day. When used, the Character gains the Unnatural Characteristic (1) Trait for the Characteristic of their choice out of Strength, Toughness, or Agility. Lasts for 2 * TB Rounds.

Beast Tongue (Bosmer Racial Power)
The Bosmer have an affinity for animals and are capable of commanding simple animals. Once per day the Bosmer may speak a simple command to a Creature with the Bestial Trait that the Creature, will understand, cannot ignore, and must attempt to follow to the best of its ability.

Berserk (Orc Racial Power)
The Orcs are proud warriors, and can fight on through the most brutal conditions. This power may be used once per day. When used, the Character may ignore Critical Effects (except death) and ignores all effects of Fatigue for 5 Combat Rounds. At the end of this time period Critical Effects and Fatigue ignored this way take effect.

Blessed Word
Those born under the sign of the Ritual receive gifts from the Divines. Once every day this Character may speak the word of the Divines. In game terms, this counts as a Circle of Protection Spell with a radius of 15 meters that lasts as long as they can keep speaking without stopping for more than a few seconds.

Ears of the Betrayed (Post-Slavery Falmer Racial Power)
The Post-Slavery Falmer, known as the Betrayed, have lost their sight as a result of their enslavement by the Dwemer. The Betrayed have instead developed enhanced hearing capabilities. Falmer may perform most actions normally despite having the Blind Trait, as their hearing effectively allows them to perceive their surroundings, though they still cannot take actions that rely on visual perception.

Mara’s Gift
Those born under the sign of the Ritual receive gifts from the Divines. Once every week this Character may remove half of their Damage.

Moonshadow
Those born under the sign of the Shadow are gifted with the ability to hide themselves. Once per day this Character can become invisible for 30 seconds (6 Rounds).

Serpent Tongue (Maormer Racial Power)
This power may be used once per day. A Maormer may use their snake magic to tame a single sea-serpent. This ritual requires some time to perform, and fails if interrupted.

Star Cursed
Those born under the sign of the Serpent are both blessed and cursed. Once per day the Character can deal 3 Toxic Damage to and Stun a Target within Melee Range for 1 Round. But in exchange, the Character gains a Level of Fatigue.

The Calling (Dwemer Racial Power)
The Dwemer have developed the capability to form connections with the minds of other Dwemer, allowing silent and instant communication across great distances. A Dwemer may do this at any time, though he may not attempt to contact someone he has not met, and forming a connection incurs a Level of Fatigue. Once a connection is formed, the two minds may communicate for around 5 minutes before it is lost and must be reformed.

The Wild Hunt (Bosmer Racial Power)
A magical trait innate to all Bosmer, the Wild Hunt is triggered by a collective ritual performed by many Bosmer. Each Bosmer involved transforms into a Beast of the Wild Hunt. Permanently.

Tower Key
Those born under the sign of the Tower can open Locks of all kinds. They may effectively cast the Open Spell once per day without a Spellcasting Test or paying a Magicka Cost.

Voice of the Emperor (Imperial Racial Power)
Imperials are shrewd diplomats and traders, and they each one carries with them some of the power of the Empire. This power may be used once per day. When used, the Character gains a +30 Bonus on his next Fellowship based Test.

Wombburn
Those born under the sign of the Atronach are gifted with the ability to absorb Magicka from Spells, On-Cast or On-Strike Enchantments. Whenever they are affected by another Caster’s Spell, roll a d10. On a roll of an even number, the Spell is absorbed and does not have any effect. Restore the Character’s Magicka by the casting cost of the absorbed Spell. The Elemental Resistance Trait reduces the amount of Magicka gained in the same fashion as it would reduce its Damage.
7.4 Thu’um

“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”

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. Most if not all Nords have some talent for the thu’um, but it takes particular talent and many, many years of study and training to become a Tongue. The only exception to this are the Dragonborn, or Dovahkiin, who possesses the ability not only to absorb the souls of slain dragons, but to thereby absorb knowledge of their language, thus learning in a short time what it would take other Tongues a lifetime of intense training and study to achieve.

In the UESRPG, using the Thu’um requires two things: at least one rank in the Arcane Art (Thu’um) (WP) Skill, and knowledge of a Word of Power that is part of a Shout. In structured time, all Shouts count as Half Actions. After all, 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).

Once a Character has learned a Word of Power, they are capable of using it in any Shout in which it appears (though if they do not know at least the first Word of that Shout they may still not use the Shout).

The following steps detail exactly how to use Shouts:

- **Step One: Character declares Shout and Target (if applicable)**
  Shouting requires a Target. The Character must declare the Shout being used (specifically the number of words), and the Target of the Shout (if applicable).

- **Step Two: Apply Modifiers to the Character’s Willpower**
  Using the Thu’um requires an Arcane Art (Thu’um) (WP) Skill Test. This Skill cannot be used without training, and the Character must have at least one rank in it to proceed. Assuming they have the Skill, the Character applies the modifiers appropriate to their Skill rank, along with any other modifiers that may affect the Test. If a situation calls for two or more modifiers simply combine them and apply the total.

- **Step Three: Character makes the Thu’um Test**
  After the modifiers have been determined, the Character makes the modified Skill Test. If the roll is equal or less than the modified Characteristic, the Shout succeeds, otherwise it fails.

- **Step Four: Character applies Fatigue**
  Using a Shout takes a lot of energy, and a Character is left drained after using one. Regardless of if the Thu’um Test succeed or not, the Character gains one Level of Fatigue for each word he used in the Shout. Some Talents may reduce this Penalty, making some Shouts effectively free.

- **Step Five: Target applies Effects**
  Unless otherwise stated, Shouts cannot be dodged. On a successful Thu’um Test, apply the Shout’s effect (based on the chosen words) as listed in the Shout Profile to the intended Target. If this includes Damage, resolve it just like Damage from a normal Attack: taking into account hit location and so forth. Shouts that deal Damage can cause Critical Hits just like Attacks can.
## Shouts

This Section contains some of the Shouts that Characters with the Voice may learn. Each Shout has a Profile that defines it, and these Profiles all use the following format:

<table>
<thead>
<tr>
<th>Shout Name</th>
<th>Shout Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Difficulty</strong>: The Difficulty of the Arcane Art (Thu'um) (WP) Skill Test required to use the Shout (known as the Thu'um Test) based on the desired number of Words.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>First Word</th>
<th>Effect: The Effect of the first word of the Shout.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Second Word</strong>: (the second word of the shout) Effect: The Effects of the first and second words of the Shout.</td>
<td></td>
</tr>
<tr>
<td><strong>Third Word</strong>: (the third word of the shout) Effect: The Effects all three words of the Shout.</td>
<td></td>
</tr>
</tbody>
</table>

Keep in mind that these are just some of the ways that the Voice may be used. As always, the GM should feel free to invent their own Shouts as they see fit. Additionally, 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**: Ordinary (+10). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Raan</th>
<th>Animal</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Causes all Creatures with the Bestial Trait within half the Character’s Willpower to fight for the Character for the next WPB Rounds. During this time, the Character may speak simple commands to the animals and they will understand and obey.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mir</th>
<th>Allegiance</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Same as Raan, except the Character may choose to either double the Range or Duration.</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Tah</th>
<th>Pack</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Same as Tah, except the Character may choose to either double the Range or Duration (he can either quadruple one or double both).</td>
<td></td>
</tr>
</tbody>
</table>

### Aura Whisper

*Your Voice is not a Shout, but a whisper, revealing the life forces of any and all.*

**Difficulty**: Challenging (+10). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Laas</th>
<th>Life</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Character gains the Unnatural Senses (half Willpower) Trait for WPB Rounds. This new sense allows him to detect living entities within the listed Range.</td>
<td></td>
</tr>
</tbody>
</table>

### Battle Fury

*Your Thu'um enchants your nearby allies' weapons, allowing them to Attack faster.*

**Difficulty**: Challenging (+0). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Mid</th>
<th>Loyal</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: All allies within half Willpower meters of the Character receive a +5 Bonus to Weapon Skill and Ballistic Skill for WPB Rounds.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Vur</th>
<th>Valor</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Same as Mid, except the Character may choose to either double the Bonus or Duration.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Shaan</th>
<th>Inspire</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Same as Vur, except the Character may choose to either double the Bonus or Duration (he can either quadruple one or double both).</td>
<td></td>
</tr>
</tbody>
</table>

### Become Ethereal

*The Thu'um reaches out to the Void, changing your form to one that cannot harm, or be harmed.*

**Difficulty**: Difficult (-10). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Feim</th>
<th>Fade</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Character gains the Incorporeal Trait for WPB Rounds. He may end this effect before the duration is up as if he had the Phase Trait, but may not transition back.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Zii</th>
<th>Spirit</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Same as Feim, except the duration is doubled.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Gron</th>
<th>Bind</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect</strong>: Same as Zii, except the duration is doubled (quadrupled from Feim).</td>
<td></td>
</tr>
</tbody>
</table>
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: Hard (-20). Increases by one step for each word beyond the first.

\[\text{Gol} \quad (\text{Gol} : \text{Earth})\]
Effect: 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 be careful about what he allows. 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.

\[\text{Hah} \quad (\text{Hah} : \text{Mind})\]
Effect: Character may issue a simple command not only to the earth (as with Gol) but to other beings. Any normal being who hears the Shout must make a Difficult (-10) Willpower Test. Failure means they must obey the stated command to the best of their abilities.

\[\text{Dov} \quad (\text{Dov} : \text{Dragon})\]
Effect: Same effects as Hah, except the Willpower Test becomes Hard (-20) 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: Difficult (-10). Increases by one step for each word beyond the first.

\[\text{Hun} \quad (\text{Hun} : \text{Hero})\]
Effect: Summons a Hero of Sovngarde to fight for you for the rest of the current Combat.

\[\text{Kaal} \quad (\text{Kaal} : \text{Champion})\]
Effect: Summons a great Hero of Sovngarde to fight for you for the rest of the current Combat.

\[\text{Zoor} \quad (\text{Zoor} : \text{Legend})\]
Effect: Summons a legendary Hero of Sovngarde to fight for you for the rest of the current Combat.

Clear Skies
Skyrim itself yields before the Thu'um, as you clear away fog and inclement weather.
Difficulty: Challenging (+0). Increases by one step for each word beyond the first.

\[\text{Lok} \quad (\text{Lok} : \text{Sky})\]
Effect: Clears weather/particle-based environmental effects (fog, dust clouds, clouds, snow, rain) for WPB minutes.

\[\text{Vah} \quad (\text{Vah} : \text{Spring})\]
Effect: Same as Lok, but the duration is five times WPB minutes instead.

\[\text{Koor} \quad (\text{Koor} : \text{Summer})\]
Effect: Same as Lok, but the duration is WPB hours instead.

Cure Disease
The Thu'um soothes and heals another, curing them of their ills.
Difficulty: Difficult (-10). Increases by one step for each word beyond the first.

\[\text{Krasaar} \quad (\text{Krasaar} : \text{Sickness})\]
Effect: Character cures Target being within WPB meters of all Common Diseases.

\[\text{Kopraan} \quad (\text{Kopraan} : \text{Body})\]
Effect: Same as Krasaar, except the being is cured of all Deadly Diseases as well.

\[\text{Govey} \quad (\text{Govey} : \text{Free})\]
Effect: Same as Kopraan, except the being is cured of all Magical Diseases as well.

Cyclone
Your Thu'um creates a whirling cyclone that sows chaos among your enemies.
Difficulty: Hard (-20). Increases by one step for each word beyond the first.

\[\text{Ven} \quad (\text{Ven} : \text{Wind})\]
Effect: Creates a whirling cyclone centered on the Character. Characters who come within half Willpower meters of the Character must make a Challenging (+0) Strength Test each round they remain within range. Those that fail the Test are knocked to the ground. Lasts WPB Rounds.

\[\text{Gaar} \quad (\text{Gaar} : \text{Unleash})\]
Effect: Same as Ven, except the cyclone picks up enough debris that is causes 1d10 I Damage to all Characters within Range each Round. The Difficulty of the Strength Test increases to Difficult (-10). The radius increases to three-quarters Willpower (round up) meters.

\[\text{Nos} \quad (\text{Nos} : \text{Strike})\]
Effect: Same as Gaar, except the radius of the Cyclone is increased to Willpower meters, and the Cyclone deals 2d10 I Damage instead. The Difficulty of the Strength Test increases to Hard (-20).

Decoy
A Shout projects a decoy image to fool your enemies.
Difficulty: Challenging (+10). Increases by one step for each word beyond the first.

\[\text{Fiik} \quad (\text{Fiik} : \text{Mirror})\]
Effect: Creates an incorporeal, but seemingly normal decoy of the Character at Target location within half Willpower Meters that mirrors his exact movements. Lasts WPB Rounds.

\[\text{Lo} \quad (\text{Lo} : \text{Deceive})\]
Effect: Same as Fiik, except the Character may either double the range or the duration.
Zun (Zun : Weapon)
Effect: Character chooses a direction. All Characters within a 20 degree cone up to one-quarter Willpower Meters in front of the Character must make a Challenging (+0) Agility Test or drop their Weapon.

Haal (Haal : Hand)
Effect: Same as Zun, except the Character may choose to either double the angle, double the range, or increase the difficulty of the Test by one step.

Vik (Vik : Defeat)
Effect: Same as Haal, except the Character may do two of those things, or one of them twice.

Disarm
Shout defies steel, as you rip the weapon from an Opponent’s grasp.
Difficulty: Challenging (+0). Increases by one step for each word beyond the first.

Dismay
And the weak shall fear the Thu’um, and flee in terror.
Difficulty: Difficult (-10). Increases by one step for each word beyond the first.

Faas (Faas : Fear)
Effect: Character gains the Fear (1) Trait for one Round.

Run (Ru : Run)
Effect: Character gains the Fear (2) Trait for one Round.

Maar (Maar : Terror)
Effect: Character gains the Fear (4) Trait for one Round.

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: Hard (-20). Increases by one step for each word beyond the first.

Mul (Mul : Strength)
Effect: Character gains the the Unnatural Strength (3) Trait for one plus WPB Rounds.

Quah (Quah : Armor)
Effect: Same as Mul, except the Character also gains the Unnatural Toughness (3) Trait for the duration.

Diiv (Diiv : Wyrm)
Effect: Same as Quah, except the Character gains no Fatigue from using Shouts, and gains a +10 Bonus to all Thu’um Tests for the duration.

Dismay
And the weak shall fear the Thu’um, and flee in terror.
Difficulty: Difficult (-10). Increases by one step for each word beyond the first.

Gaan (Gaan : Stamina)
Effect: Target being within half Willpower meters takes WPB Levels of Fatigue, and the Character removes that many of their own Levels of Fatigue (minimum 0).

Lah (Lah : Magicka)
Effect: Same as Gaan, except the Target loses Magicka equal to half the Character’s Willpower, and the Character gains that much (capped at their Maximum Magicka).

Haas (Haas : Health)
Effect: Same as Lah, except the Target also takes two times WPB Damage (unmitigated by Armor or Toughness) and the Character removes that much.

Elemental Fury
The Thu’um imbues your arms with the speed of wind, allowing for faster weapon strikes.
Difficulty: Difficult (-10). Increases by one step for each word beyond the first.

Su (Su : Air)
Effect: The Character gains a +10 to WS for WPB Rounds.

Grah (Grah : Battle)
Effect: Same as Su, except the Character may double the duration or the Bonus.

Dun (Dun : Grace)
Effect: Same as Grah, except the Character may take two Attack Actions per Round instead of just one.
Fire Breath

Inhale air, exhale flame, and behold the Thu'um as inferno.

**Difficulty:** Challenging (+0). Increases by one step for each word beyond the first.

\[\text{Yol : Fire}\]

**Effect:** Character breathes fire, dealing 1d10+WPB Fire Damage to all Targets within a 15 degree cone up to half Willpower meters in front of them. This Shout is an area of effect Attack, and may be dodged as such.

\[\text{Toor : Inferno}\]

**Effect:** Same as Yol, except deals 2d10+WPB Fire Damage instead.

\[\text{Shul : Sun}\]

**Effect:** Same as Toor, except the Fire Damage ignores Armor and gains the Tearing Quality (roll an extra Damage Die and discard the lowest).

Fleshrend

Your Thu'um tears the flesh of another, spilling its blood upon the earth.

**Difficulty:** Difficult (-10). Increases by one step for each word beyond the first.

\[\text{Sosaal : Bleed}\]

**Effect:** Target being within half Willpower Meters takes 1d10+WPB Rending Damage to the Body.

\[\text{Kopraan : Body}\]

**Effect:** Target being within half Willpower Meters takes 2d10+WPB Rending Damage to the Body.

\[\text{Sahquon : Crimson}\]

**Effect:** Same as Kopraan, except the Damage ignores Armor.

Frost Breath

Your Thu'um is winter, your Thu'um a blizzard.

**Difficulty:** Challenging (+0). Increases by one step for each word beyond the first.

\[\text{Fo : Frost}\]

**Effect:** Character breathes frost, dealing 1d10+WPB Frost Damage to all Targets within a 15 degree cone up to half Willpower meters in front of them. This Shout is an area of effect Attack, and may be dodged as such.

\[\text{Krah : Cold}\]

**Effect:** Same as Fo, except deals 2d10+WPB Frost Damage instead.

\[\text{Diin : Freeze}\]

**Effect:** Same as Diin, except Targets that take Damage after mitigation must pass a Difficult (-10) Toughness Test or gain an additional WPB Levels of Fatigue.

Ice Form

Your Thu'um freezes an Opponent solid.

**Difficulty:** Difficult (-10). Increases by one step for each word beyond the first.

\[\text{Liz : Ice}\]

**Effect:** Character encases all Targets within a 15 degree cone up to quarter Willpower meters in front of them in ice. This effectively stuns the affected Targets for WPB Rounds. This Shout is an area of effect Attack, and may be dodged as such.

\[\text{Slen : Flesh}\]

**Effect:** Same as Liz, except the Character may choose to double the duration, angle, or range.

\[\text{Nus : Statue}\]

**Effect:** 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:** Ordinary (+10). Increases by one step for each word beyond the first.

\[\text{Kaan : Kyne}\]

**Effect:** All Creatures with the Bestial Trait within half Willpower Meters are calmed: they will not fight or flee for the next WPB Rounds.

\[\text{Drem : Peace}\]

**Effect:** Same as Kaan, except the Character may choose to double the duration or range.

\[\text{Ov : Trust}\]

**Effect:** 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:** Difficult (-10). Increases by one step for each word beyond the first.

\[\text{Qo : Lightning}\]

**Effect:** Target being within half Willpower Meters takes 1d10+WPB Shock Damage to the Body.

\[\text{Ronaaz : Arrow}\]

**Effect:** Target being within half Willpower Meters takes 2d10+WPB Shock Damage to the Body.

\[\text{Nos : Strike}\]

**Effect:** Same as Ronaaz, except the Damage ignores Armor.
Marked for Death

Speak, and let your Voice herald doom, as an Opponent's Armor and lifeforce are weakened.

**Difficulty:** Challenging (+0). Increases by one step for each word beyond the first.

\[ \text{Krii} \quad \text{(Ki} : \text{Kill)} \]

**Effect:** Target being within half Willpower meters of the Character takes WPB Damage (ignores Armor), 1 Level of Fatigue, and takes 5 Toughness Damage.

\[ \text{Lun} \quad \text{(Leech)} \]

**Effect:** Same as Krii, except the Character may double the Damage, Fatigue, or Toughness Damage dealt.

\[ \text{Aus} \quad \text{(Su} : \text{fer)} \]

**Effect:** Same as Lun, except the Character may double the Damage, Fatigue, or Toughness Damage dealt again (double two or quadruple one).

Regenerate

Your Thu'um renews your body.

**Difficulty:** Hard (-10). Increases by one step for each word beyond the first.

\[ \text{Uznahgaar} \quad \text{(Unbridled)} \]

**Effect:** Character gains the Regenerate (2) Trait for WPB Rounds.

\[ \text{Unahzaal} \quad \text{(Unending)} \]

**Effect:** Same as Uznahgaar except the Character gains Regenerate (4) instead.

\[ \text{Laas} \quad \text{(Lif} : \text{e)} \]

**Effect:** Same as Unahzaal except the Character gains Regenerate (6) instead.

Restore Life

Your Voice heals wounds and repairs flesh.

**Difficulty:** Hard (-10). Increases by one step for each word beyond the first.

\[ \text{Vokri} \quad \text{(Restor} : \text{e)} \]

**Effect:** Target being within WPB meters removes WPB Damage and any Blood Loss effects.

\[ \text{Kopraan} \quad \text{(Body)} \]

**Effect:** Same as Vokri except the Damage removed is doubled.

\[ \text{Laas} \quad \text{(Lif} : \text{e)} \]

**Effect:** Same as Kopraan except this effect can also restore Target missing limb.

Restore Magicka

Your Voice opens your mind to Magicka from Aetherius.

**Difficulty:** Hard (-10). Increases by one step for each word beyond the first.

\[ \text{Hah} \quad \text{(Mind)} \]

**Effect:** Character's natural Magicka Regeneration rate doubles for WPB Rounds.

\[ \text{Lah} \quad \text{(Magick} : \text{a)} \]

**Effect:** Character's natural Magicka Regeneration rate triples for WPB Rounds.

\[ \text{Vokri} \quad \text{(Restor} : \text{e)} \]

**Effect:** Character's natural Magicka Regeneration rate quadruples for WPB Rounds.

Shadow Form

Your Thu'um hides you from the eyes of others.

**Difficulty:** Challenging (+0). Increases by one step for each word beyond the first.

\[ \text{Sah} \quad \text{(Phantom)} \]

**Effect:** Character becomes completely invisible (as if he were under the effect of the Invisibility Spell) for WPB Rounds.

\[ \text{Vokun} \quad \text{(Shadow)} \]

**Effect:** Same as Sah, except the duration is doubled.

\[ \text{Vulon} \quad \text{(Night)} \]

**Effect:** 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:** Difficult (-10). Increases by one step for each word beyond the first.

\[ \text{Tiid} \quad \text{(Time)} \]

**Effect:** Character may perform an extra Half Action per Round for the next WPB Rounds.

\[ \text{Klo} \quad \text{(Sand)} \]

**Effect:** Same as Tiid, except the Character may choose to either double the effect (an extra Full Action) or the duration.

\[ \text{Ul} \quad \text{(Eternity)} \]

**Effect:** Same as Klo, except the Character may also perform two Attack Actions per Round instead of just one.
Soul Tear
*Your Thu’um cuts through flesh and shatters soul, commanding the will of the fallen.*

**Difficulty:** Hard (-20). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Rii</th>
<th>(Rii : Essence)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Target being within half Willpower meters of the Character must make an Opposed Willpower Test against the Character. If the Target fails, they die.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Vaaz</th>
<th>(Vaaz : Tear)</th>
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</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Rii, except if the Target fails, their corpse rises to fight for the Character for WPB Rounds.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Zol</th>
<th>(Zol : Zombie)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Vaaz, except their Soul is trapped and fills a Soul Gem of the Character’s choice.</td>
<td></td>
</tr>
</tbody>
</table>

Storm Call
*A Shout to the skies, a cry to the clouds, that awakens the destructive force of Skyrim’s lightning.*

**Difficulty:** Hard (-20). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Strun</th>
<th>(Strun : Storm)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Summons a storm of thunder and lightning that lasts for two times WPB Rounds. During this time, each Round a random Target (not including the Character) is struck by a bolt of lightning that deals 1d10+WPB Shock Damage.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bah</th>
<th>(Bah : Wrath)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Strun, except the Character may choose to double the duration, the Damage of each bolt, or the number of bolts per Round.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Qo</th>
<th>(Qo : Lightning)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Bah, except the Character may choose to double the duration, the Damage of each bolt, or the number of bolts per Round again (double two or quadruple one).</td>
<td></td>
</tr>
</tbody>
</table>

Throw Voice
*The Thu’um is heard, but its source unknown, fooling those into seeking it out.*

**Difficulty:** Ordinary (+10). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Zul</th>
<th>(Zul : Voice)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Character may throw their voice to Target location within half Willpower Meters, making it seem as if they were there instead (what the phantom voice says is up to them).</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mey</th>
<th>(Mey : Fool)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Zul, except the range is doubled.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Gut</th>
<th>(Gut : Far)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Zul, except the range is quadrupled.</td>
<td></td>
</tr>
</tbody>
</table>

Unrelenting Force
*Your Voice is raw power, pushing aside anything - or anyone - who stands in your path.*

**Difficulty:** Challenging (+0). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Fus</th>
<th>(Fus : Force)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Character shouts with great force, stunning all Targets within a 15 degree cone up to half Willpower meters in front of them for one Round. This Shout is an area of effect Attack, and may be dodged as such.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Ro</th>
<th>(Ro : Balance)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Fus, except the duration is doubled and the Targets are knocked over.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Dah</th>
<th>(Dah : Push)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Ro, except the Targets also take 1d10+WPB Impact Damage that ignores Armor.</td>
<td></td>
</tr>
</tbody>
</table>

Whirlwind Sprint
*The Thu’um rushes forward, carrying you in its wake with the speed of a tempest.*

**Difficulty:** Challenging (+0). Increases by one step for each word beyond the first.

<table>
<thead>
<tr>
<th>Wuld</th>
<th>(Wuld : Whirlwind)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Character moves their Charge Movement distance forward.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Nah</th>
<th>(Nah : Fury)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Wuld, except the Character moves their Full Movement distance forward instead.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Krest</th>
<th>(Krest : Tempest)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Effect:</strong> Same as Nah, except the Character counts their AB as being one point higher for the purposes of calculating the distance moved.</td>
<td></td>
</tr>
</tbody>
</table>
Chapter 8: The Game Master

“I watch. I wonder. I build. I tear down. Am I a god? A surely as any are.”

- “Sotha Sil’s Last Words”

Role Playing Games are fundamentally group endeavors, and the Game Master (GM) is the most important member of the group. It is the GM’s responsibility to prepare adventures, adjudicate disputes, bring the world of the Elder Scrolls to life, and ultimately ensure that everyone has a good time. While this can be difficult, it is also quite rewarding in its own way. This Chapter is designed to aid the Game Master in GM-ing the Unofficial Elder Scrolls RPG, and to provide special rules to help expand the adventures that the Players can have.
8.1 GM-ing the UESRPG

The GM’s job is like that of a director, except the cast is simultaneously the audience. Creating an atmosphere in which players can have a fun, engaging experience requires a lot of preparation. Before you run a game, there are several things you should do to prepare yourself as the GM:

• **Read the Rules**
  As the GM, you should be more familiar with the rules than anyone else, as it’s your job to referee the game. Even if you don’t know all the rules off the top of your head, you should at least know where to look when a question comes up.

• **Prepare an Adventure**
  It is common, and highly recommended, for the GM to prepare an adventure in advance. Though the level of preparation will vary with GMs: some prefer to craft their adventures in advance, planning every eventuality, while others enjoy a more improvisational style with some simple road mapping beforehand. Whatever your style, as GM you should come to your session ready to help your players have a good time.

• **Ready Supplies**
  There are a number of supplies needed to run a game of the UESRPG, and several non-essential ones that you may want anyway. It is important to have a number of d10s on hand, as they can be used for all the various types of dice rolls that this game requires. Paper and pencils are always handy, for you and for the players. Some GMs prefer to use a GM screen as well, to hide notes and dice rolls from the players in order to create an air of mystery. If you are playing online, be sure that everyone has access to an online dice roller (preferably one where you can all view the results) and some common form of communication (IRC, voice chat, etc…).

• **Prepare the Players**
  Once you’ve completed your personal preparation, all that’s left is to make sure your players are ready. Players should read the rulebook to get a general sense of the game, though they do not need to know as much as you do. Players also need Characters to play. These can be Characters of their own creation, or yours (a common tactic when introducing new players to the game). You should also make it clear to your players the type of game you will be playing, as well as indicate to them any limitations on the kinds of Characters they may create.

**Playing the Game**

Once everything is prepared, you can start the game. As GM, you have the following primary responsibilities:

• **Adjudicate the Rules**
  Your job is to act a referee for the players in all circumstances. If a Player wants to try something, you tell him what to roll. If a Player wants to try something crazy, it’s up to you to decide how to play out that scenario.

• **Frame the Story**
  You are the conduit through which your players will experience the Elder Scrolls universe. You must describe their surroundings, narrate what happens to them, and tell them what their Characters are perceiving. The better you are at evoking a compelling atmosphere, the more fun your players will have.

• **Play the NPCs**
  Your group’s Characters are known as Player Characters (PCs) and are responsible for their own actions. You, on the other hand, are responsible for everyone else in the world, a group known as Non-Player Characters (NPCs). When PCs want to talk to NPCs, it’s your job to be that Character. You must also handle any dice rolling required for NPCs, most often during Combat scenarios.

**Golden Rules**

There are five golden rules to remember when running a game. People have written books on the subject of game mastering, but if you keep these rules in mind you can’t go far wrong.

• **Always be fair**
  Remember that you are the referee. The rules are here to help you make decisions, but many of them rely on your sense of fair play. Since you control the game, it’s easy to let that get to your head. Don’t give in and start acting arbitrarily, as that can ruin the group’s experience.

• **Give them a chance**
  Players come up with all kinds of crazy ideas. Even if your instinct is to say that they can’t do something, you should stop to consider the Action. Players are quite inventive, and you don’t want to squash that. Even a small chance can mean a lot. After all, the players are the heroes of your story, and they deserve a shot.

• **Lay down the law**
  However, remember that you are in charge. Some players may push the boundaries a little too much, and it is sometimes necessary to remind them who’s in charge. Other players will try to argue with you about the rules. Remember that the rules are simply guidelines: it is ultimately your decision how you shape the experience for your players.

• **Don't play favorites**
  Make sure that all your players get equal “screen time,” and make an effort to engage other players if one of them is hogging the spotlight. Additionally, make sure everyone gets a chance at interesting story opportunities.

• **Keep everyone focused**
  Remember that you are the narrator, and it is your responsibility to keep the story moving. It is easy to get bogged down in out of Character exchanges, and you should try to rein that in and keep up the pace.

**Running a Campaign**

Actually running a Campaign (a series of adventures) is a difficult process, and there are a number of things to sort out. This Section provides tips on some of the issues that you may encounter when running a Campaign with the UESRPG.

**Starting XP**

Chapter One states that, after they have chosen a Background, Characters receive 40 XP to spend Advances, Skills, and Talents. While 40 is our recommended starting point, there is no reason that you can’t adjust these numbers to your liking. Higher starting
XP will result in much more powerful Characters, while lower starting XP will result in weaker ones. It is also important to remember that, if you are shifting starting XP values, that you should consider adjusting starting Septims and gear as well to reflect the type of Characters that you want your party to begin the game as. The following table provides some general guidelines for choosing different levels of starting XP:

### Starting XP values and Recommendations for the GM

<table>
<thead>
<tr>
<th>Starting XP</th>
<th>Description/Recommendation</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 40</td>
<td>Fit for new players or for campaigns where you truly want the Characters to begin from nothing.</td>
</tr>
<tr>
<td>40</td>
<td>The default starting XP value. The Characters aren’t incompetent but they aren’t experts either.</td>
</tr>
<tr>
<td>40-80</td>
<td>These Characters are slightly more powerful than the default ones, a good choice if you feel the default Characters are too weak.</td>
</tr>
<tr>
<td>80-120</td>
<td>These Characters are reasonably experienced and competent in their areas of expertise.</td>
</tr>
<tr>
<td>&gt; 120</td>
<td>Above 120 is good if you don’t want to deal with the starting stages of an adventure at all, and just want a higher overall power level.</td>
</tr>
</tbody>
</table>

### Party Balance

It is possible for some Characters to become very powerful in certain specialties. This effect is especially felt in Combat, when some Characters find themselves covering while their comrades do all the work. As a GM, it is your job to make sure that everyone is enjoying themselves, and as such it is important to give everyone a chance to shine. There are easy ways to mitigate the strength of Characters that you feel are overshadowing the group in some respect. Combat oriented Characters can be mitigated by putting them in situations where Combat cannot solve the problem at hand (or at least not well). However, this may simply have the effect of alienating or boring the players of those Characters instead. The goal is a happy middle ground: scenarios where every Player has a chance to contribute and there is not only one right answer. Each Player should be able to utilize their talents to the fullest during their adventures, and the non-Combat oriented Characters should have their power felt just as dramatically as the Combat oriented ones.

### Campaigning in TES

The Elder Scrolls is a very diverse setting, and there are almost no limits to the kinds of adventures you can create for your players. However, as a result of this, it can be difficult to figure out how certain things function within the context of the setting, as many things are obscured due to the video-game slanted nature of the source Material. This Section provides rules to aid you as a GM in running a Campaign within the context of the Elder Scrolls setting.

### Eras and the Timeline

The history of Mundus, the realm of existence that encompasses Nirn, its moons, and attendant Aedric planets, can be divided into six Eras: the Dawn Era, the Merethic Era, the First Era, the Second Era, the Third Era, and the Fourth Era. If you are interested in the details, the Lore Chapter contains more information on each of these. But for our purposes, the following tips should help you as a GM decide how best to run a Campaign in the Era of your choosing:

- **Dawn Era**
  The Dawn Era is the general period encompassing creation, starting with the beginning of time and ending at some point around when the development of mortals splits into many paths. Running a Campaign in this era is not recommended, simply due to how little we know about it, and the nature of who is involved. Unless you are playing gods participating in Convention, then there isn’t too much Material for a conventional campaign. Although this could make a fun challenge for more creative GMs.

- **Merethic Era**
  The Merethic Era is still quite obscured, but we know something of its history. It is an era of legends, many lost to time. Campaigns in this era could focus on everything from the lost continent of Aldmeris (if it did indeed exist) and the many Aldmeri Explorers of this time period to the exodus of the Chimer and their prophet Veloth to Resdayn (later known as Morrowind). This is also the Era when Ysgramor and the proto-Nords arrive in Skryim from Atmora.

- **First Era**
  We know much more about the First Era than the Merethic. The First Era sees Alessia’s Slave Rebellion, the birth of the Empire, the Battle of Red Mountain and the disappearance of the Dwarves, and an invasion from Akavir. It is an exciting time for Tamriel, and there are many adventures to be had here.

- **Second Era**
  The Second Era is dominated by the birth of Tiber Septim and his conquest of Tamriel, though it is also marked by an Akaviri Invasion of Morrowind, the Knahaten Flu, and the formation of the Mages Guild. There are also rumors of a great war between alliances and an invasion from Oblivion during the early-mid years of the Second Era, but these events are likely to be just a transcription error. There are plenty of exciting adventures to have during this time, particularly focused around Tiber Septim’s conquest of Tamriel and the formation of the Mages Guild.

- **Third Era**
  The Third Era bears witness to rule of the Septim Empire, several internal conflicts, the Warp in the West, the fulfillment of the Nerevarine Prophecy and the decline of the Tribunal, and the Oblivion Crisis. It is the Era that most of us are familiar with from the Elder Scrolls games, and as such it is the one towards which most of this game’s design has been focused. There are a vast number of adventures one could have during this Era given the volume of information we possess. The possibilities are endless.
• Fourth Era
The Fourth Era is the present day of Tamriel, and has been a
time of political turmoil. A collapsing Empire, the Great War
with the Aldmeri Dominion, and the devastation of Morrowind
in the Red Year are all important to this Era. This is also the Era
in which Alduin returns, and is defeated by the last Dragonborn.
There is plenty of Material to reference on this Era, and the
conflict between the Empire and the Aldmeri Dominion can
make a great focal point for a Campaign.

A Note on Race through the Eras
Depending on the Era in which your campaign takes place, there
are a number of different Races that Players can draw from to
create Characters beyond the “standard” ten. Races change over
time, old ones fall and new ones rise in their place. Later in this
Chapter there are rules for a number of races that are only present
during certain Eras of history.

Travel and Distance
While the sources are somewhat conflicting, and much of our
information is limited by the video-game nature of our source
Material, it is possible to come up with a general value for the size
of Tamriel (the continent on which most adventures are likely to
occur). Using values from the Pocket Guide to the Empire, and
the distances provided by Arena and Daggerfall, we have come up
with a rough estimate for Tamriel's landmass of 10.2 million
square kilometers. This makes Tamriel roughly the size of Europe,
and provides a good balanced scale: things are accessible, but not
too easily.

It is also worth considering how Characters travel across the
continent. While walking is a viable, and common option, there
exist other means of transportation. Horses, strange creatures, and
even Magical transportation can all be employed to hasten a
journey from one place to another. It is helpful to keep in mind
the types of transport your party has access to, as well as the scale
on which an adventure takes place, when running a large
Campaign.
8.2 Special Rules

The goal of this Section is to provide a number of Special Rules for use in certain campaigns. These include everything from rules for Vampirism, to rules for additional Races for certain Campaigns. The GM should not feel pressured to use these in every game, they simply exist in the event that they are needed for some reason.

Vampirism

"I violated and comatose, Lamae was found by nomads, and cared for. A fortnight hence, the nomad wyrd-woman enshrined Lamae in pall for she had passed into death. In their way, the nomads built a bonfire to immolate the husk. That night, Lamae rose from her funeral pyre, and set upon the coven, still aflame. She ripped the throats of the women, ate the eyes of the children, and raped their men as cruelly as Bal had ravished her."

- "Opusculus Lamae Bal ta Mezzamortie"

The Vampires of Tamriel are undead, diseased persons whose dark gifts lead to them being hated, hunted, and misunderstood by the living. Whether they consider themselves cursed or blessed, or whether they have given into their animalistic instincts or have sought to rid the world of the disease, Vampires are nonetheless considered abominations. It is generally believed amongst the more knowledgeable denizens of Tamriel that Vampirism was created by the Daedric Prince Molag Bal, though a number of different accounts exist.

The Disease

Becoming a Vampire requires that an individual contract the magical disease that causes it. Vampirism goes by many names, with Porphyric Hemophilia and Sanguinare Vampiris, but regardless of the name the disease has the same effect. Characters can contract Vampirism from extended contact with a vampire: a Character who comes into contact with a Vampire (through bites, scratches, etc...) must pass a Toughness Test, and on failure contracts the initial strain of Vampirism. They then have three days to cure the disease by normal methods before it progresses into full Vampirism and is (thought to be) incurable. This phase exhibits no symptoms, although some victims experience nightmares and insomnia.

Once a Character reaches the three day mark, they “die” and become a Vampire, applying the following changes to their Character Sheet:

- Vampires gain the following Traits:
  Undead, Immunity (Poison/Toxic), Immunity (Paralysis), Immunity (Disease), Dark Sight, Unnatural Strength (3) and Toughness (3), Sun Scarred, and Elemental Weakness (Fire) (40).

- Vampires apply the following Characteristic and Attribute changes:
  Gain 15 Agility and 15 Willpower, lose 10 Fellowship, and gain 3 Wounds.

Stages of Vampirism

Vampires are constantly plagued by a hunger that can only temporarily be sated by feeding on blood. Each day that a Vampire goes without feeding increases this hunger, and they become more and more animalistic, but also more powerful. Every two weeks that a Vampire goes without feeding grants a Vampirism Level, and each Vampirism Level increases the Vampire’s Unnatural Strength and Toughness by 1 each, grants them 5 Agility and Willpower, Reduces their Fellowship by 10, and increases their Elemental Weakness (Fire) by 20. These Bonuses only apply up to Vampirism Level 5, and Vampirism Levels beyond this do nothing. Feeding on blood removes all Vampirism Levels.

Vampire Bloodlines

Not all Vampires are the same: over time many different bloodlines have emerged in different regions of Tamriel. These Bloodlines reflect both physical differences and different approaches to hunting prey. A Vampire’s Bloodline is determined by the Bloodline of the Vampire that infected them, and each Bloodline grants Bonuses and penalties in addition to the standard Vampirism changes. Rather than list the local names of individual Bloodlines, they have been divided into general archetypes.

- **Arcane Bloodlines**
  Vampires from Arcane Bloodlines have increased Magical abilities, and focus on expanding their command over the Arcane. Vampires from this Bloodline gain 10 Intelligence and 5 Willpower, but reduce their Unnatural Strength and Toughness by 1 each.

- **Bestial Bloodlines**
  Vampires from Bestial Bloodlines fully embrace their most animalistic instincts, becoming terrifying predators. Vampires from this bloodline gain an additional level of Unnatural Strength and Toughness, but lose 10 Willpower and 10 Fellowship (for a net of +5 Willpower and -20 Fellowship).

- **Cultured Bloodlines**
  Vampires from Cultured Bloodlines have integrated themselves into the elite of Tamrielic society, and are masters of deception. Vampires from this bloodline gain 20 Fellowship (for a net of +10 Fellowship), gain two ranks in the Decieve (Fel) Skill, but reduce their Unnatural Strength and Toughness by 1 each.

- **Manipulative Bloodlines**
  Vampires from Manipulative Bloodlines are masters of control and domination, ruling over cults of followers who treat their every word as unholy law. Vampires from this bloodline take no Penalty to Fellowship from Vampirism. They also gain two ranks in the Command (Fel) Skill, but reduce their Unnatural Strength and Toughness by 1 each.

- **Penitent Bloodlines**
  Vampire from Penitent Bloodlines view their disease as a curse, and attempt to use it to root out and destroy others of their kind. They take no Penalty to Fellowship from Vampirism, and also gain one rank in both the Decieve (Fel) and Inquiry (Int) Skills.

- **Shadowy Bloodlines**
  Vampires from Shadowy Bloodlines are hunters of the night, and masters of stealth. They gain 10 Agility (for a net of +25 Agility), but reduce their Unnatural Strength and Toughness by 1 each.
**Lycanthrope transformation has been portrayed in several different ways throughout the Elder Scrolls games, and Lore on the subject is inconsistent. We have devised several models for transformation based on these portrayals, as well as some of our own invention, that the GM may choose from when dealing with Lycanthropy during a campaign. The GM should also feel free to invent their own models to add to this list.**

- **Nightly**
  The pre-transformation process begins the moment the sun sets every night. The Lycanthrope must make a Willpower Test, beginning at Challenging (+0) difficulty, every half hour. This Test increases in difficulty by one step for each Test, and failure causes transformation. It is also worth noting that a Character may choose to fail this Test, and simply give in to his bestial side. Once the transformation has begun, the Character turns into a Were-creature, the type of which is determined by the strain of Lycanthropy they are infected with, in about 30 seconds. If a Character does not remove his Armor and clothing, they are shredded by the transformation. The Lycanthrope remains transformed until dawn, when the transformation process reverses itself over about 30 seconds, leaving the Character exhausted with their TB in Levels of Fatigue.

- **Moonlight**
  This model uses the same transformation mechanism as the Nightly model, except the pre-transformation process only begins if the Character is actually exposed to the moonlight. The Character may effectively escape the curse by remaining inside during the night. If the moon is blocked by clouds, then the initial Willpower Test to resist the transformation begins at Easy (+30).

- **Full Moon**
  This model uses the same transformation mechanism as the Nightly model, except the pre-transformation process only begins when the sun sets on a night with a full moon.

- **Full Moonlight**
  This model behaves identically to the Moonlight model, except the pre-transformation process only begins when the Character is exposed to the light of a full moon, instead of any moonlight.

**Lycanthrope**

Lycanthrope is a disease, the victims of whom are known as Lycanthropes, that causes one to turn into a Were-creature of some kind. All races are equally susceptible to catching the disease, except those with natural disease resistance. The disease itself was created by the Daedric Prince Hircine. The following Section contains rules for contracting, living with, and curing Lycanthropy.

**The Disease**

There are many different strains of Lycanthropy that have been recorded, and the exact strain will determine the type of Were-creature the victim becomes when transformed. Infection, however, functions similarly across all strains: a Character who comes into contact with a Lycanthrope (and lives!) must pass a Toughness Test, and on failure contracts the initial strain of Lycanthropy. Once infected with the first phase, the victim has three days to cure themselves of the disease before it progresses into the (supposedly) incurable Lycanthropy. During this period they suffer from 2 Levels of Fatigue that cannot be removed by any means.

A Character may only be infected with one strain of Lycanthropy at a time, and an individual Lycanthrope can only spread their own strain to others.
Lycanthropy Strains and Talents

Each Lycanthropy strain produces a unique Were-creature when the victim is transformed. Each has a base “template” for the changes the Character applies when transformed, but Lycanthropes can become more powerful as they gain experience just like other Characters. Whenever a Character would gain XP beyond their starting XP, they gain that same amount of XP in a separate pool. This XP may be spent to permanently improve the Character’s Lycanthrope form just like a Character would spend XP to improve themselves normally, though it may not be spent on any Intelligence, Ballistic Skill, or Fellowship Advances, Skills, or Talents, or on any Skills or Talents that apply to actions Lycanthropes cannot take (such as Spellcasting). Advances, Skills, or Talents gained this way are added to the Profile of changes that the Character undergoes when transforming. When spending XP in this fashion, the Character uses a separate Specialization defined by the strain they are infected with.

Werewolf Strain
The Werewolf Strain is by far the most common strain of Lycanthropy. Werewolves are fearsome wolf-like creatures with deadly claws and teeth, and unnatural strength, toughness, and speed. Characters infected with this strain undergo the following base changes to their Profile when transformed in addition to any others purchased with XP. When spending XP on their Lycanthrope form, Characters with this strain count Strength and Toughness as Favored, Agility as Opposed, and all other Characteristics as Neutral. All changes are reversed at the end of the transformation.

Modify all Characteristics as follows:
- Int is halved (round down).
- Fel is set to 5 and Ballistic Skill to 0.

Ignore all Skills and gain the following ones:
- Acrobatics (Ag) (+0) and Athletics (S) (+0)
- Awareness (Per) (+0) and Scrutiny (Per) (+0)
- Dodge (Ag) (+0) and Stealth (Ag) (+0)
- Survival (Int) (+0)

Ignore all Talents and gain the following ones:

Ignore all Traits and gain the following ones:
- Unnatural Strength (5), Toughness (6), Agility (1).
- Fear (0), Size (5), and Dark Sight.
- Resistance (Gold) (2).
- Elemental Resistance (Frost) (50).

Miscellaneous changes:
- The Character gains 12 Wounds.
- The Character increases their Size bracket by 1.
- The Character may not wear Armor, use Weapons, cast Spells, craft Items, or perform any normal human actions.

Werebear Strain
The Werebear Strain is mostly reserved to the northern parts of Skyrim, High Rock, and Morrowind. Werebears are extremely strong and extremely tough bear-like creatures. Characters infected with this strain undergo the following base changes to their Profile when transformed in addition to any others purchased with XP. When spending XP on their Lycanthrope form, Characters with this strain count Strength and Toughness as Favored, Agility as Opposed, and all other Characteristics as Neutral. All changes are reversed at the end of the transformation.

Modify all Characteristics as follows:
- Int is halved (round down).
- Fel is set to 5 and Ballistic Skill to 0.

Ignore all Skills and gain the following ones:
- Acrobatics (Ag) (+0) and Athletics (S) (+0)
- Awareness (Per) (+0) and Scrutiny (Per) (+0)
- Survival (Int) (+0)

Ignore all Talents and gain the following ones:

Ignore all Traits and gain the following ones:
- Unnatural Strength (5), Toughness (6), Agility (1).
- Fear (0), Size (5), and Dark Sight.
- Resistance (Gold) (2).
- Elemental Resistance (Frost) (50).

Miscellaneous changes:
- The Character gains 5 Wounds.
- The Character may not wear Armor, use Weapons, cast Spells, craft Items, or perform any normal human actions.

Wereboar Strain
The Wereboar Strain is very uncommon outside the Hammerfell and High Rock areas. Wereboars are strong, reasonably fast, and reasonably tough boar-like creatures. Characters infected with this strain undergo the following base changes to their Profile when transformed in addition to any others purchased with XP. When spending XP on their Lycanthrope form, Characters with this strain count Strength and Toughness as Favored, Agility as Opposed, and all other Characteristics as Neutral. All changes are reversed at the end of the transformation.

Modify all Characteristics as follows:
- Int is halved (round down).
- Fel is set to 5 and Ballistic Skill to 0.

Ignore all Skills and gain the following ones:
- Acrobatics (Ag) (+0) and Athletics (S) (+0)
- Awareness (Per) (+0) and Scrutiny (Per) (+0)
- Survival (Int) (+0)
Ignore all **Talents** and gain the following ones:
- Unarmed Warrior, Combat Training, Tough, Iron Jaw, Honed Senses (Smell), Combat Sense.

Ignore all **Traits** and gain the following ones:
- Unnatural Strength (4), Toughness (5), Agility (1).
- Fear (0), Size (5), and Dark Sight.
- Resistance (Cold) (2).
- Brutal Charge (5).
- Elemental Resistance (Frost) (25).

Miscellaneous changes:
- The Character gains 10 Wounds.
- The Character may not wear Armor, use Weapons, cast Spells, craft Items, or perform any normal human actions.

**Werevulture Strain**
The Werevulture Strain is reserved to the depths of Valenwood. Werevultures are fast and deadly vulture-like creatures with wings and tearing talons. Characters infected with this strain undergo the following base changes to their Profile when transformed in addition to any others purchased with XP. When spending XP on their Lycanthrope form, Characters with this strain count Perception and Agility as Favored, Toughness as Opposed, and all other Characteristics as Neutral. All changes are reversed at the end of the transformation.

Modify all **Characteristics** as follows:
- Int is halved (round down).
- Fel is set to 5 and Ballistic Skill to 0.

Ignore all **Skills** and gain the following ones:
- Athletics (S) (+0)
- Awareness (Per) (+0) and Scrutiny (Per) (+0)
- Survival (Int) (+0)

Ignore all **Talents** and gain the following ones:

Ignore all **Traits** and gain the following ones:
- Unnatural Strength (5), Toughness (5).
- Amphibious and Resistance (Poison/Toxic) (2).
- Fear (0), Size (5), and Dark Sight.
- Deadly Natural Weapons.

Miscellaneous changes:
- The Character gains 10 Wounds.
- The Character may not wear Armor, use Weapons, cast Spells, craft Items, or perform any normal human actions.

**Werecrocodile Strain**
The Werecrocodile Strain is mostly found in areas of Black Marsh and southern Morrowind. Werecrocodiles are extremely deadly crocodile-like creatures with a natural affinity for water and a tough hide. Characters infected with this strain undergo the following base changes to their Profile when transformed in addition to any others purchased with XP. When spending XP on their Lycanthrope form, Characters with this strain count Strength and Toughness as Favored, Agility as Opposed, and all other Characteristics as Neutral. All changes are reversed at the end of the transformation.

Modify all **Characteristics** as follows:
- Int is halved (round down).
- Fel is set to 5 and Ballistic Skill to 0.

Ignore all **Skills** and gain the following ones:
- Athletics (S) (+0), Dodge (Ag) (+0)
- Awareness (Per) (+0) and Scrutiny (Per) (+0)
- Survival (Int) (+0)

Ignore all **Talents** and gain the following ones:
- Unarmed Warrior, Tough, Sprint, Evasive, Honed Senses (Sight), Wary, Combat Sense.

Ignore all **Traits** and gain the following ones:
- Unnatural Strength (2), Toughness (3), Agility (1).
- Flyer (6).
- Fear (0), Size (5), and Dark Sight.
- Deadly Natural Weapons.

Miscellaneous changes:
- The Character gains 8 Wounds.
- The Character may not wear Armor, use Weapons, cast Spells, craft Items, or perform any normal human actions.

**Werelion Strain**
The Werelion Strain is reserved to parts of Elsweyr. Werelions are fast and powerful lion-like creatures. Characters infected with this strain undergo the following base changes to their Profile when transformed in addition to any others purchased with XP. When spending XP on their Lycanthrope form, Characters with this strain count Strength and Agility as Favored, Perception as Opposed, and all other Characteristics as Neutral. All changes are reversed at the end of the transformation.

Modify all **Characteristics** as follows:
- Int is halved (round down).
- Fel is set to 5 and Ballistic Skill to 0.

Ignore all **Skills** and gain the following ones:
- Athletics (S) (+0), Dodge (Ag) (+0)
- Awareness (Per) (+0) and Scrutiny (Per) (+0)
- Survival (Int) (+0)

Ignore all **Talents** and gain the following ones:
- Unarmed Warrior, Tough, Sprint, Wary, Combat Sense.

Ignore all **Traits** and gain the following ones:
- Unnatural Strength (4), Toughness (4), Agility (2).
- Quadruped, Brutal Charge (2).
- Fear (0), Size (5), and Dark Sight.

Miscellaneous changes:
- The Character gains 10 Wounds.
- The Character may not wear Armor, use Weapons, cast Spells, craft Items, or perform any normal human actions.
Lycanthrope Talents

In addition to being able to spend XP on normal Characteristic Advances, Skills, and Talents, Characters with Lycanthropy can purchase Talents from those listed in this Section provided they meet the requirements. XP costs are simply as listed, and do not change with a Character’s Specialization.

<table>
<thead>
<tr>
<th>Talent</th>
<th>Prerequisites</th>
<th>Effect</th>
<th>XP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Survivor</td>
<td>-</td>
<td>May reroll failed Survival (Int) Skill Tests.</td>
<td>20 XP</td>
</tr>
<tr>
<td>Hunter</td>
<td>-</td>
<td>May reroll failed Scrutiny (Int) Skill Tests.</td>
<td>20 XP</td>
</tr>
<tr>
<td>Monster</td>
<td>-</td>
<td>Increase Fear Rating by 1.</td>
<td>20 XP</td>
</tr>
<tr>
<td>Hunter’s Hide</td>
<td>-</td>
<td>Gain the Natural Armor (2) Trait.</td>
<td>20 XP</td>
</tr>
<tr>
<td>Gorging</td>
<td>-</td>
<td>Feeding on fresh meat removes 1 Damage.</td>
<td>20 XP</td>
</tr>
<tr>
<td>Unstoppable</td>
<td>-</td>
<td>Increase Unnatural Toughness Level by 1.</td>
<td>25 XP</td>
</tr>
<tr>
<td>Brute Strength</td>
<td>-</td>
<td>Increase Unnatural Strength Level by 1.</td>
<td>25 XP</td>
</tr>
<tr>
<td>Deadly Fast</td>
<td>-</td>
<td>Increase Unnatural Agility Level by 1.</td>
<td>25 XP</td>
</tr>
<tr>
<td>Totem of the Predator</td>
<td>Hunter</td>
<td>May reroll failed Stealth (Ag) Skill Tests.</td>
<td>30 XP</td>
</tr>
<tr>
<td>Born to Kill</td>
<td>Deadly Natural Weapons Trait</td>
<td>Natural Weapons gain 1 additional Penetration.</td>
<td>30 XP</td>
</tr>
<tr>
<td>Totem of Terror</td>
<td>Monster</td>
<td>Increase Fear Rating by 2, replaces Monster.</td>
<td>30 XP</td>
</tr>
<tr>
<td>Totem of the Beast</td>
<td>4 Lycanthrope Talents</td>
<td>The Character has mastered their Lycanthrope form and may trigger transformation to and from this form at will.</td>
<td>50 XP</td>
</tr>
</tbody>
</table>

Mantling

“Mantling and incarnation are separate roads; do not mistake this. The latter is built from the cobbles of drawn-bone destiny. The former: walk like them until they must walk like you.”

- “Nu-Hatta of the Sphinxmoth Inquiry Tree”

Mantling is a more obscure, but still extremely important, concept in the lore of the Elder Scrolls series. Mantling is the process by which one entity (in this case a Player) essentially becomes another entity/an avatar of that entity. It does not involve giving up one’s original identity in full for the new one, rather the universe ceases to distinguish between the two because there is simply no functional difference. There is also some sense to which Mantling is influenced by voids of power in the universe. It is argued that the Champion of Cyrodiil mantled Sheogorath, or at least someone rose to fill the void in his realm. There is also some talk of Tiber Septim mantling Lorkhan during his life, though this is disputed. Regardless of your views on who has achieved it, the fact remains that it is a very real force.

While not being referenced directly in the games, Mantling is a very important lore concept. Many argue that even the act of dreaming involves Mantling in some fashion. However, being a fairly obscure concept as well, it is entirely fair if a GM decides not to include it in their game, in which case simply ignore the following rules.

The initial decision to allow a Character to begin the Mantling process is entirely up to the GM, and simply requires a declaration of the entity that a Character is Mantling. However, once a Character has begun the process it will require an actual in-game investment to continue, in the form of XP. A Character who is actively walking the path and Mantling an entity can spend 5 XP to acquire a Mantling Point, which functions like a Fate Point but may ONLY be used in cases and in ways where the use of the point is in line with what the person is Mantling. The number of maximum points that can be purchased should be limited based on the entity being Mantled using the following general guidelines: divine “power level” (though admittedly this is very difficult, if not impossible to quantify), means of divine acquisition, and so forth. Additionally, a Character deviates from the path too drastically or simply stops trying should either have the cost of points increase, or suffer the loss of one or more of these points.

At a certain point, the Character will simply become indistinguishable from the entity that they are Mantling. The Godhead ceases to recognize the differences between the two. Characters who reach this stage should become NPCs, or even be removed from the campaign altogether (depending on who they’re Mantling, they may have other things to do). This is not something to be taken lightly, and should be used as a way to close a Character’s story in a satisfying fashion.
8.3 Special Races

This Section contains rules for playing members of one of the many older Races of Tamriel, in the event that the GM is running a campaign set in an earlier Era, where the selection of the ten races we’re familiar with in the 3rd and 4th Eras is insufficient.

Aldmer

The Aldmer (meaning "First Folk" or "Elder Folk") were the original Meretic Era proto-mer who settled Summerset Isle and most of mainland Tamriel. They are often said to have been the first technologically sophisticated inhabitants of Nurn, although some believe this distinction belongs to the Hist. The ancestors to the beast people, the Argonians and Khajiit, existed at the time in aboriginal, preliterate communities, and were easily displaced by the more advanced Aldmer. The Aldmer allegedly came from a lost city-continental called Aldemaris, but a number of sources - including the revered Elder Scrolls - claim that this is pure myth.

As the Aldmer spread throughout Tamriel, they evolved away from one another, physically and culturally, into the various types of Mer known today. Some remained in Summerset Isle and became the Altmer. The first emigrants to the mainland settled in Valenwood and became the Bosmer. Morrowind was colonized by both the Dwemer and later the Chimer (forerunners of the Dunmer). There were also the Ayleids of Cyrodiil, the Falmer of Skyrim, the Maormer of Pyandonea, and the Orcs or Orsimer, a group of Altmer who worshipped Trinimac and were transformed when he became Malacath. They then migrated to the province of High Rock and founded Orsinium. High Rock is also home to the Bretons, mixed-blood descendants of the native Nedes and (non-Orc) Aldmeri settlers.

The modern Altmer are believed to resemble the original Aldmer. The Altmer today hold their ancestors in great reverence and constantly strive to emulate their ways; it has even been alleged that they selectively breed for Aldmer-like features.

Aldmer Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Aldmer Characters. Although not every Race receives an Item in from every category.

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>BS</th>
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<th>Ag</th>
<th>Int</th>
<th>Per</th>
<th>Wp</th>
<th>Fel</th>
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</thead>
<tbody>
<tr>
<td>Aldmer Baseline</td>
<td>20</td>
<td>20</td>
<td>17</td>
<td>20</td>
<td>23</td>
<td>20</td>
<td>26</td>
<td>20</td>
</tr>
</tbody>
</table>

Traits: Elemental Weakness (All) (50), Power Well (75), Resistance (Disease) (2).

Atmorans (proto-Nords)

Atmora is only known through its relationship with Tamriel. Ancient myths suggest Auri-El first brought the land under Elven rule, but Shor and others eventually led men to victory against their oppressors, overthrowing them. It is unknown when the proto-Nords began to migrate to Tamriel, only that they came in waves over an extended period of time. Tamriel served as a "safety valve" for people who, for whatever reason, could not stay in Atmora. The last known major migration was during the era of the Atmoran king Ysgramor and his sons, Yngol and Ylgar, who came to Tamriel fleeing civil war in Atmora in the late Meretic Era, along with many others who sought peace.

The proto-Nords became the victims of a genocidal massacre known as the Night of Tears. Ysgramor and his two sons fled back to Atmora and assembled a massive army, the Five Hundred Companions, to reclaim their lands and seek vengeance upon the elves. At the shipyards of Jylkurfyk, and possibly elsewhere, a massive navy was built to carry them across the Sea of Ghosts. Ysgramor and his Companions left Atmora and successfully established human dominance in modern-day Skyrim, which persists to this day (despite persecution by the Thalmor and the influx of many Dunmer refugees in the Fourth Era). Under the reign of High King Harald in the second and third centuries of the First Era, Skyrim was first established as an independent kingdom: all holdings in Atmora were relinquished, and Atmoran mercenaries left Skyrim and purportedly returned to their homeland. More Atmorans arrived at Tamriel over the centuries, such as Ysmir Wulfarth, an Atmoran-born High King of Skyrim in the fifth and sixth centuries of the First Era. Atmora eventually experienced some sort of natural disaster where the once-green land was overcome by "the freezing", making it largely uninhabitable (not that was very temperate to begin with). It began around the time of Ysgramor’s migration. The last “invasion” was in 1E 68, when two Atmoran ships laden with corpses begged to make port in Tamriel.

Society and Religion

Early Nordic society is reflective of Atmoran society; many Nordic customs were inherited from Atmora, and the continent 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. While they were considered one race, there is some suggestion of regionally distinct racial groups, such as the "sinewy long folk" whose "ruddy skin matched the dawn" that inhabited the eastern edge of Atmora.

The Atmoran settlers brought with them traditions such as naming ceremonies and their religion of animal worship. Of course, this was before the Dragon War, and the Dragon Cult still reigned. The dragon priests demanded tribute and set down laws and codes of living that kept peace between dragons and men, and they were apparently much more benevolent in Atmora than the tyrannical priest-kings that ruled in Tamriel. Ysgramor, considered the first human historian, is credited with developing a runic transcription of Eldritch principles, which could have a basis in Atmoran society. Ancient demons of Nordic culture such as Herma-Mora first became threats in Atmora.

Atmoran Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Atmoran Characters. Although not every Race receives an Item in from every category.

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>BS</th>
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</thead>
<tbody>
<tr>
<td>Atmoran Baseline</td>
<td>20</td>
<td>20</td>
<td>23</td>
<td>20</td>
<td>17</td>
<td>17</td>
<td>20</td>
<td>23</td>
</tr>
</tbody>
</table>

Traits: Elemental Resistance (Frost) (75), Elemental Resistance (Shock) (50), Resistance (Cold).
Ayleids (Wild Elves or Heartland High Elves)

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

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

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

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

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

Society and Religion

The Ayleids were the original founders of the Imperial City, although it was a fortress called Temple of the Ancestors in those days. They spoke a language now referred to as "Ayleidoon", a derivative of Aldmeris which was once the language of the human Cyrodiils as well. Much like the lost Dwemer (whose ruins can be found in Hammerfell, Skyrim, and Morrowind), many Ayleid ruins can be found in Cyrodiil. These underground cities can prove deadly for adventurers, hiding such dangers as traps, monsters, undead, and criminals that hide out in the ruins. Many would-be treasure hunters have died trying to plunder their vast riches. Their cities were amazing feats of architecture, ranging from small settlements to gigantic, labyrinth-like metropolises; they also seem to have had a firm grasp of the magical arts, as many of their ruins contain stones filled with magicka essences harvested from the sky and they developed what came to be called the school of Alteration as they were skilled in magics such as shape-shifting and levitation. They were usually devout worshippers of Daedra, and even attempted to gain their power, blessings, and military aid. As for their appearance, like all elves, they were most likely thin and lean with pointed ears and angular facial features. Complexity-wise, they were lighter than dark elves though darker than high elves.

Ayleid Characters

The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Ayleid Characters. Although not every Race receives an Item in from every category.

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
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</tbody>
</table>

Traits: Elemental Weakness (All) (25), Power Well (25), Resistance (Disease) (1).

Other: -10 Penalty to Fellowship based Skill Tests to interact with men of any kind.

Chimer (Changed Ones)

The Chimer (changed folk or Changed Ones) were a sect of Aldmeri dissidents who abandoned the ways of Summerset Isle and embarked on a great exodus to Morrowind. They followed the prophet Veloth, who spoke to them on behalf of Boethiah, Prince of Plots, and two other Good Daedra. The teachings of Veloth and the Daedra spawned a new culture on Tamriel and a new people, though the Chimer were physically indistinguishable from their former compatriots. Henceforward, the exiles were known as the Velothi. The term can be used in a general sense for the Dunmer as well, though it carries a specific meaning referring to ex-Ashlanders who have abandoned their nomadic ways.

Morrowind at the time of exodus was known as Dwemereth, after the enigmatic dwarves who already lived there. The exiles settled there and flourished, developing what is now known as Velothi High Culture, based on their worship of the three Good Daedra and respect for the House of Troubles. The ruins of Velothi Towers that now dot Morrowind are attributed to this period. Sometime around the rise of the First Empire of the Nords in Skyrim, the Velothi civilization broke down into a relatively primitive collection of clans and tribal warfare. The so-called Dunmer Strongholds of Morrowind were most likely built at this time, for defense against Nordic raiders and other Chimer. Such dishonor allowed Skyrim to conquer Morrowind. The Nords ruled Morrowind, now called Resdayn, for many years, until infighting of their own (the War of Succession) allowed the Chimer and Dwemer to form an alliance and oust the occupiers. This was the era of the First Council, when the modern Great House system was in its infancy but already developing, with Indoril Nerevar and his three advisers (the Tribunal) at the fore. As every student of eastern history knows, the union did not last long.

At the climax of the War of the First Council, the Chimer received their name as they were transformed into the ashen-skinned Dunmer. Most Dunmer attribute this to the curse of Azura. The
The curse of Azura was a curse in which it is believed Azura thought (and was probably correct) that the Tribunal had killed Indoril Nerevar during a ritual to summon Azura to ask the Daedra what they should do next. Azura appeared anyway (Nerevar now dead) and was furious with Almalexia, Sotha Sil, and Vivec for having killed the war-hero. She cursed them by turning their eyes "as red as the volcano lava" and their skin "as black as their hearts". Now that all the Chimer had been changed into Dunmer, Azura told them they were cursed (as well as another sort of threat) and the Tribunal laughed at the Daedric Prince. They took the Heart of Lorkhan and ascended to god-hood.

Chimer Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Chimer Characters. Although not every Race receives an Item in from every category.

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
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<td>17</td>
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<td>20</td>
</tr>
</tbody>
</table>

Traits: Elemental Weakness (All) (50), Power Well (75), Resistance (Disease) (1).

Dwemer (Deep Elves)
The Dwemer, the "people of the deep", are a fabled "Lost Race" of Mer from Dwemereth, which mostly consisted of modern-day Morrowind, where they are believed to have been the most prolific, though they also had a strong presence in Hammerfell, High Rock, and Skyrim. Meric races use the term "Dwemer", which translates to "Deep-Elves" or "Deep Folk". Men commonly refer to them as Dwarves. The early history of the Dwemer is still clouded in mystery. There is no known story of their dissociation from the Aldmer, which must have occurred very early in Tamrielic history, as their society bore few correlations with that of the Altmer besides some similar legal principles. The Dwemer built elaborate underground cities near and beneath mountain ranges, including the Velothi Mountains and Red Mountain, and in the mountains of the isle Stros M’Kai. Many misconceptions about them have abounded for centuries: scholars long thought that most Dwemer ruins which dotted Tamriel outside Morrowind were mere outposts and that there were few significant Dwemer settlements elsewhere until 1E 420. The presentation of the Dwemer in fictitious but popular novels like the Ancient Tales of the Dwemer has also lodged an inaccurate impression of them in the popular consciousness, painting them as familiar, comfortable characters very similar to humans. In reality, they are better described as having been fearsome, unfathomable, and even cruel, though also careful, intelligent, and industrious. Their society consisted of free-thinking yet reclusive clans devoted to the secrets of science, engineering, and the arcane until they mysteriously disappeared around 1E 700.

History
The history of the Dwemer is mostly a record of their conflicts with other races and each other, and the timeline is imprecise for many of these events. They purportedly settled along the coasts of Morrowind and founded Dwemereth. They became involved in clashes with the newly-arrived Chimer in the Late Middle Merethic Era over land, resources, and religion. The Dwemer also inhabited modern-day Skyrim during the earlier centuries of the First Era, and had numerous clashes with the Nords who lived there.

While King Harald is credited with driving the last of the "elves" out of Skyrim before the end of his reign in 1E 221, this is mostly likely referring to conflicts with the Falmer and possibly other elves, as the Dwemer kept inheriting a number of city-states stretching from the Velothi Mountains as far west as Markarth in what is now the Reach. The city-states burrowed deep underground, masking their true size, and several of them were linked by the gargantuan cavern known as Blackreach (or "FalZhardum Din" to the Dwemer). They clashed often with the Nords, but were never seriously threatened until the third century of the First Era, several decades after Harald's reign, when the Nordic armies under High King Gellir experienced unusual success in conquering Dwemeri cities. Scholars believe that several decades before, an alliance emerged between four city-states led by Arkngthamz, a Dwemer research center, to develop technology to harness the power of the Aetherium crystal, but the alliance became a victim of its success and crumbled quickly. All of the city-states in Skyrim are thought to have entered into a crippling war over the Aetherium crystal and the means of harnessing it. After decades of this underground war, the Nords were able to sweep the weakened Dwemer out of their city-states and hold them for a century before the the Dwemer could muster the strength to reclaim them.
The Falmer, meanwhile, had not actually been driven out of Skyrim by Harald, either; many of them sought sanctuary with the Dwemer. Although they agreed to protect the Falmer, the distrustful Dwemer rendered them blind by forcing them to consume toxic fungus found growing deep underground. Over several generations, the Falmer became servants of the Dwemer, and then their slaves. Clashes continued with the Chimer in Morrowind, and the two races apparently disliked each other greatly. Dwemer culture was agnostic and preferred reason to faith, while the Chimer were staunch Daedra-worshippers. However, the Nordic invasion and conquering of present-day Morrowind under High King Vrage around 1E 240 brought a common enemy the Chimer and Dwemer could unite against. Dumac Dwarking and Indoril Nerevar forged an alliance which ultimately succeeded in repelling the invaders in 1E 416, leading to the First Council of newly-named Resdayn.

In 1E 420, the militaristic Rourken clan opposed the accord with the Chimer and chose self-exile. Their chiefain is said to have thrown the Volendrung Hammer across Tamriel and led his clan to wherever the hammer fell, an image which has been depicted in a number of ruins in Hammerfell. The Rourken named the land "Volenfell," which later was somewhat mistranslated to "Hammerfell".

Meanwhile, in Skyrim, after generations of subjugation, the Falmer rebelled, leading to the War of the Crag, another massive Dwemer war which was waged far below the surface while the Nords above remained oblivious. The war lasted decades, and only ended when the Dwemer did.

The Dwemer inexplicably disappeared during the Battle of Red Mountain, the biggest and final battle of the War of the First Council. The Tonal Architect Lord Kagrenac of the Dwemer constructed Kagrenac's Tools to harness the powers of the Heart of Lorkhan, which the Dwemer had discovered beneath Red Mountain. When the Chimer found out, they considered this aim blasphemous and sought to stop it. Kagrenac's goal remains unclear, but it is believed he sought to heighten his race to Anumidum. The disappearance of a whole race in an instant sparked many theories, but is generally thought to have followed this attempt to use the tools on the Heart, and simply coincided with the war. It appears that the Dwemer were conflicted on their use of the Heart. Some opposed its use, warning that massive side effects were likely, while the majority of the Tonal Architects, including Kagrenac, and Bhuand Mzahnheh (who wrote The Egg of Time which downplayed the risks of tampering with the Heart of Lorkhan) wished to proceed.

It appears all members of the Dwemer race were simply removed from the world. When the previously untouched Dwemer ruins of Bamz-Amschend in Mournhold were rediscovered, numerous piles of ashes were present next to weapons and Armor, on chairs, and in beds, suggesting the Dwemer's bodies were suddenly reduced to ash in some way. In 4E 201, Arniel Gane, a researcher at the College of Winterhold in Skyrim, attempted to recreate the circumstances of the Dwemer's disappearance after obtaining Keening, one of Kagrenac's Tools, but vanished suddenly in the process, strengthening the theory that Kagrenac's use of the tools was the cause of the disappearance. Some scholars still resist the notion that the Dwemer disappeared all at once.

A theory also exists that their sudden extinction was caused by their reversal of the usual processes involved in the Earth Bones, the laws of nature. Rather than creating the profane by commanding the sacred, such as in Conjuration magic or Daedra worship, they sought to create Anumidum, their own sacred, from the "deaths of the profane." Vivec, the warrior-poet god of the Dunmer, similarly believes that the disappearance of the Dwemer is in some way owed to their "divine sin"—attempting to create a god for their own purposes from the remains of the god Lorkhan. Whether their use of Kagrenac's Tools in this process or simply their intentions resulted in their extinction remains unclear in this theory.

According to Chimarvamidium, the Dwemer possessed an ability that was known as "The Calling," which seems to have been similar to telepathy. It allowed the Dwemer to communicate with each other over great distances. It has been suggested that, in the last moments before they disappeared, Lord Kagrenac used The Calling to summon all of the Dwemer people and rally them to carry out his plans to transcend the Mortal Plane. Whether this was related to their demise or not is uncertain.

Society and Religion

The Dwemer appear to have been a highly technologically advanced and particularly dogmatic race. Others races have still not cracked the secret behind their metal. Their weapons were simple but effective; weaponsmiths relied on creating quality Materials first, and merely allowed the form of those Materials to flow from the method of the weapon's use. Their mastery of steam and geothermal power through tapping into the natural lava sources under Morrowind allowed them to create airships, sentient machines, mechanical observatories, and lighting systems that continued to work for centuries without any maintenance. Most of their settlements are still inhabited by Animunculi, enchanted mechanical guardians, commonly known as "Centurions" or "Spheres." They appear somehow linked to their place of origin, and will lose power if removed from the vicinity. This may explain why many Animunculi remain active even after so long, and supports the theory that they are strongly influenced by magic. Additionally, it appears that some Animunculi are capable of interpreting the actions of people around them - in a sense, 'perceiving' their intent - and responding accordingly. The Dwemer were somewhat comforted by their ability to empower lifeless fabrics into active beings, denying the organic power of the gods while at the same time transcending the mortal systems of life. This culture, often seen as sheer arrogance by others, allowed their technological capabilities to accelerate well ahead of any other race. In addition, the Dwemer also appear to have dabbled extensively and somewhat successfully in some of the more divine (or arcane) arts and sought to harness the supernatural powers of the Divines within their mechanical technology, even keeping an Elder Scroll within the massive underground complex of Blackreach in Skyrim.

It is unknown whether the Dwemer worshipped any gods. However, it is known that they despised and scorned the Daedra, and mocked the "foolish" rituals of their followers, "preferring instead their gods of Reason and Logic". These may be metaphorical or literal terms; Vivec, the author, capitalized them in his writings which could be interpreted as an emphasized admonishment of their idolatry by means of substituting spiritual worship with absolute faith in those ideas. It could also be meant to suggest some sort of deified representation of those ideas or aspects of Dwemer thought. Since the Heart of Lorkhan offered...
some form of shared spiritual link amongst the Dwemer attuned to it - this could also refer to the collective reason and logic of the Dwemer people given voice through the powers of tonal architecture and the heart of a dead god.

Dwemer Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Dwemer Characters. Although not every Race receives an Item in from every category.

<table>
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<th>WS</th>
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</table>

Traits: Elemental Weakness (Frost) (25), Power Well (25), Resistance (Disease) (1).

Powers: The Calling
Other: Dwemer Characters take a -10 Penalty to Survival (Int) Skill Tests made above ground.

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

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

Unknown to the Nords, many Falmer sought sanctuary with the Dwemer of Skyrim. The Dwemer agreed to protect the Falmer, but did not trust them. The Dwemer forced their Falmer guests to consume a type of toxic fungus found growing deep underground which rendered them blind. The Falmer became servants of the Dwemer, and then their slaves. The Dwemer made the fungus an essential part of their diet, ensuring that all future generations would be as powerless as their current slaves. The Falmer were embittered by this betrayal, and rebelled against their dwarven masters. They constructed the Great Statue of Irkngthand, which contained the "Eyes of the Falmer", two massive gems embedded in the eye sockets. The Falmer fled deep into Blackreach, a gigantic cavern inhabited by the Dwemer. Thus began the War of the Crag, a bloody war between the Falmer and the Dwemer which took place far below the surface of Skyrim. Sai, the god of luck, attempted to help the Falmer, likely around this time, but they were very hard to find and unfriendly towards him. Mara later condemned the ice elves, and considered them "gone altogether and forever". In 1E 700, when the Dwemer disappeared, the Falmer were left to spread freely throughout Blackreach. However, centuries of subterranean slavery, combined with their permanent blindness, had left the Falmer crippled, and years of fighting the Dwemer had left the race bloodthirsty and brutal.

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

There are two types of Falmer Characters: Pre and Post Slavery Falmer.

Pre-Slavery Falmer Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Pre-Slavery Falmer Characters. Although not every Race receives an Item in from every category.

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</table>

Traits: Elemental Resistance (Frost) (75), Power Well (50), Elemental Weakness (Fire) (50), Resistance (Cold) (2).

Betrayed/Post-Slavery Falmer Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Betrayed/Post-Slavery Falmer Characters. Although not every Race receives an Item in from every category.

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<td>26</td>
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</table>

Talents: Honed Senses (Hearing) (Per)
Traits: Resistance (Poison), Resistance (Cold) (2), Blind, Elemental Weakness (Fire) (50), Sun Scarred.
Other: Falmer Characters take a -10 Penalty to Survival (Int) Skill Tests made above ground, and suffer a -15 Penalty to Fellowship based Tests to interact with non-Falmer.

Powers: Ears of the Betrayed
Kothringi

The Kothringi are a silver-skinned tribal people indigenous to Black Marsh. Once considered the only humans native to Tamriel, they are now known to have shared the continent with many other tribal groups. The last of the Kothringi were supposedly exterminated by the Khnaten Flu that started in 2E 560, although some of the infected fled on a ship westward, away from Tamriel, never to be seen again.

Little detail is known about the Kothringi. They generally preferred to go naked, although a few wore clothes when outside their native land. They appear to have worshipped a god named Z'en—a God of Toil—as well as Mara. The Empress Tavia, wife of Reman III, the last ruler of the Reman Dynasty, had a Kothringi knight named Zuuk with whom she conspired to assassinate her husband.

Kothringi Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Kothringi Characters. Although not every Race receives an Item in from every category.

Kothringi CharacteristicBaseline

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Skills: May begin play with the Survival (Int) Skill.
Traits: Resistance (Poison/Toxic (2)), Resistance (Disease) (1).

Maormer (Sea Elves)

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

Maormer Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Maormer Characters. Although not every Race receives an Item in from every category.

Maormer CharacteristicBaseline

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Skills: May begin play with the Trade (Sailor) (Int) Skill.
Traits: Elemental Weakness (Shock Damage) (25).
Other: Maormer Characters receive a +5 Bonus to Stealth (Ag) Skill Tests. They also receive a +5 Bonus to Survival (Int) Skill Tests and Athletics (S) Skill Tests relating to water, ships, or the ocean.
Powers: Serpent Tongue

Nedes

The Nedes (more commonly known as Nedic peoples) were a race of men who were widespread in Tamriel until the First Era, when they were absorbed into the bloodlines of the modern human races. Their Characteristics and ancestry are unknown because of conflicting historical accounts and definitions of the word, but modern-day Cyrodilis (especially the Nibenese) are known to be their closest relatives. The true story of their origins became lost and confused during Tamriel’s violent past, and is now a subject of debate among students of history. Efforts to interpret surviving records have given rise to several schools of thought, and some explanation is needed to separate fact from the overlooked details and possible propaganda of official accounts.

The Nedic peoples, though often neglected by the written histories, contributed greatly to the culture and attributes of the modern human races. The Bretons trace their lineage back to the early Nedic inhabitants of High Rock who intermingled with the Direnni Altmer of the region, as well as Atmoran slaves taken from Skyrim. At the time of the Alessian Rebellion, the Nedes were a prominent tribe of Cyrodil, having shared it with the other tribes of the region for generations. Thus, the modern Imperial is a product of many bloodlines: Nordic, pre-Ysgramor Atmoran, and that of the many indigenous tribes, such as the Keptu and Kothringi. Long before Ysgramor’s return and the final wave of migration from Atmora, the Nedic peoples populated coastal settlements in western Cyrodil, Hammerfell, and possibly Morrowind. The Nedic peoples, whether this term refers to pre-Ysgramor Atmoran, one tribe out of many, or all of them together, played a lasting role in the development of the continent.

In most situations, using one of the “modern” human races is preferable, as little is known about the Nedes. But in the event the GM is running a campaign in an early Era, then it may be necessary for the Players to create Nedic Characters.

Nedic Characters
The following Characteristic baseline, Skills, Talents, Traits, and Powers apply to all Nedic Characters. Although not every Race receives an Item in from every category.

Nedic CharacteristicBaseline

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Chapter 9: Artifacts, Allies, and Adversaries

“The following are notes I have gathered, over the past centuries, of items of unimaginable significance. All have been seen, owned, and lost, again and again throughout Tamriel. Some may be myth, others may be hoaxes, but regardless, many have lost their lives attempting to find or protect these very coveted items.”

– Yagrum Bagarn, “Tamrielic Lore”

This Chapter contains Profiles for a number of famous Artifacts, as well as NPCs and Creatures that may be encountered during your adventures in Tamriel. It is intended to be a reference for the GM when crafting scenarios. Enjoy!
9.1 Artifacts

Tamriel is home to many legendary Artifacts, most the creations of gods. This Section provides Stat Profiles for many of these exciting treasures in the event that you as the GM desire to use one in your campaign. We will not, however, provide a cost or availability for these items, as they are all truly priceless artifacts. Many of these items seem to have minds of their own, and so it is not impossible for one to make its way into the hands of your party or their enemies!

Adamantine Helm of Tohan

The Adamantine Helm of Tohan is a legendary Adamantine artifact. The helmet is medium weight, while still being very durable and offering superior protection. It has an immensely high potential for enchantment. Nothing is known of Tohan or the helm's origins. The helmet came to rest in the ruins of Onnissiras, a shrine to Sheogorath located on a small island in the Sheogorad region of Vvardenfell, far west of Dagon Fel. It was kept in a tightly locked chest, openable only by key. In the late Third Era, a Dunmer man by the name of Norrine attempted to cleanse the ruins, but was slain by the Daedra worshipers. Years later, in 3E 427, his sons, Daris and Dalin Norrine, set out to avenge their father and cleanse the ruins. Following rumors of the Helm of Tohan, the Nerevarine arrived at Onnissiras. The brothers disagreed on whether to accept the Nerevarine's aid or not. It is unknown how the events unfolded, but the ruins were cleansed of worshipers. The brothers handed the Nerevarine the key to the chest which contained the helm, and it was taken from the ruins.

Note: The Adamantine Helm of Tohan counts as an Adamantine Helmet that provides superior protection and enchantment potential: it counts as having a maximum Soul Energy of 600 instead of the regular 400 that Adamantine possesses.

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adamantine Helm of Tohan</td>
<td>7 (Head)</td>
<td>1.3</td>
<td>Heavy, Sturdy (1)</td>
</tr>
</tbody>
</table>

Auriel's Bow

Auriel's Bow is an artifact created and used by the Elven god Auriel, an aspect of the Imperial Akatosh, the Dragon God of Time. Although it takes the form of a modest Elven Moonstone bow, it is one of the most powerful weapons on Tamriel.

The bow draws its power from Aetherius itself, channeling it through the sun. It has the ability to turn any arrow into a "missile of death", although its enchantment effects vary: it has been known to cause magical fire or shock damage, drain an opponent's stamina and magicka reserves, or harness the power of the sun. It can also make the wielder immune to lesser attacks, and is especially devastating when used against the undead. Occasionally it can be seemingly unenchanted. Without Auriel's power behind it, however, the bow uses its own store of energy for its power. Once exhausted of this energy, the bow will vanish, abandoning its owner to reappear elsewhere.

Because of its link to Auriel, the bow can manipulate the sun in various ways. It was involved in a prophecy recorded in the Elder Scrolls, which foretold that the bow would be used to block out the sun. The bow is twinned with Auriel's Shield. It purportedly smells like Ash Yams, a vegetable native to Morrowind and Solstheim.

In the Dawn Era, the bow was said to have been carried into battle by Auriel himself, against the forces of Lorkhan during the Ehlnofey wars. When Trinimac defeated Lorkhan and tore out his heart, Auriel fastened it to an arrow shot it long into the sea, where Red Mountain eventually formed.

The bow was traditionally held by the Chantry of Auriel, a Falmer organisation based in the secluded Forgotten Vale of Skyrim. The Falmer had discovered how to use the bow's ability to harness the power of the sun to greater effect, through the use of Sunhallowed Elven Arrows. These arrows could be fired at an enemy for massive sun damage, or could be fired directly at the sun to use its rays to strike down all foes in the surrounding area. Due to its isolation, the Chantry avoided being enslaved by the Dwemer or killed by the Nords.

The bow's involvement with the Tyranny of the Sun prophecy began when Vyrthur, the Arch-Curate of Auriel, was infected with Vampirism by one of his own initiates. Despite Vyrthur's devotion to Auriel, the god turned his back on him when he became undead. He swore revenge against Auriel; unable to kill a god, Vyrthur instead sought to destroy his influence on Nirn, by blocking the sun. To achieve this, he needed to create a Bloodcursed Elven Arrow, which involved cursing a mundane Elven arrow with the blood of a Daughter of Coldharbour, i.e. a pure-blooded female Vampire Lord who had received the disease directly from its creator, Molag Bal. Vyrthur allied himself with the Betrayed, the degenerated Falmer who has been crippled by the Dwemer and by centuries of living underground, and killed most members of the Chantry, claiming control of Auriel's Chapel to lay in wait for the prophecy to come true.

For hundreds of years, the bow appeared throughout Tamriel, with its most recent appearances being subject of gossip. The bow was uncovered by the Eternal Champion during the Imperial Simulacrum, in the province of Valenwood, Skyrim or Elsweyr (accounts vary). In the events leading up to the Warp in the West, a clue to the bow's location was discovered by a witch living in the Iliac Bay region. In return for kidnapping the witch's great-granddaughter to become the witch's successor, she revealed the clue to a questing member of a knightly order, who retrieved it from the dungeon where it lay. A fake copy of the bow also appeared in the Iliac Bay around this time; it
was created by a mage in an attempt to bribe an agent of Nocturnal who has been sent to assassinate him. The fake bow functioned identically to the true artifact, but after several days it crumbled to dust.

Later in the Third Era, the bow was claimed by Ralyn Othravel, a Dunmer Ordinator and a member of the Tribunal Temple stationed at Ghostgate, a small military settlement along the Great Ghost Fence on Vvardenfell. In 3E 427, Mistress Therana, an eccentric Councillor of Great House Telvanni, discovered the bow’s location through unknown means, although she claimed she could smell its Ash Yam scent. A member of House Telvanni took the bow from Ralyn Othravel and gave it to Therana, who grudgingly accepted it. Later that year, the bow was sold to Torasa Aram, who put it on display in her Museum of Artifacts in Mournhold.

In 4E 201, the Tyranny of the Sun prophecy was realised with the awakening of Serana, an ancient Daughter of Coldharbour, by the reformed Dawnguard. Serana was the daughter of Lord Harkon, the leader of the Volkihar vampire clan, who had spent centuries attempting to fulfill the prophecy. The prophecy brought Serana and the Last Dragonborn to the Forgotten Vale, where they encountered Knight-Paladin Gelebor, the single survivor of his brother Vyrthur’s attacks on the Chantry of Auriel. The two ventured into the ruins of the Falmer chapel and defeated Vyrthur, who had planned to use Serana’s blood. Auriel’s Bow was retrieved and used to slay Lord Harkon, although it is unknown if Serana and the Dragonborn sided with the Volkihar or the Dawnguard.

Note: Auriel’s Bow functions as a Moonstone Longbow with several additional qualities and an additional unique Effect: Attacks made with the Bow that cause Damage to targets with the Undead Trait and deal an additional 1d10 Fire Damage that ignores all mitigation and automatically sets them on fire. Additionally, it counts as having a maximum Soul Energy of 600 for the purposes of Enchanting.

### Auriel’s Bow

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<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Rng</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
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<tbody>
<tr>
<td>Auriel’s Bow</td>
<td>Ranged</td>
<td>Bow</td>
<td>2H</td>
<td>50m</td>
<td>2d10+2 R</td>
<td>0</td>
<td>2.1</td>
<td>Dire (6), Reload (Full), Tearing, Devastating (1), Proven (5)</td>
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### Auriel’s Shield

Auriel’s Shield is an artifact created and used by the Elven god Auriel, an aspect of the Imperial Akatosh, the Dragon God of Time. It takes the form of a small shield, sometimes rounded, made from either ebony or moonstone. It has several magical abilities that help to make its wielder nigh invulnerable. Its known enchantments include resistance to fire, shielding from either magical or physical attacks, healing properties, magical armor enhancement, and spell reflection. Sometimes it also appears to be seemingly unenchanted. The shield has the ability to absorb the power of blocked attacks; this energy can then be released by bashing an opponent with the shield, delivering a devastating physical blow. Its shielding ability is supposedly unsurpassed. The shield is twinned with Auriel’s Bow. Like many great artifacts, the shield has a a life and personality of its own, and does not feel bound to its user. A popular fable tells of it abandoning its owner in her greatest hour of need, but this story is thought to be apocryphal.

The shield was uncovered by the Eternal Champion during the Imperial Simulacrum, in either High Rock or Summerset (accounts vary). In the events leading up to the Warp in the West, a clue to the shield’s location was discovered by a witch living in the Iliac Bay region. In return for kidnapping the witch’s great-granddaughter to become the witch’s successor, she revealed the clue to a questing member of a knightly order, who retrieved it from the dungeon where it lay.

Near the end of the Third Era, the shield was recovered by Drelyne Llenim, a Dunmer Buoyant Armiger stationed at Ghostgate, a small military settlement along the Great Ghost Fence on Vvardenfell. In 3E 427, the shield is said to have been forcibly taken from Llenim by the Nerevarine, who then sold it to Torasa Aram. Aram put the shield on display in her Museum of Artifacts in Mournhold.

By 4E 201, the shield had come to the Forgotten Vale of Skyrim, once the stronghold of the Chantry of Auriel. Through unknown means, the shield was obtained by an anonymous Falmer Warmonger, a member of the Betrayed, whose ancestors had been blinded by the Dwemer and crippled by centuries of living underground. The Falmer used the shield to fight many Frost Trolls in a secluded forested region of the Vale. The Last Dragonborn located this Falmer and reclaimed the shield.

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auriel’s Shield</td>
<td>5</td>
<td>1.7</td>
<td>Medium, Sturdy (2), Enchanted (Constant, Ward, 70 (7), 0/600)</td>
</tr>
</tbody>
</table>
Azura's Star

Azura's Star is a Daedric artifact created by the Daedric Prince Azura. In appearance, it looks like a large, intricately designed throwing star or gemstone, with eight star-like prongs. In the right hands, Azura's Star acts as a reusable soul gem of almost unlimited capacity. This makes it highly sought by mages and assassins. It can only capture white souls, but was once corrupted by mortals to trap black souls instead, becoming the Black Star. The Star is often used as a symbol of Azura.

An unknown agent of the Blades received the Star from the previous owner, a worshipper of Azura, in return for killing a healer in the Iliac Bay area who had insulted the Prince. Between 3E 411 and 3E 412, two friends named Charwich and Koniinge searched for the Star. It was discovered that a man named Hadwaf Neithwyr had summoned Azura in the town of Tel Aruhn in Morrowind and had accepted the Star. He then returned to High Rock, where he and his sister Peryra attempted to kill the lycanthropic caretaker of their family graveyard to power the Star. They failed, and the caretaker hid their remains in one of the crypts. Charwich found the Star, and tricked Koniinge into thinking he was dead by sending misleading letters. Charwich and his fiancée Lady Elysbetta Moorling ran away with the Star, using it to become wealthy and powerful. Eventually the Star vanished, and Koniinge caught up with both of them and killed them. The letters between the two have been published in the Charwich-Koniinge Letters series of books.

The Star was returned to the mortal realm when the Nerevarine did a service for Azura in 3E 427. She and Sheogorath had a wager that Azura's priestess, Rayna Drolan, could live in silence for one hundred years. The time was almost up, so Sheogorath sent his servants to disturb the priestess on her island in the Sheogorad region of Vvardenfell. The Nerevarine banished the Mad God's Daedric servants, and was given the Star in return. In 3E 433 the Star was again given as a reward, to an adventurer who visited Azura's shrine in the Jerall Mountains of Cyrodiil. Azura sent the adventurer to cleanse a nest of vampires who had once been her worshippers. Their eternal suffering pained her, so she unsealed their prison in order for the adventurer to put them to rest. In the same year, the Star was needed by Martin Septim to open a portal to the realm of Gaia Alata, Mankar Camoran's Paradise. The Champion of Cyrodiil was sent to recover the Star from the cave where it was held, and took it from the shrine's pedestal found within. The Star was consumed in Martin's ritual, and was not seen again for many years.

Some time in the second century of the Fourth Era, one Malyn Varen, a teacher at the College of Winterhold with a scholarly interest in soul gems, came into possession of Azura's Star and began to study it along with a few colleagues and students. Unknown to the others, Varen was dying and was trying to find a way to trap his own soul in the Star, becoming immortal. This research drove him insane, partly due to the visions sent to torment him by Azura, until one day he killed a student and used her soul in his experimentation. He was banished from the College, after which he and a few loyal disciples moved to Illinalta's Deep, an abandoned Imperial fort which sunk into Lake Illinalta. This band of rogue necromancers continued their experimentation, and Varen eventually succeeded in corrupting Azura's artifact to accept black souls, renaming it as the Black Star. Varen eventually died, but his soul remained, trapped in the Star.

In 4E 201, the Dragonborn was summoned to the Shrine of Azura north of Winterhold, built by the Dunmer refugees who fled from Morrowind. Aranea Ienith, Azura's priestess, tasked the Dragonborn with finding her lost artifact. Azura's message led the Dragonborn to Nelacar, a mage living in Winterhold who was once a member of the college there. He knew of Varen, and directed the Dragonborn to Illinalta's Deep. There, the Dragonborn found the broken Black Star, and was captured by it. The interior of the Star consisted of crystalline paths suspended in a void, and was home to Varen and his Dremora minions. The Dragonborn destroyed Varen's soul, and had to decide whether to give the Star to Ienith, who would have Azura restore the artifact, or bring it to Nelacar, who offered to complete Varen's work and permanently corrupt the artifact, leaving it as the Black Star. It is unknown which option the Dragonborn chose.

• Azura’s Star
Azura’s Star acts as a Grand Soul Gem capable of being reused: it is not destroyed by the Enchantment process, the Soul inside is merely emptied.

• The Black Star
The Black Star is the corrupted version of Azura’s Star, and functions just like Azura’s Star except it can be used to trap Black Souls.
**Blade of Woe**

The Blade of Woe is a dagger that was given by Lucien Lachance to the future Listener of the Cheydinhal Dark Brotherhood chapter in 3E 433. In 4E 201, at the Skyrim chapter, The Blade of Woe belonged to Astrid, the leader of the only remaining Dark Brotherhood group. It was given to the new Listener after an assault on the sanctuary.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Blade of Woe</td>
<td>Melee</td>
<td>Blade</td>
<td>1H</td>
<td>1d5+3 R</td>
<td>3</td>
<td>.55</td>
<td>Fast, Dire (4), Enchanted (On-Strike, Drain (WP), 7, 15, 600, 600)</td>
</tr>
</tbody>
</table>

**Bloodworm Helm**

The King of Worms was said to have left behind one of his prized possessions, the Bloodworm Helm. The Helm is a construct of magically formed bone. The Helm allows the user to summon skeletons and control the undead. It is a prized artifact for necromancers.

**Note:** The Bloodworm Helm, while made of bone, counts as a Steel Helm with a unique effect. Once per day, the wearer of the helm may summon a Skeleton with the Bound (Caster) Trait. Additionally, the wearer of the helm can attempt an Opposed Willpower Test against any non-Vampire or Lich Undead, and on success they fall under his control. On failure, he gains a Level of Fatigue.

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Bloodworm Helm</td>
<td>2 (Head)</td>
<td>1.1</td>
<td>Medium</td>
</tr>
</tbody>
</table>

**Chillrend**

Chillrend is an artifact of unknown origins. It takes the form of a glass shortsword, although, unlike regular malachite, it is blue instead of green. Like other glass weapons, its handle was fashioned from rare metals and moonstone. Its enchantment varies in strength and properties, but it always causes magical frost damage to the opponent. Other known effects include causing a weakness to frost, or temporary paralysis.

The sword's first known owner was Valus Odiil, an Imperial adventurer who wandered Tamriel (or at least Hammerfell). Valus eventually settled down in Cyrodiil, and bought a farm outside the walls of Chorrol. However, his farm was continuously raided by goblins from the Great Forest, and the town guard refused to help. In 3E 433, unable to fight in his old age, he asked the Champion of Cyrodiil to aid his two sons in killing the goblins. After the battle, Valus passed on Chillrend to the Champion for keeping his sons safe, saying that he was going to spend the rest of his days in peace.

The sword later came into the possession of Mercer Frey, the Guildmaster of the Skyrim Thieves Guild. Mercer was a renowned thief, whose possession of the Skeleton Key gifted him with great luck. By 4E 201, Mercer had placed the sword inside a display case in the secret basement of Riftweald Manor, his house in Riften. The sword was stolen by the Last Dragonborn when Mercer's treachery was discovered by the Guild.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chillrend</td>
<td>Melee</td>
<td>Blade</td>
<td>1H</td>
<td>1d5+3 R</td>
<td>3</td>
<td>.55</td>
<td>Dire (3), Razor Sharp (2), Enchanted (On-Strike, Frost, 4, 12, 600, 600), Enchanted (On-Strike, Paralyze, 4, 16, 600, 600)</td>
</tr>
</tbody>
</table>

**Chrysamere**

Chrysamere, the Paladin’s Blade and Sword of Heroes, is an ancient claymore with offensive capabilities only surpassed by its defenses. It lends the wielder health, protects him or her from fire, and reflects any deleterious spells cast against the wielder back to the caster. Seldom has Chrysamere been wielded by an individual for any length of time, for it chooses not to favor one champion.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chrysamere</td>
<td>Melee</td>
<td>Blade</td>
<td>2H</td>
<td>2d10+2 R</td>
<td>2</td>
<td>4</td>
<td>Dire (All), Enchanted (On-Cast, Heal (Self), 40 (4), 15, 600, 600), Enchanted (On-Cast, Magic Resistance (Self), 40 (4), 10, 600, 600)</td>
</tr>
</tbody>
</table>
Daedric Crescent

The Daedric Crescent Blade is a Daedric artifact created by the Daedric Prince Mehrunes Dagon. It has the power to paralyze those it strikes, and puts heavy wear on their armor; it has also been known to create a green ball of energy, but its effects are unknown. There were once many Crescents, which were used by Dagon's forces to take the Battlespire during the Imperial Simulacrum. When the Empire later reclaimed the ruined academy, the Crescents were gathered up and destroyed - all but one. Unknown to the Empire, one of the unique blades remained in existence somewhere in Tamriel, although none had ever seen it.

In 3E 427, this last Crescent was discovered by the Nerevarine. It had been in the possession of Lord Dregas Volar, a Dremora who dwelled in the Daedric shrine of Magas Volar, a Daedric sanctuary inaccessible without teleportation. Divayth Fyr of Tel Fyr had come to possess an amulet which would teleport the wearer to the hidden shrine; the Nerevarine used the amulet and defeated Lord Volar, claiming the last known Daedric Crescent.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daedric Crescent</td>
<td>Melee</td>
<td>Blade</td>
<td>2H</td>
<td>2d10+3 R</td>
<td>3</td>
<td>4.4</td>
<td>Unbalanced, Dire (5), Enchanted (On-Strike, Paralyze, 6, 16, 600, 600)</td>
</tr>
</tbody>
</table>

Ebony Blade

The Ebony Blade, sometimes called the Vampire or the Leech, resembles an ebony katana, and its power is very dark indeed. Every time the Ebony Blade strikes an opponent, part of the damage inflicted flows into the wielder as raw power. The Blade itself may not be any more evil than those who have used it, but at some point in its history, a charm was cast on it so it would not remain with any one individual for long. The wizard who cast this charm sought to save the souls of any too infatuated by the Blade, and perhaps he was right to do so. It is an artifact of Mephala, Daedric Prince of deceit.

**Note:** The Ebony Blade removes half the Damage that it deals (after mitigation) from the one wielding it. Counts as Enchanted.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ebony Blade</td>
<td>Melee</td>
<td>Blade</td>
<td>1.5H</td>
<td>1d10+4 R</td>
<td>3</td>
<td>3.3</td>
<td>Fast, Dire (5)</td>
</tr>
</tbody>
</table>

Ebony Mail

The Ebony Mail is a Daedric artifact created by the Daedric Prince Boethiah. In appearance it looks like an ebony suit of armor, or often simply a cuirass. It can either be medium or heavy in weight. The artifact grants its wearer resistance to fire and magical attacks, magical protection from physical blows, quieter movements and the ability to poison enemies who get too close. The artifact was created before recorded history by Boethiah, and it is Boethiah alone who determines who should possess the Mail and for how long a time.

The Ebony Mail was uncovered in Black Marsh by the Eternal Champion during the Imperial Simulacrum. Just before the events of the Warp in the West, an unknown agent of the Blades in the Iliac Bay area summoned Boethiah in a search for power. In return for killing an innocent spellword who had displeased the Prince, the agent was gifted with the Ebony Mail from a worshipper of Boethiah. During the play A Hypothetical Treachery, a group of adventurers (Malvasian, Inzoliah, Dolectus and Schiavas) recover the Ebony Mail from the legendary Eldengrove of Valenwood. In the end, Inzoliah alone is left alive and sells the artifact to the king of Silvenar.

In 3E 427, the Nerevarine was sent by the Tribunal Temple at the request of Archcanon Tholer Saryoni to make a pilgrimage to Mount Assarnibibi, where Molag Bal oversaw the ninety-nine lovers of Boethiah, who gave birth to Almalexia. Upon completing the pilgrimage, the Nerevarine received the Ebony Mail and brought it to Tholer Saryoni. The archcanon wouldn’t accept it, saying it would be put to better use by the Nerevarine. The Nerevarine later sold it to Torasa Aram, who put it on display in the Mournhold Museum of Artifacts. In 4E 201, Boethiah tasked the Dragonborn with assassinating the Prince's previous champion and his group of bandits. The Dragonborn retrieved the Ebony Mail from the corpse of the ex-champion.

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Ebony Mail</td>
<td>7 (Body)</td>
<td>2.3</td>
<td>Medium, Resistant, Enchanted (Constant, Magic Resistance, 70 (7), 0/600)</td>
</tr>
</tbody>
</table>
Fork of Horripilation
The Fork of Horripilation is a cursed artifact created by the Daedric Prince Sheogorath. In appearance and in function, it is a mundane iron fork. However, Sheogorath is fond of forcing mortals to use it as a weapon, in which case it curses the wielder with Fork's Wound, a magical effect which stunts the wielder’s magicka or drains it completely. It is unknown what relation the fork has to horripilation.

In 3E 427, the fork was in the possession of Big Head, a mad Argonian hermit and a worshipper of Sheogorath who lived in a small shack on an island in the Sheogorad region of Morrowind. Big Head was obsessed with forks and spears, which he had filled his hut with. Sheogorath instructed the Nerevarine to kill a Giant Bull Netch with the fork. Big Head willingly gave the fork to the Nerevarine, who then killed the Bull Netch and returned the fork to Sheogorath to earn the Prince's favor.

In 3E 433, Sheogorath returned the fork to the Shivering Isles, his Plane of Oblivion. Rumors circulated among the mortal population of the Isles about its return. Big Head entered the Isles in search of the fork, which "sang" to him, and took up residence in Bliss, where he collected a great many forks. The fork was of great importance to both the Heretics and Zealots, two outcast religious factions. The Heretics had obtained possession of the fork and had taken it to Longtooth Camp, near the Gates of Madness on the Mania side of the Isles. However, news of this reached the Zealots, who launched an attack on the Heretic base. The Fork supposedly changed hands several times, with the Zealots bringing it to Hardscrabble Camp, their nearby base in Dementia, only to have it reclaimed by the Heretics.

Eventually, Big Head requested the assistance of Sheogorath's Champion, who then learned of its location from the beggar Bolwing. The Champion recovered the fork from the outcasts and returned it to the grateful Big Head.

Note: In game terms, the Fork of Horripilation functions as a Steel Dagger with a unique Effect: the wielder of the Fork has their Magicka completely drained, and it cannot be regenerated until they stop wielding the Fork.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fork of Horripilation</td>
<td>Melee</td>
<td>Blade</td>
<td>1H</td>
<td>1d5 R</td>
<td>0</td>
<td>.4</td>
<td>-</td>
</tr>
</tbody>
</table>

Goldbrand
The Goldbrand is an ancient artifact, which takes the form of a golden katana. It was created by the dragons of the North. According to the legends of thieves, it was given to a great knight who was sworn to protect the dragons. It contains the power of the Daedric Prince Boethiah, and burns those that it strikes. The sword is said to have a more powerful form known as Eltonbrand, which lends its wielder stamina and greater skill in battle.

In 3E 427, the Nerevarine discovered the sunken shrine to Boethiah beneath the waves, west of the small village of Hla Oad in the Bitter Coast region of Vvardenfell. The Daedra was upset that his shrine had been allowed to remain in ruins, and ordered the Nerevarine to erect a new shrine in return for the Goldbrand. The Nerevarine funded an orc sculptor to create the shrine at Khartag Point, a landmark northwest of Gnaar Mok. When the statue was complete, Boethiah rewarded the Nerevarine with the Goldbrand, which was later rumored to have transformed into Eltonbrand. In 3E 433, the Champion of Cyrodiil visited Attribution's Share and partook in Boethiah's Tournament of Ten Bloods. After defeating all nine of the Daedra's Chosen in mortal combat, Boethiah declared the Champion as his Chosen One, gifting the Goldbrand as a boon.

In 4E 175, Goldbrand was supposedly wielded by Emperor Titus Mede II in the Battle of the Red Ring against the Aldmeri Dominion, although this has never been officially confirmed by the Imperial government.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goldbrand</td>
<td>Melee</td>
<td>Blade</td>
<td>1.5H</td>
<td>1d10+4 R</td>
<td>3</td>
<td>3.3</td>
<td>Fast, Dire (2), Enchanted (On-Strike, Aether Fire, 5, 20, 600, 600)</td>
</tr>
</tbody>
</table>
Gray Cowl of Nocturnal

The Gray Cowl of Nocturnal is a daedric artifact that once belonged to Nocturnal. It takes the form of a dark leather cowl, which obscures the face of the wearer. Nocturnal is revered as a god by thieves across Tamriel. Her reputation as the Mistress of Shadows has sometimes led thieves to attempt to steal an item from her to prove their greatness. As Nocturnal is usually depicted wearing a cloak and a cowl, it is around these two items that legends have arisen. The story of the theft of Nocturnal's cloak is probably fiction, as is at least one story of the theft of the cowl, but the cowl is known to have left her possession. It appears to have been stolen by a thief named Emer Dareloth, the first guildmaster of the Thieves Guild, although a curse bestowed upon the cowl by Nocturnal meant that the name of cowl’s owner is lost to mortal memory. "Whosoever wears it shall be lost in the shadows. His true nature shall be unknown to all who meet him. His identity shall be struck from all records and histories. Memory will hide in the shadows, refusing to record the name of the owner to any who meet him. He shall be known by the cowl and only by the cowl." This curse was broken when history was rewritten through the use of an Elder Scroll.

The cowl is inscribed with the phrase "Shadow hide [y]ou" written in the Daedric Alphabet, though as is common in the daedric alphabet, the letter Yahkem (Y) is omitted from the inscription. The phrase is also used as a code between thieves, either as a form of praise to Nocturnal or a literal expression of hope. The Office of the Unseeing Eye, a section of the Cult of the Ancestor Moth, expressed a desire to find the cowl in order to see if the curse does exist, and research further on how to remove it.

After having been stolen by Emer Dareloth, the cursed cowl was handed down from one guildmaster to the next in the Cyrodiil branch of the Thieves Guild. This forced the guildmasters to work under the persona of the Gray Fox. Thought to be a myth by most members of the public, the identity of the Gray Fox came about over the course of three hundred years, as the guildmasters lost their individual identities and became known only as the bearer of the Cowl.

Legends propagated around the mysterious master thief, who was thought to possess immortality and supernatural thieving abilities. He was viewed as a hero by the beggars and the lower classes of Cyrodiil, but he was hated by the nobility and the Imperial Watch. The curse was broken in 3E 433, when Count Corvus Umbranox, the contemporary Gray Fox, organised the theft of an Elder Scroll from the Imperial Library in the Imperial Palace. Umbranox used the Scroll to rewrite history and remove Nocturnal’s curse. Without the curse, the past guildmasters were able to work openly, and the Thieves Guild became more prosperous. Umbranox regained his identity and his title as Count of Anvil, and the Cowl was passed on to a new guildmaster. Even without the curse, the Cowl still had the ability to cloak the true identity of the wearer, and it was still identified with the infamous Gray Fox. By 4E 201, the Gray Fox remains a revered character among thieves.

- Gray Cowl of Nocturnal
  The Cowl counts as a Standard Leather Helmet. When wearing the Cowl, the Character becomes the Gray Fox. They will not be associated with anything the Gray Fox does, even if they were to remove the cowl in front of someone. The Gray Fox is a master thief, and Characters who use the Cowl truly become the Fox. This could mean an entirely new Character sheet, or simply bonuses to existing Skills. We will leave that to the GM.

Helm of Oreyn Bearclaw

The Helm of Oreyn Bearclaw is a prized artifact which once belonged to the legendary Valenwood hunter, Oreyn Bearclaw. Although legends claim that Bearclaw performed many great deeds, these were falsely credited and were actually performed by his friend, an orc named Kharag gro-Khar. After Bearclaw’s demise, caused by the Knahaten Flu, his helm stood as a monument of his stature, although it was eventually lost after his clan split. The helm itself is an enchanted skull, which is said to improve the wearer’s agility and endurance.

In 3E 427, Malacath sent the Nerevarine to end Bearclaw’s bloodline and undeserved fame. The supposed last descendant of the false elven hero was Faryvn Oreyn. Faryvn knew of his ancestor’s falsehood, and sought to perform heroic deeds to justify his own fame. With his death, Malacath believed the family line to have ended and rewarded the Nerevarine with the helm. The Nerevarine then sold the helm to Torasa Aram, who put it on public display in the Mournhold Museum of Artifacts.

Some time after the events of 3E 427, the helm was brought from Morrowind to Cyrodiil and given to Modryn Oreyn, another descendant of Bearclaw who was unknown to Malacath. Modryn was the second-in-command of the Cyrodiil branch of the Fighters Guild. In 3E 433, after the Blackwood Company almost ruined the guild, Modryn gave the helm to the new Master of the Fighters Guild, who replaced Vilena Donton. Modryn hoped that the new Master would restore the Oreyn name to glory by wearing the helm of his ancestor.

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Helm of Oreyn Bearclaw</td>
<td>6 (Head)</td>
<td>1.1</td>
<td>Enchanted (Constant, Fortify (Agility), 40 (4), 0 (600))</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Enchanted (Constant, Fortify (Toughness), 40 (4), 0 (600))</td>
</tr>
</tbody>
</table>
Hircine’s Ring
Presumably created by the Daedric Prince Hircine, Hircine’s Ring has made appearances throughout history. It grants its wearer, assuming they’re a Lycanthrope, mastery over their bestial form.

- **Hircine’s Ring**
  Hircine’s Ring counts as an Enchanted Steel Ring. A Lycanthrope wearing the ring can choose to transform to and from his Lycanthrope form at will (the ring does not get destroyed by transformation either), and is never forced to transform.

Kagrenac’s Tools
Kagrenac’s Tools are the legendary artifacts crafted by the Dwemer Tonal Architect Lord Kagrenac. The tools, Keening, Sunder, and Wraithguard, were created to tap into the power of the Heart of Lorkhan. The artifacts were seemingly misused by the Dwemer, leading to the race’s disappearance. All three artifacts came into the possession of the Almsivi following the Battle of Red Mountain and were used by the Tribunal to make themselves into living gods. Keening and Sunder were subsequently lost during an annual pilgrimage to the Heart, sometime in the Third Era. During the Nevarine's final battle with Dagoth Ur, all three artifacts were used to destroy the enchantments on the Heart of Lorkhan. Each tool had a specific purpose in helping gain power from the Heart. Without Wraithguard, it is dangerous to wield the weapons, often leading to the instant death of the wielder.

Sunder, a hammer, was used to produce a specific amount and quality of power from the Heart. When stuck by Sunder, the Heart would release godlike power. After being taken from the Almsivi, Sunder was brought to the citadel of Vemynal by Dagoth Vemyn, an Ash Vampire. It was recovered by the Nerevarine in 3E 427.

Keening, a short blade, was used to flay and focus the power that Sunder produced. After being taken from the Almsivi, the blade was brought to the citadel of Odrosal by Dagoth Odros, an Ash Vampire. It was recovered by the Nerevarine in 3E 427.

In 4E 201, the mage Arnel Gane requested the delivery of it to Skyrim for research. By this time, the blade was no longer dangerous to wield without Wraithguard. Keening was briefly lost along the way when the courier died. Arnel used the blade on a warped soul gem to reproduce the events which led to the disappearance of the Dwemer; unfortunately, the experiment was a success, and Arnel vanished. The blade then passed into the possession of the Last Dragonborn, who had aided Arnel in his endeavor.

Wraithguard, a gauntlet, stopped the fatal effects of the other tools on the wielder. While accounts of its appearance vary, the god Vivec held it until it came into the possession of the Nerevarine.

- **Sunder**
  Attacks with Sunder automatically burn a Fate Point from the target if they are not Evaded. Sunder deals double Damage to targets with no Fate Points (simply double the Damage total pre-mitigation). Character’s wielding Sunder without wearing Wraithguard take d5 Damage a Round, which cannot be mitigated by any means. If a Character becomes Critically Damaged from Damage dealt in this fashion, they die (this cannot be avoided through the use of Fate Points). Sunder counts as being Enchanted.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunder</td>
<td>Melee</td>
<td>Blunt W</td>
<td>1H</td>
<td>1d10+4 R</td>
<td>3</td>
<td>2 kg</td>
<td>Unbalanced, Concussive (0), Dire (All)</td>
</tr>
</tbody>
</table>

- **Keening**
  Attacks with Keening automatically burn a Fate Point from the target if they are not Evaded. Keening deals double Damage to targets with no Fate Points (simply double the Damage total pre-mitigation). Characters wielding Keening without wearing Wraithguard take d5 Damage a Round, that cannot be mitigated by any source. If a Character becomes Critically Damaged from Damage dealt in this fashion, they die (this cannot be avoided through the use of Fate Points). Keening counts as being Enchanted.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keening</td>
<td>Melee</td>
<td>Blade</td>
<td>1H</td>
<td>1d10+3 R</td>
<td>2</td>
<td>.65 kg</td>
<td>Fast, Dire (All)</td>
</tr>
</tbody>
</table>

- **Wraithguard**
  When wearing Wraithguard, the Character gains the Elemental Resistance (All) (50) and Immunity (Disease) Traits. Wraithguard counts as being Enchanted.

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wraithguard</td>
<td>7 (Right Arm)</td>
<td>1.1</td>
<td>Resistant</td>
</tr>
</tbody>
</table>
Lord's Mail
The Lord's Mail (also called the Armor of Morihaus or the Gift of Kynareth) is an artifact given to mortals by Kynareth, one of the Eight Divinities. It is an ancient plated mithril cuirass of unsurpassable quality, considered to be heavy armor. It grants the wearer power to absorb or regenerate health, resist the effects of spells, and cure poison. It is said that whenever Kynareth deigns the wearer unworthy, the Lord's Mail will be taken away and hidden for the next chosen one. The Mail was originally owned during the Merethic Era by the bull Morihaus, a demi-god and early cultural hero of the Cyro-Nordics who was closely associated with Kynareth. The cuirass is sacred to the Imperial Legion and the Imperial Cult, and is accepted as uniform in the Legion.

The cuirass was uncovered by the Eternal Champion during the Imperial Simulacrum in either Skyrim or Black Marsh (accounts vary). In the events leading up to the Warp in the West, a clue to the artifact's location was discovered by a witch living in the Iliac Bay region. In return for kidnapping the witch's great-granddaughter to become the witch's successor, she revealed the clue to a questing member of a knightly order, who retrieved it from the dungeon where it lay.

Later in the Third Era, the Mail came into the possession of the Imperial Legion. It was stored in a shrine in Castle Ebonheart, the seat of Imperial authority on Vvardenfell. In 3E 427, the cuirass was stolen by Furius Aelius, a member of the Legion, who then deserted and fled into the underground cave network beneath Ebonheart. A Knight Protector of the Legion recovered the cuirass and gave it to Varus Vantinius, the Knight of the Imperial Dragon on Vvardenfell. The Knight Protector later challenged Vantinius for the title of Knight of the Imperial Dragon; the two dueled in the arena in Vivec City, and Vantinius was slain. The victor then claimed the Lord's Mail.

Note: The Lord’s Mail grants the Wearer the Elemental Resistance (All) (50) and Immunity (Poison) Traits. It counts as being Enchanted.

<table>
<thead>
<tr>
<th>The Lord's Mail</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
</tr>
<tr>
<td>The Lord’s Mail</td>
</tr>
</tbody>
</table>

Mace of Molag Bal
The Mace of Molag Bal, also known as the Vampire’s Mace, drains its victims of magicka and gives it to the bearer. It also has the ability to transfer an enemy’s strength to its wielder. Molag Bal has been quite free with his artifact. There are many legends about the Mace. It seems to be a favorite for vanquishing wizards.

In the events leading up to the Warp in the West, an agent of the Blades received the Mace of Molag Bal in exchange for eliminating a heretic mage. In 3E 427, the mace was also awarded to a supplicant who dispatched a lazy minion for not wreaking the havoc and terror he was created for. During the Oblivion Crisis, Molag Bal spread corruption by having a follower incite a local pacifist to murder; again, the mace was given as a reward. During the Stormcloak Rebellion in Skyrim, Molag Bal presented the mace to the Last Dragonborn for helping Molag Bal capture the soul of a priest of Boethiah.

Note: The Mace of Molag Bal inflicts 1d5 Levels of Fatigue on any Attack that causes Damage after mitigation, and removes five times the rolled amount from the target’s Magicka. It also counts as having cast Soul Trap on the target, though this effect cannot be reflected, blocked by wards, or ignored in any way, and lasts for 10 Rounds. It counts as being Enchanted.

<table>
<thead>
<tr>
<th>The Mace of Molag Bal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
</tr>
<tr>
<td>The Mace of Molag Bal</td>
</tr>
</tbody>
</table>
**Masque of Clavicus Vile**

Ever the vain one, Clavicus Vile made a masque suited to his own personality. The bearer of the Masque is more likely to get a positive response from the people of Tamriel. The higher his personality, the larger the bonus. The best known story of the Masque tells the tale of Avalea, a noblewoman of some renown. As a young girl, she was grossly disfigured by a spiteful servant. Avalea made a dark deal with Clavicus Vile and received the Masque in return. Though the Masque did not change her looks, suddenly she had the respect and admiration of everyone. A year and a day after her marriage to a well connected baron, Clavicus Vile reclaimed the Masque. Although pregnant with his child, Avalea was banished from the Baron’s household. Twenty one years and one day later, Avalea’s daughter claimed her vengeance by slaying the Baron.

**Note:** The wearer of the Masque of Clavicus Vile gains the Unnatural Fellowship (5) Trait, and may reroll any failed Fellowship based Test once. It counts as being Enchanted.

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Masque of Clavicus Vile</td>
<td>6 (Head)</td>
<td>4.6</td>
<td>Medium</td>
</tr>
</tbody>
</table>

**Mehrunes’ Razor**

Mehrunes’ Razor (sometimes Mehrunes Razor), also called the Dagger of the Final Wounds, the Bane of the Righteous and the Kingslayer, is a Daedric artifact created by the Daedric Prince Mehrunes Dagon. This powerful ebony dagger has the ability to kill instantly.

The Dark Brotherhood was once decimated by a vicious internal power struggle, and it is suspected that the Razor was involved. Around the time of the Warp in the West, an unknown agent of the Blades was given the weapon by Dagon for slaying a rebellious frost atronach.

It is said that the Telvanni master of Sadrit Mora, Neloth, was once in possession of the blade and used it to inspire his troops in battle against the rival Telvanni master of Tel Aruhn, Gothren, before it was stolen by a troupe of acrobats whom he had wronged. The troupe used the dagger for a time in their acts, Master Mearvis in particular using it to turn marshmerrow reeds into papyrus. In 3E 427, the Nerevarine recovered the razor from Alas Ancestral Tomb, where it lay disused and rusted by the corpse of Varner Hleras. In return, Dagon imbued the razor with his power and returned it to its former glory.

In 3E 433, a rogue Telvanni Arch-Mage named Frathen Drothan assembled an army of mercenaries and searched for the razor in Sundercliff Watch, an abandoned Imperial outpost and iron mine. It was rumored that the entrance to the ancient Ayleid city of Varsa Ballim had been uncovered, and with it the Nefarivigum. This was an evil construct of Mehrunes Dagon, created to test pilgrims seeking the razor. Msirae Faythung, a previous champion of Dagon’s, stood guard over the Razor after having failed the Prince. As punishment, the Kyn cut open his chest to reveal his heart and cursed him to stand statue-like in the Nefarivigum for eternity. Drothan decrypted the runes in the Nefarivigum, which summoned the razor, but before he could recover it the Champion of Cyrodiil defeated him and claimed the dagger.

After the Oblivion Crisis, a group devoted to eradicating the Mythic Dawn from Tamriel stumbled upon the razor. They broke the razor into pieces and divided them between the three most senior members of their order, pledging to keep the pieces safe. They renamed themselves "The Keepers of the Razor" in honor of their new role. The hilt, pommel, and blade shards of the razor were passed down through the Keepers’ descendants, but the scabbard was not.

In 4E 201, the Last Dragonborn was contacted by Silus Vesuius, a Dagon enthusiast trying to establish a Mythic Dawn museum, who had found the scabbard. He hired the Dragonborn to collect the three missing pieces. The two journeyed to a shrine to Mehrunes Dagon to have the Razor repaired. Dagon demanded the life of Silus Vesuius in return. Vesuius offered the Dragonborn gold to ignore Dagon’s request, wanting to add the shattered pieces to his museum if he couldn’t have the restored artifact. It is unknown whether the Dragonborn accepted his offer or killed Vesuius and claimed the dagger.

**Note:** Whenever Mehrunes Razor causes Damage to a target, roll a d10. On a roll of 1, the target dies. Fate points cannot stop this effect.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>SQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mehrunes Razor</td>
<td>Melee</td>
<td>Blade</td>
<td>1H</td>
<td>1d5+4 R</td>
<td>3</td>
<td>.7</td>
<td>Concealable, Fast, Razor Sharp (3), Dire (All)</td>
</tr>
</tbody>
</table>
Necromancer’s Amulet

The Necromancer’s Amulet (also known as the Necromancer Amulet) is a legendary artifact created by Mannimarco. In appearance it is an exquisite amulet, often with a skull emblazoned upon it. It grants the wearer magical protection equivalent to plate armor, as well as the ability to regenerate from injury, resist mundane weapons and absorb magicka. The wearer also becomes wise beyond his years and far more capable in the School of Conjuration. This comes at a price, as the amulet can drain the wearer's strength, endurance, health and stamina. The artifact is popular among both thieves and mages. The amulet is unstable in this world, and is forever doomed to fade in and out of existence, reappearing at locations distant from that of its disappearance.

The amulet was uncovered by the Eternal Champion during the Imperial Simulacrum, in either High Rock or the Summerset Isles. In the events leading up to the Warp in the West, the amulet was recovered from an ancient lich by a knightly order in the Iliac Bay area. The amulet later fell into the hands of the Underking, who promised it as a reward for any who would return the Totem of Tiber Septim to him. Due to the Warp in the West, the fate of the amulet is unknown, although it may have been given to an unknown agent of the Blades. By 3E 427, the amulet had come to be owned by Arch-Mage Trebonius Artorius of the Vvardenfell branch of the Mages Guild. It was later claimed by the Nerevarine, although the circumstances as to how Artorius lost it are contradictory, ranging from the death of all the Telvanni councilors to the Nerevarine dueling for the title of Arch-Mage.

By 3E 433, the amulet had been transported to the Arcane University in the Imperial City for safekeeping. With the return of Mannimarco after his ascent to godhood, Caranya of the Council of Mages turned traitor and took the amulet and her supporters to the abandoned Fort Ontus, where she intended to return the amulet to its creator, making Mannimarco nigh unstoppable. The Champion of Cyrodiil uncovered Caranya’s treachery and killed her, returning the amulet to Arch-Mage Hannibal Traven. By 4E 201, long after the dissolution of the Mages Guild, the amulet had been discovered by Calixto Corrium of Windhelm after he had been driven to madness at the death of his sister Lucilla. Attempting to bring her back to life, Calixto turned to necromancy and believed the amulet to be a Wheelstone. The amulet was found by the Dragonborn, who was investigating a string of murders in the city, attributed to a serial killer called "the Butcher". The Butcher was none other than Calixto, who was eventually discovered and brought to justice.

• The Necromancer’s Amulet

  The Necromancer’s Amulet is an exquisite Amulet that grants its wearer the following traits: Power Well (100), Physical Resistance (All) (75), and Regeneration (3). The Character also loses 15 Strength and Toughness. It counts as Enchanted.

Oghma Infinium

The Oghma Infinium is an ancient tome of knowledge, and an artifact of great power. It was written by Xarxes, the scribe of Auri-El, who had been granted the knowledge within by Hermaeus Mora, and in turn gave the knowledge to Mehrunes Dagon who used it to write the Mysterium Xarxes. The name of the tome comes from Oghma, the wife of Xarxes, whom he created from his favorite moments in history. The knowledge within the tome grants the reader access to the artifact's energy, which can be manipulated to achieve near demi-god abilities. The Paths of Steel, Shadow and Spirit are the three main sections of the tome. Once the Oghma Infinium is used, it disappears from its owner.

The tome was uncovered during the Imperial Simulacrum by the Eternal Champion, although conflicting reports place its discovery in either Skyrim or Elsweyr. Just before the events of the Warp in the West, an unknown agent of the Blades in the Iliac Bay area was sent by Hermaeus Mora to assassinate a noble who had displeased the Prince. In return, Mora promised the Oghma Infinium, which was in the possession of one of his worshippers. The agent succeeded, and the tome passed hands. In 3E 433, Mora again offered the tome as a reward, this time to the Champion of Cyrodiil. Mora summoned the Champion to his shrine in the Jerall Mountains, on the border with Skyrim, after seeing how capable the Champion was with dealing with the other Daedric Princes. Mora had the Champion collect souls from the ten main races of Tamriel, which were needed by his followers to perform a divination. The Champion succeeded and was given the tome. Signus believed the lockbox contained the Heart of Lorkhan, even though its physical manifestation was destroyed in 3E 427 by the Nerevarine. Signus was told by Mora that he would need the knowledge of an Elder Scroll to divine the way to open the lockbox. Signus was an expert on Elder Scrolls, and when the Last Dragonborn came looking for one in 4E 201, Signus pointed them towards Blackreach. The Dragonborn found the Elder Scroll within the Tower of Mzark, taking it and inscribing its knowledge onto a blank Dwemer lexicon. Signus used the knowledge to discover how to open the lockbox. As the Dwemers were all but extinct, Signus theorised that he could inject himself with the blood of all surviving elves to trick the lock. Mora then appeared to the Dragonborn in the form of a Wretched Abyss and revealed that Signus was no longer of use to him due to his broken mind. The Dragonborn retrieved samples of blood from Altmer, Bosmer, Dunmer, Falmer and Orcs. Signus succeeded in opening the lock, only to discover that it contained the Oghma Infinium. He was turned to dust attempting to read it. The Dragonborn took the tome and was contacted by Mora, who was pleased that his knowledge would again be put to use.

• The Oghma Infinium

  If read, the Oghma Infinium grants the Character 500 XP, which must be spent on the spot. Any remaining is lost, and the book disappears afterwards.
Ring of Khajiiti
The Ring of the Khajiiti is an ancient relic, hundreds of years older than Rajhin, the thief who made the Ring famous. It was Rajhin who used the Ring's powers to make himself as invisible, silent, and quick as a breath of wind. Using the Ring he became the most successful burglar in Elsweyr's history. Rajhin's eventual fate is a mystery, but according to legend, the Ring rebelled against such constant use and disappeared, leaving Rajhin helpless before his enemies.

- The Ring of Khajiiti
  The Ring counts as an Exquisite Ring, and it renders its wearer Invisible, and gives them +20 Agility. It counts as being Enchanted.

Ring of Namira
Namira is aligned with the darker side of nature, as is her ring. While the ring is being worn, any damage the bearer takes is suffered by the attacker as well.

- The Ring of Namira
  The Ring counts as an Exquisite Ring. Any Damage dealt to the wearer of the ring is also dealt to whoever inflicted it. Halve this effect for Daedra, double it for Creatures with the Undead Trait, and do not apply it to Creatures with the Bestial Trait. It counts as being Enchanted.

Ring of Phynaster
The Ring of Phynaster was made hundreds of years ago by a person who needed good defenses to survive his adventurous life. Thanks to the Ring, Phynaster lived for hundreds of years, and since then it has passed from person to person. The ring improves its wearer's overall resistance to damage and grants total immunity to poison, spells, and electricity. Still, Phynaster was cunning and said to have cursed the Ring. It eventually disappears from its holder's possessions and returns to another resting place, uncontent to stay anywhere but with Phynaster himself.

- The Ring of Phynaster
  The Ring counts as an Exquisite Ring. The wearer gains the Immunity (Poison), Immunity (Magic Damage), and the Physical Resistance (All) (50) Trait. It counts as being Enchanted.

Sanguine Rose
The Sanguine Rose (sometimes spelled Sanguine's Rose) is a Daedric artifact created by the Daedric Prince Sanguine. It can take on many forms, including that of an actual rose, a wooden stave carved like a rose and a staff-sized rose. Although powerful, the Rose is not an artifact most would care to possess. It can be used to summon a lesser daedra, who will attack all except the holder. The daedra is uncontrollable, unlike those summoned by conjuration, but similar to conjured creatures it is only bound to the mortal plane temporarily. Each time the Rose is used it wilts a little, and when all the petals fall off, it loses its power. Somewhere in Oblivion a new rose blooms and is plucked by Sanguine to be given to another champion.

Just before the events of the Warp in the West, an unknown agent of the Blades was sent by Sanguine to kill a monk who had slain his worshippers. Sanguine promised the Rose as a reward, despite the fact that it had been set aside for his favored disciples. The agent accomplished the task, and was given the Rose by a worshipper of the Prince. Sometime after these events, a group of apprentices from the Mages Guild who had turned to Daedric magic came into the possession of the Rose. The young Martin Septim was a part of this group and possessed the Rose for a time. The group's dabbings in Daedric magic soon turned dangerous, and many of them died, although the circumstances are not understood. This caused Martin to turn away from Sanguine and become a priest, losing the Rose in the process. In 3E 433, Sanguine offered the Rose to the Champion of Cyrodiil in return for disrupting a formal dinner hosted by Countess Alessia Caro of Leyawiin. The Champion infiltrated the party and cast a spell supplied by the Prince, which stripped all attending of their clothing, including the Champion. Sanguine was pleased and rewarded the Champion with the Rose. An article on the prank was published by the Black Horse Courier in a special edition paper titled Pranks Spoils Society Gathering!

In 4E 201, Sanguine manifested himself as a Breton man named Sam Guevenne. For his own amusement, he challenged the Last Dragonborn to a drinking competition in a tavern in Skyrim, after which the two drunkenly explored the province on a quest to repair the Rose. The Dragonborn couldn't remember the events the next day, and traced their steps across Skyrim, collecting the items necessary to repair this promised staff. The Dragonborn eventually caught up with Sam, who revealed his true identity and told the Dragonborn that the items weren't needed and it was more for Sanguine's fun than anything else. The Prince then gave the Dragonborn his Rose as a prize for amusing him.

- The Sanguine Rose
  The Ring counts as a normal Wooden Staff, except it also counts as Enchanted. As a Half Action, the wielder of the staff can call on its power to summon a random lesser Daedra, though this may only be done 25 times before the staff loses its power.
Savior's Hide

Another of Hircine's artifacts was the Cuirass of the Savior's Hide. The Cuirass has the special ability to resist magicka. Legend has it that Hircine rewarded his peeled hide to the first and only mortal to have ever escaped his hunting grounds. This unknown mortal had the hide tailored into this magical Cuirass for his future adventures. The Savior's Hide has a tendency to travel from hero to hero as though it has a mind of its own.

Note: The wearer of the Cuirass of the Savior's Hide gains the Elemental Resistance (All) (75) Trait.

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cuirass of the Savior's Hide</td>
<td>7 (Body)</td>
<td>2.7</td>
<td>Resistant, Light</td>
</tr>
</tbody>
</table>

Scourge

Scourge (also known as the Daedric Scourge or Scourge, Blessed of Malacath) is a legendary Daedric artifact. It was forged from sacred ebony in the Fires of Fickledire, and is associated with Malacath. It is a fierce weapon, and takes the form of a steel or ebony mace. Malacath dedicated it to mortals, and any daedra who attempts to invoke its power will be banished to the Void. It is the bane of the Dark Kin, and has the ability to banish daedra to the Void with a single blow. It also has the power to conjure daedra from Oblivion to do the wielder's bidding; specifically, Dremora and Scamps can be summoned. It has been described as a "bold defender of the friendless", which can be related to Malacath's role as the Daedric Prince of Outcasts.

Scourge was once used by Mackkan, who banished many of Mehrunes Dagon's minions with it. The mace eventually came into the possession of the Third Empire. It was hung in the armory of the Battlespire, and used in the name of the Emperor by the Shadow Legion against the Daedric Lords. In the aftermath of Dagon's invasion of the Battlespire during the Imperial Simulacrum, the hidden mace was recovered from the Caitiff section of the Battlespire by a battlemage apprentice and used to help fight back against the retreating Daedric forces. Scourge survived the ensuing destruction of the Battlespire, and was returned to Tamriel. It now wanders the land with adventurers. The mace once came into the possession of Divayth Fyr, who kept it in Tel Fyr, a Telvanni wizard tower in Morrowind's Zafirbel Bay. The Nerevarine supposedly liberated the weapon from Fyr's collection in 3E 427.

Note: If Scourge deals Damage (after mitigation) to a lesser Daedra, then the wielder makes an Easy (+30) Opposed Willpower Test against it. On success, the Daedra is banished. Once per day it may be used to summon a Dremora with the Bound (Wielder) Trait for free.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>SQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scourge</td>
<td>Melee</td>
<td>BW</td>
<td>1H</td>
<td>1d10+4 I</td>
<td>3</td>
<td>2.5</td>
<td>Dire (5), Proven (5), Unbalanced, Concussive (0)</td>
</tr>
</tbody>
</table>
**Skeleton Key**

The Skeleton Key (also called the Skeleton's Key) is a Daedric artifact created by the Daedric Prince Nocturnal. In appearance it doesn't always take the form of a skeleton key, and sometimes manifests as a lockpick instead. In its key form, it can be used to unlock any lock. The two limitations placed on the Key by wizards who sought to protect their storehouses were that the Key could only be used once a day and it would never be the property of one thief for too long, eventually disappearing. As a lockpick, it is nigh unbreakable and can get past even the toughest locks. The artifact acts a tool for "unlocking" all things, including portals, hidden potential, and other unknown possibilities. Its normal function is to unlock and hold open the Ebonmere, a portal to Nocturnal's realm, Evergloam, located in the Twilight Sepulcher of Skyrim. The Nightingales are tasked with guarding the Sepulcher and retrieving it should it be stolen. Unfortunately, the Prince is said to allow the Skeleton Key to be stolen or lost constantly, whether by purpose or apathy.

The Skeleton Key was uncovered during the Imperial Simulacrum by the Eternal Champion in either Valenwood or Summerset Isles (reports vary). In the events leading up to the Warp in the West, an unknown agent of the Blades was tasked by Nocturnal to kill a mage in his stronghold. The agent was then gifted the Key by a worshipper of the Prince. The Key later came into the possession of Gentleman Jim Stacey, leader of the Thieves Guild in Vvardenfell. The Key was passed on to the Nerevarine in 3E 427, although how Stacey came to lose it is unclear: some say it was in return for killing Sjoring Hard-Heart, the Master of the Vivec City Fighters Guild, while others say the Nerevarine took it by force.

Circa 3E 433, an artifact known as the Eye of Nocturnal was stolen from Nocturnal's shrine in Cyrodiil's Blackwood region. Nocturnal tasked the Champion of Cyrodiil with recovering it. The thieves, an Argonian couple in Leyawiin, hid it in a flooded cave in Topal Bay. The Champion returned it to Nocturnal and was rewarded with the Skeleton Key. Some time before 4E 201, the Key was stolen from the Twilight Sepulcher by Mercer Frey, a corrupt Nightingale. Its long-term loss resulted in a decline of the Skyrim branch of the Thieves Guild due to bad luck without Nocturnal's influence. The guild's influence declined until their only presence was in the Ratways beneath Riften. Mercer used the Key to bring himself luck, but he was eventually confronted by the Nightingales beneath the Great Statue of Irkngthand. Mercer was killed, and the Last Dragonborn brought the Key back to the Sepulcher, reopening the Ebonmere.

**The Skeleton Key**
The Skeleton Key counts as an unbreakable Lockpick that grants its user a +60 Bonus to Security (Int) Skill Tests.

**Skull of Corruption**

The Skull of Corruption is Vaermina's signature artifact. It is an incredible staff that creates a duplicate, or "clone", of whomever it is cast upon. This clone then attacks the original at the behest of the caster. Legends say that the staff has a mind of its own, and can feed on the memories of those around it.

**The Skull of Corruption**
The Skull of Corruption counts as a standard Ebony Staff, except once per day its ability may be used: target being within 40 meters is duplicated. The clone retains everything about the original, but is a slave to the staff's wielder, and has no Fate Points. Upon entering the world, the clone attempts to kill the original.
Staff of Magnus

The Staff of Magnus is one of the elder artifacts of Tamriel. It was created by Arch-Mage Magnus, the God of Magic who served Lorkhan in designing Mundus. It served Magnus as a metaphysical battery, but remained behind when the god fled Mundus in the Dawn Era. Since then, it has served mortals. In appearance it is a metallic staff, sometimes made of Daedric Ebony, often with a sphere at the end of it. It has the ability to protect its bearer from magical attacks, restore the bearer's health, or allow the bearer to absorb spells. It can also be used offensively as a blunt weapon, and to absorb an enemy's magicka, and eventually their life force. In time, the staff will abandon its owner before he becomes too powerful and upsets the mystical balance it is sworn to protect. The staff can be used to manipulate the Eye of Magnus, although their true relationship is unknown.

The Staff of Magnus was uncovered by the Eternal Champion during the Imperial Simulacrum in either Elsweyr or Valenwood (accounts vary). In the Fourth Era, the staff was taken from a wizard by the Mages Guild. In death, the wizard's spirit remained bound to Nirn, until one of his descendants sent an adventurer to recover the staff from the Mages Guild. A fake copy of the staff also appeared in the Iliac Bay before the events of the Warp in the West; it was created by a mage in an attempt to bribe an agent of Nocturnal who has been sent to assassinate him. The fake staff functioned identically to the true artifact, but after several days it crumbled to dust. By 3E 427, the staff had been discovered by the College of Winterhold, who had been searching for artifacts. The College member defeated a member of the College of Winterhold, a Synod researcher who had been using the Dwemer Oculory to find the location of the Staff of Magnus, but all other Synod came to Skyrim in search of artifacts, and attempted to use the Dwemer Oculory in Mzulft to detect magical power. With the aid of the Champion of Cyrodiil, the College member discovered the location of the Staff of Magnus and defeated the Synod. The College member then claimed the Staff of Magnus.

In 3E 433, worshippers of Peryite in Cyrodiil attempted to become closer to the Prince by performing a risky ritual which resulted in trapping their souls in Peryite's realm of Oblivion, the Pits. The Champion of Cyrodiil found the frozen bodies of the worshippers around Peryite's shrine by the Silverfish River. The Prince spoke with the Champion, and requested that they enter Oblivion and retrieve his worshippers' souls. The Champion obliged, and was rewarded with the Spellbreaker. In 4E 201, the Last Dragonborn summoned Peryite and was killed by his followers, who had rebelled against the Prince. He dwelled in the Dwemer ruin of Bthardamz in Skyrim, along with many Bretons from High Rock who had been cursed by Peryite with a terrible plague. The Dragonborn infiltrated the ruins, defeating Orchendor and sending his soul to the Pits. Peryite rewarded him with the Spellbreaker.

Note: If Spellbreaker is used to Parry a Spell, the Spell is dissipated instead.

### Spellbreaker

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Points</th>
<th>Weight</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spellbreaker</td>
<td>7</td>
<td>4.1</td>
<td>Heavy, Tower, Resistant, Sturdy (1)</td>
</tr>
</tbody>
</table>

The Spellbreaker (also spelled Spell Breaker) is an artifact attributed to the Daedric Prince Peryite. Superficially a Dwarven tower shield, it is one of the most ancient relics in Tamriel. The shield not only protects its wielder from physical damage, but also from magical attacks, by reflecting magicks, dispelling curses, or silencing any mage about to cast a spell. It is said that the shield still searches for its original owner, and will not remain the property of anyone else for long.

In 3E 433, worshippers of Peryite in Cyrodiil attempted to become closer to the Prince by performing a risky ritual which resulted in trapping their souls in Peryite's realm of Oblivion, the Pits. The Champion of Cyrodiil found the frozen bodies of the worshippers around Peryite's shrine by the Silverfish River. The Prince spoke with the Champion, and requested that they enter Oblivion and retrieve his worshippers' souls. The Champion obliged, and was rewarded with the Spellbreaker. In 4E 201, the Last Dragonborn summoned Peryite and was tasked with killing the Bosmer Orchendor, a monk of Peryite who had rebelled against the Prince. He dwelled in the Dwemer ruin of Bthardamz in Skyrim, along with many Bretons from High Rock who had been cursed by Peryite with a terrible plague. The Dragonborn infiltrated the ruins, defeating Orchendor and sending his soul to the Pits. Peryite rewarded him with the Spellbreaker.

Note: If Spellbreaker is used to Parry a Spell, the Spell is dissipated instead.

### Staff of Magnus

The Staff of Magnus is one of the elder artifacts of Tamriel. It was created by Arch-Mage Magnus, the God of Magic who served Lorkhan in designing Mundus. It served Magnus as a metaphysical battery, but remained behind when the god fled Mundus in the Dawn Era. Since then, it has served mortals. In appearance it is a metallic staff, sometimes made of Daedric Ebony, often with a sphere at the end of it. It has the ability to protect its bearer from magical attacks, restore the bearer's health, or allow the bearer to absorb spells. It can also be used offensively as a blunt weapon, and to absorb an enemy's magicka, and eventually their life force. In time, the staff will abandon its owner before he becomes too powerful and upsets the mystical balance it is sworn to protect. The staff can be used to manipulate the Eye of Magnus, although their true relationship is unknown.

The staff was uncovered by the Eternal Champion during the Imperial Simulacrum in either Elsweyr or Valenwood (accounts vary). Some time in the Third Era, the staff was taken from a wizard by the Mages Guild. In death, the wizard's spirit remained bound to Nirn, until one of his descendants sent an adventurer to recover the staff from the Mages Guild. A fake copy of the staff also appeared in the Iliac Bay before the events of the Warp in the West; it was created by a mage in an attempt to bribe an agent of Nocturnal who has been sent to assassinate him. The fake staff functioned identically to the true artifact, but after several days it crumbled to dust. By 3E 427, the staff had come into the possession of Dreveni Hlaren, a Dunmer sorceress and summoner. She dwelled in Assu, a cave on the slopes of Mount Kand, on the island of Vvardenfell. The Mages Guild learned of the artifact's location, and the Nerevarine was sent to slay Dreveni and claim the staff.

In the Fourth Era, the staff appeared in the possession of an undead Dragon Priest named Morokei, who had, relatively recently, awoken from his ancient slumber. Morokei was entombed in the Labyrinthian, which was once the ancient Nord city of Bromjunaar, the capital of the Dragon Cult. A group of mages from the College of Winterhold journeyed to Labyrinthian to recover the staff, but only Savos Aren survived the ordeal. Aren sacrificed two of his companions to trap Morokei, and sealed the main entrance to the ruins. In 4E 201, the Synod came to Skyrim in search of artifacts, and attempted to use the Dwemer Oculory in Mzulft to detect magical power. With the aid of a member of the College of Winterhold, a Synod researcher used to Oculory to find the location of the Staff of Magnus, but all other readings were blocked out by the Eye of Magnus which was currently being tampered with in the College. The College member defeated Morokei. The staff was used by the College to control the Eye of Magnus until the Psijic Order removed the Eye from Mundus.

**The Staff of Magnus**

The Staff of Magnus counts as an Ebony Staff (it also counts as Enchanted). As a Half Action, it may be used to make a magical Ranged Attack. If this Attack hits a target, it removes 3d10 Magicka from the target and grants it to the user (although the user cannot exceed his maximum Magicka in this fashion).
Umbra

The Umbra Sword was a Daedric artifact designed with the sole purpose of the entrapment of souls. The ancient witch Naenra Waerr created the sword at the request of Clavicus Vile, who wanted the sword as a tool of mischief which would send him souls from the mortal realm. Naenra created the sword, but it was unstable. Vile gave the witch a piece of his power to be imbued in the sword; which stabilised the weapon. However, Naenra (sometimes accredited with being Shegorath in disguise) supposedly tricked him, as the piece of Vile's power imbued in the sword became a sentient being which called itself Umbra. Naenra was executed for her evil creation, but not before she hid the sword. The sword took on a life of its own, remaining hidden until a worthy wielder was found. Umbra would then slowly take control of the wielder. The Umbra Sword had the ability to change shape, but it was always in the form of a bladed weapon. It has been reported as a black and silver claymore, a jet black longsword and as a black sword emblazoned with red markings.

In 3E 427, an Orc warrior who went by the name of his sword, Umbra, was spotted in the mountains outside the settlement of Suran on the island of Vvardenfell. The Orc's only desire was to die in battle, but no foe could defeat him. At his request, the Nerevarine bested the Orc in mortal combat and claimed the Umbra Sword. The sword came into the possession of the torso of Torasa Aram later that year, and was put on display in her museum in Mournhold.

Sometime after the events of 3E 427, the sword was discovered by a Bosmer named Lenwin, from the small settlement of Pell's Gate in the Heartlands of Cyrodiil. She became bloodthirsty, and began calling herself Umbra after the sword. In 3E 433, Clavicus Vile sent the Champion of Cyrodil to retrieve the Umbra Sword. Barbas, Vile's Hound, advised the Champion against bringing him the sword, foreseeing that it would bring ruin to the Prince. Despite the warning, the Champion tracked down and slew Lenwin in the Ayleid ruin of Vindasael and gave the sword to Vile in return for his Masque.

Once the sword arrived in Vile's realm, Umbra escaped and cut away some of the Prince's power for itself. Umbra took the form of a dark being, in the shape of a man but with eyes like holes into nothing. The Prince did not want Umbra to escape with his power, so he changed the walls of his realm, essentially trapping Umbra there. Using his stolen power, Umbra was able to conceal himself in one of the cities at the edge of Vile's realm, fearing that Vile would return him to the sword. In the early Fourth Era, Umbra was attracted to the influx of souls coming from the rift in the realm caused by the first ingenium, which held Baar Dau aloft above Vivec City. Casting a fortune, Umbra learned that the rift would one day become wide enough to throw the Umbra Sword through, lessening the threat posed by Vile. That day came when the ingenium was destroyed; Umbra threw the sword to Mundus, while at the same time Sul and Vuhon, two Dunmer responsible for the ingenium, were sucked through into Clavicus Vile's realm.

Umbra took them captive, and in return for his life Vuhon promised to build a new ingenium, which would tear a piece of Vile's realm away and let Umbra "escape", in a sense. Umbra agreed, and the two created Umbriel, a floating city powered by souls. Umbra fused with Vuhon and placed their joined soul into the new ingenium. Vuhon then began to call himself Umbriel, and ruled the floating city. The city of Umbriel was called to Tamriel circa 4E 40 by Chief Minister Hierem and the An-Xileel, who had gotten in touch with the city via the Hist, who in turn had made contact with the related sentient trees which ran the ecosystem on Umbriel. Hierem had promised use of the White Gold Tower to separate Umbriel from Vile's realm, but Vuhon first went north to the ruins of Vivec City, fearing that the Umbra Sword may be used to trap Umbra.

However, when Sul and Prince Attrebus Mede arrived at Scathing Bay on Vvardenfell in search of the Umbra Sword, it was nowhere to be found. The sword had already been retrieved by the minor House Sathil eight years previous. Without Umbra stabilising the sword, it drove whoever touched it insane. Elhul Sathil had been the one to recover it, and had been driven into a killing frenzy. He was chained down and brought back to Castle Sathil on Solstheim. Once there, he regained possession of the sword and would not relinquish his grip. His father, Lord Hleryn Sathil, constructed a dungeon to hold his son until a cure could be found. Elhul stopped eating after the first year, and his father spent years reading up on the sword. Sul and Attrebus Mede eventually tracked down the sword, and were locked in Elhul's prison by Nirai Sathil, who feared the sword. The two defeated Elhul, who had become skeletal and impervious to pain, and used the sword to teleport to Vivec City.

With his power stolen by Umbra, Vile and his realm were weakened. The Prince tried to take the sword, but he couldn't handle it without Umbra stabilising it. Attrebus negotiated with Vile, and agreed to free his lost power in return for passage to the Imperial City. Sul and Attrebus found their way into Umbriel, and Sul wielded the sword in battle against Vuhon. It had no effect on him, as his soul was in the ingenium. In a final battle beside the ingenium, Attrebus was forced to wield the Umbra Sword and plunged it into the machine. This separated Umbra from Vuhon, trapping Umbra in the sword and mortally wounding Vuhon. With the veil over Umbriel destroyed, Clavicus Vile could enter. The Prince possessed Attrebus and used the Umbra Sword to stab Sul. Sul punched Attrebus and returned him to normality, before jumping on the orb of the ingenium with the sword still embedded in his chest. This turned his body and the Umbra Sword to smoke, likely destroying the artifact for good.

Note: Umbra counts as having cast Soul Trap on any target it causes Damage to (after mitigation), though this effect cannot be reflected, blocked by wards, or ignored in any way, and lasts for 10 Rounds. Counts as being Enchanted.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>SQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Umbra</td>
<td>Melee</td>
<td>Blade</td>
<td>1.5H</td>
<td>1d10+4 R</td>
<td>4</td>
<td>3.4</td>
<td>Dire (5), Tearing</td>
</tr>
</tbody>
</table>
Volendrung

Volendrung, also known as the Hammer of Might, is an ancient artifact created by the Rourken clan. In appearance, it is a large ebony warhammer, although it may sometimes take the shape of a blade. For unknown reasons, Volendrung became a Daedric artifact of Malacath. It is enchanted with the power to paralyze foes and drain them of their strength, conferring it to the wielder. The hammer is prone to disappearing like its Dwarven creators, sometimes resurfacing in days, sometimes in eons.

The hammer originally belonged to the chieftain of the Rourken clan. When his clan refused to join the other Dwemer in the First Council, the chieftain threw his hammer across Tamriel, promising to settle wherever it landed. The hammer landed in western Tamriel, and the Rourken called the land Volenfell, literally "City of the Hammer". This area later came to be called Hammerfell. The Rourken's journey across Tamriel is depicted in many of the ruins of the region, Volendrung appearing as a shining star showing the way.

Sometime after the Dwemer disappeared in 1E 700, Volendrung ironically came to embody the power of Malacath, one of the Dwemer's most bitter foes. The hammer was uncovered during the Imperial Simulacrum by the Eternal Champion in either Morrowind or Hammerfell (reports vary). In the events leading up to the the Warp in the West, an agent of the Blades summoned Malacath seeking power, and a worshipper of the Prince gave the agent Volendrung in return for slaying a Daedra Seducer who had betrayed him.

Volendrung later came into the possession of Divayth Fyr of Tel Fyr, Vvardenfell. He kept it in a locked chest in his Corprusarium, near Yagrum Bagarn's living area. A hobby of his was to invite thieves to steal from his chests to amuse him, as they would often fail. In 3E 427, the Nerevarine succeeded in unlocking the chest and liberating Volendrung. In 3E 433, the Champion of Cyrodiil summoned Malacath and was tasked with freeing the ogre slaves of Lord Drad from his mines. In return, Malacath gifted the Champion with Volendrung.

Circa 4E 201, the Orcish settlement of Largashbur began to be openly attacked by the giants in the area. The giants had desecrated a shrine to Malacath and taken possession of Shagrol's Warhammer, a mundane hammer. Malacath cursed the tribe for its weakness, and the Orcs asked how they could obtain forgiveness. Chief Yamarz was tasked with clearing the giants from Malacath's shrine by the Prince. He was accompanied by the Last Dragonborn, but he was a weak leader and was slain when he turned on the Dragonborn. Malacath praised the Dragonborn for killing Yamarz. He then ordered the Dragonborn to return Shagrol's Hammer to Largashbur. Malacath transformed the hammer into Volendrung and gave it to the Dragonborn, while naming Gularzob as the new chief of the tribe.

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Hand</th>
<th>Dam</th>
<th>Pen</th>
<th>Wt</th>
<th>SQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Volendrung</td>
<td>Melee</td>
<td>BW</td>
<td>2H</td>
<td>2d10+4 I</td>
<td>3</td>
<td>4.5</td>
<td>Unwieldy, Conc (2), Enchanted (On-Strike, Paralyze, 6, 16, 600, 600)</td>
</tr>
</tbody>
</table>

Wabbajack

The Wabbajack is a Daedric artifact created by the Daedric Prince Sheogorath. It takes the appearance of an ebony staff. As befits the Prince of Madness, his artifact is unpredictable in its effects. The staff has the power to transform its target into a completely random creature. This can be helpful to the wielder, turning a fearsome opponent into a docile animal; similarly, it can be detrimental, transforming a relatively weak enemy into a powerful monster. The staff can produce other effects, such as damaging, healing or instantly killing the target.

An anonymous author wrote about his obtaining of the staff in the book Wabbajack. In his search for the Oghma Infinium, the author was tricked into summoning Sheogorath, believing him to be Hermaeus Mora. After serving the prince, Sheogorath's servant gave him the Wabbajack. In the events leading up to the Warp in the West, an unknown agent of the Blades summoned Sheogorath and dispatched a battlemage who had displeased the Prince. In return, the agent was given the Wabbajack from a worshipper of Sheogorath.
In 3E 433, Sheogorath was aided by the Champion of Cyrodiil in tormenting the Khajiit settlement of Border Watch in Cyrodiil. The inhabitants were very superstitious, and were driven into a state of frenzy when the Prince simulated their K’sharra Prophecy, said to mark the end of the world. These occurrences were reported in a special edition of the Black Horse Courier newspaper entitled Rain of Burning Dogs! It is unknown whether this took place before or after the Champion assumed the position of Sheogorath; regardless, the Champion received the Wabbajack from either Sheogorath or Haskill.

In 4E 201, the Last Dragonborn entered the mind of the dead Pelagius Septim III, tasked with convincing Sheogorath to return to the Shivering Isles. Sheogorath agreed to return, but only if the Dovahkiin could escape Pelagius’ mind. The Dovahkiin was able to leave and was given the Wabbajack by Sheogorath.

• The Wabbajack
The Wabbajack counts as a standard Ebony Staff. As a Half Action, it may be used to make a magical Ranged Attack, with a Range of 40m. If the Attack hits a target, roll on the Wabbajack table. The target is transformed into that Creature. Fate Points cannot prevent this effect, though they can be used to reroll the result!

<table>
<thead>
<tr>
<th>Roll</th>
<th>Creature</th>
<th>Roll</th>
<th>Creature</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Mudcrab</td>
<td>52-54</td>
<td>Dog</td>
</tr>
<tr>
<td>4-6</td>
<td>Dremora</td>
<td>55-57</td>
<td>Aureal</td>
</tr>
<tr>
<td>7-9</td>
<td>Actually, the target just dies.</td>
<td>58-60</td>
<td>Spider Daedra</td>
</tr>
<tr>
<td>10-12</td>
<td>Flame Atronach</td>
<td>61-63</td>
<td>Shalk</td>
</tr>
<tr>
<td>13-15</td>
<td>Slaughterfish</td>
<td>64-66</td>
<td>Cliff Racer</td>
</tr>
<tr>
<td>16-18</td>
<td>Scamp</td>
<td>67-69</td>
<td>Metal Atronach</td>
</tr>
<tr>
<td>19-21</td>
<td>Bear</td>
<td>70-72</td>
<td>Horker</td>
</tr>
<tr>
<td>22-24</td>
<td>Hunger</td>
<td>73-75</td>
<td>Xivilai</td>
</tr>
<tr>
<td>25-27</td>
<td>Rat</td>
<td>76-78</td>
<td>Winged Twilight</td>
</tr>
<tr>
<td>28-30</td>
<td>Scrib</td>
<td>79-81</td>
<td>Horse</td>
</tr>
<tr>
<td>31-33</td>
<td>Flesh Atronach</td>
<td>82-84</td>
<td>Troll</td>
</tr>
<tr>
<td>34-36</td>
<td>Dreugh</td>
<td>85-87</td>
<td>Mazken</td>
</tr>
<tr>
<td>37-39</td>
<td>Ogrim</td>
<td>88-90</td>
<td>Rabbit</td>
</tr>
<tr>
<td>40-42</td>
<td>Mammoth</td>
<td>91-93</td>
<td>Cat</td>
</tr>
<tr>
<td>43-45</td>
<td>Frost Atronach</td>
<td>94-96</td>
<td>Giant Spider</td>
</tr>
<tr>
<td>46-48</td>
<td>Betty Netch</td>
<td>97-99</td>
<td>Storm Atronach</td>
</tr>
<tr>
<td>49-51</td>
<td>Sabre Cat</td>
<td>100</td>
<td>Roll again!</td>
</tr>
</tbody>
</table>

Warlock’s Ring
The Warlock’s Ring is an artifact originally owned by the Arch Mage Syrabane, an Aldmeri god-ancestor. In appearance, it is a ring with a large gemstone, either red or green in color. It is best known for its ability to reflect spells cast at its wearer and to fortify the wearer’s speed and health, though it may have additional powers. These magical effects are sometimes named “Shalidor’s Mirror” and “Feet of Notorgo”. It is not necessary to wear the ring to benefit from its magic.

In the late First Era, Syrabane judiciously used the ring to save many from the Thrassian Plague. Because of this, he is attributed with helping to save the entire continent of Tamriel. The ring has passed hands many times, helping adventurers to reach their goals. No one may possess the ring for long, as it is said that the ring is Syrabane’s alone to command.

The Warlock’s Ring was uncovered by the Eternal Champion during the Imperial Simulacrum in either Morrowind or Elsweyr (reports vary). Some time in the Third Era, the ring was taken from a wizard by the Mages Guild. In death, the wizard’s spirit remained bound to Nirn, until one of his descendants sent an adventurer to recover the ring from the Mages Guild. A fake copy of the ring also appeared in the Iliac Bay before the events of the Warp in the West; it was created by a mage in an attempt to bribe an agent of Nocturnal who has been sent to assassinate him. The fake ring functioned identically to the true artifact, but after several days it crumbled to dust. The ring later came into the possession of Magnessen Brisienna, a Blades operative. Brisienna offered the ring as payment in return for the Totem of Tiber Septim, which would give the Empire control of the Numidium. Due to the Warp in the West, it is unknown what became of the ring. The ring resurfaced several years later in the possession of Vindamere Drethan, a powerful sorceress who lived in a cave on an island off the shore of Vvardenfell, along Azura’s Coast. News of this reached the Mages Guild, and in 3E 427 Drethan was killed by the Nerevarine, who then claimed the ring.

• The Warlock’s Ring
The Ring counts as an Exquisite Ring. Every time the wearer is hit by a Spell, On-Cast or On-Strike Effect, roll a 1d10. On an even result, the Spell is reflected against its original target instead. It counts as being Enchanted.
Appendix

“They walked farther and saw the spiked waters at the edge of the map. Here the spirit of limitation gifted them with a spoke and bade them find the rest of the wheel.

The Hortator said, "The edge of the world is made of swords."

Vivec corrected him. "They are the bottom row of the world’s teeth!"

- “The Thirty-Six Lessons of Vivec, Sermon 17"
**Combat Quick Reference**

The goal of this Section is to provide all the necessary information to conduct Combat, without the excess wording present in the main body of the Combat Rules in Section 4.3.

**Combat Steps**

- **One: Surprise**
  Determine which Characters, if any, are surprised. These Characters lose their Turn on the first Round of Combat.

- **Two: Roll Initiative**
  Each Character rolls 1d10 and adds his AB or other applicable Characteristic Bonus to determine his total Initiative.

- **Three: Determine Initiative Order**
  The GM then ranks all Initiative Rolls from highest to lowest, breaking ties by highest Agility, then by a roll off (highest goes first). If a new Character joins, simply have them roll and insert them into the Initiative Order.

- **Four: Combatants Take Turns**
  In the Initiative Order, each Character takes a Turn. The Character currently taking his turn is the Active Character, and may perform one or more Actions. Resolve them, then move to the next Character in the Initiative Order.

- **Five: Round Ends**
  Once each Character has taken a Turn, the Round is over.

- **Six: Repeat 4-5 as Needed**
  Continue to play successive Rounds until Combat is resolved.

**Action Types**

- **Full Actions**
  Only one may be taken per turn, no Half Actions allowed.

- **Half Actions**
  Character may take up to two Half Actions in a turn instead of a Full Action.

- **Reactions**
  Each Character has one Reaction per Round by default. Reactions are special Actions made in response to events.

- **Free Actions**
  May be performed in addition to any other Actions, and there is no formal limit to the number that can be taken.

- **Extended Actions**
  Require more than one full Round to complete. If interrupted, all progress is lost.

**Damage and Fatigue**

- **Damage**
  All incoming Damage is reduced by TB and Armor unless otherwise noted. While Damage total equals the Character’s Wounds, then the Character becomes Critically Damaged.

- **Critically Damaged**
  Character takes all Damage beyond this point in the form of Critical Effects based on Damage Type and Hit Location.

- **Fatigue**
  Character takes a -5 Penalty to all Tests for each Level. At 2*TB Levels the Character blacks out for 10-TB minutes.

- **Stunned**
  Character skips his Turn during a Round when he is Stunned.

- **Blood Loss**
  Make a Toughness Test each Round, starting at Routine (+20) and increasing in Difficulty by one step each time a Test is failed or the sufferer from Blood Loss again. Failing TB in a row kills him. Passing TB Blood Loss Tests in a row removes it.

**Attack Steps**

- **One: Apply Modifiers**
  Apply and combine all modifiers to the relevant Characteristic (WS or BS). Making an Attack without the corresponding Melee or Ranged Weapon Training (*) (WS/BS) is made against ½ (round up) WS/BS respectively.

- **Two: Attacker Makes a Test**
  The Attacker makes a Weapon Skill or Ballistic Skill Test, for Melee/Ranged Attacks respectively. On success, the Attack hits unless it is evaded.

- **Dodging (Ranged or Melee Attacks)**
  Target may spend a Reaction to attempt to Dodge a Ranged or Melee Attack with a Dodge (Ag) Test. On a successful Test, the Attack misses, otherwise it hits. AoE attacks must be Dodged, and success moves the Character to the edge of the AoE as long as it is no further than AB meters (if so, the Test automatically fails).

- **Parrying (Melee Attacks)**
  Target may spend a Reaction to attempt to Parry a Melee Attack with a Parry (WS) Test. Character must have a Weapon or Shield to do so. Must equal or exceed the Attacker’s DoS on their Attack Roll; if so, the Attack is resolved against the Character’s Shield Arm with its AP added to that of his arm.

- **Parrying (Ranged Attacks)**
  Target may spend a Reaction to attempt to Parry a Ranged Attack with a Parry (WS) Test. Character must have a Shield to do so. Passing the Test means the Attack is resolved against the Shield Arm with its AP added to that of the arm.

- **Three: Determine Hit Location**
  On a successful hit, determine hit location by rolling a d10 or using the 2nd digit of the Attacker’s Attack Roll:

<table>
<thead>
<tr>
<th>Hit Number</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Head</td>
</tr>
<tr>
<td>1</td>
<td>Right Arm</td>
</tr>
<tr>
<td>2</td>
<td>Left Arm</td>
</tr>
<tr>
<td>3-7</td>
<td>Body</td>
</tr>
<tr>
<td>8</td>
<td>Right Leg</td>
</tr>
<tr>
<td>9</td>
<td>Left Leg</td>
</tr>
</tbody>
</table>

- **Four: Attacker Determines Damage**
  Roll Damage based on the Weapon’s Damage listing, and if the Attack is a Melee Attack, add the Character’s SB.

- **Critical Hits**
  Any dice roll within the Critical Threshold causes a Critical Hit. By default, this Critical Threshold is 10. Any given Attack can only cause one Critical Hit. On a Critical Hit, roll a d5 and apply Critical Damage based on Damage Type and Hit Location.

- **Five: Target Applies Damage**
  The Target subtracts their TB and Armor Points protecting the hit location from the total Damage, ignoring values less than or equal to zero. If a Character has taken Damage equal to their Wounds, Damage beyond this threshold is applied in the form of Critical Effects instead (based on the Hit Location, Damage Type, and amount of Damage dealt).
### Action Descriptions

<table>
<thead>
<tr>
<th>Action</th>
<th>Type</th>
<th>Subtype</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aim</td>
<td>Half/Full</td>
<td>Concentration</td>
<td>Half Action grants a +10 WS Bonus to the Character's next Attack. Full Action is +20 WS. Next Action after this one must be an Attack or the Bonus is lost.</td>
</tr>
<tr>
<td>All Out Attack</td>
<td>Full</td>
<td>Attack M</td>
<td>Make a Standard Melee Attack at a +30 to WS, but cannot Evade until the start of your next Turn.</td>
</tr>
<tr>
<td>Called Shot</td>
<td>Full</td>
<td>Attack R/M Concentration</td>
<td>Declare Target hit location, make a Standard Attack but at a -20 Penalty to WS. On success, Attack automatically hits the declared location.</td>
</tr>
<tr>
<td>Charge</td>
<td>Full</td>
<td>Attack M Move</td>
<td>Target must be more than 4m away but within Charge Move. Last 4 meters of Charge must be within a straight line. Upon reaching the Target, may make: A Standard Attack, a Swift Attack, a Grapple, or an All Out Attack. Following rules for these Actions.</td>
</tr>
<tr>
<td>Cleave</td>
<td>Full</td>
<td>Attack M</td>
<td>Requires the Cleave Talent. Make a Standard Attack but at a -10 Penalty to WS. If Damage is caused, then make another Attack with the same modifiers against an immediately adjacent Target. Repeat a max of WSB/2 (rounded down) times. Chain is broken if an Attack hits but inflicts no Damage.</td>
</tr>
<tr>
<td>Defensive Stance</td>
<td>Full</td>
<td>Concentration Melee</td>
<td>Until his next Turn, the Character gains an additional Reaction, but may only spend his Reactions to make the Evasion Reaction. Opponents suffer -20 WS to Attack him.</td>
</tr>
<tr>
<td>Delay</td>
<td>Half</td>
<td>Misc.</td>
<td>Character may declare a set of conditions and a Half Action. Character may perform that Half Action when conditions are met, though this Action is lost if not used before the start of their next Turn. If two Characters both attempt this at once, make an Opposed Ag Test.</td>
</tr>
<tr>
<td>Disarm</td>
<td>Full</td>
<td>Attack M</td>
<td>Requires the Disarm Talent. Make an Opposed WS Test at a -20 Penalty against Target Opponent. On success, the Weapon falls to the ground.</td>
</tr>
<tr>
<td>Disengage</td>
<td>Full</td>
<td>Move</td>
<td>Break from Melee Combat and make a Half Move without incurring a free Attack.</td>
</tr>
<tr>
<td>Evasion</td>
<td>Reaction</td>
<td>Move (Dodge) Melee (Parry)</td>
<td>Character may attempt to avoid an Attack with a Dodge (Ag) or Parry (WS) Test. Can only Parry Ranged Attacks with Shields. Dodge: Passing the Test negates the Attack. Parry: Succeeding by many or more DoS than the Attacker negates the Attack, except with Shields, where succeeding by fewer DoS resolves the Attack against the Shield arm with its AP added to the AP of the Arm. Both: For multiple hits from one Attack, every two DoS negates one additional hit. Characters may only Dodge AoA attacks, and a successful Dodge moves them to the edge as long as it’s within AB meters.</td>
</tr>
<tr>
<td>Feint</td>
<td>Half</td>
<td>Melee</td>
<td>Make an Opposed WS Test against a Target engaged in Melee Combat. On success, next Melee Attack against that Target turn cannot be evaded. Bonus lost at end of Turn.</td>
</tr>
<tr>
<td>Frenzy</td>
<td>Full</td>
<td>Concentration</td>
<td>Requires the Frenzy Talent. Character psyches themselves into a Frenzy. While Frenzied, Character receives +10 Bonus to WS, S, T, and WP, and a -20 Penalty to BS, Int, and Fel. May not attempt to Dodge or Parry, but are immune to Fear, Stuns, and effects of Fatigue. Must try to Targets to fight while Frenzied. Snapping out is a Challenging (+0) WP Test.</td>
</tr>
<tr>
<td>Grapple</td>
<td>Half/Full</td>
<td>Attack M</td>
<td>See Grapple Rules in Chapter 4. Too long to summarize here.</td>
</tr>
<tr>
<td>Guarded Action</td>
<td>Half</td>
<td>Concentration Melee, Ranged</td>
<td>Character suffers a -10 to WS and BS until the end of Turn, but gains a +10 Bonus to all Evasion Tests until the start of his next Turn.</td>
</tr>
<tr>
<td>Jump/Leap</td>
<td>Full</td>
<td>Move</td>
<td>May Jump or Leap. If Character is in Melee Combat, Opponents get a free Standard Attack.</td>
</tr>
<tr>
<td>Knock Down</td>
<td>Half</td>
<td>Attack M</td>
<td>Make an Opposed S Test against Target Opponent engaged in Melee. On success, the Target is knocked prone. 2 or more DoS inflicts a level of Fatigue on the Target. If the defender wins by 2 or more Degrees than the Attacker is knocked prone instead. If the Attack Half Action Moves before performing the Action, he gains a +10 Bonus to the S Test.</td>
</tr>
<tr>
<td>Lightning Attack</td>
<td>Half</td>
<td>Attack M</td>
<td>Requires the Lightning Attack Talent. Character gains a +10 Bonus to WS, S, T, and WP, and a -20 Penalty to BS, Int, and Fel. DoS Resolves the Attack against the Shield arm with its AP added to the AP of the Arm. Both: For multiple hits from one Attack, every two DoS negates one additional hit. Characters may only Dodge AoA attacks, and a successful Dodge moves them to the edge as long as it’s within AB meters.</td>
</tr>
<tr>
<td>Maneuver</td>
<td>Half</td>
<td>Move Melee</td>
<td>Make an Opposed WS Test with an Opponent in Melee Combat. On success, the Opponent must move 1 meter in the direction of the Attacker's choice. If desired, the Attacker can advance 1 meter as well. Cannot force them into obstacles.</td>
</tr>
<tr>
<td>Move</td>
<td>Half/Full</td>
<td>Move</td>
<td>Character moves a number of meters equal to AB. Moving out of Combat incurs a free Stand. Attack.</td>
</tr>
<tr>
<td>Overwatch</td>
<td>Full</td>
<td>Attack R Concentration</td>
<td>Character specifies a general area, and a Ranged Attack Action, and conditions. At any time before the Character's next Turn, if the conditions are met the Character may make the specified Action. If this conflicts with another Action, higher Ag goes first. Performing Actions (except Free Actions) or Reactions breaks Overwatch.</td>
</tr>
<tr>
<td>Ready</td>
<td>Half</td>
<td>Misc.</td>
<td>Character draws a Weapon, or retrieves/stows an object. Is also used to drink Potions, coat blades with Poison, and so forth. Can be used twice in the same Turn with different Items.</td>
</tr>
<tr>
<td>Run</td>
<td>Full</td>
<td>Move</td>
<td>Character moves a distance equal to his Run Movement. Until his next Turn, Ranged Attacks against him suffer a -20 to BS, but Melee Attacks gain a +20 to WS.</td>
</tr>
<tr>
<td>Stand/ Mount</td>
<td>Half</td>
<td>Move</td>
<td>If on the ground, stand up. If standing, can mount a riding beast.</td>
</tr>
<tr>
<td>Stand. Attack</td>
<td>Half</td>
<td>Attack R/M</td>
<td>May make a Ranged/Melee Attack, or attempt a grapple, against an Opponent at a +10 to BS or WS.</td>
</tr>
<tr>
<td>Stun</td>
<td>Full</td>
<td>Attack M</td>
<td>Character must be armed with a Melee Weapon. Can attempt to Stun Target Opponent. Make a -20 WS Test, on success roll 1d10 and add SB. Target rolls 1d10 and adds TB +1 for each AP protecting his head. If the Attacker's total is &gt;= then the Opponent is stunned for a number of Rounds equal to the difference, and gains one Level of Fatigue.</td>
</tr>
<tr>
<td>Swift Attack</td>
<td>Half</td>
<td>Attack M</td>
<td>Requires the Swift Attack Talent. Specify a Target Opponent in Melee Combat. Make a WS Test. Success is a Hit, and every 2 DoS confers an additional Hit. Hits can be allocated to the Target, or others in Melee as long as two of the others would have been harder to hit than the original. Cannot exceed WSB hits.</td>
</tr>
<tr>
<td>Takedown</td>
<td>Half</td>
<td>Attack M</td>
<td>Declare a Target Opponent in Melee Combat. Make an Unarmed Attack. If at least 1 Damage is dealt, ignore Damage and instead the Target must make a T Test or be Stunned 1 Round.</td>
</tr>
</tbody>
</table>
**Weapon Handedness**

- **1H Weapons**
  May be wielded effectively in one hand.

- **1.5H Weapons**
  May be wielded in one hand or two. If using two hands, increase SB by 50% (round down).

- **2H Weapons**
  May only be wielded effectively in two hands. If one handed, suffers a -40 WS Penalty and cannot make Swift or Lightning Attacks. If SB is 4 or higher, reduce this Penalty to -30. Ranged Weapons are always 2H and cannot be used 1H.

---

**Two Weapon Fighting**

Characters may wield two 1H or 1.5H Weapons. If the Character has the Two Weapon Wielder Talent, he may make a Melee Attack Action (Standard, Swift, or Lightning Attack) with one of these Weapons. He may then perform another Melee Attack Action (Standard, Swift, or Lightning Attack) with the other Weapon (note, this is NOT a free Action). Each Weapon Skill Test suffers a -20 Penalty. If the Character has the Blade Dancer Talent, these penalties drop to -10. Attacks made using the offhand suffer an additional -20 Penalty to Weapon Skill Tests unless the Character has the Ambidextrous.

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**Characteristic Damage**

Unless specified, Characteristic Damage is never permanent: one point returns each hour. Medical/magical attention may increase this rate.

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<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 Weapon Skill</td>
<td>The Character may not make Tests based on this Characteristic.</td>
</tr>
<tr>
<td>0 Ballistic Skill</td>
<td>The Character may not make Tests based on this Characteristic.</td>
</tr>
<tr>
<td>0 Strength</td>
<td>The Character collapses into unconsciousness.</td>
</tr>
<tr>
<td>0 Toughness</td>
<td>The Character dies.</td>
</tr>
<tr>
<td>0 Agility</td>
<td>The Character is paralyzed, helpless, and can take no actions.</td>
</tr>
<tr>
<td>0 Intelligence</td>
<td>The Character slips into a dreamless coma and is treated as helpless.</td>
</tr>
<tr>
<td>0 Perception</td>
<td>The Character is bereft of his senses and suffers a -30 Penalty to all Tests (except Toughness) until he recovers.</td>
</tr>
<tr>
<td>0 Willpower</td>
<td>The Character collapses into a nightmare filled sleep.</td>
</tr>
<tr>
<td>0 Fellowship</td>
<td>The Character withdraws into a catatonic state. May not speak or make Tests based on this Characteristic.</td>
</tr>
</tbody>
</table>

---

**Unarmed Combat**

Attacker then makes a Weapon Skill Test, or if his Opponent is armed, a Hard (-20) Weapon Skill Test. If the Unarmed Attack hits, it deals 1d5-2 (minimum 1) plus the Character's Strength Bonus in Impact Damage. If the Character has the Natural Weapons Trait, he does not suffer the Penalty for being unarmed and he deals the Natural Weapon Damage instead.

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**Mounted Combat**

Mounted Combat is Combat from any kind of Mount. When making Attacks with a Charge Action or after having moved a Full Action during the previous Round, the Character adds the Mount’s effective AB (the one used to calculate movement, after appropriate modifications due to Traits, etc…) to all Damage dealt to and by the Character with Melee Weapons. Attacking with a Two Handed Melee Weapon requires a successful Ride Skill Test to maintain balance, failure results in the Character slipping and tumbling from his Mount.
**Weapon Special Qualities**

Here are the Weapon Special Qualities for your convenience.

**Balanced**
Some Weapons are designed so that the weight of the hilt balances the weight of the blade, making the Weapon easier to wield. Balanced Weapons grant a +10 Bonus to Parry Skill Tests when using this Weapon. Even if the wielder is using multiple Balanced Weapons, he only gains the Bonus once.

**Concealable**
Weapons with this Quality are small enough to be easily hidden. Attempts to conceal this Weapon with the Sleight of Hand (Ag) Skill Test receive a +20 Bonus.

**Concussive (X)**
Some Weapons strike the Target with such resounding force that they are at risk of being Stunned from the impact. When Target is struck by a Concussive Weapon they must take an Ordinary (+10) Toughness Test, increasing the Difficulty by one step for each number in parenthesis (X). For example a Weapon with Concussive (2) would result in a Difficult (-10) Toughness Test, and Concussive (0) would be an Ordinary (+10) Test. If he fails, Target is Stunned for 1 round plus 1 for every 2 Degrees of Failure. If the Target takes Damage greater than his Strength Bonus, the Target is knocked Prone.

**Crippling (X)**
Particularly cruel or deadly Weapons sometimes include things like living barbs or shards that remain in their victims’ wounds causing them immense pain and even slowly killing them. When a Target suffers at least one Damage (after mitigation) from this Weapon they count as being “crippled” for the remainder of the encounter or until healed of all Damage. If a crippled Character takes more than a Half Action on their turn, they must pass a Challenging (+0) Toughness Test or suffer Rending Damage equal to the number in parenthesis (X), unmitigated by Armor or Toughness.

**Devastating (X)**
Some Weapons are more likely to inflict Critical Hits than others. Weapons with this quality have a base Critical Hit Threshold of (10-X) instead of 10.

**Dire (X) or (All)**
Dire Weapons have been prepared using special rituals or Materials (such as Silver), that allow them to ignore up to X points of the Target’s Unnatural TB. Some Dire Weapons (Dire (All)) ignore the Unnatural Bonus entirely.

**Fast**
Fast Weapons impose a -10 Penalty on attempts to Parry their Attacks and a +10 Bonus to Feint attempts.

**Fell (X)**
To kill powerful foes often requires fearsome Weapons with the ability to punch through even the toughest hides. When calculating Damage from Felling Weapons ignore X of the Target’s total TB.

**Flexible**
Flexible Weapons lash about when used to Attack and are difficult to predict or effectively stop, imposing a -15 Penalty to attempts to Parry Attacks from the Weapon. Failing an Attack with this Weapon by equal to or more than four Degrees of Failure means the Character has hit themselves, and resolves a single hit against a random location. These Weapons also suffer a -20 Penalty to attempts to Parry Attacks with them.

**Primitive (X)**
Weapons with the Primitive Quality are deficient in some manner, and treat any die roll for Damage higher than the Primitive Rating X as if it were the Primitive rating instead.

**Proven (X)**
Weapons with a Proven Quality always inflict massive trauma and treat any total Damage roll lower than the Proven rating X as if it were the Proven rating instead.

**Razor Sharp (X)**
Certain Weapons have the ability to slice right through Armor if they hit just right. If the wielder scores three or more Degrees of Success when rolling to hit with this Weapon, this Weapon gains X Penetration for the purposes of calculating Damage on that hit.

**Reach**
Weapons with this Quality are difficult to avoid, but easier to Parry. Attempts to Dodge Attacks from Weapons with this Quality suffer a -10 Penalty, while attempts to Parry them receive a +10 Bonus.

**Reload (*) (Ranged Weapons Only)**
This Weapon has a mechanism that must be reloaded or drawn before it can be fired again. It also uses Ammunition, and must expend an Arrow/Bolt (for Bows/Crossbows, respectively) with each Attack. Apply any modifiers associated with the Ammunition Profile to the Weapon for that Attack.

* is either None, Half, 1.5Full, or 2Full. Dictates the time (in Actions) required to reload the Weapon.

**Tearing**
Tearing Weapons are vicious devices that easily cut through flesh and bone. These Weapons roll one extra die for Damage, discarding the lowest die rolled.

**Thrown**
Weapons with this Quality have been modified to make it easier to throw them. Use the normal rules for throwing Melee Weapons, except do not halve the Character’s SB when calculating Damage. However, the Weapon suffers -1 Damage in exchange, given that it must be made somewhat lighter.

**Toxic (X)**
Some Weapons rely on toxins and poisons to do their Damage. Anyone that takes Damage from this Weapon suffer X points of Toxic Damage.

**Unbalanced**
Heavy and difficult to ready after an Attack, these kinds of Weapons impose a -10 Penalty to Parry (WS) Skill Tests using this Weapon. Unbalanced Weapons cannot be used to make Lightning Attacks.

**Unwieldy**
Huge and often top-heavy, Unwieldy Weapons are awkward to use defensively. Unwieldy Weapons suffer a -30 Penalty to Parry (WS) Skill Tests. Unwieldy Weapons cannot be used to make Lightning Attacks.
Armor Special Qualities

Some Armor possesses Special Qualities to represent certain effects or Traits it possesses. The following is a list of Armor Special Qualities. None of these Qualities may be applied to Shields unless otherwise noted.

Fearsome (X) (may be applied to Shields)
Grants the Wearer +10 to Intimidate (S) Skill Tests and the Fear (X) Trait when in Combat. Does not stack across multiple Armor Pieces.

Heavy (may be applied to Shields)
Apply the penalties from this quality if the majority of the Armor the Character is wearing has this quality (including shields). In the event of a tie, this quality takes priority over Medium or Light.

Armor with this quality imposes a -20 Penalty to Spellcasting Tests, and to Acrobatics (Ag), Dodge (Ag), Athletics (S), and Stealth (Ag) Skill Tests. It also reduces all the Character’s AB for the purposes of calculating movement by 1. The Character may choose to move at their normal movement rate instead, but they must pass an Ordinary (+10) Toughness Test each time they do so, or suffer a Level of Fatigue.

Insulated
This Armor helps the Wearer store heat more efficiently, granting them the Resistance (Cold) (1) and the Elemental Resistance (Frost) (10) Trait if all of their Armor has this Quality.

Light (may be applied to Shields)
Apply the penalties from this quality if the majority of the Armor the Character is wearing has this quality (including shields).

Armor with this quality imposes a -5 Penalty to Spellcasting Tests, and to Acrobatics (Ag), Dodge (Ag), Athletics (S), and Stealth (Ag) Skill Tests.

Medium (may be applied to Shields)
Apply the penalties from this quality if the majority of the Armor the Character is wearing has this quality (including shields). In the event of a tie, this quality takes priority over Light.

Armor with this quality imposes a -10 Penalty to Spellcasting Tests, and to Acrobatics (Ag), Dodge (Ag), Athletics (S), and Stealth (Ag) Skill Tests.

Padding (X)
Grants the Wearer a +15 * X Bonus to Toughness Tests made to resist the effects of Weapons with the Concussive Quality.

Shielding
Called Shots against Miniscule Targets on the Wearer’s Body (eyes, etc…) suffer a -10 * X Penalty.

Spiked (may be applied to Shields)
Opponents attempting to Grapple or make Attacks with Natural Weapons against the Wearer take 1d5 Rending Damage. Attacks using the Character’s Natural Weapons gain +2 Damage if they are wearing Armor with this quality on their Arms or Legs. If used on a Shield, this quality adds 2 Damage to Attacks using the Shield as an improvised Weapon.

Sturdy (X) (may be applied to Shields)
Sturdy Armor gains X additional Armor Points.

Tower (Shields only)
This Shield is large, covering much of the Character’s body and making it easy to Parry attacks, but making it difficult to move quickly. Shields with this quality double their normal bonus to Parry (WS) Skill Tests (for a total of +30), but Characters using the Shield suffer a -10 Penalty to Dodge (Ag) Skill Tests.

Resistant
Reduces all Critical Effects against the Wearer by 1.

Restrictive (Applies to Head Armor only)
Head Armor with this quality restricts the visibility of the user somewhat, imposing a -10 Penalty to any Perception based Tests while wearing it.

Shoddy (X) (may be applied to Shields)
Shoddy Armor loses X Armor Points (minimum 1).
Magic Quick Reference

The goal of this Section is to provide all the necessary information to use Magic, without the excess wording present in the main body of the Magic Rules in Chapter 7.

Spellcasting Steps

- **Step One: Caster declares Spell and Spell Form**
  The Caster must first declare the Spell being cast, and the Spell Form (which will determine the target(s)).

- **Step Two: Apply Modifiers to Caster’s Characteristic**
  Casting a Spell requires the Caster to make an Arcane Art (*) (WP) Skill Test (known as a Spellcasting Test) whose difficulty is determined by the Spell’s Difficulty as listed in the Spell Profile and where * is the Spell’s parent School.

- **Step Three: Caster makes the Spellcasting Test**
  After the modifiers have been determined, the Caster makes the modified Skill Test. If the roll is equal or less than the modified Characteristic, the Casting succeeds, otherwise it fails. Failed Spells are considered to have fizzled and have no effect or cost. It is at this point that the target of the Spell may attempt to evade it, if doing so is allowed by the chosen Spell Form.

- **Step Four: Determine Total Magicka Cost**
  A Spell’s Magicka Cost is listed in its Spell Profile. Total Magicka Cost is determined based on Spell Form, and is derived from the base Magicka Cost listed in the Spell Profile. The Character then removes this number from their current Magicka pool. If this would reduce their Magicka to below zero, then the Spell cannot be cast and there is no cost or effect.

- **Optional Step Five: Caster determines Hit Location**
  In some cases the Caster may need to determine where the Spell landed on a successful hit (usually in the case of damaging Spells). Using the percentile dice result from the Caster’s Skill Test, compare the second digit to the Hit Locations table (which can be found in Chapter 4).

- **Step Six: Target applies Effects**
  On a successful cast apply the Spell’s Effect, as listed in the Spell Profile, to the intended Target(s) as determined by the Spell Form. If this includes Damage, resolve it just like Damage from a normal Attack: taking into account hit location and so forth. Spells that deal Damage can cause Critical Hits just like Attacks can.

Spell Forms

Each Spell Form represents a unique way to cast a Spell and will determine the Spell’s targets, as well as how the targets are affected by/can react to the Spell. The Total Magicka Cost of each form is listed in parenthesis next to its name.

- **Blast (Base Cost * 3)**
  Affects everything within WPB meters (Caster can choose to reduce the radius) of target location/being within the Caster’s Willpower in meters. Counts as a Ranged, Area of Effect Attack.

- **Bolt (Base Cost * 1.5 (round down))**
  Affects a target within Willpower meters of the Caster. The Caster must be aware of and have line of sight to the target. Counts as a Ranged Attack for the purposes of Evasion.

- **Chain (Base Cost * # of targets (max WPB))**
  Affects a target within half the Caster’s Willpower in meters of the Caster. Must be aware of and have line of sight to the target. If the initial target is struck, the Caster may choose to have the Spell Effect another target within WPB meters of the initial target (this must be chosen after the Spellcasting test, but before the total Magicka Cost is calculated). This may be repeated up to a maximum of WPB targets. Each jump counts as a Ranged Attack, but attempts to evade it suffer a -20 Penalty.

- **Cloak (Base Cost * 3)**
  Applies the Spell’s Effect to all viable targets within up to WPB meters of the Caster (the Caster can choose to reduce this range), and an angle of up to 30 degrees (Caster can choose to reduce the angle). This effect lasts for up to WPB Rounds (the Caster may choose to end it at will). Counts as a Ranged, Area of Effect Attack for the purposes of Evasion.

- **Cone (Base Cost * 4)**
  Applies the Spell’s Effect to all viable targets within a cone, with a range of up to half the Caster’s Willpower (Caster can choose to reduce the range) in meters, and an angle of up to 30 degrees (Caster can choose to reduce the angle). Counts as a Ranged, Area of Effect Attack for the purposes of Evasion.

- **Lance (Base Cost * 3)**
  Affects a target within twice the Caster’s Willpower in meters of the Caster. The Caster must be aware of and have line of sight to the target. Counts as a Ranged Attack for the purposes of Evasion, but imposes a -20 Penalty on such attempts.

- **Prime Weapon (Base Cost * 3)**
  Primes a Weapon that the Caster is wielding. A primed Weapon applies the Effect it was primed with to the target of any Melee or Ranged Attacks made with it. This will trigger a maximum of WPB times, at which point the Weapon loses its primed status. A Weapon may only be primed with one Effect at once, and the primed effect wears off (even if not used) after WPB hours.

- **Rune (Base Cost * 3)**
  Applies an invisible rune to target object surface within 1m of the Caster. Once triggered, the rune applies the effects to all viable targets within a radius of up to WPB meters. Caster must choose the exact conditions on which the effect triggers: it may either be a time based trigger, or a proximity trigger. These runes cannot be placed within WPB meters of one another.

- **Self (Base Cost)**
  Applies the Spell’s Effect to the Caster.

- **Target (Base Cost)**
  Applies the Spell’s Effect to a target within the Caster’s Willpower in meters of the Caster. The Caster must be aware of and have line of sight to the target. Cannot be evaded.

- **Touch (Base Cost)**
  Applies the Spell’s Effect to a target within 1m of the Caster (which counts as Melee Combat range). Counts as a Ranged Attack for the purposes of evasion.

- **Wave (Base Cost * 6)**
  Applies the Spell’s Effect to all viable targets within up to half the Caster’s Willpower (Caster can choose to reduce the range) in meters of the Caster. Counts as a Ranged, Area of Effect Attack for the purposes of Evasion, but imposes a -20 Penalty on such attempts.