

An Elder Scrolls III: Morrowind (and other TES games) based TTRPG

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Character Creation

Choosing a class




























When creating a character, you can choose from any class. Each of these classes has 5 Major (M) skills (Starts at level 30), 5 Minor (m) skills (Starts at level 15) and 17 miscellaneous skills (Starts at level 5).

You also get 2 favoured attributes, that you get a bonus +10 to, on-top of your races starting attribute level.

At the top also, you may see that it says Combat, Magic, and stealth. This is your specialisation, and you get a +5 bonus to all the skills governed by that specialisation. A further list of all the classes and their specialisation/bonus abilities can be found [here](#), and a list of their level-up charts [here](#).

In short, here is a class table, with majors (M) and minors (m), favoured attributes on the left, specialisations highlighted, and miscellaneous skills blank:

Image copyright UESP

Class	Combat									Magic										Stealth									Attribs.
																													
Acrobat		M							m		m								M	M	m	m	M				M	m	AGL, END
Agent				m								m			m				m	M		M		m		M	M	M	AGL, PER
Archer		M		M			M	m	m								m	m			M	M				m		AGL, STR	
Assassin		m		m			m			m										M		M	M		m	M	M		INT, SPD
Barbarian	m	M	M	M	M			M										m		m		m	m						SPD, STR
Bard				M			M	m		M				m	m					M				m	m			M	INT, PER
Battlemage			M			M	m			m	M	M	M	m		m							m						INT, STR
Crusader	m			M	M	M	M	m		m			M				m				m								AGL, STR
Healer					m					m	M				m	M	M	m			M	m						M	PER, WIL
Knight	m		M	M		M	M	m						m			m							m				M	PER, STR
Mage										m	M	m	M	m	M	M	M	m								m			INT, WIL
Monk		M		m	m													m	M	M	M	m	m				M		AGL, WIL
Nightblade											M		m		M	M		m				m	m		m	M	M		SPD, WIL
Pilgrim				m				M		m					m		M				m		M	M		m		M	END, PER
Rogue		m	M	m			m	m													M	M		M		M		m	PER, SPD
Scout		M		M			M	M		m	m								m			m	m				M		END, SPD
Sorcerer						m		m			M	M	M	M	m	M							m			m			END, INT
Spellsword			m	M	m		M	m		m	M		M	m				M											END, WIL
Thief		m																		M	m	M	m	m	M	M	M	m	AGL, SPD
Warrior	m	M	m	M	m	M	M	M	m														m						END, STR
Witchhunter				m	m					M		M		M		m		m				M	M				m		AGL, INT

Pre-defined classes have the disadvantage to creating classes that you can tailor a custom class to your exact build, while there may be some 'dead-weight' skills that you could major/minor in with something else with a pre-defined class. For this reason, extra abilities are given to pre-defined classes to make them slightly more desirable. These are explained on the next page:

Class abilities apply only for players unless otherwise specified.

Acrobat – Takes half of all fall damage. Further, once a day you can choose to succeed on reaction (upon failing the speed roll) exiting melee range successfully.

Agent – On resting with the party, increase everyone's highest skill that isn't 100 by 10XP. If a draw the individual player can choose, and if none they increase none.

Archer – With a normal bow or thrown marksman weapon attack, you can choose to make this attack take 2X longer before rolling, with the benefit of a 10% chance of paralysis (until their next turn ends) on the target and a 15% chance to knock them prone. I.e., on a 10 or below target is paralysed, on a 11-25 roll the target is knocked prone. Note: these do not replace but do count as Critical thresholds so with a +100-marksman boost, these [do move up](#).

Assassin – Ranged weapons can also execute like [short blades with the Free Hand bonus](#). All thrown marksman weapons count as one, you don't even have to stick to one type.

Barbarian – Upon hitting a heavy attack with any weapon you also do [Bleed Damage](#) for $d[(\text{Strength Level})/4]$ points.

Bard – All bribes cost half, and no failure penalties for failed mercantile rolls. Once per day you may also reroll a failed speechcraft roll on reaction.

Battlemage – Conjunction spells cost half MP rounded up.

Crusader – Destruction spells cost half MP rounded up.

Healer – Restoration spells cost half MP rounded up.

Knight – As well as getting the extra protection (SV) from shields, you can also actively block effectively due to training. Activating your blocking stance takes no time, but to deactivate is 2 seconds from your turn. During the blocking stance the only action you can do is deactivate the blocking stance. When in a blocking stance, 50% of the damage is instead done as fatigue damage instead of health, but you cannot make any actions except deactivate blocking. Further, while blocking you have a 40% chance to not be hit with arrows at all, which increases to a 75% chance with a tower shield. At level 50-74 Block skill, you have a 10% (rolled 1-10 on a d100) chance to knock an attacking entity prone upon blocking an attack. At level 75+ Block skill the chance to prone the attacker is raised to 15% (rolled 11-25 on a d100) but with a further 10% chance to paralyse the attacker (until their next turn ends) (rolled 1-10 on the same d100).

Mage – Mysticism spells cost half MP rounded up.

Monk – With a hand-to-hand punch attack, you can choose to make this attack take 2X longer before rolling, with the benefit of a 20% chance to [disarm](#) the target (explained in *Disarming Strike*).

Nightblade – Illusion spells cost half MP rounded up.

Pilgrim – All vendors have unlimited gold when selling to you.

Rogue – Upon getting a bounty, you have a $[(\text{Personality level})/2]\%$ chance for all charges to be dropped (bounty reduces to 0).

Scout – NPC scouts can reveal nearby desired locations or random locations you may find interesting on your map, in the area nearby to the scout, for free or a price. Player character scouts can reveal wilderness locations on the parties' map once per day. You may either choose this to be a random location or specific one. If it is a random one, then a random nearby location is now known to the party. If it is a specific one, if the party is in the nearest settlement to it then it is now known, if the party is not in the nearest settlement to it then the nearest settlement to it is now known but the location still obscured.

Sorcerer – Doubled success rates when enchanting items.

Spellsword – Alteration spells cost half MP rounded up.

Thief – If not using sneak rolls for stealth attacks and when using security, get a $+[(100 - \text{Skill level})/5]$ bonus to your Sneak and Security level when rolling.

Warrior – Heavy attacks have a 10% chance to paralyse the target (until their next turn ends).

Witchhunter – Can create potions from one ingredient and choose from the effects they know this ingredient has.

Creating a class

If you don't like the look of any of these classes, do not fret! You may create and name your own class. All you need to do, is pick your 5 majors, 5 minors, specialisation, and favoured attributes. Easy as that! Here is a graph to help you do that:

Attribute	Skills Governed by Attribute					Image copyright UESP	Specialization
Endurance	Heavy Armor (3)	Medium Armor (2)	Spear (7)				Combat
Strength	Acrobatics (20)	Armorer (1)	Axe (6)	Blunt Weapon (4)	Long Blade (5)		Stealth
Agility	Block (0)	Light Armor (21)	Marksman (23)	Sneak (19)			Magic
Speed	Athletics (8)	Hand-to-hand (26)	Short Blade (22)	Unarmored (17)			
Personality	Illusion (12)	Mercantile (24)	Speechcraft (25)				
Intelligence	Alchemy (16)	Conjuration (13)	Enchant (9)	Security (18)			
Willpower	Alteration (11)	Destruction (10)	Mysticism (14)	Restoration (15)			
Luck	(none)						

Combat specialisation governs the blue skills, magic specialisation governs the pink skills, and stealth specialisation governs the yellow skills. The next category is about favoured attributes, to help you understand what they do in this TTRPG format. It doesn't matter what skills are governed by what attributes, more on that in the *Leveling up* section. Finally, Even when creating a class you start with some spells:

- If Alteration is a major skill, then you start with:
 - Shield (Shield 5pts for 30 seconds on self: 15 magicka)
 - Water Walking (Water Walking for 60 seconds on self: 9 magicka)
- If Conjuration level*2 + Willpower level/5 + Luck level/10 is:
 - 56 or more then you start with Bound Dagger (Bound Dagger for 60 seconds on self: 6 magicka)
 - 71 or more then you start with (in addition to Bound Dagger): Summon Ancestral Ghost (Summon Ancestral Ghost for 60 seconds: 21 magicka)
- If Destruction is a major skill, then you start with:
 - Fire Bite (Fire Damage 15-30 points for 1 second on Touch: 6 magicka)
- If Illusion is a major skill, then you start with:
 - Chameleon (Chameleon 10 points for 30 seconds on self: 15 magicka)
 - Sanctuary (Sanctuary 10 points for 30 seconds on self, 15 magicka)
- If Mysticism is a major skill, then you start with:
 - Detect Creature (Detect Animal 50-100 points for 5 seconds on self: 19 magicka)
- If Restoration is a minor or major skill, then you start with:
 - Hearth Heal (Restore Health 20-80 points for 1 second on self: 13 magicka)

Birth-signs

Birth-signs are what star formation you're born under; you choose one (unless otherwise specified) and each gives you different abilities and spells. The following is each birth-sign and its effects:

The Apprentice: *More magicka for powerful spellcasting but you are weak to it*

- (Ability) Elfborn: Fortify Maximum Magicka 150% (1.5X), Weakness to Magicka 50%

The Atronach: *More magicka for powerful spellcasting but you regenerate magicka by absorbing spells*

- (Ability) Wormbburn: Spell Absorption 50%, Fortify Maximum Magicka 200% (2.0X), Stunted Magicka

The Lady: *More socially adept and ability to withstand more damage*

- (Ability) Lady's Favor: Fortify Personality 25 points
- (Ability) Lady's Grace: Fortify Endurance 25 points

The Lord: *Powerful restorative spell and health restoration at the cost of a fire weakness*

- (Ability) Trollkin: Weakness to Fire 100%. When in combat, Restore Health (Character Level)/3 points rounded down, at the start of each combat turn
- (Spell) Blood of the North: Restore Health 2 points for 30 seconds, Cure Common Disease, Cure Paralysis, and Cure Poison on Touch. Only a spell willpower roll required costing 35MP, 30FP, and 15HP to cast

The Lover: *Better on your feet and an incredible paralysis power that has the downside of making you tired*

- (Power) Lover's Kiss: Paralyze 60 seconds on Target, Damage Fatigue 200 points on Self
- (Ability) Mooncalf: Fortify Agility 25 points

The Mage: *More magicka for powerful spellcasting with no downside*

- (Ability) Fay: Fortify Maximum Magicka 50% (0.5X)

The Ritual: *Powerful restorative ability and great against undead*

- (Power) Mara's Gift: Restore Health 100 points on Self
- (Spell) Blessed Word: Turn Undead 100 points for 30 seconds on Target. Conjuraton spell, 20MP

The Serpent: *A powerful poison spell at the cost of self-damage*

- (Spell) Star Curse: Poison 3 points for 30 seconds on Touch, Damage Health 1 point for 30 seconds on Self. Destruction spell, 5MP

The Shadow: *Can go invisible to allow for sneaking and surprise attacks*

- (Power) Moonshadow: Invisibility for 60 seconds

The Steed: *Faster speed allowing for fast movement and possibly more attacks*

- (Ability) Charioteer: Fortify Speed 25 points

The Thief: *A chance to dodge melee attacks*

- (Ability) Akaviri Danger-sense: Sanctuary 10 points

The Tower: *Can detect animals, keys, and magic and open medium strength locks*

- (Power) Tower Key: Open 50 points on Touch\
- (Spell) Beggar's Nose: Detect Animal, Detect Key, and Detect Enchantment all for 60 seconds in 200ft, Mysticism spell, 5MP

The Warrior: *More consistent melee hitting*

- (Ability) Warwyrd: Fortify Attack 10 points

Attributes

Side note: a 'standard' or 'd100' roll is a d100, and you succeed if you get lower or on your level. Also, advantage and disadvantage mean that you get 2 rolls instead of 1, and you pick the highest or lowest roll out of the two respectively.

The brackets beside attribute names are how to use them for RP, not necessarily for mechanics; these aren't a guide for RPing your character, do that how **you** want.

Strength (how much pure muscle and lifting power you have)

- Strength affects some [marksman](#) and all [melee weapon](#) physical damage. Note that the below equation is different for [Longspears](#).
 - Outgoing damage = Rolled weapon damage*(Strength level/100)
 - NPCs do not use this equation. Further, it does not affect weapon enchantments that apply on hit, only [physical](#).
- CC (carrying capacity or encumbrance) is 5 times your natural strength level.
- Is one of two ways to stay on your feet during an incoming heavy attack. Standard d100 roll (with possible advantage or disadvantage [depending on armour](#)) to determine if you're knocked [prone](#) by an enemy.

Intelligence (how non-socially perceptive, and "book-smart" you are)

- Determines maximum fatigue (Max FP):
 - Intelligence level = maximum magicka points
- Standard roll when an ally is [down](#) during resting can determine if they are able to get up fully healed (This OR luck). This can also be used to help an ally that is down during combat.
- Also used for various things, to do with knowledge of a subject (e.g., survival techniques, medicine) and perceiving something or investigating.

Willpower (how much concentration in tense situations you have and willingness to do things you don't want to do)

- You roll a standard willpower roll if you are trying to [cast a spell](#). It's the first roll you make when casting a spell, as you're seeing if your character has the will and focus to cast it in the moment.
- If you need to resist a [pure magicka spell](#), then you can use your willpower and a pre-existing resistance to magicka (if available through race, effect, or gear) added together. This is then the threshold for a roll. On a success, the pure magicka is resisted and on a failure it is not, and takes effect.
- Fatigue and Magicka recharge 10% of your willpower level at the start of each turn; rounding down (unless if you have Stunted Fatigue or Magicka, where you regenerate nothing).
- Affects [death](#) and [unconsciousness](#) rolls

Agility (how good at staying on your feet you are)

- Is one of two ways to stay on your feet during an incoming heavy attack. Standard d100 roll (with possible advantage or disadvantage [depending on armour](#)) to determine if you're knocked [prone](#) by an enemy.
- Determines maximum fatigue (Max FP):
 - Agility level + Endurance level = Maximum fatigue

Speed (*how fast you are, including your reaction time*)

- Your [effective speed](#) (i.e., the speed level you use for everything) is slightly different to your actual speed level and is affected by race weight, armour, Strength Level, and current CC.
- Standard speed roll when seeing if you successfully [flee](#) from melee distance of an aggressive NPC.
- Below 30 speed makes all attacks take double the time.

Endurance (*ability to withstand long periods of pain or discomfort*)

- Your [effective endurance](#) (i.e., the endurance level you use for everything) is slightly different to your actual endurance level and is affected by race weight and armour.
- Determines maximum fatigue (Max FP)
 - Agility level + Endurance level = Maximum fatigue
- Determines maximum health (Max HP)
 - Endurance level = Maximum health

Personality (*how socially perceptive you are and how socially natural you act*)

- See the section on [NPC social interaction](#) for more information.
 - Personality = Base Disposition someone has towards you. This is, out of 100, how much they trust you.
 - Also used in other social, but non speechcraft (convincing people) oriented scenarios, like performing for an audience, handling animals, and what NPCs perceive your intentions as. A good way to describe this is the way you carry yourself, not the way you speak with others when they know your intentions, which is speechcraft.

Luck (*how lucky you are*)

- Any time a player rolls for to make an in-game action they may have to roll luck. The only time luck does not apply is:
 - Willpower rolls when casting spells.
 - Rolls originating from magical effects, like sanctuary.
 - Luck rolls.
 - Rolls without a threshold, like damage rolls.

Luck rolls are done when a roll is within a radius of 10 of the threshold to succeed, for example: if you require a 47 or below to succeed, you'll need to roll luck when in range $37 \leq result \leq 57$.

- On a successful luck roll, you pass the 'in-game action' roll, even if you would have failed it if not for the luck roll.
 - On a failed luck roll, you fail the 'in-game action' roll, even if you would have passed it if not for the luck roll.
- Standard roll when a teammate is [down](#) during resting can determine if they are able to get up fully healed (This OR intelligence)
- You may ask to roll luck, for RP...

Effective Speed and Endurance

The Speed and Endurance levels you use for absolutely everything is different to your actual Speed and Endurance levels and called Effective Speed and Endurance. This is used in anything from rolling Speed and Endurance to max HP and FP to hand-to-hand benefits and below 30 speed attack times.

For GMs not wanting to use Effective levels, this is fine, but expect to encounter some consistency errors, such as underpowered heavier armours in combat.

Any Speed and Endurance affecting effects are still put onto your actual speed level, and the character sheet will automatically calculate the Effective level for you; **you do not need to know these at all**. But for those curious, here are the equations:

- S is Temporary Speed Level, so your permanent speed level including effects.
- E is Temporary Endurance Level, so your permanent endurance level including effects.
- R is Race Weight.
- A is Armour (majority); this has one of 4 values:
 - For an Unarmoured character: $A = 0$
 - For a majority Light Armour character: $A = 1$
 - For a majority Medium Armour character: $A = 2$
 - For a majority Heavy Armour character: $A = 3$
- T is Temporary Strength Level, so your permanent strength level including effects.
- C is Current Carrying Capacity (i.e., how much you are holding)

For **Effective Speed**:

$$\text{Effective Speed Level} = \frac{S[1 + \exp[5(1 - R)]]}{1 + 0.08A + [0.75 + 0.08A] \exp[5(1 - R)]} - 0.1 \exp\left(\frac{C}{T}\right)$$

For **Effective Endurance**:

$$\text{Effective Endurance Level} = \frac{E[1 + \exp[5(R - 1)]]}{1 - 0.02A + [0.8 - 0.02A] \exp[5(R - 1)]}$$

These equations do not apply for NPCs. These act like a Fortify but are not a Fortify as Fortify is still added to your Permanent Speed and Endurance.

The effective speed equation revolves around you being slower or faster depending on currently worn armour, race weight, speed level, and how close you are to being encumbered or how over-encumbered you are. This equation scales multiplicatively with Speed level. With unarmoured and lighter armours, you are faster, but slower with heavier armours. The higher your race weight the slower you are, but faster with a lower race weight. When carrying some items, you should not notice too much of a difference to effective speed until you get to about two-thirds inventory capacity.

Upon reaching nearly full capacity you should get about a decrease of 15 in speed, decreasing at a noticeably exponential scale beyond that.

The effective endurance equation revolves around you being able to withstand longer or shorter periods of pain depending on currently worn armour, race weight, and endurance level. This equation scales multiplicatively with Endurance level. With unarmoured there is no endurance detriment but will increase more with heavier armours. The higher your race weight the more you can withstand compared to smaller race weights.

Boosted attributes and skills

Note that “natural level” in an attribute or skill means that level un-modified with fortify or other magical effects. It means your actual level in that skill or attribute, including for speed and endurance.

All skills and attributes are capped through natural levelling at 100, but some attributes and skills can surpass 100 un-naturally (with magical and item effects etc...). For rolling, attributes cap at 100, which is still an auto-pass, but otherwise, past 100 attributes have these effects:

- Strength:
 - Weapon damage equation still applies
 - CC equation still applies
- Intelligence:
 - Level = MP still applies
- Willpower:
 - FP and MP recharge rate still applies
- Agility and Endurance
 - Agility and Endurance relationship to FP and MP still applies

Any other attributes not on here caps at 100, for example: personality, can't have plus 100 disposition. Below zero attribute de-buffs cap at zero.

If effects bring you to a level below your usual level, then you will need to readjust some things, like levelled abilities, for some skills and attributes.

Finally, skills do not un-naturally cap at 100. They have post-100 effects:

- Armourer, Enchant and Alchemy
 - See their [respective pages](#), chance of success has an equation instead of just your skill level.
- Heavy Armour, Medium Armour, Light Armour and Block
 - This will change your SV
- Other skills move the success critical thresholds higher by $((\text{Boosted skill level} - 100)/4) \times \text{rounded up}$. For example: if your Short Blade is boosted to 110 then you Critically succeed on a rolled 3 or below, get a Well-Placed hit on a 30 or below, with anything else except the normal Critical Failure thresholds being an auto success. Negative skills are similar, except the modifier is $(-\text{Boosted skill level}/4) \times \text{rounded up}$ and affects the percent chance to get any type of critical failure for the used action. Skills that have no set Critical, such as Athletics or Speechcraft can still be calculated the same way, but the Critical's effects are given by the GMs discretion as normal.

Final words for attributes

So, this is the general information you need to choose the attributes you want. If you have a specific build in mind, then feel free to look into the skills you want to use, as attributes are used for a wider variety of more specific things that I have left out of this section as they do not apply to most player characters.

The next section is about race, so this may influence your decisions when making a class, as different races start with different starting attributes, and skill bonuses.

Races

Note: abilities are passive, powers are 'once a day' spells, taking 2 seconds to cast like spells. Powers are non-resistible pure magicka unless otherwise stated.

Furthermore, bear weight in mind when fleeing from combat; more on that in the [Combat skills and mechanics](#) section.

Races of Man (~80-year lifespan)

Breton

[Bretons](#) are Manmer descendants of Aldmeri elves and Nedic men, that inhabit the rocky province of High Rock to the north-west. Whilst politically divided for centuries, they are still united in language, their abstract thinking and natural resistance and prowess for magic.

- (Power) Dragon skin: shield 50 points for 60 seconds on self
- (Ability) Resist magicka 50%
- (Ability) Fortify maximum magicka 50% (1.5X)
- Male weight 1, Female weight 0.9

Attribute	M	F	Skill	Bonus
Strength	40	30	Conjuration	+10
Intelligence	50	50	Mysticism	+10
Willpower	50	50	Restoration	+10
Agility	30	30	Alchemy	+5
Speed	30	40	Alteration	+5
Endurance	30	30	Illusion	+5
Personality	40	40		
Luck	40	40		

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Imperial

[Imperials](#) are well-spoken, educated people native to Cyrodiil, a central-to-Tamriel fertile grassland, transformed from a jungle by Tiber Septim (later Talos). They are less physically imposing than other races, but have widespread rule, law, and armies. They are remarkable for training light infantry due to their smaller frame, and out of combat are fantastic diplomats and tradesmen.

- (Power) Star of the West: absorb fatigue 200 points on target
- (Power) Voice of the Emperor: charm target 25-50 points for 15 seconds
- (Ability) Connections: Start the game with 80 gold, instead of the base 50
- Male weight 1.25, Female weight 0.95

Attribute	M	F	Skill	Bonus
Strength	40	40	Speechcraft	+10
Intelligence	40	40	Mercantile	+10
Willpower	30	40	Long Blade	+10
Agility	30	30	Blunt Weapon	+5
Speed	40	30	Light Armor	+5
Endurance	40	40	Hand-to-hand	+5
Personality	50	50		
Luck	40	40		

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Nord

Most fair-haired [Nords](#) of the northern-Tamriellic province Skyrim love two things: fighting and being drunk. They are enthusiastic about fighting and renowned warriors because of it. They are militant, and excel mainly in martial arts rather than magic, though magic orientated Nords are not uncommon. Their homeland is cold and unforgiving in the warmest of places, so the warm, harsh ash of Vvardenfell is so foreign yet so familiar.

- (Power) Thunder Fist: frost damage 25 points on touch
- (Power) Woad: Shield 30-60 points on self for 60 seconds
- (Ability) Resist frost 100%
- (Ability) Resist shock 50%
- Male weight 1.25, Female weight 1

Attribute	M	F	Skill	Bonus
Strength	50	50	Axe	+10
Intelligence	30	30	Blunt Weapon	+10
Willpower	40	50		
Agility	30	30	Medium Armor	+10
Speed	40	40		
Endurance	50	40	Heavy Armor	+5
Personality	30	30		
Luck	40	40	Long Blade	+5
			Spear	+5

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Redguard

[Redguards](#) are regarded as the most naturally talented warriors. These fierce peoples are from the mostly coastally bordered Hammerfell, a varietal western Tamriel land of grasslands, tropics, and deserts. Due to their independent spirit, most become heroic adventurers or scouts rather than the rest of Men that would be used as rank-and-file soldiers. Unlike other races, they are blessed with a natural resistance to typical ailments and unmatched agility.

- (Power) Adrenaline Rush: Fortify Agility, Endurance, speed, and strength all for 50 points. Also, fortify health 25 points. All for 60 seconds
- (Ability) Resist poison 70%
- (Ability) Resist common disease 75%
- Male weight 1.1, Female weight 1

Attribute	M	F	Skill	Bonus
Strength	50	40	Long Blade	+15
Intelligence	30	30		
Willpower	30	30	Athletics	+5
Agility	40	40	Axe	+5
Speed	40	40	Blunt Weapon	+5
Endurance	50	50		
Personality	30	40	Heavy Armor	+5
Luck	40	40	Medium Armor	+5
			Short Blade	+5

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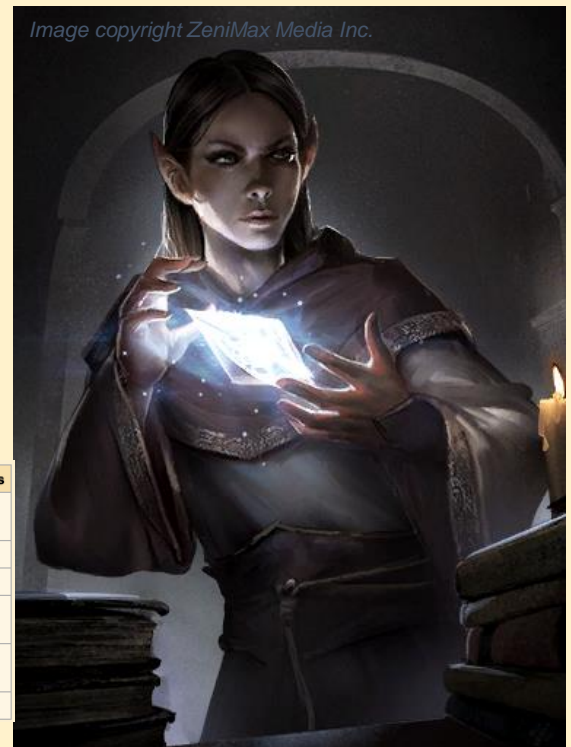
Races of Mer (~250-year lifespan, except Orsimer with an ~80-year lifespan)*Altmer*

[Altmer](#) are often understood as snobbish or proud by other races, which is mostly perpetuated by their perception of “lesser races” than them being “uncultured”. They are from the south-west Tamriel sunny Summerset Isles, a grouping of two islands: Summerset Isle and the smaller Auridon. While extremely smart and gifted with magic, Altmer are not a hardy people, and are weak to many of the magics that they are so gifted with.

- (Ability) Auri-El’s Focus: When in combat and outside of melee range with any entities, gain advantage on all Skill rolls.
- (Ability) Resist common disease 75%
- (Ability) Weakness to Shock and Frost 25%, Fire and Pure magicka 50%
- (Ability) Fortify Maximum Magicka 200% (3X)
- Male weight 1, Female weight 1

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Attribute	M	F	Skill	Bonus
Strength	30	30	Destruction	+10
Intelligence	50	50	Enchant	+10
Willpower	40	40	Alchemy	+10
Agility	40	40	Alteration	+5
Speed	30	40	Conjuration	+5
Endurance	40	30	Illusion	+5
Personality	40	40		
Luck	40	40		

*Bosmer*

Rejectors of the high culture the Altmeri hold close, these lightly framed peoples from southern Tamriel Valenwood prefer a simple life, mostly in the trees. Although they are considered less influential and more naïve than other Mer, they outnumber all other of the Elves on Tamriel. A lot of [Bosmer](#) respect nature to the point of a pure carnivorous diet, make for fantastic archers or thieves, and have unique abilities to command lesser creatures.

- (Power) Beast Tongue: command creature 20 points indefinitely. You can have up to (Character Level)/2 creatures affected at one time, with this limit capping at 10 for character level 20+. If used on too many targets, you must dispel the power on one creature of your choice. When this command is dispelled, it calms the creature to you for one hour.
- (Ability) Resist common disease 75%
- Male weight 0.8, Female weight 0.75

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Attribute	M	F	Skill	Bonus
Strength	30	30	Marksman	+15
Intelligence	40	40	Sneak	+10
Willpower	30	30	Light Armor	+10
Agility	50	50	Alchemy	+5
Speed	50	50	Acrobatics	+5
Endurance	30	30		
Personality	40	40		
Luck	40	40		



Dunmer

These reserved, grim people are native to Morrowind, the northern Tamriel land of mainland Morrowind and Vvardenfell, a large island. [Dunmer](#) are generally ash hardened, destruction, sword and bow wielding, and distrust other races as much as they are distrusted by other races. They place great value on family and loyalty and no value on outsiders. Their past, current and future is problematic to say the least, with either a golden age or a crisis with no in-between. Isolationism and variance have made them culture rich, maybe not for the best, though.

- (Power) Ancestor guardian: sanctuary 50 points for 60 seconds on self
- Ability: Resist fire 75%
- Male weight 1, Female weight 0.9

Attribute	M	F	Skill	Bonus
Strength	40	40	Long Blade	+5
Intelligence	40	40		
Willpower	30	30	Destruction	+10
Agility	40	40	Light Armor	+5
Speed	50	50		
Endurance	40	30	Athletics	+5
Personality	30	40	Mysticism	+5
Luck	40	40	Marksman	+5
			Short Blade	+10

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Orsimer

[Orsimer](#) are nomadic, not by choice. Their homeland Orsinium is sacked over and over and must move from province to province but has its true place in the north-west Tamriel Wrothgarian mountains, in High Rock. They are fantastically hardy and make for great warriors, to the point that they are downtrodden by other races and seen as uncivilised, due to an unreasonable fear. As of the Third Era, they are finally winning their deserved acceptance by the Empire, due to their usefulness as frontline troops.

- (Power) Berserk: Fortify health and fatigue 20 points, fortify attack 100 points, drain agility 100 points all on self for 60 seconds.
- (Ability) Resist magicka 25%
- Male weight 1.35, Female weight 1.1

Attribute	M	F	Skill	Bonus
Strength	45	45	Armorer	+10
Intelligence	30	40		
Willpower	50	45	Block	+10
Agility	35	35		
Speed	30	30	Heavy Armor	+10
Endurance	50	50		
Personality	30	25	Medium Armor	+10
Luck	40	40	Axe	+5

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Beastfolk (~80-year lifespan)*Argonian*

[Argonians](#), or Saxhleel are reptilian natives of a vast swampland in south-east Tamriel known as Black Marsh. They are extremely hardy, and come in many shapes or sizes depending on the clan they were raised in. Due to the terrain they've defended successfully for centuries, they have garnered a reputation to be the foremost experts in guerrilla warfare walking Tamriel. They have a poor relationship specifically with the Dunmeri people to the north, due to thousands of years of slavery awaiting Saxhleel that leave the terrains protection in Argonia. They make for fantastic fighters of any variety from warriors to spellcasters to thieves, and are great alchemists.

- (Power) Histskin: Upon activation, Shield 20 points, Restore Health 1 point per action made, and quadruple passive FP and MP regeneration, all for 60 seconds.
- (Ability) Gills: Constant Effect Water Breathing on self
- (Ability) Resist poison 100%
- (Ability) Resist common disease 75%
- Male weight 1.1, Female weight 1



Attribute	M	F	Skill	Bonus
Strength	40	40	Athletics	+15
Intelligence	40	50	Alchemy	+5
Willpower	30	40	Illusion	+5
Agility	50	40	Medium Armor	+5
Speed	50	40		
Endurance	30	30		
Personality	30	30	Mysticism	+5
Luck	40	40	Spear	+5
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			Unarmored	+5

Khajiit (Suthay-raht morphology)

These highly intelligent, cat-like people from the warm sands of southern Tamrielic Elsweyr are known for a high level of agility. [Khajiit](#) are known to be good at anything, depending on their furstock, which is a morphology they take on their birth depending on alignment of moons Secunda and Masser (or Jone and Jode). They have a major sweet tooth, and like Argonians are a target of major racial discrimination, mostly from Dunmer.

- (Power) Eye of Fear; demoralize humanoid 100 points for 30 seconds on target
- (Spell) Eye of Night; night eye 50 points for 30 seconds on self (no rolls to cast, no XP given, 0MP).
- Male weight 1, Female weight 0.95

Attribute	M	F	Skill	Bonus
Strength	40	30	Acrobatics	+15
Intelligence	40	40	Athletics	+5
Willpower	30	30	Hand-to-hand	+5
Agility	50	50	Light Armor	+5
Speed	40	40		
Endurance	30	40		
Personality	40	40	Security	+5
Luck	40	40	Short Blade	+5
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			Sneak	+5



Starting equipment and backstory

Final note on character making: Your character can have any backstory they want, and it is preferable that they ended up in the Imperial Cities prison for the beginning of the campaign. Though in reality they can join at any point in the campaign in any way; get creative with the backstory and make it how you want! The GM can even incorporate it into the main story easily and make custom encounters, as the storyline is very flexible. Your starting equipment is:

- Common shirt (non Alfiq and Senche variations only) (2CC,4GP)
- Common pants (non Alfiq and Senche variations only) (2CC,4GP)
- Common shoes (non-beast race only) (3CC,2GP)
- 50GP (80GP for imperials only)

Final words on races

These base races are all the playable races in The Elder Scrolls III: Morrowind. To suit this system, I've changed various powers and abilities from races, such as Bosmer's weight and Beast Tongue power, which has changed timing and magnitude, of 5 points to 20 points. I've also given Argonians a power as they fall short of other races and changed their water breathing spell from a spell to a constant effect, as nothing in lore suggests their underwater breathing is magical and it makes more sense for gameplay. Finally, Altmer have been buffed with more Magicka and Auri-El's Focus, without these they are not a viable race to play. Further, there are many more available races than the ones displayed here! They are in the section [Homebrew Races](#), where you can play races such as Daedra and choose from every Khajiit morphology, not just Suthay-raht. This is allowed by the GMs discretion though, and it is extremely recommended you know the system and read the section: [Foreword](#). This explains all you need to know about homebrew races in this system, and the decisions I've made as a GM (who thinks they know their own system) to categorise the difficulty of playing certain races.

Note that while other races are available, it does not make the base races ANY less viable or fun. Here are some inspiring classes to maybe play as the base races:

- An Altmer long-distance healer that uses a bow and summon spells
- A Dunmer Destruction mystic that uses a short blade and magic intermittently to avoid a need to balance themselves (see [Short blade specific mechanics](#))
- A Khajiit short blade sneakthief with a debilitating weakness to sweetrolls
- A gifted Nord that likes to murder, but might not understand that it's a crime
- A hand-to-hand only Orsimer, that can hit every attack using their power
- A Redguard samurai tank with a strangely high speechcraft and personality

And to show you what you're missing by not using a homebrew race:

- A Xivilai tank hand-to-hand and long blade wielder that uses the resilience from their power to either kill or knock out their opponent before they are killed

Levelling up

Skill levels

Each of these goes up to 100 experience and gains experience at different rates. When you reach 100 experience you gain a level in that skill. Make sure to keep track of how much experience you have and know when you gain experience. Note that finding a skill book increases the whole parties' level in the skill that skill book increases. Further, experience in skills is only gained for things you need to roll for, for example: in combat casting spells and using weapons, outside of combat utility skills (armourer, enchant etc...). Experience is not gained for outside of combat spellcasting or using scrolls in combat. Here are the different rates summarised:

Heavy armour, Medium armour, Light armour and Unarmoured

- When you have a major in one of these, every time SV applies (or would apply if SV = 0), you gain 3 experience
- When you have a minor in one of these, every time SV applies (or would apply if SV = 0), you gain 2 experience
- When it is a miscellaneous in one of these, every time SV applies (or would apply if SV = 0), you gain 1 experience
- When wearing a full set, this experience gain is multiplied by 2
 - A full set is greaves, right and left gauntlets, right and left pauldrons, cuirass, helmet, and boots
 - Remember, beast races can't wear footwear, so a full set counts for them without the boots
 - A full set of unarmoured is no armour anywhere

Spear, Axe, Blunt, Long blade, Marksman, Hand-to-Hand, Short blade

- When you have a major in one of these, every time you do damage to any target (including self on a critical failure), you gain 3 experience
- When you have a minor in one of these, every time you do damage to any target (including self on a critical failure), you gain 2 experience
- When it is a miscellaneous in one of these, every time you do damage to any target (including self on a critical failure), you gain 1 experience

Block

Each time SV applies (or would apply if $SV = 0$), if you're using a shield you gain:

- 1 experience in block if a miscellaneous skill.
- 2 experience in block if a minor skill.
- 3 experience in block if a major skill.
- If the shield type (light, medium or heavy) is the same as the majority of armour you are wearing, this experience rate is multiplied by 2.

Acrobatics and Athletics

- These govern crazy RP manoeuvres and will level 20 experience every mad manoeuvre. Athletics is when you're wearing a majority of heavy and medium armour, acrobatics is light and unarmoured.
- You can [dodge](#) anything when you're speed 100.
- On any other Acrobatics or Athletics success roll you gain 10 experience.

Armourer, Enchanting, Alchemy, Speechcraft, Mercantile, and Security

- Armourer will gain 10 experience on every success.
- Enchanting and Alchemy experience on success is variable, see relevant *Alchemy* and *Enchanting* pages in section [Skills](#).
- Speechcraft and Mercantile will all gain 20 experience on every success.
- Security will gain 30 experience on every success.

Sneak

Sneak levels up 50 experience with every pickpocket, and levels up 10 experience for every stealth roll passed.

Illusion, Conjuraton, Alteration, Destruction, Mysticism, Restoration

Every time you successfully cast a spell you gain 5 experience.

Character level

Each time you level up one major or minor skill, your character level experience increases by 1. When this gets to 10, your character levels up once.

Doing your level up

You may do a level up at any time. You can do it right away, even in combat but not on your turn. You can save it for after combat, after the session, or even months after the level up, when you have tens of character XP and can level multiple times.

Attribute	Skills Governed by Attribute					Image copyright UESP
Endurance	 Heavy Armor (3)	 Medium Armor (2)	 Spear (7)			
Strength	 Acrobatics (20)	 Armorer (1)	 Axe (6)	 Blunt Weapon (4)	 Long Blade (5)	
Agility	 Block (0)	 Light Armor (21)	 Marksman (23)	 Sneak (19)		
Speed	 Athletics (8)	 Hand-to-hand (26)	 Short Blade (22)	 Unarmored (17)		
Personality	 Illusion (12)	 Mercantile (24)	 Speechcraft (25)			
Intelligence	 Alchemy (16)	 Conjuration (13)	 Enchant (9)	 Security (18)		
Willpower	 Alteration (11)	 Destruction (10)	 Mysticism (14)	 Restoration (15)		
Luck	(none)					

Refer to this chart, as you only need to work this out once. Make a chart like the below, then count how much major or minor skills you have in each attribute, like this:

Say if I had majors: Acrobatics, light armour, marksman, sneak, and speechcraft and minors: Illusion, Athletics, security, short blade, and mercantile
Then I'd add them to the chart:

END: No majors or minors

STR: Acrobatics (1 major)

AGI: Light armour, marksman, sneak (3 majors)

SPE: Athletics, short blade (2 minors)

PER: Speechcraft, mercantile, illusion (1 major, 2 minors)

INT: Security (No majors, 1 minor)

WIL: No majors or minors

The number of majors always comes first, even if you have 1 major in one attribute, and 4 minors in another, then the one with the major in would always come first. If it comes down to attributes with an equal number of majors and minors, then you check in this order:

1. Whether one of them is a favoured attribute: this one comes first
2. Whether your race has bonus skills governed by either of these attributes: the one that has the most comes first
3. Whether your race and gender has a higher starting level in either attribute: the higher one comes first
4. If you still have two equal attributes, then you can choose at your first level up which one. But you cannot change from that point onwards.

Now you know which three attributes come first, you may now see your levelling chart. The first attribute is labelled +4, second is +3, third is +2, and the rest are +1. The above example has a chart like this:

- Endurance: +1
- Strength: +2
- Agility: +4
- Speed: +1
- Personality: +3
- Intelligence: +1
- Willpower: +1
- Luck: +1

Now you have this, every time you level up, you can choose three of these attributes, and those three attributes will increase by the '+ value' next to it. So, I could choose endurance, agility, and personality, and my endurance would increase by 1, agility by 4, and personality by 3; this is 1 level up done.

On a final note, again, make sure to keep track of all your experience. It's something that you [gain](#) regularly.

Non-combat skills and mechanics

Skills

Armourer

Armourer is used to repair equipment with both a [hammer and prongs](#). Both have variable amounts of uses and are damaged on both success and failure. Success is determined by rolling a standard armourer roll. Fails do nothing, but on a success the amount an item is repaired by is determined by:

$$\frac{5}{2}(\textit{Armourer skill level})(\textit{Hammer Quality} + \textit{Repair Prong Quality})$$

100 Armourer skill level allows tools to last forever and you can repair items up to 125 durability instead of 100. With an armourer roll at half level, 100 natural level armourer allows you to increase the AR of armour or damage of a weapon to:

$$\textit{New} = \textit{Base} \left(1 + \frac{\textit{Armourer skill level}}{1000} \right)$$

For armour this increases its AR, for weapons this increases its physical damage minimum and maximums. Base is the item's base damage or base AR, and new is its new damage or AR. After improved the items base values will always be its original base values so improvements cannot stack, i.e., improving an already improved item will remove the original improvement.

Speechcraft and Mercantile (More on these in [social interactions section](#))

Speechcraft is used in talking to people, unlike personality which is how your character is acting and trust.

Mercantile is used in getting a good deal with merchants. If a player makes a changed offer when bartering, reasonable offers are an advantage mercantile roll, middle range offers are straight rolls, and an offer dangerous to profits is at disadvantage. If the player offers over 2X the items worth, then the chance of a success is instead:

$$\textit{Success Chance} = \left\lceil \frac{\textit{Mercantile level} \times \textit{Original offer}}{\textit{Amount offered}} \right\rceil \%$$

Note that mercantile rolls can be done for every item being sold, not individual ones. Finally, equipment's worth without full durability is calculated (in gold) with:

$$\textit{Durability adjusted item worth} = \textit{Item worth} \left(\frac{\textit{Current durability}}{100} \right)$$

Security

Security is how good you are at lockpicking with lockpicks, and disarming traps with probes (probes and lockpicks have 25 uses and will be damaged even on a failure). Success is determined by a security d100 roll. Apprentice lockpicks can pick up to level 25 locks, journeyman lockpicks can pick up to level 50, master lockpicks can pick up to 75, and grandmaster, secret master, and the skeleton key can pick up to level 100 locks. The skeleton key has unlimited uses. This is the same system for probes, except there's no skeleton probe, and bent can probe up to level 10 locks. Makeshift thieves' tools can be made at GM discretion and can probe up to level 10 locks. The tools you're using don't affect success rate. After lockpicking something, it does not act like opening it with a key, when you next close the lock it will re-lock.

Sneak

Every time you do something sneaky, like trespassing, lockpicking in public, and stealing something, roll a standard stealth check. You may also do sneak attacks, or sneaking near an enemy, and this introduces auditory and visual checks, but that will be talked about more in the [Combat skills and mechanics](#) section.

Enchant

To enchant an item with a known spell effect (discounting racial spells) you need a filled soul gem, an unenchanted item, and knowledge in form of a spell of the magical effect you want on the item. The percent chance to successfully create the item with any number of enchantment effects equals:

$$\frac{(Charge\ Pool)^{0.1} \times Enchant\ level \times Soul\ strength}{Average\ magnitude \times Average\ Time \times Average\ range \times Base\ Cost \times Number\ of\ effects \times Charges}$$

- Average magnitude is the average of all spell effects' points on the item.
- Average time is the average of all the spell effects' time they last for.
- Average range is the average radius of effects on the item, this equals 1 if the effect applies on self or just on a target.
- Base cost is the base cost of the spell effects added up.
- Charges is the number of charges the item has.
- Charge pool is the size of the M value if enchanted weapons have M/N = P charges. Charge pool must be divisible by Charges.
- Soul strength is the [strength of the soul captured in the soul gem](#).

Multiple effects on one enchantment can be ordered to happen instantly one after another.

If any effect is a variable of magnitude, time, or range on one effect, the halfway point of this variable magnitude, time or range is taken.

If the chance to successfully enchant an item is above 100, then it counts as 100.

Note that the above equation is for cast-when-used items, and if the item is an on hit weapon then this enchantment chance is divided by 2. If a constant effect, then its enchantment chance divided by 10, with 'charges', 'average time', and 'charge pool' set to 1.

On a success, the item is created, and the soul gem consumed (unless using Azura's Star, the soul is consumed, and the gem is reusable). On a failure, the soul gem will be consumed (unless using Azura's Star, in this case the soul will be consumed).

You can enchant scrolls except $\text{charge pool} = (\text{soul strength})^{20}$.

If you know Damage/Drain/Fortify/Restore Attribute or Skill for a specific attribute or skill, then you know it for ALL attributes and skills, so can use all attributes or skills in enchanting. Marksman ammunition, such as bolts, thrown marksman weapons, ball bearings and arrows all enchant differently. One soul gem can enchant up to 50 of these items at once with the same enchantment.

The amount of experience you get from a successful enchant is: $(\text{Soul Strength}/5)$. This experience is quartered upon a failed enchant: $(\text{Soul Strength}/20)$.

Soul gems vary in gold value. Whilst empty soul gems are worth the value from the table on the right, when filled, this gold value is multiplied by the soul strength. Hence, for example: A Grand Soul Gem (200G) containing a Winged Twilight soul (300 soul strength) is worth 60,000G.

	Name			Max Soul
	Petty Soul Gem	0.2	10	30
	Lesser Soul Gem	0.5	20	60
	Common Soul Gem	1.0	40	120
	Greater Soul Gem	1.5	60	180
	Grand Soul Gem	2.0	200	600
	Azura's Star*	2.0	5,000	15,000

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If you're in combat and you want your weapon enchantment back, you can use a soul gem to recharge it. Enchanted weapons have $M/N = P$ Charges, with P being the number of uses the item has before depletion, and N being the amount of M each use of the item uses up. A soul gem recharge in combat takes 2 seconds and will increase M by the soul strength of the soul in the soul gem; it will not overcharge. Unlike enchanting, it will consume the soul in the soul gem but not the soul gem.

Using a full soul gem, enchanted item, and unenchanted item, you can swap an enchantment to another item. For this to work, the soul gem must have a soul strength of $(\text{enchanted item gold value})/200$ or above. To perform this, it is a standard Enchant roll. On a success the enchantment has been swapped over and on a failure the enchantment is not swapped over; either way the soul gem is destroyed. The gold value of the newly enchanted item and now normal item is multiplied and divided respectively by $(\text{Soul Strength used})/5$. On level 100 Enchant, the enchantment can be modified, with success rates pertaining to the normal enchant success rate equation. Here you set 'Base Cost' to 1.

Alchemy

Levelling alchemy can be done simply by eating raw ingredients, which finds out the first effect of an ingredient. Though this is useful to examine alchemical effects, you can also get something out of the levelling process by actually making potions. To do this you need (at minimum) a Mortar and Pestle, 2 ingredients of the same effect (per effect, no limit in number of ingredients/effects in one potion), and any other alchemical apparatus you'd like to use that may increase your chances of success. Success rate in percent, is defined by:

$$\frac{4 \times \text{Alchemy level} \times (1 + \text{Apparatus})^3}{3 \times \text{Average magnitude} \times \text{Average Time} \times \text{Average range} \times \text{Number of effects} \times \text{Amount}}$$

- Apparatus is the [quality](#) of all apparatus used, added up. Makeshift apparatus can be made at GM discretion and gives 0.15 quality each.
- Average magnitude is the average of all spell effects' points on the item, set to 1 if the effect has no magnitude.
- Average time is the average of all the spell effects' time they last for.
- Average range is the average radius of effects on the item, this equals 1 if the effect applies on self (potion) or just on a target (poison that can be applied to a weapon). Hence the only time this is unequal to 1 is when it is a thrown potion or poison, which requires marksman to use; you cannot consume it.
- Amount is the number of the same potions you are making with one set of ingredients. For a lower success chance or high skill level you can be extremely efficient with limited ingredients used.

Multiple effects on the same potion can be ordered to happen instantly one after another.

Average Magnitude, Time, and Range on each effect is chosen by you. If any effect is a variable of magnitude, time, or range on one effect, the halfway point of this variable magnitude, time or range is taken. Successful roll: 8XP, Failed roll: 2XP.

If the chance to successfully enchant an item is above 100, then it counts as 100.

To create potions, you need a minimum of two ingredients that have the same effect, and you can use as many ingredients as you'd like to get as many effects as you'd like, but the more effects in one potion the harder it is to create. As most ingredients have four effects, keeping track of effects, and even figuring them out in the process is a long and tedious task, so, the GM can do one of three recommended things:

- *Hardest*: Let the player figure ingredient effects by themselves, by mixing potions and eating ingredients. Effects are unlocked when they match two ingredients to create a potion with an effect.
- *Intermediate*: At level 15 Alchemy the player gets access to all first effects, at level 40 the player gets access to all second effects, at level 60 the player gets access to all third effects, and at level 80 the player gets access to all fourth effects.
- *Easiest*: The player gets access to [this link](#) which tells them all effects of all ingredients. Another useful link is [this one](#), which tells all the effects combinations in ingredients will create. Whatever you choose, the second link is useful for a GM to tell the player what their potion does. Players, do not click on either of these links if it will spoil what ingredients do for you, i.e. you decided to go with *Hardest* or *Intermediate*.

The weight of the potion is the average of all used ingredients rounded up. The value of the potion is:

$$\text{Average Magnitude} \times \text{Average Time} \times \text{Average Range} \times \text{Number of Effects}$$

If an ingredient has Damage/Drain/Fortify/Restore Attribute or Skill for a specific attribute or skill, then at 100 Alchemy it can be used for ALL attributes and skills, so can use all attributes or skills in Alchemy.

Mechanics: Movement

Unobstructed

Movement is different for each situation you are in. Unobstructed movement means that you can instantly move anywhere available depending on circumstance.

Unobstructed movement applies to:

- Travelling to non-settlements (for example: to a dungeon, wilderness location etc.) unless an event is happening, such as a wilderness confrontation/NPC giving a quest.
- Moving when out of melee range with enemies and when out of combat.

In unobstructed movement the party can also split up but be warned: if you're in a place where combat can happen, and it does, then the people that are present are the only people that can take part in the combat.

With the existence of unobstructed movement, there is surely the existence of obstructed movement. Note that moving from unobstructed movement into obstructed movement takes no time but moving from obstructed movement to unobstructed movement may take time; see individual sections for specific information. The next sections are all types of obstructed movement:

Foreword

With all obstructed movement, if you have time and the action is in-range, you can perform actions, but unlike unobstructed movement you must roll appropriately for each action performed. This also applies if you are performing this action on a target in obstructed movement, even if you are in unobstructed movement.

If out of combat, these actions still give no XP.

Over-encumbrance

When your Current CC is over your Maximum CC you become over-encumbered. In and outside of combat it takes double the time to do any actions. In combat you are [Rooted](#), [Open](#), and any [physical](#) weapon attack has a percent chance to knock you prone:

$$\text{Chance to be knocked prone} = 100 \left(1 - \frac{\text{Maximum CC}}{2 \times \text{Current CC}} \right)$$

Combat

Combat is a simple, in-between type of obstructed movement, where if only simply in combat (not melee range) then you can move wherever you want but are stuck fighting an NPC until [Fleeing](#) combat fully, defeating the NPC, or [dying](#) fully.

Melee range

Being within melee range (10ft sphere) of an enemy is the simplest type of obstructed movement. You can only move in the melee range radius and not move out of it unless you flee: see [Fleeing](#).

Large gaps and out of reach areas

A high ledge or platform that is 'M' feet up that you want to get to; need to cast levitate or jump to be able to get up, and you need to be able to reach this. To reach this, your levitate/jump spell needs to be able to cover the distance of 'M' feet. Hence for example, you need either now be able to jump 'M' feet in the air or levitate more than 'M/T' points for T seconds.

- The exact same system applies to a horizontal gap you want to cross
- The height/distance you can jump with no jump effect usually is different for each armour type (this is subtracted from your jump effects points):
 - Unarmoured: 0 feet
 - Majority light armour: 2 feet
 - Majority medium armour: 3 feet
 - Majority heavy armour: 5 feet
- The height/distance you can levitate upwards is affected by armour too. The following values are negated from your levitate points (not overall amount, just points of levitate per second):
 - Unarmoured: 0 feet
 - Majority light armour: 2 feet
 - Majority medium armour: 3 feet
 - Majority heavy armour 5 feet

A low ledge or platform that is 'M' feet down, and you want to get to; need to cast levitate or slowfall to be able to get down. Unlike a high ledge, if you want to just jump down, or have a lower amount of feet covered on slowfall or levitate than you need, you can always fall down, but you may take fall damage. When falling, make an Agility roll. On a success you land on your feet and use damage equation:

$$\text{Damage taken} = (100 - A)^2 (\text{Feet fallen}) e^{(0.02(\text{Feet fallen}) - 10)}$$

On a failure you do not land on your feet, and use damage equation:

$$\text{Damage taken} = \left(\frac{\text{Feet fallen}}{A} \right) e^{0.02(\text{Feet fallen}) + 2}$$

As you can see, both increase exponentially with the feet you have fallen, with 'A' being your acrobatics or athletics level (majority light/unarmoured is acrobatics, majority medium/heavy armour is athletics). When you land on your feet, A is capped to be on or below 100, on 100 you take no damage. When you do not land on your feet, A is capped to be above 0. Landing on your feet is less damage than landing otherwise, and both equations scale up with feet fallen, and down with A. This equation still applies in shallow water. If you are reasonably interrupted during a free fall, like slowfall or levitate, then the feet fallen will move to the point where you start free falling again, and you may reroll Agility to determine if you land on your feet.

- When falling with either levitate or slowfall, you fall faster with different armour types. These values are added onto points of levitate or slowfall per second:
 - Unarmoured: 0 feet
 - Majority light armour: 2 feet
 - Majority medium armour: 3 feet
 - Majority heavy armour: 5 feet
- The time you have whilst falling is calculated by the following logarithmically shaped equation: $\text{Time in seconds} = \frac{\sqrt{\text{Length of fall in feet}}}{4}$, which is rounded up.

Limited Visibility

All areas have a scale of visibility for M. Outdoors and most indoor spaces have a value of M=0. Very few (but still some) areas are unlit (or you can be blinded), and M will be lower, in the negative values. This affects movement and actions:

- Cannot roll for seeing traps when blinded for 25 points or over (**M < -25**).
- You cannot determine your surroundings and see enemies (until combat) etc... when blinded for 50 points or over (**M < -50**).
- Over 50 points of blindness (**M < -50**), d100 rolls that require a target (so excluding luck, speechcraft, willpower spell rolls, etc...) also need another d100 roll (blindness roll), where the failure percent is the number of points you are blinded for. When it is against an entity that may not want that action against them, such as hitting an enemy in combat, their stealth level also comes into account for any noise they make. (50 – Target's Stealth Level) is added onto the threshold for the blindness roll, making a high stealth target harder to hit in this situation. Target's Stealth Level here is capped at 100. Once an entity has succeeded a blindness roll on a target, all subsequent actions on that target, that same turn, are void of making blindness rolls (as you now know their location temporarily). Blindness has this effect on enemies too; every time they go to hit a player blindness roll mechanics apply to them.
 - Entities in **melee range** with each other have advantage on blindness rolls to each other.
 - Blindness rolls against **Unconscious** and or **paralysed** targets auto-succeed.
 - **Prone** entities are less visible and can still move (unlike unconscious targets), so have slightly different mechanics. Entities that target a prone target will gain one disadvantage to blindness rolls (making melee range straight roll, outside of melee range disadvantage).
 - An entity can **strategically make themselves prone** for this protection, but it takes 1 second to go prone. During this prone time, if they are not hit then it takes only 1 second to stand back up, but 2 seconds if they are.
 - If a target is **knocked prone** then as long as they are prone, the entity that knocked them prone knows where they are and does not get the disadvantage to blindness rolls.
 - Any **blindness roll critical failures** at 95 or above will do the action on a random, in range target.
 - **The Sound magical effect** (on the person hitting) affects this, adding the points the effect is for onto 'Target's Stealth Level'.
 - Entities can **make noise** on reaction (no time, not on your turn), so the entity performing an action on you doesn't make a Blindness Roll. This noise effects last for a whole round of combat though, and enemies can use this noise to their advantage.
 - Entities can **make noise** on their turn for no time, to tell allies where an enemy is. Allies know where this enemy is for 8 seconds, and during this time blindness rolls auto-succeed against this target, but enemies also know where the entity that made the noise is for 16 seconds, and their blindness rolls also auto-succeed on the target that made the noise.
- To **counteract these effects**, you can either use a [torch](#) to bring the room brightness back to M=0 or use a night eye/light spell to manipulate M.
 - [Torches](#) don't affect magical Blind effects but can affect Night Eye.
 - When using Night Eye or Light, magnitude over 75 (**M > 75**) is too bright to see and applies a Blind effect on all affected for (M – 75) points.
- In **M < -50** areas you get further advantage on visual stealth rolls. In **M > 50** places you get a further disadvantage. This doesn't affect any auditory rolls.
 - In dark areas like this (as you can't determine if there is enemies) it is a good idea to send in the stealth-built players, for sneak attack opportunities.

Water

The damage of **jumping into non-shallow water** is completely negated at 50 feet or below, but when above 50 feet the fall damage equation applies. If your agility is above 50, then this amount of feet you can jump from goes up with a 1 to 1 proportion. Hence if your agility level is 70, then you can jump from 70 feet or above with no damage, but above that is dangerous.

Swimming on-top of water and underwater is like normal movement, except it drains fatigue, and you may go into combat from things in the water. It drains the following amount of fatigue:

- Unarmoured: 1 per foot
- Majority light armour: 2 per foot
- Majority medium armour: 3 per foot
- Majority heavy armour: 5 per foot

Swimming on-top of water, underwater and walking on water also has its effect on your move speed. You can move in feet per second: $(\text{your speed level} - A)/10$. Your armour worn also effects this too; this is the value A. The following values are 'A', what you'd negate from your speed level:

- Unarmoured: 0
- Majority light armour: 5
- Majority medium armour: 10
- Majority heavy armour: 15

If you're **water walking**, and you need to cover a certain distance, you can go the distance the spell allows you, and if you're still on-top of the water, you will fall in. When on-top of the water, you can roll to cast another spell that allows water walking, but this is a normal spell roll, and takes 2 seconds of no motion. Water-walking also takes no fatigue.

If you're **underwater**, the number of seconds you get before you start drowning is your endurance level; this is called the drowning timer. After this, you take $(200 - \text{willpower level})/10$ health damage per second, until you die. Someone will have to retrieve you. If you have water breathing, the drowning timer starts as soon as the water breathing effect ends. If you cast water breathing during drowning or the drowning timer then the drowning timer resets or you stop drowning if you are currently drowning. If you die in water and you have Levitate, Slowfall, or water walking, you float in place. If you have none of these effects, you will start to sink at 1 foot per second.

Like water walking, if you want to do any actions whilst underwater, like cast water breathing, this is 2 seconds of being still, and a roll.

When **trying to stay above water, i.e. treading water**, then this uses the same fatigue as swimming, except instead of per foot, its per 4 seconds. Therefore, if you have a majority of heavy armour for example, then it takes 5 fatigue per 4 seconds to tread water.

Getting out of water is a standard agility roll that takes 4 seconds. This instead has no roll and takes no time if it is a gradual slope, like a shore.

Each **non-combat action underwater**, like a lockpicking attempt, takes 2 seconds.

If you're **fighting in water**, you cannot be [prone](#), and after combat your FP is restored only (Endurance Level) points. Fire damage is 0% as effective, Frost damage is 100% more effective, and Shock damage's radius is multiplied by 10.

Underwater, you cannot do heavy or special attacks, Marksman weapons cannot be used, and all damage except thrust does half damage.

Mechanics: Weight and Height

For roleplay, and to give you a good idea of the world around you, we have the following real-world conversions for campaign weight measurements:

<i>Dimensionless Strife Measurement</i>	<i>Real-world Measurement</i>
Race weight: 1	190lbs or ~85kg
Carrying Capacity/Item CC: 1	0.5lbs or ~0.25kg

Which also equates that if you multiply your race weight by 380 you get your characters weight in carrying capacity. For carrying players (except if an Alfiq or Alfiq-raht), you visually carry them on your back.

Maximum Carrying Capacity determines how much weight you can carry on your back walking over a long distance and fighting enemies; it is not your lift/drag/carry. For single object lifting in roleplay (in CC): Lift (lateral/pull up movement) is 2*(Strength level) but is multiplied by 2.5 when you have a good grip. Drag (dragging/pushing movement) is 5*(Strength Level). Carry (deadlift movement/grip strength) is 4*(Strength level) but is multiplied by 5 when you have a good grip.

In this system, height is not used for anything other than roleplay. Base races have an [actual outlined height](#) you can go by, but [homebrew races](#) use the equation:

$$\text{Race height in feet} = 3.6 \log(\text{Race weight}) + 6$$

This equation is just a general guide equation though and realistically your character height can vary by $\pm 50\%$ of the average height if you choose to specify their height.

For items you cannot assume 380CC = 1 race weight = 1 race height, as the weight is distributed through a thinner frame. A general idea is that basic items are the same dimensions as they are in real life, such as miscellaneous items like plates being the same size as imagined in real life, etc...

As a general guide for base weapons: Longspears are 7 feet long. Spears and Halberds are 6 feet long. Other two-handed weapons and bows are 5 feet long. One handed long-swords are 4 feet long. One-handed axes and blunt weapons are 3 feet long. Short blades, arrows, and two-handed crossbows are 2 feet long. Daggers, bolts, and one-handed crossbows are 1 foot long. Marksman throwing daggers are 0.5 feet long. Marksman throwing stars are 0.25 feet in diameter.

Armour is also fitted to the player and can 'change' when the armour is worn by a larger/smaller race, even if a 4ft Bosmer gives a cuirass to a 9ft Orsimer!

Mechanics: Marching order

In a party, marching orders are useful! Marching orders are the set, single file line that your characters walk in (in the wilderness or dungeons), so things like unnoticed traps don't take effect on the less healthy. They are also used so the person at the front of the marching order autonomously looks round corners and in doors first, making them the only person to make a visual stealth roll if there are aggressive enemies in the next area.

This does not affect in combat mechanics or turn order unless specified otherwise in individual encounters, like a small room where the front half of the marching order would start in melee range (with the back half out of melee range) of an aggressive entity in the room.

Marching orders can be changed around anytime at all outside of combat, and it is assumed that if the party stops for someone to perform an action (like lockpicking, etc...) then they start walking in the marching order again when moving on.

Combat skills and mechanics

Foreword

Turn Order

Your whole turn is 4 seconds, and turn order is determined by a d100 roll with all party members, and one roll for all current enemies (this is called 'Rolling for Turn Order'). If an enemy joins mid-fight, then they will just hop on the end of the enemy attack order on the enemies turn. Asleep entities entering combat get disadvantage on Turn Order rolls.

If a player or players get the same Turn Order roll as the enemies, they roll luck, and the successful rolls are before the enemies, whilst the unsuccessful rolls are after. If multiple players get the same Turn Order roll, then they all roll a d100 and the lowest results goes before. Note that if both happen, then the luck rolls to determine who comes after or before the enemies' turn is the first thing you do.

After Turn Order is determined, the GM rolls luck (with a simulated base race level) for each humanoid enemy with a power to determine if their power is available to be used in this combat instance. On a success the enemy can use their power, on a failure they cannot.

Turn Time

Seconds are used as a resource in combat. Each player and NPC are given 4 seconds to use at their disposal on each of their turn. Turns are done in the order of the Turn Order, with lowest roll starting first and highest being last. After the highest roll it then starts back on the lowest roll and repeats the cycle until combat ends. Note that "the second system" is just to make combat easier but for RP you can imagine that all turns are taken in the span of one 4 second period.

Over time effects are 1:1 with players turn time. All actions take their effect instantly after the time they take to perform. For example:

- A hit with a sword will apply its damage (and any resulting effects) instantly after the time it takes to perform.
- A damage spell for 1 second will apply its effect, and then that damage will happen at the end of the next second.
- A paralyse spell for 60 seconds cast at the end of a turn will apply its effect, and then it'd last for $60/4 = 15$ individual turns.

"Extra time" is something increases turn time or gives extra seconds outside a players turn, such as [Stumbled](#), [hand-to-hand](#) extra time, a enemies failed [flee](#), or a sneak attack. Extra time does take time off of over time effects timers.

On reaction actions can be done outside of your turn for no time, which is different to actions that take no time because these must be done on your turn or your extra time.

Players and NPCs may skip their turn, but their turn time still happens, i.e., 4 seconds still passes.

Gameplay Balance

The combat system is made for 6 players, so for varying numbers in players, GMs will need to balance the game themselves, by adding more/less or stronger/weaker enemies in places. Other less recommended ways to balance are multipliers to damage, modified experience rates, modified player turn times, and better or worse items from dungeons.

Armours

Each individual armour piece has an actual protection rating, and a personal rating. The actual is what its rated for, and the personal is how effective your character can make it, calculated like this:

$$PAR = AR \left(\frac{\text{Skill Level in armour type}}{100} \right)$$

Skill level in armour type is your skill level in that piece of armour you have equipped, and AR is the corresponding armour rating of that armour piece. PAR is personal armour rating of the armour piece, which is how effectively you can use that armour piece. Your PAR is then the average of all armour pieces PAR between all slots, including empty ones where armour is not equipped counting as zero PAR; excluding foot-wear for beast races only, who cannot wear foot-wear and is not taken into account for them. PAR stays unrounded.

PAR is then divided by 8 to get the Subtraction Value (SV), i.e., $SV = \frac{\text{Your PAR}}{8}$

This is what you take off any incoming [physical](#), Fire, Frost, and Shock damage, as your armour absorbs some of the physical weapon's damage, or spell effects that are more physically based. SV is rounded up for Heavy, Medium, and Light armour but is rounded down for Unarmoured.

Subtraction value applies to any incoming damage, so if you are hit by an enchanted weapon, SV even applies to the physical damage AND the enchantment AND any potions the weapon is coated in if they do Fire, Frost or Shock damage.

As an example: if you have a PAR of 107, then your SV is 13.375, or rounded up: 14. So if you take 15 physical damage from a weapon, and 5 extra damage from a fire enchantment, then you can minus 14 from both damages, so you take only 1 damage.

For damage over time spell effects, SV applies (if it can) for the first lot of damage only and will not apply for the damage caused by that effect for the remainder of its active time. If the same effect is re-casted on you while the time resets this does not count as the same effect and SV may apply on the first lot of damage again.

If you have any weaknesses or resistances to a damage type SV applies after any resistance or weakness you have.

The term "majority armour" will be thrown around. If you have no armour equipped, you are majority unarmoured; note that clothing does not count as armour and does not affect this. When wearing any armour pieces at all your majority armour type is which armour type you're wearing the most of (unless [otherwise specified](#)). If you are equal parts two armour types, then the heavier armour is the majority.

Heavy armour

- The highest armour rating out of any other type
- Disadvantage on any speed rolls if you have a majority of heavy armour
- Disadvantage in willpower rolls for casting spells only
- Disadvantage on resisting magicka spells if you have a majority heavy armour
- Disadvantage for sneak rolls if you have a majority heavy armour
- Disadvantage for pickpocketing (stealth) rolls if wearing heavy gauntlets with the leading hand
- Disadvantage for lockpicking if wearing heavy armour on either hand
- Advantage on strength damage rolls for hand-to-hand damage if the hand you're punching with is wearing a heavy gauntlet. Also, advantage on charge, but disadvantage on leg sweep if wearing a majority heavy armour.
- Advantage on standard strength rolls to see if you are knocked prone, double disadvantage on agility rolls to see if you are knocked prone. This comes into effect if you're wearing a majority heavy armour.

Medium armour

- Mid-level armour rating compared to any other armour type
- Disadvantage on standard agility rolls to see if you are knocked prone. This comes into effect if you're wearing a majority medium armour.

Light armour

- Lowest armour rating out of any type
- Advantage on speed rolls
- Advantage on willpower rolls to cast spells only
- Advantage on resisting magicka spells if you have a majority light armour
- Advantage for sneak rolls if you have a majority light armour
- Disadvantage for hand-to-hand strength damage rolls if the hand you're punching with is wearing a light gauntlet
- Advantage on leg sweep, but disadvantage on charge hand-to-hand takedowns if wearing a majority light armour.
- Disadvantage on standard strength rolls to see if you are knocked prone. This comes into effect if you're wearing a majority light armour.

Unarmoured

Note: unarmoured only counts if you're not wearing any armour. This does not include shields. The following points are all for if you're fully unarmoured, unless otherwise specified.

- When fully unarmoured, you get advantage on speed rolls, willpower spell casting rolls, resisting magicka rolls, sneak rolls, and advantage on hand-to-hand leg sweep takedowns. But, disadvantage on hand-to-hand strength damage rolls (when punching with an unarmoured hand) and disadvantage on charging if unarmoured. You also get advantage on standard agility rolls to see if you get knocked prone, and double disadvantage on strength rolls to see if you get knocked prone.
- If your unarmoured skill is below 25, then you have no unarmoured armour rating
- If your unarmoured skill is on or above 25, then your armour rating is half your unarmoured skill level
- At or above level 50 unarmoured, you get advantage on lockpicking and pickpocket rolls
- If your unarmoured skill level is or is above level 75, then you're so dexterous that you don't need to worry about willpower rolls for spells, auditory stealth rolls, speed escape from combat rolls, and you get advantage in all short blade, hand-to-hand, and marksman d100 attack rolls. Also, you get advantage on luck rolls
- At level 80 unarmoured, people respect your outfit. You get CE +10 to your personality.
- At level 100 unarmoured, you auto-pass any luck roll

When calculating unarmoured subtraction values (SVs), you must round the SV DOWN for unarmoured only.

Block

A percent of your shields armour rating is added to your PAR. This percent is your block level.

$$\text{Addition to PAR} = \text{Shield AR} \left(\frac{\text{Block Level}}{200} \right)$$

Weapons and spells

Melee fighting: Spear, Axe, Blunt, Long blade, and Short blade

The attack roll for these is a standard d100 to hit, in the skill corresponding to the weapon type. If you succeed in hitting, roll your weapon damage, and then multiply that by your strength percentage, i.e.: your actual 'outgoing' damage to a target is different to your rolled damage:

$$\text{Outgoing damage} = \text{Rolled weapon damage} \left(\frac{\text{Strength level}}{100} \right)$$

Note that this outgoing damage applies also to [some marksman weapons](#); anything that uses this equation is called a strength-based attack.

Remember, you will need fatigue to hit successfully, and if you have an insufficient amount, then it's an automatic failure and the fatigue points are still deducted. You can do two different types of attacks, common with all melee weapons:

- Normal attacks take 2 seconds and cost 10 fatigue each, miss or success.
- Heavy attacks take 4 seconds and do the same damage as a normal attack. They will knock prone if the attack hits. Prone is talked about more in the [Prone](#) section. Heavy attacks use 30 fatigue miss or success.

Bear in mind that humanoid enemies and some creatures can do heavy attacks as well as normal attacks, so prepare accordingly.

Short Blade specific mechanics

With short blades, you can do the exact same attacks as in the above section, except the timings are halved (this includes special attacks, as explained in the below section: *Bladed Weapon special attacks: Spear, Axe, Long Blade, and Short Blade*). Heavy and special attacks are 2 seconds, and normal attacks are 1 second. Furthermore, Short blade attacks take half the fatigue points; for example: normal attacks use 5 fatigue points. This is because they're more mobile, faster blades. The catch for this, though, is after 3 consecutive normal attacks in one turn, or one heavy or special attack, you need to have 1 second spare to spend to balance yourself. If instead, you chose to make a different action, or simply have no time left, you will be put off balance, and fall over. At the end of your turn, you will be [prone](#).

On or above level 75 agility means that you can no longer worry about balancing, you're mobile enough to be able to take any number of attacks consecutively with no repercussions.

You can balance yourself at any time in your turn, before or after attacks. You just need to spend the 1 second to do it. Also, balancing yourself has no roll, it's just automatic. Using short blades in sneak attacks require no balancing.

Further Short Blade specific mechanics, for daggers only

Daggers are the exact same as other Short Blades, except they're smaller blades, so you cannot be un-balanced/knocked prone by using them 4 times in a row (do not need balancing). Daggers are not exempt from balancing, though: after 2 Heavy Attacks in one turn, or one Special attack, you need to spend one second balancing. Also, on or above level 75 Agility, you also get 1 extra second on your turn after attempting 4 dagger attacks in one turn (this stacks). Further, if you Heavy Attack an entity with a Dagger when they're under 10% current HP then they are executed, and they die instantly. This still works if the damage done to them brings them under the 10% current HP. When above 10 Character Level, you execute on or under (Character Level)% current HP instead.

2-Handed Wide Blunt Weapon (Staff/Staves) specific mechanics

Staves roll Blunt like any other blunt weapon to hit, taking strength into account, except is a hybrid of mostly hand-to-hand mechanics and physical weapon damage. They use the exact same mechanics and takedowns as hand-to-hand (see [Hand-to-Hand punches and mechanics](#) and [Hand-to-hand takedowns](#)) with a few exceptions:

- Can do heavy attacks.
- Does the Staves' physical damage as health damage. Not hand-to-hand fatigue damage: need to calculate outgoing damage from rolled damage too.
- Staves don't knock targets on less than or 10 fatigue unconscious.
- Doesn't have a dominant hand (so no penalty for under 15 blunt level) and cannot use a shield and staff at the same time.
- Takedowns are unlocked at the same level, but Blunt level not hand-to-hand.
- *Charge*: Cannot use Charge.
- *Leg Sweep*: Leg Sweep is the similar with exceptions: Your contact points are only your staff. Letting them fall does 2X(Staff HP damage). Forcing them down (using your staff) makes them take staff HP damage.
- *Paralysing Blow*: The same, except your staff is your contact point.
- *Submission Move*: The same except your staff is your contact point, and you use your staff to keep them down. Still does the strength FP damage, and the target is knocked unconscious at 0 FP.

You can also do Blunt Weapon special attacks with staves, and even unlock the Bladed Weapon special attacks at the appropriate level. These take the same time as if using other Blunt/Bladed Weapons.

CWU enchanted Staves are also sought after due to their properties. Cast when used staves have a (luck level)% chance to not consume a charge upon casting. They also amplify enchantments' magnitude by (Willpower level/50)X.

Foreword on Special attacks

Special attacks are a mechanic added to make melee more exciting are realistic although it strays from the original game. If you want to stay true to Morrowind, a GM could ban these mechanics; they don't matter to the story, quests, or experience. NPCs can do any Special attacks except from *Decapitation*; for them, all rolls are replaced with endurance checks, instead of skill checks. For example: *Disarming Strike* would be an endurance roll at half level for the NPC. Otherwise, mechanics are the same, and any affected player is fully healed and unaffected on a rest. Note: by GM discretion and dependant on creature anatomy, some special attacks cannot be done on some creatures.

Bladed Weapon special attacks: Spear, Axe, Long Blade, and Short Blade

As well as the Normal and Heavy attacks you can make with melee weapons, there are harder to execute, 4 second (if a sneak attack, takes 2 seconds), more beneficial attacks for specifically bladed weapons:

- *Limb Dismemberment (50FP)*: Attack an enemy's unarmoured legs or arms with the force to damage or dismember that limb. Note that a limb that is dismembered is also damaged. Also, these do normal damage to the target.
 - To make this roll, do a standard skill check with disadvantage. On a success, if you get a success in the upper half or half of your skill level (rounded up), this is a damaging strike, if it is in the lower half (rounded up), this is a dismemberment. To try and cleave either both legs or arms off instead of one. For example, if you were level 43 in a bladed weapon and you went for a limb dismember, then if you rolled a 44 or above this is a failure, a 22-43 is a damage and a 1-21 is a dismember.
 - You may also try to chop two of an enemy's limbs off at once, and this is a standard strength check at half your strength level. If you fail, you are left [Open](#). If you succeed, then you either damage or dismember the second targeted limb, and the same 'lower-half upper-half' explained above applies. This does not damage, using 10 more FP.
 - If one of their legs is damaged, they are [Rooted](#). If both are damaged, or one leg is dismembered with the other one healthy, then any attack made against them knocks them prone; they may still get up. If one leg is dismembered and one leg is damaged, then they are automatically knocked prone, any attack made against them knocks them prone; they can get up if there is anything they can use to support themselves (they can only use one hand to fight whilst standing, as the other one is supporting them). If both legs are dismembered, then they are automatically knocked prone and cannot get up.
 - If one or both of their arms are damaged, they must now roll endurance on any action made using the damaged arm or arms. If one or both of their arms are dismembered, they must drop on the floor anything in that or on the damaged arm or arms. Further, if both arms are dismembered, they gain a constant demoralise effect; they try and flee.
 - If a target already has a damaged limb, then ANY success in a limb dismemberment roll counts as a dismemberment and will dismember the limb.

- *Decapitation (70FP)*: Attack an enemy's unarmoured neck with the power to cleanly remove the targets head from their shoulders. This is an instant kill on a success, and nothing happens on a failure.
 - To make this roll, do a standard skill check with disadvantage, at half your level rounded up. For example: if you were level 43 in one bladed weapon and you went for a decapitation, you'd need to get on or above a 22 with a standard disadvantage roll.
 - If the enemy is above half health, decapitations are an instant failure.
 - After a decapitation attempt you are left [Open](#) until your next turn.

For either of these special attacks, Spears (not halberds) get a further disadvantage, as they are harder to chop and slash with and are primarily thrust weapons. This does not apply to their marksman special attacks, though.

On or above level 80 in your bladed weapon's skill level, you can also Disarm an enemy with this weapon type, as explained in the *Blunt Weapon special attacks* section below.

Blunt Weapon special attacks

As well as the Normal and Heavy attacks you can make with melee weapons, there are harder to execute, 4 second (if a sneak attack, takes 2 seconds), more beneficial attacks for specifically blunt weapons:

- *Limb Damage (50FP)*: This is the exact same effect as explained above in the *Bladed Weapon special attacks: Spear, Axe, Long Blade, and Short Blade* section, although there are a couple of notable differences:
 - Limbs can only be damaged, and not dismembered.
 - You can damage limbs through any armour, although you will need to succeed a strength roll to do this through armour.
 - You cannot damage both arms, but can damage both legs, which knocks the enemy prone. If this roll is succeeded, you get one free normal follow up attack at no time cost. This is the same mechanics as *Limb Dismemberment* double limb attacks.
- *Disarming Strike (50FP)*: Strike an enemy's hand with force to disarm them. This does normal damage. You may choose which hand to strike.
 - This is a standard skill roll at half level (rounded up), so if you are level 43 blunt, then your skill check would need to get a 22 or below to pass.
 - On a failure, nothing happens. On a success, you hit an enemy's equipped item in the chosen hand out of melee range. To get it, they either have to disengage from melee range to grab it, or an 'out of melee range' enemy needs to pass it to them, which brings the other enemy into melee range. This has to happen, and the enemy instinctively will try and get this item back.

Just like bladed weapons, at or above level 80 Blunt, you unlock bladed skills. You can now dismember limbs and decapitate targets. These are explained in the above section: *Bladed Weapon special attacks: Spear, Axe, Long Blade, and Short Blade*.

Marksman: Mechanics and included weapons

Standard marksman rolls to hit. Mechanics vary with weapon; all count as 2H:

- **Bow** attacks take 2 seconds and take 10 FP. Cannot retrieve ammunition.
- **Thrown marksman weapons** (darts, throwing stars, throwing knives) take 0.5 seconds to throw, using 2FP. Thrown marksman weapons can also do [Disarming Strikes](#), [Limb Dismemberments](#), and [Decapitations](#) from a range on or above level 60, 80 and 100 marksman respectively. The only difference is they use marksman for skill rolls instead and cannot chop two limbs at once. You may retrieve ammunition post-combat if the attack was successful, ammunitions enchantments will be intact and have decreased one charge.
- **Crossbow** attacks don't use strength when firing and take no fatigue to fire; firing a crossbow takes 1 second. Unlike bows and thrown weapons, you need to reload crossbows. To reload this uses 10FP and takes 2 seconds. Keep track of the loaded bolt, a random bolt in your inventory will be loaded if not. It takes 2 seconds to re-load the bolt. Cannot retrieve ammunition.
- **Any melee weapon or object** can be thrown for 10FP and normal damage, and if damage is unspecified, the object does 1 damage. On a failure you miss, on a success, you hit, but either way this weapon is now out of melee range (if thrown out of melee range). This is a standard marksman roll (not the weapons' skill check), cannot do any special attacks, and will do Thrust damage. The weapon must be retrieved before using again, even on a failure.
- When using a bow, thrown marksman weapon, or throwing a melee weapon, on a failure you miss, and the arrow/thrown marksman weapon is still consumed. On a success you hit, and you roll bow or thrown weapon damage which takes strength into account just like melee weapons with the equation:

$$\text{Outgoing damage} = \text{Rolled weapon damage} \times \left(\frac{\text{Strength level}}{100} \right)$$

For bows and crossbows ammunition damage is then rolled. This doesn't take strength into account and adds onto the outgoing damage with the weapon.

Marksman: Special attacks (including thrown spear special attacks)

- Bow, crossbow, and thrown weapon special attacks take 4 seconds:
 - **Piercing hit (30FP)**: Shoot an arrow at an enemy with force. This is just a standard marksman roll. Not done with Crossbows.
 - On a success, the arrow goes deep into a target's unarmoured body part (if fully armoured, auto-fail) and does normal damage. This arrow is now stuck in an enemy. If the arrow is enchanted, on the enemies turn the arrow does its enchantment effects each second on the target, continuing until pulled out. Further, the target has disadvantage on all rolls until the arrow is pulled out, on both normal and enchanted arrows. When the target pulls the arrow out, it takes 1 second and they can either snap the arrow (which still does the enchantment damage but gets rid of the disadvantage) or rip the arrow out of their flesh, which gets rid of both negative effects, but does extra damage. This is 2X arrow damage and a final enchantment effect if applicable.
 - On a failure, your bow string snaps. Before using this bow again, at any time you must spend 4 seconds fixing it with a [bowstring](#).

- *Blinding shot (50FP)*: Accurately shoot to scratch an armoured or unarmoured enemies' eye and blind them permanently. This cannot be done as a sneak attack. This is a standard marksman roll at half level.
 - On a failure, nothing happens. On a success, one of the enemy's eyes are impaired. They are blinded for 50 points for each eye. This attack does bow damage and bow and arrow enchantment damage, but not arrow physical damage.
- Spear Marksman special attacks take 4 seconds and are thrown attacks that roll for marksman. The spear cannot be used again before it is retrieved. Halberds cannot do these special attacks.
 - *Piercing hit (50FP)*: This attack is the exact same as Piercing hit for bows, bar a few differences:
 - An enemy cannot snap the spear, and when they pull it out, it does another lot of spear damage only, not 2 damage rolls, like bows and crossbows.
 - An enemy can throw back the spear with an endurance roll, or just drop it; neither of these are at any turn time cost. If they fail, they miss and go prone, and if they succeed, they hit you and do not go prone.
 - If in melee range, you can pull the spear out yourself, and on a miss the spear is still out of melee range.
 - *Pinning throw (50FP)*: Just like piercing hit, your spear sticks in an enemy, but pins them to a soft wall, which includes wood, another target, or dirt.
 - This is a standard marksman roll at half level. This attack does normal damage on hit. If done with ranged the enemy needs to be within melee range of a soft wall. An entity can push a target towards a wall by succeeding a hand-to-hand AND strength standard roll.
 - On a failure, you miss the target. On a success, the target gets pinned, which acts as prone until the effect is ended. It can be ended by someone pulling them off the spear, which takes 4 seconds from the person pulling them off's turn. When the pinned enemy is pulled from the soft backdrop, they need to make an endurance roll. On a success, they take no damage, and on a failure, they are knocked unconscious from the amount of pain experienced; see [Unconsciousness](#).
 - If done in melee range, the effect is the same if succeeded, except a standard spear roll at half level is made instead, and standard strength roll also needs to be passed. This can be done a larger distance from the target wall, and on a miss (one or both rolls failed), the spear is still in your hands.

Stealth Sneak Attacks

Stealth Sneak attacks do 2X damage, but if it's a melee weapon, 4X damage. This multiplier is to total damage including potions and enchantments; take strength into account before using the multiplier, rounding up after using the multiplier. Sneak attacks do not use your turn time and start combat. You need to sneak within melee range of an enemy for a melee attack or be in line of sight for a ranged attack; see the [stealth mechanics section](#). Sneak attacks are not auto-hits. When you're in melee range, you can move in and out freely with auditory stealth rolls on entrance and exit, same with line of sight for visual rolls, but upon initiating the sneak attack you have 2 seconds to spend on any action or actions you're going to do. You initiate stealth sneak attacks and use some or all your 2 seconds in two ways:

- *When outside of melee range:* Attempting an action on an unwary NPC (except purely Sound effect spells). If it is a spell, failing on a willpower roll does not initiate the sneak attack.
- *When in melee range:* Attempting any action. If this is an on Self spell, failing on a willpower roll does not initiate the sneak attack. If it is a successful on Self spell, or any other purely on Self action, you must succeed a Sneak roll at half level to not be discovered and start combat.

After these 2 seconds are up combat starts.

For both, if the NPC is friendly and in a settlement the action must be aggressive to start combat. If not, you can be reported to guards depending on the spell's effects. Multiple members of your party can do sneak attacks at the same time but if one player gets caught then you all do; all players roll individually.

On 100 Sneak skill level, you instead do $[(\text{Character level})/2]X$ damage rounded down on melee weapon Stealth Sneak attacks, and $[(\text{Character Level})/4]X$ damage when not with melee weapons. This is not shared by Speed Sneak attacks.

Speed Sneak Attacks

Speed Sneak attacks are the same as Stealth sneak attacks, except they can only be done on an unsuspecting friendly target (a Calmed target counts, even in combat). On a failure, you're too slow, and the target sees what you're trying to do and acts according to their [fight roll](#) result. On a success, you have 2 seconds to spend on what action you're going to do for a sneak attack; on a failure combat just starts. The damage modifiers for this are 2X damage, but 4X damage for a melee weapon attack. Here are the rolls you make to succeed one of these attacks:

- Disadvantage speed roll for 2 handed weapons
- Straight speed roll for unmentioned attack types (Spells, etc...)
- Advantage speed roll for Hand-to-Hand, Daggers, and consumable marksman thrown weapons.

A Speed sneak attack only equips one hand if it's a one-handed weapon, as it's like a quickdraw; you do not get the [free hand bonus](#) and if you want to equip a shield you have to do that in combat. Multiple members of your party can do this, and all players roll individually; one player failing will not affect other players attack success but decreases their outgoing damage by 50% per each individual speed rolls failed. Any spells casted by a party member not on the Speed Sneak attack target or their allies may still be seen as combat preparation by the enemies. If this is the case, one random enemy asks (they roll intelligence), and the player that casted the spell rolls disadvantage personality to see if they can 'play it off'.

Hand-to-Hand punches and mechanics

Hand-to-hand skill is all about unarmed combat and unlike other combat styles, it does fatigue damage to a target. When they have less than or 10 fatigue, and are punched, this results in the enemy being knocked [unconscious](#). The knockout punch does no fatigue or health damage, it just knocks the target out. When any target is unconscious, then these punches now do health damage. Here is a punching guide:

- To punch, roll a standard hand-to-hand roll. On a fail it is a miss, on a success you roll $d[(\text{Strength Level})/2]$ for your fatigue (or health if they're unconscious) damage. Hand-to-hand damage ignores SV.
- Punches take 1 second and use 5 fatigue each.
- If your hand-to-hand level is below 15, then all punches with your characters less dominant hand are half damage.
- Punches count as melee, so for example: sneak attacks do 4X damage, and punches are affected by attack.
- You may use hand-to-hand attacks on targets that resist normal weapons with no damage penalty if your body part that comes into contact with the target is wearing an enchanted item. Unless otherwise specified, for a punch and paralyzing blow this is your gauntlet, for a leg sweep this is your boots, and for a submission move and charge this is arm or pauldron armour.
- If 4 punches are hit in one turn, then 1 extra second is added onto your turn; this can apply multiple times in one turn. If you use this extra time to punch, then a miss leaves you [Open](#) until your next turn. A second miss knocks you prone and your turn ends.
 - If above 75 speed level, then the 1 extra second is added after 4 attempted punches in one turn. If 4 punches hit, then 1 more second is added. Both can apply multiple times in one turn.

On any hand-to-hand attack, even [takedowns](#), you must choose a leading hand for each attack. If you attack with alternating hands one after the other there is no penalty for time, but if you choose to lead with the same hand multiple times in a row, then each attack after the first one takes 2X the time to complete.

Hand-to-hand takedowns

There are multiple different types of takedowns that can affect a target in various ways. All use 20FP, and if done as a sneak attack they take 2 seconds instead.

- Charge: Unlocked at level 30 hand-to-hand; takes 3 seconds.
 - You charge full speed at an enemy, planning to knock them down. To do this, you must be outside of melee range. Roll athletics, on a failure nothing happens, on a success this does standard punch damage and you knock the enemy prone; either way you're now in melee range.
 - Cannot be Stealth Sneak Attack, can be a Speed Sneak Attack.
- Leg sweep: Unlocked at level 55 hand-to-hand; takes 3 seconds.
 - You sweep a targets leg, and maybe guide them with your leading hand to make sure they fall on their back. Roll acrobatics, on a failure nothing happens, on a success they are now falling. You can either let them fall or force them down with your leading hand.
 - Letting them fall knocks them prone and deals standard punch damage times 3.

- Forcing them down requires a strength roll. On a failure nothing happens but on a success it winds them, and they must take 2 seconds to recover before making any actions. Either way, they are also now Prone and dealt standard punch damage.
- Although leg sweep uses your leg, this still counts as a leading side, so if your leg sweep with the left leg, you need to follow up with your right hand when forcing them down or punching.
- If the target is wearing heavy greaves you get disadvantage on the acrobatics roll, and advantage if unarmoured or wearing light greaves.
- This can be done as a Speed and Stealth Sneak attack.
- Paralyzing blow: Unlocked at level 80 hand-to-hand; takes 2 seconds.
 - From heavy knowledge of anatomy, you know exactly where to place and hand-to-hand blow to paralyse an enemy. Make a standard intelligence roll.
 - This does standard punch damage and paralyzes the target for 4 seconds.
 - If the target is wearing a cuirass or helmet, you get disadvantage on this roll. If they're wearing both, you get double disadvantage.
 - Cannot be done as a Stealth Sneak Attack; you can't reach the front of their neck from behind them. Can be done as a Speed Sneak Attack.
- Submission move: Unlocked at level 100 hand-to-hand; initially takes 2 seconds, and then however long the target is held.
 - You put an enemy in a submission move. To wrestle them down, both you and the target roll d(Strength Level). If you get a higher result you successfully wrestle them down and you are both prone, if they roll higher you are the only one prone.
 - On a success, every second the enemy takes standard punch damage from you without you needing to roll, and each turn your fatigue is also drained by 10 from trying to keep the target there. These do not count as punches, so no extra time is given.
 - During this, you and the target cannot do anything but release or be released from the submission move. On each of the targets turns the d(Strength Level) for you and the target is rerolled to see if they release themselves if they get higher. Someone can split you and the target up, or help keep the target in place, but this takes 2 seconds from their turn and can only be done once per their turn. The intervener rolls d(Strength Level) and it's added onto the person they're helping's next d(Strength Level). Upon release from this effect you and your target are still; release takes no time.
 - If a target runs out of fatigue, they go unconscious, and this effect does the same damage as it was doing to fatigue on health.
 - This can be done as a sneak attack.

When it is said that takedowns do standard punch damage, they share punches mechanics too, so can knock unconscious and give extra time. When each roleplaying each takedown, you can do any custom takedown you'd like, the GM can decide which one it would fall under. For example, a chokeslam would fall under either a Leg sweep (when using hand to force down) or a charge, depending on if the target is in melee range.

Illusion, Conjuraton, Alteration, Destruction, Mysticism, Restoration

Every spell (unless otherwise specified) takes 2 seconds to cast. To cast a spell, you need to roll a willpower roll. On a success, you can then see if you can cast the spell by rolling a standard skill roll for the skill that corresponds to the spell's school. On a failure of either rolls the spell does not cast. On both rolls succeeding the spell is successful and applies its effect on the target if in-range. If you have a damaging spell, the rolled damage is the actual damage unlike physical weapons; spellcasting doesn't use strength. Remember to see if you have any advantages or disadvantages to the willpower roll because of [armour type](#).

Both in combat and outside of combat spells will deplete magicka. You need to have enough magicka to cast a spell; they all deduct different amounts of magicka (with powers and enchantments not requiring rolls or MP). Upon a failed spell cast, unlike physical weapons using fatigue, magicka is not consumed. Spell's effects start instantly after the 2 seconds you take to cast them.

On Self spells take effect on the caster, on Touch you need to be in melee range of the targeted entity, and for on Target spells you need to be in line of sight of the targeted entity. You can do touch and target spells on self but can't do self-spells on other entities.

General combat mechanics

Degrees of critical successes and critical failures

As a 100-sided dice is rolled, there's bound to be certain percentages of degrees of failure and passes. Whichever situation the player rolls in, rolls on 1 auto-succeed luck. In non-spell and or weapon situations, this is determined at the GM's discretion, as it can be any wide variety of situations. In spell and or weapon using situations, this is determined by a set description:

- Melee attacks, on the skill check:
 - On a 1; Critical success: You may choose for strength to not apply to your damage roll, and this does double damage (including enchantments). This does not apply to hand-to-hand; hand-to-hand gets double damage. If it is a paralysing blow, they are paralysed for double the time (crit on intelligence). If they are winded by a leg sweep, then they must recover for 4 seconds, instead of 2 (crit on strength roll).
 - On or below 10; Well-placed hit: You may choose for strength to not apply for your damage roll. This does not apply to Hand-to-hand.
 - On or above 95; well-placed hit... on yourself: roll damage on yourself.
 - On a 100; Critical failure: roll damage on yourself without strength. This does not apply to hand-to-hand; they go prone and their turn ends.
- Marksman, on the skill check
 - On a 1; Critical success: You may choose for strength to not apply to your bow damage roll, and this does double damage (including enchantments and arrows).
 - On or below 10; Well-placed hit: You may choose for strength to not apply for your bow damage roll.
 - On or above 95; well-placed hit... on a random target: roll damage on random target.
 - On a 100; Critical failure: roll damage on a random target, without strength.

When you Critically Fail a Sneak attack, you do not get the sneak attack damage bonus applied to you, as you can't sneak attack yourself.

- Spells, on the willpower check:
 - On a 1; Critical success: auto-succeed the skill check.
 - On or above a 95; distracted: target a random entity in range. Make a skill check, and on a fail the spell lasts for double the time (if this is an instant damage spell, then this damage now is for 2 seconds; double damage), on a pass it takes the normal time.
 - On a 100; Critical failure: same effect as distracted, except the skill check is automatically failed.
- Spells, on the skill check (you can critically fail or get on or above 95 when already got on or above 95 on the willpower roll. Effect stacks):
 - On a 1; Critical success: Spell lasts for double the time. If this is an instant damage spell, then this damage now is for 2 seconds (double damage)
 - On or above a 95; backfires: spell takes effect on self.
 - On a 100; Critical failure: same effect as backfires, except the spell lasts for double the time. If this is an instant damage spell, then this damage now is for 2 seconds (double damage).

Some spells cannot have effects on you such as command creature or conjuration spells. Ones akin to this will just fail if on an inappropriate target. Bound item spells will put the item in the opposing NPCs possession and Summon spells will make the creature summoned turn against you. Double time applies for critical failures. Restore spells, when they backfire, will always go to the correct target, but just damage by the amount of points they were meant to restore instead.

If in a duel, or just a 1:1 combat situation, having to target a random entity in range can lead to a straight success, as the only entity in range is the enemy you're fighting.

Rolling a 95 or above still critically fails, even if your skill level deems it a success. The benefit of a high level though, is that critical fails can fall under luck, which reduces the chance of a failure further. For example, at level 100 a 90 or above requires a luck roll, giving the players the highest chance of success possible. This means along with luck, critical failures and successes force the PC to have to roll even if they are level 100 in a certain skill/attribute.

All mechanics are the same for NPC rolling, counting as them making skill rolls appropriate to the type of action used.

Rolling damage

Some weapons and spells have a lowest damage that isn't 1, so you need to roll differently. For example, a steel saber has 5-20 chop damage, so instead of a d20 or d25, you'd need to roll a d16+4. More generally, you'd roll:

$$d(\text{max damage} - \text{minimum damage} + 1) + \text{minimum damage} - 1$$

Stealth

When sneaking around enemies, if you're in their line of sight (at risk of being seen), everyone in their line of sight needs to pass a stealth d100 roll. You can try and sneak attack someone with marksman and spells if in their line of sight. This 'line of sight' stealth check is the visual stealth roll. If you get within 10 feet (melee range, or around enemies in a tight space) then you need to do another d100 stealth roll. This is an auditory stealth roll. If you fail in either of those, you cannot now roll to attack to get a sneak attack. You have been seen, and combat starts (turn order is rolled). If you do not fail any attempted visual or auditory rolls, you may [Sneak attack](#). If you're invisible, then you're not at risk of being seen, so you do not need to make the visual check, but you can still be heard, hence you will still need to make the auditory check.

During-combat invisibility will not take you out of combat; enemies still know you're there, maybe just not where you are. You still perform a speed check when exiting combat when invisible, but enemies rolls to hit may fail upon a failed speed roll; see [Mechanics](#) for more information. Unlike [Chameleon](#), [Invisibility](#) also ends whenever you perform an action that affects the world around you, from lockpicking, to taking an item, to attacking someone.

If someone, enemy or not, sees ONE person from your team, they know all of you are there. One person from your team can blow all of your teams cover.

If there are multiple enemies in one area, this is only one stealth check, just like if there was only one enemy.

If there are multiple enemies affected by the effect Sound (see [Illusion](#)), then there is an equation. Denote M as the effects number of points it is for:

$$\text{Auditory roll reduction} = M \left(\frac{\text{Number of affected enemies in the area}}{\text{Number of enemies in the area}} \right)$$

For example: if there are 4 enemies, and 2 are affected by sound for 30 points, then the number you reduce from your rolled value on the auditory stealth check is $30(2/4) = 15$.

If all NPCs are asleep that you are trying to roll Stealth to hide from, Visual Stealth rolls auto succeed, and Auditory Stealth rolls are at further advantage.

Discerning enemy stats

You can discern something about a target's stats with a successful intelligence roll. This takes no time outside of combat, and you can do it at any time, even not in combat, like to people in the street. They don't know you're doing this, and you may only do this once per player outside of combat.

In combat, this action takes 1 second, and you can do it as many times as you want. You can know one thing per success, and the things you can ask are:

- About basic stats like HP, FP, MP, or level
- About weaknesses and resistances. You can ask if it has any weakness or resistance as one question, but not about multiple types of weakness or resistance in one question.

You are free to know visual things, like armour used, base weapon appearance, race etc... but not specific enchantments. For this, see the [Detect Enchantment](#) effect.

Fleeing: Mechanics

When in combat and not unconscious or dead, you can flee when enemies are in melee range; this is the only way to get out of melee range with enemies. To successfully flee, you need to roll a standard speed roll, remember to multiply rolled result by race weight. Fleeing takes 4 seconds, and:

- If you succeed the speed roll, you're too fast for the enemy to hit you as a reaction.
- If you fail the speed roll, you're too slow, and the enemies in melee range react to this with a hit that doesn't affect the time they have in their turn (is a reaction). If you or an enemy gets this reaction opportunity, you have 2 seconds to do anything.

On either a fail or success, you are 15 feet away (out of melee range) in a direction of your choosing, away from the enemy you fled from, BUT NOT OUT OF COMBAT. To fully get out of combat, first, you have to ALL flee (everyone out of melee range), then all decide as a group to completely leave the sub-area. You HAVE TO flee to the nearest settlement if you're in the first sub-area. If you come back, then all enemies you've defeated in the combat instance failed respawn.

You get a further disadvantage on fleeing if you have under 10FP or are prone. Enemies can also flee, they can do this any time, as the GM controls enemies, but you can also make them do it, by using demoralize effects on them. For anyone in melee range, if the enemy fails, this is a reaction to hit and takes no time off your turn, just like when enemies react to you fleeing. Enemy fleeing is the same as player fleeing.

If an NPC is running to leave the area, the next two player turns happen before they get away. You may catch up to them if and only if your speed is more than theirs. If you catch up to them and are back in melee range with you, after your turn they roll to leave again out-side of turn time instead.

Fleeing: Above 100 Speed Level

Being above 100 Speed level to certain degrees allows faster exit from melee range. To determine your success in exiting melee range in time T , it is with equation:

$$\text{Roll threshold} = \text{Speed Level} - 100(4 - T)$$

At above 100 it is a 100% success rate and below 0 it is a 0% success rate. As you can see, at above 100 speed you can exit melee range in 3 seconds, 200 speed is 2 seconds, 300 speed is 1 second, 400 speed is no time, and 500 speed is -1 seconds etc...

If it is negative time to exit melee range then this can be done, but you may only do one negative time melee range exit per turn. This rule essentially gives the player higher turn times if they have a very high level of speed.

Dodging

If you have 100 speed, you gain a constant passive Sanctuary effect upon yourself for $A/2$, where A is your athletics or acrobatics level, depending on the majority of your armour. Light and unarmoured is acrobatics, medium and heavy is athletics. Exactly like Sanctuary, this will allow you to dodge anything you want, except area of effect spells, and this will only dodge one attack; you have to roll individually for each incoming attack. You will still be in combat and in melee range of the enemy fighting you if there are enemies still left.

Prone

When subjected to certain actions, a target may go prone. The target of the action can roll standard agility or strength (preference due to armour they are wearing). On a success they do not go prone, and on a failure they do. Enemies auto-fail being knocked prone, the agility save does not apply to them. Note that succeeding in agility to not go prone is not dodging, you still are hit and take damage, just not prone from the heavy attack.

If you or an enemy is prone, then on their turn, they use 2 seconds to be able to get up. If you're attacked whilst prone, then attacks against you take half the time they usually would. Generally, attacks take 2 seconds, so that's 4 potential attacks against you if prone. You don't have to take the 2 seconds to get up but cannot move otherwise. If you're already next to an enemy though, you may still melee attack. You can also marksman/ use spells from any distance.

You can be helped up from prone, but it takes the person helping you up 2 seconds from their turn. If you're helped up, it takes no time from your turn, and you're up during their turn after they help you, hence you may act normally from the start of your turn.

You cannot be prone in non-shallow water or in mid-air, only on the ground.

Prone and paralysis do not stack; if a target is prone and paralysed then actions against that target still take half time.

Unconsciousness

A target is knocked unconscious (primarily) if the target is hit with a hand-to-hand punch and said target has on or under 10 fatigue. To get back up from this, players roll a standard willpower with disadvantage. The result of this is then divided by weight, as unconsciousness affects heavier people less.

You can roll this disadvantage willpower once per turn, and someone may try to wake you on their turn. This gives you advantage in these willpower rolls instead of disadvantage, but they can only do it once per turn and takes them 2 seconds.

When unconscious, the target is prone. If you come out of unconsciousness, then you are prone. Coming out of unconsciousness takes no time. You regenerate fatigue and magicka still whilst unconscious.

NPCs can come out of unconsciousness, using the same mechanics as players.

Death

If you are killed (HP reaches 0 or below), then you need to:

1. Roll death willpower rolls. This is a natural willpower level roll at half level and if you succeed you awake on 1 health, as much FP and MP as you died with, prone, and with 4 seconds left of your turn. There's no regeneration when you're killed, unlike unconsciousness. You have to do one death willpower roll per turn. A teammate can attempt to get you up; it takes 4 seconds from their turn and is a standard intelligence roll. On a failure nothing happens, on a success death willpower rolls gain one advantage until you are revived.
2. If you fail 3 of these rolls, then you are now out of the fight. When your team rests, one of your teammates can perform an intelligence or luck roll to try and bring you back. If they succeed, then you are back. You only get one attempt at this every 2-hour rest, so you need to rest again if you fail, or there is a large quantity of dead allies. Only one person may roll per dead ally.

Dead players and NPCs (even on death willpower rolls) don't take up turn time.

If you flee combat with a dead team member, then they are revived fully if they are still on willpower rolls. If they're completely dead, then you need to rest as a party to revive. If your whole team dies, and you want to keep playing that character, then your team is sent to the nearest tribunal temple with [ALMSIVI intervention](#). This is then 500 gold per person. If someone dies and wants to make a new character, then they can decide to die permanently at any point, by telling, and confirming with, the GM. If you cannot pay any of these prices, you are indebted to the temple.

Upon entering death willpower rolls, effects are not automatically dispelled and while they don't take effect, they are still present for when the afflicted is revived, unless properly dispelled. Effects are dispelled on 3 death willpower roll fails.

Settlement native NPCs don't go to step 1 or 2, they are permanently killed. Other NPCs do not do step 1; they go straight to step 2 so if the party leaves an area or entire dungeon with NPCs still alive, the GM rolls a luck roll for each NPC killed in a successful combat encounter (all enemies are revived instead on a failed combat encounter). Passed luck rolls revive the enemy, and failures do not. NPCs may also spend 4 seconds to advance a player's death willpower rolls by one failure.

Switching equipment, and between enemies

It takes no time at all to switch between attacking different in range enemies, powers, enchantment effects, spells, potions, and scrolls; you may do this as many times as you want per turn, though it may take time to use the item or perform the action.

Switching weapons also takes no time, but you can only do it once per turn.

Otherwise, it takes 2 seconds. The weapon you hit with first in a combat instance is the one the GM assumes you went into combat with equipped, so doesn't count towards this limit in 'no-time weapon switching' per turn.

Switching armour takes 2 seconds for each piece of armour.

Switching between attack styles such as chop takes no time. You don't need to tell the GM what attack style you're using unless they ask; roll the damage you want.

Outside of combat, you can switch anything anytime. Whether in combat or not you CANNOT switch mid rolls. For example, if you realise you have heavy gauntlets on whilst lockpicking you cannot take them off if 'already rolled' one of the disadvantage dices. After the disadvantage roll is complete, they may be switched for some more suitable gloves.

Equipment slots

Here's a list of all the things you can equip at once:

- Shirt (goes under armour layer)
- Pants/Trousers (goes under armour layer) (includes skirts)
- Amulet
- 2 ring slots (left and right)
- Chest armour
- Leg armour
- 2 shoulder armour slots (left and right, cannot put a set left on right shoulder, and vice versa)
- 2 hand armour slots (left and right, cannot put a set left on right shoulder, and vice versa)
- Glove slot (goes under gauntlets. When punching an entity resistant to normal weapons with non-enchanted gauntlets with enchanted gloves, the enchanted gloves count as the hit (disadvantage strength damage roll)).
- Shoes/feet armour (not both at same time)
- Head armour
- Belt (goes over armour layer)
- Robe (goes over armour layer)
- Weapon (one handed goes in on-hand, two handed including bows take up two hands)
- Arrow sheath (any way you want to wear it)
- Shield (goes in your offhand. Can equip with two handed stuff, but you will not be holding it and get the armour benefit. You will just be able to cast its enchantment.)

Note that spells are casted separately from weapons, and they're two handed. It doesn't count as an equipment change if you're casting a spell, but you have to specify you're switching back to your weapons. If you do not switch back, then shields have no armour bonus. In summary, spells are a different slot than your weapons!

Gear durability

For each hit you take, all of your armour including shields, goes down 1 (out of 100) durability rating. If this goes down to zero, you have to take the armour off. Keep track of this yourself. Clothes do not have a durability rating. This is the same system for weapons, except it's for each successful attack. Bows have durability, but arrows don't. You cannot retrieve arrows after firing.

Equipment Synergy

Some equipment combinations synergise well with each other and provide set bonuses. This can be using specific armours and weapons, or just using certain equipment slots in conjunction.

- **Dual Wielding bonus:** You can wield any two one-handed weapons in both hands (On-hand and Off-hand). There is no time benefit for this, but if you alternate hands both weapons do more physical damage (not including enchantments and potions). Bonus applies on the second alternated attack (the first doesn't have to hit) and carries over to the next turn. The damage modifier is different depending on which weapon out of the dual wielded ones have less maximum damage (taking Chop, Slash and Thrust into account):
 - *Axe*: 1.5X damage (1.8X with dual Axes)
 - *Club*: 1.7X damage (2.5X with dual Clubs)
 - *Dagger*: 1.4X damage (2X with dual Daggers)
 - *Short Blade (discounting daggers)*: 1.2X damage
 - *Long Blade*: 1.4X damage (1.75X with dual Long Blades)
- **Free Hand bonus:** This bonus is active when you have your off-hand free of any equipment, and the bonus you get depends on the one-handed weapon in your on-hand:
 - *Axe*: Advantage on marksman rolls when throwing this weapon. Also, instead of Thrust damage when thrown, it will do Chop damage.
 - *Club*: Each well-placed hit or critical will knock enemies prone.
 - *Dagger*: Advantage to hit.
 - *Short Blade (discounting daggers)*: If you do $[(\text{enemy max health}) / (\text{party size})] \times 1.5$ HP damage to an individual enemy with Short Blades with the Free Hand bonus active, an attack with a Short Blade (with the Free Hand bonus active) executes that same enemy when they are on less than 10% HP (including being put on less than 10% HP as a result of the attack), instantly killing them. Note that the final executing attack can also put you over the threshold for the needed amount of HP damage done over that combat instance and may still execute depending on target HP.
 - *Long Blade*: Uses Short Blade mechanics (roll Long Blade), but there are no bonuses for on or above level 75 Agility; you still need to balance yourself.

Also, with the Free Hand bonus, any critical hits (5 or below on the d100 skill check to hit) make the critically hitting attack take no time.

- **Free Movement set bonus:** This bonus is active when wearing armour on your less dominant hand and less dominant shoulder, with no armour on your head, chest, legs, dominant hand, and dominant shoulder. Note that other slots, including feet, do not matter.
 - Free Movement gives +1 SV, and if M is the total carrying capacity of all armour currently equipped, then: $+\lceil(155 - M)/10\rceil$ speed and agility.
- **Unarmoured Blend bonus:** This bonus can be used when you have 75 or above in Unarmoured and another armour type (Light Armour, Medium Armour, Heavy Armour).
 - Unarmoured Blend bonus allows you to wear one piece of armour in any slot but preserving the unarmoured SV and bonuses, not using the bonuses from the one armour piece equipped. This armour piece equipped adds $(PAR/64)$ onto the player's unarmoured SV. The armour piece(s) equipped must be of the armour type that you have over or on level 75 of.
 - If you're using the Unarmoured Blend bonus on the hand or arm/shoulder slot, then you can equip another one of the opposite slot to still preserve this bonus. I.e., equipping two gauntlets/bracers or two pauldrons also preserves this bonus.
The addition to the player's unarmoured SV is both the two $(PAR/64)$ values added together, divided by 2 for the hand slot, and divided by 1.5 for the arm/shoulder slot.
 - Having the Unarmoured Blend bonus active levels Unarmoured and the armour type(s) you have equipped. It does not level the armour type(s) like it is a full set.

Controlling NPCs: NPC chance to hit

To preserve ease of control without having to make a character sheet for each individual enemy and allow a chance for enemies to miss attacks, each action against a player is rolled. The threshold is not affected by luck and determined by a function that considers the difference in level the highest party member has with the individual NPC. Critical hits (counting as skill roll criticals) apply for NPCs the same as players. This is integrated into the GMs sheet, and does not need to be remembered, but is displayed below for transparency:

$$\text{Threshold} = \frac{100}{1 + \exp[-1 - 0.1(\text{Difference in Character level})]}$$

Threshold is the NPCs chance to hit any action against a player (including “good-intention” actions) and Difference in Character level is:

$$\text{NPC level} - \text{Highest character level party member's character level}$$

At a higher NPC level than character level the NPC has a high chance to hit, from a 75% to a 100% chance. At a lower NPC level than character level the NPC has a reduced chance to hit, from a 1% to a 72% chance. At the same NPC level to that of the character level it is a 74% chance to hit.

There are different difficulties of this that you can add to the GMs sheet if you feel the system needs adjusting:

- If you believe the above equation needs adjusting, then you can decrease the -1 inside the exponential to a larger negative to give NPCs a larger chance of hitting or increase the -1 inside the exponential to do the opposite.
- If you want to sacrifice consistent gameplay to actively encourage players to fight at their own level, then you can instead use equation:

$$\text{Threshold} = \frac{100}{1 + \exp[0.1|\text{Difference in Character level}|]}$$

Noticing the modulus signs.

- If you want a more traditional but hardcore gameplay style, then you can do what was the norm up until version 30; NPCs have an 100% chance to hit.

Controlling NPCs: NPC Natural Resistances

While some NPCs have given resistances, such as from fire or shock etc., there are some enemies that are unreasonable to have certain things done to them; this is determined by the GMs discretion. For example, Dwemer Steam Centurions are far too heavy to be affected by Kothrighi's Wind Pull, and funnily enough, far too much of a robot to be affected by Aureal's Mania power. This is just a short example though, with the introduction of more complex races and abilities there are many reasonable resistances throughout NPC races in this game.

Controlling NPCs: NPC Attributes and Skills

On UESP, most enemies have no set Fatigue, Attributes and Skills. Because of this, enemies behave differently to players in terms of combat. Firstly, all NPCs have:

$$\text{Max FP} = \text{Max HP} + 100$$

Enemies' attributes are base race level for everything, while creatures, undead and others without a base race level have 40 of each attribute. For each level the creature is, every attribute has 1 added onto it, so a Nord NPC of level 13 would have $50 + 13 = 63$ Strength. NPCs with an unspecified level count as the same level as the highest-level player in the party. While this allows NPCs to have attributes, this does not matter in most situations, because NPCs:

- Do not have a subtraction value
- Do not roll for skill checks, and use their chance to hit for all actions that require rolls
- Do not have a strength hitting disadvantage, i.e., for NPCs rolled weapon damage = outgoing weapon damage
- Do not have health, fatigue and magicka determined by endurance, agility, and intelligence
- Do not roll agility to resist prone
- Do not resist pure magicka using willpower
- Do not have to make luck rolls

Other than this NPCs have the same mechanics as players unless otherwise specified, so for example they do roll speed to flee combat, do have a disposition towards you (more in [Taking to people](#)), and do have the same attack times as players of the same levels (except hand-to-hand, which is 2 seconds each punch). Un-armed creatures count as hand-to-hand attacks for RP, but in combat do their given melee health damage on the UESP wiki instead of the usual fatigue damage humanoid enemies do. Humanoid enemies get disadvantage/advantage strength rolls for FP damage depending on their gauntlet type.

Because enemies do not have to roll using skill levels or have an SV, their Skill levels do not matter. If it is needed for roleplay, wild creatures have $50 + (\text{NPCs Level})$ in hand to hand and unarmoured (5 in everything else), and more sentient, non-wild creatures/undead have $30 + (\text{NPCs level})$ in everything.

As enemies do not need to carry anything, their spare Carrying Capacity is set at 1-50 for unarmoured, 1-100 for wearing majority light armour, 1-200 for wearing majority medium armour, and 1-300 for wearing majority heavy armour, which isn't very important and can just be rolled when an outside factor affects their CC.

Because of the above mechanics, disintegrate, resistances/weaknesses to pure magicka and fortify/damage/drain effects on attack, Carrying Capacity, Primary Attributes, and skills are extremely devalued, so they have different effects. These effects on NPCs only are outlined on the next page, and any effect not here is assumed to do the same thing to NPCs as it does to players.

Where M is magnitude of the spell:

Miscellaneous:

- Resist/Weakness to **pure magicka** is the same on NPCs as it is players, except enemies can't use willpower to aid in resisting magicka. I.e., it has the same mechanics as players, except set NPC willpower = 0 FOR THIS ONLY.
- Lower **carrying capacity** may make the enemy become over-encumbered, making them [Rooted](#) and [Open](#). Any level of higher carrying capacity gives enemies [Stability](#).
- A Higher **Attack** can give enemies +M/5 FP damage, +M/20 HP damage, and +M/10 MP damage per hit. A lower attack makes enemies attacks take (2M)% higher FP or MP to use.
- **Disintegrate Armour**: When casted on an NPC they take +(M/20) more damage from all sources except poison damage. This stacks, M/20 is added up for each application and then rounded up after.
- **Disintegrate Weapon**: When casted on an NPC it has a (M/2)% chance to fully break their weapon. This doesn't stack and applies on cast.
- If an NPC is [Open](#), you can choose to not use strength for outgoing damage on attacks hit against them.

Primary Attributes (all Primary Attributes can be changed by a maximum of M=100):

- **Increased/Decreased strength** makes enemies do M% more/less physical damage, not including enchantments or arrow/bolt damage.
- **Increased/Decreased endurance** makes enemies take M% less/more physical damage.
- **Increased/Decreased willpower** makes enemies stamina and magicka regeneration (2M)% higher/lower (round down). This can be decreased over 100%, and if it is, they also drain (2M-100)/10 MP and FP per turn, and do not recover this MP or FP. Further, enemies' fight roll health threshold is M% lower/higher.
- **Increased intelligence** makes humanoid enemies' power magnitudes M% stronger. If a creature, on the effect being applied, they have M% chance to summon a smaller copy of themselves 50% weaker in every Derived Attribute.
- **Decreased intelligence** gives enemies M% chance to accidentally hit a team-mate. Under the condition that the team-mate they hit has any sort of decreased intelligence or personality, these two enemies start fighting and ignore others. After the effects of any personality/intelligence effects end on either enemies they keep fighting and will keep fighting until a third party makes an action against either of them.
- **Increased/Decreased personality** is talked more about in [Taking to people](#).
- **Increased/Decreased luck** makes you/the enemy have to roll a d100 at a 100-M threshold for any action against that enemy/target.
- **Increased/Decreased speed** behaves normally; makes it easier/harder for the enemy to escape melee range, and may make the enemy swing slower (below 30 speed makes all attacks take double the time)
- **Increased agility** makes enemies have an M% chance to resist going prone.
- **Decreased agility** makes enemies have an M% chance to be knocked prone by any attack. It also takes them M% longer rounded up to get up from prone if the effect is still active. Heavy attacks also add M/5 onto their hit roll.

Skills (all Skills can be changed by a maximum of M=100):

- **Increased/Decreased Heavy Armour, Medium Armour, Light Armour, or unarmoured** makes an enemy being hit by any damage (including poison) take M/5 less/more damage, depending on their majority of armour (or if classed as unarmoured).
- **Increased/Decreased Spear, Axe, Blunt Weapon, Long Blade, Marksman, Hand-to-hand, Short Blade, or Destruction** makes enemies do M% more/less damage, depending on their method of damage. If increased the enemy heals the extra damage they do, and if decreased the enemy takes the damage they didn't do to you.
- **Increased/Decreased Acrobatics or Athletics** increases/decreases enemy chance to hit by (M/2)% depending on if the enemy is unarmoured/in light armour or in medium/heavy armour.
- **Increased/Decreased Armourer** makes enemy weapon enchantments last for M% more/less time, rounded up/down.
- **Increased Block** gives enemies a M% chance to knock you prone on reaction after being hit from melee range, if using a shield.
- **Decreased Block** gives enemies an M% chance to be disarmed after each hit, only if using a shield, see [Blunt Weapon special attacks](#) section for more information.
- **Increased/Decreased sneak** gives enemies/you an M% chameleon effect.
- **Increased/Decreased Illusion, Alteration, or Mysticism** makes spells against that target last for M% shorter/longer.
- **Increased/Decreased Mercantile** makes you subtract/add M onto any mercantile rolls involving this NPC.
- **Increased/Decreased Speechcraft** makes you subtract/add M onto any speechcraft rolls involving this NPC.
- **Increased/Decreased Alchemy** makes enemies consumed potions' magnitude M% greater/smaller.
- **Increased/Decreased Conjuration** makes enemies conjuration spells last for M% longer/shorter.
- **Increased/Decreased Enchant** makes enemies used scrolls last for M% longer/shorter.
- **Increased/Decreased Security** gives enemies an (M/2)% chance to break your/their weapon when being hit by melee weapons.

Note that if an Attribute, Skill or other is decreased/increased already, and you increase/decrease the same Attribute, Skill or other, then both effects don't happen, you just cancel out the other to a varying degree.

Controlling NPCs: Low NPC health and Fight rolls

Upon starting a potential combat, if a member of the party specifies they want to approach an NPC with good intention, the enemy makes a Fight roll. Most NPCs have a fight level and upon a successful fight roll (rolling on or under their fight level) they fight, but on a failure (rolling higher than their fight level) they are not aggressive. Fight rolls are not rolled if the party attacks, and these NPCs will attack.

Some NPCs have unspecified fight levels, which in this case it will mostly be 90. [Ash Creature](#), [Hunger](#), [Atronach](#), [Dwemer Centurion](#) (including [Tribunal DLC](#)), [Undead](#) (except Dwemer Ghosts and including the [Bloodmoon DLC](#)), and [Goblins](#) all are 100 fight level.

[Kwama](#) Queens, Workers and Scribes and also [Pets](#) all are fight level 0.

Note that some NPCs may also have to reasonably be not a fight level of 90, and this requires GM intervention; the 90-fight level rule is just a coverall for most creatures with unspecified fight levels.

When under 10% health, enemies must make a Fight roll and is a success if they roll on or below this value; is a failure when above. On a success they do not flee, and on a failure, they must flee when next available to.

Finishing Combat and Post-Combat

As enemies die, any effects they have casted on you end with them. As soon as combat ends, all of your fatigue and magicka (and nothing else) are regenerated, and any effects on you wear out the remainder of their effect instantly, then end (not including effects applied to you by now dead people). If you have Stunted Magicka or Stunted Fatigue, neither FP nor MP regenerates.

If your party has any “cannibal races” that rely on dead bodies to heal, after consuming a body for this purpose the body is destroyed. Bodies that are untargetable cannot be consumed.

If the party all dies, and the enemy is still alive with a drain health spell (for example) that will kill them, the enemy dies and the party revives after 2 hours; this counts as a rest but does not give rest benefits.

You may use spells, or fatigue consuming actions outside of combat, the same way you can use enchantments or be damaged, but this will not recharge before the next combat encounter, like health or enchantments. Any spells cast outside of combat will only need a skill check, and no willpower; they also give no XP per cast. So, if you go to cast levitate outside of combat, you will only need to do a standard Alteration roll, no willpower roll.

Equipment changes

Silver weapons

Silver weapons are great at killing the undead and Daedra as are not classed as a 'normal weapon', except silver is a soft metal. Against undead and Daedra, you can choose to not apply strength with a silver melee or thrown weapon. Note that if using silver arrows, you can choose for strength does not apply to bows. For crossbows, bolts do double damage. The downside to silver weapons, is that their durability is 50 instead of the usual 100.

Torches

Torches can [help with visibility](#), but you may not want to have one equipped. They are used in off-hand and your party auto-fail all sneak rolls when one is held and lit.

Morag Tong Helms

When any number of party members are wearing a Morag Tong Helm, bystanders recognise you as Morag Tong members, and you do not need to announce writs for witnesses to know you're trying to execute a target. The target has to make a standard intelligence roll, to see if they catch on. On a success they realise they are your target and combat starts, and on a failure they do not realise.

This is helpful, as if they do not realise, you can attempt a speed sneak attack as the announcement of the writ. It is also not considered assault/murder, as witnesses recognise you are Morag Tong.

Potions (coating weapons)

You can coat weapons in any potion, and that potion takes effect on the target if the weapon used reasonably draws blood from its target. Note that an attack dealing 0 damage does not draw blood, but 1+ damage will. When using melee weapons or thrown marksman items, the potions effects are applied to the target on your next successful hit, and the weapon goes 'back to normal', with the potion consumed. When using marksman weapon ammunition, it creates the item: "[POTION NAME] coated [ITEM]", which may miss and be consumed without using the effect. During combat, the action of coating an item in a potion is 2 seconds. Outside of combat this takes no time. The potion will dry up and expire if on the item for over an hour. AoE potions can also be made, which can be thrown at a target area (2 seconds).

Restore potions

Restore potions are capped for gameplay balance, due to the lesser primary stats players have. The following does not apply for campaigns with 1 player:

- Bargain: Restores 10pts for 1 second (X2 for restore fatigue potions)
- Cheap: Restores 15pts for 1 second (X2 for restore fatigue potions)
- Standard: Restores 20pts for 1 second (X2 for restore fatigue potions)
- Quality: Restores 25pts for 1 second (X2 for restore fatigue potions)
- Exclusive: Restores 30pts for 1 second (X2 for restore fatigue potions)

Custom made restore potions have their normal, stated effect.

Magical effect changes

Some [magical effects](#) in the Morrowind game do not suit the style of this TTRPG, hence rendered useless, or too powerful. Here is a rundown of all the effects available in this TTRPG, without homebrew consideration.

Note: The cost of each spell to cast in Magicka is on the Spells page, i.e., is the spell's 'Cost', not the effect's 'Base Cost'. Base Cost is used in [Spellmaking](#).

Also, each magical effect can stack if and only if the same effect is from a different source. The same effect from the same source applied twice resets the time duration, but two different sources with the same effect applied twice will always stack the magnitudes.

Alteration: The [spells](#) that have no change and are as stated on the UESP wiki are: Burden, Feather, Fire Shield, Frost Shield, Lightning Shield, Lock, and Water Breathing. Here is a list of each changed effect:

- Levitate: The only change is that Levitate for M points is the feet you can move in the air per second, hence, $M \cdot T$ is the total distance you can move in the time T. More is explained in the [Movement](#) section.
- Open: The exact same as on the UESP wiki, except can be casted on [entities](#) too. On locks, it acts like opening the lock with a key, not relocking upon just closing it. Can be relocked with Lock, but not a key or lockpicking.
- Jump: For the duration of this effect, your total jump height is increased by M feet. Total jump height is explained in the [Movement](#) section. You cannot jump in mid-air, the jump up to a ledge for example needs to be one smooth jump.
- Shield: Only change is that instead of adding the shield effect's M points onto your PAR, you now add $M/5$ points to PAR instead.
- Slowfall: For the time this effect lasts, you fall safely at a rate of M feet per second. More is explained in the [Movement](#) section.
- Swift Swim: The amount of points Swift Swim is for is the number of feet per second added onto your swimming speed. More is explained in the [Movement](#) section.
- Water Walking: The same as on the UESP wiki, but if used M feet underwater then it instantly takes you to the surface and launches the user M feet into the air. You take normal fall damage, as the water acts like normal ground when using Water Walking. This also means during this effect you can't reach underwater.

Conjuration: The [spells](#) that have no change and are as stated on the UESP wiki are: Bound Items, Command, and Summon. Here is a list of each changed effect:

- Turn undead: Makes any undead flee if the amount of points M is greater than or equal to the undead NPC level multiplied by 5. For example, if $M = 5$, then you can only make level 1 undead flee, whilst if $M = 100$, you can make level 20 (or below) undead flee.

Conjuration enchanted items can only have one instance of the effect active at one time. This is different for Conjuration spells; you can have as many Summons, Bound Items, Commanded Creatures and fleeing Undead as you want.

Summoned entities have their turn at the end of yours; they can go straight after your turn when you summon them and behave like NPCs in combat (see [Enemy Attributes and Skills](#)).

Summoned bound items from enchanted items cause the enchanted item to unequip and the bound item to equip if and only if they are of the same slot, meaning you

don't have to swap any equipment. If you swap from the bound item to a different item, the bound item is dispelled (unequipping bound items dispels them).

Destruction: Destruction has some slight changes to mechanics also. Permanent lowering of skills, such as Damage spells (or CWU or COS enchantments and scrolls), are only effective until out of combat. This means Damage effects cannot be casted outside of combat. This is different to 'Drain' effects, that are lowered over a period of time, and once the effect ends the stat drained is raised by M points. Both Drain and Damage (if for T seconds) apply magnitude each second for T seconds. The [spells](#) that have no change and are as stated on the UESP wiki are: Damage Attribute, Damage Health, Damage Magicka, Damage Skill, Disintegrate, Drain Health, Drain Magicka, Drain Skill, Fire Damage, Frost Damage, Poison, Shock Damage, Stunted Magicka, Sun Damage, Vampirism, Weakness to Blight Disease, Weakness to Common Disease, Weakness to Corpus Disease, and Weakness to Element. Here is a list of each changed effect:

- Corpus: This effect is as stated on the UESP wiki, except increases effects by 1 every hour. If this is a player reading this, I wouldn't look up the effects of Corpus, as the wiki page itself might spoil the main quest for you
- Damage Fatigue: The is the same as the UESP wiki, except it makes the target prone if their fatigue becomes 0 or goes below 0 (to which fatigue is just set to 0).
- Drain Attribute: This is the same as the UESP wiki, and just needs a few clarifications. If Agility, Endurance, or Intelligence are drained it affects Max HP, Max FP, and Max MP, which in turn may affect current HP, current FP and current MP as you cannot have a higher current attribute than maximum. If the current is still below the maximum, the drained attribute will not affect the current MP, FP or HP. Once the Drain ends and the attribute goes back to normal, the lost Max HP, FP and MP from this effect and any lost current HP, FP, and MP from this effect are also re-instated.
- Drain Fatigue: The is the same as the UESP wiki, except it makes the person go prone if their fatigue becomes 0 or goes below 0 (to which fatigue is just set to 0). The only difference this one has to damage fatigue, is that the afflicted persons fatigue (as stated above) will recharge to some degree once the effect is over. If their fatigue keeps being damaged over and over, they cannot get up from prone, and have to wait for the effect to end.
- Weakness to Magicka: This effect now changes your resistance to magicka. It lowers your willpower by the amount of points it's for, on resist pure magicka rolls only. If this value is above 0, you can still roll to resist. If this value is now 0, then the effect is auto applied. If this value falls below zero, then the effect is magnified by the percent it falls below zero (i.e. the magical effect is multiplied by 1.[-temp magicka resistance], with -1 counting as -01). For example, if your magicka resistance is now negative 30, then the effect is multiplied by 1.30. Separate effect applies to NPCs, see: [Enemy Attributes and Skills](#).
- Weakness to Normal Weapons: On the UESP wiki, this only counts as lesser quality weapons. Instead, this ruleset defines it as every weapon, arrow, or other ranged weapon that isn't enchanted, including hand-to-hand without enchanted hand items, and not including Silver, Daedric, or Bound weapons or any variety. This group of normal weapons do damage increased by M% for N seconds. Weapons that are enchanted with ANY enchantment (even CWU) do normal damage; physical weapon damage included. Coating weapons in a potion does not change their normal status, but the potion does its normal effects.

Elemental damage is affected by SV, even when it comes from enchanted weapons; it is separate damage. However, poison is not affected by SV.

Positive magnitude Disintegrate effects cannot be casted on allies outside of combat. Disintegrate also has a different effect on NPCs, see: [Enemy Attributes and Skills](#).

Illusion: There's no [spells](#) that are fully as stated on the UESP wiki. Here is a list of each changed effect:

- Blind: if blinded, the amount of points blinded for is the number of points your vision is decreased. This works the same as a dark room, except it cannot be remedied by a torch, as is magical. See the [Movement](#) for more information.
- Calm: This effect for M points, takes things affected fully out of combat until hit again or the spell runs out. You may be able to speak to a humanoid in this time, if the affected thing is humanoid. This works on targets if their level multiplied by 5 is lower or equal to the M points this effect is for.
- Chameleon: Adds the percent of chameleon the effect is for onto your stealth level temporarily for visual rolls only. Interacting with the world around you does not dispel chameleon, unlike invisibility. Also acts as Blind for everyone trying to see you for the points Chameleon is for. See the [Movement](#) for more information.
- Charm: Is as stated on the UESP wiki, except Charm affected Rallied entities will have their Rally effect controlled by the Charm caster and Charm affected Demoralised entities have their response to fear (i.e., running away, cowering) controlled by the Charm caster, both instead of acting for themselves and both for the Charm duration. Charming an entity over-writes Calm, Demoralise, Frenzy, and Rally magnitudes, and whoever charms the entity for the most points controls which of the four effects they obey, if the chosen effect is applied to the entity.
- Demoralize: Makes the target flee as fast as possible until the spell ends. This works on targets if their level multiplied by 5 is lower or equal to the M points this effect is for. *Note: Demoralize humanoid is listed as Mysticism on the UESP wiki (as a game bug), but it is Illusion here.*
- Frenzy: Makes targets affected attack a random target for the length of time the spell lasts. This works on targets if their level multiplied by 5 is lower or equal to the M points this effect is for. This is considered assault if seen casting it (visual stealth check to see if people around you saw it).
- Invisibility: Similar to 100% Chameleon except interacting with the world around you dispels the Invisibility. This auto-passes visual stealth checks.
- Light: this effect works like night eye, except it works for everyone in range of the light; see [Movement](#) for more information.
- Night eye: helps see in the dark for M points. See the [Movement](#) for more information.
- Paralyse: Is as stated on the UESP wiki, except if a target is paralysed actions against them take half time and they cannot do any actions until the effect ends. The effect ending does not have to be on the targets turn and can even be halfway through a turn; they may have seconds left after effect ends.
- Rally: This makes targets affected stop fleeing or not fighting, and rally to attack the thing they are supposed to attack. This is considered assault if seen casting it and the person rallied attacks an innocent (visual stealth check to see if any entities saw).

- Sanctuary: for the time the effect lasts, you have M% chance to dodge any incoming attacks with [physical weapons](#) as a reaction. This is a d100 roll, and you need to get below or on M. For temporary effects only (so discounting Dodging, CE enchantments, etc...) a 90 or above roll, the sanctuary time remaining halves, on a 95 or above roll your sanctuary effect ends and on a 100 your sanctuary effect transfers directly to the entity that made you roll that specific sanctuary roll. Note that a miss with sanctuary counts as an actual miss: no XP is given, etc. Gaining over 100 sanctuary gives [Major Sanctuary](#).
- Silence: The same as stated on the UESP wiki, except the target of Silence auto-succeeds Auditory stealth checks for the duration of the effect. When you interact with the world around you the auditory silence of the Silence effect is dispelled until the end of the Silence effect or it is recast, like with the [Invisibility](#) effect. The inability to cast spells persists.
- Sound: Creates a sound in an affected target's head and distracts them. If someone is affected, then anyone trying to sneak (past one enemy) adds the points this spell is for (M) onto their stealth level for auditory stealth checks only. Further, if they cast spells then they need to pass a d100 check and get on or below 100-M to not get distracted and fail the spell. For more information on the stealth mechanics of sound, see [Stealth](#). Note: Spells with purely Sound effects can be casted stealthily on targets.

Calm, Demoralise, Frenzy, and Rally are all incompatible effects; whichever one has the highest magnitude will affect the entity, if it can.

[Mysticism](#): The [spells](#) that have no change and are as stated on the UESP wiki are: Absorb Attribute, Absorb Health, Absorb Magicka, Absorb Skill, Detect Animal, Mark, and Soul Trap. Here is a list of each changed effect:

- Absorb Fatigue: Same as on the UESP wiki, except if you fall on or under 0 fatigue you go prone instead of falling unconscious. If fatigue keeps being damaged over and over, the affected target cannot get up from prone, and has to wait for the effect to end.
- ALMSIVI Intervention, Divine Intervention, and Recall: These behave as stated on the UESP wiki, except is worth mentioning that these all teleport the whole party, and work in combat, even within melee range of an enemy. You do not all have to be in agreement to use this. NPCs can be added to your party and can be teleported, but both you and the NPC have to be in agreement and physically touch for this to work.
- Detect Enchantment: Same as on the UESP wiki, except this can detect magical traps too. It's also useful for seeing which equipped items are enchanted on an individual; in this case it can tell you the enchantments colour and which is enchanted, but not the enchantment's effects.
- Detect Key: Same as on the UESP wiki, except searching an area for a key will not take 1 hour, like it does usually.
- Dispel: The number of points dispel is for is the chance to temporarily remove the enchantment (including magical traps) on the target, lasting for 1 hour if it is an enchanted target and not a currently applied magical effect. Dispelled magical effects on an entity are dispelled as individual effects but the user can re-apply them. Curses, Poison, and Disease cannot be dispelled. You must specify the target for example, an entities weapon or specific armour piece, and if neither are enchanted this will dispel one random effect on the entity instead. If an object or

enchanted item is dispelled after already being dispelled, its time dispelled increases by one hour. If affecting a constant magical effect, it instead disables the thing that gave them this effect. Above 100% Dispel gives becomes the effect [Major Dispel](#).

- Reflect: Same as on the UESP wiki, except above 100% reflect gives [Major Reflect](#). If two people have reflect, a spell can reflect back and forth indefinitely. Also, it reflects not only spells but CWU enchantments and scrolls too.
- Spell Absorption: When a target with Spell Absorption has spells casted directly on them (doesn't count if affected by an AoE spell casted on someone else), the spell takes full effect, but the target with Spell Absorption will always absorb M% of the Magicka used to cast the spell. If the target with Spell Absorption also has Reflect or they Resist the elemental damage or pure magicka, then they still are given the Magicka.
- Telekinesis: Same as on the UESP wiki, except the points it's for is the range in feet. If you use telekinesis to hit someone with an object or weapon, if the object has unspecified damage this is 1 damage. If it has specified damage, roll a standard Mysticism roll. On a success you may choose damage type, and on a failure it does a random damage type. You may only move an object using telekinesis as fast as you can move your arms realistically, any quick action using telekinesis may require a passed d100 speed roll.

[Restoration](#): Fortify has some slight mechanics changes too. If you fortify any stat for M points and then it is reduced in any way by N, after the effect ends the stat will be reduced by (M subtract N) points. If the stat is reduced more than the Fortify effects points (i.e., N is greater than M) then the stat is reduced by nothing. This way it acts as more of a 'Shield' and is separate to current HP, MP, and FP if these are fortified. This also means that if you have not full current HP, MP or FP fortify past your max, then you may still restore the lost HP, MP, or FP, as this current derived attribute is still lower than max.

If for T seconds, Restore's magnitude applies each second for T seconds while Fortify does not, and will only raise a stat by its magnitude for that time.

The [spells](#) that have no change and are as stated on the UESP wiki are: Cure Blight Disease, Cure Common Disease, Cure Corpus Disease, Cure Paralysis, Cure Poison, Fortify Fatigue, Fortify Health, Fortify Magicka, Fortify Maximum Magicka, Fortify Skill, Remove Curse, Resist Blight Disease, Resist Common Disease, Resist Corpus Disease, Resist Element, Resist Paralysis, Restore Attribute, Restore Fatigue, Restore Health, Restore Magicka, and Restore Skill. Here is a list of each changed effect:

- Fortify Attribute: This is the same as the UESP wiki, and just needs a few clarifications. If Agility, Endurance, or Intelligence are Fortified it raises Max HP, Max FP, and Max MP, which in turn raises current HP, current FP and current MP working the same way as Fortify Health, Fortify Fatigue, and Fortify MP. This means once the fortify attribute has ended, this pseudo-fortify on HP, FP or MP also ends, working the same way as Fortify Health, Fatigue, or Magicka.
- Fortify Attack: +M attack gives you +M% chance to hit on melee attack rolls. This does not affect critical hit thresholds and does not fortify any skill levels. If you have 100 in the skill you attempt the melee attack roll with, attack instead increases your strength by M%. Attack does not affect special attacks, only Normal and Heavy attacks. This effect is different on NPCs, see: [Enemy Attributes and Skills](#).

- Resist Normal Weapons: On the UESP wiki, this only counts as lesser quality weapons. Instead, this ruleset defines it as every weapon, arrow, or other ranged weapon that isn't enchanted, including hand-to-hand without enchanted armour where blows connect, and not including Silver, Daedric, or Bound weapons in any variety. Weapons that are enchanted with ANY enchantment (even CWU) do full damage; physical weapon damage included. Coating weapons in a potion does not change their normal status, but the potion does its normal effects. Other than this it is normal and reduces the damage dealt by these normal weapons by M% for N seconds.
- Resist Magicka: Adds the number of points this effect is for onto your willpower for resist pure magicka rolls only. This is the same for race resistance to magicka abilities too, except is constant unlike most spells and enchantments. This will resist everything it says it resists on the [UESP wiki](#), including non-CE enchantments, scrolls, and curses, but not diseases. Any unmentioned effects here are assumed non-resistible; if a homebrew effect is resistible it will say on its page. If the spell has multiple effects, only the effects that can be resisted are resisted, while others still take effect. You always do one roll for each resistible effect. You cannot use willpower to resist an effect you do not know is coming, this is only resistible using magical means (e.g.: Resist Pure Magicka). If the resistance to magicka is below 100, then you roll to see if the spell takes effect or not. If your resistance to magicka is 100 the spell takes no effect. If your resistance to magicka is above 100, then the overkill is applied to you also as Reflect. For example: if your willpower is 50 and resistance to magicka effect is 70%, then you have an 100% resistance to magicka, and a Reflect effect on self for 20 points. Separate effect applies to NPCs, see: [Enemy Attributes and Skills](#).

Note: all Restore effects are increased by M points instantly, and unlike Fortify spells, do not increase every second by M points.

Skill and primary/derived attribute affecting effects are different on NPCs, see: [Enemy Attributes and Skills](#).

Also, over 100% resistance Restores (M-100)% of the amount of damage it would have done in health, if the corresponding effect is used on you. If this resistance is in pure magicka or other non-damaging spells, it gives (M-100)% reflect on self.

Restore potions' effects are changed, see [Equipment changes](#).

Magical effect range changes

Some spells are of a 1ft, 5ft, 10ft, or even beyond range. 1-foot ranges take effect on the target only. 5ft ranges affect all entities in the melee range of a target that fail an agility roll (disadvantage for heavy, straight for medium, advantage for light and unarmoured); the target of the spell automatically fails this agility roll. 10ft ranges affect all entities in melee range of the target. Ranges beyond this are up to the GM's discretion, taking into account spreads of different entities and groups, room size, and possibly even weather, with fire spreading worse in rain or damp conditions, frost and shock spreading better, etc...

Diseases

Common disease can be cured at any temple for 15GP, and Blight disease can also be cured for 100GP; you may also use spell effects. Diseases last until cured. All diseases also give CE damage personality 15 points until the disease is cured.

Duelling

Encounters

Throughout the game, there are 21 duelling NPCs for players to battle, with full character sheets. There is one NPC per player class.

The encounter starts when your party gets in speaking distance of the NPC. Each encounter is different for each NPC, except for the end result, which is that you either duel them, or chose not to. There are specific combat rules for Duelling Encounters, followed by NPCs as well:

- 1:1 duelling; if there's one person asking for a duel, the whole party cannot partake, one player needs to duel them, players may choose.
- No powers are allowed
- All stats reset before the fight, and then revert back to what it was before the fight, once the fight has ended.
 - I'd recommend keeping a separate character sheet for duelling that stays fully rested
- You start duelling outside of melee range. When you reach 0HP, duelling ends and you do not die.

Other than these, combat is the same. Any duelling is not a crime.

The first time a player fights a duelling encounter NPC, they get XP during the fight. Any time after this, even if it's a different player, no XP is given.

On a lost duel, the NPC stays there until someone successfully beats them.

On a won duel, the NPC is 'unlocked', and in downtime, you can now duel them anywhere. You may now also choose whether to use the first two rules or not.

During a duel, the NPC is controlled by the GM, and you do not have to tell them your stats, such as health, as in this combat, the NPC is treated like another player. Note that this also means luck applies to the GMs rolls for Duelling encounters.

It is up to the GM to determine loot given for successful duelling encounters.

Player verses Player

In downtime, players can also duel each other. This gives no XP, and is just for fun, so you can choose whether to follow the 1:1 duelling and powers rules, though the other two rules must apply.

Vivec City Arena Duelling and Betting

After killing any humanoid or creature, you and or your party can fight any number of them (along with other creatures, allied or not) in the Vivec City Arena. This is a 'just for fun' duelling encounter, so no XP is given, and the 1:1 and powers rules can be disregarded, though the other two rules must apply.

You can also pit things (no players) against each other and bet on which will win, and the gained money relies on the level and number of creatures. The odds for a two-sided fight are:

(Levels of every entity added up; team 1) : (Levels of every entity added up; team 2)

or

$N_1:N_2$

For a large fight, this can be infinitely increased, to $N_1:N_2:N_3: \dots$

This ratio is then simplified to the extent where one N value equals 1.

On a failed bet, you lost the gold you bet.

On a successful bet, you gain all the gold back that you bet, plus the gold you bet divided by the ratio you bet on. I.e.:

$$\text{Gold returned} = M + M/N \quad [\text{ROUNDED DOWN}]$$

Where M is the gold bet, and N is the ratio you've bet on. You may make as many bets as you want, for however much gold. You can also bet amongst each-other instead and can bet items, and bet on players this way too, as is unregulated. Here's an example of an official, successful bet:

Say there's a 4-way fight, at a 1:4:2:13.5 ratio, and the player bet 30G on the '1' ratio, 50G on the '2' ratio, and 2000G on the '13.5' ratio. If the entities that fall under the:

- '1' ratio win: Gain 60G from the '1' ratio, lose 2050G from the losing ratios, hence lose 1990G
- '4' ratio win: Lose 2080G
- '2' ratio win: Gain 75G from the '2' ratio, lose 2030G from the losing ratios, hence lose 1955G
- '13.5' ratio win: Gain 148G from the '13.5' ratio, lose 80G from the losing ratios, hence gain 68G

Resting

All resting takes minimum 2 hours. You may specify a longer rest; this has no extra benefits. If you don't specify a time, then the rest is assumed 2 hours. The maximum time you can rest per day is 10 hours. When resting, your whole party must rest together.

There are different places that your party can rest, and all places have different effects. Here is a list of each place you can rest, with its corresponding mechanics:

- When in a **settlement**, you cannot rest in any bed that is not yours, or anywhere that is not a bed, as both of these are illegal; see the [Post-crime](#) section for more information. You can either go into a house you own or rent a bed for 24-hours at the local cornerclub. This is 10 gold for each bed.
- Resting in the **wilderness** is not illegal. You do not need to specify a lookout, this is assumed that one person stays awake, but still gets all the benefits. You don't need to carry tents and any equipment. The downside to this, is that your rest will be interrupted. When your rest is interrupted, then your stats all come back still. In the event of a rest interruption, a d4 is rolled:
 - 1 is a small, passive Scrib.
 - 2 is any appropriate [kwama](#), [beast](#), or other [creature](#) for the [region](#), such as an Alit, Kwarma forager, or a rat.
 - 3 is 1-5 [Cliff Racers](#).
 - 4 is 1-10 [Cliff Racers](#).

You are interrupted per rest you take; it doesn't matter on time rested.

- You can also rest in a **wilderness shelter**, such as a cave. You can only rest here if and only if the sub-area is cleared. You are safe here.

Resting fully regenerates health, enchanted items, fatigue and magicka. This happens for every entity unless otherwise stated, such as if you have Stunted Fatigue or Magicka, where you don't regenerate either of these.

Cliff Racers

The following are some combat mechanics for [Cliff Racers](#), as they are unlike many other NPCs in their ability to fly and zig-zag to evade attacks.

- Every action against cliff racers has a disadvantage on the skill roll, except Spears, Marksman, and on Target actions as they can reach them properly in melee range.
- Cliff racers take zero seconds to exit melee range and have advantage. They have the [same stats as any other NPC](#), meaning their speed is 40 + (Level), where level is their level i.e., the highest-level party members character level.
- Cliff racers generally fly bunched together during attacks but will use their aerial prowess to evade attack radiuses, meaning when spells with range are cast at them:
 - If the spell is 5ft, d(Half of the attacking cliff racers) are hit.
 - If the spell is 10ft, d(All of the attacking cliff racers) are hit.
 - If the spell is more than 10ft, d(Half of the attacking cliff racers + 1) + (Half of the attacking cliff racers – 1) are hit.
 - If the spell is more than 30ft, all the attacking cliff racers are hit.

Waiting

Waiting can be done once per city per day. You can wait for only 1 or 2 hours, for example, to wait for a store to open. This is different to resting, as you do not get any benefits for it. It is just for waiting for something, without being arrested by guards. When waiting, your whole team must wait also. Unlike resting though, you can be in different places waiting. Waiting can be done to regenerate fatigue and magicka. You can wait for a maximum of 4 hours a day.

Containers and looting

Items dropped on the ground will not disappear, if you remember that they're there. You may search anywhere, even non-containers, such as a whole cave sub area, or a 100-foot radius in a swampland. Area searches take 1 hour, and you may encounter enemies. You will all be put into these fights just outside of melee range. You need to specify when you want to search, specify the area, and specify the items you want to take when you are done searching. This is also a good way to find alchemical ingredients growing on the ground. Note that you MAY find nothing. When specifically looting containers and bodies, these are included in the area search, but you can do it specifically. This needs to be specified and takes no time. Specifically specified specifically; say that three times fast.

Searching for Quests or Non-specific delves

This can only be done out of combat. Whilst some quests would seem to either present themselves to you through an encounter, or are just part of the main quest, there are many quests that are gathered by talking to people. To find these quests, you can either talk to the person directly, although you wouldn't know which NPCs to talk to, as players aren't allowed to have game information open, or you can do a search just like an Area search as mentioned in [Containers and looting](#) above. The mechanics are the exact same, except are confined to one building, sub-building or town outside area instead of a radius, and the only rewards to be reaped are new quests. It also takes 1 hour, and you must specify where you're looking for the quests.

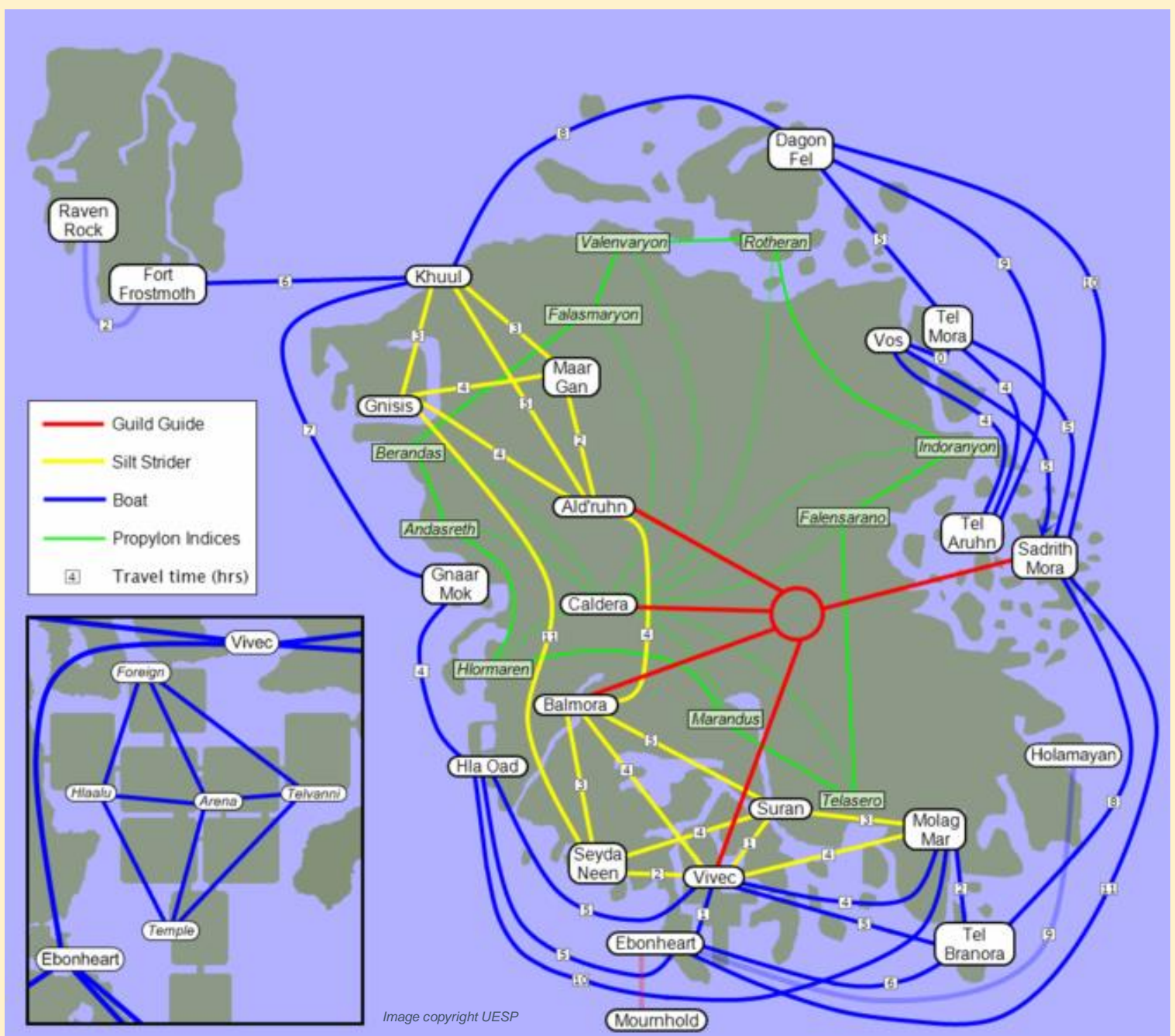
You can also search for non-specific delves, which are areas like caves that are able to be found in the wilderness. This is exactly the same as searching for quests, except specified that you're searching for areas.

Traveling

Vvardenfell and Solstheim Travel

To travel to any settlement, you need to take a silt strider (50G altogether), boat (50G altogether), guild guide (10G each), or propylon index depending on how the settlement is accessible. See the image for connections and times.

If you need to get to a remote place, then you need to go to the nearest city, and find out where this place is. Once it is on your map and your party knows it's location, then you may travel there. You may discover places on the way if they are large landmarks this is by discretion of the GM. A fantastic tool for GMs when players are travelling is [UESP's interactive Vvardenfell map](#) (may contain spoilers for players).



City of Vivec traveling

Vivec is a huge city. To get to a different canton, you need to pay 1 gold per person for the hire of a boat; this travel is instant. If you have no gold, then it doesn't cost gold, but the journey takes 1 hour.

If you find yourself stuck in the canal, then you have to roll a d100, and this is the amount of gold you have to pay to get rescued by boat operators. You get places back where you jumped off, and if you don't want to pay, then you never leave. If you have no gold, or not enough, then you don't pay anything or pay as much as you have respectively. Being rescued doesn't pass any time.

Visuals

Most items with magical effects have a visual element to them as well as their enchantment effects:

Fire/Shock enchanted items have a trail of fire on the metallic parts, with an orange/blue glow throughout the whole weapon. The only thing that remains upon zero charges is the glow.

Poison/Frost enchanted items have a more linear, maybe even gaseous trail on the metallic parts, with a light green/light blue glow throughout the whole weapon. The only thing that remains upon zero charges is the glow.

When you cast Fire, Shock, Poison or Frost spells on a target, if they are lasting, they have the same trail to the person an enchanted weapon would. They also have the glow indicating it's a lasting effect, but the glow and trail disappear when the effect ends/is dispelled.

Other casted effects that are not Fire, Shock, Poison or Frost have the same colour and target glow effects as their spell school:

Alteration	Conjuration	Destruction	Illusion	Mysticism	Restoration
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Potions, spells, and enchanted weapons/armor also share the same colours as their spell school or element type, but if there are multiple effects on one item then they have the colours of the individual effects mixed. For example: a potion that fortifies stamina and gives you a feather effect is violet coloured, with maybe a violet-coloured gas if you want. Or a weapon that does fire damage and burdens would have a Brown glow, with fire or brown trail.

With racial powers/abilities/spells, everything discussed here and further, ultimately you can decide their colours to be what you want, have fun with it.

Social interactions

Note: when people meet you, generally their disposition to you is your personality level. This is the rating out of 100 if they trust you or not and will determine whether they tell you specific information or not.

Talking to people

Here are social interactions you can have with people:

- *Bribe*. Here are your options:
 - 10G, 25% chance to fail. Raises you 10 disposition
 - 100G, 10% chance to fail. Raises you 30 disposition
 - 1000G, no chance to fail. Maxes disposition.
- *Admire*. This is a standard speechcraft roll and increases disposition. On a success you are raised 20 disposition, but on a fail, you lose 10 disposition.
- *Intimidate*. If you have a negative reputation and intimidate (see [reputation](#) section) then you lose 10 disposition, but if you need information, this is a viable option without increasing disposition, as it gives you information. This is a speechcraft roll. You cannot intimidate with a 0+ reputation.
- *Taunt*. When you taunt someone, they lose 20 disposition, no roll required. When you taunt someone that has 0 disposition towards you, then on a successful speechcraft roll, they attack you. This is a good way of killing someone without a bounty, in 'self-defence'. After six failed speechcraft rolls between the whole party, a guard interrupts, and removes the party from the situation. They are then banned from the town or building for d7 days. An appropriate section to read for more information is [Witnesses](#) in the [Post-crime](#) section.
- *Persuade*. Persuasion does not have any effects on disposition. When trying to acquire sensitive information from someone, you will need to roll a standard speechcraft to see if someone will give said information to you. For this to work, you need to have a high enough disposition. A high disposition is not an automatic persuasion, and a persuasion does not mean the person trusts you enough to tell you everything.

Disposition in a specific person is hard to keep track of, so it will reset to the default value after you leave town and come back. Does not matter if you keep track or not. By the default value, I mean personality plus or minus and effects, such as house allegiances, criminal records etc. Disposition, if a decimal, is rounded up.

If someone's disposition towards you is above 100, this acts as 100, although it counts as above 100. So any decrease in disposition may still be above 100.

If someone does not trust you enough, they may also lie to you. As personality is disposition, then your disposition towards a person (their personality + effects) may be different to their disposition towards you (your personality + effects). You aren't expected to know your disposition towards a person, even though this is how much YOU trust someone, and you may ask the GM at any time. If you suspect someone is lying to you, tell the GM, and the NPC will need to succeed in a standard personality roll to pull off the lie, or re-enforce the truth.

If you are naked, the disposition towards you for everyone will be ZERO until such a time that your privates are covered back up.

Reputation

Your team has a group reputation, that is increased by certain quests; for the GM only, [here](#) are the quests that increase it. During a conversation with an NPC, you can ask, when your persuasion or mercantile fails, to see if your reputation gives you anything.

Depending on the political stance of the person, for example: whether they believe in your cause, alignment, your reputation may instead succeed your roll. Note that political stance/alignment isn't related to house or faction but is a good guide for it. If it doesn't then they won't want to speak to your party for a couple hours. But in a circumstance where they realise that they not only don't agree with what your reputation says about you, but they HATE you, then they will take the whole day (24-hours) to cool off.

A bad reaction to reputation can get you minus 20 disposition to that person temporarily. A good reaction can do the opposite, but this kind of reaction is rare.

Committing crimes affects reputation. After 10 committed crimes as a party, even if only one of you commits a crime, your reputation is now negative; this 'committed crimes' counter also resets to zero. After gaining 20 reputation and not filling back up the 'committed crimes' counter, it switches back to a positive reputation.

If you have a negative reputation NPCs roll intelligence, and on a success, they recognise that you're not a great group of people and will act accordingly to their political stance.

If you have started a quest or faction that requires a reputation over a certain amount, and you lose that reputation level, then you may continue the quest, finish it, and start the next quest, if there is a next one.

For social interactions, here are some levels of reputation, for positive and negative:

- 0-10 reputation: no-one knows you
- 11-25 reputation: Known in all [cities](#)
- 26-50 reputation: Known in all [cities](#) and [towns](#)
- 51-75 reputation: Known in all [settlements](#), except from ashlander camps
- 76-110 reputation: Known in all [settlements](#)
- 111+ reputation: Known by every NPC

Your party can also gain 'M' House or Faction reputation, that increases disposition by M towards every person in that House or Faction. For example: if you have 35 Fighter's Guild reputation, then every person in the Fighter's Guilds' disposition towards you is: (your personality level) + 35 + (any other effects)

Crime and Punishment

Any illegal activity witnessed can get everyone involved a bounty, so not necessarily your whole team. This can incur three penalties, depending on what you choose when the guards accost you. The offending players must decide together whether to pay the fine, be arrested and jailed, or run:

- The first two options are different depending on the crime. If you do either of these, then you are taken to the guard barracks.
 - Everyone involved must pay the same fine, so if 3 people get a 100GP bounty they all need to pay 100GP individually or go to jail individually.
 - When you serve jail time, this is no passing of time. You just lose the major skills (this does not affect character XP and level).
- If you run, this gets your whole party a bounty and causes attacks on sight on your whole group from towns. You must turn yourself in to a guard with no resisting to pay the fine then or serve jail time. Bounties don't go down over time. If you chose to flee, then as you are in melee range, each party member will have to flee according to the fleeing combat mechanics if not teleporting away. If you successfully flee, then you are now out of town, and can go back to leave by silt strider or boat. If you unsuccessfully flee, then the guard hits you, and you start combat with the town's guards. When in combat with town guards you can try to flee again, but if the guard kills you you're in jail.

A general rule is that for every 20GP bounty accrued, you spend one day in jail, and 1 random major skill point decreases. If your bounty is below 20GP, then you must pay the fine; if you do not have enough then this is 1 day in jail.

Crimes also have a chance of being Interrupted, Witnessed, and Investigated. See the [Post-crime](#) section below.

Bounties are Vvardenfell wide and having a criminal record will permanently half your personality when talking to every guard and Ordinator (this does not stack). So if you have any pluses or minuses to guard/Ordinator disposition, then personality is halved first, then the plus/minus is applied. For example, if you have 30 Personality level with a criminal record, and -10 to every guard disposition, then you'd have 5 disposition with every guard.

The following is a group of sections of each crime and its mechanics, in ascending bounty order:

- Stealing (10% of the item/s worth bounty, rounded up) (Variable jail time)
 - Any item/s that guards reasonably know you have stolen, to the GM's discretion, are returned to their respective owners.
 - You can get witnessed for stealing by selling someone their own possessions.
 - You can get witnessed for stealing by looting a body.
- Resting illegally (20 GP fine each) (A day in jail, 1 major skill point decrease)
- Murder (1000 GP fine) (50 days in jail, all 5 major skills decreased by 10)
- Caught trespassing (50 GP fine) (2 days in jail, 2 major skill points decreased)
- Caught fiddling with a lock or picking a pocket (50 GP fine) (2 days in jail, 2 major skill points decreased)
- Assault (100 GP fine) (5 days in jail, 1 skill point decreased from each major skill)

If a major or minor is decreased because of jail time, it levels twice as fast but does not give character experience until it reaches what it once was.

Distractions

When doing an action (mainly applicable to crime) as a party, if there are witnesses already present one or more members can distract an NPC each. The NPC needs to be unfocused on the crime, you cannot distract an NPC when they are already a witness.

To distract an NPC, a player needs to make a standard personality check or a standard speechcraft roll, depending on which is more appropriate. These rolls can also be substituted out with others in more specific situations, for example, if trying to distract an academic by talking about their work, you use a standard intelligence roll. Multiple players can distract multiple NPCs, and for this a majority success or equal number of successes and failures is needed. You all have to be doing something that encompasses the same roll, for example a performance. For each NPC you are distracting over the number of players that are the distraction, this is a disadvantage for everyone. If it is an equal NPC to player ratio this is a standard roll for everyone. For each NPC you are distracting under the number of players that are the distraction, this is an advantage for everyone.

Note that multiple players can distract NPCs individually. This works the exact same as already outlined mechanics above, except is in separate instances.

On a successful distraction, the person committing the crime gets advantage on all rolls related to the crime, except from luck. Visual stealth rolls are also not done (if the NPC/s cannot see the crime), but auditory ones still are, if trying to be stealthy. On a failure, nothing happens, and you cannot distract again as no-one will pay attention.

Note that distractions may be interrupted still and investigated, and if caught then each person that has contributed to the distraction must make a standard luck roll to see if the crime is linked to them right there on the spot. On a majority success it is not linked and on a majority failure it is linked to the crime. On an even number of passes and failures, one player contributing to the distraction must make a speechcraft roll to talk their way out of being linked with the crime.

Post-crime

Interruptions

Any crimes committed in or around a town (without a witness) may be interrupted by a guard or citizen; in the wilderness you are safe from this mechanic.

If players are in a closed shop or a residence, this is only done after a murder or assault due to the noise, and interruption determination standard luck rolls are at advantage if it is a stone house. Wooden houses or shacks are straight rolls instead as they insulate sound much less.

After the crime, each player involved will need to roll a standard luck roll.

- If the majority of players succeed, then no-one comes by.
- If half the players succeed and half fail, then a citizen interrupts the crime.
 - If a citizen interrupts, then they are a witness, see the below [Witnesses](#) section.
- If the majority of players fail, then a guard interrupts the crime.
- If everyone fails, two guards interrupt the crime.
 - Note that this does not apply if your party has 1 or 2 players.

After a guard interruption, some crimes are dealt with differently:

- Stealing, resting Illegally, caught fiddling with a lock or picking a pocket, caught trespassing
 - Everyone involved rolls a stealth check, and those who are seen are accosted by the guard. If there are two guards, this is at a disadvantage.
 - If no-one is caught, the guard/s leave. People who are caught have to explain their way out of the situation with a speechcraft roll and a RP reasonable explanation.
- Assault
 - The luck roll is rolled just as you hit someone, and YOU may end combat because of a guard or citizen interruption.
- Murder
 - Everyone involved rolls a stealth check, and those who are seen are accosted by the guard. If there are two guards, this is at a disadvantage.
 - If no-one is caught, the guard/s leave. If caught, there is no talking your way out of it, even if the killing was in self-defence or 'self-defence', as you need witnesses to claim self-defence.

Witnesses

NPCs including guards can witness crimes you commit and can be beneficial or damning to you.

When committing crimes, it's up to the GM to say who has reasonably witnessed what crime/s. For example: knocking an NPC unconscious is still assault but may have no witness, depending on if there are people around, and if the person remembered your face or details about you.

If a citizen interrupts your crime, or there are just multiple civilian witnesses, then:

- All witnesses start to leave the area to report the crime to a guard. You then have 3 attempts for your whole group to try and do ANYTHING you want, for example: convincing, bribing, or a (hopefully) last resort of killing. This only applies to any witnessing of a non-self-defence crime, for example, there is a different system to murder and assault when taunting specifically.
- If a murder or assault can be claimed as self-defence, then for each witness your party gains one advantage roll on speechcraft. Everyone involved needs to roll standard speechcraft, and you need to allocate who gets this advantage rolls before everyone rolls. For example, if there are 3 taunt witnesses, then you get 3 advantage rolls, and you can allocate these however you want. Maybe in a party of 3 you could put 2 on a player, 1 on another, and none on the final player. On a majority or 50:50 success, you don't get a bounty, on a majority failure, you do.
 - If the people around you that have witnessed your taunt do not like you due to your reputation and their stance on positive/negative reputations however, this gives you disadvantage. So, if one of these 3 NPCs does not like you, then instead of 3 advantages you get 1 advantage.

If a witness is successfully convinced to stay quiet, then they are Silenced. If this witness is in factions such as the Morag Tong or Thieves Guild, then they cannot divulge information to inquirers, such as guards. If they are in any other faction, or no faction, they can be convinced to divulge information; they become a number 2 lead, see [Investigations](#) for more information on this.

If a witness gets away, then there is a 90% chance they come back with a guard after 1 minute of real-world time. On the off chance they don't then they are Silenced.

Investigations

If you are not caught for a crime, you have a chance of being caught from guards investigating. After you leave town with the crime undetected, then the percentage chance guards will investigate is: (bounty accrued)/20. If this, however, is either a murder of a guard or merchant, this percentage is now 100% and 75% respectively. The GM does not have to tell you if the crime is being investigated or not, and can investigate the following leads in secret, as your characters are out of town. There are 4 leads; in the below list, 1 is the most solid lead, whilst 4 is the least solid. If you leave no leads behind for authorities to investigate, they cannot investigate, and you won't be caught for now. To discover each lead, authorities have to make an intelligence check. Guards and Ordinators have base race stats, (Imperial guards are Imperial, All others are Dunmer); with a 50:50 chance of being male or female. Personality level = Speechcraft level for all guards and Ordinators.

The following are leads that can be investigated by authorities:

1. Any items left behind at the crime scene:
 - Includes arrows and any thrown weapons; you cannot re-use these, but you must explicitly say that you retrieve this possible evidence.
 - To track this lead, guards only make a standard speechcraft roll for intimidation on the NPC with the information.
2. Silenced witnesses or if a player had asked anyone about a related subject, such as a person, or an item they wanted to find that is linked to the crime:
 - To see if the guards discover this lead, it is a standard personality roll from the guard, and then a standard speechcraft roll for intimidation on the NPC with the information, as guards have a negative reputation. Their speechcraft is the same level as their personality.
3. Weapon type used in a murder:
 - If you have a high positive or negative reputation, or if you recently bought a weapon in the same town as a murder, guards may be able to link blood patterns in a murder to what weapons you usually use. To see who this is linked to, it is a d(weapon types used in killing) and whatever this lands on, the people that use this weapon type have a link to the killing.
 - If every weapon type is used: Magic, Blunt (including hand-to-hand), Marksman weapons, and Blades, then guards cannot link this to your party.
 - If you don't usually use a weapon used in a murder, then you aren't known for carrying it, and this cannot be linked to you.
 - Whoever this is linked to makes a luck roll, and on a pass, nothing happens; on a failure, they have a bounty.
4. Attention drawn to you:
 - If you have a high positive or negative reputation, an NPC sees you exiting a building linked to the crime, or something has happened to draw attention to your party in this town, then guards may suspect you.
 - The person/s who has drawn attention to your party makes a standard personality roll, and if this is because of a high party reputation, then everyone also makes a standard luck roll.
 - On the personality roll/s failing, whoever fails has a bounty, and on a majority luck failure, you all have a bounty

If you do two or more crimes, such as a robbery gone wrong, turned into a murder, then guards can link these crimes. They investigate leads from each crime committed individually, then link them; this is twice as many leads available to investigate (from the previous example). This comes into effect as long as (by the GMs discretion) the crimes can be reasonably linked. Using the previous example: if the robbery is linked to two people out of the party, then only these two people can also be linked to the murder, even if there was no evidence (other than the link) that they have murdered someone. Finally, note that murders overlap assaults, so if an assault turns into a murder, then it is no longer an assault, only a murder.

If you have gotten a bounty from an investigation, you have one chance upon reaching the next town to talk your way out of it, with contradictory evidence of how you couldn't have done the crime. One person makes a speechcraft roll, and on a success, the bounty is gone. On a failure, the bounty stays, and you need to either go to jail, run, or pay the fine.

Morag Tong Writs

When in the Morag Tong Faction, unlike the Dark Brotherhood, Morag Tong members have Writs to kill someone, which is a right of execution by law. The mechanics for witnesses work differently:

- For witnesses to not report you, the party needs to announce to witnesses they have a Morag Tong writ for a specific person and produce it. Whilst this stops people from reporting, this may lose the element of surprise (depending on how you go about this action), and you cannot perform a speed sneak attack on the target.
 - If announced, spectators will gather to watch the fight in awe and entertainment, as they know this is legal. Some spectators may even try and join in, on either side, but as long as they are not hit by you, you are free from crime; if they hit you or the target, this can count as assault.
 - Through this method, you can loot the body.
- If you decide to go in unannounced, then witnesses will panic, and report to a guard; the guard takes 1 minute in real time to arrive.
 - If this happens in a Ashlander, House Hlaalu or House Telvanni settlement, then nothing will happen, as guards and people from these two houses respect the laws and will not interfere. Although, this also means you cannot loot the body as there is now guards in the vicinity of your party.
 - If this happens in anywhere other than a House Hlaalu or Telvanni settlement, then guards may have personal beliefs because of their house's stance on the subject, although it is legal. This would be because the Morag Tong worship Mephala primarily (or just have a hatred for this law), so some guards may revere the practice personally, and go out of their way to not acknowledge the legal execution Writ. To see if the guard can be convinced, then this is an advantage speechcraft roll, and if the interfering guard is an Ordinator, then this is a straight roll instead. On a success, you can finish the writ, but on a failure, your party gets a bounty.

Note that these mechanics do not apply in the wilderness, or if you've taunted the person beforehand to attack you.

Houses

There are three joinable houses. If you join one of these, everyone's disposition towards you is now different.

When in Hlaalu, imperial guards have +10, and anyone in Hlaalu and Hlaalu settlements has a +20, including guards. Guards in other houses have -10 disposition towards you, and people directly involved in other houses have -20 disposition towards you. This doesn't include civilians.

The other two houses are similar, except imperial guards have a -10 disposition instead of +10, and of course, replace Hlaalu with the chosen house.

Every player can join a different house, but there will be some resentment in RP.

Also, the whole party does the house quest, and shares the reward still, even though they aren't in the house.

Factions

Unlike houses, when one person joins a faction, everyone joins a faction. This time also, there is no resentment towards different factions, although if you are in the Morag Tong and Thieves guild, you will have to keep it on the down low, as your house may hate you for it. Unlike normal quests, every quest you complete for someone in a faction gives you +5 disposition in every person in the faction, instead of nothing. This is as well as a reward.

Merchants: Overview

Merchants have 1000 gold each, and this 'recharges' every 24-hours (new shipment). This shipment does not contain new items, and the items you've sold to any merchant stay in that merchant's shop forever. Different merchants sell different things, here are some examples:

- Spell merchants sell spells
- Alchemy merchants can buy and sell potions and ingredients
- Apparatus merchants can buy and sell alchemy equipment
- Miscellaneous items merchants are traders and pawnbrokers that can buy and sell anything
- Repair items merchants can buy and sell armourers tools
- Thieves tools merchants can buy and sell lockpicks and other thieves' tools
- Armourers can buy and sell armour and weapons
- Clothiers can buy and sell clothes
- Booksellers can buy and sell books
- Taverns can buy and sell food and drinks, and offer rooms for resting
- [Trainers](#) train skills (level up fully; +100 XP) for you up to a certain level cap.
 - The prices are not listed on UESP, so I've created an equation to calculate them: $Price = 0.01(200 - disposition)Level^2$, where price is what you pay the merchant, disposition is the disposition they have towards you, so your personality (with effects), and level is the level (pre-training) of the skill you're training. The price rounds up.
 - If mercantile is a minor skill, miscellaneous skills cost 25% less to train. This discount increases to 50% if mercantile is a major.

These merchants can also provide a trade in most cases, here is a [UESP wiki page of the list of services](#) you can enlist. [Smiths](#) can fully repair your durability affected items for $(100 - \text{Current Durability})/5$ gold, with fully broken items costing double.

When selling to a merchant, add up the goods you're selling, and they offer you:

$$\text{Gold offered} = \text{Gold worth} * (\text{disposition}/100)$$

Where the disposition is the disposition that they have towards you, so your personality (with effects).

Merchants: Spellmaking

Overview

Spellmaker merchants allow the player to create custom spells. To use this service, all you have to do is:

1. Know the effect in another spell you have learnt.
 - Note: if you know Damage/Drain/Fortify/Restore Attribute or Skill for a specific attribute or skill, then you know it for ALL attributes and skills, so can use all attributes or skills in spellmaking
2. Decide if you want the range as self, touch or target.
3. Decide the minimum and maximum magnitude (points the spell is for).
4. Spell duration.
5. The Area of effect in feet.
6. Decide any additional effects of the spell.
7. Name the spell

The magicka cost of **on Self** and **on Touch** spells are determined by the equation:

$$MP\ cost = \left[Spell\ Effect\ Base\ Cost \times \left\{ \frac{|(m + M) \times (Duration + 1)| + Area}{40} \right\} \right]$$

Where m = minimum magnitude and M = maximum magnitude.

On Target spells multiply the MP cost by 1.5X. The fee for the **on Self** spell-making service is 7X the MP cost of the spell, while the fee for **on Touch** and **on Target** is slightly more expensive at 10X the MP cost of the spell.

The following is some notes on values for the equations:

- The Spellmaking equations have absolute value brackets, meaning that negative magnitude effects are possible. Negative magnitude effects can heal through negative destruction damage, damage through negative restoration, or even have more abstract effects such as negative water breathing effects causing the affected to drown faster. You cannot have negative area or duration.
- If the magical effect has no magnitude, area, or even duration, all values must be set to 1. This is different if you're making a spell where $(m + M) = 0$, then the magnitude or magnitudes together may equal zero.
- Adding addition effects to spells is allowed. The magicka cost is calculated by doing the MP cost equation for both effects, adding the MP costs, and multiplying by the number of effects in the one spell. Note that:
 - You can have a spell with a combination of self, touch, and target effects. Some may be out of range to take effect though.
 - The fee of making the spell is still 10X the MP cost of the spell if you have ANY on Touch or on Target spell effects in the spell, even if there is on Self spell effects.
 - You can have one spell with multiple spell schools. The willpower roll is the same, but the subsequent skill roll is disadvantage, and you use the lower skill level spell school to roll.
- Like enchantments and potions, you can order effects to happen instantly one after the other. For example: a spell that gives the enemy fire weakness, then instantly after does fire damage.

Negative Magnitude Magical Effects

The following are the effects that negative magnitudes have on magical effects:

Alteration

- Burden becomes Feather, and vice versa.
- Shield will provide decreased AR; SV can be negative.
- Elemental shields will give negative resistance to the affected. Also gives negative elemental damage to entities who strike the affected.
- Lock becomes Open, except will not give the [Open](#) effect to entities.
- Open becomes Lock, except will create a magical door for one hour, filling the space it's casted in. It dispels upon being unlocked. If an Open spell has a negative (m + M) value, its base cost is increased by 4 (to a total of 10).
- Levitate causes the affected to be [Grounded](#) for the number of points it's for and vice versa.
- Slowfall causes the affected to have a percent chance to become [Rooted](#) for the number of points it's for. Negative [Stability](#) becomes Slowfall for the number of points it's for.
- Swift Swim decreases the users swimming speed in feet per second for the number of points it's for.
- Open effects on a non-lock, applicable target will give the target homebrew [Open](#), converting the negative magnitude into positive seconds, just like if the magnitude was positive.

Conjuration

- Command becomes Charm and Demoralise for the levels it will affect.
- Turn undead rallies undead for the levels it will affect.

Destruction

- Damage/Drain effects will instead increase the affected stat for the same mechanics as Damage/Drain.
- Disintegrate effects will instead repair armour for M/5 points.
- Elemental damage will heal but will be resisted/amplified using resistance/weakness to that elemental damage instead. If the target has over 100% resistance, then the healing from negative elemental damage will damage them.
- Weakness is Resistance and vice versa.

Illusion

- Blind gives Night Eye and vice versa, except Night Eye is still affected by natural light (torches, etc...) and Blind is not.
- Calm gives Frenzy and vice versa. If a Calm spell has a negative (m + M) value, its base cost is increased by 1 (to a total of 2).
- Chameleon has the same mechanics. It will make it easier to be seen through visual stealth checks and in areas of darkness through blindness rolls.
- Demoralise effects will Rally and vice versa.
- Light has the same mechanics. It will make the in-range surroundings darker.
- Sanctuary will have the same mechanics, except any "Sanctuary affected" actions in combat may also "duplicate" and take effect on the entity affected

by negative magnitude Sanctuary also. You can also get negative [Major Sanctuary](#) (which has the same mechanics) on lower than -100 Sanctuary.

- Sound has the same mechanics. It makes it easier for affected to cast spells (but M is added to willpower level instead as fortify) and easier to be seen through auditory stealth rolls by the affected.

Mysticism

- Targets of Absorb will have the same mechanics, except the target will absorb the casters affected attribute.
- Spell Absorption has the same mechanics. It will reduce your MP for spells casted on you, instead of increase.
- Detect effects will instead counteract any positive Detect effects used for the number of seconds it's for. This causes the positive effect's source to fail (such as a casted spell) unbeknownst to the caster or source if and only if the negative effect you have is greater than the positive effects magnitude. This also works vice versa too, with positive effects counteracting negative.

Negative detect effects do not detect.

- Detect Animal on an entity will also let the affected creatures know that someone who cast Detect on them is there, if they are within the negative magnitude spells range.
- Dispel will increase the spell effect or items magnitude by the points it's for. If it has no magnitude, then it increases the time. If it has neither it increases the area. If it has none at all, then for items it does nothing, and for spell effects it applies the effect to all in melee range too, where the negative magnitude is the time it's applied for.
- Reflect will have the same mechanics, except it will have the chance to duplicate a Reflect affected attack on any other target in combat on you also. Negative [Major Reflect](#) also is of the same mechanics.
- Telekinesis will instead give a random target in melee range (or the closest entity if there is none) Telekinesis for the number of points it's for.
- Negative soul trap (magnitude of -1) will instead give a targeted object sentience for the duration. The object can only talk, doing this through telepathy to whoever it would like, but prefers the caster.

Restoration

- Fortify will damage affected stats but for the same mechanics as Fortify.
- Resistance is Weakness and vice versa.
- Restore will instead do [piercing damage](#). If a Restore spell has a negative (m + M) value, its base cost is increased by 5 (to a total of 10).

Time

The GM keeps note of time, rounded to the hour. You can also keep track of it, the GM can tell you the exact time and date if you ask. Combat turn time seconds do not contribute to time. Here is a list of times different shops and locations are open:

- Cornerclubs are open 24-hours
- Merchant shops are open from 08:00-20:00
- Houses are legal to go into from 13:00-18:00

Note: dawn is 06:00-08:00, and dusk is 18:00-20:00

Your amount of days passed will also be recorded by the GM, and you start on day 1, time 08:00. The date for day 1, is the 16th of Last Seed of the third era, year 427. This is abbreviated 16th Last Seed 3E427.

Other than resting and travelling, time can also pass normally. This is 1:1 with the real world down to hours (or minutes; preference), so every hour in a session that goes by the GM will add an hour to the clock.

The time effects last outside of combat is just real-life time, keep a stopwatch handy.

Calendar and player character birthdays

This is the calendar used; in this system we use the day numbers of Oblivion, though others are fine.

This shows what your character's birth-month would be depending on birth-sign. Also, the Argonian and the Gregorian equivalent of the month. If you want, you can decide the birth-day yourself, or roll an appropriate dice to see.

Note: Morning Star IS a month.

Name of Month	Argonian name ^[2]	Birthsign ^[1]	Gregorian Equivalent	Days Arena, Daggerfall	Days Morrowind	Days Oblivion, Skyrim	Days Gregorian
Morning Star	Vakka (Sun)	The Ritual	January	30	†	31	31
Sun's Dawn	Xeech (Nut)	The Lover	February	30	28	28	28‡
First Seed	Sisei (Sprout)	The Lord	March	30	31	31	31
Rain's Hand	Hist-Deek (Hist Sapling)	The Mage	April	30	30	30	30
Second Seed	Hist-Dooka (Mature Hist)	The Shadow	May	30	31	31	31
Midyear*	Hist-Tsoko (Elder Hist)	The Steed	June	30	30	30	30
Sun's Height	Thitithil-Gah (Egg-Basket)	The Apprentice	July	30	31	31	31
Last Seed	Thitithil (Egg)	The Warrior	August	30	31	31	31
Hearthfire* §	Nushmeeko (Lizard)	The Lady	September	30	30	30	30
Frostfall*	Shaja-Nushmeeko (Semi-Humanoid Lizard)	The Tower	October	30	31	31	31
Sun's Dusk	Saxhleel (Argonian)	The Atronach	November	30	30	30	30
Evening Star	Xulomaht (The Deceased)	The Thief	December	30	31	31	31

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Player homes

For certain quests, and for certain gold, you can acquire player homes. Make sure to keep track your stored items in this place. There is no limit, and it's not important to specify the certain containers you put items in, as they can just go on the floor if they don't fit, and I won't care to be honest. Mainly because stuff doesn't disappear on the floor. You can share a house with anyone, or just have it to yourself as long as people are in agreement, as it will be all of your house. You can also share containers/items if you want.

Weather

Upon a new day, the weather will change. Note that frequency of weather changes can be modified to be more sporadic/frequent/lesser, but upon a new day is a cover-all rule for simplicity. You can even have different weather for different areas. When the weather changes, a d100 is rolled and results are different [depending on season](#).

For (real life equivalent) seasons we have:

- Winter: Evening Star, Morning Star, Sun's Dawn
- Spring: First Seed, Rain's Hand, Second Seed
- Summer: Midyear, Sun's Height, Last Seed
- Autumn: Hearthfire, Frostfall, Sun's Dusk

The corresponding roll thresholds for in-game weather:

- Rolled: [Winter] 1-19, [Spring] 1-4, [Summer] 1-2, [Autumn] 1-9
A phenomenon caused snowfall, with a 1 being a heavy, foggy blizzard. Most people are indoors during blizzards but are fine with some light snow. The lower the roll in this threshold, the more snow.
- Rolled: [Winter] 20-39, [Spring] 5-14, [Summer] 3-6, [Autumn] 10-24
It is heavily rainy; a storm is passing over. Most people are indoors during storms if they can be. The lower the roll in this threshold, the more severe.
- Rolled: [Winter] 40-59, [Spring] 15-24, [Summer] 7-15, [Autumn] 25-44
It is mildly raining with possible fog. Most are indoors during rain unless they must be outside. The lower the roll in this threshold, the more rain and less fog.
- Rolled: [Winter] 50-69, [Spring] 20-39, [Summer] 13-24, [Autumn] 35-49
It is foggy but overcast, most people are outside if needed. The lower the roll in this threshold, the more fog generally, with fog density being at a maximum at 60 (Winter), 25 (Spring), 16 (Summer), or 45 (Autumn).
- Rolled: [Winter] 70-79, [Spring] 40-69, [Summer] 25-49, [Autumn] 50-74
It is sunny and cloudy but doesn't look like it will rain, business as usual. The lower the roll in this threshold, the cloudier the sky is.
- Rolled: [Winter] 80-95, [Spring] 70-84, [Summer] 50-79, [Autumn] 75-89
It is Sunny and Clear; most people are outside. The lower the roll in this threshold, the less sunny it is.
- Rolled: [Winter] 96-100, [Spring] 85-100, [Summer] 80-100, [Autumn] 90-100
It is raining ash from red mountain; 100 is a heavy ash storm. Most people are indoors during ash storms but are fine with some light ash. The lower the roll in this threshold, the less ash is falling.

Languages

In campaigns, players may encounter a wide variety of [languages](#) other than just Cyrodillic. You may even choose to do a mainly non-Cyrodillic campaign. For example, in Morrowind you encounter not just Cyrod, but Daedric, Dwemer, and Dunmer. For backstory purposes a player character may know many languages, as may be a scholar or something similar, but as a guide here is each language and what race may know each one:

- [Akaviri](#) and [Tsaesci](#): This comes naturally to Akaviri races. Some imperials and scholars may know this.
- [Atmoran Runes](#): This comes naturally to Atmorans. Some scholars, Nords, Falmer, and Betrayed may know this.
- [Ayleidoon](#): This comes naturally to the Ayleid. Other races that may know this are Imperial scholars and Nedic races that encountered Ayleids. This includes Al-Gemha, Al-Hared, Men-of-Ge, Duraki, Men-of-Kreath, Perena, and Yespest.
- [Ald Chimeri](#): This comes naturally to Chimer. Rontha and Scholars may know this, specifically Dunmer scholars.
- [Aldmeri](#): Some elven scholars may know this. Other scholars have a small chance.
- [Bosmeris](#): This comes naturally to Bosmer, Men-of-Mitiri and Wood Orcs. Some scholars may know this.
- [Cyrodilic](#) (*Modern Tamrielic*): For gameplay, it is assumed this comes naturally to everyone. This is just your spoken language in real life.
- [Daedric](#): This comes naturally to Daedra and Dunmer. This is also widely known amongst mages, scholars, Shivering Isles Residents, and perhaps Namira's Chosen.
- [Dark Elf Script](#): This comes naturally to House Dres Dunmer. Other Dunmer may know this, but it isn't widely used at all.
- [Dragon Alphabet](#) and [Language](#): This comes naturally to Akaviri races. Scholars have a low chance to know this, higher if they are Atmoran or Nord.
- [Dunmeri](#): This comes naturally to Dunmer and Chimer. Kothrigi and Scholars have a low chance to know this.
- [Dwemer](#): This comes naturally to Dwemer. Scholars, Dunmer, Duraki, Keptu, Kothrigi, may also know this.
- [Ehlnofex](#): This comes naturally to Ehlnofey. Scholars have a small chance to know this.
- [Elder Alphabet Glyphs](#): This is an unknown language. There is a very small chance an imperial scholar may know it.
- [Elven Alphabets](#): Elves have +10 Intelligence to decipher Elven languages, as are similarly structured.
- [Falmer](#): This comes naturally to Falmer and Betrayed. Atmorans, Dwemer, and scholars may know this.
- [High Elvish](#): This comes naturally to Altmer. Scholars and Galeni have a small chance to know this.
- [Hist](#) and [Jel](#): This comes naturally to all Argonian. Scholars, Horwalli, and Kothrigi may know this.

- [Nedic](#): This comes naturally to all respective Nedic races. For example, [Kothrigi](#) is known naturally to Kothrigi. Scholars have a small chance to know these, but higher if they interacted with the respective Nedic race in any way.
- [Nordic](#): This comes naturally to Nords. Some scholars may know this, and their chance is higher if an Atmoran, Akavir, Sedor, Duraki, Men-of-Kreath, all Reachfolk varieties, Falmer, or Betrayed.
- [Magic Script](#): Mages and Scholars may know this.
- [Old Orcish](#) and [Orcish](#): This comes naturally to Orsimer. Scholars have a small chance to know this.
- [Old Tamrielic](#): Altmer, Imperials, and Scholars may know this. Al-Gemha, Al-Hared, Men-of-Ge, Men-of-Kreath, Men-of-Mitiri, Perena, and Sedor have a small chance to know this.
- [Pyandonean](#): This comes naturally to Maormer and Sload. Some scholars may know this.
- [Runic Alphabet](#) and [Language](#): Second Era mages or good enchanters may know this. Scholars and Keptu have a small chance to know this.
- [Sload](#): This comes naturally to Maormer and Sload. Some scholars may know this.
- [Ta'agra](#): This comes naturally to all Khajiit. Men-of-Mitiri and scholars may know this.
- [Umbrielic](#): This comes naturally to Umbrielian. Scholars have an incredibly small chance to know this.
- [Yoku](#): This comes naturally to Yokudans. Redguards and Nedic races that interacted with Yokudans may know this. This includes Duraki, Keptu, Kothrigi, Men-of-Kreath, Perena, and all Reachfolk varieties. Scholars have a small chance to know this.

Note for the GM: if a language comes naturally to a race, they can most likely just read it. If it's a race that may know the language, they can make an intelligence roll or similar to translate it to their natural understanding.

Also, here a scholar is defined as someone who studied that specific language in their backstory. If they have a reasonably good intelligence, I suggest they can try and translate it but would be a half intelligence roll instead. Intelligence rolls here are given advantage if the party has a book that can help to translate.

Homebrew Races

Foreword

While it is possibly not canon these races and variants existed in normal life in Vvardenfell at the time of the campaign, I've added the option for players to be whoever they want. Like all homebrew content, this is by the GMs discretion to add in or not. Because of the vague flexibility of elder scrolls lore, a GM or player can even make their own custom race to play or change any race here however they want. A good, lore friendly way to make a custom race is to make an unknown Argonian tribe variant, as most Argonian tribes deep in the Black Marsh are non-documented or not discovered by modern Tamriel scholars. Another way is to make a race not yet made or re-make an existing race.

If the GM allows, flavouring is a fantastic way to add uniqueness to a character, and even a nice way to modify existing races to play exactly how you want. For example: if you dislike the Blindness, Hearing Dependant, and weaknesses of Betrayed Falmer, you can flavour it

as an Osh Ornim instead (without normal Osh Ornim stats and abilities), with Chaurus Hunter as a Welwa, and Chaurus Reaper as a Troll. A compromise to this can be that they can't use Chaurus Spit and can't fly. A link to what this can look like is [here](#).

Another, more general example is that if you want to play a gender but use other genders attributes then you can. Gender sorted attributes here are more for option in choosing an attribute set that you like, and not to 'separate' male and female. A final example is one you can see in Daedra with birth-signs, which is explained on the next page.

Overall, you do not have to be lore consistent if your GM allows, just have fun with it and be who you want! You can do simple things like changing skill bonus and attribute allocations, or something more complex. For example, it would be wildly non-canon if a Pahmar also had Aureal's Mania power and their power merged into one, or if an Alfiq had instead all the same stats and abilities as a Wood Orc, but both would be so funny to play.



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When choosing any races it may help to look at the UESP wiki page for their birth-sign behaviour and lore as RP correctly, but ultimately RP your character however you want. Be warned though, as these pages may contain spoilers for future quests. Also, consider the difficulty rating. The difficulty rating is not there to indicate the difficulty of playing the race, but the mainly to indicate at the races power and ability applicability, and act as an extra guide for character choice. For example: a difficulty rating 1 may have a power that is easy to use in a lot of situations, while a difficulty rating 3 may have a power that is harder to use, and calls for specific situations, but is extremely powerful in these times. All races in the standard game are considered difficulty rating 1, except Bosmer and Argonian, which would be 2.



Elder scrolls lore suggests that lesser Daedra cannot reproduce, as they are created. This implies that Daedric races cannot have birth-signs. Due to character creation option flexibility, I'm allowing Daedra to be able to reproduce, and for a Daedra to be able to be born and raised on Tamriel/Nirn, hence have a birth-sign. This will come with penalties though, as they haven't been trained like other Daedra. If for 'story' you want your character to be born on Nirn but trained by Daedra, then the GM can decide what they want to do, but my recommendation is to only allow the birth-sign.

With this conversation also

comes the one of half races, such as half-Khajiit half-Altmer or anything else. For the benefit again of flexibility in character creation, this is allowed. A good way to do this is to half the magnitude and or time of powers (and merge into one power), spells, abilities, weight, and height. This is by discretion of the GM, as some combinations may need to be nerfed. If a power's magnitude or time can't be decreased, instead it can have a 50% chance or a (luck level)% chance to work. Note that you cannot have a mix of two Khajiit morphologies, but this is just a lore limitation; if you have a cool idea, go for it! Further, as some powers are incompatible to mix, you can choose whether to have the effects happen at the same time or instantly before or after the other effect ends (GM discretion).

When creating a race or half race, attributes and skills are needed to be created. A player has more freedom when creating a race, but half races should have some semblance of their ancestors' stats. Either way, all the starting, base race attributes added together to make 310, and the race skill bonuses add together to make 45. Finally note that all homebrew races (even non-humanoid) are affected by humanoid affecting spells, such as Calm Humanoid, etc...

Akaviri (Variable and widely unknown lifespans)

From the continent of [Akavir](#) come the Akaviri. This continent is east of Tamriel, and often under conflict over history with Tamriel. Because of the lack of Tamriel explorer's survivability in expeditions to Akavir, a lot of what is known about Akavir by Tamriel is either little or wildly inaccurate, like the known geography of the lands. For this reason, Akavir's history is only known really for the attacks and effects they have had on Tamriel. It is widely known that Dovah (Dragons) are a rare race from Akavir. The Tsaesci have invaded Tamriel and were defeated by the Reman Empire as of the late First Era. Similarly, a strange invasion from the Kamal happened in the Second Era post-planemeld, where they sailed to and sacked Windhelm in Skyrim, bypassing Morrowind as a whole, and marched southwards, ignoring Rifen completely and arriving upon Mournhold instead. Almalexia's led Dunmer, Jorunn's pursuing Nords, and southern Argonian troops defeated these invaders with some help from a tidal wave created by Vivec. Years later however, Kamal resurfaced and seized the Cyrod Imperial Throne. The possibly only invasion Tamriel has had onto Akavir was from Uriel Septim V at his powers height during the Third Era, capturing two Akavir cities, but this was short-lived and the Tamriel forces were driven from Akavir not two years later.



While limited in any prolonged interaction, Akavir still has had large effects on Tamriel, leaving behind the Dragon-hunting Akaviri Blades, that were quickly adopted into the Tamriel Empire. Akaviri smiths also changed the Empire's armour-smithing forever with more effective designs. Another notable change is

Akaviri Dinieras-Ves, who first proposed what would become the Fighters Guild. Tamriel also has the possibility of harbouring Akaviris due to the Akaviri's ability to sail and blend in in society, or just that they are still in Tamriel after the invasions they took part in. For example, inhabitants of the tradition rich [Hakoshae](#) are predominantly Imperial, but direct descendants from the Tsaesci Akavir Blades. Further, in the same province (Elsweyr), there are often sightings of active Tsaesci sword masters as late as even the Second Era. With all this, and their known survival and thriving in their own continent, it is not improbable that some Akaviri may be surviving too in Tamriel.

The following are playable Akaviri races:

Ka Po' Tun

A race of [tiger-like cat-folk](#), this Akaviri race considers Tsaesci to be their greatest of enemies. Though they have been in conflict with all Akavir races, they over time became allies with their once bitter enemies, the Tang Mo. The Ka Po' Tun leader, Tosh Raka is rumoured to be a divine being that has succeeded in becoming a Dragon. Metaphysical or not, his leadership has led the Ka Po' Tun to become rivals to the Tsaesci supremacy that looms over Akavir. Although relation is not known, it is feasible that a Ka Po' Tun could survive in Tamriel due to their heavy similarities to Khajiit.

- (Ability) Agile Rebuke: If you avoid two attacks in succession from one entity due to Sanctuary, then on reaction for no time, you get 2 seconds to make any actions you want against them.
- (Ability) Neigong: Training in the Tiger-Dragon's armies has focused more on your natural close-range magical ability rather than physical bladed fighting:
 - For you, all on Target spells are now on Touch instead, and natively Touch spells are now have 2X magnitude.
 - On Self spells have halved magnitude, and if they have no magnitude, they are halved time if above 1 second duration.
 - Your Maximum Magicka is halved, but you have 50% spell absorption and X2 MP regen ([Willpower Level]/5 per turn instead).
 - You have Stunted Fatigue, and Maximum Fatigue = Agility instead of Maximum Fatigue = Endurance + Agility.
 - When spellmaking on Touch spells, if Area = 1 then the spell's magicka cost is halved (doesn't affect the gold cost of making the spell)
- (Spell) Tiger-Dragon's Protection: On your turn for no rolls, spend 2 seconds channelling to give yourself a shield against damage. This converts 75% of the magicka points absorbed from Spell Absorption over the last full round of combat into points of Fortify Health, which lasts until your next turn's start. The remaining 25% you absorbed over the last full round of combat is also depleted as MP casting cost of this spell.
- Male weight 1, Female weight 1
- Difficulty rating 2



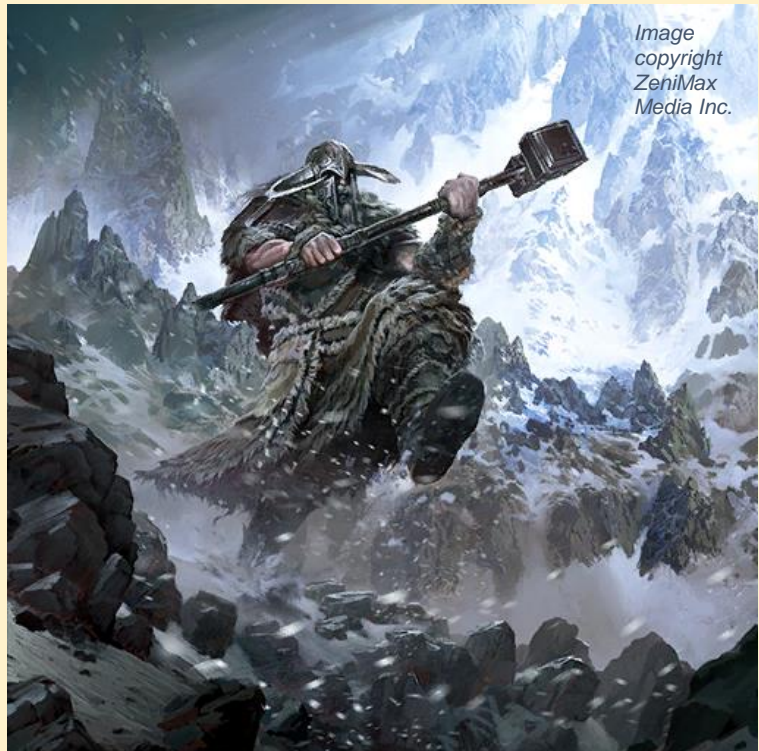
Skill	Bonus
Illusion	+10
Destruction	+10
Acrobatics	+5
Sneak	+5
Unarmoured	+5
Alteration	+5
Mysticism	+5

Attributes	Female	Male
STR	20	30
INT	50	40
WIL	40	50
AGI	40	30
SPE	60	60
END	30	30
PER	30	30
LUCK	40	40

Atmoran

A northern land of alternative worship, giants, diverse peoples, and extraordinary (sometimes mythical) fauna, [Atmora](#) is the snowy land north of Skyrim, past the Sea of Ghosts. Like Akavir, little is known of this land and that which is known is derived from myth. While as of the First Era there is evidence that people still lived there, it is not known past that. Those that did leave earlier later became the races of Men, or so the tradition holds, though most Atmorans are much larger than their Tamriellic descendants.

Much of the early Nordic traditions were inherited from Atmora, and perhaps related, Atmora is a place of continuous war among its peoples. Atmorans are seafaring, hunting, religious people, many of which worshipping the hawk, wolf, snake, moth, owl, whale, bear, and fox, even claiming



bears had their origins in Atmora. They also deified the Dovah, and before the Dragon War, dragon priests held a large amount of power over steads, but unlike the mortal's subjection to slavery in Tamriel, Atmorans gave offerings to the dragon priests which kept the peace between Dovah and Atmorans. Herma-Mora (Hermaeus Mora) was also a deity but vilified as a demon in myths.



There are many Atmoran races, with not many given names, including giants and titans, but with the size of larger races comes their lack in availability of ships. The smaller races, that of men, have Jylkurfyk, a large port with no evidence of its demise post First Era, meaning it is possible for Atmorans to sail far and wide circa Third Era, as far as their Ancestors did centuries ago.

Forelgrim Atmoran

The Atmorans of the Forelgrim are surrounded by mythics, notably the White Stag. Shamanistic, they worship the Atmoran animal deities more highly than all others, with the ability to even transform partially into these animals through prayer, an ability only shared by outsiders through great struggle and ask, as did [Ysgramor while hunting the White Stag](#). Like the close by Atmorans of Frostwood, they are often in war. They are also in reach to the largest Atmoran port called Jylkurfyk and are adventurous but sceptical of leaving their communities.

- (Power) Spirit's Prayer: After casting, you partially transform into an aspect. You choose the effect, depending on the deity you pray to (can also be used in RP, can be used reactionarily outside of combat):
 - **Bear:** Gain the muscle mass of a Bear; Fortify Strength 15 points for 60 seconds.
 - **Fox:** Gain the nimbleness of a fox, shrinking in size even; for 60 seconds, decrease race weight by 0.5, increasing Sneak, Security, and Acrobatics by 10 points.
 - **Hawk:** Gain the eyes of a Hawk; +10 Attack. Also +20 Intelligence level for rolls when trying to perceive something about your surroundings.
 - **Moth:** Gain the emanating glow and charm of the moth; Command Creature 5 points for 60 seconds or Command Humanoid 5 points for 20 seconds (choice) on Touch.
 - **Owl:** Gain the eyes and ears of an owl; Detect both Key and Enchantment 20 seconds in 75 feet on Self.
 - **Snake:** Gain the venom of a snake's fangs, as phlegm; Resist poison 100% for 10 seconds and choose to poison any weapon (including marksman ammunition), making it also do 1-10 poison damage on hit.
 - **Whale:** Gain the protective blubber of the Whale; Fortify Health 15 points for 60 seconds.
 - **Wolf:** Gain the pure adrenaline a Wolf experiences during hunt; For the next 60 seconds, on normal hit rolls, melee range [physical weapons](#) will have extra hit effects similar to [Bladed weapon special attacks](#):
 - All 1H melee range physical weapons will damage chosen limbs on a 5 or below hit roll, dismembering on a 1.
 - All 2H melee range physical weapons will damage chosen limbs on a 10 or below hit roll, dismembering 5 or below, and Decapitating (if the target is low enough health) on a 1.
- (Ability) Resist Frost 100%, Resist Shock 50%
- (Ability) Weakness to Fire 60%
- Male weight 1.35, Female weight 1.2
- Difficulty rating 1

Skill	Bonus
Acrobatics	+10
Athletics	+10
Spear	+5
Axe	+5
Blunt Weapon	+5
Long Blade	+5
Light Armour	+5

Attributes	Female	Male
STR	40	45
INT	30	30
WIL	40	40
AGI	45	40
SPE	50	40
END	40	50
PER	25	25
LUCK	40	40



Frostwood Atmoran

The hardy Atmorans that live amongst the Frostwood are hunters through and through. Frostwood is a place of large amounts of fauna close to the Forelgrim, a place that is native for the mysterious White Stag. Like all Atmorans, their larger, separate settlements are always warring in the sacred land they live. While [Ysgramor hunted in Frostwood](#), the people living amongst the forest are far from the want to go to larger settlements where he resided, and are content in their own communities. They are quite adventurous, though, and Jylkurfyk, the largest Atmora port, is in reach to take advantage of...



- (Ability) Gristle: Your hunting experience and great strength has allowed you to catch targets off-balance consistently with great power. You can activate or deactivate Gristle in combat for 1 second. If Gristle is off, then you play as normal. When Gristle is on (dispelling when Gristle is off again), it has effects:
 - Damage [Speed](#) 100 points.
 - Two consecutive successful attacks against one target in one turn (including extra turn time) with Spear, Axe, Blunt Weapon, Long Blade, Hand-to-hand, or Short Blade rolls makes them [Stumbled](#). If the target cannot be Stumbled, this is still consumed, and they are not Stumbled. Usable once per combat. Any times after this initial use, instead of Stumbling enemies it will increase your turn time by 2 seconds. This is infinitely usable, but not more than once in one turn (including extra turn time), and not usable outside of your turn (for example if an enemy has been Stumbled outside of your turn and you hit two attacks).
 - Hand-to-hand and Short Blade rolls are at half level.
 - You are [Open](#).
- (Ability) Resist Frost 100%, Resist Shock 50%
- (Ability) Weakness to Fire 60%
- (Spell) Trackers Instinct: Detect Animal 150 points for 5 seconds on Self. This has no spell school; instead, it rolls intelligence and can only be casted outside of combat. Unlike other spells, this roll must be done outside of combat and consumes resources if failed. This spell costs 20MP and 20FP.
- Male weight 1.4, Female weight 1.25
- Difficulty rating 2

Skill	Bonus
Acrobatics	+10
Athletics	+10
Spear	+5
Axe	+5
Blunt Weapon	+5
Long Blade	+5
Light Armour	+5

Attributes	Female	Male
STR	50	60
INT	30	30
WIL	40	30
AGI	35	30
SPE	45	35
END	45	60
PER	25	25
LUCK	40	40

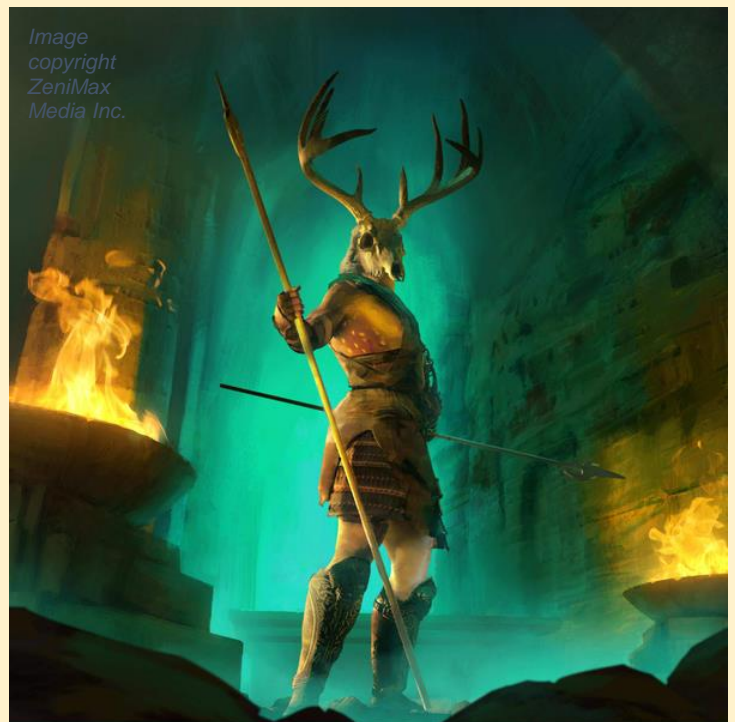
Daedra (Immortal)

Upon the creation of the Mundus, the Daedric princes as we know now did not entertain and take part in this mortal realm; instead, they made their own planes of existence to populate with their ideal image, the planes of oblivion. The populating lesser Daedra are the princes creations. [Daedra](#) have a penchant for extremes and are eerily capable of high order devastation, making them feared by the un-knowledgeable mortals, but follow the nature they were born with strictly in most cases so if you know what you're dealing with, they are mostly predictable and do not commit these repercussion-less acts of destruction unless in their nature. But few know about Daedra, as the things they tend to do are only understood by them and beyond petty mortal comprehension.

Daedra are great imitators of mortals, but with a demented and outlandish twist, as they cannot comprehend mortality. While princes and demi-princes are few and far between lesser Daedra come in many forms, with the individual princes mimicking creatures the like from the Mundus but in a strange way. Nothing can be a better example than Daedra such as the humanoid forms, spider Daedra of Mephala, the goblin-like Scamps, and the crocodile-like Daedroth. While they take such inspiration from the forced mortal form they see mortals as not much more than slight amusements, which is a benefit and a curse to mortals as if you don't amuse you are worse off for it, but if you impress you are occasionally but greatly rewarded, as is their binary extremist tendency.

Daedra do not strictly require food, drink, sleeping and even breathing to sustain themselves, for a gameplay stance in this they need rest to recover, and can sleep and eat for enjoyment during this time like every other race. There is one ability all Daedra share:

- (Ability) Daedric blood: Cannot have a birth-sign (unless born on Nirn). Cannot use or touch silver items, when damaged by silver, you take $((200 - \text{willpower level})/100) \times \text{damage}$ rounded up, with +100 willpower boosts counting as 100 willpower. Water Breathing on Self.

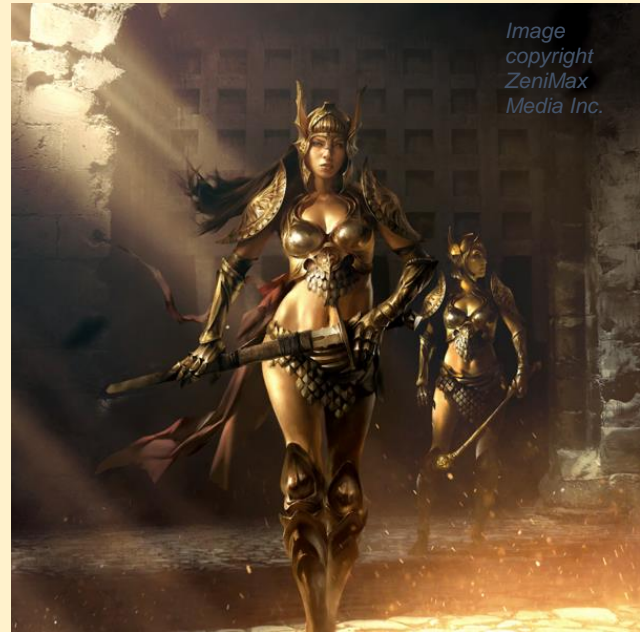


Aureal (Golden Saint)

Serving loyally and exclusively under Sheogorath, [Aureal](#) are chaotic maniacs that love and thrive in panicked, highly tense and violent situations. While this is their nature, and on the outside they are proud, arrogant, and cruel to mortals, they see themselves as angelic, elegant, and benevolent, with golden skin, Elven-esque hair, and cat-like eyes.

- (Power) Mania: Every entity (except you) in a 10ft radius sphere (melee range) around you will be stricken with complete mania and hysteria for their next turn. This causes them to target a random target for every action on their whole next turn. All entities affected must make as many actions as they can this turn, and they must choose actions against targets if possible. If an entities target is out of range the entity affected must instead try to get in range and leaving melee range to do so can be done, but takes half time to flee, and automatically fails the speed roll. If an NPC is below 10% HP, they roll a fight roll to see if they flee instead and if they don't flee then the power has its normal effect. If a player is below 10% HP then they instead automatically flee. These use normal fleeing mechanics. This effect is not resistible or dispel-able.
- (Ability) Reflect 15%, Weakness to poison 50%.
- (Ability) Chaos: Cannot level luck or have it as a favoured attribute, must remain 50.
- Male weight 1.1, Female weight 1.05
- Difficulty rating 2

Note: if this Aureal is born and raised on Nirn, their power has a 25% chance to work on each entity and may level their luck and take a birth-sign.



Skill	Bonus
Long Blade	+15
Heavy Armour	+10
Block	+10
Armourer	+5
Athletics	+5

Attributes	Female	Male
STR	40	40
INT	40	40
WIL	45	35
AGI	35	35
SPE	30	30
END	40	40
PER	30	40
LUCK	50	50

Auroran

Loyal and exclusive servants of Meridia, [Aurorans](#) are idealizations of a human form, made from pure light. They can be of any hue and are from the [Colored Rooms](#) realm. They can summon powerful light-made things and even bend light to the colour and image of their desire. Aurorans act uniquely around mortals, and eerily neutrally, but only truly allying with other servants of Meridia.

- (Power) Axe of Meridia: Summon a bound lightning axe same as the [Ghostblade](#), except it does shock damage instead of fire damage and requires Axe rolls to hit instead of short blade.
- (Ability) Meridia's healing: once per day, if reduced to less than 1HP, you stay on 1HP.
- (Ability) Weakness to [Magical Damage](#) 100%
- (Ability) Resist lightning 100%, [physical damage](#) 50%, and pure magicka 25%.
- (Ability) Daedric warhorse: Once per day, summons horses when the party needs to travel, which makes that one journey free.
- (Spell) Light of Meridia: Role-play utility spell that changes the colour of anything, and can bend light in certain ways, by the GMs discretion. Warmer colours are easier to manipulate, cooler colours have limitations at the GMs discretion. No rolls to cast, not in a spell school, no XP given.
- Aurorans weigh as much as their total equipped armour and clothing divided by 100 for speed rolls. For roleplaying being drugged to prolong their sleep works by using 'a mysterious spell' instead. This cannot be learned, and Aurorans must be manually woken up by another person to awake from this.
- Difficulty rating 1



Note: if this Auroran is born and raised on Nirn, they cannot use Meridia's Healing or Daedric warhorse, but can take a birth-sign.

Skill	Bonus
Axe	+15
Heavy Armour	+5
Medium Armour	+5
Athletics	+5
Acrobatics	+5
Illusion	+5
Conjuration	+5

Attributes	Female	Male
STR	40	45
INT	35	35
WIL	30	30
AGI	50	50
SPE	45	40
END	40	40
PER	30	30
LUCK	40	40

Doppelganger

With a variety of masters, mainly Molag Bal, certain death is said to follow [Doppelgangers](#). Their set of morals is very loose hanging, historically being used by princes for anything from taking over empires to performing psychological torture. Frighteningly, not much is known about them, but what is known is that they assume the appearance, mannerisms, and abilities of any entity, causing subtle chaos in their wake, that you only know about when it's too late.

- (Power) Metamorphosis: On Touch, change yourself to the affected humanoid indefinitely; this cannot be dispelled or deactivated unless cast again on another target. You keep all attributes and skills, except from the more physical attributes: Agility, Endurance, Speed, and Strength. These four along with your weight are changed to the target's values instead; all these stats will replace the ones you had before. You also gain their racial powers, abilities, and spells until cast on a different target. Your inventory is the same, and currently equipped items stay equipped if they can.
- (Ability) Stunted Aspect: You cannot level Agility, Endurance, Speed, and Strength. Also, upon level up you choose 2 attributes instead of 3.
- (Ability) Suspicious Beginnings: You start as an Imperial Male.
- (Ability) Intermix: While disguised as a character, you can pose as them. Roll a d(Personality Level), and each person you are trying to fool rolls a d(Intelligence level). If your roll rolls lower than any of the intelligence rolls, they can see through your disguise. You can also use this in combat; enemies or even allies may forget which one is which if you are using the same actions and have the same visibly equipped equipment.
- Difficulty rating 2

Skill	Bonus
Sneak	+15
Speechcraft	+15
Acrobatics	+5
Mercantile	+5
Illusion	+5

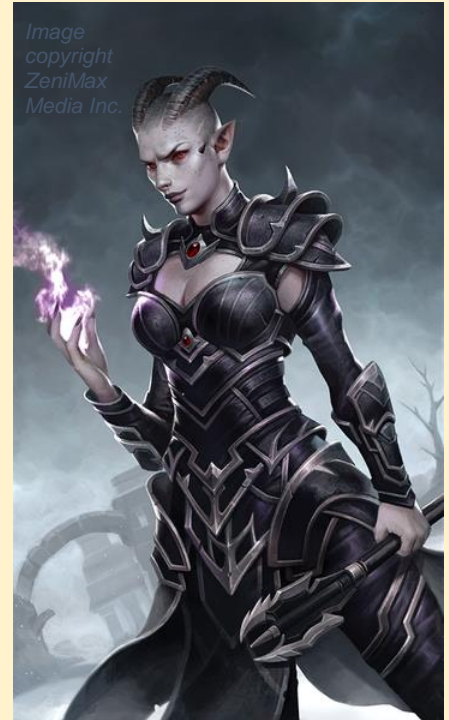
Attributes	Doppelganger
STR	N/A (Starts at 40)
INT	40
WIL	30
AGI	N/A (Starts at 30)
SPE	N/A (Starts at 40)
END	N/A (Starts at 40)
PER	50
LUCK	40



Dremora (Kyn)

[Dremora](#), or Kyn, are a war centric Daedra, serving under a variety of princes. These mainly involve Mehrunes Dagon, Molag Bal, and Boethia. They are an extremely brutal but loyal people that take pride in hierarchy, demeaning people lesser than them, and the size of their horns. They love [Daedrats](#) and find them very cute.

- (Power) Dremora's Resilience: Resist [physical damage](#), shock, and frost 100%, Resist fire 20%, [Reflect](#) 200%. During this time, you are Grounded, and cannot make any action except dispelling/ending Dremora's Resilience. This power lasts for any amount of time until dispelled but drains 1FP and 1MP every 2 seconds the power is active. If you run out of MP or FP, the power is dispelled automatically (can be not on your turn). You can dispel this power on your turn, which takes no time. While resistances, weaknesses, being grounded and reflect effects are all reset back to what they were before using this effect, current FP and MP are not recovered like the normal drain effect.
- (Ability) Resist fire 100%
- (Ability) Weakness to shock and frost 40%
- (Ability) Stunted magicka: magicka does not regenerate
- (Ability) 80% spell absorption
- (Ability) Directionally Challenged: 10% chance to accidentally get the party lost when travelling and arrive at the nearest town (other than the one you set off from). When using Silt Striders or Boats, can also get the party lost in the same way and travel to a random town. Both are only successful once a day.
- (Spell) [Summon Scamp](#)
- Male weight 1.35, Female weight 1.2
- Difficulty rating 3



Note: if this Dremora is born and raised on Nirn, their power drains 2X as much MP and FP, but can take a birth-sign.

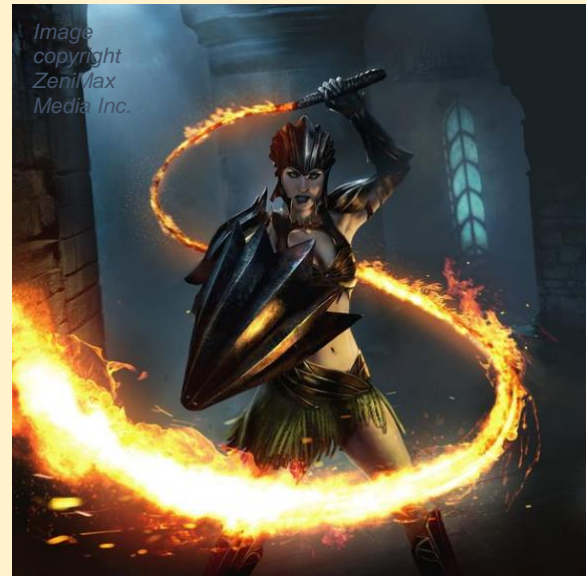
Skill	Bonus
Heavy Armour	+5
Unarmoured	+5
Armourer	+5
Blunt	+5
Athletics	+5
Acrobatics	+5
Alchemy	+5
Conjuration	+5
Destruction	+5

Attributes	Female	Male
STR	35	40
INT	60	60
WIL	50	50
AGI	30	30
SPE	30	30
END	35	40
PER	40	30
LUCK	30	30

Mazken (Dark Seducer)

[Mazken](#), long-time rivals of the Aureals, share a primary master with the Aureals; Sheogorath. Mazken can also be found under Molag Bal, Mehrunes Dagon, and Malacath. They are clan-less, treacherous Daedra heavily tied to Dementia when serving Sheogorath. Though Daedra, Mazken are usually polite and patient with mortals, ironically opposite to the Aureals.

- (Power) Dementia: Every entity in combat (except you) forgets what they're doing, and on their next turn they skip their turn. This gives you an extra turn. This does not count as one turn of double time; it counts as two turns of normal turn length. Further, this power takes no time to cast as long as it is at the start of your turn. This cannot be resisted. During the 'extra turn' from Dementia (turn after turn activating Dementia), if you hit a target that was under the effects of Dementia with your Abyssal Whip, the target hit instead takes no damaging effects from Abyssal Whip, instead 2 seconds are taken off this target's next turn and 1 second is added onto your next turn.
Note: time still passes during these skipped turns, so entities with time effects on them or racial buffs for their next turn will be used up partially or fully.
- (Ability) Weakness to frost 50%.
- (Ability) Chaos: Cannot level luck or have it as a favoured attribute, must remain 50.
- (Spell) Abyssal Whip: A melee range spell that whips an enemy for a d10 of fire damage, plus damaging the targets willpower and endurance by a d10. This consumes 10MP and 10FP, takes 2 seconds to hit, and requires only a conjuration skill check.
- (Spell) Demonic Wings: wings emerge from the Mazken's back, giving a levitate for points equal to their strength indefinitely. This drains 2 MP per second, and when in the air also drains 3 FP per second. Can be dispelled at any time, or when the user runs out of MP (or FP if currently flying). Needs no rolls to cast and has no initial MP cost.
- Male weight 1.05, Female weight 1.1
- Difficulty rating 2



Attributes	Female	Male
STR	50	30
INT	30	50
WIL	30	50
AGI	30	30
SPE	30	30
END	50	30
PER	40	40
LUCK	50	50

Note: if this Mazken is born and raised on Nirn their power has a 50% chance to work on enemies but 100% chance still to work on allies, may level luck, and can take a birth-sign. During Dementia, the only people that skip their turn are the ones affected by Dementia. Unlike a Daedric raised Mazken, a Nirn raised Mazken may have other people that go before their extra turn after using their power.

Skill	Bonus
Blunt	+10
Speechcraft	+10
Mercantile	+10
Heavy Armour	+5
Block	+5
Conjuration	+5

Nocturnal Shrike

[Shrikes](#) are a tall, idealised women race from the [Evergloom](#), Nocturnal's realm of oblivion. Though a powerful race of Daedra, they are prone to debilitating sadness on occasion. They serve Nocturnal exclusively and faithfully and often make sacrifices for their leaders. They are relatively displeased to mortals and tend to talk down to them.

- (Power) Deadly looks: When unarmoured, (can be wearing clothes) you can Calm and Charm a target both for 50pts. This lasts for 8 seconds, and if the target under the effects of Deadly looks, 5-10 crows come from their body and are commanded by you.
 - Crow: 1HP, 1-8 points melee damage at no MP or FP cost
- (Ability) Melancholy: limited to once per day, you are prone to an incredible depression when a luck roll is failed by your party. If this comes outside of combat, you auto-fail for all rolls for one-hour real time or until combat. If in combat it leaves you [Open](#) and unable to resist going prone for every turn until the end of combat. Note that Melancholy does not roll over from non-combat situations to combat situations or vice versa.
- (Spell) Night Terror: Spawns a Night Terror for 40 seconds. A Night Terror is a creature you've created out of your followers from dark rituals. Requires only an advantage Illusion roll, 5MP.
 - Night Terror: 1HP, damage health 1-8 points spell for no cost.
- Weight 0.8
- Difficulty rating 3

Note: if this Shrike is born and raised on Nirn, Crow's Charm Calm magnitude is instead variable, from 1-50pts, and instead 1-5 crows spawn. You cannot summon Night Terrors also but can take a birth-sign.



Skill	Bonus
Unarmoured	+10
Short Blade	+10
Speechcraft	+10
Long Blade	+5
Sneak	+5
Illusion	+5

Attributes	Female
STR	30
INT	35
WIL	35
AGI	50
SPE	50
END	30
PER	40
LUCK	40

Skaafin

[Skaafin](#) are, yellow skinned, horned, red-eyed servants of Clavicus Vile of similar size to Altmer. Herne are also like Skaafin, of the same stats, but under Mehrunes Dagon. They are eccentrically menacing, strange, and historically unpredictably violent to mortals.

- (Power) Fields of Regret: Attune with and bargain with Clavicus Vile temporarily, warping into his realm, the Fields of Regret for any number of seconds, meaning you cannot take any actions or be targeted until the time that the effect ends. For every second in the Fields of Regret, it does 1HP [Piercing Health Damage](#) to you, as a bargaining chip to Clavicus Vile. The effect ends if you run out of HP, or you dispel it. It can be dispelled on Reaction and appears you in the exact location you left off.
- (Ability) Size Matters: You either take permanent form of a Greater Skaafin (or a Herne), or a Lesser Skaafin. In the weight notes, Attributes table and Skill bonus table, a Greater Skaafin (or Herne) is marked as GS and a Lesser Skaafin is marked as LS.
- (Ability) Bored: Restore health effects are 25% effective on you, and any damage you do to your allies is automatically [Piercing](#). At any time, any damage you do to another party member heals you for 100% of the damage done with [Piercing Health Restore](#). Further, any non-damaging spell against a party member does the opposite effect to you, even spells with no opposite like soul trap gives you resist soul trap 100% for example. This is a boon from Clavicus Vile, seeking chaotic entertainment as is his nature.
- GS male and female weight 1, LS male and female weight 0.7
- Difficulty rating 3

Note: if this Skaafin is born and raised on Nirn, then they cannot use their power. Bored only activates on damaging actions, and is variable, at 1-100% healing rounded up (roll each time on hit). They can also take a birth-sign.

Skill	GS Bonus	LS Bonus
Mercantile	+15	+0
Heavy Armour	+10	+0
Medium Armour	+10	+0
Blunt	+5	+0
Armourer	+5	+0
Hand-to-Hand	+0	+10
Unarmoured	+0	+10
Destruction	+0	+10
Light Armour	+0	+5
Acrobatics	+0	+5
Sneak	+0	+5



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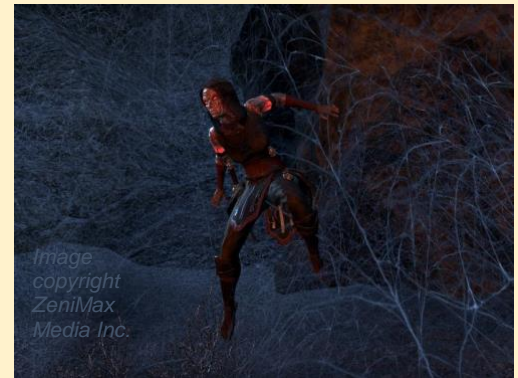
GS Attributes	Female	Male
STR	50	55
INT	40	40
WIL	30	30
AGI	40	30
SPE	40	35
END	40	50
PER	30	30
LUCK	40	40

LS Attributes	Female	Male
STR	30	30
INT	30	30
WIL	60	60
AGI	55	55
SPE	55	55
END	20	20
PER	20	20
LUCK	40	40

Spiderkith

[Spiderkith](#), serving under Mephala, are a webbed skinned, red eyed Daedra. They can use magic to weave webs and summon spiders and are known cannibals. While observant and cruel to mortals, they treat their spiders oppositely, like pets or children.

- (Power) Paralysing fear: To any number of targets, you can project webs to entrap. For each target, you make a marksman roll, and upon a success they are now paralysed for 2 seconds (on a failure they are not). If you kill or knock an enemy unconscious during this paralysis, it increases every paralysed victim's paralysis effect by 2 seconds and increases your turn by 2 seconds.
- (Ability) Weakness to fire 100%
- (Ability) Resist poison 75%
- (Ability) Cannibalism: You cannot heal by resting and Restore health effects are 25% effective. You [Piercing restore](#) to full health by eating the flesh of a dead body, which cannot be done in combat, and is illegal.
- (Ability) Webs: You can climb any walls using your webs. It uses 5MP and 5FP every 10ft climbed in any direction and requires no rolls. What is reasonable to be able to climb falls under the GMs discretion.
- (Ability) Bloodsense: You can detect humanoid beings using your senses to smell blood. This ability works by the GMs discretion if you ask them. Further, once per combat, you can smell the fear in a humanoid opponent, and deduce their exact HP with no intelligence roll.
- (Spell) Spiderling: Summons a spider from your brood for unlimited time and under your command. Requires only an advantage Conjuraton roll, 5MP.
 - Spiderling: 1HP, 20FP, 1pts melee damage at 5FP cost. If the spiderling gets to 0FP it explodes, and damages health 1-10pts to everyone in melee range (10ft).
- (Spell) The Spiderkith Kiss: A destruction spell that projects poison onto your opponent and does 1-10 poison damage on hit for a 10MP cost. If done when a victim is paralysed, this spell takes no time, only requires a standard destruction skill roll (no willpower roll) and does double damage.
- Male weight 0.95, Female weight 0.9
- Difficulty rating 3



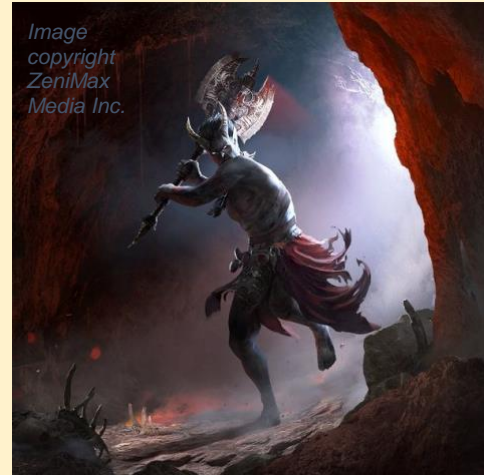
Note: if this Spiderkith is born and raised on Nirn, they can only use their power on one target. Also can't use the Cannibalism ability or Spiderling spell but can take a birth-sign.

Skill	Bonus
Short Blade	+10
Sneak	+10
Marksman	+5
Hand-to-Hand	+5
Acrobatics	+5
Destruction	+5
Conjuraton	+5

Attributes	Female	Male
STR	40	50
INT	25	25
WIL	45	45
AGI	50	45
SPE	50	45
END	30	30
PER	30	30
LUCK	40	40

Xivilai

Mainly in service of Mehrunes Dagon and Molag Bal, [Xivilai](#) are highly intelligent beings of great power. They disdain subordination and when treated without proper respect have thoughts of disloyalty and betraying those who have done them wrong. They are mainly wielders of two-handed weapons and have strong abilities to cast destructive and summoning spells. A lot of Xivilai heavily utility oriented and known to roam sometimes in pairs, sometimes alone, either way following their own goals, and not sticking to one path in life. Their attitude towards mortals and most things is to do whatever is easiest to deal with it, including if it's easiest to kill.



- (Power) Xivilai's Dominance: Your training in the planes of Oblivion have made you excellent at what you do. Fortify your CPAs, CS and CDA by 50pts temporarily for 60 seconds.
- (Ability) CPA: At the beginning of the campaign choose your CPAs or Chosen Primary Attributes. You choose two of Agility, Endurance, Intelligence, Luck, Personality, Speed, Strength, and Willpower (not the same twice). This is used in your power and can be swapped after 10 days in game.
- (Ability) CS: At the beginning of the campaign choose your CS or Chosen Skill. You choose one [skill](#) out of the 27 listed. This is used in your power and can be swapped after 10 days in game.
- (Ability) CDA: At the beginning of the campaign choose your CDA or Chosen Derived Attribute. You choose one of Health, Fatigue or Magicka. This is used in your power and can be swapped after 10 days in game.
- (Ability) Resist fire 100%
- (Ability) Weakness to shock and frost 60%
- (Ability) Stunted magicka: magicka does not regenerate
- (Ability) 20% Spell Absorption
- (Spell) [Summon Scamp](#)
- Male weight 1.35, Female weight 1.2
- Difficulty rating 1

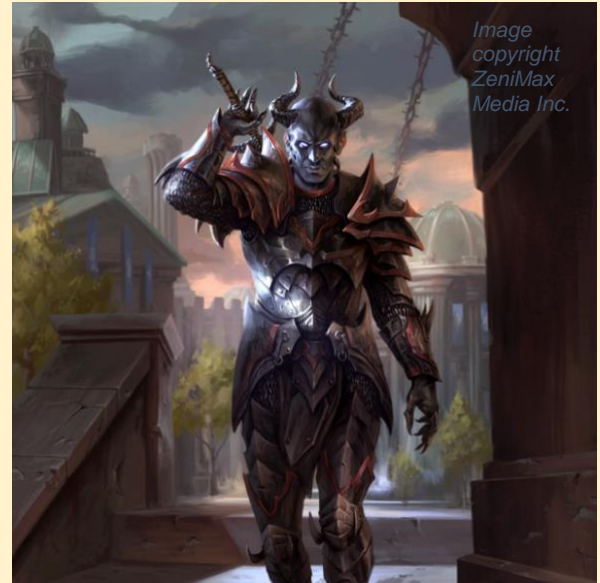
Attributes	Female	Male
STR	40	50
INT	50	50
WIL	30	30
AGI	40	30
SPE	40	40
END	50	50
PER	30	30
LUCK	30	30

Note: if this Xivilai is born and raised on Nirn, their CPAs are automatically set as Strength and Speed and cannot be changed. Their CDA is automatically set as Health and cannot be changed. Their CS (no skill bonuses when using power) is nothing and cannot be changed. They do not get the Summon Scamp spell either but can take a birth-sign.

Skill	Bonus
Heavy Armour	+5
Axe	+5
Blunt	+5
Long Blade	+5
Athletics	+5
Armourer	+5
Hand-to-Hand	+5
Conjuration	+5
Destruction	+5

Xivkyn

[Xivkyn](#) are fiercely loyal to Molag Bal and were created by him to act as his personal guard. Molag Bal created Xivkyn from experiments mixing Xivilai and Dremora in the Vile Laboratory, a garrison emulation of a Dwemer ruin the Daedric Prince uses for horrific experiments. They have sunken blue eyes, blue skin and multiple horns protruding from various points on their face. They are arrogant, prideful, brutal to their subordinates and detest mortal races. Note that Xivkyn, being a mixture of Xivilai and Dremora, I have treated them as essentially half-Xivilai, half-Dremora though not entirely accurate lore wise. This way, it is a good example to anyone wanting to create their half own race and an example of how it needs balancing to suit gameplay.



- (Power) Xivkyn's Endurance: Resist Normal Weapons, Shock and Frost 50%, Reflect 50%, Fortify Strength 20 points, Fortify Health 30 points, and 30% Spell Absorption all for 40 seconds until this duration ends. During this time, you are Rooted, and cannot dispel it the effect; the effect is dispelled when the 40 seconds is up. It also drains 4MP and 3FP every 4 seconds.
- (Ability) Resist fire 100%
- (Ability) Weakness to shock and frost 50%
- (Ability) Stunted magicka: magicka does not regenerate
- (Ability) 20% Spell absorption
- (Spell) [Summon Scamp](#)
- Male weight 1.35, Female weight 1.2
- Difficulty rating 2

Note: if this Xivkyn is born and raised on Nirn, their power lasts only for 10 seconds, and do not get the Summon Scamp spell, but can take a birth-sign.

Skill	Bonus
Blunt	+10
Destruction	+10
Athletics	+10
Heavy Armour	+5
Armourer	+5
Conjuration	+5

Attributes	Female	Male
STR	40	45
INT	55	55
WIL	40	40
AGI	35	30
SPE	35	35
END	40	45
PER	35	30
LUCK	30	30

Mer (~250-year lifespan)

[Mer](#) are an extraordinarily gifted people in magical fields and descended directly from the gods, acting like you would expect someone who descended from gods to act. All Elves descended from [Aldmer](#), settling on the Summerset Isles, and spreading throughout mainland Tamriel, bringing forth sophisticated technologies of archaeology, magic, and machinery far before their time, displacing less advanced races all-the-while. As the Aldmer spread fast throughout Tamriel, they evolved into the Mer seen presently, separating into different religions and

cultures. While the Mer that evolved into Altmer stayed in the Summerset Isles, some who disagreed with their worships and or ways of life, or just wanted to spread, emigrated what is now known as Valenwood ([Ayleid](#) and [Bosmer](#)), Morrowind

([Dwemer](#) and later the [Chimer](#) who became the [Dunmer](#)), Cyrodiil and northern Black Marsh ([Ayleid](#)), Skyrim ([Falmer](#) and [Dwemer](#)), Hammerfell ([Dwemer](#)), High Rock ([Direnni](#) clan of Altmer who became the [Bretons](#)), all throughout Tamriel in separate clans ([Orsimer](#)), and even in other continents entirely, such as in Yokuda ([Sinistral Mer](#)) and Pyandonea ([Maormer](#)).

From the arrogant, uptight, and self-proclaimed civilised nature of Altmer, ancient Ayleids, and ancient Falmer, to the isolationism and intelligence of the Dunmer and ancient Dwemer, to the militaristic strength of the Orsimer and ancient Chimer, to the unruly naivety of the Bosmer, every Elven race comes from an elaborate, highly unique and antiquity rich culture that all originated from one point history, that is very fittingly well worth a read.



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Ayleid

[Ayleid](#), also known as Heartland High Elves, Wild Elves, or Saliache, were a Cyrod Aldmer descendant that established the first Tamriel empire before their First Era collapse. They built the Imperial City, one of the most secure fortified civilian settlements in history and many others underground, like Sancre Tor, but unlike the Imperial City their other settlements now lie dormant or infested with bandits or necromancers. Ayleid were infamous for their grasp on magical arts, with specialisation in Alteration to the point of being able to shapeshift and levitate, even in the early First Era. They looked like all Mer do, with light tan skin and eyes from white to turquoise in colour. Though Ayleid are thought extinct, there have been few and far between sightings in the forests of Cyrodiil, adapting to a more nomadic and rural lifestyle, perhaps still even still living in hiding.



- (Power) Alter Self: Ayleid mastery of Alteration has led to their understanding in shapeshift magics being passed down to you. Shapeshift into any surrounding entities (on target) for mere seconds, being able to use this target's racial or birth-sign power. This does not work if they have no powers, but still uses your Alter Self power. If they have multiple, you can choose either. This does not use their power for them.

Due to your Alter Self power's magnitude and instability, if you've used your Alter Self power that day it makes powers of enemies have 1.5X magnitudes.

- (Spell) Finger of the Mountain: A powerful shock spell made by the Ayleids of the Cyrod north, Finger of the Mountain has been passed down to you. This spell is Destruction and costs $\frac{120}{[\text{Number of actions made this turn}] + 1}$ MP to cast

(decreases in MP cost with more actions made before a cast). The spell's effects are (Character Level) – (Destruction Level) points of Shock damage in 10ft on Target. The damage dice for this is a:

$d[(\text{Destruction Level}) - (\text{Character Level}) + 1] + (\text{Character Level}) - 1$

If Character Level > Destruction Level, it does (Character Level) damage.

- (Ability) Weakness to Fire, Frost, Poison, and Pure Magicka 50%
- (Ability) Resist Shock and Common Disease 10%
- Male weight 1, Female weight 1
- Difficulty rating 2

Skill	Bonus
Alteration	+15
Enchant	+10
Long Blade	+5
Destruction	+5
Restoration	+5
Security	+5

Attributes	Female	Male
STR	30	40
INT	60	50
WIL	50	60
AGI	40	30
SPE	40	30
END	30	40
PER	20	20
LUCK	40	40

Betrayed Falmer

The Skyrim native [Snow Elves](#) fought for centuries against the invading Atmorans, alongside their uneasy Dwemer allies. The Falmer turned the only direction they could for help upon the devastating loss of their last-hope leader the [Snow Prince](#), and the opportunistic Dwemer agreed to provide shelter for the Falmer but forcing them to consume toxic fungi rendering them blind. They became the tortured slaves of Dwemer and were even 'lent' to the now Nords to help in Windhelm's construction. Eventually, they rebelled, battling a fully underground war for 100 approximate years before the 1E 700 disappearance of the Dwemer. Now with the Dwemer gone, the new [Falmer](#), a twisted race that only knows war, have turned their ears to the surface.



- (Ability) Blindness: Completely blind, this race relies on hearing to make actions. They are immune to blind and light effects. Visual stealth rolls against this entity auto-succeed, but Auditory stealth rolls are at disadvantage.

- (Ability) Hearing Dependant: All Sound effects act as [Blindness](#) for 2X the Sound effect's points.

- (Ability) Chaurus: Falmer breed [Chaurus](#) in captivity to later be used for their chitin; you have kept one as a war pet. At the start of the campaign, choose to have a Hunter or a Reaper. Chaurus are controlled as a second character, having their own stats that level. Upon Chaurus level up increase two Chaurus attributes by 5. They cannot take birth-signs and their class is premade, with all unmentioned skills being zero and unable to be levelled. Chaurus can only equip clothing but are unable to cast any magical actions that is not Chaurus Spit. Chaurus Hunters fly, having CE Levitate (Speed Level) points.

Attributes	Chaurus Reaper	Chaurus Hunter	Betrayed Female	Betrayed Male
STR	50	60	40	50
INT	5	10	35	20
WIL	40	40	50	40
AGI	50	10	50	50
SPE	30	60	50	50
END	45	20	35	50
PER	0	0	10	10
LUCK	40	40	40	40

Chaurus Skills	Reaper	Hunter
Acrobatics	40	60
Marksman	50	30
Sneak	30	10
Hand-to-Hand	50	40
Unarmoured	50	20

Skill	Bonus
Sneak	+15
Alchemy	+10
Long Blade	+5
Marksman	+5
Destruction	+5
Heavy Armour	+5

- (Ability) Chaurus Bite: Chaurus hand-to-hand attacks do $d[(\text{Strength Level})/2]$ health damage. They can't use extra time, takedowns, and their bite is always a normal weapon. If a target is metal or metal armoured from the waist down (for Reapers) or waist up (for Hunters), bite does 0 damage unless Chaurus Spit is active on the target for metal armoured targets only.
- (Spell) Chaurus Spit: Disintegrate Armour 20 points, and 1-7 Poison Damage Lasting for $(\text{Chaurus Level})/2$ seconds; unrounded. Willpower rolls to cast, misses on a failed marksman roll. 5MP, on Target.
- (Ability) You and your Chaurus have Weakness to Fire 100% and Shock 40%, Resist Poison 60%, Common Disease 50%, and Frost 20%.
- Male weight 0.8, Female weight 0.7, Chaurus weight 1
- Difficulty rating 1

Dwemer

Believed to have been the smartest and most prolific to ever live, their creations outlast their unknown mass disappearance. Dwemer existed primarily in Morrowind, with a Hammerfell, High Rock and Skyrim presence also. They build elaborated underground cities, made unbelievable

scientific discoveries, and even tried (with arguable success) to make their own gods after rejecting all pantheons offered to them. They are a deeply intricate and interesting race, you can read more about [here](#). But either way, a Dwemer in this campaign will have been, or been descendants of people, who ignored Kagrenac's calling to rally the Dwemeri people into transcending the mortal plane, something that may have been a point of regret...

- (Ability) Augment: Rather than every other race, at the beginning of the game you can choose to have a **Dwemer** Augment, instead of finding the resources to make it throughout the game. You may choose to not have an Augment.
- (Ability) Rarity: Your infamous scarcity causes outlaws to look to you for an easy payday. $[(100-M)/5]\%$ chance to Taunt humanoid wilderness enemies to you. M is Personality or Stealth Level and is the players choice that they can change upon starting a new combat instance; M is the same for all targets.
- (Ability) Armourer's Knowledge: Instead of having 20AR, Dwemer armour has some different qualities. You know how to take care of, restore, and utilise Dwemer armour correctly. You also can take out unnecessary parts of the armour, creating a lighter form to the desired degree, to create either Frame (*light*) and Light (*medium*) Dwemer armour. These cannot be sold, have the same CC as base game Dwemer Armour, and have AR:

$$\text{Dwemer Armour AR} = (0.07A - 3.6)^3 + 40$$

$$\text{Light Dwemer Armour AR} = 0.7(0.07A - 3.6)^3 + 36$$

$$\text{Frame Dwemer Armour AR} = 0.7(0.07A - 3.6)^3 + 28$$

For A being your natural Armourer skill level (Armourer without magical effects changing the level). If these are given to players that aren't you to wear, A is instead set to half your natural Armourer level.

Further, for you, all Dwemer (Dwarven) weapons listed [here](#) do increased damage. At below level 20 Armourer this is 1X, at

20-39 this is 1.1X, at 40-59 this is 1.2X, at 60-79 this is 1.3X, at 80-99 this is 1.4X, and at 100 this is 1.5X.

- Male weight 1, Female weight 0.9
- Difficulty rating 1

Skill	Bonus
Armourer	+20
Enchant	+5
Mysticism	+5
Alteration	+5
Speechcraft	+5
Heavy Armour	+5

Attributes	Female	Male
STR	25	40
INT	90	90
WIL	40	40
AGI	25	20
SPE	30	30
END	30	30
PER	30	20
LUCK	40	40



Khajiit Morphologies (~80-year lifespan, except dro-m'Athra)

Originating from Tamriel before even Men and Mer, in their language of [Ta'agra Khajiit](#) means desert-dweller, which is true, but not their most blaring of features. The furred, tailed, feline “Cat-Men” have wildly different cultures and behaviours than all others, and rich history to go with it. One only must go as far as speaking to a Khajiit to notice their differences, commonly referring to themselves in the third person due to their native languages’ grammatical structure. Khajiit are born in different forms depending on the moon’s cycle, which can be seen in their honorific worship of the moons, art, and architecture, which often mimics this worship in not just their buildings and paintings, but even as far as their clothing, armours, and weapons.



The agile people of Elsweyr are generally easy-going, and enjoy celebration and music well and often, accompanied by sweet treats that originates from their historic love of moon-sugar; sweet treats that are so sweet, no outsider can stomach them.

The tradition heavy Khajiit are often unfortunately discriminated against, and over the years have had to worry about being sold into slavery. Alongside this, and their climates hostility, Elsweyr is isolated from other races not by choice. The ability to do what you

want comes with pros and cons with this giving rise to the dark side of Elsweyr, the side of Elsweyr that is home to shifty merchants, smuggling crime families, vampires, and shivering moon sugar and skooma addicts in sugar-fits lining the streets of the contrasting beautiful Elsweyr.

Though historically Elsweyr is left far alone, Khajiit’s unique skill in merchanting, sailing, smuggling, and as mercenaries has sent them far and wide through all other continents; whether others are accepting of them is a different story...



Choosing attributes

Attributes	Female	Male
STR	30+M	40+M
INT	40	40
WIL	30	30
AGI	50-M	50-M
SPE	40-M	40-M
END	40+M	30+M
PER	40	40
LUCK	40	40



The base race Khajiit is a Suthay-raht but there are plenty of other Khajiit to choose from, while not strictly canon that these morphologies were in Vvardenfell in the 3rd era. Each Khajiit morphology except Senche and Alfiq starts off at the same attributes (tabulated above), with M as a value that the player determines, in range: $-15 \leq M \leq 30$. Note that while in the lore, raht variations are just larger than their counterparts, to give variation between morphologies raht will have the same powers, abilities, spells, and skill bonuses as Suthay-raht, the base game Khajiit. Normal variations will have custom powers, abilities, spells, and skill bonuses. From the smaller races up (not including Alfiq, Mane and Senche variations):

- Dagi and Dagi-raht: $-15 \leq M < -10$
- Tojay and Tojay-raht: $-10 \leq M < -5$
- Ohmes and Ohmes-raht: $-5 \leq M < 0$
- Suthay and Suthay-raht: $M = 0$
- Cathay and Cathay-raht: $0 < M \leq 15$
- Pahmar and Pahmar-raht: $15 < M \leq 30$

The weight of each of these races is determined with exponential (round down 2DP):

- Male weight = $\exp(0.04 \cdot M)$, Female weight = $0.95 \exp(0.04 \cdot M)$

Raht Variations (except Senche-raht and Alfiq-raht)

Once values for attributes have been chosen, if you use a raht variation of any of the above races, then your character is completed, as you get the same power, abilities, spells, and skill bonuses as the base game Khajiit, Suthay-raht, as explained before. Here are your stats:

- (Power) Eye of Fear: Demoralize Humanoid 100pts for 30 seconds on Target; See the [Illusion](#) section.
- (Spell) Eye of Night: Night Eye 50 points for 30 seconds on Self. No rolls, 0MP. See the *Limited Visibility* section in [Mechanics](#).

Covered on the next pages are normal race variations (non-raht) and Senche, Alfiq, and Mane variations, as they get different stats.

Skill	Bonus
Acrobatics	+15
Athletics	+5
Hand-to-hand	+5
Light Armor	+5
Security	+5
Short Blade	+5
Sneak	+5

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Dagi

Dagi Khajiit are a clever, scarce, lynx like morphology shorter than other races. They are extremely light in weight and love climbing and living in trees where other intelligent creatures cannot dwell. Dagi are skilled spellcasters and are offended by being called a monkey. Dagi are born under the Masser moon waning and Secunda moon new; Dagi-raht are born under a waning Masser and Secunda.

- (Power) Wish: Using wish casts a random [scroll effect](#) at a target. First, roll a d6 to see which spell school it is in. Then, roll a d(M), where M is the number of subcategories in that school. Finally (if needed) roll a d(N) to see which scroll you cast.

For example: if you first roll a 4 (on the d6) to get Illusion, then roll a 6 on the d(M=12) to get a Frenzy scroll type, you'd next roll a d2 (N=2). On a 1 you get the Scroll of Gonar's Goad, which casts on target, on a 2 you get Scroll of Monden's Instigator, which also casts on target.

If you're not in range to use the scroll, or the scroll cannot be used successfully on the target, it fizzles out and takes no effect.

- (1) Alteration has M=14 subcategories
- (2) Conjunction has M=3 subcategories
- (3) Destruction has M=11 subcategories
- (4) Illusion has M=12 subcategories
- (5) Mysticism has M=15 subcategories
- (6) Restoration has M=12 subcategories

If downed in combat (put into death willpower rolls), the enemy that killed the Dagi can use 4 seconds to cast the Dagi's power for them if and only if the Dagi has not used it that day.

- (Ability) Agile: as a Dagi Khajiit, you can climb to places others cannot. Using acrobatics rolls (advantage when unarmoured, disadvantage when majority heavy armour) you can climb any reasonably climbable surface, rerolling each 20ft you climb.
- Difficulty rating 2

Skill	Bonus
Alteration	+10
Mysticism	+10
Conjunction	+5
Enchant	+5
Acrobatics	+5
Illusion	+5
Restoration	+5



Tojay

Tojay Khajiit are a reclusive furstock that tends to live around the southern swamps and jungles of Elsweyr. They are known to vary in size, but generally fall smaller than Suthay and similar in size if not smaller than Ohmes. Tojay are known to be playful and sometimes bothersome or annoying to other Khajiit. They are described as very nimble. Tojay are born when Masser is waxing and Secunda is new; Tojay-raht are born when Masser is waxing and Secunda is waning.



- (Ability) Rawlith Khaj: Time spent travelling has let you discover a monk of the Desert Rain (Rawlith Khaj) Claw-Dance martial art. While not much time was spent with this monk in camp, you picked this martial art up quickly due to your nimble frame. You can only wield one-handed weapons with nothing in the off-hand, and you do not get the [Free Hand Bonus](#), but this allows you to rapidly kick the enemy between blows. For each successfully landed hit, you can also roll a single hand-to-hand punch (a kick for RP). This can also count as a knockout blow if the target has no fatigue, and does health damage on an unconscious target (shares mechanics with hand-to-hand punching).
- (Ability) Resist poison 50%
- (Ability) Resist Frost 10%
- Difficulty rating 1

Skill	Bonus
Acrobatics	+10
Hand-to-hand	+10
Short blade	+10
Unarmoured	+5
Light Armour	+5
Sneak	+5

Ohmes

Ohmes Khajiit are like Men or Mer in appearance and are often mistaken for Bosmer because of their small stature. Ohmes-raht skin is covered in light fur, and they still have a tail like other Khajiit, while Ohmes Khajiit have neither. To resemble their race more, they often paint their faces to seem more feline. Ohmes are also described as sneaky. Ohmes Khajiit are born when Masser is new and Secunda is full; Ohmes-raht are born under a new Masser and a waxing Secunda.

- (Power) Boethra's agility: after activation, you do not get hit by the next 3 actions on you, by friend or foe. Lasts until the end of combat or until 3 actions are dodged and cannot be deactivated. Does not dodge effects already applied but can dodge AoE effects. If you are targeted by an AoE spell, then you first dodge the spell then the AoE effect, so either will consume two dodges or consume your last dodge, and then you are hit by the AoE effect. Note: Boethra's Agility dodging is not the same as [dodging](#) with speed. If you have an effect on you that may help to also avoid actions (Sanctuary, Resist Pure Magicka, etc...) this applies first and does not consume one of the 3 dodges you get. This does not include actions that apply, but do no damage, for example if you have 100% Resist Fire, or if your SV reduces damage taken to zero, etc...
- (Ability) Social chameleon: During conversation, you can pass as any base race except Altmer, Argonian, Dunmer and Orsimer. This sets disposition to 75 (if lower than 75) and you get advantage on speechcraft, personality and mercantile rolls with the base races you pass as. The people you decide to have this bonus with make an intelligence roll when you use it. On a failure, they don't notice. On a pass they think you look 'off' and ask you questions of your homeland. You make a personality roll and on a success they believe you, on a failure they catch you in a lie, and you and your party gain 0 disposition with that NPC until you leave town or pass a day.
- Difficulty rating 1

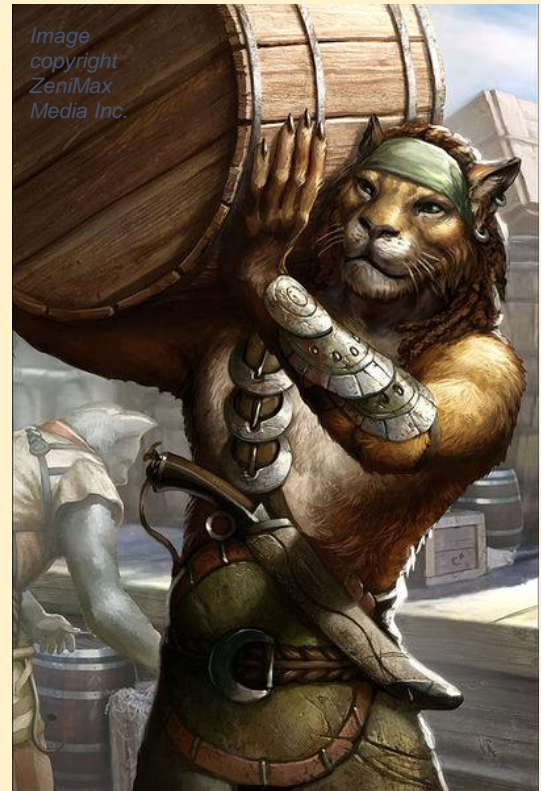


Skill	Bonus
Sneak	+10
Speechcraft	+10
Security	+5
Short Blade	+5
Light Armour	+5
Mercantile	+5
Acrobatics	+5

Suthay

Suthay are agile, and more clawed than other Khajiit of humanoid stature; they are similar in stature to that of humans too. Suthay are sneaky and are known to be good jumpers, but not so much warriors. They also have the natural ability to purr and hiss unlike some other furstocks. Suthay are born when Masser and Secunda are new; Suthay-raht are born when Masser is new and Secunda is waning.

- (Power) Ziz Kurah Strike: During your travels, you've met a monk to the Whispering Claw (or Whispering Fang, or Ziz Kurah) Claw-Dance martial art. Due to your agile yet strong stature, you've become a natural to the fast-moving fighting style. This fighting style is the antithesis of the Goutfang style and meant specifically to take another's life. The Ziz Kurah Strike, when activated, knocks enemies out of melee range, and makes them unconscious if their max health is lower than 2X your max health. If this target has less than 10 fatigue, it instantly kills them. To other enemies it does normal, hand-to-hand punch fatigue damage, knocks them out of melee range, and makes them prone. The target fly back 15ft, and if they hit anything, such as a wall, d(strength level) with disadvantage health damage is done to the target, but targets that would go prone (doesn't count for unconscious targets) do not go prone.
- (Ability) Claws: When using hand to hand you can use your claws or fists for damaging. Fists do standard punch damage, but when using your claws this instead does health damage instead. Your claws can only be used on targets without armour on their chest or head. Claws cannot knock unconscious, and it takes no time switching between claws or normal punches. Your claws also mean you cannot wear gloves or Gauntlets that are not fingerless to accommodate for your claws. Note that means all Fist and Claw damages are at disadvantage.
- (Ability) Acrobatic Dependence: SV given from being unarmoured is halved and wearing armour over 25CC disallows use of the Ziz Kurah Strike power and Spring ability.
- (Ability) Spring: Constant Effect Jump 10 points
- Difficulty rating 3



Skill	Bonus
Acrobatics	+10
Hand-to-hand	+10
Sneak	+10
Short Blade	+5
Light Armour	+5
Unarmoured	+5

Cathay

Cathay-raht are large, handsome Khajiit, said to be more agile than a werewolf. While only categorised as 'jaguar-men' by the Imperial Geographical Society, they can actually resemble a large number of shapes and sizes. Most Cathay are more like larger Suthay Khajiit than Cathay-raht, but this furstock is extremely varietal and widely non-documented, with some Cathay sharing an appearance with Cathay-raht. This allows most appearances to be possible and whether you use a Cathay-raht or Cathay appearance for this Khajiit is personal preference. Cathay are born under a waxing Masser and full Secunda; Cathay-raht are born when both Masser and Secunda are waxing.

- (Ability) Zhan Khaj: at some point in your life, you've come across an ancient scroll containing the techniques to the Zhan Khaj (Desert Wind) Claw-Dance martial art. Not knowing to return it to the Desert Wind Adeptorium monks, you've kept it, and studied the writings carefully. This knowledge has allowed you to duel wield short blades gracefully, disallowing for any need to balance yourself at less than 75 agility. On or above level 75 agility you instead get 2 seconds extra (instead of 1) after attempting 4 dagger attacks in one turn, and 1 second extra after attempting 4 short blade attacks in one turn. Heavy/special attacks take the same amount of time as normal attacks. If you alternate weapons, you regain 5FP and 5MP per hit landed, discounting the first attempted attack. This ability has drawbacks, though: Stunted Fatigue and Stunted Magicka.
- (Spell) Desert Wind: can be used in a reasonably dusty place (to the GMs discretion). You slice your sword in a way that allows magical manipulation of the dust, ash, or sand around you. This is aimed at a target (can be inanimate) and hits everything not wearing face-guarded helmets in a 10ft radius (melee range) around that target (including you). This gives everything affected a 20% blind effect indefinitely, until they remove this with 1 second of their turn. This costs 40MP, 20FP and requires a short blade roll only to perform, has no spell school.
- Difficulty rating 2



Skill	Bonus
Medium Armour	+10
Short Blade	+10
Athletics	+10
Light Armour	+5
Acrobatics	+5
Speechcraft	+5

Pahmar

Usually found as bodyguards or warriors, burly Pahmar and Pahmar-raht are among the strongest of the bipedal furstocks. They are extremely large and dangerous to be on the wrong side of. They resemble the appearance of Senche Tigers. Pahmar are born when Masser is full and Secunda is new; Pahmar-raht are born when Masser and Secunda are waning, or Masser is full and Secunda is Waning.

- (Power) Vrin-Thak ignition: On your travels you met a monk of the Goutfang (Vrin-Thak) Claw-Dance martial art. You learnt some techniques but ultimately the monk's teaching was too slow for you, and you have been teaching yourself since.

To use this power, you use 2 seconds channelling the energy to ignite your hands and feet, which automatically de-equips your on and off hands.

For the remaining turn time, and on your next turn, any punches now do the normal hand-to-hand fatigue damage plus health damage in form:

$d((\text{intelligence level})/4)$ [Piercing fire damage](#).

If your time to ignite your hands and feet are out of melee range (10ft radius) of any enemies, you gain +100 attack for the power duration.

If you begin a turn during this powers duration on less than 10% of any derived attribute (health and or fatigue and or magicka) this derived attribute is [Piercing Restored](#) for 100% of the fire damage you do on this next turn, with your ignited punches. This Restoration restores for extra/less damage done due to any weaknesses/resistance, so for example: if an enemy is 50% weak to fire, and you do 10 fire damage, this instead restores for 15 if this 'restoration' is 'active'. If an enemy however is 50% resistant to fire, and you do 10 fire damage, this instead restores for 5 if this 'restoration' is 'active'.

Equipping anything in the on or off hands will dispel the powers effects. It is also dispelled the turn after igniting your punches automatically for no time.

- (Ability) Goutfang Grapple: due to your training, you already have some experience with grapples to help you along the way in learning Submission Move, but your lack in agility makes it harder to learn Paralysing Blow. Instead of getting Paralysing Blow and Submission Move at the normal hand-to-hand unlock levels you get: Submission Move at level 80 hand-to-hand; Paralysing Blow at level 100 hand-to-hand.
- (Ability) Intelligent Confidence: Restore Health effects are (Intelligence level)% less effective.
- Difficulty rating 3



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Skill	Bonus
Axe	+10
Blunt Weapon	+10
Heavy Armour	+5
Medium Armour	+5
Long Blade	+5
Hand-to-hand	+5
Athletics	+5

Senche and Senche-raht

Senche are large quadrupedal furstock similar in size to Pahmar-raht. Senche-raht are larger than Senche and are the largest morphology. Both are intelligent lions with the ability to speak, thick forearms and almost twice as long legs. Their claws are said to be sharp as razors and can break bones with their jaws. Because of their size, outside of Elsweyr Senche and Senche-raht are often mistook for beasts which is offensive to them, as they are equal to other races and dislike someone being called their owner. Senche are born when Masser and Secunda are full; Senche-raht are born when Masser is full and Secunda is waxing or when Masser is full and Secunda is waning.



- (Ability) Variation: At the beginning of the campaign, you choose either Senche or Senche-raht. Both have different skills, attributes, and weight.

The Senche Variation has a weight of 5 for female and male. They cannot cast spells but can use enchantments. The Senche-raht Variation has a weight of 15 for female and male. They can cast spells.

Attributes	Female	Male
STR	80 for Senche 60 for Senche-raht	80 for Senche 60 for Senche-raht
INT	50	45
WIL	20 for Senche 40 for Senche-raht	20 for Senche 40 for Senche-raht
AGI	35	40
SPE	15	10
END	70	75
PER	0	0
LUCK	40	40

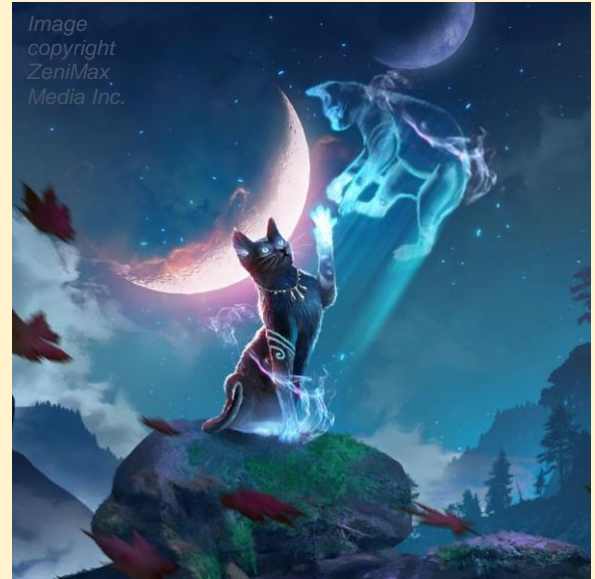
Below are Abilities Senche and Senche-raht share:

- (Ability) Non-Tailored: Cannot equip clothing, armour, weapons, rings, or amulets. They can equip 2 Belts only.
- (Ability) Claws: Hand-to-hand damage does a straight roll [Piercing Health Damage](#) instead of fatigue damage with disadvantage (as is unarmoured). Other than this, all mechanics are the same.
- (Ability) Fangs: At or above level 70 speed, once per turn, if you hit 4 attacks (including the extras) in one turn, then you can also choose to do a [Limb Dismemberment](#) for no time cost. If your 3 latest successful attacks total up to under 10 damage, the Limb Dismemberment costs no FP. If your 3 prior attacks total up to on or above 10 but under 50 damage, the Limb Dismemberment costs 50 FP. If your 3 prior attacks total up to over 50 damage, the Limb Dismemberment costs 100 FP.
- (Ability) Intimidation: $+ [0.4(100 - \text{Personality level})]$ Disposition with all Khajiit, but $- [0.4(\text{Personality level})]$ with all other races.
- (Ability) Four-legged Drive: Auto-succeed catching up to a fleeing entity, even if their speed is greater than yours.
- Difficulty rating 1

Skill	Bonus
Athletics	+15
Unarmoured	+10
Speechcraft	+10
Hand-to-hand	+5
Acrobatics	+5

Alfiq

Alfiq, though unassuming, are extremely intelligent and magically gifted Khajiit. A misconception is that Alfiq are unintelligent and cannot speak, which derives from the widespread scholarly reduction of them to be seen as mere housecats. Because of the disrespect they receive Alfiq usually do not travel outside of Elsweyr, finding the labelling patronising and irritating. Due to outsider ignorance, this does allow them to pose as housecats, though. Alfiq can wear tailored clothing, but cannot clothe themselves, usually using magic or a helper. Alfiq are born when Masser is waning and Secunda is full.



- (Power) Hunker down: Automatically travel to the nearest ally instantly (no speed roll if that enemy is outside of melee range of your current melee range circle); you can stay attached to them indefinitely. Upon reaching the ally you cloak yourself, becoming un-targetable until you leave your ally (AoE effects and already applied effects still take effect). During the time you're attached to the ally, enemies are [Taunted](#) to the attached ally. Further, any casted spells will only take effect on your ally. If your attached ally kills an enemy whilst you're attached to them, you can attach to another ally on or outside your turn for no time. You can leave an attached ally at any time for 1 second.
- (Ability) Housecat: You can pose as a housecat at any time out of combat. If enemies would otherwise attack you when you're seen, they all make an intelligence roll. On one or more successes, you are revealed, and they attack. On all failures they remain non-aggressive to you but any actions that would give you away, such as casting spells, reveal you.
- (Ability) Non-Tailored: Cannot equip clothing, armour, or weapons. Can equip 2 rings, a belt, and an amulet.
- (Ability) Bag-sized: Alfiq can be put in an ally's inventory out of combat, and will come out of the ally's inventory manually, or automatically when entering combat. They take up 19(M) or 16(F) CC. This can be used to dodge guild guide travelling costs, and any other reasonable 'trick' players can think of.
- (Ability) Extra pockets: Alfiq have a constant $+(100 - \text{non-modified strength level})/10$ to their carrying capacity.
- (Ability) Funnelled Resources: You have no FP regeneration. You cannot take Willpower as a favoured attribute.
- Male weight 0.05, Female weight 0.04
- Difficulty rating 3

Attributes	Female	Male
STR	0	0
INT	60	60
WIL	100	100
AGI	25	30
SPE	25	30
END	5	5
PER	55	45
LUCK	40	40

Skill	Bonus
Unarmoured	+5
Illusion	+5
Alchemy	+5
Conjuration	+5
Enchant	+5
Alteration	+5
Destruction	+5
Mysticism	+5
Restoration	+5

Alfiq-raht

Alfiq-raht are like Alfiq but are larger. They are still gifted with magic, intelligent, capable of speech, and annoyed by patronising comparisons to housecats. Alfiq-raht are born when Masser is waning and Secunda is Waxing.

- (Power) Conjure: Look into the Immortal Plane and temporarily bring back one of the dead from Aetherius. This effect allows you to (upon activation of the power) to roll a d20 and cast a random [summon spell](#) (sorted by health amount descending), lasting for their normal summon spell time. For example: on a 1 you cast Venimous Fabricant, on a 2 you cast Golden Saint etc... and on a 20 you cast Ancestral Ghost.

Upon power activation, the summoned creature has a $[100(\text{Current HP} / \text{Max HP})]\%$ chance to turn against you. The summoned creature does not drop anything upon death.

If you die (go into death willpower rolls) whilst your power is available to cast, it auto-casts, with a $[0.75(\text{Natural Luck Level})]\%$ chance to fight for you. Otherwise, it fights against you.

- (Ability) Housecat: You can pose as a housecat at any time out of combat. If enemies would otherwise attack you when you're seen, they all make an intelligence roll. On one or more successes, you are revealed, and they attack. On all failures, they remain non-aggressive to you, but any actions that would give you away, such as casting spells, reveal you.
- (Ability) Non-Tailored: Cannot equip most clothing, armour, or weapons. They can equip any headwear, 2 rings, a belt, and an amulet. An equipped helmet counts as a whole armour set but does not count as specific realistically unapplicable bonuses, such as heavy gauntlets giving advantage Hand-to-hand FP damage strength rolls. Alfiq-raht can also equip any daggers and can use Hand-to-hand.
- (Ability) Bag-sized: Alfiq-raht can be put in an ally's inventory out of combat, and will come out of the ally's inventory manually, or automatically when entering combat. They take up 23(M) or 19(F) CC. This can be used to dodge guild guide travel costs, and any other reasonable 'trick' players can think of.
- Male weight 0.06, Female weight 0.05
- Difficulty rating 2



Attributes	Female	Male
STR	5	10
INT	60	60
WIL	65	65
AGI	45	50
SPE	30	30
END	10	10
PER	55	45
LUCK	40	40

Skill	Bonus
Unarmoured	+5
Illusion	+5
Alchemy	+5
Conjuration	+5
Enchant	+5
Alteration	+5
Destruction	+5
Mysticism	+5
Restoration	+5

Forgotten Mane

In Khajiiti tradition, a Mane is born under the rare alignment of Masser and Secunda, when a third, dark moon appears. This Mane born is said to be the reincarnation of one Mane, born into different bodies. Manes usually are thrust into high positions of power with no competition as Manes are so rare, but Manes who are unlucky to be born into the eclipse but not chosen for power become Forgotten Manes. They are raised to be warriors to protect Elsweyr in times of great need, but because of the dark moon they are born under, are susceptible to becoming a dro-m'Athra. Dro-m'Athra are Manes corrupted by Namiira, walking forever in corrupted Daedric darkness.

- (Power) Balance: You choose your Alignment: *Warrior Alignment*. Gain +(1-10) temporarily to Strength, Endurance, Attack, and one Combat skill of choice until you use your power again. *Mage Alignment*. Gain +(1-10) temporarily to Willpower, Intelligence, Reflect and one Magic skill of choice until you use your power again. *Thief Alignment*. Gain +(1-10) temporarily to Speed, Agility, Sanctuary and one Stealth skill of choice until you use your power again.
- (Ability) Dark Moon: Upon death (3 failed death willpower rolls), do not revive upon healing during a rest, Revive scroll, or recall to the nearest Tribunal Temple. Instead, you lose your willpower to resist Namiira, you are reborn as a Dro-m'Athra. Revive scrolls are ineffective.
- (Ability) Mane's Training: Gain no bonuses to skills, but when you choose your Specialisation at the beginning of the Campaign (Combat, Stealth, or Magic) gain +10 in each of your Specialisation's governed skills instead of +5.
- Male weight 1.1, Female weight 1
- Difficulty rating 2



Attributes	Female and Male
STR	40
INT	40
WIL	40
AGI	40
SPE	40
END	40
PER	40
LUCK	30



Pictured Left: The rare alignment of Masser and Secunda creating an eclipse. The third Dark Moon is not pictured.



Dro-m'Athra (Immortal)

M'Athra are a black furred corrupted reflection of Khajiit. Any Khajiit can become corrupted with their souls claimed and lost to Namiira, forever to dance to The Bent Dance, the pounding of the Dark Heart of Lorkhaj. They desire only to destroy the harmonious life of the Khajiiti people and are vicious, brutal pseudo-Daedra who were once the mortal opposite of what they have become. Khajiit fear succumbing to The Bent Dance so much, they do not speak of the m'Athra, and when they do only under the light of the two moons.

In this campaign, playing as a dro-m'Athra is to play as a Forgotten Mane at the permanent height of their derangement, still fighting to ward off Namiira but your soul has been claimed,

nonetheless. You cannot start a campaign as a dro-m'Athra, you must be a Forgotten Mane and die in-game to become a m'Athra. Once you are a dro-m'Athra, nothing can drown out the sound of the beating of the Heart of Lorkhaj in your head; you cannot go back to being a Forgotten Mane.

As a Forgotten Mane your Attributes, Birth-sign, and Skill levels carry over to being a m'Athra, you cannot use your old abilities; Alignment is deactivated.

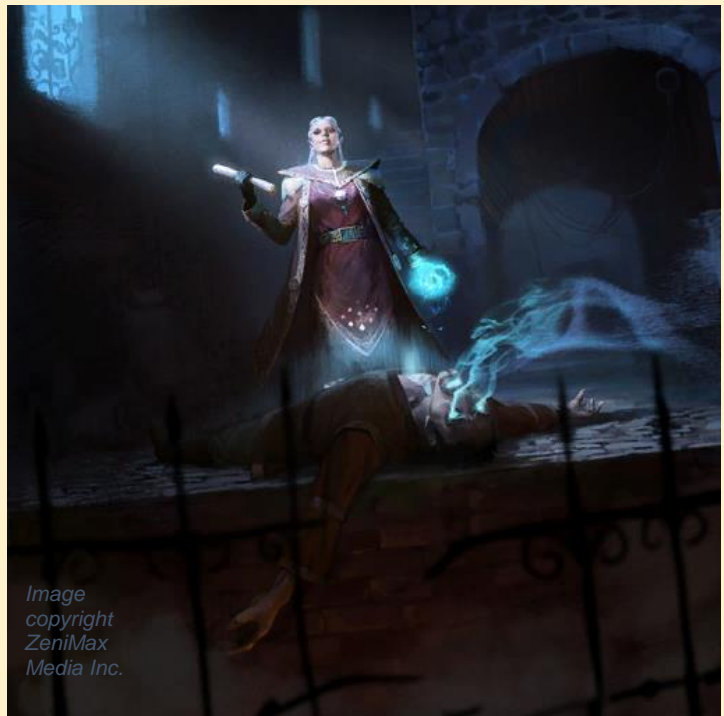
- (Power) The Bent Dance: Implant the beating of the Heart of Lorkhaj into a targets mind. Sound 1-100 (d100) points on touch. You can split this among multiple people. If N is the number of targets roll result is divided by N, and this is the points sound is for on each person. Lasts 6 seconds on each target.
- (Ability) The Bent Dance: Sound (100 – Natural Willpower level) points constant effect on self.
- (Ability) The Bent Dance: For every target that dies that you had a hand in killing, gain +1-10 (+d10) attack during this combat.
- (Ability) The Bent Dance: During night-time (22:00 – 04:00) you temporarily gain the stats of your Alignment when you died. You do not roll again, you use the d10 value you rolled before you died.
- (Ability) The Bent Dance: Restore effects are 0% effective on you, resting does not recharge HP. To heal you must consume dead entities out of combat. This [Piercing Restores](#) you for the max HP of the dead body.
- (Ability) The Bent Dance: -100 Disposition Constant Effect with all Khajiit.
- (Spell) The Bent Dance: Make a puppet of the dead incapable of speech and Strength. When activated, a random dead body within 30ft arises indefinitely, and has (Max HP of target)/10 HP. This body is not capable of attacks, it just acts as an extra target enemies might hit. If an enemy tries to leave melee range with this body and they fail, they are knocked Unconscious. If the puppet is undead, Fortify Strength 15 points on Self until the puppet dies. This effect ends also when combat ends. Conjuration spell, 40MP.
- Difficulty rating 3



Miscellaneous Addon Races (Variable lifespans)

Throughout the continents of Tamriel and beyond, circumstance has heavily shaped history and landscapes, all the way down to the backgrounds of a individuals of all races. This circumstance has led to organisations and religions establishing themselves, anywhere from Daedra followers to the second era's Undaunted. From divine gifts of power to teaching of techniques, or even just being born as they were, many have learnt ways of life that become a part of them and shape their future as well as their past.

This is the premise of addon races.



What is an addon race?

An addon race can be taken in addition to a main race; you get the addon race abilities in addition to your current race's abilities. You may take multiple addon races unless otherwise specified.

For more addon races other than the collection below, see the [ESO classes](#) that have been added to Strife!

Blood Vampire

Undead and diseased shells of creatures, these folk are cursed or blessed depending on perspective, and are hated and misunderstood by living. [Vampires](#) gain the blessing of incredible speed and strength at the curse of an eternal life shielding their white face and bloody mouths from the sun. While powerful, your blood is impure and gives you less power but at a lesser cost, allowing you to still blend in relatively easily to society, unless caught...

At the start of the campaign, you have a choice of any race to play as a vampire except Daedra, which are immune to becoming vampires;

this is a guide though, and if you want to be one as a Daedra you can. You can also contract [vampirism](#). Once your race is chosen you have the exact same Attributes, Skill bonuses, Power, Ability, Spell and Weight as that race.

- (Power) Embrace the Shadows: Chameleon 100% for 60 seconds on Self.
- (Power) Reign of Terror: Silence and Demoralise Humanoid 30 points on Self for 60ft. You automatically resist the Demoralise effect.
- (Power) Vampire's Seduction: Charm 50 points for 20 seconds on Touch.
- (Ability) Vampire: Fortify Strength, Willpower and Speed 20 points. Fortify Sneak, Athletics, Acrobatics, Hand-to-hand, Unarmoured, Mysticism, Illusion, and Destruction 30 points. Resistance to Paralysis and Common Disease 100%, Weakness to Fire 150%. Night Eye 50 points. You cannot travel, wait, or rest outdoors during the daytime (6am – 8pm) when it is sunny and cloudy or sunny and clear, and going outside during these conditions deals 1 point Sun Damage per second outside. You cannot restore health on resting and restore effects are 50% effective.
- (Ability) Hated: Upon talking to an NPC, roll a personality roll. On a success, interactions with this NPC are normal. On a failure, citizens will refuse to talk to you, and if being arrested you cannot pay bounties and jail time is doubled. Also, Damage Personality $0.75 * (\text{Personality Level})$ points.
- (Ability) Hunger: You must feed on fresh blood from someone every 2 days. If you do this it damages their Strength, Willpower, and Endurance by 20 points for 1 day, but resets your hunger. If you leave it 2 days the Sun Damage is increased by $(\text{Days since last drank blood}) \times X$, after 5 days you cannot use your powers or spells, and after a week all fortify effects disappear and are replaced with Damage Strength, Willpower, and Endurance by 20 points.
- (Spell) Hunter's Sight: Detect Animal 100ft for 30 seconds on Self, Mysticism spell, 20MP.
- (Spell) Vampire Touch: Absorb Health 10-30 points on Touch. Mysticism spell, 10MP.

Unchanged Difficulty rating

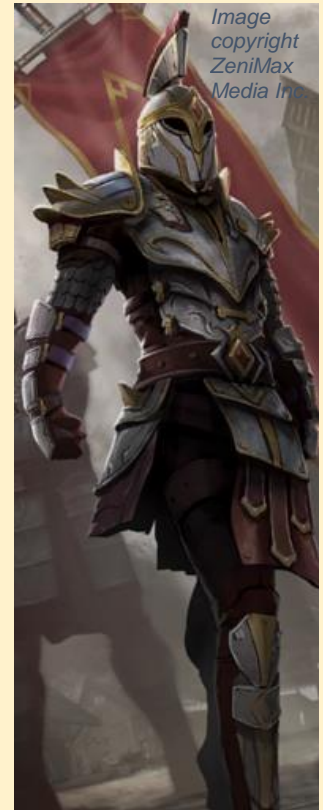


Knight of the Nine

Dedicating your life to the Divine Crusader, Pelinel Whitestrake, you are a lone holy champion bound to the nine Aedra of the Imperial pantheon. Ten years after the orders founding, in 3E 121, the group split over a bloody skirmish with the holy relics they had collected; the order never recovering. Either from the original group, the 3E 433 reformed group, or just a divine devotee, you strive to bear the holy mark into battle every time and by Reman come out the blood and guts covered victor every time, for the divines show only mercy for those who deserve it.

This 'race' is more of a way of life and alternate playstyle among people playing in campaigns with this. You can either start a campaign as a Knight of the Nine, but as a criminal, or join it during an Oblivion campaign when re-founding the order. If you join the faction in Oblivion, you do not have to be this 'race' also, it is choice; becoming this race is non-reversible. Everyone except Daedra (including dro-m'Athra), and someone who is already a Shivering Isles resident, Namira's Chosen, Vampire, or Werewolf can be a Knight of the Nine; this is a guide though, and if you want to be one as any of these you can.

- (Ability) Divine Empowerment: Starting with and capping at nine charges which reset 1-9 of them upon rest, you can empower yourself for no time; you can consume:
 - 1 charge to add a d10 of fire damage to a melee weapon attack on next hit.
 - 1 charge to Fortify Restoration 10 points for your next Restoration roll. Can stack, but if already active it will cost [(current Fortify Restoration magnitude)/10] charges.
 - 2 charges to re-roll a failed Restoration roll.
 - 3 charges to Remove Curse on Target.
 - M charges to have 20M% chance to cure common disease on Target.
 - M charges to Turn Undead M(Character Level) points for 30 seconds.
 - 9 charges to Turn Undead (Character Level) points and add a d10 of fire damage to a melee weapon attack on next hit both for 30 seconds.
- (Ability) Divine Loyalty: You cannot use Conjuraton, Mysticism, benefit Daedra in any way, or commit crimes. If you do any of these, you cannot use Divine Empowerment and you gain an 100% Weakness to [Magical Damage](#). This lasts until you finish a quest for a morally good NPC (GM discretion), then you can pay a 999G tithe to an Imperial Shrine to regain your abilities.
- Unchanged Difficulty rating



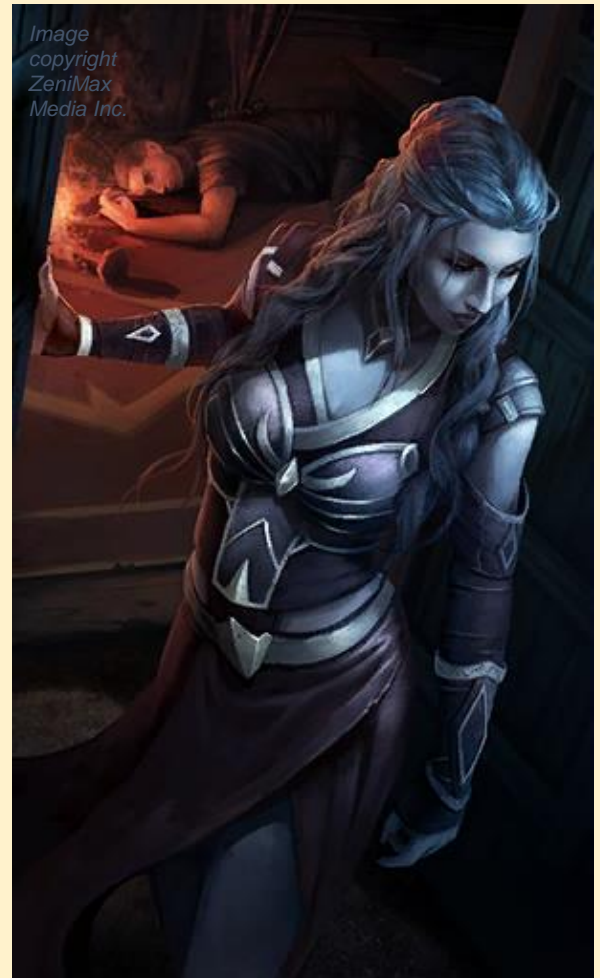
Namira's Chosen

This Acolyte of the Lady of Decay practices ritual murder and cannibalism as a way to appease Daedric Prince [Namira](#). They are not open about their beliefs and keep to themselves, sometimes living in complete and utter squalor or in normal jobs, with normal lives, blending in amongst the common folk. People join as a disciple for various reasons, from loneliness and hopelessness and comfort of power from Namira herself, to an unhealthy love for the unhealthy, to even having no choice as is the way of the Bent Dance of Namiira affecting many unfortunate Khajiit under the Dark Moon.

This 'race' is more of a way of life and alternate playstyle among people playing in campaigns with this, and you can choose to be a Namira's Chosen at the start of the campaign or any other time between sessions; this is non-reversible.

Everyone except Khajiit, Daedra, and someone who is already a Shivering Isles resident can become a Namira's Chosen; this is a guide though, and if you want to be one as any of these you can.

- (Ability) Bloodthirst: During combat you are uncontrollably thirsty for human flesh and blood, having a number of effects:
 - Demoralise Humanoid (Character Level) points in 10ft around you.
 - During your turn, [Piercing Health Damage](#) (Character Level/2) points on Self each second, every second.
 - For each point of [Physical Damage](#) done with melee weapons when in melee range, [Piercing Health Restore](#) one point on Self.
 - At the end of each combat encounter, eating what's left of the body of the deceased provides you with full current HP.
 - Restore effects are 0% effective on Self and you do not restore HP on resting.
- (Ability) Weakness to Fire 100%
- (Ability) Weakness to [Physical Damage](#) 25%
- (Ability) Resist Frost 25%
- Difficulty rating variable: This race changed difficulty rating 1 races to difficulty rating 2, difficulty rating 2 races to difficulty rating 3, and difficulty rating 3 races to difficulty rating 3.



Shivering Isles resident

The unknown magics of Sheogorath makes it impossible to tell the lifespan of the residents of his Plane of Oblivion, but one thing is certain: once you enter the Isles you lose your sanity forever. Corrupted by the Mad God's magic, this one's life in the Madhouse has taken an unknowing toll on their mental state not even knowing sometimes how long they've been in this plane or who they were before their daring venture into insanity. There are many places this worshipper of the Skooma Cat can be from, but the main 3 are Bliss (Mania Region) or Crucible (Dementia Region) in the city New Sheoth, or Passwall in the Fringe. While regions are split into the main themes of Dementia and Mania, a person from the Asylums can have any unhinged persona, from paranoia to obsession with order, nothing is off limits.



At the start of the campaign, you have a choice of any race to play as a Shivering Isles resident except Daedra, which are immune to Sheogorath's Magic; this is a guide though, and if you want to be one as a Daedra you can. Once your race is chosen you have the exact same Attributes, Skill bonuses, Power, Ability, Spell and Weight as that race.

- (Power) Uncle Sheo's Blessing: You cannot go without casting this power for more than 2 days. Reroll your Luck level, Majors and Minors:
 - A d100 is rolled for luck level and each minor skill individually upon use of your power, and each is set to the result of their d100.
 - A $[d(101 - \text{Character Level}) + (\text{Character Level} - 1)]$ is rolled for each major skill individually upon use of your power, and each is set to their result of this roll. This is equivalent to a Character Level – 100 range.
- (Ability) Unhinged: Your luck level, Major skills and Minor skills cannot be levelled. You get character experience each time a Major or Minor would level up, though it never does. Instead, Luck, Majors, and Minors are set using your power. Your character level caps at 77.
- Difficulty rating variable: This race changed difficulty rating 1 races to difficulty rating 2, difficulty rating 2 races to difficulty rating 3, and difficulty rating 3 races to difficulty rating 3.

Werewolf

Hircine's blessed of the hunt, werewolves are humanoid creatures of great strength, speed, and endurance. In packs, werewolves are lethal, but never underestimate one that can take you by surprise at night or it will be lethal. For werewolves fighting is incredible and a win-win because they are either hunting or being hunted and on when they die, they go to Hircine's Great Hunt, to hunt more. This afterlife realm is a savage and endless cycle of violence, death, and rebirth. This event can sporadically come to Nirn to entertain Hircine and perhaps find new champions who can catch the prey or escape the hunt overcoming whatever is thrown at them no matter the odds. For most werewolves this is the perfect, gruesome, deranged world, but some don't worship Hircine and believe his blessing to be a grave curse...

At the start of the campaign, you have a choice of any race to play as a Werewolf except Daedra, which are immune to becoming werewolves; this is a guide though, and if you

want to be one as a Daedra you can. Once your race is chosen you have the exact same Attributes, Skill bonuses, Power, Ability, Spell and Weight as that race.

- (Power) Werewolf: If it is night (8pm – 6am), you can transform into werewolf form; all equipment slots are de-equipped. Your Strength, Agility, Speed, Endurance, Hand-to-hand, Athletics, Unarmoured, and Acrobatics are all Fortified by $(150 - M)$ points, and all other skills are damaged by $(M - 5)$ points both for the transformation's duration, where M is the Natural level you have in that stat. You gain Jump and Night Eye 20 points, and Detect Animal 400 points for the transformation's duration.

When you do a normal hand-to-hand attack, roll two $d[(\text{Strength Level})/2]$ dice. The lower result is damage done to health while the higher is done to fatigue. If a target is unconscious both dice are damage done to health.

If you are reduced to less than 10% health you get a boost of adrenaline, and both dice deal damage to health whether or not a target is unconscious or not. Your power ending makes you Dog-tired until you can use your power again. The werewolf transformation lasts until the end of combat. If outside of combat, it will last one hour or until the end of the next combat.

- (Ability) Toll of the Hunt: When Dog-tired all actions take double time.
- (Ability) Weakness to Fire 50%, increasing to 100% if transformed into a werewolf. Silver weapons also do 2X damage, and whenever you are hit by a silver weapon your current weakness to fire doubles until the end of combat.
- Unchanged Difficulty rating



Nedes (Assumed ~80-year lifespan)

During the Merethic and First Eras, [Nedic people](#) were indigenous and inhabited territories all over Tamriel before their sharp decline. Nede was more of a catch all term, and they had many different races and ways of life, from intricate studies of astrology to primitive barbarians, to kingdoms of knights.

Ultimately Nedes historically suffered great defeats and lost land and their own people to Elven slavery, becoming scattered and homeless across Tamriel. By the 9th century of the First Era, they were confined to Volenfell, a Dwemer Hammerfell city. They were displaced and chased by Ra Gada (Yokudan warriors) across the Hammerfell province of Craglorn, until they were thought to have become extinct.

Any Nedes that did not die this way, including Nedic descendants, were thought to have been wiped out by a deadly pandemic, the 'Knahaten Flu', from 2E560 to 2E603, suffering 3 days of great pain until death.

Though a cursed race stricken with tragedy, it is possible some

Nedic tribes' descendants survived. For example: the tale of the Crimson Ship, a supposed ship that is filled with Kothrigi Nede refugees that survived the Knahaten Flu. They were turned away at every port, and thought to be killed, documented in tale: '[Pirates of the Abecean](#)', but in reality there is no evidence to their demise. Another example is the Reachfolk of Skyrim, descendants of Keptu Nedes, that have survived until the Fourth Era, and possibly further.

A great resource for learning more is [u/DrNightstone](#)'s reddit chain: On Nedes. Here are the links:

[Races](#), [Creation Myth](#), [Birth-sign attitudes](#), [Early Tribes](#), [Late tribes](#), and a Tamriel [map of Nedic tribe origins](#).



The advancement of Tamriel's culture has come to regret the fate Nedes were forced into, but with their possibility of survival there is a possibility for them to hide in the wilderness or blend in with other races and lead normal lives despite their troubled history. Perhaps there are more Nedes alive than the average Tamriel scholar and citizen realises...

Al-Gemha, Al-Hared, Men-of-Ge

All similar races, these Cyrodiil Nedes were herded as slaves by Ayleids. Al-Gemha were found before slavery across the Gold Coast, Al-Hared nearer to Blackwood and Argonia, and Men-of-Ge more sporadically settled. Al-Gemha and Al-Hared had a mostly unknown future past their slavery, but Men-of-Ge were assumed wiped out due to the Flower King Nilichi who sacrificed them to a forgotten insect king. A now surviving ancestor, long outliving their slavers, would look like any Nord, Imperial, or Breton.



- (Ability) Regeneration: You regenerate more FP and MP depending on the length you have been in combat:

$$\text{Regen per turn} = \frac{\text{Willpower level} \times \text{Number of turns you've taken (including current)}}{40}$$

On your fourth turn, you also start to passively [Piercing Restore](#) HP:

$$\text{HP regen per turn} = \left(1 - \frac{\text{Current HP}}{\text{Max HP}}\right) \times \text{Character level}$$

- (Ability) Resilient: Restore effects are 50% as effective (0.5X magnitude) on you but Fortify effects (including constant effects) are 200% as effective (2X magnitude).
- (Ability) Cyrod ancestry: At the start of the campaign, choose whether to be an Al-Gemha, Al-Hared, or Man-of-Ge. These have different skill bonuses as displayed below.
- (Spell) Taunt: choose a target to be [Taunted](#) their whole next turn. No rolls required, 30MP.
- Male weight 1.1, Female weight 1
- Difficulty rating 2

Al-Gemha Skill Bonuses	Bonus
Heavy Armour	+5
Spear	+5
Armourer	+5
Axe	+5
Blunt Weapon	+5
Long Blade	+5
Block	+5
Athletics	+5
Hand-to-hand	+5

Attributes	Female	Male
STR	30	40
INT	40	30
WIL	70	70
AGI	20	20
SPE	30	30
END	65	65
PER	15	15
LUCK	40	40

Men-of-Ge Skill Bonuses	Bonus
Medium Armour	+5
Acrobatics	+5
Marksman	+5
Sneak	+5
Short Blade	+5
Unarmoured	+5
Mercantile	+5
Speechcraft	+5
Security	+5

Al-Hared Skill Bonuses	Bonus
Light Armour	+5
Illusion	+5
Alchemy	+5
Conjuration	+5
Enchant	+5
Alteration	+5
Destruction	+5
Mysticism	+5
Restoration	+5

Duraki

One of the first tribes to develop past primitive technology, Duraki were an extremely adaptive Hammerfell Nede that constantly were at war with invading Dwemer, Ayleids and Anka-Ra Yokudans. Virmaril the Betrayer was their cause of downfall, though after he slew their councillors along with King Kestic of the Men-of-Kreath. The Duraki were devout to the Celestials, but due to misfortunes they had turned to shamanism and foreign gods upon on integration with the Manmeri post-crisis. While this seems dark, some Duraki may be darker, surviving Virmaril only in death, now just emerging from their Ancient Nedic tombs.



- (Ability) Virmaril's Curse: at the start of the campaign, choose whether you are an Undead Duraki or a Duraki. These have different abilities:
- (Ability) Undead: If you are an Undead Duraki you are affected by Turn Undead, have a 100% Fire Weakness, 100% Physical Damage Weakness, 30% Frost Resistance, 100% Poison and Common Disease Resistance, and CE Water Breathing on self. You also have Stunted Magicka and 100% Spell Absorption. Cannot use or touch silver items, when damaged by silver, you take 2X damage. You also get spell Virmaril's Blessing.
- (Ability) Alive: Duraki get Raise Dead and Fortify maximum magicka 50%.
- (Spell) Virmaril's Blessing: Raise a dead NPC humanoid body. This is a 30MP conjuration spell. The body has unlimited FP, cannot cast spells, and has $[(\text{Target Max HP}) \times (\text{Conjuration level}) / 200]$ rounded up HP. This can only be dispelled upon killing the Virmaril's Blessing target. After dispelled, the body dissolves into ash making it loot-able but un-targetable.
- (Spell) Raise Dead: Raise a dead NPC humanoid body until dispelled. This spell takes 1 second each to cast initially and manually dispel, and when active you cannot make any actions except from control the raised dead (other summons can keep attacking). The body has an unlimited fatigue and magicka pool, and has $[(\text{Target Max HP}) \times (\text{Conjuration level}) / 100]$ rounded up HP. This spell only requires a Conjuration roll, costs 20MP initially and at the start of each turn it's active it drains 10MP. If you are hit when this spell is active, make a spell willpower roll (like casting normal spells) to see if the concentration is kept active after being hit. This can be forcefully dispelled by killing the target of Raise Dead. After dispelled, the body dissolves into ash making it loot-able but un-targetable.
- Male weight 0.8, Female weight 0.75
- Difficulty Rating 2

Attributes	Female	Male
STR	40	45
INT	50	45
WIL	50	40
AGI	30	35
SPE	30	35
END	30	40
PER	40	30
LUCK	40	40

Skill	Bonus
Armourer	+10
Marksman	+5
Heavy Armour	+5
Long Blade	+5
Blunt Weapon	+5
Conjuration	+5
Enchant	+5
Alchemy	+5

Galení

The Galeni were a possibly non-native early migrator to High Rock, who settled there before the First Era. They are a druidic, magically talented, quick-witted, wise, and crafty people that were said to be pacifist diplomats that often shared their great knowledge to any who would listen. Galeni went on to integrate with the Altmer of the Direnni clan, who settled in High Rock after the Galeni and took advantage of the Galeni's great hospitality. This integration resulted in an insultingly named "mongrel race", called Manmeri, that would go on to become Bretons. Some unintegrated Galeni may possibly remain, keeping the oral traditions of this Nede race alive thousands of years later, when they were otherwise forgotten by their Breton descendants.



- (Power) Mimic: Yoink! On reaction (including not on your turn) using no time, any spell being casted by any entity in your line of sight that is not you can be copied, and you also cast it on any in-range target you choose. In this sense, spells count as any action using MP in some way, from a [base game spell](#) to homebrew racial spells. Does not require rolls or MP.
- (Power) Druidic Healer: Out of combat, this can be used to give your party a full rest that takes no time. Note: this still counts as a rest, just does not take 2+ hours and takes 0 hours instead. You still need to be in a place you can actually rest and is interrupted outside in the wilderness. This is not illegal in settlements though and will not be interrupted by anyone in a settlement.
- (Ability) Witty Diplomacy: Your socially perceptive thinking allows more graceful conversation, at the detriment of more devious skills:
 - Bribe failure rates, Taunts, and Intimidation rolls are at disadvantage.
 - Enemies making personality rolls towards you are at advantage.
 - You get +(Character Level) speechcraft for Admire rolls, and disposition is instead raised by 30 instead of 10.
 - Persuade rolls and any Speechcraft rolls in the [Crime and Punishment](#) section are at advantage.
- Male weight 1, Female weight 0.9
- Difficulty rating 1

Skill	Bonus
Speechcraft	+15
Mercantile	+10
Restoration	+10
Alchemy	+5
Enchant	+5

Attributes	Female	Male
STR	25	35
INT	45	45
WIL	55	45
AGI	25	30
SPE	30	30
END	25	35
PER	65	50
LUCK	40	40

Horwalli

Sent to Black Marsh as prisoners or refugees, these Nedes settled along western coasts and adapted well to these environments. Most became expert foragers and hunters, but were also extremely shamanistic, and took great interest in the nature of souls in the afterlife. They were presumed wiped out by the Knahaten Flu.

- (Power) Forage: Upon activation, choose (Intelligence Level)/10 alchemical ingredients to get for free (round down).
- (Power) Hunt: Choose up to (Character Level) Beasts to apply Calm Creature to indefinitely. This doesn't have a point system, and works differently on different Beasts (note that it does not work on any Diseased, Blighted or Special variations, only the ones specified):
 - Mudcrab (when not found in Bitter Coast region), Nix-Hound, Rat, Cave Rat, Telvanni Sewer Rat, Game Rat, Small Slaughterfish, Slaughterfish: **100% success rate**
 - Alit, Cliff Racer, Guar, Wild Guar, Pack Guar, Kagouti, Mudcrab (Bitter Coast regional): **90% success rate**
 - Shalk: **80% success rate**
 - Bull Netch: **60% success rate**
 - Dreugh, Betty Netch: **35% success rate**

Upon casting this power, it dispels any prior effects of this power.

- (Ability) Alchemical Healer: Potions with only Restore effects have doubled success rates. Further, if in combat, any potions given to another entity take no time to give to them or for them to use during that combat only. Also, any potions given to entities in combat, during that combat only, will apply the same effects to you but with 20% (x0.2) magnitude. If the potion has no magnitudes, the potions full effects are applied to you. This 'shared effect' can also be achieved out of combat, but the entity given the potion must use it within 60 seconds real time.
- (Ability) Shamanistic Enchanter: Upon acquiring a soul gem through you using soul trap, you have a [(Luck level)/2]% chance to duplicate that soul gem.
- (Ability) Resist Poison 50%
- (Ability) Resist Common Disease 25%
- (Spell) Water Breathing: Water Breathing for 120 seconds on self. 5MP Alteration spell
- Male weight 0.9, Female weight 0.8
- Difficulty rating 3

Skill	Bonus
Speechcraft	+10
Alchemy	+10
Enchant	+10
Mysticism	+10
Restoration	+5

Attributes	Female	Male
STR	30	40
INT	45	30
WIL	40	30
AGI	30	40
SPE	30	40
END	30	40
PER	65	50
LUCK	40	40



Keptu (Created by [Zayd](#))

Also known as Men-of-Ket or Ket Keptu, this Alik'r Desert tribe were an isolationist, celestial worshipping group of anti-mages. They sent out witch-hunters often to find and kill witches and plague spirits in the desert, infamously using blood magic themselves to fight fire with fire. Their creation of the ahead of its time Bloodroot Forge allowed the unique creation of celestial powered copper and bronze weaponry, that glowed with crimson magics. They used these for protection against outsiders, but when they resolved inter-tribe conflicts, they would muster as much men as they could to shout profanities and insults at the other tribe, and not even fight physically. If inter-tribe conflicts did ever rarely rise to conflict, they never chose to fight to the death. Upon the arrival of the Yokudans, the Keptu generally chose to flee northwards, and integrate into the Reachfolk's culture, very similar to the Duraki.

- (Power) Focused Fervour: Your history of battle tactics against invaders and screaming of profanities in battle helps you and your allies concentrate against all odds. Upon activation any Demoralised allies have the effect dispelled. You also must designate 3 targets to become Conquest Targets. Any physical weapon skill checks against Conquest Targets you or allies make is now at advantage for the next 60 seconds. You can end this power early on your turn for 1 second, which means the next attempted physical weapon skill check by an entity in combat against a Conquest Target automatically Critically Hits (1 on a d100).
- (Ability) Perseverance: During your Focused Fervour power, if you or allies are downed while a Conquest Target is alive in your line of sight the downed gain an advantage for death willpower rolls (advantage roll at half level) or unconsciousness willpower rolls (advantage roll), depending on if they died or were knocked unconscious.
- (Ability) Mage Hunter: Upon combat starting you gain a shield for amount:

$$\text{Shield amount} = 2\sqrt{\text{Willpower level} - 40}$$

Note: the shield is not given below 40 willpower level. Also, this is not a shield effect, it works as fortify health but for [magical damage](#) only. If the shield is not fully broken then it doesn't recharge, it stays partially depleted. When fully broken it fully recharges upon two full rounds of combat going by.
- (Ability) Profanities: Inspire your allies with your 'spirit'. When a Conquest Target is killed by you during your Focused Fervour power, choose an ally to gain the Mage Hunter shield (using their willpower level), not instead of you. If this Conquest Target is killed through any other means during your power, if you have your Mage Hunter shield, your shield (same magnitude) is transferred to the entity that killed the Conquest Target.
- Male weight 0.85, Female weight 0.8
- Difficulty rating 2

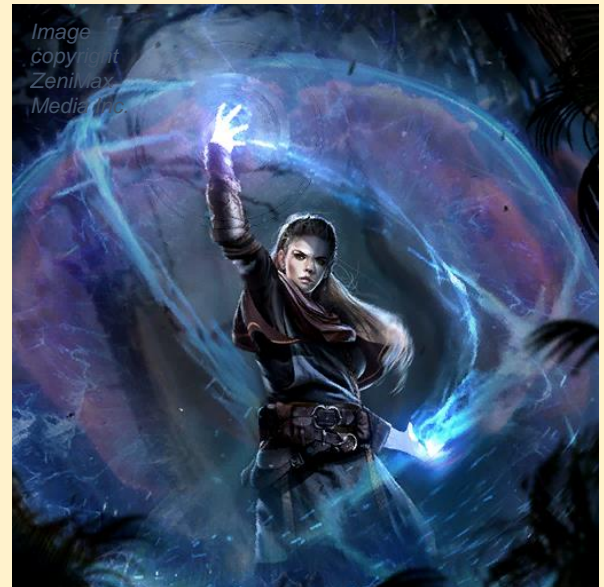


Attributes	Female	Male
STR	40	50
INT	35	30
WIL	45	40
AGI	40	35
SPE	35	40
END	40	45
PER	35	30
LUCK	40	40

Skill	Bonus
Long Blade	+10
Blunt	+10
Axe	+10
Marksman	+10
Armourer	+5

Kothrigi

The unique Kothrigi Nede from Northern Black Marsh bordering on mainland Morrowind were a diverse race of Nede. They ranged anywhere from pale to silver skin, with white to black shaded hair. They are a nomadic herding race that are well travelled sailors and traders, journeying even as far as modern Hammerfell. They were heavily shamanistic, where their shamans would guide animal herds, find silver for mining, and even channel wind to 'power' their ships sails. They were generally isolationist, but agile in their fighting when needed, with their thief-born tribe members ruling the villages. They were assumed dead to the Knahaten Flu, but as described prior, the Crimson Ship may yet exist and carry the hope for Kothrigi and other races' reparations.



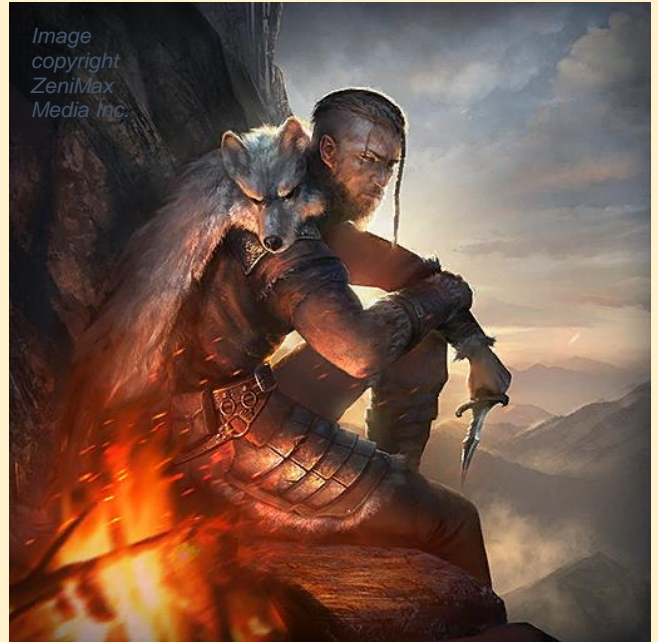
- (Power) Wind Pull: Use your distinctive shamanistic ability to channel wind, passed down by ancestors. If used at the start of your turn, this power takes no time. Otherwise takes 2 seconds. You pull any number of chosen targets into your melee range with a $[100/(\text{Number of Enemies pulled})]\%$ chance rounded up for each individual target to be [Stumbled](#); targets must be out of melee range. This means that anyone in the melee range of you (including you), has 2 seconds each to do any action against each individual target that is Stumbled. Targets not Stumbled are still now in melee range alongside the Stumbled ones. All enemies that are a target of Wind Pull are now [Taunted](#) to you for their next turn only.
- (Power) Wind Blast: This used on reaction (not on your turn included, takes no time). It acts as a 'ward', redirecting any projectiles against you (on target magic spells, thrown items/weapons, bolts and arrows, anything else to the GMs discretion) to a random target currently in combat with you, that isn't you. When rolling the dice to determine the random target, you CAN choose one entity to count for (Character Level) entities instead, to increase their chances of being hit. If any entity dies from the projectile you redirected, this resets ALL your powers (can be used again today). If 2+ die, it resets all allies' powers (includes birth-signs etc.).
- (Ability) Minor Wind Control: This is an RP ability. Using this, you can interact with your surroundings using wind (like telekinesis), lifting items 3 times your character level in carrying capacity.
- (Ability) Overburdened: When your Current CC is over 150, your Speed and Agility are subtracted by $(\text{Current CC} - 150)/5$, but your Willpower is increased by $(\text{Current CC} - 150)/7$.
- (Ability) Resist Poison 25%
- Male weight 0.9, Female weight 0.9
- Difficulty rating 3

Skill	Bonus
Mercantile	+15
Speechcraft	+10
Sneak	+5
Illusion	+5
Alteration	+5
Mysticism	+5

Attributes	Female	Male
STR	35	40
INT	30	30
WIL	20	25
AGI	50	40
SPE	50	40
END	35	40
PER	50	55
LUCK	40	40

Men-of-Kreath

This heavily celestial Falkreath and Jerall mountain Nede has historically become downtrodden by Ayleid slave labour. They ruled over ancient Falkreath and had Men-of-Kreath and allies in Craglorn's "Skyreach Hold" until the Ra Gada Deathlands invasion of 1E 808. There is evidence to show they were an advanced civilisation of warriors, but an undead lich Virmaril murdered their leader, The Forest King Kestic (alongside other leaders), and took control of their bodies using necromancy. Virmaril was later sealed by the Perena and presumably other Nedes, but for the Men-of-Kreath it was too late after their forest kingdom was dissolved because of the attacks on Virmaril's undead legion of their kin.



As the southern kingdoms in Craglorn fell, many Men-of-Kreath in Craglorn returned North to their forest kingdoms in Skyrim and the Jerall Mountains, becoming isolationist and returning to their nomadic herding and shamanistic roots, crafting bronze weapons and tools. They broke this tradition though, when allying with Atmorans and Kreathi to indiscriminately slaughter Elves, possibly these years later still holding the grudge against the undead Altmer Virmaril.

- (Ability) Secluded Worship: Your time alone is spent worshipping your Patron Celestials. This is done so often and timely, and has been done for so long, that the Celestials have gifted your honour to them with another sign. At the start of the campaign, choose two birth-signs instead of one.
- (Ability) Lone Wolf: Passed down through generations your Craglorn ancestors perfected the tactics of crowding allies in battle, but life has been lonely for Kreathi tribes, and you have adapted to this. The more enemies in your melee range the more physical damage (not including enchantments, spells, or potions) you do, with the modifier being decreased by close allies. This modifier is: $\left(\frac{\text{Enemies in melee range} + 1}{[\text{Allies in melee range} + 1]^2} \right) \times \text{damage}$. Mer count as 2 instead of 1 towards both values in this modifier.
- (Ability) Alert: All turn order rolls (including resulting luck rolls and rolls offs with the party to settle a same turn order roll) are at advantage for you.
- Male weight 1.1, Female weight 1
- Difficulty rating 1

Skill	Bonus
Armourer	+15
Spear	+10
Medium Armour	+5
Light Armour	+5
Long Blade	+5
Short Blade	+5

Attributes	Female	Male
STR	35	45
INT	35	35
WIL	40	40
AGI	50	40
SPE	45	40
END	40	45
PER	25	25
LUCK	40	40

Men-of-Mitiri

From North Elsweyr and Valenwood to Southern Cyrodiil, this Nibeni originating tribe were nomadic and rich in culture of songs and acceptance. They aim to lead a life of pleasure and social prowess and are so pleasant that even the xenophobic old Mer of the Green (Bosmer) welcomed them with open arms and community; it is said as of modern times some Bosmer contain Mitiri blood. They developed early techniques of brewing rums and spirits, honoured silk weavers with high praise, and herded exotic animals for later revelry.



- (Power) Moth's Protection: This is on target and has different effects depending on the target's status:
 - If the target is alive, they cannot be the target or damaged by anything but cannot make any actions. This lasts until the end of their next turn.
 - If the target is on death willpower rolls, they are revived on 1HP.
 - If the target is fully dead, they are brought back to death willpower rolls with 3 death willpower rolls remaining.
- (Ability) Field Musician: During combat and outside of melee range, you can play music elegantly with an instrument of your choice to inspire your allies. When outside enemy melee range:
 - Your turn time decreases to 2 seconds as you're playing an instrument, and you can only cast spells, use CWU enchantments, or use powers. For roleplay the spells can come from your musical instrument.
 - Moth's Protection takes 2 seconds to cast, and once per combat you can choose for a Bardic Healing cast attempt to take no time.
 - All entities in combat are Rallied for (Character Level)x5 points, but have Sound applied to them for d[Strength Level] points. For no time once per turn, the sound dice can be rerolled. So long as you are outside of melee range and playing your instrument this sound persists and is a loud noise; entities know where you are in dark areas.
 - Allies gain +(Character Level) Strength, Willpower, Attack, or Sanctuary. This can be chosen each turn for no time by you and is the same for each ally.
 - You can use the Awaken and Inspire spells.
 - Entities in combat gain an advantage on melee range exit speed rolls.

When in melee range of enemies or Field Musician is deactivated:

- You stop playing your instrument and your turn time is normal. You also are not limited to just spells, CWU enchantments or powers.
- Moth's Protection takes 4 seconds to cast, and Bardic Healing cannot take no time when in melee range with enemies (2 seconds normally).
- Entities and allies lose the Rally and attribute/attack/sanctuary buffs respectively until you exit enemy melee range again.
- You can't use the Awaken and Inspire spells.

You may deactivate/reactivate this ability at will for no time during your turn or whenever you have time (sneak attacks, extra time, etc...). After combat finishes, Field Musician automatically turns off. You may reactivate it any time before combat but is loud and may give away your position unless during your sneak attack time.

- (Ability) Resist Common Disease 25%
- (Ability) Off-guard: Enemies moving into your melee range will take 2 seconds off your next turn but moving into an enemy's melee range still takes no time. Also, when in melee range with an enemy you take 1.5X damage, but outside of melee range with enemies you take 2X damage.
- (Spell) Bardic Healing: Restoration spell, on Target, 40MP; provides delayed Restore to the affected, healing on the end of their next turn. It is for (Character Level) points, but if the target uses their turn to exit melee range with an enemy then it instead does [Piercing Restore](#) health for d(intelligence level) points.
- (Spell) Awaken: Restoration spell, on Target, 30MP; affected entities gain one advantage on their willpower death or unconsciousness rolls.
- (Spell) Inspire: Restoration Spell, on Target, 15MP; Give the target +10 in a skill level of your choice temporarily, until the end of their next turn.
- (Spell) Illusionary Misdirection: No rolls and on reaction, (Endurance Level)FP cost; Redirect any incoming action from a sentient entity to an ally who is in-range of the incoming action before you take the action. The side effect of this is that it increases both increased damage modifiers by 0.5X from the Off-guard ability until this combat instance ends.
- Male weight 1, Female weight 0.9
- Difficulty rating 3



Skill	Bonus
Mercantile	+15
Speechcraft	+15
Acrobatics	+10
Restoration	+5

Attributes	Female	Male
STR	25	35
INT	40	40
WIL	45	40
AGI	30	25
SPE	55	50
END	25	40
PER	50	40
LUCK	40	40

Perena

Found in Cyrodiil and Hammerfell, Perena can range in appearance of Imperial to Nords depending on origin. They practice the observation of the night sky, and their life revolves heavily around these observations. Some believe that Nedes, possibly Perenaal Nedes specifically, even were involved in the creation of the Celestials. Celestials are powerful ethereal beings formed by the power of stars; modern pantheons know them simply as their birth-sign. Perena society was seen to be quite advanced compared to other more barbaric ones even going as far to make clothing and sophisticated armour and being very adept at magic to the point of finding out how to use soul magic on themselves to seal a dangerous lich forever.



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- (Power) Study the Stars: This power differs with the [current month](#) but relates closely to the months corresponding Birth-sign. Here are its different effects:

Month	Related birth-sign	Effect
Morning Star	The Ritual	Restore Health 20 points for 1 second, and Turn Undead on Touch for 30 seconds
Sun's Dawn	The Lover	Fortify Agility 25 points and Paralyse on Touch for 20 seconds. Also, Damage Fatigue 25 points on self.
First Seed	The Lord	Restore Health 2 points for 60 seconds, becoming 100% weak to Fire for the duration
Rain's Hand	The Mage	Restore Magicka 50 points
Second Seed	The Shadow	Chameleon 50% for 60 seconds
Midyear	The Steed	Fortify Speed 25 points for 60 seconds
Sun's Height	The Apprentice	Fortify Intelligence 100 points for 60 seconds, gaining a 100% Weakness to Pure magicka for the duration
Last Seed	The Warrior	Fortify Attack 10 points for 60 seconds
Hearthfire	The Lady	Fortify Personality and Endurance 25 points for 60 seconds
Frostfall	The Tower	Detect Animal, Key or Enchantment for 10 seconds in 200ft, and upon the 10 seconds ending, choose whether to use Open 25 points on Touch.
Sun's Dusk	The Atronach	Gain 100% Spell Absorption, Stunted Magicka, Fortify Intelligence 100 points, but Damage Magicka 2 points for 60 seconds
Evening Star	The Thief	Sanctuary 10 points for 60 seconds

Upon use of this power, it has a 10% chance to cast as The Serpent's birth-sign spell: [Star Curse](#) instead, on a random in range target including yourself.

- (Ability) Astrological Cycle: Temporarily until the next day, increase every skill and attribute by your Day Modifier; Day Modifiers are rounded down. This Day Modifier is dependent on your choice for the Origins ability. This ability resets each day, providing a new Day Modifier.
- (Ability) Origins: At the start of the campaign, choose either to be a Hammerfell Perena or Cyrodiil Perena. Both have separate Day Modifier. Hammerfell Perena cannot use the Cyrodiil Perena ability and Cyrodiil Perena cannot use the Hammerfell Perena ability.
- (Ability) Hammerfell Perena: As a Hammerfell Perena, your Day Modifier is:

$$\text{Day Modifier} = \ln(\text{Character Level}) \times \left[1 - 2 \cos\left(\frac{2 \times \text{Day of the month}}{3\pi}\right) \right]$$
- (Ability) Cyrodiil Perena: As a Cyrodiil Perena, your Day Modifier is:

$$\text{Day Modifier} = -0.5(\text{Character Level}) \times \cos\left(\frac{2 \times \text{Day of the month}}{3\pi}\right)$$
- Male weight 0.95, Female weight 0.85
- Difficulty rating 3

Cyrodiil Perena have a more sporadic Day Modifier but their average skill increase is +0 rather than Hammerfell Perena, which is positive up to approximately +7. Cyrodiil Perena's upside is the huge magnitude of their peaks and troughs, as is not logarithmic like its counterpart that doesn't scale as much.

Attributes	Female	Male
STR	25	50
INT	50	35
WIL	55	40
AGI	30	30
SPE	30	35
END	35	50
PER	45	30
LUCK	40	40

Skill	Bonus
Mysticism	+15
Heavy Armour	+5
Light Armour	+5
Unarmoured	+5
Axe	+5
Blunt Weapon	+5
Long Blade	+5



Reachfolk (Created by [Zayd](#))

Note: Reachfolk are a complex race with ability structures based partially on Elder Scrolls Online morphing abilities.

Modern descendants of Keptu and High Rock Nedic races, Reachmen are shunned by modern society and in turn stay reserved to the Reach hold of Skyrim, defending their territories viciously with their infamously unique and dangerously advanced hedge-magic; a druidic, dangerous naturistic magic. The Witchmen of High Rock as they are also known value hard work and respect manual labour, embracing pain as future wisdom. This may come from the hardy teachings of Daedric princes many of the Reachfolk embrace, including Namira, Malacath, Nocturnal, Molag Bal, Mehrunes Dagon, and Peryite, but mainly showing allegiance to Hircine, teaching them to be cunning and strong. Reachfolk tribes are scattered and rebuilt by like-minded people very often taking a settled or nomadic form sporadically, perhaps even venturing into other Skyrim neighbouring provinces fighting against imperial propaganda that has branded them as lawless or seeking their so desired recognition of independence.

- (Ability) Briar Seed: The Reach has planted in you a seed of hedge-magic, growing with your power to help defend your home. This ability gets more additions with character level:
 - **Level 1** > (Ability) Thornbite: Your magic acts as an extension of your weapon, wreathing your weapon in thorns. Upon each melee attack you can spend 8MP (on reaction, for no time or rolls) to add a d8 of pure magicka health damage.
 - **Level 3** > (Spell) Bramble Shield: Channel the roots of your briar seed to grow into a protective shield to defend you. Alteration spell, 20MP, 16-point Shield on self for 30 seconds.
 - **Level 5** > (Spell) Sap Magic: The restorative healing of nature runs through your blood like sap in a Spriggan. This allows you to heal yourself and others. Restoration spell, no MP, Restore Health 10-30 points on self. Upon cast this can also be chosen to instead transfer any chosen percentage on or under (Character Level x 10)% of the Health Restoration to an entity on Target.
 - **Level 8** > (Morph; replaces Thornbite) Rootburst: As you grow in strength so does the briar seed, letting you create explosive bursts of thorns with your strikes. Upon each melee attack you can spend 10MP (on reaction, for no time or rolls) to add a d[2 x (Character Level)] of pure magicka health damage. The explosion also deals pure magicka health damage to all entities in melee range if you roll below a 10, for (10 - Rolled damage) points.



- **Level 11 > (Ability) Defensive Spores:** Your shielding magic has evolved to incapacitate enemies. After taking damage (when SV applies) while Bramble Shield is active, you can use your reaction (no time or rolls) to produce a field of suffocating spores that erupt from your shield and cloud the area around you (melee range). These spores do $d(\text{Character Level})$ poison damage to in range entities. The suffocation from the spores also causes entities in range to have to succeed a standard willpower roll on their turn's start, or their attacks take double time or double fatigue (choice). The suffocation effect from the spores only affects entities that breathe (discounting entities with waterbreathing, Undead, Daedra, etc...). Upon each cast of this ability, it also increases the wearers Bramble Shield magnitude by (Character Level) points, and its time remaining by (Number of entities affected) seconds. Also, Bramble Shield can now stack effects on a recast.
- **Level 14 > (Morph; replaces Sap Magic) Triggerseed:** Your sap magic has advanced to be able to rejuvenate allies in a burst of seeds from a target. Restore health on self and in a 10ft (melee range) radius on allies for (Character Level) – (3 x Character Level) points. The dice for this is a $d[(2 \times \text{Character Level}) + 1] + \text{Character Level} - 1$.
- **(Ability) Deep Rooted:** The weight of the briar seed is a blessing and a burden, bearing a heavy physical toll. Your character weight grows alongside your briar seed, increasing with levels:

$$\text{Player weight} = \frac{\text{Character Level} + 12}{15}$$

Further, the seeds burden causes your Maximum Carrying Capacity to instead be 2 X (Strength Level), not the normal 5 X (Strength Level).

- **(Ability) Bark Skin:** The people of the reach are hardy in face of an invader's weapon, but the instability of hedge-magic can leave them susceptible to outside magic. When applying your SV to physical damage, multiply it by 2. Further, your SV multiplied by 2 is added onto incoming magical effects' magnitudes from spells casted by enemies.
- Difficulty rating 3

Skill	Bonus
Spear	+10
Long Blade	+10
Mysticism	+10
Restoration	+10
Alteration	+5



Attributes	Female	Male
STR	40	45
INT	45	40
WIL	45	45
AGI	40	40
SPE	30	30
END	45	45
PER	25	25
LUCK	40	40

Reachfolk Bloodforged (Created by [Zayd](#))

Created atop Hircine's Bloodroot Forge using [nirncrux](#) and dangerous [rituals](#), [Bloodforged](#) have incredible ability due to their transformation. Their beating heart is torn out and replaced with the nirncrux causing the cavities residents to amalgamate, becoming a mixture of nirncrux, iron, and blood. Their flesh then turns into stone and fire giving these lucky Forsworn, usually of the infamous [Dreadhorn](#) clan, the ability to endure much more, powers from their new tainted blood, and rarely seen abilities to morph into larger, stronger forms known as luchers. Clanned Bloodforged are tasked with tribal protection and frontline battle, meaning whilst a dying breed, they were amongst the most feared of 2E Falkreath. [Further descriptor](#) from the creator.



- (Power) Beast of Blood: This gift offered by Hircine is a coveted power, yet the transformation itself is equally as horrifying as it is mighty. Upon activation for 60 seconds, you take the form of a viciously deformed and physically imposing Beast of Blood lucher, during this transformation your relatively average physical stature is magnified at the cost of your ability to cast and utilise magic yourself. The following are the power's abilities:
 - During the transformation all equipment slots are de-equipped, you have no SV, and your stats changed to become those of the Beast of Blood. Skills cannot be levelled, but upon gaining a Character level one Beast of Blood attribute and two racial attributes are levelled instead of 3 racial abilities. Level up tables for the Beast of Blood are shared with your human form.
 - You can only distinguish allies, meaning attacks are rolled on a random in-range enemy.
 - Your transformation ends after 60s or if the Beast of Blood's HP is reduced to 0 reverting you back to the health, fatigue and magicka totals you were before the transformation and making actions take double time for 3 turns (double time effect also ends if combat ends).
 - Your Race weight becomes 10
 - Fortify effects have 0% effectiveness until Beast of the Blood ends, including from Birth-signs.
 - You cannot use magic and must act according to the Beast of Blood Actions (which are fatigue costing spells) listed below for attacking in combat.

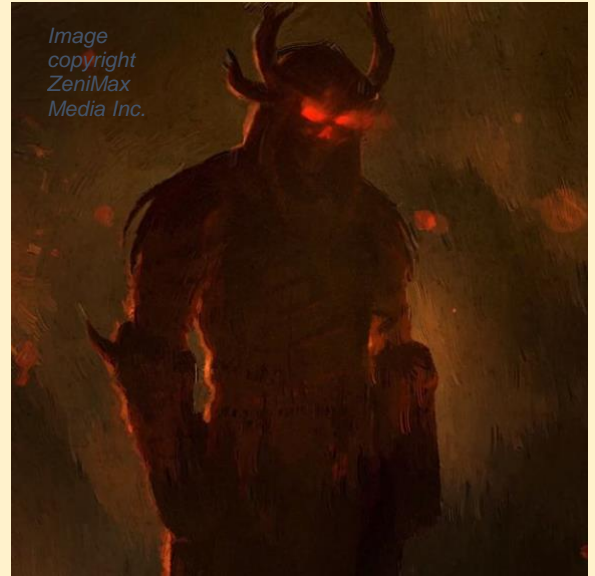
Beast of Blood Attributes	
STR	70
INT	0
WIL	50
AGI	50
SPE	30
END	70
PER	0
LUCK	40

Beast of Blood Skills	
Athletics	60
Claw	70
Engorge	50
Screech	50
Blunt	60

- (Beast of Blood Action) Feral Leap: Costing 20FP and taking 4 seconds, you leap with frightening power atop a target and attempt to pin them down to be at your mercy. Make an Athletics roll, on a success, you leap upon a target pinning them to the ground prone and dealing 1-10 physical damage, but due to your size you cover them and only you can target them. On a failure you land beside your target in combat. You cannot target any other entity when pinning them, and they cannot target anything but you. With a successful disadvantage Endurance roll the target can escape, leaving melee range as well. Note: if Feral Leap is used to leave melee range this can be done, but a failed Feral Leap would give enemies 2 seconds of actions on you, like if you failed a speed roll.
- (Beast of Blood Action) Frenzied Maul: Costing 30FP and taking 2 seconds, you hack and claw into a target in a fit of frenzied wild rage, rejuvenating yourself on the viscera you pull from them. Make a Claw roll and upon a success roll, a 15-30 points of Slash physical damage is done, and on a failure the attack misses. Regardless of the success roll make an Engorge roll and on a success, [Piercing](#) Restore Health for 15-20 points as you absorb the claret of your foes, on a failure restore nothing.
- (Beast of Blood Action) Revitalising Rend: Costing 10HP and taking 2 seconds, you intake the vitality of a target and bolster your stamina. [Piercing](#) Restore Fatigue for 6-25 Points.
- (Beast of Blood Action) Debilitating Screech: Costing 30FP and 4 seconds, you let out a terrible trilling cry of agony and hunger to terrify both prey and ally alike. Make a Screech roll and on a success Demoralise Creature and Demoralise Humanoid for $(100 - \text{Rolled Value})/2$ points in 10ft around you for the duration of the Beast of Blood form.
- (Beast of Blood Action) Crushing Slam: Costing 40FP and 4 seconds, your hulking form clubs the ground with such force it splinters and threatens to topple those nearby. Make a Blunt roll and on a success create a shockwave in the ground causing all entities within 10ft to take 1-35 points of Fatigue Damage. Affected entities also go prone (resistible). Following this the ground around the slam is now to be considered perilous terrain and moving out or into this 10ft melee range will knock entities prone (resistible) instead of completing the movement.



- (Ability) Life Hunter: The most pure form of nature is life itself, and you have a deep knowledge of how to locate and abuse the life forces of other's to your own will. You have CE Detect Creature for 30pts. This increases to 50pts at Character Level 5, 100pts at 10, and 150pts at 15. Additionally, any full soul gems that are present within 50ft are known to you. At Character Level 1 this is limited to petty soul gems, lesser at 5, common and greater at 10 and grand at 15.
- (Ability) Chaos Drinker: Despite your specialisation in the haemomantic craft, you still retain a tenuous link to regular magics. You have CE Spell Absorption 20%, Fortify Maximum Magicka 100%, and Stunted Magicka.
- (Ability) Sanguine Malice: Your prowess and bond with blood allows you to control your enemies like sick flesh puppets and draw the draining life from corpses of foes, but this comes with its limits as the dark nature of your blood makes it hard to restore your vitality without haemomancy. Your stubborn immunity means you have Stunted Fatigue, Restore effects have 0% effectiveness on you, and resting restores no Health. You also have 50% Weakness to Poison and Frost, and getting a disease makes actions take double time for the first combat turn of having the disease.
- (Spell) Blood Puppet: You rend control of someone's body and mind from them, forcing them to endure immense pain as you contort their flesh, suffering immense physical and mental strain as their muscles are contorted and stretched to squeeze out blood like a wrung-out cloth. Absorb Fatigue 1-20 points and Paralyse both for 5 seconds on Target. Mysticism spell; 30MP and 10HP cost.
- (Spell) Bile Harvester: Even the dwindling essence of a fresh corpse can be plentiful to sustain those willing to go to such perverse lengths. Touching a recently dead corpse allows the Bloodforged to Restore Health for (Endurance Level)/4 points and Restore Magicka (Intelligence Level)/4 points on Touch, as you forcibly evacuate all the fluids from the corpse to absorb into your own tainted blood. Restoration Spell; 25MP cost, costs no magicka outside of combat.
- (Spell) Invasive Veins: Although your practices are disturbing and demonic to most who would witness them, the practicality of a control over blood can be a powerful asset for allies. If an ally is suffering from Drain, Absorb, Paralysis, or Blind, you can (on Touch) cleanse one effect from them as you eject and conjoin your veins with theirs to purify their contaminated blood. Restoration spell; 15MP, 10HP, and 10FP cost.
- Male weight 1.1, Female weight 1.1
- Difficulty rating 2



Skill	Bonus
Alchemy	+10
Enchant	+10
Mysticism	+10
Restoration	+10
Light Armour	+5

Attributes	Female	Male
STR	30	30
INT	45	40
WIL	40	45
AGI	40	40
SPE	40	40
END	50	50
PER	25	25
LUCK	40	40

Reachfolk Briarheart (Created by [Zayd](#))

Hircine worshipping Reachfolk that are at the top of their combatant ranks ritualistically replacing their hearts with poisoned briars, becoming undead, and what is known as a Briarheart. The ritual involved communing with Hircine as themselves as a sacrifice to resurrect with newfound incredible abilities but suffering constant pain.

- (Power) Arcane Overcharge: You can channel the potent poison of the Briar in your chest to empower your magic. For 60 seconds, you regenerate 25% of your MP each turn, and spellcasting takes half time. At the end of this you become Exhausted as you need to recuperate from the poison and pure magicka's toll.
- (Power) Hedge Mage's Havoc: A too large amount of poison toxicity can result in a catastrophic weave of magicka from the heart. After taking 1/3 or more of your maximum HP in poison damage, on reaction, for no time, your briar will (without consent from you) let out a destructive wave of magical poison smog that will render entities in a 50ft sphere around the explosions centre unable to cast spells, enchantments, or scrolls for 60 seconds. Further, all entities (including you) in the smog will take 6-12 points of Poison damage each second until they are out of the smog, or the smog dissipates (after the 60 seconds). This is rolled at the start of the smog and is the same throughout for every entity affected. This explosion also makes you Exhausted.
- (Ability) Exhaustion: When Exhausted from either of your powers, for 3 full rounds of combat all actions take double time. Taking any poison damage not originating from you will alleviate being Exhausted.
- (Ability) Wild Magicka Well: The untapped potential of magic is easily accessible to those to draw on the strength of nature but can still be wild in its essence. Fortify Maximum Magicka 150% (2.5X) and Stunted Magicka. Restore effects are also 0% effective.
- (Ability) Untempered Nature: The raw power of nature allows you to harness and bend the laws of magicka to your own will. You can convert the damage of a Fire, Frost, Shock, or Poison destruction spell into another of the four types of elemental damage for 20MP as a reaction for no time on your turn.
- (Ability) Volatile Nature: The power of the elements are some of the greatest weapons that nature has to offer, allowing you to embody it fully at the expense of a physical frailty: Resist Shock and Frost 20%, Resist Poison 160%, Weakness to Fire and Bladed Weapons (including marksman in this case) 50%.
- Male weight 1, Female weight 0.9
- Difficulty rating 3



Skill	Bonus
Destruction	+15
Unarmoured	+10
Alteration	+10
Alchemy	+5
Mysticism	+5

Attributes	Female	Male
STR	30	30
INT	45	45
WIL	55	55
AGI	40	40
SPE	35	30
END	30	35
PER	25	25
LUCK	40	40

Rontha

The Rontha were a non-shamanistic and extremely racially and ethnically diverse nomadic clan primarily in the Stonefalls region of old (mainland) Morrowind. Rontha were so racially diverse because their tribes were fully made up of many Nede races that were all born under the Serpent birth-sign and loved war. They were so conflict loving they even considered gods and the supernatural as an enemy, and ritualistically drank wines before battle. They had many conflicts with the Chimer (who tried diplomatic reasoning, only to result in death) and were a huge militaristic problem for the Chimer. Rontha were noted to be particularly vicious and known to brand items, and more dauntingly, people captured in battle. Another tradition was their version of cannibalism, where they cremated close family and drunk the elixir made from the ashes. It's unknown as to whether Rontha had fully died out, but their reign surely ended with the construction of the [Brothers of Strife](#). If there were any clans still in existence there's evidence to suggest they were not well integrated into society, so would most likely still practice the brutal traditions of war passed down, maybe even at a more adapted and skilled level.



- (Power) Comberry Wine: Upon activation of your power, fully drink a flask of strong Comberry Wine to the point of a berserk state of consciousness. For 60 seconds any melee hits you successfully land automatically count as a rolled 1 (critical hit). During this time any damage to you does 2X damage. Note the Comberry Wine itself also gives you one Drunkedness stack and has effects: Fortify Strength 50 points and Drain Agility 100 points for 60 seconds. Once a day this power can instead be used on Touch to instead give the target the Comberry Wine effects (but not the power's effects).
- (Ability) Seasoned Drunk: You resist the first [Drunkedness](#) stack of the day, still gaining the effects of the Alcoholic potion.
- (Ability) Desire for Combat: If you have been out of combat for a whole day or are resting with on or above 90% health then you gain +(Character level) Strength temporarily instead of rest bonuses (not including enchanted item recharges) for the next combat's duration, starting upon entering combat.
- (Ability) Capture and Brand: If an enemy is fleeing from combat and they're the only one left, you can instantly end combat. This captures the target and using your ancient branding techniques you can 'intimidate' the target for information, using an advantage personality roll.
- (Ability) Scaleborn: Rontha practice the "Way of the Serpent", and are traditionally all scaleborns, meaning they MUST have the Serpent birth-sign; it is their only patron.
- (Ability) Resist Shock 20%
- (Ability) Resist Fire 10%
- Male weight 1.1, Female weight 1.1
- Difficulty rating 2

Attributes	Female	Male
STR	55	65
INT	30	20
WIL	45	35
AGI	45	45
SPE	45	45
END	40	50
PER	10	10
LUCK	40	40

Skill	Bonus
Heavy Armour	+5
Medium Armour	+5
Acrobatics	+5
Axe	+5
Long Blade	+5
Light Armour	+5
Athletics	+5
Hand-to-hand	+5
Unarmoured	+5

Sedor

From the Jerall Mountains and the early Rift, the isolationist warriors Sedor rarely interact with anyone bar their own kin, except to wage war. Their rival tribe, Rontha from the Stonefalls were similarly minded but hated. Sedor believe violence over everything is the only option and are fiercely willing to fight any challenge in the name of their preserved freedom. They often wore lion and wild animal fur, in honour to their chief Sedor's myth, detailing how he defeated the great lion spirit and tossed it into the heavens. Whether this is true or not is up for debate, but what we do know is they are most likely responsible for the extinction of lions in the modern Rift. Their



willingness to fight would eventually be their presumed downfall, though, with the [Alessian Rebellion](#), where they lost everything in the name of their own freedom.

- (Power) Honourable Sacrifice: When any entity is the target of an action in combat (spell, attack, etc...), on reaction for no time, not on your turn, before the entity takes damage or effects from this action against them, you can instead 'dive in front of them'. You take the effects of this action for them, discounting AoE effects that will hit them anyway. This brings you into the targeted entities melee range if not already, and if you are leaving melee range with an enemy you will need to make the necessary speed rolls to not take damage from leaving melee range.
If the direct damage from this action were to kill the entity you saved, it resets this power. If the direct damage from this action will kill you, then damage taken is divided by your character level for this damage only.
- (Ability) Unyielding Celestialism: Sedor's stern and uncompromising celestial worship has allowed them to reap the benefits of celestial power. Sedor's birthday doesn't determine birth-sign (can't choose a birth-sign), but are gifted with the power of The Warrior, The Thief, and The Lord birth-signs instead.
- (Ability) Resist Frost 75%, Resist Shock 25%
- (Ability) Weakness to Fire 20%
- Male weight 1.2, Female weight 1.1
- Difficulty rating 2

Skill	Bonus
Light Armour	+15
Blunt	+10
Medium Armour	+5
Armourer	+5
Long Blade	+5
Short Blade	+5

Attributes	Female	Male
STR	45	60
INT	30	20
WIL	40	40
AGI	45	45
SPE	60	50
END	30	40
PER	20	15
LUCK	40	40

Yespest

The southern Black Marsh Yespest were known to have resided in modern-day Blackrose and Lilmoth. They constructed various Ayleid-inspired stone monuments around the area, but often had heavy conflict with their neighbouring inhabitants, including Argonians, Hist Tree Spirits, Fox-Men, and the people they were inspired by, the Barsaebic Ayleids. Whilst their attempted architecture may have been an indication Yespest were artistic, their constant conflicts also indicated they had an extremely martial culture. Further, unlike a lot of other Nedes, it is not known if they were skilled in magic or at all shamanistic. Either way, in the end they were assumed dead due to the Knahaten Flu.



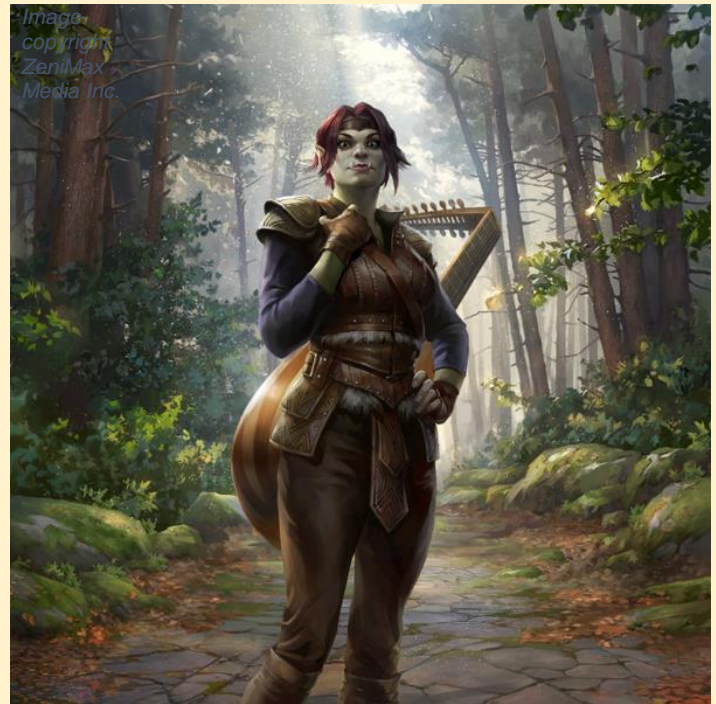
- (Power) Battle Hardened: Upon activation of your power, each hit you take (i.e., whenever SV would apply) for the next 60 seconds gives you 1 SV after the damage is taken. This gathered SV lasts past the 60 second window, until combat ends.
- (Ability) Un-adapted: You cannot have SV using equipment in any way. Magical Shields, Shields, being unarmoured or armoured do not give SV; the only way to get SV is through your Battle Hardened power.
- (Ability) Primitive: Due to the Yespest's crude history, primitive and improvised styled weapons deal more damage. These include Miner's Picks which do $[(\text{Character Level})/4] \times$ damage, and Spiked Clubs which do $[(\text{Character Level})/7] \times$ damage. They lose the bonus if they are enchanted, but the damage bonus includes any potion damage resulting from a hit with any of these weapons. *For the GM: Primitive can include any other reasonably improvised game weapons, but its Maximum DPTS must be under (Character Level) points for balance. In the moment, like if the Yespest player throws an object and argue that it's improvised and primitive, this modifier may be thought of by you on the spot.*
- (Ability) Resist Poison 50%
- (Ability) Resist Common Disease 25%
- (Spell) Water Breathing: Water Breathing for 120 seconds on self. 5MP Alteration spell
- Male weight 0.9, Female weight 0.85
- Difficulty rating 1

Skill	Bonus
Spear	+10
Acrobatics	+10
Alchemy	+10
Axe	+5
Short Blade	+5
Armourer	+5

Attributes	Female	Male
STR	40	45
INT	20	20
WIL	55	50
AGI	40	40
SPE	45	40
END	40	50
PER	30	25
LUCK	40	40

Orsimer Societies (~80-year lifespan)

Unlike common [Orsimer](#) that live in popular society, some Orsimer choose to live in tribes from across Valenwood to Hammerfell. These orders have been, for centuries, mostly isolationist to other civilisations and had little outside contact with others, unless to cautiously trade or wage war. Either way, Orcs are a rich culture of people, riddled with false stereotypes of brutish nature; orcs vary heavily in size and are a skilled people in many different areas of expertise. This [propaganda](#) perpetuated stereotype is perhaps what caused such fear as to down trod the Pariah Folk for such long, even as to call them Goblins and Beasts demeaningly, though they are Elven through and through, and as civilised as other races.



Nothing describes anti-Orsimer racism as well as well as their displacement and incarceration throughout history for being themselves. Due to this and their constant physical battle at all angles during these times and constant sacking of their homeland too, they cannot fight back with their lacking numbers. Because of this their only option is to seek allies, but seen as a disposable territory, Orcs are used as

frontline warriors, and [Orsinium](#) is dropped as a protected territory consistently, leaving them open to sacking from Bretons and Redguards primarily. Even when everyone was viciously warring the empire of Tiber Septim, Orsimers offered to help, and offered their territory and people to him willingly as subjects. Tiber Septim did not reply to this petition.



[Orc society](#) is seen by them as hardy, but fair and just, favouring craft and armourer skills, with complete equal opportunity for men and women in every profession. They worship Malacath and live by the code to not steal, kill, or attack without cause. They are an honourable people surrounded by others that just don't play as fair as them.

The following pages detail a variety of playable Orsimer backgrounds:

Osh Ornim (Iron Orcs)

As vicious and brutal as they are green, iron orcs worship stone and are native to Craglorn, specifically the Nordic ruins of the Valley of Scars. They started as a peaceful tribe but after war with ancient Nedes, facing assured destruction, they defiled their sacred mines. The stemming self-hatred from this fuelled their hatred for outsiders, and their descendants' wars. They tame [Welwas](#) and [Trolls](#) as war beasts and use iron arms and armour. The [Osh Ornim](#) (or Iron Orcs) are completely culturally separated from any other orcs, possessing their own language and ideals. For this reason, there is no evidence to suggest their Malacath worship, or even the shared creation myth with other orcs. They instead know nothing of Orsinium and believe they have lived in Craglorn for time immemorial.



- (Power) Iron Will: If your effective endurance is damaged to below 10% of its Natural value and there are no alive allies, all magical effects that are not constant effects are now dispelled. Stone's Power effects are also dispelled.
- (Ability) Stone's Power: You have larger strength, resilience, and courage than many others, but are burnt out very easily. You can level attributes to 200 instead of 100. The downside to this is that you have no derived attributes; you do not use HP, FP, or MP, and CC works differently:
 - *Endurance*: For every 1 HP decreased, damage Endurance by 1. On less than 1 effective endurance, enter death willpower rolls. If you succeed in getting up the killing blow's endurance damage dispels.
 - *Strength*: Upon hitting an attack that uses strength, damage strength by 5. You also have no Max CC, for every 5 points of current CC, damage strength by 1; CC's effect on strength can't be dispelled and is proportional to used CC. If strength is negative, you're over-encumbered and also cannot use strength-based attacks.
 - *Agility*: For every 1 fatigue point decreased, damage Agility by 1. On reaching zero or below Agility you use Endurance for fatigue instead.
 - *Intelligence*: For every 1 magicka point decreased, damage Intelligence by 1. You can't cast spells if it will make you have under 0 intelligence.
 - *Rolling with Attributes*: For each roll attempted using an attribute damage that attribute. For straight rolls damage by 10, for each advantage reduce that by 5 capping at 0 damage, and for each disadvantage increase that by 5.
 - *Regeneration*: During combat or upon finishing combat, you do not regenerate damaged attributes. Damage effects from Stone's Power are only dispelled upon Resting or Iron Will.
 - *Restore and Fortify*: Both Restore and Fortify effects are 50% effective.

You also start with 1.5X the attribute allowance (465 instead of 310), replacing skill bonuses.

- Male weight 2, Female weight 1.9
- Difficulty rating 2

Attributes	Female	Male
STR	100	110
INT	30	25
WIL	50	50
AGI	50	50
SPE	50	40
END	120	130
PER	25	20
LUCK	40	40

Wood Orc

From the southern province of Valenwood, the [Wood Orcs](#) value [honour and strength](#) but strive to be as [agile and mobile](#) as their neighbours, the Bosmer. They are expert tree climbers, keen trackers, and unlike Bosmer they have an absence of the green pact, so may use the environment as they please. This, combined with the fact that they make great craftsman, provides great business opportunities in trade with Bosmer, as the green pact prevents Bosmer from cutting trees down and harvesting mineral ores themselves. The Wood Orc have been in Valenwood long before Bosmer, though, possibly even before the Aldmer arrived on Tamriel. An event of large cultural importance is their displacement by Ayleids following the Alessian Rebellion. Their city of Abamath was under siege, and for divine protection the Orcs painted themselves in the blood of Mauloch and relied on shamanistic magics. They were either captured and enslaved, driven out, or killed as a result. Ever since then, this reminder of a dark time has been used as a [battle cry](#) to rally themselves and allies. They are worshippers of Mauloch (Malacath) and abide to his code as such.



- (Power) Remember Abamath: Upon activation, for 40 seconds, Demoralise enemies for (Character Level) points, and Rally allies for 5X(Character Level) points. Also, for the duration, you do $\left(\frac{\text{Allies in melee range} + 1}{\text{Enemies in melee range} + 1}\right) \times \text{damage}$.
- (Ability) Blood Price: When you are in combat with entities that have attacked you first, they must pay the blood price to Mauloch. For every 4 full damage done with one attack you [Piercing Restore](#) 1 HP. Leftover unconverted damage is not converted to HP, so there is no rounding. Leftover unconverted damage also cannot be carried over to another separate attack.
- (Ability) Conversion: You may freely convert current HP to current FP and current FP to current HP for no time, even outside your turn.
- (Ability) Enraptured by Battle: Only regenerate FP in combat. This means on rest or finishing combat FP is not restored. Restore effects are 0% effective.
- (Ability) Tree Climber: Your love for climbing trees has let you convert this skill to select Vvardenfell places, including [Telvanni fungi towers](#) in Telvanni settlements. This ability allows to get to the top levels of these, not needing levitate. This does not apply for levitate locations inside the Telvanni towers.
- Male weight 1.2,
Female weight 1
- Difficulty rating 3

Skill	Bonus
Armourer	+10
Axe	+10
Acrobatics	+10
Light Armour	+5
Mercantile	+5
Unarmoured	+5

Attributes	Female	Male
STR	40	50
INT	35	30
WIL	20	20
AGI	50	40
SPE	55	50
END	40	50
PER	30	30
LUCK	40	40

Saxhleel Tribes (~80-year lifespan, unknown for obscure tribes)

Saxhleel (Argonian) society is a misunderstood one that shares [little to no similarities with other races](#). While many vilify Saxhleel, they could never brave the swamps of Argonia like the so called 'lizard-folk' do. Saxhleel live in easily rebuildable homes, ranging from wooden framed, high up huts to similar mud huts. Their society is everchanging, with ancient Saxhleel building Sithis honoring Xanmeers, huge pyramid temples with stone temples under the ground. Because Saxhleel are so misunderstood, and have never had their land conquered, there is little to no information on them from outside races. Their inner looking society has also been the subject of slavery and crisis blame by outside races such as the slavery of the Argonians by Dunmer throughout thousands of years before the fourth era. Saxhleel have also been blamed for the creation of the Knahaten flu in the second era, which wiped out several Nedic races, though there is no proof.



Saxhleel are born in different forms, like Khajiit, but instead of the moons their form changes depending on the tribe they are born to. This is because Saxhleel mostly reproduce within their own tribes and tribes are generally local to one lifestyle, which they have physically and mentally adapted to over centuries. But whether local to the northern prosperity of Shadowfen or southern brutality of [Murkmire](#), most Saxhleel tribes and people share the same worship over the Hist. The Hist is an ancient tree species that produces sap that guides Saxhleel throughout their lives through vivid visions and even rare spiritual direct speaking. Some Saxhleel even dedicate their whole lives to either tend to a Hist tree

and feel if anything is wrong with the Hist, or the Saxhleel's eggs which hatch younglings and are kept away in a pen or directly under a hist tree.



Another major worship is the Saxhleel worship of Sithis. This is not something shared by many other races outside the Black Marsh but is a heavy part of Argonian culture. They both fear and worship Sithis and think of him as a force of destruction to appease. If an Argonian is born under the birth-sign of The Shadow, they are touched by Sithis, with darker scales and are offered at birth the Dark Brotherhood as Shadowscales. These Shadowscales are a longstanding monastic order of Saxhleel assassins, that if not working for the Sithis worshipping Dark Brotherhood, are bringing down 'swamp law' on anyone who disrespects Argonia and its trade routes.



Argonians also have a violent history of tribal wars and even selling each other to slavers, but while they do not forget, they do forgive easily.

One example of this is in Emmanubeth Hurrent's ['Tribes of Murkmire'](#) where the book documents a tribe of Argonians playing games with a group of raiders, where not an hour earlier there was a violent clash between them that claimed a raider's life.

One Saxhleel, Eutei, shed light on this tradition, saying "We are all people of the root. A Black-Tongue (feared assassins) may become a Miredancer (peace and Hist oriented tribe) in the fullness of time – and a Miredancer a Black-Tongue. Only the Hist knows such things. To hate each other is to hate ourselves. And what profits Saxhleel to hate himself? Better to forget and move on."

Black Marsh is one of the most undiscovered places on Tamriel, with little to no research on the land and any possible tribes that live in deep Argonia. It is extremely plausible that there is a huge number of unseen tribes deep in the swamps. For this reason, Argonians are the perfect race to start when making a custom race. You can make any tribe you want with any stats and power, as no tribe has similar ideals and traditions than the others. This is also a reason for a flexible backstory to just your character of a whole custom tribe you've made, due to their rich and fierce history.

A lot of Saxhleel in my eyes share the same stats as base race Argonians, and frankly there is just not enough known about some tribes for me to make a specific race on. This is a great template to start on if you're making a custom tribe, as the appearances and traditions are already there; all you need is Attributes, Skill bonuses, Abilities, a Power and maybe a Spell or two. The following is the known tribes that share the same stats as base race Argonians, without player homebrew and creation:

- *Adzi-Kostleel*: The bearers of an oral tradition to know the Argonian creation myth in Murkmire. They are documented by Solis Aduro in [‘Children of the Root’](#).
- *Agacephs*: Inner Argonia, needle-like faced Saxhleel that are generally bright green or orange.
- *Archeins*: During the time other races tried to enslave Saxhleel, Archeins made a lot of money by selling other Argonians to plantations. They also served as imperial advisors. Once other races realised Black Marsh couldn't have farming land on it, they went bankrupt, and is unknown to their locations. They are still despised by other Saxhleel.
- *Copper-Eyes*: A Murkmire tribe that are now few and far between due to a crisis in Mazzatun, a once-well-established labyrinth city where a demented Hist tree produces obscure Hist Sap called Amber Plasm, that drives Saxhleel mad. They were attacked and slaughtered by the Amber Plasm affected Argonians.
- *Gee-Rusleel*: They are called [Miredancers](#), and have a deep connection to the hist. They name a 'Sap-Speaker' who works as an intermediate between the Hist and Saxhleel. They are obsessed with games and gambling.
- *Hee-Tepsleel*: Mostly farmers that have Black-Tongues from the Kota-Vimleel, alchemists that use the crops in their various creations.
- *Paatru*: Toad like Saxhleel that live in inner Argonia. Not much is known of Paatru, but some personality is described in [‘The Argonian Account’](#).
- *Su-Zahleel*: A peaceful tribe that not much is known about. They live in Shadowfen, and have a dark past of being abducted and pressed into slavery by the Xit-Xaht tribe.



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On the next pages are Argonian tribes with unique race stats alphabetically; note that when it says they have the same Abilities as base race Argonians, it does not count their Histskin power as this is not an ability.

Kota-Vimleel

Also known as [Black-Tongues](#), Kota are extremely accomplished alchemists and ardent Sithis worshippers. Over centuries, they have used contraceptives made of Gloom Nectar to modify their eggs hatching time so most hatch under The Shadow birth-sign, producing a large amount of Shadowscales. They are also polite and soft-spoken, but if caught off guard they are reflexive and violent and have known to kill without hesitation or mercy if catching someone trespassing on their territory. They have encyclopaedic knowledge of plants and craft the deadliest poisons in Tamriel.

Outsiders are in awe and terror of them due to traditions and eerie territory with alchemy tools littered everywhere as warning; mentioning their name out loud is taboo. Non-Argonians don't have this fear; they don't know what Kota are capable of.

- (Ability) Gloom Nectar: the same thing you use to hatch younglings is a deadly poison to those not in your tribe. Double your chances of alchemical success when making potions with any [negative \(red\) effects](#). Note that clicking the link may spoil alchemical combinations if learning them naturally; the link is mainly for the GM to tell you what your success chances are.
- (Ability) The Shadow: Must choose The Shadow birth-sign. As well as its normal effects, this birth-sign also applies Sound for 100% on any enemies you see and +100 attack on self if you are out of combat. The Sound and Attack effects ends upon being discovered (and Invisibility upon hitting or being hit like normal). These extra effects allow one guaranteed stealth attack per day.

If the player doesn't want to use The Shadow birth-sign they may choose another, but don't get the benefits (Sound and Attack) when using their birth-sign of choice.

- (Ability) Conditioned: Through your life's reliance on fearful reputation, poison, stealthy espionage, and surprise, you are not conditioned for a 'head on' battlefield. Constant Effect Damage (Reduce) Strength and Endurance ((Level – 30)/2) points rounded down. This tribe uses base race Argonian attributes otherwise.
- (Ability) Gills: Constant Effect Water Breathing on self
- (Ability) Resist poison 100%
- (Ability) Resist common disease 75%
- Male weight 0.95, Female weight 0.8
- Difficulty rating 3

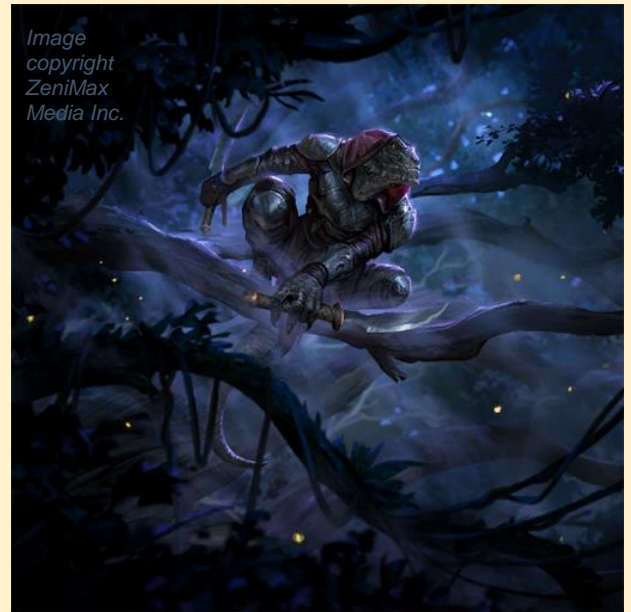


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Skill	Bonus
Sneak	+10
Alchemy	+10
Light Armour	+5
Acrobatics	+5
Short Blade	+5
Speechcraft	+5
Illusion	+5

Moss-Skins

This Murkmire tribe is mellow and hard to understand, living to nurture and be nurtured by the hist. They take life 'as it comes' and offering no resistance to 'the river's flow'; if something happens it was meant to be. Sometimes, Sithis decides their lives have become too ordinary, and they must find a new routine till it is again time to change.

- (Ability) Impermanence: gaining one character level makes you realise your ways are habitual, and Sithis requires change.

Upon levelling up, Make the rolls:

- D4 to determine whether you'll use [1] Unarmoured, [2] Light Armour, [3] Medium Armour, or [4] Heavy Armour until the next character level. Your character will get heavy armour majority benefits from any majority equipped armours or unarmoured if unusable. If any armour pieces are equipped or is unarmoured when they are unusable, you are [Open](#) and cannot resist going prone.
- D3 to determine whether you'll use [1] Combat and Stealth Specialisation based attacks, [2] Magic Specialisation based attacks, or [3] Both. Attack rolls will auto-fail when using unusable attack styles.
- If they can use Combat and Stealth Specialisation based attacks, roll a D7 to see whether they use [1] Spear, [2] Axe, [3] Blunt Weapon, [4] Long Blade, [5] Marksman, [6] Hand-to-hand, [7] Short Blade. After this, if you get anything other than Spear and Marksman, roll a D2 to see if you [1] can use Block, or [2] can't use Block. Your character will not physically use any weapons they cannot. Attack rolls will auto-fail.
- D2 to see if they [1] can use Sneak and Security, or [2] cannot use Sneak or Security. Security and Stealth rolls will auto-fail if unusable.
- D3 to see if you would like to use [1] Armourer, [2] Alchemy, or [3] Enchant. Your character will not physically use any skills they didn't roll. For example, if you roll a 1, Alchemy and Enchant rolls auto-fail.
- D4 to see if your character can use [1] Mercantile and Speechcraft, [2] Mercantile only, [3] Speechcraft only, or [4] neither. Your character will not physically use any skills they didn't roll. Mercantile and/or Speechcraft rolls may auto-fail depending on the D4's result.

At the start of the campaign, choose either Focused or Flow:

- (Ability) Focused: Have the same Attributes, Abilities, Skill bonuses and Weight as base race Argonians. Can create a class.
- (Ability) Flow: Have the same Attributes, Abilities, and Weight as base race Argonians. Instead, you don't create a class (no favoured attributes or specialisations) and every skill instead starts at 20. If you can use the skill (see [Impermanence](#)), it acts like and levels like a minor, giving character XP. Each time you level up every Attribute goes up by 1, with your current lowest attribute increasing instead by 2 (choice if multiple are lowest). You also start with all the starting level dependant spells. Your character level does not cap.
- Difficulty rating 3



Naga-Kur

Naga-Kur are native to the [Dead-Water tribe](#), and if they are not they usually are brigands and highwaymen. The Dead-Water tribe lives in thick vegetation, mud, and among swarms of flesh-flies. They control vast swaths of north Murkmire and are feared by the surrounding villages. They have snake like faces with mouths that extend to huge proportion and have needle-like fangs. Their combat equipment made from fallen allies; becoming a part of someone's adornments is considered a great honour to the Naga, as it lets them fight after death. They are generally not friendly to other races and outsiders.



- (Ability) Worthy Opponent: There aren't many opportunities to get a hold of fallen allies' bones in Vvardenfell, so you make do with enemies you find worthy of the honour. You cannot use one entities body for multiple things, or one armour and a weapon.

Armour: You can destroy any Light, Medium, or Heavy Armour (including shields), retrieving an armour frame (for the respective slot) that weighs a quarter of what the original Armour item weighed, and gives no AR. For each body you loot, you can destroy the body to give you a bone which you add to one of your armour frames. For Light Armour this adds 3AR to the chosen frame, Medium Armour adds 5AR to the chosen frame, and Heavy Armour adds 8AR to the chosen frame. You cannot repair these armour pieces at all, and upon breaking you start again; make a new Armour frame collect new bones. Bones add no CC to the armour frame.

Weapons: Using any creature, you can make one weapon, with its damage being dependent on level and weapon type. Melee weapons do $d(\text{Weapon Modifier}) + (\text{Creature Level})$, with weapon modifiers as follows:

- Dagger (also does 0.5X damage): 1
- 1H Blunt Weapon or Staff: 5
- 1H Axe or Long Blade: 10
- Short Blade: 15
- 2H Axe, Blunt Weapon or Long Blade: 20
- Spear: 30

Crossbows and Bows do a set (Creature Level) damage, with Arrows, Bolts and marksman thrown weapons do $d(\text{Character Level})$ damage. Each bone makes 10X Arrows, Bolts or marksman thrown weapons, but 1X Crossbows, Bows or Melee weapons. All marksman ammunition is non-retrievable (including thrown). All bone weapons are 0CC.

1H weapons and Staves degrade twice as fast, degrading twice for each it. Upon breaking, these weapons need to be remade, cannot repair them at all.

- (Ability) Honour: Cannot use the Unarmoured skill. Cannot wear any armour or use any weapons that is not made using the Worthy Opponent Ability.
- (Ability) Has same Attributes, Abilities, and Weight as base race Argonians.
- Difficulty rating 2

Skill	Bonus
Heavy Armour	+5
Medium Armour	+5
Light Armour	+5
Spear	+5
Axe	+5
Blunt	+5
Long Blade	+5
Short Blade	+5
Marksman	+5

Sarpa

Inner Argonia winged Saxhleel as described in [‘The Argonian Account’](#), not much else is known about them. They use the same Attributes, Skill bonuses and Abilities as base race Argonians. The only difference is abilities:

- (Ability) Winged Intimidation: You have a separate reputation not shared by your actual party reputation. When only you and one NPC is a room, your reputation becomes equal to the negative of your party reputation: Winged Intimidation reputation = – Reputation
- (Ability) Sarpa’s Wings: CE levitate for (Strength level) points, that drains 5FP per second in the air.
- (Ability) Non-Personable: CE damage (reduce) personality 30pts due to the huge, demonic wings.
- Male weight 1.3, Female weight 1.25
- Difficulty rating 2



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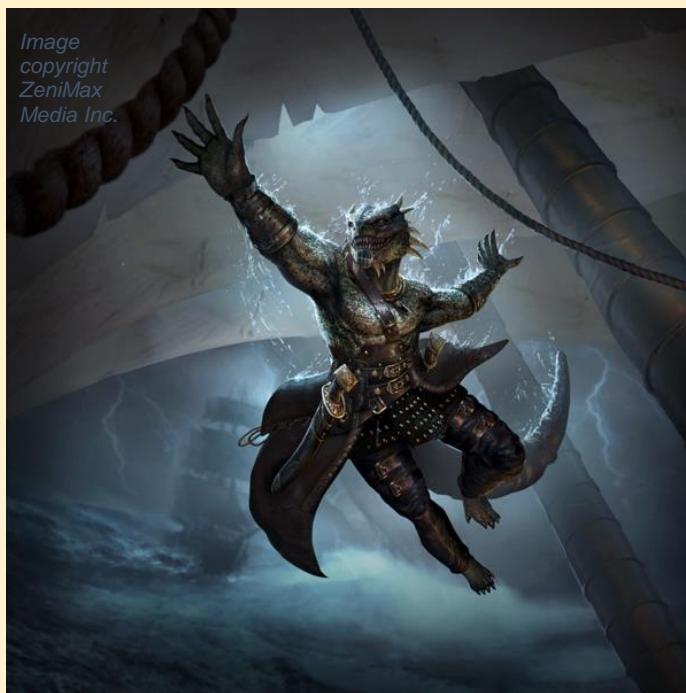


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Tum-Tahleel

Also known as [Root-House People](#), this Murkmire tribe do not create anything on their own. They were disliked as they rely solely on other tribes to provide for them; in cases they have razed entire towns to live in themselves. They destroy what they no longer need to keep other tribes creating things for them. They use the same Attributes, Skill bonuses, Abilities and weight as base race Argonians. The only difference is abilities:

- (Ability) Travel Needs: Can only carry 100GP at one time
- (Ability) Mercantile Misunderstanding: Cannot buy anything, only spending money they acquire on travel means.
- (Ability) Light Pockets: If you think you are not going to personally need something anymore, destroy it on the spot, including extra gold that would surpass you over 100GP.
- (Ability) Lightweight: You are dependent on a lesser amount of equipment, you have CE +[(100 – Current Carrying Capacity)/5] to Agility and Speed.
- Difficulty rating 2

Veeskhleel-Tzel

Part of the Murkmire '[Ghost People](#)' tribe, this Saxhleel has the most arguably horrible reputation. Like Kota-Vimleel they are only spoke of in hushed tones, with tales told telling of their life in the shadows of the Deepmire, an ancient, largely inaccessible, treacherous north-north-eastern Murkmire territory with a strong presence of Sithis. So pale that you can see their bones, and only coming out the Deepmire night to abduct and stalk the unwary. They also steal dead bodies from other tribes to perform profane rituals using their Hist tree, stealing the departed souls this way. Ghost People also are unable to lay their own eggs, stealing from other tribes at night. Though Saxhleel are forgiving, you cannot forget something that is so prevalent so often.

- (Power) Defile: During combat, if there is a dead humanoid within melee range, use your necromantic magic to tear the skin off its flesh, and contort the body in generally disturbing ways as a sickening display; this takes 4 seconds. Enemies in combat have a (100-fight level)% chance to be demoralised for 4 seconds starting on their next turn, and allies in melee range have a (100-willpower level)% chance to also be demoralised for 4 seconds starting on their next turn. Enemies that are not demoralised will frenzy and reactionarily make deadly actions against those fleeing that fail their speed roll and are within melee range.
- (Ability) Fortify maximum magicka 100% (2X)
- (Ability) Reformation: Your disposition with all Argonians is proportional to the number of in-game days passed (bonuses are ineffective on Argonians):
Disposition = (In-game days passed)/2 = (Day number – 1)/2
- (Spell) Soul Steal: this spell allows you to soul trap a dead target when they have not already been soul trapped; works the same as soul trap. 40MP cost, mysticism spell.
- (Ability) Weakness to fire 75%
- (Ability) Weakness to physical damage 50%
- (Ability) Gills: Constant Effect Water Breathing on self
- (Ability) Resist poison 100%
- (Ability) Resist common disease 75%
- Male weight 1, Female weight 0.8
- Difficulty rating 3



Skill	Bonus
Sneak	+15
Conjuration	+15
Mysticism	+15

Attributes	Female	Male
STR	30	55
INT	30	20
WIL	50	40
AGI	55	45
SPE	55	45
END	40	55
PER	10	10
LUCK	40	40

Wasseek-Haleel

The Wasseek-Haleel or Bright-Throat tribe from appropriately named Bright-Throat Village in Murkmire, get their unusual name from their incredibly bright scales of all variety of colours. This is not all there is to them though, Wasseek-Haleel are naturally fantastic artisans and craftsman, with their woodcarving skills being sought after, specifically for their 'seed dolls' (or Xeech'kis) that vary in size from a fist to a grain of rice. Xeech'kis tend to depict local animals, but also resemble eggs or tiny Saxhleel. This tribe has a fruitful relationship with outsiders and deep swamp Argonians and are famous for being consistently cheerful diplomats and merchants with a rich music and dance tradition.



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- (Power) Xeech'ki: As a young Argonian you made your first seed-doll special, enchanted for you by a known enchanter.

To activate this power you must be on less than 50% HP. Upon activation of the Xeech'ki (no time cost in combat), you and allies in melee range gets +100 attack next turn. Enemies in melee range get +(1-100) attack next turn, and (100 – attack gained from Xeech'ki) points reduced agility for the next 4 seconds. Enemies attack gained is the same for all enemies; rolled once. Further, entities affected by Xeech'ki take all incoming [Damage](#) and [Restore](#) effects as Piercing instead of normally.

Skill	Bonus
Blunt	+10
Mercantile	+10
Speechcraft	+10
Light Armour	+5
Unarmoured	+5
Alchemy	+5

- (Ability) Woodcarver: As a child, you grew accustomed to using staves and Light to no Armour as training equipment, as they were the easiest to carve and manoeuvre in. You cannot use: Heavy Armour, Medium Armour, Spear, Axe, Long Blade, Block, Marksman, Hand-to-hand, or Short Blade. Also, you cannot use any Blunt Weapon except your personal staff. It's classed as a normal weapon (unless enchanted), does not require repair, and each time you level up your character improves it, giving it extra damage chance, which also scales with your natural (without Fortify effects, etc.) Blunt Weapon level. The following is the HP damages of the staff:

- Level 0 – 19 Blunt: $d[\text{character level}]$
- Level 20 – 39 Blunt: $d[(\text{character level}) * 0.8] + (\text{character level}) * 0.2$
- Level 40 – 59 Blunt: $d[(\text{character level}) * 0.6] + (\text{character level}) * 0.4$
- Level 60 – 79 Blunt: $d[(\text{character level}) * 0.4] + (\text{character level}) * 0.6$
- Level 80 – 99 Blunt: $d[(\text{character level}) * 0.2] + (\text{character level}) * 0.8$
- Level 100 Blunt: (character level)

If enchanted, the staff's enchantment disappears upon levelling up. The staff also can only 'change form' (from levelling blunt or your character level) when you actually initiate the level up. You may choose when to do the level up but are forced to level up twice if you have two character level ups now 'stored'.

- (Ability) Has same Attributes and Abilities, as base race Argonians.
- Male weight 0.85, Female weight 0.8
- Difficulty rating 3

Xit-Xaht

Please note before reading, this race has a power that is very mathematical, combat is made easier with using a calculator; round up.

In the ancient ruins of Mazzatun, there is a leak of Chaotic Creatia, unformed chaos from the planes of Oblivion, used in reforming banished Daedra. This leak into Nirn has driven the Hist tree of Mazzatun to derangement, now producing Amber Plasm. This dangerous Hist Sap causes hallucinations, madness, swelling, blistering, and sometimes death to all who consume. The Xit-Xaht tribe worship this Hist and are a demented people of warrior fanatics. During the second era, your tribe was assumed to have been wiped out, with the mania stricken Hist tree put into a deep slumber; maybe history was mistaken.

- (Power) Amber Plasm: Drink some of your tribes Amber Plasm Hist Sap causing a blood lusting psychotic rampage, and temporary distracting hallucinations.

This power takes no time and must be done at the beginning of a turn. Upon activation, the skills: Spear, Axe, Long Blade, Hand-to-hand, and Short Blade are decreased (until turn end) by:

$$\exp\left(\frac{\text{Skill Level} - 5}{30}\right)$$

In the turn you activate this power on, each time you hit any target using one of these skills, next turn (for the turn duration) you gain:

$$24 - \frac{\ln(\text{Character Level} + 24)}{0.04(\text{Character Level})}$$

In Strength, Speed, and Attack.

- (Ability) Psychotic: When interacting with NPCs, upon failed Personality/Speechcraft rolls you have an $[(\ln - \text{game days in a row using Amber Plasm power}) \times 10]\%$ chance to have Frenzy (Character Level x 5) points for one turn of combat applied to you then and there.
- (Ability) +10 disposition with Telvanni party members.
- (Spell) Splash Zone: Throw a wide net of Amber Plasm at a target, also hitting those in melee range of this target (not including you). This Blinds targets hit for (1-10) points for 4 seconds, and heals you for:

$$\text{Total healing} = \text{Targets hit} * \text{Blind effect points rolled}$$
 This costs 30MP, 30FP and is a Willpower spell roll, then Marksman roll.
- (Ability) Has same Abilities and Weight, as base race Argonians
- Difficulty rating 3



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Skill	Bonus
Spear	+10
Axe	+10
Long Blade	+10
Block	+10
Alchemy	+5

Attributes	Female	Male
STR	40	55
INT	30	30
WIL	45	35
AGI	50	40
SPE	45	35
END	30	55
PER	30	20
LUCK	40	40

Homebrew Augments

Augments are a permanent, volatile attachment you can add with any race, replacing a part of their anatomy with a mechanised version that grants great power, but also has drawbacks in form of things to play around or re-fuelling the augment. Augments need to be found and created by the player, which may take a long time, and may even require a build centred around these augments for them to be effective. These augments are not necessary and require the player to not only know mechanics well, but also be experienced in knowing where to find fuel for some augments to not have major drawbacks. Most, if not all augments, increase the difficulty rating of a race. Note that they are not strictly lore friendly. There are multiple slots for Augments: Head, Chest, Arm, and Leg augments; you cannot have more than one in one slot.

Augment items

The following is a collection of very rare items needed to create augments. They have no weight and cannot be sold. You only worry about these drops if a party member has said they are looking for any of these specifically.

- *Aetherium Gem*: There are 23 Dwemer ruins in Vvardenfell, and there exists one of this item in (Party Size) amount of these Dwemer ruins. Therefore, there only exists the same amount of this item as your party's size.
- *Amber Plasm*: Can be given by a Xit Xaht race Argonian. Any amount of these can be given to another player if the party has a Xit Xaht. There is a 5% chance any Argonian has 1 Amber Plasm or can be given by GM discretion.
- *Blackreach Fungus*: There are 23 Dwemer ruins in Vvardenfell, and there exists one of this item in (Party Size) amount of these Dwemer ruins. Therefore, there only exists the same amount of this item as your party's size. Can be crushed to make *Crushed Blackreach Fungus*, no rolls required.
- *Blaze Piping*: Using one [Raw Ebony](#), a *Thin Fluid Tube*, and 2 Daedra Skin, roll intelligence to reinforce the Tube with Ebony and line the inside with Daedra Skin to create the Piping. On a failure, ingredients are destroyed.
- *Blown Hollow Ebony Ball*: Using one [Raw Ebony](#), roll Armourer at half level to create a hollow ball with similar methods as glassblowing. On a failure, the Ebony is destroyed, on a success the Ball is created.
- *Chaotic Creatia*: With a successful disadvantage Alchemy roll, refine *Amber Plasm* into *Chaotic Creatia*, a raw form of chaos from planes of Oblivion. On a failure this destroys the *Amber Plasm*.
- *Daedra Heart Cast*: Using one [Raw Ebony](#) and a [Daedra's Heart](#), roll disadvantage intelligence, and on a success you create the Cast destroying the heart. On a failure the Raw Ebony and Daedra's Heart are destroyed.
- *Dwemer Control Tubes*: Made by combining one *Thin Dwemer Cabling* and one *Thin Fluid Tube*. No rolls required.
- *Dwemer Plate*: [Dwemer Centurion Spheres](#) drop 0-3 of these. These can be made into a *Dwemer Plate Strip* or 1-5 *Articulating Dwemer Base Plates* using Armourer. These can be made into a *Tooth Connector Plate* using a disadvantage roll. 4 of these can be made into a *Large Articulated Dwemer Base Plate* using an Armourer roll. 3 of these can be made into a *Medium Dwemer Dish* using an Armourer roll. On a failed Armourer roll the Plate(s) are destroyed, on a success the item is made.

- *Extended Dwemer Needlepoint Canine Teeth*: Can be carved out of [Dwemer Scrap Metal](#) using Armourer. On a failed Armourer roll the Scrap Metal is destroyed, on a success the item is made.
- *Flexed Dwemer Strut*: [Dwemer Steam Centurions](#) drop 0-4 of these, [Advanced Steam Centurions](#) drop 0-8 of these.
- *Jaw Extension*: Using 12 *Short Spines* and 3 *Pseudo-Daedric Rings*, roll armourer to cut the rings in half, stack them, attach them, and mould them into a lower mandible. Then attach the four spines to create the extension. On a failure 0-12 Spines and 0-3 Rings are destroyed.
- *Large Articulated pseudo-Daedric Base Plate*: This is created with a *Large Articulated Dwemer Base Plate* and 4 [Raw Ebony](#). A successful Armourer roll creates the item, but a failure destroys all ingredients, except from 0-4 Ebony.
- *Liquidised Daedra Heart*: With a successful Alchemy roll, refine a [Daedra's Heart](#) into a liquid. On a failure this destroys the Heart.
- *Improvised Daedric Container*: Using 6 [Raw Ebony](#) and a [Grandmaster's Calcinator](#) and an Armourer roll, mould the ebony around the Calcinator creating an *Improvised Daedric Container*. On a success you get the container and the Calcinator back, but on a failure, you only get the Calcinator back and 0-6 of the Raw Ebony is destroyed.
- *Injector Needle*: They are a 5% drop rate from [Dwemer Centurion Spiders](#).
- *Medium Dwemer Hydraulics*: They are a 25% drop rate from [Dwemer Steam Centurions](#), and a 50% drop rate from [Advanced Steam Centurions](#).
- *Raw Ebony Resin Injector*: Using one [Raw Ebony](#) and an *Injector Needle*, you can create a Raw Ebony Resin Injector using an Alchemy roll. On a failed Alchemy roll the Raw Ebony is destroyed with a 95 or above roll also destroying the needle on a failure only. On a success the item is made. Can be consumed by people without the *Spinal and Thoracic Hydraulic Enhancer*, instead curing poison but applying a stack of [Drunkedness](#).
- *Pseudo-Daedric Plate*: This is created with a *Dwemer Plate* and 2 [Raw Ebony](#). A successful Armourer roll creates the item, but a failure destroys all ingredients, except from 0-2 Ebony.
- *Pseudo-Daedric Ring*: With one *Pseudo-Daedric Plate*, roll armourer to create the Ring. On a success you get one [Raw Ebony](#) back and the Ring is created also. On a failure, the ring is not created but you get one [Raw Ebony](#) back.
- *Shalk Resin Salve*: Using two [Shalk Resin](#), you can roll alchemy to combine two into a Salve mixture used in pain relief. On a failed Alchemy roll the two Resins are destroyed, on a success the item is made. Can be consumed by a person without the *Spinal and Thoracic Hydraulic Enhancer*, instead fortifying health for 20 points and restoring health for 10 points.
- *Sharpened Dwemer Plate Teeth*: Can be carved out of [Dwemer Coins](#) using Armourer. On a failed Armourer roll the Coin is destroyed, on a success the item is made.
- *Short Spines*: Using one *Thin Spine*, roll armourer. On success 2 Spines are made, and on a failure, the Spine is destroyed.
- *Small Drum of Oil*: Is a specialist armourer's item that can be bought from [Anruin](#) at a high price of 3,000G each.
- *Small Dwemer Spheres*: [Dwemer Centurion Archers](#) drop 0-4 of these.

- *Spiralling Tubes*: Using one *Thin Fluid Tube* and one [Raw Ebony](#), roll armourer to spiral and reinforce the tube. On a success the item is made, on a failure the Tube and Ebony are destroyed.
- *Thin Dwemer Cabling*: With one *Dwemer Plate*, roll armourer 4 times. For every success you can make 1 Thin Dwemer Cabling.
- *Thin Fluid Tubes*: Is a specialist alchemical item that can be bought from [Ajira](#) at a high price of 1,000G each.
- *Thin Sharp Spines*: Using one *Thin Spine*, roll armourer. On success the Spines are made, and on a failure, the Spine is destroyed.
- *Thin Spines*: Using one [Raw Ebony](#), roll armourer. On success the Spines are made, and on a failure, the Raw Ebony is destroyed.
- *Transmutative Solution*: Created by mixing 1 *Crushed Blackreach Fungus* and 3 *Amber Plasm*. No rolls required.
- *Venom Collector Vat* or an *Aetherium Housing Chamber*: Can be made using a [Grandmaster's Calcinator](#) and a *Dwemer Plate* using an Armourer roll. On a failed Armourer roll the Plate is destroyed, on a success the item is made.
- *Very Small Piston*: Getting 1-6 of them is a 30% drop rate from [Dwemer Centurion Spiders](#). An armourer roll can combine 2 of these into one *Hydraulic Link*. On a failed Armourer roll the Piston is destroyed, on a success the item is made.

Daedric Augments

Hellfire Circulator (Created by [Zayd](#))

Originally called 'ᑭᑭᑭᑭᑭᑭᑭᑭ', or Convertor by Daedra, this Augmentation converted scarcely chosen Daedra worshippers into a pseudo-Daedra, which also allowed the user to survive for prolonged periods of time in Daedric realms. This device also has the side effect of rendering the user immortal to old age, but brutally, not to aging appearances. Though a rare bygone era relic, some scholars predict some of the 'blessed' may still remain in Tamriel, and even still being converted of their own will.

Components: 6 Thin Sharp Spines, 4 Spiralling Tubes, 2 Pseudo-Daedric Plates, 1 Large Articulated Pseudo-Daedric Base Plate, 1 Daedra Heart Cast, 1 Improvised Daedric Container, 1 Chaotic Creatia, 1 Liquidised Daedra Heart, and a Soul Gem of strength greater than or equal to 300.

Assembly: *Remove all ribs, lungs, hearts and other extremities from the chest cavity of the subject. Attach the tank chamber using rough outer spines to ensure its position is correct. Align correctly with the 4 tubes and attach them to the flesh of the subject. Ensure spines are in correct position and attach dish, checking to make sure to manually check the rings can rotate. Pour the liquified Daedra heart and chaotic creatia liquid into the top of the dish and wait until the metal begins to vibrate. Quickly place the final gem in place as to ensure the hellfire doesn't start before the cavity is sealed. Wait for a maximum length of 10 minutes, during which time the hellfire should reach its maximum ferocity. Allow the subject to recover naturally over a course of 2 weeks or speed up the process with restoration magics.*

In-game assembly: Has to be done in a Mages Guild Hall to accelerate resting and must be done with 10 hours of resting available, and 4 hours of waiting available, due to rest and wait limits. Wait for 4 hours and rest for 10. After 48-hours in game (you can leave and play the game at this point) you can use the augment. Until this 48-hour period ends, you cannot resist going prone, pure magic, and you are [Open](#).

Effect information: *This can also be used in place of an irreparably damaged sternum injury in which organs are destroyed. The seemingly crude design can save and amplify ones respiratory and circulatory system with the downside of the very noticeable device. The base of this mechanism is a large tank that is roughly carved Daedric metal, and a large cavity filled with 6 thin piercing spines and 4 spiralling tubes. The tubes connect the living tissue of the subject's chest cavity to the rest of the apparatus while 4 of the spines hold the position of later mechanisms. The other device is a cast of a Daedra heart made of Daedric metal that subsides in a large circular dish that has two parallel plates that can turn unimpeded. This device is placed in the centre most spines of the tank and remains inactive until a combination liquid of magma from oblivion and a liquidised Daedra heart, upon which the circular rings of the dish begin to spin in opposite directions at an immense speed. Finally, an enchanted gem is placed in the remaining 2 spines, and they produce a transparent shield in front of the tank as to seal it. Once the spinning rings of the dish have reached a maximum speed a powerful hellfire is made that violently swirls around the tank and causes the heart to beat and push raw energy into the subject's body, removing their need to breathe but they require a supply of liquified Daedra hearts once per 2 days otherwise the heart processes will cease and cannot reactivate until one more chaotic creatia is used on the machine. Subject also unable to wear any cuirass or covering thicker than a simple shirt due to the bulky device.*

In-game abilities:

- (Ability) Daedric Conversion: When this item is first made, you choose any Daedric race. The Daedric race of choice is the one's which Power you may use. This Power though is only able to be used as if you are a Daedra born on Nirn. This power can be changed with replacement of the Chaotic Creatia.
- (Ability) Daedric Regeneration: In combat, you regenerate (Willpower Level)/5 FP each turn, and (Willpower Level)/20 HP each turn. This is rounded down.
- (Ability) Daedric Respiration: Constant effect Water Breathing. Also, the user gets no effects from any eaten ingredients or food. Finally, they have Stunted Magicka.
- (Ability) Resist Fire 90%
- (Ability) Weakness to Shock 10%
- (Ability) Weakness to Frost 50%
- (Ability) Daedric Appearance: Constant effect -20 points damage Personality.
- (Ability) Daedric Hunger: The machine hungers for its fuel to keep it going, you must consume one Liquidised Daedra Heart at the start of every 2 days. If this is not done the machine shuts down and Daedric Conversion, Daedric Regeneration, and the fire resistance are not usable and you have Stunted Fatigue. To restart the Augment again it must be fed with a Liquidised Daedra Heart, with the addition of one Chaotic Creatia this time only.
- (Ability) Daedric Bulk: Cannot wear armour in the Chest slot.
- +0.4 weight, Difficulty rating +1 (unless already 3)

Spinal and Thoracic Hydraulic Enhancer (**Created by [Zayd](#)**)

Originally dubbed "ᖃᖃᖃᖃ ᖃᖃᖃᖃᖃᖃ ᖃᖃᖃᖃᖃᖃᖃᖃ" or *Flesh Atronach Strengthen*, this was made in the Vile Laboratory by Molag Bal and his servants. It was created to enhance the limbs of the Flesh Atronach to give them better reach and strength but scrapped mostly because it was inefficient in war and easier to make many atronach instead. This item was studied by Imperial scholars and named for what it is, an extender (or enhancement) to the spine and thoracic spine. The Imperial scholars managed to use Dwemer scrap metal and pre-made parts from Dwemer machinery to replicate this augment as the parts Daedra used were similar, due to the Vile Laboratory being an emulation of a Dwemer ruin. Some more 'interestingly minded' player characters may use this to perhaps give an edge in battle...

Components: 30 Articulating Dwemer Base Plates, 20 Very Small Pistons, 12 Flexed Dwemer Struts, 8 Small Dwemer Spheres, 8 Dwemer Control Tubes, 6 Large Articulated Dwemer Base Plates, 6 Hydraulic Links, 2 Small Drums of Oil, 2 Medium Dwemer Hydraulics, 2 Medium Dwemer Dishes, 1 Aetherium Housing Chamber, 1 Aetherium Gem

Assembly: Lay subject on their side and remove all vertebrae and shoulder bones, expose the spinal cord and also start the process of separating the ribcage from the back. Assemble the articulating base plates in 3 columns around the spinal cord with alternating hydraulic links between the 4th and 8th plates. Fill remaining cavities with the small ball point spheres to allow for articulation. At the centremost point of the spinal cord, in-between the vertebrae, place the Aetherium housing chamber between this section of plates. Attach a control tube from the Aetherium gem housing chamber to the spinal cord and lead a second tube to the base of the brain stem but do not attach it. Then pour the small oil drums into the uppermost portion of the control tubing at the brain stem before attaching it in place. Affix large articulated plates and medium Dwemer dishes in place and run control tubes from them to the spinal cord before resealing the flesh around the back but not leaving the spinal column exposed. Move to the chest before opening and removing the entirety of the ribcage and any remaining bone fragments. Attach the flexed Dwemer struts to the base plates surrounding the Aetherium chamber and wrap around the lungs as to act as ribs. At the meeting points of the struts attach the medium sized hydraulics and ensure the position and integrity of the new ribcage can be maintained using a hammer. Next attach control tubes from these hydraulics to the base of the base of the brain stem and spinal cord before resealing the chest of the subject. Run a control test to ensure the hydraulics system is working by compressing the spine and allowing to stretch back into position. Following confirmation that the system works allow subject to recover for 2 weeks without walking, which can be accelerated with restoration magics.

In-game assembly: Has to be done in a Mages Guild Hall to accelerate resting and must be done with 10 hours of resting available, and 4 hours of waiting available, due to rest and wait limits. Wait for 4 hours and rest for 10. After 48-hours in game (you can leave and play the game at this point) you can use the augment. Until this 48-hour period ends, you cannot resist going prone, pure magic, and you are [Open](#).

Effect information: *The spinal section of this augmentation allows for extensive flexibility and stretching at the expense of not being able to wear heavy armour against the machinery, this section along with the new, sturdier ribcage and shoulder sections can all be hyperextended by forcing more pressure through the hydraulics to produce a greater stature, reach and attack speed. These mechanisms are very painful to activate and recover from requiring a high pain tolerance or a numbing agent of some kind when hyperextending the augmentations. The device itself does not need any significant maintenance however continuous and unrelenting use of the hyperextensions will cause a rupturing of the brain stem control tube and leave the subject paralyzed from the neck down, these can be repaired but only through another surgery and replacing of the initial oil deposited.*

In-game abilities:

- (Ability) Limited Mobility: If you are wearing any heavy armour, due to the plating and lack of baggy cloth, the Enhancer cannot be activated.
- (Ability) Enhancer: During the enhancer's activation through *Shalk Resin Salve* or *Raw Ebony Resin Injectors*, it has the following effects:
 - Can use touch spells and melee attacks from outside melee range.
 - Thrown weapons do 1.2X damage.
 - Fortify Strength and Speed by 50 points, Damage Agility by 10 points.

Can be deactivated for 1 second on your turn. The number of ended turns you have this active is proportional to the time of your turn you spend paralysed:
 $Time\ paralysed = (Turns\ ended\ with\ enhancer\ active) / 2$; round down.

Clearly, after 8 turns with this active you are paralysed for your whole turn, and you cannot deactivate it. In game you will be paralysed until the end of combat if this happens, but someone can forcefully unjam the enhancer with a strength or intelligence roll to un-paralyse you, taking 2 seconds per attempt.

If the enhancer has been used more than 2 times in one day, roll luck. On a success it acts normal. On a failure, Speed and Strength are instead fortified for 50 points, Agility is instead damaged for 40 points, and you now cannot use it again after this until the next day.
- (Ability) Injector's Toll: If 2 or more injectors are used in one day, you get a further -20 Agility per injector used over 1 (-20 for 2, -40 for 3, etc...). If your next rest is on a different day, it removes this de-buff, but you get no rest benefits. If the rest is on the same day, it sets injectors used back by one, but you get no rest benefits.
- (Ability) Enhancer's Toll: After using the enhancer in a combat instance, resist and cure paralysis effects do not work on you until combat's end. If paralysed by any outside means (spells, enchantments, etc...), you are paralysed until the end of combat or until the enhancer is unjammed.
- (Spell) Shalk Resin Salve: Can only be used if limbs aren't extended already, and you've consumed one *Shalk Resin Salve* before combat applying the painkiller to your body.
 Taking no time, rolls or primary attribute pools, activate your enhancer in combat, consuming the *Shalk Resin Slave* applied earlier to your body.
- (Spell) Raw Ebony Resin Injector: Can only be used if limbs aren't extended already. In combat no time, rolls or primary attribute pools, inject yourself with one *Raw Ebony Resin Injector*, consuming the Ebony Resin inside but not the *Injector Needle*. This activates your enhancer, but the injections adrenaline rush gives 2.5X MP and FP regeneration during the enhancer being active. After the enhancer's effects are finished, you get Stunted Magicka and Fatigue (no FP or MP regeneration) until the end of combat.
- +0.1 weight, Difficulty rating +1 (unless already 3)

Dwemer Augments

Ashbane Respirator (**Created by [Zayd](#)**)

The Dwemer 'Bcham-Chend', or 'ᚠᚱᚱᚰᚱᚱ ᚠᚱᚱᚰᚱ', literally Machine Passage, was used as a form of machine self-modification for Dwemer seeking often and prolonged passage into realms of Oblivion. They were generally made from a mixture of on-hand Dwemer equipment and metals with an assortment of Daedric components where there was needed, but it can be noted that they also were designed to be able to be made in a realm of Oblivion with fully Daedric scavenged metals in an emergency. It also gave heightened senses, agility, and resistances to the Dwemer who used it to fight territorially threatened Daedra. These boons are generally why it is still such a sought-after modification centuries later.

Components: 24 Thin Spines, 6 Daedra Skin, 2 Blaze Piping, 2 Pseudo-Daedric Rings, 1 Large Articulated Pseudo-Daedric Base Plate, 1 Improvised Daedric Container, 1 Blown Hollow Ebony Ball, 1 Liquidised Daedra Heart, 1 Chaotic Creatia, 1 Jaw Extension.

Assembly: *Remove the lower mandible and open the chest cavity, before removing the entire ribcage and lung sections. Place the container into the chest cavity and reposition the heart to be placed underneath it. Ensure everything is affixed using spines along sides of the individual segments and affix blaze piping from lower central region to the top of the reaction cauldron. Affix the second blaze tubing by the solution container to the top of the reaction cauldron and lead it up through the throat and toward the back of the mouth. Affix the jaw extension to the upper mandible using the 12 large spines and piercing the bone, the jaw extension should protrude 2-5 inches out of the skull depending on the size of the subject's head. The blaze piping is then affixed to the bottom of the jaw extension and the breathing apparatus is complete. The chaotic creatia and Daedra heart solution is then poured through the front of the respirator into the blaze piping and the solution chamber before passing into the reaction cauldron. As the solution is poured down the blaze piping the protrusions begin vibrating at a further increased frequency to produce a high pitch whining sound, as to confirm calibration. The subject should then be able to take their first breaths through the respirator and have an extremely efficient respiratory system. After this the subject will be unable to consume solid foods and will only be able to drink through a provided feeding tube that can connect to the oesophagus directly. Following the procedure, the subject need at least 1 week to recover and this can be accelerated using restoration magics. The subject will be given a small crowbar to pry off the jaw extension for cleaning and eating as well as the feeding tube.*

In-game assembly: Has to be done in a Mages Guild Hall to accelerate resting and must be done with 10 hours of resting available, and 4 hours of waiting available, due to rest and wait limits. Wait for 4 hours and rest for 10. After 24-hours in game (you can leave and play the game at this point) you can use the augment. Until this 24-hour period ends you cannot resist pure magic.

Effect information: *Can also be used in place of lungs that have been extremely charred or weakened by the ash of oblivion or the much weaker damages of Red Mountain. This extreme contraption provides an exceptional efficiency of oxygen at the cost of weight of the target and much of the natural mandible and respiratory system. The machine consists of four primary parts, the jaw extension, blaze piping, the container and the accelerator. The jaw extension consists of a large extended lower mandible that ends in a large rough respirator with hundreds of tiny holes, 12 short spines line each side of the mandible and are stabbed into the upper mandible to affix it in place and a small opening is left at the back as to allow for the blaze piping. The blaze piping is a large fleshy tube with Daedric reinforcements surrounding it; the tube replaces the trachea and is covered in hundreds of small vibrating protrusions that take the purpose of a crude voicebox after the removal of the organic one. The blaze tubing ends in a fist sized ball of smooth Daedric metal that contains chaotic creatia and liquified Daedra heart mix. The solution does not activate the mechanism until the first breaths are taken by the subject. The reaction cauldron is a large heavy chamber that consists of four smaller chambers, these smaller chambers are made of desiccated Daedra flesh and take the form of large sacks that funnel airflow. These chambers lead into one another and funnel toward the lower centre of the reaction cauldron. At this centre point lies the final part of the contraption the accelerator, a small Daedric metal dish that consists of 2 interlocking rotating rings that can move unimpeded, it is here where the secondary blaze piping is affixed to the solution container at the base of the first blaze pipe. The accelerator accepts the solution from the container and uses it to fuel the spinning of the rings. This creates a burning heat at the bottom of the chamber and causes plumes of smoke to be exhaled in place of deoxygenated air. The heart remains unchanged by this procedure as the newly hyper-oxygenated blood exits the magically blazing replacement lungs and enters the heart before being distributed and sent back to the lungs for reoxygenation. The chest cavity can be re-sealed after this however the ribs are replaced by finely crafted Daedric metal ribs instead as to ensure the safety of the unchanged heart. Once the procedure is completed the subject should begin to exhale small plumes of smoke from their respirator when worn, if not in use the respirator can be placed to the side temporarily for the purpose of eating and drinking but cannot go unused for more than 15 minutes before the lungs start to fail. As well as this the subject now has a vastly enhanced method of breathing that dramatically increases their recovery from fatigue and ability to provide their body with oxygen. However, the subject is unable to reach a high weight following the procedure as a too great weight puts strain on the blaze piping. The subject is also required to inhale fire salts once periodically to keep the accelerator running and must take 2 hours to remove the build-up of soot and ash from the jaw extension once per 3 days. Subject also no longer able to wear helmets or masks due to the bulky device.*

In-game abilities:

- (Ability) Airy Weight: Fortify Speed and Agility by (2 x Character Level) points constant effect. Also, double your maximum fatigue, but divide your maximum magicka by your Character Level, rounded up.
- (Ability) Resist Fire 60%
- (Ability) Weakness to Frost 40%
- (Ability) Weakness to Shock 10%
- (Ability) Airy Burden: Because of the blaze pipings delicacy under any weight, your Maximum Carrying Capacity is now (Strength Level) instead of (Strength Level x 5). Further, the user cannot wear any helmets.
- (Ability) Accelerator Fuel: When on or under Character Level 5, the wearer must ingest one [Fire Salts](#) each 3 days, at the start of the day. Above Character Level 5 and on or below Character Level 10, this is increased to once per 2 days. Above Character Level 10 this is increased to once per 3 days. The accelerator deactivates if this is not done and must be restarted by consuming new Liquidised Daedra Heart and Chaotic Creatia. Finally, each 3 days, one rest must be dedicated to removing soot build-up from the augment, sacrificing resting bonuses. If this is not done then there is a heavy soot build-up. If there is either a heavy soot build-up or the accelerator is deactivated, then the benefits from Airy Weight are not usable, the Fire Resistance reduces to 20%, the Weakness to frost goes up to 60%, the Weakness to Shock goes up to 30%, and you cannot use Soot Exhalation.
- (Ability) Augmented Voice: Because of the eerily unsettling voice box, -10 points constant effect damage personality.
- (Spell) Soot Exhalation: For 20FP, once per turn, you can breathe soot and smoke from your augments chamber at a target in melee range (on touch). This Blinds the target for (Character Level) – 50 points, or a $d(51 - \text{Character Level}) + \text{Character Level} - 1$. This blind effect lasts until the target removes the soot with 1 second of their turn. This has no rolls.
- -0.1 weight, Difficulty rating +1 (unless already 3)

Jaws of the Viper (Created by [Zayd](#))

Created as a sick Dwemer experiment on animal wildlife of Vvardenfell, and later (after years of failure) adapted to the rare willing Dwemer, and often unwilling Falmer. Jaws of the Viper originally had no name but was later called Duabcharn-Arkngd (Our Machines Gift, ᠳᠤᠠᠪᠴᠢᠷᠠᠨ ᠠᠷᠻᠠᠩᠭᠠᠳ). This was to give the illusion that getting this augment was a valiant gift from the Dwemer to the Falmer, often ending in death instead after this trickery. They have been nicknamed Jaws of the Viper by frightened onlookers to your parties' exploits after a member of your party gets this vicious augmentation.

Components: 12 Sharpened Dwemer Plate Teeth, 6 Thin Fluid Tubes, 4 Extended Dwemer Needlepoint Canine Teeth, 4 Injector Needles, 4 Dwemer Plate Strips, 2 Venom Collector Vats, 2 Tooth Connector Plates, 1 Transmutative Solution.

Assembly: *Remove all of subject's teeth and slice an incision into all 3 of the salivary glands. Insert and screw in place the Dwemer plate strips along the gums and roof of mouth. Once affixed apply 3 drops of transmutative solution into each salivary gland and seal shut through cauterisation. Allow subject to wait for up to 4 hours for the transmutation to take place (process is excessively painful so anaesthesia of some form recommended). Once time has elapsed inspect the glands, if the fluid released from them is a thick and yellowish discharge, repeat with a smaller dosage of 1 drop of solution in each gland before resting for 2 more hours. If the fluid is thinned and shimmering emerald continue with procedure. Align the thin fluid tubes running from the salivary glands to either roof of the mouth or below the tongue, at these locations implant the venom collector vats and link the fluid tubes to them. From these collector vats then place 2 injector needles each and run them into the position where the needlepoint canine teeth are to be inserted. Affix the connector plate to the jaw with screws before screwing on each of the available teeth, being careful to affix the canine teeth in line with the injector needles. Cauterise any remaining wounds and allow subject to rest for a period of 1 week which can be accelerated with restoration magics.*

In-game Assembly: Has to be done in a Mages Guild Hall to accelerate resting and must be done with 10 hours of resting available, and 4 hours of waiting available, due to rest and wait limits. Wait for 6 Hours (for assembly), then spend a further 4 hours resting and 4 hours waiting (being healed for speedy recovery). After a further 24-hours (you can leave and play the game at this point) you can start to use the augmentation.

Effect information: *Transmutative solution is very volatile and introduction to any tissue that is undesired can cause unforeseen and undesired transmutation of flesh, use with extreme caution. Usage of Dwemer plate strips and other coverings protect the rest of the mouth until the solution is absorbed by salivary glands and is safe for the subject and surgeon alike. Once rested the subject will have access to an innate weapon through their bite, which can deliver a potent venom through the needles in the canine teeth. The potency of the strike is determined by the strength applied to the bite and is thus dependent on the jaw strength of the subject. As well as this, subject has enhanced ability to digest dangerous materials and provides a full resistance to any poisonous substance that is ingested but will not help protect against an outward poisoning of the subject (through magics or otherwise). The venom causes extreme thinning of the blood and in extreme dosages instant muscle atrophy, if the target survives the bite wound there is a possible chance that the venom can cause permanent haemophilia if the targeted limb is not amputated or treated immediately.*

In-game abilities:

- (Ability) Forcefully Accustomed: 100% resistance to ingested negative effects. On potions these effects are [coloured red](#). Depending on Alchemy Difficulty, the link may provide spoilers.
- (Ability) Aberrantly Terrifying: Your personality is reduced by (Party Reputation * Character Level)/4 points at all times.
- Stunted Magicka and Fatigue (no FP or MP regeneration)
- (Ability) Impractical Impedance: You can only wear open-faced helmets.
- (Spell) Venom Bite: Using a standard Strength roll, 30FP, and 2 seconds in combat you can bite a target, doing 1-8 (d8) physical damage and applying a venom. The venom's effects do not stack; the following is the venom's effects:
 - On the start of a bitten targets turn, they make a standard endurance roll and on a fail they take a d[(intelligence level)/4] of [Piercing poison damage](#). On a pass the poison will not damage or have further effects.
 - On the end of the bitten targets next turn after they've taken the poison damage, they roll another standard endurance roll, and on a failure, they are knocked prone and get the previous Piercing poison damage done to them again. On a pass the poison will not do damage, knock prone, or have further effects.
 - On the start of the bitten targets next turn after they've been knocked prone, they roll another standard endurance roll. On a failure they are knocked unconscious with 4 seconds of their turn left and get half the previous instance of Piercing poison damage done to them again; the poison will have no further effects. On a pass the poison will not do damage, knock unconscious, or have further effects.

To perform Venom Bite, you don't have to switch weapons.

The Venom Bite spell can also use the [Limb Dismemberment](#) ability, with the only difference that it uses the appropriate Strength rolls instead.

Further, [Submission Move](#) does a constant (Intelligence level)/10 poison damage per second when the target is in the Submission Move.

- +0.2 weight, Difficulty rating +1 (unless already 3)

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