



The Elders Scrolls

AGE of Tamriel

A setting adaption for the Fantasy AGE roleplaying game

AGE OF TAMRIEL

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A FAN ADAPTION OF THE ELDER SCROLLS SETTING
FOR USE WITH THE FANTASY AGE ROLEPLAYING GAME

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**FANTASY
AGE**

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SPECIAL THANKS

THANKS TO DiBASTET AND DRACODRUID FROM THE RONINARMY.COM FORUMS
FOR LETTING ME USE THEIR SOME OF THEIR RULES
ON PLAYING FANTASY AGE WITHOUT CHARACTER CLASSES.

MUCH APPRECIATED!

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INTRODUCTION

Welcome to the *AGE of Tamriel*!

This project originally was only going to try and present the lands of Skyrim from the *Elder Scrolls V: Skyrim* game to *Fantasy AGE*. When I posted the first snippets of this project over on Green Ronin's Roninarmy forums, it was suggested to me that I should encompass all of the *Elder Scrolls* games. And so I have.

In writing this project I have tried to remain as close to the *Fantasy AGE* core rules as possible. However, I couldn't stop my self completely. So at the back of the document I have included several appendices that detail those optional rules, character options, and other materials that I came up during the writing process, but felt it didn't fit within my above goals.

SETTING ACCURACY

While I have tried to remain as faithful to the setting material as I could, the goal of *AGE of Tamriel* was to create enough game materials to play in the *Elder Scrolls* setting using the *Fantasy AGE* rules, it was never intended to be a setting bible. Those wanting more detailed information on the world of Tamriel should look over the Sources section for links to a few websites dedicated to *Elder Scrolls* lore.

GAME BALANCE

I should take a moment and give a word of caution: the entirety of the *AGE of Tamriel* have seen little to no playtesting due to lacking a gaming group.

SOURCES

The following are the sources I have referred to when writing the *AGE of Tamriel*:

ROLEPLAYING GAMES

- ◆ **Fantasy AGE Basic Rulebook**
- ◆ **Fantasy AGE Bestiary**
- ◆ **Titansgrave: Ashes of Valkana**
- ◆ **Dragon Age Roleplaying Game Core Rulebook**

VIDEO GAMES

- ◆ **Elder Scrolls: Arena**
- ◆ **Elder Scrolls II: Daggerfall**
- ◆ **Elder Scrolls III: Morrowind**
- ◆ **Elder Scrolls IV: Oblivion**
- ◆ **Elder Scrolls V: Skyrim**
- ◆ **Elder Scrolls Online: Tamriel Unlimited**

WEBSITES

- ◆ **The Elder Scrolls Wiki** (elderscrolls.wikia.com)
- ◆ **Unofficial Elder Scrolls Pages Wiki** (uesp.net)
- ◆ **The Imperial Library** (imperial-library.info)
- ◆ **The Tamriel Vault** (tamrielvault.com)
- ◆ **Elderscrolls** (elderscrolls.com)
- ◆ **Tamriel Journal** (tamrieljournal.com)

CHAPTER ONE: CHARACTERS

The basic process of creating a character remains relatively unchanged. What follows is a brief overview of the new rules and changes to existing ones.

ABILITY FOCUSES

- ◆ **Alchemy (Intelligence):** Knowledge and brewing of poisons and potions with alchemical reagents.
- ◆ **Alteration Magic (Intelligence):** Knowledge of Alteration magic.
- ◆ **Brawling (Accuracy / Fighting):** This ability focus can now be used with both Accuracy and Fighting, whichever is preferred.
- ◆ **Conjuration Magic (Intelligence):** Knowledge of Conjuration magic.
- ◆ **Crafting (Dexterity):** This focus has been replaced by the following focuses:
 - *Artistry (Dexterity):* Crafting works of art.
 - *Cooking (Intelligence):* Preparing and cooking food.
 - *Jewelcrafting (Perception):* Knowledge of gem-cutting and appraisal, and crafting of jewelry.
 - *Leatherworking (Dexterity):* Crafting leather armor and other leather-worked goods.
 - *Smithing (Strength):* Crafting metal-worked items, weapons, and armor.
 - *Tailoring (Dexterity):* Designing and weaving garments, textiles, and tapestries.
 - *Woodworking (Dexterity):* Crafting items from wood, like bows, clubs, staves, and shields.
- ◆ **Destruction Magic (Intelligence):** Knowledge of Destruction magic.
- ◆ **Enchanting (Intelligence):** Knowledge of enchanting techniques to create enchanted items.
- ◆ **Shields (Fighting):** Proficiency in using shields as a weapon.
- ◆ **Illusion Magic (Intelligence):** Knowledge of Illusion magic.
- ◆ **Light Missiles (Accuracy):** Proficiency with weapons from the Light Missiles Group.
- ◆ **Mysticism Magic (Intelligence):** Knowledge of Mysticism magic.
- ◆ **Necromancy Magic (Intelligence):** Knowledge of Necromancy magic.
- ◆ **Restoration Magic (Intelligence):** Knowledge of Restoration magic.
- ◆ **Thu'um (Willpower):** Knowledge of and ability to harness the Thu'um.

MAGICKA

All characters start with 10 + Willpower Magicka. Characters with the Mage class have an extra 10 Magicka. In addition, only those characters in the Mage class will gain additional Magicka as they level. The exact details for this are detailed further in the Magic chapter, starting on page XX.

STAMINA

The biggest change in *AGE of Tamriel* is the introduction of Stamina. Stamina is a resource similar to Magicka, which can be spent to gain a temporary bonus or benefit, or use a strenuous action, like Run. However, spending all their Stamina will leave the character fatigued and further Stamina use can be fatal.

STARTING & GAINING STAMINA

Starting Stamina: All characters start with 10 + Constitution + 1d6 Stamina. A character's race and class may also affect their starting Stamina.

Gaining Stamina: From 2nd level to 10th level, characters gain 1d6 + Constitution Stamina per level. At 11th level and higher, the character gains a number of Stamina equal to their Constitution ability. Characters will always gain a minimum of 1 Stamina per level.

USING STAMINA

Stamina can be spent to use one of the following options. Stamina can only be used for one benefit at a time and only once per round, unless noted otherwise.

- ◆ **Action Surge:** You can spend Stamina to perform an extra action. By spending 20 Stamina you can perform a Minor action, or a Major action for 30 Stamina. You can only perform one extra action once per round.
- ◆ **Aim:** You can perform the Aim action for 5 Stamina.
- ◆ **All-Out Attack:** You can perform the All-Out Attack action for 5 Stamina.
- ◆ **Charge:** You can perform the Charge action for 5 Stamina.
- ◆ **Defend:** You can perform the Defend action for 5 Stamina.
- ◆ **Delay Death:** While dying, you can spend 10 Stamina to remain alive for one extra round.
- ◆ **Extreme Effort:** For 10 Stamina you gain a +1 bonus on a single ability test not tied to an attack

or spellcasting test. At 11th level and higher, you can spend 20 Stamina for a +2 bonus.

- ◆ **Resilience:** Stamina can be spent to negate lethal damage to Health. For 10 Stamina, you ignore 5 points of Health damage. At 6th level, you can spend 20 Stamina to ignore 10 damage. At 11th level, you can spend 40 Stamina to ignore 20 damage.
- ◆ **Run:** You can perform the Run action for 5 Stamina.
- ◆ **Spellcasting Boost:** For 10 Stamina you gain a +1 bonus to your next spellcasting test.
- ◆ **Spellpower Boost:** For 10 Stamina you gain a +1 bonus to Spellpower with the next spell you cast.
- ◆ **Stand Firm:** You can perform the Stand Firm action for 5 Stamina.
- ◆ **Stunt Point:** For 10 Stamina you generate 1 extra stunt point. This only works on rolls that you have already generated stunt points with.

STAMINA LOSS AND FATIGUE

When a character reaches 0 Stamina, they become Fatigued. Fatigued characters suffer a -1 penalty to all ability tests (including attacks and spellcasting) and have their Speed reduced by 5. Additional expenditure or damage to Stamina will reduce Health instead.

RECOVERING STAMINA

Recovering lost Stamina works in a similar fashion as recovering lost Health.

Respite: You take a brief respite in the heat of combat. As a Major action, make a TN 13 Constitution (Stamina) test. If you are successful, you recover an amount of Stamina equal to the Stunt Die + your Constitution.

Breather: A character who takes a breather after combat will recover 5 + Constitution + Level Stamina.

Resting: For each hour spent resting a character recovers 10 + Constitution + Level Stamina. A night of uninterrupted rest restores all Stamina.

Magical Recovery: Stamina may also be recovered through alchemy potions, magic spells and effects, and some magic items.

MONSTERS AND NPCs

By default, monsters and non-player characters do not have Stamina. GMs who do not mind the increased book-keeping can choose to give monsters and NPCs Stamina.

CLASS CHANGES

The character classes are relatively unchanged as presented in *Fantasy AGE*, but there are some changes. These changes are detailed below:

THE MAGE

- ◆ **Arcane Blast:** Mages no longer have this ability, it is replaced by their Starting Spells (see below). Now, at 6th and 8th level, a mage becomes a Novice in a new talent or gain a degree in a talent they already have.
- ◆ **Starting Spells:** A mage starts 1st-level knowing the *Fire bolt*, *Frost bolt*, or *Lightning bolt* spell, plus any two Novice spells of their choice from any school of magic. The magic talent requirement associated with these spells are ignored.
- ◆ **Starting Weapon Groups:** Mages start with Brawling and one of the following weapon groups: Bludgeons, Light blades, or Staves.

THE ROGUE

- ◆ **Stamina:** Rogues start with an extra 10 Stamina. See pages XX for the rules on Stamina.
- ◆ **Starting Weapon Groups:** Rogues start with Brawling and Light blades, plus one other weapon group of their choice.

THE WARRIOR

- ◆ **Stamina:** Warriors start with an extra 10 Stamina. See pages XX for the rules on Stamina.
- ◆ **Starting Armor Talent:** Warriors start as Novice in one of the two Armor Training talents at 1st level: Light Armor Training or Heavy Armor Training. See page XX for these new talents.
- ◆ **Starting Weapon Groups:** Warriors start with Brawling and four other weapon groups of their choice.

CHARACTER RACES

Within the *Elder Scrolls* setting the following races are available for player characters: Altmer, Argonian, Bosmer, Breton, Dunmer, Imperial, Khajiit, Nord, Orsimer, and Redguard.

ALTMER

Known as High Elves in their homeland of Summerset Isle, the Altmer are the most gifted in the arcane arts of all the races. They can call upon their Highborn power to regenerate Magicka quickly. Characterized by their yellowish skin and amber-colored eyes, the Altmer are subjected to racism and discrimination due to their affiliation with the Third Aldmeri Dominion and the Thalmor.

ALTMER NAMES

Female Names: Elenwen, Faralda, Iriel, Medora, Mirie, Nanya, Ruma.

Male Names: Ancano, Calcelmo, Falarel, Lorcalin, Nerien, Runil, Valmir.

Family Names: Adal, Gaeal, Galerion, Jorius, Larethaire, Mothil, Silinthar.

PLAYING AN ALTMER

If you choose to play as an Altmer, modify your character as follows:

- ◆ Add 1 to your **Intelligence** ability.
- ◆ Pick one of the following: **Intelligence (Arcane lore)** or **Willpower (Self-discipline)**.
- ◆ **Disease Resistance:** Altmer receive a +2 bonus to resist disease effects.
- ◆ **Fortified Magicka:** Altmers start with an extra 5 Magicka.
- ◆ **Highborn (stunt):** Altmer can regenerate Magicka equal to 2 + Willpower (minimum of 2) as a 2 SP spell stunt. This stunt can be used multiple times if there is enough SP available. This ability can only be used once per combat encounter.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Altmer** and **Common Tongue**.
- ◆ Roll twice on the **Altmer Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

ALTMER BENEFITS

2D6	BENEFIT
2	+1 Communication
3–4	Focus: Intelligence (Enchanting)
5	Focus: Intelligence (Illusion magic)
6	Focus: Communication (Persuasion)
7–8	+1 Willpower
9	Focus: Intelligence (Destruction magic)
10–11	Focus: Communication (Etiquette)
12	+1 Perception

ARGONIAN

Argonians are an oviparous race of reptilian people native to the large and marshy province known as Black Marsh, a region of Tamriel. They can be found in smaller numbers throughout the continent. Argonians are one of the few races completely unrelated to men and mer, being descended directly from the Hist. Enigmatic and intelligent, the Argonians are experts of guerrilla tactics, and their natural abilities suit their swampy homeland. They have developed immunities to diseases that have plagued many would-be explorers in the region, and they are capable of easily exploring underwater locations due to their ability to breathe water. Argonians make proficient thieves, due to their superb lock picking and sneaking skills.

ARGONIAN NAMES

Female Names: Deeja, Deetsan, From-Deepest-Fathom, Keerava, Ocheeva, Shahvee, Wujeeta.

Male Names: Beem-Ja, Deekus, Derkeethus, Jaree-Ra, Madesi, Scouts-Many-Marshes, Talen-Jei.

PLAYING AN ARGONIAN

If you choose to play as an Argonian, modify your character as follows:

- ◆ Add 1 to your **Dexterity** ability.
- ◆ Pick one of the following: **Dexterity (Lock picking)** or **Constitution (Swimming)**.
- ◆ **Disease Resistance:** Argonians receive a +2 bonus to resist disease effects.
- ◆ **Histskin (stunt):** Argonians can heal Health equal to 2 + Constitution (minimum of 2) as a 2 SP combat stunt. This stunt can be used multiple times if there is enough SP available. This ability can only be used once per combat encounter.

- ◆ **Waterbreathing:** Argonians can breathe underwater.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Common Tongue** and the argonian language of **Jel**.
- ◆ Roll twice on the **Argonian Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

ARGONIAN BENEFITS

2D6	BENEFIT
2	+1 Strength
3–4	Focus: Dexterity (Legerdemain)
5	Focus: Dexterity (Initiative)
6	Weapon Group: Light blades*
7–8	+1 Constitution
9	Focus: Dexterity (Stealth)
10–11	Focus: Dexterity (Jewelcrafting)
12	+1 Perception

* If the class you choose provides this already, you can take the focus Accuracy (light blades) instead.

BOSMER

Bosmer, or Wood Elves, hail from the province of Valenwood (South-West part of Tamriel). Rejecting the formalities of the civilized world, the Bosmer discarded lavish living for a life in the wilderness, among nature, the trees, and animals. In fact, their major cities are actually located in giant walking trees that roam the forest province of Valenwood. They decorate their bodies to resemble their forest surroundings. Because of this, many view them as barbarians. Despite their infamy, they are known to be extremely agile and quick. Their nimbleness serves them best in any art involving thievery. Many are well respected archers, due to their inherent skill with a bow.

BOSMER NAMES

Female Names: Aerin, Anuriel, Fara, Gelduin, Hyna, Parwen, Nimriel.

Male Names: Anruin, Arathor, Brodras, Faendal, Girduin, Malborn, Raendor.

Family Names: Fernbrook, Nightthorn, Oakvale, Pinerun, Riverdale, Shadyhollow, Willowvane.

PLAYING A BOSMER

If you choose to play as a Bosmer, modify your character as follows:

- ◆ Add 1 to your **Dexterity** ability.
- ◆ Pick one of the following: **Communication (Animal handling)** or **Perception (Seeing)**.
- ◆ **Affliction Resistance:** Bosmers receive a +2 bonus to resist disease and poison effects.
- ◆ **Bow Affinity:** Bosmers know the Bows Weapon Group. If a class already provides this Weapon Group, they receive the focus Accuracy (Bows) instead.
- ◆ **Y'ffre's Endurance:** Bosmers start with an extra 5 Stamina.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Bosmer** and **Common Tongue**.
- ◆ Roll twice on the **Bosmer Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

BOSMER BENEFITS

2D6	BENEFIT
2	+1 Communication
3–4	Focus: Perception (Hearing)
5	Focus: Intelligence (Nature lore)
6	Focus: Dexterity (Stealth)
7–8	+1 Accuracy
9	Focus: Constitution (Stamina)
10–11	Focus: Perception (Tracking)
12	+1 Perception

BRETON

Bretons are the human descendants of the Aldmeri-Nedic Manmer of the Merethic Era and are now the inhabitants of the province of High Rock. They are united in culture and language, even though they are divided politically, for High Rock is a fractious region. Bretons make up the peasantry, soldiery, and magical elite of the feudal kingdoms that compete for power. Many are capable mages with innate resistance to magicka. They are known for a proficiency in abstract thinking and unique customs. Bretons appear, by and large, much like other pale-skinned humans. They are usually slight of build and not as muscular as Nords or Redguards. Their Elvish ancestry is usually only detectable upon a closer inspection of their eyebrows, ears, or high cheekbones, though many individual Bretons appear to be more Nordic or Imperial than

anything else. The great diversity in their appearance is to be expected from their politically fractured society, though their clothes, accents, customs and names are fairly uniform.

BRETON NAMES

Female Names: Colette, Delphine, Eola, Fianna, Lisette, Senna, Ysolda.

Male Names: Arniel, Belethor, Cynric, Eltrys, Madanach, Roland, Stromm.

Family Names: Ashton, Beaufort, Frey, Longhammer, Lothaire, Malyne, Stroud.

PLAYING A BRETON

If you choose to play as a Breton, modify your character as follows:

- ◆ Add 1 to your **Willpower** ability.
- ◆ Pick one of the following: **Intelligence (Arcane lore)** or **Communication (Etiquette)**.
- ◆ **Dragonskin:** Bretons can perform the *Magic Shield* spell stunt for 2 SP and gain +4 Armor Rating against magic damage when using that stunt.
- ◆ **Magic Resistance:** Bretons receive a +1 bonus on ability tests to resist magic spells and effects.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Breton** and **Common Tongue**.
- ◆ Roll twice on the **Breton Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

BRETON BENEFITS

2D6	BENEFIT
2	+1 Willpower
3–4	Focus: Communication (Persuasion)
5	Focus: Intelligence (Conjuration magic)
6	Focus: Intelligence (Research)
7–8	+1 Communication
9	Focus: Intelligence (Destruction magic)
10–11	Focus: Communication (Bargaining)
12	+1 Accuracy

DUNMER

The Dunmer, more commonly referred to as Dark

Elves, are the dark skinned elves originating from the province of Morrowind. Known to be strong, intelligent, quick, aloof, and reserved; mostly keeping to themselves, the Dunmer are said to be ill-favored by fate. And, although most Dunmer natives of Morrowind harbor a bitter distrust and disdain for other Races, they are just as distrusting and disdainful of other Dunmer.

DUNMER NAMES

Female Names: Aduri, Aranea, Dinya, Dreyla, Irieth, Jenassa, Mirri.

Male Names: Arvel, Casimir, Falas, Naris, Ravyn, Saden, Veren.

Family Names: Aravel, Aren, Drel, Elenil, Idern, Sadri, Valen.

PLAYING A DUNMER

If you choose to play as a Dunmer, modify your character as follows:

- ◆ Add 1 to your **Dexterity** ability.
- ◆ Pick one of the following: **Dexterity (Initiative)** or **Dexterity (Stealth)**.
- ◆ **Ancestral Guidance:** Dunmer can call on their ancestors for guidance. Once per day, when the Dunmer fails an ability test they can choose to re-roll it, but must keep the result of the second roll.
- ◆ **Fire Resistance:** Dunmer receive a +1 bonus to resist Fire spells and effects, as well as having +2 Armor Rating against Fire damage.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Dunmer** and **Common Tongue**.
- ◆ Roll twice on the **Dunmer Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

DUNMER BENEFITS

2D6	BENEFIT
2	+1 Strength
3–4	Focus: Intelligence (Destruction magic)
5	Focus: Perception (Seeing)
6	Weapon Group: Light blades*
7–8	+1 Accuracy
9	Focus: Communication (Bargaining)
10–11	Focus: Constitution (Stamina)
12	+1 Strength

* If the class you choose provides this already, you can take the focus Accuracy (light blades) instead.

IMPERIAL

Natives of the cosmopolitan province of Cyrodiil, the Imperials are some of the most well-educated, wealthy and well-spoken of the races in Tamriel. Imperials are also known for their discipline and training of their citizen armies. Because of this, the Imperials have dominated Tamriel for more than 2,000 years.

IMPERIAL NAMES

Female Names: Adrianne, Alexia, Camilla, Edda, Gianna, Lucia, Safia.

Male Names: Adventus, Alethuis, Cicero, Gaius, Lucan, Pavo, Samuel.

Family Names: Aretino, Giordano, Lex, Maccius, Pelagia, Signus, Tullius.

PLAYING AN IMPERIAL

If you choose to play as an Imperial, modify your character as follows:

- ◆ Add 1 to your **Communication** ability.
- ◆ Pick one of the following: **Communication (Etiquette)** or **Willpower (Self-discipline)**.
- ◆ **Imperial Luck:** Once per day, when the Imperial fails an ability test they can choose to re-roll it, but must keep the result of the second roll.
- ◆ **Voice of the Emperor:** Imperials start with one of the following: **Communication (Leadership)** or **Communication (Persuasion)**.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Cryodilic** and **Common Tongue**.
- ◆ Roll twice on the **Imperial Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

IMPERIAL BENEFITS

2D6	BENEFIT
2	+1 Willpower
3–4	Focus: Intelligence (Military lore)
5	Weapon group: Heavy blades*
6	Focus: Communication (Deception)
7–8	+1 Intelligence
9	Focus: Intelligence (Cultural lore)

10–11	Focus: Communication (Leadership)
12	+1 Fighting

* If the class you choose provides this already, you can take the focus Fighting (heavy blades) instead.

KHAJIIT

Descended from the great cats of the desert, the Khajiit are an agile, intelligent, and hardy people. Some chose to decorate their faces in the style of their feline ancestors, and most all, given their inclination, make excellent thieves due to their climbing abilities. They are also known for their production of Moon Sugar, which can be refined into skooma.

KHAJIIT NAMES

Female Names: Ahkari, Fayna, Hani, Khayla, Mohana, Shavari, Zaynabi.

Male Names: Dro'marash, J'darr, J'zargo, Kesh, M'aiq, Ri'saad, Vasha.

Family Names: Amanni, Baravnadi, Jakar, Kirabi, Mahhan, Rohir, Satani.

PLAYING A KHAJIIT

If you choose to play as Khajiit, modify your character as follows:

- ◆ Add 1 to your **Dexterity** ability.
- ◆ Pick one of the following: **Dexterity (Acrobatics)** or **Strength (Climbing)**.
- ◆ **Catpurse:** Pick one of the following: **Dexterity (Legerdemain)** or **Dexterity (Stealth)**.
- ◆ **Claws:** Khajiit have claws that increase their brawling damage by +2.
- ◆ **Night Eye:** Khajiit have Dark Sight, allowing them to see 20 yards without a light source.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Khajiit** and **Common Tongue**.
- ◆ Roll twice on the **Khajiit Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

KHAJIIT BENEFITS

2D6	BENEFIT
2	+1 Accuracy
3–4	Focus: Accuracy (Brawling)
5	Focus: Constitution (Running)

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6	Focus: Intelligence (Brewing)
7–8	+1 Constitution
9	Focus: Dexterity (Initiative)
10–11	Focus: Communication (Bargaining)
12	+1 Perception

NORD

Nords, also known as Sons of Snow, are a race of men and women from the province of Skyrim. The Nords have a natural resistance to the frost, which evolved in the northern, colder reaches of Nirn. Eager to augment their martial skills beyond the traditional methods of Skyrim, they excel in all manner of traditional warfare. Nord culture centers on the quest for honor and glory, with emphasis also on the family and community.

NORD NAMES

Female Names: Aela, Astrid, Frea, Lydia, Maven, Ria, Serana.

Male Names: Arngeir, Balgruuf, Farkas, Kodlak, Skor, Torgg, Ulfric.

Family Names: Battleborn, Black-briar, Grey-mane, Stormcloak, Whitemane.

PLAYING A NORD

If you choose to play as a Nord, modify your character as follows:

- ◆ Add 1 to your **Strength** ability.
- ◆ Pick one of the following: **Constitution (Stamina)** or **Strength (Intimidation)**.
- ◆ **Battle Cry:** Nords can perform the *Taunt* and *Threaten* combat stunts each for 1 SP.
- ◆ **Cold Resistance:** Nords receive a +2 bonus to resist Frost spells and effects, as well as having an Armor Rating of 2 against Frost damage.
- ◆ **Robust:** Nords start with an extra 5 Health and Stamina.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Nordic** and **Common Tongue**.
- ◆ Roll twice on the **Nord Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

NORD BENEFITS

2D6	BENEFIT
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2	+1 Communication
3–4	Focus: Strength (Smithing)
5	Weapon Group: Heavy blades*
6	Focus: Willpower (Courage)
7–8	+1 Constitution
9	Focus: Strength (Might)
10–11	Focus: Communication (Performance)
12	+1 Willpower

* If the class you choose provides this already, you take the focus Fighting (heavy blades) instead.

ORSIMER

Orcs, also called Orsimer or “Pariah Folk”, are sophisticated, beast-like people of the Wrothgarian Mountains, Dragontail Mountains, and Orsinium. They are noted for their unshakable courage in war and their unflinching endurance of hardships. In the past, Orcs have been widely feared and hated by the other nations and races of Tamriel, and were often considered to be goblin-ken. However, they have slowly won acceptance in the Empire, in particular for their distinguished service in the Emperor's Legions. Orc armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire, and become fearsome opponents when enraged.

ORSIMER NAMES

Female Names: Bula, Ghak, Ghorza, Lagurda, Shel, Ugor, Yag.

Male Names: Balagog, Borkul, Durak, Grogmar, Kharag, Lurbuk, Mahk.

Family Names: Bol, Khar, Malog, Muzgol, Sharob, Shatur, Urgash.

PLAYING AN ORSIMER

If you choose to play as an Orsimer, modify your character as follows:

- ◆ Add 1 to your **Constitution** ability.
- ◆ Pick one of the following: **Constitution (Stamina)** or **Strength (Smithing)**.
- ◆ **Aggressive:** Orsimer receive a +2 bonus when using the All-Out Attack or Charge combat actions instead of the usual bonus. Any associated penalties remain unchanged.
- ◆ **Brawny:** Orsimer ignore 1 point of Armor Penalty when wearing armor.
- ◆ **Robust:** Orsimer start with an extra 5 Health and Stamina.

- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Orcish** and **Common Tongue**.
- ◆ Roll twice on the **Orsimer Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

ORSIMER BENEFITS

2D6	BENEFIT
2	+1 Fighting
3–4	Focus: Perception (Smelling)
5	Weapon Group: Bludgeons*
6	Focus: Willpower (Courage)
7–8	+1 Strength
9	Focus: Strength (Intimidation)
10–11	Focus: Strength (Might)
12	+1 Willpower

* If the class you choose provides this already, you can take the focus Fighting (bludgeons) instead.

REDGUARD

Redguards are a race of humans who hail from the lost continent of Yokuda and now reside primarily in the province of Hammerfell. Their name is derived from the corruption of the native Yokudan term “Ra Gada”, which (translated loosely) means, “warrior wave”. Due to their swift and decisive conquering of the province of Hammerfell, the Redguards are renowned as arguably the most fierce, versatile and naturally gifted warriors in all of Tamriel. Their ferocity and versatility is also manifested in their personality, which lends itself to why they are most effective as scouts and in small units as opposed to being deployed as rank and file soldiers.

REDGUARD NAMES

Female Names: Anwen, Faleen, Kiara, Rayya, Saadia, Saffir, Zaria.

Male Names: Amir, Amren, Cirroc, Mani, Nazeem, Nazir, Uwafa.

Family Names: af-Ashora, af-Dometri, al-Bergama, al-Skaven, at-Rusa, Epinard, Sendu.

PLAYING A REDGUARD

If you choose to play as a Redguard, modify your character as follows:

- ◆ Add 1 to your **Fighting** ability.
- ◆ Pick one of the following: **Dexterity (Riding)** or **Willpower (Courage)**.
- ◆ **Adrenaline Rush (stunt):** Redguards can recover Stamina equal to 2 + Constitution (minimum of 2) as a 2 SP combat stunt. This stunt can be used multiple times if there is enough SP available. This ability can only be used once per combat encounter.
- ◆ **Enduring:** Redguards start with an extra 5 Stamina.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Banthan** and **Common Tongue**.
- ◆ Roll twice on the **Redguard Benefits** table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

REDGUARD BENEFITS

2D6	BENEFIT
2	+1 Willpower
3–4	Weapon Group: Bludgeons*
5	Focus: Intelligence (Military lore)
6	Focus: Willpower (Self-discipline)
7–8	+1 Constitution
9	Focus: Dexterity (Initiative)
10–11	Weapon Group: Heavy blades*
12	+1 Dexterity

* If the class you choose provides this already, you can take the proper Fighting focus instead.

CHAPTER THREE: EQUIPMENT

All of the equipment found in *Fantasy AGE* is available, except for black powder weapons. The equipment may be made from more advanced materials, but functionally it is the same.

STARTING EQUIPMENT

All characters start with the the standard gear package and the starting gear for their class, plus any additional gear based on their talents.

- ♦ **Standard Gear:** All characters start with a backpack, one day of trail rations, a set of traveler's garb, three torches, and a waterskin.
- ♦ **Mage:** If the character is a Mage they start with a Common magic staff and two filled petty soul gems.
- ♦ **Rogue:** If the character is a Rogue they start with light leather armor and two weapons of their choice.
- ♦ **Warrior:** If the character is a Warrior they start with light mail armor and three weapons of their choice.
- ♦ **Crafting:** Characters with a crafting ability focus (Smithing, Woodworking, etc) start with one set of proper tools.
- ♦ **Chirurgy:** Characters with the Chirurgy talent start with a healer's kit.
- ♦ **Lore:** Characters with the Lore talent start with a book (blank), one vial of black ink, and a writing quill.
- ♦ **Scouting:** Characters with the Scouting talent start with a week of trail rations.
- ♦ **Thievery:** Characters with the Thievery talent start with one set of lockpicks.
- ♦ **Weapon and Shield:** Characters with the Weapon and Shield Style talent start with a medium shield.
- ♦ **Thrown Weapons:** Characters that choose a thrown weapon, like throwing axes or throwing knives, start with 3 weapons of that type.
- ♦ **Ammunition:** Character who have chosen missile weapon that uses ammunition, such as a bow or crossbow, start with 20 pieces of ammunition for that weapon.



CURRENCY

The main currency in the Tamriel is the septim, a gold coin with the bust of Tiber Septim on one side and the seal of Akatosh on the other. All prices in the *AGE of Tamriel* are in septims. Septims are noted as "st".

STARTING WEALTH

As the currency has changed, so to has a character's starting wealth.

FASTER STARTING WEALTH

For faster starting wealth, use the figures found in the brackets, "[]".

STARTING MONEY

SOCIAL CLASS	SEPTIMS
Outsider	150 + (3d6 x 10) [250 st]
Lower	250 + (3d6 x 10) [350 st]
Middle	500 + (3d6 x 10) [600 st]
Upper	1,000 + (3d6 x 10) [1,100 st]

FANTASY AGE CONVERSION

The main currency of Tamriel is the Septim, a gold coin with Tiber Septim on one side, and the seal of Akatosh on the other.

One septim has the same buying power as 1 copper piece. When determining the cost of an item in Tamriel, just convert all *Fantasy AGE* prices to copper pieces.

Example: Heavy leather costs 30 sp in *Fantasy AGE*. When converted to copper pieces, it becomes 300 cp (1 sp = 10 cp). So in Tamriel heavy leather costs 300 septims.

ARMOR & SHIELDS

Armor is unchanged. Shields can now be used as an off-hand melee weapon with a talent, in addition to being a defensive item.

ARMOR TABLE

ARMOR	RATING	PENALTY	STRAIN	COST
Lt. leather	3	0	1	150 st
Hv. leather	4	-1	2	300 st
Lt. mail	5	-2	3	500 st
Hv. mail	7	-3	4	750 st
Lt. plate	8	-4	5	1,000 st
Hv. plate	10	-5	6	1,500 st

SHIELDS TABLE

SHIELD	BONUS	DMG.	MN. STR	COST
SHIELDS GROUP (FIGHTING)				
Lt. shield	+1	1d6-1	0	150 st
Md. shield	+2	1d6	1	300 st
Hv. shield	+3	1d6+1	2	600 st

WEAPONS

With the exception of black powder weapons (which are not found in Tamriel), all the weapons in *Fantasy AGE* are available, plus the Light Missiles Weapon Group.

LIGHT MISSILES GROUP

Atlatl: Also known as a spear-thrower, the atlatl is a hand tool used to provide extra power when throwing atlatl darts. An atlatl dart resembles something that falls between an arrow and a throwing spear.

Grenade: This covers any hand-thrown weapon like alchemy vials, oil flasks, etc. and any other thrown weapon not covered elsewhere. The damage is for unlisted grenades that inflict damage.

Sling: A length of cord with a pouch in the middle that holds a stone, or a lead or iron bullet, and spun rapidly before being released.

EQUIPMENT

Atlatl Dart (2 st): This is ammunition for the atlatl spear-thrower. The cost is for a single dart.

Crafter's Tools (30 st): A set of tools dedicated to a single crafting profession. You cannot perform a crafting test if you do not possess the proper tools.

Satchel (6 st): This is a small bag with a single shoulder strap capable of carrying capacity up to 10 pounds.

Sling Bullets & Stones (10 st): Ammunition for slings. Bullets are cast from lead, while sling stones are ordinary stones. The cost is for 20 bullets. Sling stones are free; 20 stones can be easily found with 1 minute of searching.

SPECIALTY EQUIPMENT

Alchemy Reagent (1+ st): Reagents for alchemy. Reagents are not tracked individually, but in septims. See "Reagents" on page XX for more information.

Alchemy Recipes (30-300 st): Recipes for various alchemy formulas. Common formulas cost 30-50 st, Uncommon cost 60-100 st, and Rare formulas cost 100-300 st.

Workspace, Table (3,000 st): You have a small workspace dedicated to a single crafting profession of your choice. The worktable is only large enough for one person to use at a time. You must work at a crafting table or suffer a -1 penalty on your crafting tests.

ALCOHOL & ILLICIT SUBSTANCES

Alcohol (10, 30, or 100 st): An alcoholic beverage, be it ale, brandy, mead, wine, etc. Alcohol has three strengths; poor, normal, and strong.

Imbibing alcohol provides 10 temporary Stamina for 1 hour, with poor alcohol granting 5 Stamina and strong alcohol granting 15 Stamina.

Alcohol has a TN 13 Constitution (Stamina) Addiction test. Addiction results in Stamina being reduced by 10 and a -1 penalty on Communication and Willpower tests.

Drinking excessive alcohol will get the character drunk. After the first drink, the character must make a TN 11 Constitution (Drinking) test. For each additional drink consumed, the TN increases by 1. Failure results in drunkenness. Being drunk imposes a -1 penalty on all actions for one hour. Failure with a 1 on the stunt die results in the character passing out drunk for 1d6+1 hours.

WEAPONS TABLE

WEAPON	DMG.	MN. STR	COST
AXES GROUP (FIGHTING)			
Two-handed Axe (2H)	3d6	3	200 st
Battle Axe	2d6	1	140 st
Throwing Axe	1d6+2	1	100 st
BLUDGEONS GROUP (FIGHTING)			
Two-handed maul (2H)	2d6+3	3	180 st
Mace	2d6	1	120 st
Maul	1d6+3	1	150 st
BOWS GROUP (ACCURACY) *			
Crossbow (2H)	2d6+1	1	200 st
Long Bow (2H)	1d6+3	1	150 st
Short Bow (2H)	1d6+1	-1	100 st
BRAWLING GROUP (ACCURACY OR FIGHTING) **			
Improvised Weapon	1d6-1	--	--
Gauntlet	1d3+1	--	40 st
Fist	1d3	--	--
DUELING GROUP (ACCURACY)			
Rapier	1d6+3	0	180 st
Main Gauche	1d6+1	--	110 st
Spiked Buckler ***	1d6-1	-1	150 st
HEAVY BLADES GROUP (FIGHTING)			
Two-handed Sword (2H)	3d6	3	230 st
Bastard Sword	2d6+1	2	200 st
Long Sword	2d6	1	180 st

WEAPON	DMG.	MN. STR	COST
LANCES GROUP (FIGHTING)			
Heavy Lance	2d6+1	3	200 st
Light Lance	1d6+3	1	120 st
Jousting Lance	1d6+1	0	60 st
LIGHT BLADES GROUP (ACCURACY)			
Short Sword	1d6+2	-1	120 st
Dagger	1d6+1	--	90 st
Throwing Knife	1d6	--	60 st
LIGHT MISSILES GROUP (ACCURACY) *			
Atlatl	1d6+1	--	60 st
Grenade	1d6	--	--
Sling	1d6-1	--	30 st
POLEARMS GROUP (FIGHTING)			
Halberd (2H)	2d6+3	3	250 st
Glaive (2H)	2d6+1	2	230 st
Military Fork (2H)	2d6	1	180 st
SPEARS GROUP (FIGHTING)			
Two-handed Spear (2H)	2d6	1	200 st
Spear	1d6+3	0	150 st
Throwing Spear	1d6+2	0	120 st
STAVES GROUP (ACCURACY)			
Morningstar	1d6+3	1	110 st
Quarterstaff (2H)	1d6+1	--	30 st
Club	1d6	--	10 st

* Weapons from these Weapon Groups add Perception instead of Strength to damage rolls.

** This Weapon Group use either Accuracy or Fighting for attack rolls.

*** Spiked buckler gives a +1 to Defense against melee attacks.

MISSILE RANGES AND RELOAD TABLE

MISSILE WEAPON	SHORT RANGE	LONG RANGE	RELOAD ACTION
Atlatl Dart	12 yards	24 yards	Minor
Crossbow	30 yards	60 yards	Major
Grenade	8 yards	16 yards	Minor
Improvised Wpn.	4 yards	8 yards	Minor
Long Bow	26 yards	52 yards	Minor

MISSILE WEAPON	SHORT RANGE	LONG RANGE	RELOAD ACTION
Short Bow	16 yards	32 yards	Minor
Sling	8 yards	16 yards	Minor
Throwing Axe	4 yards	8 yards	Minor
Throwing Knife	6 yards	12 yards	Minor
Throwing Spear	8 yards	16 yards	Minor

Moon Sugar (50 st): Moon sugar is a powder of white crystals native to Elsweyr. Moon sugar is viewed as a holy substance by the Khajiit and is used as a spice in their daily lives. However, it is illegal in most of Tamriel, as moon sugar is a potentially dangerous and addictive drug. Many will refuse to associate with anyone in possession of it.

Moon sugar grants a +1 bonus on Perception and Willpower tests for 1 hour. It has a TN 11 Willpower (Self-discipline) Addiction test. Moon sugar addiction results in a -1 penalty on Constitution and Intelligence tests.

Skooma (20 st): Banned throughout history by both the Aldmeri Dominion and the Third Empire, skooma is moon sugar refined into an addictive, hallucinatory narcotic. However, continued use will result in confusion and other deteriorating mental effects. Although skooma addiction is thought to be incurable, cures have been achieved through both alchemy and the elimination of the addict's own self-hatred.

Skooma grants a +1 bonus to Dexterity and Strength tests for 1 hour. It has a TN 13 Willpower (Self-discipline) Addiction test. Skooma addiction results in a -1 penalty on Accuracy and Intelligence tests.

ADDICTION AND WITHDRAWAL

All alcohol and narcotics have the potential to become addictive. Anytime a character partakes in such a substance must make an Addiction test. The exact nature of the test, and its TN, is left in the substance's description. Addiction occurs when a character fails the Addiction test and has rolled doubles.

Addiction manifests as a constant negative effect that affects the character. When an addicted character partakes in their addiction they no longer suffers its associated negative effects for one day.

Overcoming addiction requires the character to abstain from their addiction and succeed on an Advanced Willpower (Self-discipline) test with a Threshold of 20. The TN for this test is the same TN as the substance's Addiction test. Each test is rolled once per day. If the character fails the Advanced test three times before achieving success, or partakes in their addiction during this time, they remain addicted.

SPECIAL MATERIALS

The Elder Scrolls setting has several unique materials in which arms, armor, and other items can be crafted from. These special materials can be used to create Masterwork items that are superior to your everyday common items.

Common and Uncommon Masterwork items can be purchased at high prices, or acquired through crafting, as loot during their adventures, or rewards for their deeds. Masterwork items can only be crafted by those craftsmen with the appropriate degree in the Master Crafter talent (page XX). Legendary items cannot be crafted by characters without GM approval and should only be acquired during play as loot or rewards.

THE MATERIALS LADDER

Alongside their normal benefits, characters who have a weapon crafted from a special material that is superior to their opponent's armor and/or shield can use the unique combat stunt, *Sunder!*. This combat stunt allows the attacking character to attempt to damage their opponent's armor, shield, or weapon.

- ◆ **Sunder! (3 SP):** Your attempt to damage your opponent's gear. You and your opponent must make an opposed attack roll. If you win the test, choose either the target's armor, shield, or weapon; you deal $1d6 + \text{Strength}$ points of damage to the item's Durability. See "Item Durability" on page XX for more information.

A special material is considered to be superior to all materials lower on the ladder.

- ◆ **Legendary:** Daedric.
- ◆ **Rare:** Adamantine, Draconic, Ebony, Stalhrim.
- ◆ **Uncommon:** Dwarven iron, Malachite, Skyforged steel.
- ◆ **Common:** Elven steel, Iron, Lunar steel, Orichalcum, Silver, Steel.
- ◆ **Poor:** Bone, Gold, Copper, Bronze.

MATERIAL DESCRIPTIONS

ADAMANTINE

RARE

Adamantine is a rare, lustrous gray or green metal used for making valuable armor and weapons that are harder and more durable than most other metals. The ore is very heavy and can also be used as an alchemy reagent.

Armor: Adamantine armor has a +1 bonus to Armor Rating and enemies must spend an extra 1 SP when using the *Pierce Armor* combat stunt against you.

Shields: Adamantine shields have a +1 bonus to Defense and can perform the *Knock Prone* combat stunt for 2 SP when attacking with the shield.

Weapons: Adamantine weapons have a +1 bonus to Attack and Damage rolls, and can perform the *Sunder* combat stunt for 2 SP.

Tools: Adamantine tools have a +2 bonus to its associated ability tests.

Durability: Adamantine items have an extra 20 Durability.

DAEDRIC

LEGENDARY

Daedric arms and armor are items crafted from ebony and enchanted with the soul of a Daedra. These items have a dark, menacing appearance.

Armor: Daedric armor have a +3 bonus to Armor Rating and can perform the *Threaten* combat stunt for 1 SP.

Shields: Daedric shields have a +3 bonus to Defense and can perform the *Knock Prone* combat stunt for 2 SP when attacking with the shield.

Weapons: Daedric weapons have a +3 bonus to Attack and Damage rolls, and can perform the *Pierce Armor* combat stunt for 1 SP.

Tools: Daedric tools have a +3 bonus to its associated ability tests.

Durability: Daedric items have an extra 30 Durability.

Magic: Daedric items are always magic items.

DRACONIC

RARE

Crafted from the hide, scales, and bones of a dragon, draconic items are rare indeed.

Armor: Draconic armor have a +1 bonus to Armor Rating. When fighting dragons the bonus increases to a +3.

Shields: Draconic shields have a +1 bonus to Defense. When fighting dragons the bonus increases to a +3.

Weapons: Draconic weapons have a +1 bonus to Attack and Damage rolls. When fighting dragons the bonus increases to a +3.

Durability: Draconic items have an extra 10 Durability.

DWARVEN IRON

UNCOMMON

Dwarven iron is a heavy, exotic metal that used primarily by the Dwemer. The metal itself is rare and precious, and can only be obtained by melting down Dwemer relics recovered from Dwarven ruins.

Armor: Dwarven armor have a +2 bonus to Armor Rating, but its Armor Penalty increases by 1.

Shields: Dwarven shields have a +2 bonus to Defense, but its Minimum Strength increases by 1.

Weapons: Dwarven weapons have a +2 bonus to Damage rolls.

Tools: Dwarven tools have a +1 bonus to its associated ability tests.

Durability: Dwarven items have an extra 10 Durability.

EBONY

RARE

A rare volcanic glass that is extremely hard and durable. It is often said to be the crystallized blood of a god or gods. Ebony can be crafted into mail and plate armor, shields, tools, and weapons.

Armor: Ebony armor have a +2 bonus to Armor Rating.

Shields: Ebony shields have a +2 bonus to Defense.

Ebony weapons have a +2 bonus to Attack and Damage rolls.

Weapons: Ebony tools have a +2 bonus to its associated ability tests.

Tools: Ebony tools have a +2 bonus to its associated ability tests.

Durability: Ebony items have an extra 20 Durability.

ELVEN STEEL

COMMON

Elven steel is lighter but just as strong as regular steel.

Armor: Elven steel armor have its Armor Penalty reduced by 1, to a minimum of 0.

Shields: Elven steel shields can perform the *Defensive Stance* combat stunt for 1 SP and its Minimum Strength is reduced by 1 point, to a minimum of -1.

Weapons: Elven steel weapons have a +1 bonus to Attack rolls and its Minimum Strength is reduced by 1, to a minimum of -1.

Tools: Elven steel tools have a +1 bonus to its associated ability tests.

LUNAR STEEL

UNCOMMON

Created at a lunar forge, the properties of lunar steel become apparent under the light of Tamriel's moons.

While the moons are out, lunar steel items gain the following benefits:

Armor: Lunar steel armor have a +1 bonus to Armor Rating and automatically deals 2 Fire damage to those attackers who successfully hit the armored character in melee.

Shields: Lunar steel shields have a +1 bonus to Defense and can perform the *Defensive Stance* combat stunt for 2 SP.

Weapons: Lunar steel weapons have a +1 bonus to Attack rolls and deal an extra 1d6 Fire damage.

Magic: When the moons are out, lunar steel items are treated as magic items.

MALACHITE

UNCOMMON

Sometimes referred to as “glass” due to its appearance, malachite is a rare, semi-translucent green volcanic crystal.

Armor: Malachite armor have a +1 bonus to Armor Rating.

Shields: Malachite shields have a +1 bonus to Defense.

Weapons: Malachite weapons have a +1 bonus to Attack and Damage rolls, and can perform the *Lethal Blow* combat stunt for 4 SP.

ORICHALCUM

COMMON

This is a grey-green ore melded with iron and primarily used by the Orsimer.

Armor: Orichalcum armor have a +1 bonus to Armor Rating, but its Armor Penalty is increased by 1.

Shields: Orichalcum shields have a +1 bonus to Defense and can perform the *Knock Prone* combat stunt for 1 SP. But its Minimum Strength is increased by 1.

Weapons: Orichalcum weapons have a +1 bonus to Damage rolls, but its Minimum Strength is increased by 1.

SILVER

COMMON

This is silver bonded to iron or steel. This metal is commonly used in against lycanthropic creatures and the undead due to the creatures' vulnerability against silver.

Armor: Silver armor have a +1 bonus to Armor Rating and automatically deals 2 penetrating damage to any undead or lycanthropic creature who successfully hits the armored character in melee.

Shields: Silver shields have a +1 bonus to Defense against undead or lycanthropic creatures.

Weapons: Silver weapons deal an extra 1d6 damage against undead and lycanthropic creatures, and can perform the *Pierce Armor* and *Mighty Blow* combat stunts for 1 SP each.

Tools: Silver tools have a +1 bonus to its associated ability tests.

SKYFORGED STEEL

RARE

Skyforged steel is lighter, stronger steel created at a skyforge.

Armor: Skyforged steel armor have a +1 bonus to Armor Rating.

Shields: Skyforged steel shields have a +1 bonus to Defense.

Weapons: Skyforged steel weapons have a +1 bonus to Attack and Damage rolls.

Tools: Skyforged steel tools have a +1 bonus to its associated ability tests.

Durability: Skyforged steel items have an extra 10 Durability.

Magic: Skyforged steel items are treated as magic items.

STALHRIM

RARE

Also known as “enchanted ice”, stalhrim is a rock-like material that was used by ancient Nords and Atmorans in their burial rituals. Stalhrim was also crafted into mail armor, plate armor, shields, and weapons.

Armor: Stalhrim armor have a +1 bonus to Armor Rating, and grant the character a +2 bonus to ability tests to resist Frost-based spells and effects.

Shields: Stalhrim shields have a +1 bonus to Defense, and grant the character +2 Armor Rating against Frost-based damage.

Weapons: Stalhrim weapons have a +1 bonus to Attack and Damage rolls, and deals an extra 1d6 Frost damage.

Durability: Stalhrim items have an extra 10 Durability.

Magic: Stalhrim items are treated as magic items.

STARMETAL

RARE

Starmetal is a very rare meteoric iron that is only found from impact craters.

Armor: Starmetal armor have a +1 bonus to Armor Rating.

Shields: Starmetal shields have a +1 bonus to Defense.

Weapons: Starmetal weapons have a +1 bonus to Attack and Damage rolls.

Durability: Starmetal items have an extra 10 Durability.

Magic: Starmetal items are treated as magic items.

ITEM DURABILITY

Items have Durability which acts like an item's Health. All items have 20 Durability, though items of superior quality may have a higher total. When an item reaches 0 Durability, it becomes Damaged, with further damage can render the item useless. Unless noted otherwise, anytime an item takes Durability damage, roll a 1d6.

Items can only take damage when subject to the *Sunder!* combat stunt. When an item is reduced to 0 Durability, it becomes Damaged. Damaged items impose a penalty on the character in some fashion, as described below.

- ♦ **Weapons** have a -1 penalty to Attack and Damage rolls, and generates 1 fewer Stunt Points.
- ♦ **Armor** have a -1 penalty to Armor Rating.
- ♦ **Shields** have a -1 penalty to Attack and Damage rolls and generate 1 fewer Stunt Points when used as a weapon.
- ♦ **Tools** suffer a -1 penalty on ability tests made with it.

If a Damaged item is subject to the *Sunder!* combat stunt again, it becomes Broken. Broken items are rendered useless until they are repaired.

REPAIRING ITEMS

Repairing an item requires an Advanced test with the appropriate crafting focus and crafting materials. The exact TN and Threshold of the test, the cost of materials, and the time required are left to the GM's judgment. However, some items may not even be repairable.

CRAFTING

CHAPTER FOUR: CHARACTER OPTIONS

This chapter introduces the focuses, talents, and specializations available in an *AGE of Tamriel* game.

ABILITY FOCUSES

The setting of Tamriel calls for new, revised, and banned ability focuses.

BANNED FOCUSES

The following ability focuses are banned in *AGE of Tamriel*. Their banning is either due to being replaced, or made obsolete, or does not fit into the Tamriel setting.

Arcane Blast (Intelligence): This focus is removed due to the mage's arcane blast feature being removed.

Black Powder (Accuracy): There are no black powder weapons in Tamriel.

Magic Arcana Focuses: Due to the changes in the magic rules in *AGE of Tamriel*, all the Intelligence focuses relating to the magic arcana from *Fantasy AGE* are removed.

NEW AND REVISED FOCUSES

Here is a complete list of new and revised focuses:

- ◆ **Alchemy (Intelligence):** Knowledge on how to produce poisons and brew potions with alchemical reagents.
- ◆ **Alteration Magic (Intelligence):** Knowledge of Alteration magic.
- ◆ **Brawling (Accuracy / Fighting):** This ability focus can now be used with both Accuracy and Fighting, whichever is preferred.
- ◆ **Conjuration Magic (Intelligence):** Knowledge of Conjuration magic.
- ◆ **Crafting (Dexterity):** This focus has been replaced by the following focuses:
 - *Artistry (Dexterity):* Crafting works of art.
 - *Cooking (Intelligence):* Preparing and cooking of food.
 - *Jewelcrafting (Perception):* Knowledge of gem-cutting and appraisal, and crafting of jewelery.
 - *Leatherworking (Dexterity):* Crafting leather armor and other leather-worked goods.
 - *Smithing (Strength):* Crafting metal-worked items, weapons, and armor.
 - *Tailoring (Dexterity):* Designing and weaving garments, textiles, and tapestries.
 - *Woodworking (Dexterity):* Crafting items from wood, like bows, clubs, staves, and shields.
- ◆ **Destruction Magic (Intelligence):** Knowledge of Destruction magic.
- ◆ **Enchanting (Intelligence):** Enchanting lore and techniques to create enchanted items.
- ◆ **Shields (Fighting):** Proficiency in using shields as a weapon.
- ◆ **Illusion Magic (Intelligence):** Knowledge of Illusion magic.
- ◆ **Light Missiles (Accuracy):** Proficiency with weapons from the Light Missiles Group.
- ◆ **Mysticism Magic (Intelligence):** Knowledge of Mysticism magic.
- ◆ **Necromancy Magic (Intelligence):** Knowledge of Necromancy magic.
- ◆ **Restoration Magic (Intelligence):** Knowledge of Restoration magic.
- ◆ **Thu'um (Willpower):** Knowledge of and ability to harness the Thu'um.

TALENTS

Here is a catalog of the talents available:

BANNED TALENTS

Due to new rules and changes to existing ones, certain talents are no longer be available or outright banned in the *AGE of Tamriel*.

- ◆ **Armor Training:** This talent as presented in *Fantasy AGE* is no longer available. It is replaced by two talents: Light Armor Training and Heavy Armor Training.

NEW AND REVISED TALENTS

Here is a complete list of new and revised talents in an *AGE of Tamriel* game:

ALCHEMY TRAINING

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 2 (Alchemy) or higher.

You know how to create alchemical items with a variety of reagents and materials. The rules for creating alchemical items starts on page XX.

- ◆ **Novice:** You know the basics of alchemy. You can learn and create Common potions and poisons. You know three Common formulas of your choice.
- ◆ **Journeyman:** You are at home at an alchemy table. You can learn and create Uncommon potions and poisons. You know two Uncommon formulas of your choice.
- ◆ **Master:** Your knowledge of alchemy is vast. You can learn and create Rare potions and poisons. You know one Rare formula of your choice.

ALTERATION MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher.

You have trained in the Alteration school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Alteration spells your choice.
- ◆ **Journeyman:** You learn one Alteration spell your choice. In addition, you gain the Intelligence (Alteration) focus.
- ◆ **Master:** You learn one Alteration spell your choice.

ALTERATION MASTERY

Classes: Mage.

Requirements: Intelligence 4 or higher, Master in the Alteration Magic talent.

You delve deeper into the Alteration magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Alteration spells your choice.
- ◆ **Journeyman:** You learn one Alteration spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Alteration spells.
- ◆ **Master:** You learn one Alteration spell your choice.

ARMOR TRAINING, HEAVY

Requirements: Constitution and Strength 2 or higher.

You've trained hard to get the most out of heavy armor.

- ◆ **Novice:** You are trained in wearing leather and mail. You do not suffer its Armor Penalty to your Dexterity.
- ◆ **Journeyman:** You are trained in plate armor and do not suffer its Armor Penalty to your Dexterity. You also reduce the Armor Penalty for all armor by 1, to a minimum of 0.
- ◆ **Master:** *Juggernaut:* You gain the most out of your armor. When wearing armor you retain one-half of its Armor Rating

(rounded down) when taking penetrating damage.

ARMOR TRAINING, LIGHT

Requirements: Dexterity and Perception 2 or higher.

You believe that being agile, swift, and alert is the best defense.

- ◆ **Novice:** You are trained in wearing leather armor. When wearing leather armor you ignore its Armor Penalty, it does not affect your Speed nor your Dexterity.
- ◆ **Journeyman:** When wearing leather armor or no armor you have a +1 bonus to your Defense. You also gain the Dexterity (Initiative) focus.
- ◆ **Master:** *Agile Defender:* When wearing leather armor or no armor you gain the Rogue ability, *Slippery*. See page 23 in *Fantasy AGE* for more information.

CONJURATION MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher.

You have trained in the Conjunction school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Conjunction spells your choice.
- ◆ **Journeyman:** You learn one Conjunction spell your choice. In addition, you gain the Intelligence (Conjunction) focus.
- ◆ **Master:** You learn one Conjunction spell your choice.

CONJURATION MASTERY

Classes: Mage.

Requirements: Intelligence 4 or higher, Master in the Conjunction Magic talent.

You delve deeper into the Conjunction magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Conjunction spells your choice.
- ◆ **Journeyman:** You learn one Conjunction spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Conjunction spells.
- ◆ **Master:** You learn one Conjunction spell your choice.

DESTRUCTION MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher.

You have trained in the Destruction school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Destruction spells your choice.
- ◆ **Journeyman:** You learn one Destruction spell your choice. In addition, you gain the Intelligence (Destruction) focus.
- ◆ **Master:** You learn one Destruction spell your choice.

DESTRUCTION MASTERY

Classes: Mage.

Requirements: Intelligence 4 or higher, Master in the Destruction Magic talent.

You delve deeper into the Destruction magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Destruction spells your choice.
- ◆ **Journeyman:** You learn one Destruction spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Destruction spells.
- ◆ **Master:** You learn one Destruction spell your choice.

ENCHANTING TRAINING

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 2 (Enchanting) or higher.

You know how to create enchanted items with soul gems and items of power. The rules for creating enchanted items starts on page XX.

- ◆ **Novice:** You know the basics of enchanting. You can learn and create Common enchanted items. You know two Common enchantments of your choice.
- ◆ **Journeyman:** You are at home at an enchanting table. You can learn and create Uncommon enchanted items. You know one Uncommon enchantment of your choice.
- ◆ **Master:** Your knowledge of enchanting is vast. You can learn and create Rare enchanted items. You know one Rare enchantment of your choice.

FIRE MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher, Novice in the Destruction Magic magic talent.

You have trained in the fire magic from the Destruction school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Fire Magic spells your choice.
- ◆ **Journeyman:** You learn one Fire Magic spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Fire Magic spells.
- ◆ **Master:** You learn one Fire Magic spell your choice.

FROST MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher, Novice in the Destruction Magic magic talent.

You have trained in the frost magic from the Destruction school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Frost Magic spells your choice.
- ◆ **Journeyman:** You learn one Frost Magic spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Frost Magic spells.
- ◆ **Master:** You learn one Frost Magic spell your choice.

ILLUSION MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher.

You have trained in the Illusion school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Illusion spells your choice.
- ◆ **Journeyman:** You learn one Illusion spell your choice. In addition, you gain the Intelligence (Illusion) focus.
- ◆ **Master:** You learn one Illusion spell your choice.

ILLUSION MASTERY

Classes: Mage.

Requirements: Intelligence 4 or higher, Master in the Illusion Magic talent.

You delve deeper into the Illusion magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Illusion spells your choice.
- ◆ **Journeyman:** You learn one Illusion spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Illusion spells.
- ◆ **Master:** You learn one Illusion spell your choice.

MYSTICISM MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher.

You have trained in the Mysticism school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Mysticism spells your choice.
- ◆ **Journeyman:** You learn one Mysticism spell your choice. In addition, you gain the Intelligence (Mysticism) focus.
- ◆ **Master:** You learn one Mysticism spell your choice.

MYSTICISM MASTERY

Classes: Mage.

Requirements: Intelligence 4 or higher, Master in the Mysticism Magic talent.

You delve deeper into the Mysticism magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Mysticism spells your choice.
- ◆ **Journeyman:** You learn one Mysticism spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Mysticism spells.
- ◆ **Master:** You learn one Mysticism spell your choice.

NECROMANCY MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher.

You have trained in the dark arts of Necromancy, a sub-school under the Conjuration school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Necromancy spells your choice.
- ◆ **Journeyman:** You learn one Necromancy spell your choice.
- ◆ **Master:** You learn one Necromancy spell your choice.

RESTORATION MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher.

You have trained in the Restoration school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Restoration spells your choice.
- ◆ **Journeyman:** You learn one Restoration spell your choice. In addition, you gain the Intelligence (Restoration) focus.

- ◆ **Master:** You learn one Restoration spell your choice.

RESTORATION MASTERY

Classes: Mage.

Requirements: Intelligence 4 or higher, Master in the Restoration Magic talent.

You delve deeper into Restoration magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Restoration spells your choice.
- ◆ **Journeyman:** You learn one Restoration spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Restoration spells.
- ◆ **Master:** You learn one Restoration spell your choice.

SHIELD FIGHTING STYLE

Classes: Warrior.

Requirements: Novice in the Weapon and Shield Style talent.

You have trained to use a shield not only for defense, but also as a weapon.

- ◆ **Novice:** *Shield Bash:* When armed with a shield, you can perform the Lightning Attack combat stunt for 2 SP, but the second attack is with your shield.
- ◆ **Journeyman:** *Shield Rush:* When you are armed with a shield and use the Charge action, you can choose to either make a Melee Attack as normal, or you can instead perform the Knock Prone combat stunt for free.
- ◆ **Master:** *Shield Wall:* When you are armed with a shield and use the Stand Firm action, you receive a +1 bonus to your Strength (Might) or Dexterity (Acrobatics) test when the Skirmish and Knock Prone combat stunts are used against you.

SPELL EXPERTISE

Classes: Rogue and Warrior.

Requirements: Intelligence 2 or higher, Master in the Spell Training talent.

You delve deeper into the magical arts. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn one spell your choice. You also gain 1d6 + Willpower Magicka.
- ◆ **Journeyman:** You learn one spell your choice.
- ◆ **Master:** You learn one spell your choice. You also gain 1d6 + Willpower Magicka.

SPELL TRAINING

Classes: Rogue and Warrior.

Requirements: Intelligence 2 or higher.

You delve into the magical arts. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two spells your choice.
- ◆ **Journeyman:** You learn one spell your choice. You also gain 1d6 + Willpower Magicka.
- ◆ **Master:** You learn one spell your choice. In addition, you gain one Intelligence focus tied to a school of magic of your choice.

STORM MAGIC

Classes: Mage.

Requirements: Intelligence 2 or higher, Novice in the Destruction Magic magic talent.

You have trained in the storm magic from the Destruction school of magic. When choosing to learn a spell you must meet any requirements before you can learn the spell.

- ◆ **Novice:** You learn two Storm Magic spells your choice.
- ◆ **Journeyman:** You learn one Storm Magic spell your choice. In addition, choose one spell stunt, you can perform that spell stunt for -1 SP (to a minimum of 1 SP) when casting Storm Magic spells.
- ◆ **Master:** You learn one Storm Magic spell your choice.

Xxx

Classes: XXX.

Requirements: XXX.

- ◆ **Novice:** .
- ◆ **Journeyman:** .
- ◆ **Master:** .

SPECIALIZATIONS

The following are the specializations available in the *AGE of Tamriel*. Most of the specializations found in *Fantasy AGE* are available, with little to no changes. There is also a new category of specialization, the General specialization. General specializations are open to any character from any class so long as they meet the specialization's requirements. Also included here are three unique specializations that allow a character learn some low-level abilities from another class.

BANNED SPECIALIZATIONS

While most specializations from *Fantasy AGE* are available, some specializations do not fit into the Tamriel setting. These specializations are either unavailable or were replaced with a more setting-friendly specialization. The banned specializations are: Elementalist, Mage hunter, and Sword mage.

NEW SPECIALIZATIONS

The specializations available are as follows:

ACROBAT

ROGUE SPECIALIZATION

Traditionally entertainers who amazed audiences with their gymnastic feats, acrobats use their agility and endurance to their advantage. They are highly skilled in scaling walls, running, jumping, and evasion, making them great cat burglars and second-story men.

ACROBAT TALENT

Classes: Rogue.

Requirements: Constitution and Dexterity 2 or higher, Dexterity (Acrobatics) and Strength (Climbing) focuses.

You are a master gymnast, using your acrobatic prowess to reach places others fear to go.

- ◆ **Novice:** You can re-roll any Dexterity (Acrobatics) tests, but you must keep the result of the second roll.
- ◆ **Journeyman:** You can re-roll any Strength (Climbing) tests, but you must keep the result of the second roll. In addition, you gain +5 Stamina.
- ◆ **Master:** You gain +1 bonus to your Defense when wearing leather armor or no armor. You also can perform the exploration stunt, *The Upper Hand*, for 3 SP.

AGENT

ROGUE SPECIALIZATION

Agents have dedicated themselves to achieving a personal goal, or working for a patron or particular cause. Agents use their skills in deception, disguise, and intrigue towards these goals.

AGENT TALENT

Classes: Rogue.

Requirements: Communication and Perception 2 or higher, Novice in one of the following talents: Contacts or Intrigue.

You are charming when you need to be, but prefer to remain hidden in plain sight.

- ◆ **Novice:** *Persuasive:* If you fail at a Communication (Persuasion) test, you can re-roll it, but you must keep the result of the

second roll.

- ♦ **Journeyman:** *Master of Disguise:* If you fail at a Communication (Disguise) test, you can re-roll it, but you must keep the result of the second roll.
- ♦ **Master:** *Spymaster:* You have contacts everywhere. You have a +1 bonus when dealing with any of your contacts, as described under the Contacts talent.

ARCHMAGE

MAGE SPECIALIZATION

Your knowledge of magic surpasses even that of other accomplished and experienced mages.

ARCHMAGE TALENT

Classes: Mage.

Requirements: Intelligence 4 or higher, Master in the magic talent for the chosen school of magic.

You have dedicated yourself to mastering a single school of magic. Choose one school of magic as your favored school: Alteration, Conjuraction, Destruction, Illusion, Mysticism, or Restoration.

- ♦ **Novice:** You gain a +2 bonus to ability tests to resist spells from your favored school. You also learn one spell of your choice from your favored school.
- ♦ **Journeyman:** The Magicka cost of your spells from your favored school are reduced by 1, to a minimum of 1. You also learn one spell of your choice from your favored school.
- ♦ **Master:** You have +1 Spellpower when casting spells from your favored school of magic. You also learn one spell of your choice from your favored school.

BARD

ROGUE SPECIALIZATION

Lozemasters and storytellers, bards crave adventure for the wisdom and insight to be gained. They depend on sword, shield, and spell to preserve them from the perils of their educational experiences.

BARD TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Intelligence 2 or higher, Communication (Performance) focus, Novice in the Lore talent.

Intelligent and personable, you prefer to accomplish tasks with words first, and sword second.

- ♦ **Novice:** You know how to entertain a crowd. If you fail a Communication (Persuasion) test when trying to convince a group, you can re-roll it, but you must keep the results of the second roll. You can't take this re-roll in an intimate setting or when trying to persuade an individual.
- ♦ **Journeyman:** *Bard's Arm:* You learn one of the following weapon groups of your choice: Dueling, Light Blades, or Staves. If you already know the chosen weapon group, you instead gain the Accuracy focus for that weapon group instead.
- ♦ **Master:** Each time you perform the *Sway the Crowd* roleplaying stunt, you affect three people instead of one.

BATTLE-MAGE

MAGE SPECIALIZATION

Battle-mages are wizard-warriors who have trained themselves in wearing heavy armor. By sacrificing mobility, battle-mages gain greater survivability on the battlefield.

BATTLE-MAGE TALENT

Classes: Mage.

Requirements: Fighting and Intelligence 2 or higher, Novice in Destruction Magic magic talent.

You have trained to combine martial prowess with magical might.

- ◆ **Novice:** *Battle-mage's Armor:* You are trained in wearing leather armor, ignoring its Armor Penalty to your Dexterity and ignore 2 points of Strain when casting spells while wearing armor. You also learn one spell of your choice.
- ◆ **Journeyman:** You become trained in mail armor, ignoring its Armor Penalty to your Dexterity. In addition, you learn one Weapon Group of your choice.
- ◆ **Master:** You now ignore 3 points of Strain when casting spells while wearing armor. You also learn one spell of your choice.

CRUSADER

WARRIOR SPECIALIZATION

Crusaders are warrior-priests who belong to a militant order within a priesthood. They are tasked with protecting the faithful, while also rooting out heretics and the enemies of their faith. The Vigilants of Stendarr are an example of a crusader.

CRUSADER TALENT

Classes: Warrior.

Requirements: Fighting and Willpower 2 or higher, Novice in the Restoration Magic magic talent.

You are a crusader, a warrior-priest tasked with rooting out those who threaten your faith.

- ◆ **Novice:** You learn two spells of your choice from the following schools of magic: Alteration, Mysticism, or Restoration.
- ◆ **Journeyman:** *Divine Smite:* When you perform the combat stunt *Pierce Armor* against a daedric creature, you completely ignore its Armor Rating. In addition, you learn one spell from one of the following schools of magic: Alteration, Mysticism, or Restoration.
- ◆ **Master:** You learn one spell from one of the following schools of magic: Alteration, Mysticism, or Restoration.

ELEMENTALIST

MAGE SPECIALIZATION

While most mages dabble in elemental magic found within the Destruction School, you strive to master a single element. Pyromancers are masters of fire magic. Cryomancers are masters of frost magic. Storm Mages are masters storm magic.

This is the *Elementalist* specialization in the basic rules (page 49) in *Fantasy AGE*, except as noted here:

ELEMENTALIST TALENT

Classes: Mage.

Requirements: Willpower 2 or higher, Novice in one of: Fire Magic, Frost Magic, or Storm Magic magic talent.

You strive for mastery over a single form of elemental magic within the Destruction school of magic. Choose one type of elemental magic as your favored element: Fire, Frost, or Storm magic.

- ◆ **Novice:** As the *Elementalist* specialization.
- ◆ **Journeyman:** As the *Elementalist* specialization.
- ◆ **Master:** You gain access to a unique spell stunt related to your favored element:
 - *Deep Freeze (4 SP)*: Your Frost spell also deal 1d6 + your Willpower in Stamina damage to the target.
 - *Intense Flames (4 SP)*: Your Fire spell deals an extra penetrating damage equal to your Willpower.
 - *Static Shock (4 SP)*: Your Storm spell also drain 1d6 + your Willpower of Magicka from the target.

MASTER ALCHEMIST

GENERAL SPECIALIZATION

You have chosen to master alchemy. Through continuous research and experimentation, you have learned many new recipes, as well learning to gather reagents more efficiently.

MASTER ALCHEMIST TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 2 or higher, Journeyman in the Alchemy Training talent.

Alchemy is your passion.

- ◆ **Novice:** You learn two Common recipes of your choice. In addition, you also can use the unique stunt, *Bountiful Harvest*.
 - *Bountiful Harvest (1+ SP)*: For every 1 SP you spend on this stunt, you roll an extra 1d6 when determining the value of the harvested reagents.
- ◆ **Journeyman:** You learn one Uncommon recipe of your choice. In addition, when you fail an Intelligence (Alchemy) test you can re-roll it, but you must keep the result of the re-roll.
- ◆ **Master:** You learn one Rare recipe of your choice. Also, you gain a +2 bonus on ability tests to resist poisons.

MASTER ENCHANTER

GENERAL SPECIALIZATION

You have chosen to master the magical art of enchanting. Through dedicated research you have gained much insight beyond other enchanters that you can glimpse into the nature of enchanted items.

MASTER ENCHANTER TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 3 or higher, Journeyman in the Enchanting Training talent.

- ◆ **Novice:** You learn two Common enchantments of your choice. You also can determine if an item is magical by touching it, spending 5 Magicka, and succeeding on a TN 13 Intelligence (enchanting) test. This ability does not tell you what enchantments it has, just that it is magical.
- ◆ **Journeyman:** You learn two Uncommon enchantments of your choice. In addition, if you fail an Intelligence (Enchanting) test, you can re-roll it, but must keep the result of the second roll.
- ◆ **Master:** You learn two Rare enchantments of your choice. In addition, you can glean an enchanted item's secrets. By spending 10 minutes and 10 Magicka upon an enchanted item, you can identify the magic item's enchantments.

MONK

ROGUE SPECIALIZATION

Quick and cunning with the empty hand, Monks are strong in spirit. Specializing in martial arts, they prefer to solve conflict by using arrows, or by using their fists. Disciplined in nature, monks have honed their bodies into lethal killing machines, using their bodies and weapons as one, full of grace and power. Monks typically do not wear armor, or utilize shields, but are adept at avoiding attacks from their opponents.

MONK TALENT

Classes: Rogue.

Requirements: Accuracy and Dexterity 2 or higher, Novice in the Unarmed Style talent.

You've honed your body into a living weapon.

- ◆ **Novice:** When fighting unarmed you have a +1 bonus to your brawling attack and damage rolls, and to Defense.
- ◆ **Journeyman:** While fighting unarmed you can substitute Willpower for Strength when dealing damage with your brawling attacks. Also, you can perform the combat stunt *Dual Strike* for 3 SP instead of the usual 4 SP.
- ◆ **Master:** You brawling attacks are fast as lightning. While fighting unarmed you can perform the *Lightning Attack* combat stunt for 2 SP, instead of the usual 3 SP.

MONSTER HUNTER

WARRIOR SPECIALIZATION

Monster hunters are individuals who are dedicated to hunting down and exterminating a specific type of monster. The Dawnguard and Silver Hand are examples of monster hunters in Tamriel.

MONSTER HUNTER TALENT

Classes: Warrior.

Requirements: Perception 2 or higher, Perception (Tracking) focus.

- ◆ **Novice:** When dealing with your chosen foe and you fail a Perception test, you can re-roll it, but you must keep the result of the second roll.
- ◆ **Journeyman:** You receive a +2 bonus to resist any special attacks and abilities from your chosen foe.
- ◆ **Master:** *Vengeance!*: When fighting against your chosen foe, you have a +1 bonus to your attack and damage rolls, and to Defense. In addition, when you generate Stunt Points when performing an action against your chosen foe (usually with an attack or spell), you generate 1 extra SP.

NECROMANCER

MAGE SPECIALIZATION

Necromancy is the Dark Art of manipulating the souls and corpses of the dead. Some might consider it a subset of the Conjuration school of magic, as both involve the summoning of spirits and utilizing the powers of Oblivion. Necromancy is generally been considered immoral and illegal in most cultures, as it is believed to contravene the natural process of life and death and violate the sanctity of spirits.

NECROMANCER TALENT

Classes: Mage.

Requirements: Intelligence 2 or higher, Novice in the Conjunction Magic magic talent.

You are a practitioner of the Dark Arts of necromancy.

- ◆ **Novice:** You learn two Necromancy spells of your choice.
- ◆ **Journeyman:** You delve deeper into the Dark Arts. You gain +1 Spellpower when casting Necromancy spells and their Magicka cost is reduced by 1, to a minimum of 1. You also learn one Necromancy spell of your choice.
- ◆ **Master:** *Dark Soul:* Your mastery of the Dark Arts empowers your undead minions. Any undead minion you create are considered “Elite” (see “Beefing Up Adversaries” on page XX in *Fantasy AGE*). You also learn one Necromancy spell of your choice.

NIGHTBLADE

ROGUE SPECIALIZATION

Nightblades possess the many of the skills of a thief with the powers of a mage. Their natural agility, stealth, and their mastery of the School of Illusion, means nightblades are seldom seen, though their hand is certainly felt.

NIGHTBLADE TALENT

Classes: Rogue.

Requirements: Intelligence 2 or higher, Dexterity (Stealth) focus, Novice in a magic talent with one of the following Schools of Magic: Alteration, Destruction, or Illusion.

You are a nightblade, a rogue who blends stealth and thievery with magical power.

- ◆ **Novice:** You learn two spells total, from the following Schools of Magic: Alteration, Destruction, or Illusion. In addition, you also gain an extra 1d6 + Willpower Magicka.
- ◆ **Journeyman:** *Nightblade's Armor:* You do not suffer Strain when casting spells while wearing leather armor.
- ◆ **Master:** *Spell Talent:* You learn two spells total, from the following Schools of Magic: Alteration, Destruction, or Illusion. In addition, you also gain an extra 1d6 + Willpower Magicka.

PILGRIM

GENERAL SPECIALIZATION

Pilgrims are hearty travelers who are well-versed in history and lore, seeking truth and enlightenment by visiting the holy places of their faith. Through their wide travels, they also become shrewd in dealing with others. As traveling the land can be quite dangerous, many pilgrims learn to protect themselves with simple weapons and light armor.

PILGRIM TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Intelligence 2 or higher, and either Intelligence (Religious Lore) or Willpower (Faith) focus.

You are a well-traveled pilgrim.

- ◆ **Novice:** You gain one of the following focuses: Communication (Disguise), Dexterity (Riding), or Intelligence (Navigation).
- ◆ **Journeyman:** *Pilgrim's Journey:* Through your many journeys you have learned to prepare yourself against dangers on the road. You learn the Staves weapon group, or gain the Accuracy (Staves) focus if you already are trained with in that weapon group. Also, you are trained in wearing leather armor, you ignore the Armor Penalty to your Dexterity.
- ◆ **Master:** You gain one of the following benefits: *People-person* or *Well-traveled*.
—*People-person:* You are experienced in dealing with others. Choose one Communication focus, if you fail a

Communication test with that focus, you can re-roll it, but you must keep the result of the second roll.

—*Well-traveled*: You are well-traveled. If you fail an Intelligence (Navigation) test, you can re-roll it, but you must keep the result of the second roll.

RANGER

ROGUE SPECIALIZATION

Rangers are wilderness warriors and hunters who are highly skilled at tracking, wilderness survival, and living in off the lands in Tamriel. In combat ranger tend to be cautious and methodical, they rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight.

RANGER TALENT

Classes: Rogue.

Requirements: Constitution and Perception 2 or higher, Scouting (Novice) talent.

You are a ranger, a skilled survivalist, scout, and wilderness warrior.

- ◆ **Novice:** If you fail an Intelligence (Natural Lore) test, you can re-roll it, but you must keep the result of the second roll. You also have a +2 bonus on ability tests to resist natural hazards.
- ◆ **Journeyman:** If you fail an Perception (Tracking) test, you can re-roll it, but you must keep the result of the second roll. In addition, you gain +1 Defense when wearing leather armor or no armor.
- ◆ **Master:** When you use the Aim action with an attack you gain a +2 bonus to the damage roll. In addition, when you use the *Skirmisher* combat stunt, you generate 1 extra SP towards that stunt.

SORCERER

MAGE SPECIALIZATION

Sorcerers are a strange breed of mages; they are born with an innate resistance to magic and eventually learn to absorb the magic of others to fuel their own.

SORCERER TALENT

Classes: Mage.

Requirements: Willpower 2 or higher.

You are a sorcerer, one born with innate magic resistance and potentially have the ability absorb magic.

- ◆ **Novice:** *Atronach*: You gain +10 Magicka. However, from now on when you gain a level you do not roll for Magicka, instead you gain 2 + Willpower Magicka per level, up to 10th level. At 11th level and higher, you only gain extra Magicka equal to your Willpower. You always gain a minimum of 1 Magicka per level.
- ◆ **Journeyman:** *Sorcerer's Armor*: You become trained in leather armor, its Armor Penalty affects neither your Speed or Dexterity. Also, you do not suffer Strain when casting spells while wearing leather armor.
- ◆ **Master:** *Spell Absorption*: You gain a unique spell stunt, *Spell Absorption*. For 4 SP, for one minute the next spell that you successfully resist, you completely ignore its effect and recover 1d6 + Willpower Magicka.

SPELLSWORD

MAGE SPECIALIZATION

Spellswords possess the martial skills of a warrior with the spellcasting power of a mage. Veteran spellswords are prized as mercenaries, and well-suited for careers as adventurers and soldiers-of-fortune.

This is the *Sword Mage* specialization in the basic rules (page 52) in *Fantasy AGE*, except as noted here:

SPELLSWORD TALENT

Classes: Mage.

Requirements: Willpower 2 or higher, and either Accuracy or Fighting 2 or higher.

You blend the art of war with the magical arts.

- ◆ **Novice:** Choose one specific type of melee weapon to be your arcane device, you become trained in that weapon. If you are already trained in that weapon, you gain the appropriate focus for that weapon. Your attacks with the chosen weapon are treated as a magic weapon (so it can hit incorporeal creatures, for example).
- ◆ **Journeyman:** As the *Sword Mage* specialization.
- ◆ **Master:** As the *Sword Mage* specialization.

WITCH HUNTER

WARRIOR SPECIALIZATION

Witch Hunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train in a wide-range of skills, from weapons and armor, to magic and stealth, all to wage war against vampires, witches, warlocks, and necromancers.

This is the *Mage Hunter* specialization in the basic rules (page 51) in *Fantasy AGE*, except as noted here:

WITCH-HUNTER TALENT

Classes: Warrior.

Requirements: Willpower 2 or higher, and either Accuracy or Fighting 2 or higher.

- ◆ **Novice:** Choose one Weapon Group that you know. When you attack with those weapons your attack is treated as being magical in nature.
- ◆ **Journeyman:** As the *Mage Hunter* specialization.
- ◆ **Master:** As the *Mage Hunter* specialization.

CHAPTER FIVE: MAGIC

In *AGE of Tamriel*, the magic rules that is the largest change from *Fantasy AGE*. These rules are more similar to how magic is handled in the *Dragon AGE* roleplaying game.

SCHOOLS OF MAGIC

Magic in *AGE of Tamriel* is categorized into six schools of magic: Alteration, Conjunction, Destruction, Illusion, Mysticism, and Restoration.

The **Alteration School** involves the manipulation of the physical world and its natural properties.

The **Conjunction School** governs the summoning and binding of otherworldly creatures from the plane of Oblivion.

The **Destruction School** focuses on the weakening and inflicting damage through magic, and harnessing the elemental powers of fire, frost, and lightning.

The **Illusion School** involves magic that manipulates and influences the mind.

The **Mysticism School** involves the manipulation of magical forces and manipulation of souls.

The **Restoration School** revolves around healing and restoration, as well as anti-undead magic.

LEARNING SPELLS

Spells are learned through magic talents. Whenever a character gains a degree in a magic talent, they gets to choose which spell (or spells) they learn.

SPELL REQUIREMENTS

Not all spells are equal. Some spells may have requirements that must be met before a character can learn the spell. A character who does not meet the requirements for the spell cannot learn it.

Requirements of “Novice”, “Journeyman”, and “Master” require the character to of reached that degree or higher in a magic talent before they can learn the spell.

ROGUES AND WARRIORS

Mages are not the only ones to learn magic. For rogues and warriors, there are two general talents and a few specializations that allow them to learn a small collection of spells.

MAGICKA

In keeping with the setting's lore, Magic Points are now called Magicka. All characters have Magicka. How much depends on the character's class, level, Willpower, and choice of talents.

Starting Magicka: Characters start with 10 Magicka. Characters of the mage class begin with an extra 10 Magicka.

Gaining Magicka: Only mage-classed characters will receive additional Magicka as they gain levels. From 2nd to 10th level, mages gain 1d6 + Willpower Magicka with each level. From 11th to 20th level, they gain Magicka equal to their Willpower each level.

EXISTING SPELLS

Many spells in *AGE of Tamriel* make references to existing spells or are re-skinned/re-named spells from *Fantasy AGE*. In such cases the existing spell will not be reproduced in full, only the changes made to the spell with be noted, if needed.

MULTI-EFFECT SPELLS

Some spells may have two or more effects. When casting these spells you have to choose which effect you are casting with that spell. These are not separate spells. When you learn the base spell, you know how to cast all the effects of that spell. Also, some of the effects may have different casting TNs, Magicka cost, etc. You can only have one spell effect going on at a time.

ARCANA IN TAMRIEL

For those wanting to use the arcana spells from *Fantasy AGE* in Tamriel, here are some suggestions on which school of magic those spells might fall into.

AIR ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Protective Winds	Alteration (modified as Shield)
Voices of the Wind	Mysticism
Wind Blast	Alteration or Destruction
Winds of Flight	Alteration (modified as Levitate)

DIVINATION ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Bloodhound	Necromancy or Mysticism
Blood Mark	Necromancy or Mysticism
Ill Omens	Illusion
Good Omens	Illusion

EARTH ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Rock Black	Destruction (modified into various spells)
Stone Cloak	Destruction
Earth Speed	Alteration
Earthquake	Alteration (already in as Earthquake)

FATE ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Hands of Fate	Illusion
Puppets of Fate	Illusion
Strings of Fate	Illusion
Chosen of Fate	Illusion (already in as Rally)

FIRE ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Arcane Lantern	Alteration (already in as Magelight)
Flame Blast	Destruction (already in as Flames)
Burning Shield	Destruction (already in as Fire Shield)
Firestorm	Destruction (already in as Fire Storm)

HEALING ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Healing Touch	Restoration (already in as Healing)
Revival	Restoration (already in as Revive)
Healing Aura	Restoration (already in as Healing Circle)
Restoration	Restoration

HEROIC ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Hero's Inspiration	Illusion
Hero's Might	Illusion
Hero's Aegis	Illusion
Hero's Spirit	Illusion

LIGHTNING ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Jolt	Destruction
Shock Blast	Destruction (already in as various spells)
Lightning Bolt	Destruction (rename to Thunder Bolt)
Chain Lightning	Destruction (already in as Chain Lightning)

POWER ARCANA

AGE OF TAMRIEL

ARCANA SPELL	SCHOOL OF MAGIC
Arcane Awareness	Mysticism (already in as Detect Magic)
Spell Ward	Mysticism (already in as Resist Magic)
Arcane Abatement	Mysticism (already in as Dispel Magic)
Arcane Circle	Mysticism

SHADOW ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Shadow Dagger	Destruction
Shadow's Embrace	Alteration or Illusion
Veil of Darkness	Alteration or Illusion
Shadow Slip	Mysticism

WATER ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Arcane Spring	Alteration
Water Whip	Alteration
Water Water	Alteration
Watery Doom	Destruction

WOOD ARCANA

ARCANA SPELL	SCHOOL OF MAGIC
Forest Blend	Alteration or Illusion
Regrowth	Alteration
Ensnaring Roots	Alteration
Awaken Tree	Conjuration



ALTERATION MAGIC

SPELLS = 28

AEGIS SHIELD

Requirements: Master in the Alteration Magic magic talent and know the *Steadfast Ward* spell

Spell Type: Defense

Magicka Cost: 13

Casting Time: Major action

Target Number: 15

Test: None

This spell completely protects the targeted creature against attacks or magic for one round. This spell can be extended with a Free action and by spending 6 Magicka for each additional round.

BURDEN

Requirements: Novice in the Alteration Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Strength (Might) or Willpower (Self-discipline) test vs Spellpower

You curse a single enemy within 20 yards of you that you can see with a heavy burden. For 1 minute, the target has their Speed reduced by 5 and suffers a -2 penalty to Defense. Targets who succeed at a Strength (Might) or Willpower (Self-discipline) test against your Spellpower only have their Speed reduced. This spell can be extended with a Free action and by spending 2 Magicka for each additional minute. However, each time this spell is extended, the target can make another test to resist the spell; the spell ends if they succeed twice in a row.

DARKNESS

Requirements: Journeyman in the Alteration Magic magic talent and know the *Magelight* spell

Spell Type: Utility

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: None

You conjure magical darkness that obscures all light. You create a 8-by-8 yard area of darkness within 20 yards of you. Anyone without Dark Sight or the equivalent cannot see in this magical darkness.

The spell remains for 1 minute, but can be extended with a Free action and by spending 4 Magicka for each additional minute.

This spell counters the *Magelight* spell.

EARTHEN WALL

Requirements: Journeyman in the Alteration Magic magic talent and know the *Shape Earth* spell

Spell Type: Defense

Magicka Cost: 10

Casting Time: Major action

Target Number: 13

Test: None

You create a wall of compacted earth that measures 4 yards long, 2 yards high, and 1 yard thick. When casting this spell you can create a longer wall by spending 3 Magicka for each additional 2 yard section created. You can link earthen walls together with multiple castings of this spell. The wall lasts for the encounter, but it can be destroyed; it has 20 Health and an Armor Rating of 3. This effect can also be used to destroy established earthen walls.

EARTHQUAKE

Requirements: Master in the Alteration Magic magic talent and know the *Shape Earth* spell

Spell Type: Attack

Magicka Cost: 15

Casting Time: major action

Target Number: 17

Test: Dexterity (Acrobatics) vs Spellpower

You cause the very ground to buckle and roll. Choose a point within 30 yards that you can see. Anyone within 6 yards of that suffer a -5 Penalty to Speed and -2 penalty to Defense for 1 round. They must also make a Dexterity (Acrobatics) test against your Spellpower or fall prone. The earthquake can also damage man-made structures, like buildings and walls, as well as the surrounding environment (toppling standing stones, causing rockslides, etc). The earthquake lasts for 1 round, but can be extended with a Free action and spending 5 Magicka for each additional round.

ENCHANT

Requirements: Novice in the Alteration Magic magic talent

Spell Type: Enchantment **Magicka Cost:** 4+

Casting Time: 1 minute **Target Number:** 13

Test: None

You enchant a single item with magicka. For every 4 Magicka you spend the item gains a +1 bonus, up to 12 Magicka for a +3 bonus. This bonus applies to Armor Rating for armor, Defense for shields, Attack and Damage rolls for weapons, and Ability tests for tools. Enchanted items are considered magical for purposes of interacting with incorporeal creatures. This spell lasts for 10 minutes, but can be extended with a Free action and by spending Magicka equal to one-half the initial cost every 10 minutes.

FEATHER

Requirements: Novice in the Alteration Magic magic talent

Spell Type: Enchantment **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 11

Test: None

This spells lightens the weight of a creature or object. The spell has a different effect when cast on a creature, object, armor, shield, or weapon. The spell has a duration of 10 minutes.

Creature: The target has a +2 bonus to Speed, to Strength (Jumping) tests, and ignores the first 5 points of falling damage.

Object: Anyone attempting to lift or move the object has a +2 bonus to Strength (Might) tests.

Armor: Armor Penalty is reduced by 2.

Weapon or Shield: Minimum Strength is reduced by 2.

FIRE SHIELD

Requirements: Journeyman in the Alteration Magic magic talent and know the *Shield* and *Burning Touch* spells

Spell Type: Defense **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: None

You cloak yourself in a fiery ward. For the remainder of the encounter, you have +4 Armor Rating against fire damage and anyone attacking you in melee automatically takes 2 penetrating fire damage.

FROST SHIELD

Requirements: Journeyman in the Alteration Magic magic talent and know the *Shield* and *Chilling Touch* spells

Spell Type: Defense **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: None

You cloak yourself in a ward of frost. For the remainder of the encounter, you have +4 Armor Rating against frost damage and anyone attacking you in melee automatically takes 2 penetrating frost damage.

HASTE

Requirements: Journeyman in the Alteration Magic magic talent and know the *Levitate* spell

Spell Type: Enchantment **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 16

Test: None

While under the effects of this spell, you gain +5 Speed, a +1 bonus to Defense, and you can perform one extra melee or ranged attack as Minor action. This spell lasts for 1 minute, but can be extended with a Free action and by spending 4 Magicka every minute.

LEVITATE

Requirements: Master in the Alteration Magic magic talent and know the *Feather* spell

Spell Type: Enchantment **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: None

This spell grants the ability to walk on air, granting the target a Fly Speed of 6 + your Willpower and the use of Flying action while in the air. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 5 Magicka every 10 minutes.

MAGE LOCK

Requirements: Journeyman in the Alteration Magic magic talent and know the *Open Lock* spell

Spell Type: Utility **Magicka Cost:** 6

Casting Time: Minor action **Target Number:** 13

Test: Special (see below)

You magically seal a door, chest, or other such object. Attempts to open it require some sort of ability test with a TN equal to your Spellpower. The spell remains until it is opened or you dismiss the spell.

MAGELIGHT

Requirements: Novice in the Alteration Magic magic talent

Spell Type: Utility

Magicka Cost: 2 or 4

Casting Time: Major action

Target Number: 9

Test: None

This spell can be used to create either a candlelight and a wanderlight. The light shed by the magelight is equal to a torch, illuminating a 10 yard area. This spell counters the Darkness spell.

Candlelight: By spending 2 Magicka, you create a stationary magelight that hovers around you or an creature/object that you touch. Against an unwilling creature, the target must make a Dexterity (Acrobatics) test vs your Spellpower or be affected by the spell. The candlelight has a duration of 10 minutes, but can be extended with a Free action and by spending 2 Magicka every 10 minutes. The candlelight disappears if you dismiss it or is dispelled.

Wanderlight: By spending 4 Magicka, your magelight has a Speed of 8+Willpower and is under your control. It has a range of 40 yards. The wanderlight can be used to “mark” a creature by following it. Marking an unwilling creature requires the target to make a Dexterity (Acrobatics) test vs your Spellpower or be tracked by the magelight. The wanderlight has a duration in minutes equal to your Willpower and cannot be extended. It also disappears if it moves beyond its range, you dismiss it, or is dispelled.

MANIPULATE OBJECT

Requirements: Journeyman in the Alteration Magic magic talent and know the *Burden* and *Feather* spells

Spell Type: Utility

Magicka Cost: 8

Casting Time: Major action

Target Number: 13

Test: None

You can manipulate objects at a distance up to 20 yards away from you. You do not move the object, but interact as if you were physically present. An ability test is required to successfully manipulate or perform more complex actions, and you suffer a -2 penalty if the object is 11 to 20 yards or more away from you. You can only manipulate one object at a time.

NIGHT-EYE

Requirements: Journeyman in the Alteration Magic magic talent and know the *Darkness* spell

Spell Type: Enchantment

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: None

This spell gives you the ability to see in darkness. You gain the Dark Sight out to 20 yards. If you already possess this as a racial trait, your Dark Sight range increases by 10 yards. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 4 Magicka every 10 minutes.

OPEN LOCK

Requirements: Journeyman in the Alteration Magic magic talent and know the *Manipulate Object* spell

Spell Type: Utility

Magicka Cost: 6

Casting Time: 1 minute

Target Number: Lock's TN

Test: Special (see below)

With this spell, you can magically pick locks with a successful Spellcasting test. If you have the Dexterity (Lockpicking) focus you can apply its focus bonus when trying to pick a lock with this spell. Each attempt requires a separate casting of the spell.

PARALYZE

Requirements: Master in the Alteration Magic magic talent and knowing the *Slow* spell

Spell Type: Attack

Magicka Cost: 15

Casting Time: Major action

Target Number: 16

Test: Strength (Might) or Willpower (Self-discipline) test vs Spellpower

You curse a single enemy within 20 yards of you that you can see with paralysis. For 1 minute, the target is Paralyzed. Paralyzed targets cannot move or take any actions and their Defense becomes 10; they can still function mentally, including maintain existing spells. Targets who succeed at a Strength (Might) or Willpower (Self-discipline) test against your Spellpower are merely Stunned. Stunned characters can only take one action during their turn in a round.

PARALYZE RUNE

Requirements: Master in the Alteration Magic magic talent and know the *Paralyze* spell

Spell Type: Defense

Magicka Cost: 10

Casting Time: Major action

Target Number: 14

Test: Strength (Might) or Willpower (Self-discipline) test vs Spellpower

You create a magic rune upon a hard surface within 10 yards of you. The rune remains for 10 minutes and is triggered when anything comes within 2 yards of it. When triggered, everyone within 4 yards of the rune become Paralyzed for 1 minute. Paralyzed targets cannot move or take any actions and their Defense becomes 10; they can still function mentally, including maintain existing spells. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

REPAIR

Requirements: Journeyman in the Alteration Magic magic talent

Spell Type: Utility

Magicka Cost: 4+

Casting Time: 1 minute

Target Number: 14

Test: None

This spell magically restores a damaged or broken item with a touch. This spell repairs 1d6 item Durability per 4 Magicka spent, up to 3d6. This spell can only repair an item that it is mostly intact; e.g. you cannot repair a battle axe if the axe-head is missing, but you can repair it if you have the missing axe-head when casting the spell.

SHAPE EARTH

Requirements: Journeyman in the Alteration Magic magic talent

Spell Type: Special

Magicka Cost: 4+

Casting Time: Major action

Target Number: 11+

Test: Special (see below)

You control and shape the land around you. When casting this spell, you can perform one of the following effects out to 10 yards from of you:

Erosion (Attack spell; Magicka cost 4+; TN 13): You erode an earthen formation and structure, trying to destroy it. For every 3 Magicka you spend you deal 1d6 damage, up to 6d6, to a single earthen formation or structure within 20 yards of you that you can see. If used against an earthen creature, the creature gets a Constitution (Stamina) test against your Spellpower to reduce the damage by one-half.

Pitfall (Attack spell; Magicka cost 12; TN 15): You create a pit 4 yards wide and 4 yards deep. Anyone within the area must make a Dexterity (Acrobatics) test or fall into the pit. Those who fall into the pit take 2d6 damage. It takes one round and a TN 13 Strength (Climbing) test to climb out the pit.

Shift Earth (Utility spell; Magicka cost 8; TN 11): You shift around a patch of earth that measures 4 yards wide, 4 yards long, and 2 yards deep. This effect does not radically alter the surface quickly. Instead, the earth slowly rolls and shifts until the desired result is achieved. It does not affect rock or stone, nor does it affect trees, structures, rock formations, except for changes in elevation and topography. It also is too slow to trap or bury creatures, unless they are helpless or otherwise cannot escape the shifting (such as being in a pit or tunnel). An Intelligence (Alteration) test is required if you want to a particular result, especially if any fine detail is involved. This effect remains for a number of minutes equal to your Willpower, and can be maintained with a Free action and by spending 4 Magicka every additional minute. If you stop maintaining the spell, the shifted earth will remain as it settled, subject to natural forces (like erosion and gravity).

SHIELD

Requirements: Novice in the Alteration Magic magic talent

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

You conjure a protective shield around you. For the remainder of the encounter, you have a +2 bonus to Defense.

SLOW

Requirements: Master in the Alteration Magic magic talent and know the *Burden* spell

Spell Type: Attack

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: Strength (Might) or Willpower (Self-discipline) test vs Spellpower

Your curse slows the physical movements of a single enemy within 20 yards of you that you can see. For 1 minute, the target is Stunned; Stunned targets can only perform one action per round. Targets who succeed at a Strength (Might) or Willpower (Self-discipline) test against your Spellpower are Stunned for 1 round.

STEADFAST WARD

Requirements: Journeyman in the Alteration Magic magic talent and know the *Shield* spell

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 13

Test: None

This spell creates a magic ward that blocks against incoming damage. For 1 round, your Armor Rating is equal to your Spellpower. You can extend this spell with a Free action and by spending 3 Magicka for each additional round.

STONE SHAPE

Requirements: Journeyman in the Alteration Magic magic talent and know the *Shape Earth* spell

Spell Type: Special

Magicka Cost: 5+

Casting Time: Major action

Target Number: 12+

Test: Special (see below)

You control and shape the land around you. When casting this spell, you can perform one of the following effects out to 10 yards from of you:

Shape Stone (Utility spell; Magicka cost 10; TN 12):

You shape a patch of stone like clay, measuring 4 yards wide, 4 yards long, and 2 yards deep. This effect does not radically alter the surface quickly. Instead, the stone slowly rolls and shifts until the desired result is achieved. It does not affect dirt or soil, nor does it affect trees, structures, gemstone deposits, and crystal formations, except for changes in elevation and topography. It also is too slow to trap or bury creatures, unless they are helpless or otherwise cannot escape the shifting (such as being in a pit or tunnel).

An Intelligence (Alteration) test is required if you want to a particular result, especially if any fine detail is involved. This effect remains for a number of minutes equal to your Willpower, and can be maintained with a Free action and by spending 5 Magicka every additional minute. If you stop maintaining the spell, the shifted stone will remain as it settled, subject to natural forces (like erosion and gravity).

Stone Trap (Defense spell; Magicka cost 15; TN 17):

You create a stone enclosure measuring 4 yards wide and 4 yards high. Anyone within the area must make a Dexterity (Acrobatics) test or be captured. The stone enclosure has 30 Health and an Armor Rating of 4.

Topple (Attack spell; Magicka cost 5+; TN 14):

You create pressure in a stone formation and structure, trying to topple it. For every 5 Magicka you spend you deal 1d6 damage, up to 6d6, to a single stone structure within 20 yards of you that you can see. If used against a stone creature, the creature gets a Constitution (Stamina) test against your Spellpower to reduce the damage by one-half.

STONE WALL

Requirements: Master in the Alteration Magic magic talent and know the *Stone Shape* spell

Spell Type: Defense

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: None

You create a wall of stone that measures 4 yards long, 2 yards high, and 1 yard thick. When casting this spell you can create a longer wall by spending 4 Magicka for each additional 2 yard section created. You can link earthen walls together with multiple castings of this spell. The wall lasts for the encounter, but it can be destroyed; it has 40 Health and an Armor Rating of 6. This effect can also be used to destroy established stone walls.

STORM SHIELD

Requirements: Journeyman in the Alteration Magic magic talent and know the *Shield* and *Shocking Touch* spells

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 13

Test: None

You cloak yourself in a shocking ward. For the remainder of the encounter, you have +4 Armor Rating against shock damage and anyone attacking you in melee automatically takes 2 penetrating shock damage.

WATER WALKING

Requirements: Master in the Alteration Magic magic talent and know the *Waterbreathing* spell

Spell Type: Utility

Magicka Cost: 10

Casting Time: Major action

Target Number: 14

Test: None

This spell allows you to walk on water as if it were solid ground. You can still choose to swim by using the Activate action and can dismiss the spell's effect at any time with a Free action. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 5 Magicka every 10 minutes.

WATERBREATHING

Requirements: Journeyman in the Alteration Magic magic talent

Spell Type: Enchantment

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

This spell allows you to breathe underwater and grants you a +2 bonus to Speed and Constitution (Swimming) tests while swimming. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 3 Magicka every 10 minutes. In addition, by spending 6 extra Magicka, you can cast this on a number of allies equal to your Willpower (including yourself).



CONJURATION MAGIC

SPELLS = 16; Necromancy = 14

BANISH DAEDRA

Requirements: Journeyman in the Conjuration Magic magic talent and know the *Summon Minion* spell

Spell Type: efense

Magicka Cost: 8

Casting Time: Major action

Target Number: 12

Test: Willpower (Self-discipline) vs Spellpower

You banish a summoned daedra back to Oblivion. When casting this spell, choose a target within 20 yards of you that you can see. Targets who fail a Willpower (Self-discipline) test against your Spellpower are banished back to Oblivion. This spell works on daedra only, including summoned familiars, scamps, and atronachs.

BIND DAEDRA

Requirements: Master in the Conjuration Magic magic talent and know the *Sunder Daedra* spell

Spell Type: Attack

Magicka Cost: 15

Casting Time: Major action

Target Number: 15

Test: Willpower (Self-discipline) vs Spellpower

You attempt to bind a daedra to your will. When casting this spell, choose a daedra within 20 yards of you that you can see. Targets who fail a Willpower (Self-discipline) test against your Spellpower are bound to you for 10 minutes. The binding effect only works on daedra that are not bound to another spellcaster. This spell works on daedra only, including summoned familiars, scamps, and atronachs.

MAGE ARMOR

Requirements: Journeyman in the Conjuration Magic magic talent and know the *Mage Tool* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

You conjure an ethereal suit of armor for yourself. For the remainder of the encounter, you have a +4 bonus to your Armor Rating. This spell has no effect if you are wearing regular armor. The armor vanishes if you are knocked unconscious, stunned, or dying.

MAGE TOOL

Requirements: Novice in the Conjuration Magic magic talent

Spell Type: Utility

Magicka Cost: 4

Casting Time: 1 minute

Target Number: 11

Test: Special (see below)

You conjure an ethereal tool or set of tools. The conjured tool functions like a normal item of its type. The conjured item lasts for 10 minutes, but can be extended with a Free action and spending 2 Magicka every 10 minutes. The tools vanish if you are knocked unconscious, stunned, or dying.

MAGE WEAPON

Requirements: Master in the Conjuration Magic magic talent and know the *Mage Armor* spell

Spell Type: Utility

Magicka Cost: 6

Casting Time: Major action

Target Number: 13

Test: None

You conjure an ethereal weapon. The mage weapon must be one that you are trained in. The mage weapon functions as the weapon chosen, except you add your Willpower to its damage rolls, instead of Strength (for melee weapons) or Perception (for ranged weapons). The mage weapon only functions for you, no one else can grasp it. If you are disarmed of the weapon, you can conjure another by spending 1 Magicka and using the Activate action. The mage weapon remains for the encounter.

Dual-wielding Weapons: When conjuring a melee weapon, you can choosing to spend 3 extra Magicka to conjure a second melee weapon, allowing you to dual-wield in combat.

Ranged Weapons: Conjured ranged weapons can be reloaded with a Minor action and comes with 20 pieces of ammunition. To recover 10 ammo it requires the Activate action and costs 1 Magicka.

SUMMON ATRONACH, GREATER

Requirements: Master in the Conjuration Magic magic talent and know the *Lesser Summon Atronach* spell

Spell Type: Utility

Magicka Cost: 15

Casting Time: Major action

Target Number: 16

Test: None

You summon an atronach (pg. XX) with a Major threat level. The atronach appears within 10 yards of you. It is friendly to you and obedient to your commands for the duration of the encounter. When it reaches 0 Health or when the spell ends, the atronach vanishes in a burst of elemental energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON ATRONACH, LESSER

Requirements: Journeyman in the Conjuration Magic magic talent and know the *Minor Summon Atronach* spell

Spell Type: Utility

Magicka Cost: 12

Casting Time: Major action

Target Number: 14

Test: None

You summon an atronach (pg. XX) with a Moderate threat level. The atronach appears within 10 yards of you. It is friendly to you and obedient to your commands for the duration of the encounter. When it reaches 0 Health or when the spell ends, the atronach vanishes in a burst of elemental energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON ATRONACH, MINOR

Requirements: Novice the Conjuration Magic magic talent and know the *Summon Minion* spell

Spell Type: Utility

Magicka Cost: 8

Casting Time: Major action

Target Number: 12

Test: None

You summon an atronach (pg. XX) with a Minor threat level. The atronach appears within 10 yards of you. It is friendly to you and obedient to your commands for the duration of the encounter. When it reaches 0 Health or when the spell ends, the atronach vanishes in a burst of elemental energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON BEAST, GREATER

Requirements: Master in the Conjuration Magic magic talent and know the *Lesser Summon Beast* spell

Spell Type: Utility

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: None

You summon an animal to aid you. You can summon any beast with a Major threat level and it arrives in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, the animal leaves on its own and remains neutral towards you. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON BEAST, LESSER

Requirements: Journeyman in the Conjuration Magic magic talent and know the *Minor Summon Beast* spell

Spell Type: Utility

Magicka Cost: 10

Casting Time: Major action

Target Number: 13

Test: None

You summon an animal to aid you. You can summon any beast with a Moderate threat level and it arrives in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, the animal leaves on its own and remains neutral towards you. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON BEAST, MINOR

Requirements: Novice the Conjuration Magic magic talent and know the *Summon Minion* spell

Spell Type: utility

Magicka Cost: 6

Casting Time: Major action

Target Number: 11

Test: None

You summon an animal to aid you. You can summon any beast with a Minor threat level and it arrives in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, the animal leaves on its own and remains neutral towards you. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON DAEDRA, GREATER

Requirements: Master in the Conjuration Magic magic talent and know the *Lesser Summon Daedra* spell

Spell Type: Utility

Magicka Cost: 20

Casting Time: Major action

Target Number: 17

Test: None

You summon lesser daedra to aid you. You can summon any lesser daedra with a Major threat level and it appears within 10 yards of you in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell or when it reaches 0 Health, it vanishes in a swirl of daedric energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON DAEDRA, LESSER

Requirements: Master in the Conjuration Magic magic talent and know the *Minor Summon Daedra* spell

Spell Type: Utility

Magicka Cost: 15

Casting Time: Major action

Target Number: 15

Test: None

You summon lesser daedra to aid you. You can summon any lesser daedra with a Moderate threat level and it appears within 10 yards of you in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell or when it reaches 0 Health, it vanishes in a swirl of daedric energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON DAEDRA, MINOR

Requirements: Journeyman in the Conjuration Magic magic talent and know the *Summon Minion* spell

Spell Type: Utility

Magicka Cost: 12

Casting Time: Major action

Target Number: 14

Test: None

You summon lesser daedra to aid you. You can summon any daedra with a Minor threat level and it appears within 10 yards of you in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell or when it reaches 0 Health, it vanishes in a swirl of daedric energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON MINION

Requirements: Novice in the Conjuration Magic magic talent

Spell Type: Utility

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

You summon magical creature to aid you. When casting this spell, you can choose to summon either a minor daedra known as scamp, or an ethereal creature known as a familiar. The summoned creature remains for 10 minutes. If the creature is reduced to 0 Health, it disappears. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

Familiar: You summon an animal with a Threat Level of Minor and the special trait, Ethereal. The summoned creature has the same stats as the animal it resembles and +3 Armor Rating from its Ethereal nature.

Scamp: You summon a lesser daedra known as a scamp. See page XX for its game stats.

SUNDER DAEDRA

Requirements: Journeyman in the Conjuration Magic magic talent and know the *Banish Daedra* spell

Spell Type: Attack

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: Intelligence (Conjuration) vs Spellpower

You sunder an enemy spellcaster's hold over their summoned daedra. When casting this spell, choose a summoned daedra within 20 yards that you can see. The spellcaster who summoned the target must make a Intelligence (Conjuration) test against your Spellpower or have their bound daedra freed and turn hostile towards them. This spell works on daedra only, including summoned familiars, scamps, and atronachs.

NECROMANCY MAGIC

Necromancy is a sub-school of the Conjuration school of magic. As a sub-school, Necromancy spells are treated as Conjuration spells for the purposes of learning spells.

ANIMATE DEAD, GREATER

Requirements: Master in the Necromantic Magic magic talent and know the *Lesser Animate Dead* spell

Spell Type: Utility

Magicka Cost: 15

Casting Time: Major action

Target Number: 17

Test: None

You re-animate the dead to aid you.

This spell functions as the *Minor Animate Dead* spell, but you are able to animate dead creatures with a Major threat level.

ANIMATE DEAD, LESSER

Requirements: Journeyman in the Necromantic Magic magic talent and know the *Minor Animate Dead* spell

Spell Type: Utility

Magicka Cost: 10

Casting Time: Major action

Target Number: 14

Test: None

You re-animate the dead to aid you.

This spell functions as the *Minor Animate Dead* spell, but you are able to animate dead creatures with a Moderate threat level.

ANIMATE DEAD, MINOR

Requirements: Novice in the Necromantic Magic magic talent

Spell Type: Utility

Magicka Cost: 8

Casting Time: Major action

Target Number: 11

Test: None

You re-animate the dead to aid you. There must be a corpse of a creature within 10 yards of you when casting this spell. It takes 1 round for the corpse to re-animate.

It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, if you dismiss it, or until it reaches 0 Health, it collapses in a pile of ash. Any items it was carrying are unaffected.

This spell only works on animals and once-living creatures with a Minor threat level; it does not work on constructs, undead, daedra, atronachs, and other otherworldly creatures.

The re-animated dead has the same statistics as the base creature but with the following changes:

Its **Health** is reduced by 10, to a minimum of 20.

Deathly Fortitude: Re-animated dead do not need to eat, drink, sleep, or breathe. It has a +2 bonus to Armor Rating, with a minimum Armor Rating of 4.

Mindless Aggression: The re-animated dead never flee from battle, but can be tricked or manipulated.

BLACK SWARM

Requirements: Journeyman in the Necromantic Magic magic talent and know the *Minor Summon Daedra* spell

Spell Type: Attack

Magicka Cost: 14

Casting Time: Major action

Target Number: 15

Test: Constitution (Stamina) vs Spellpower

You summon a cloud of daedric insects to swarm one living creature within 20 yards that you can see. This swarm deals 1d6+1 penetrating disease damage to the target, once per round at the start of your turn. A successful Constitution (Might) test against your Spellpower reduces the damage taken by one-half. You can direct the swarm to engulf a new target as a Free action on your turn, once per round. The swarm itself is immune to weapon attacks, and is only affecting area-effect attacks; it has a Flying speed of 12 and Health of 40.

COMMAND UNDEAD

Requirements: Journeyman in the Necromantic Magic magic talent and know the *Necromantic Ward* spell

Spell Type: Attack

Magicka Cost: 8

Casting Time: Major action

Target Number: 13

Test: Willpower (Self-discipline) vs Spellpower

You attempt to bind an undead to your will. When casting this spell, choose an undead within 20 yards of you that you can see. Targets who fail a Willpower (Self-discipline) test against your Spellpower are bound to you for 10 minutes. The binding effect only works on undead that are not bound to another spellcaster.

DAEDRIC CURSE

Requirements: Novice in the Necromancy Magic magic talent

Spell Type: Attack

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: Willpower (Faith) vs Spellpower

You conjure daedric forces to impede your foes. Choose one target within 20 yards of you that you can see. If the target fails at a Willpower (Faith) test against your Spellpower, the target is cursed. Cursed targets suffers a -2 penalty on ability tests based on one ability of your choice (Communication, Dexterity, etc.). Stunts based on that ability also generate -2 stunt points. If the target makes a successful Willpower (Faith) test vs. your Spellpower, the ability test and stunt point penalties are only -1. This spell is effective for a single encounter. You can only have one Curse spell active at a time.

DESECRATION

Requirements: Master in the Necromantic Magic magic talent and know the *Necromantic Ward* spell

Spell Type: Enchantment

Magicka Cost: 12

Casting Time: Major action

Target Number: 17

Test: None

You desecrate a 6-by-6-yard area within 10 yards of you with necromantic energy. All undead within that area gain +10 Health and a +1 bonus to attack rolls, Defense, and on ability tests when resisting spells and effects. Any undead leave the area they lose the benefits of the spell (but can regain them by entering back into the spell area). The spell effect remains for the encounter, or until dispelled.

LIFE STEAL

Requirements: Journeyman in the Necromantic Magic magic talent and know the *Daedric Curse* spell

Spell Type: Attack

Magicka Cost: 4+

Casting Time: Major action

Target Number: 13

Test: Constitution (Stamina) vs Spellpower

You leech the life-essence of your foes to replenish your own. For every 5 Magicka you spend, your target takes 1d6 penetrating damage, up to 3d6, plus your Willpower. Targets that succeed at a Willpower (Self-discipline) test vs your Spellpower only take 1d6 penetrating damage. In addition, you recover lost Health equal to the amount of damage done by the spell; you cannot recover more Health than your total.

LIFE STEALING BOLT

Requirements: Master in the Necromantic Magic magic talent and know the *Life Steal* spell

Spell Type: Attack

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: Constitution (Stamina) vs Spellpower

You cast a vampiric bolt that steals the life-essence of your foes. This spell functions like the Rock Blast spell in Fantasy AGE (page 70), except as noted here. The target takes 1d6 + Willpower penetrating damage. Targets who succeed at a Constitution (Stamina) test against your Spellpower only take 1d6 penetrating damage. In addition, you recover lost Health equal to the amount of damage done by the spell; you cannot recover more Health than your total.

NECROMANTIC WARD

Requirements: Journeyman in the Necromantic Magic magic talent and know the *Minor Animate Dead* spell

Spell Type: Enchantment

Magicka Cost: 10

Casting Time: Major action

Target Number: 14

Test: None

You bolster yourself and undead allies with necromantic power. You and all nearby undead allies within 10 yards of you get +1 SP when generating stunt points. This spell lasts until the end of the encounter or it is dispelled.

SUMMON SPIRIT, GREATER

Requirements: Master in the Necromantic Magic magic talent and know the *Lesser Summon Spirit* spell

Spell Type: Utility

Magicka Cost: 20

Casting Time: Major action

Target Number: 17

Test: None

You bind the spirit of the dead to your will.

This spell functions as the *Minor Summon Spirit* spell, but you are able to summon the spirits of creatures with a Major threat level.

SUMMON SPIRIT, LESSER

Requirements: Master in the Necromantic Magic magic talent and know the *Minor Summon Spirit* spell

Spell Type: Utility

Magicka Cost: 15

Casting Time: Major action

Target Number: 15

Test: None

You bind the spirit of the dead to your will.

This spell functions as the *Minor Summon Spirit* spell, but you are able to summon the spirits of creatures with a Moderate threat level.

SUMMON SPIRIT, MINOR

Requirements: Master in the Necromantic Magic magic talent and know the *Minor Animate Dead* and *Soul Trap* spells

Spell Type: Utility

Magicka Cost: 10

Casting Time: Major action

Target Number: 13

Test: None

You bind the spirit of the dead to your will. There must be a corpse of a creature within 10 yards of you when casting this spell. It takes 1 round for the spirit to form.

The spirit is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, if you dismiss it, or until it reaches 0 Health, it disappears in a flash of spectral energies.

This spell only works on animals and once-living creatures with a Minor threat level; it does not work on constructs, undead, daedra, atronachs, and other otherworldly creatures.

The spirit has the same statistics as the base creature it spawned from but with the following changes:

Its **Health** is reduced by 10, to a minimum of 30.

Incorporeal: Spirits are incorporeal, they ignore the effects of terrain and only magical attacks (spells or hits from magic weapons) can harm them, other attacks pass through their forms without effect. A character attacking a spirit can perform a special stunt called "Spirit Bane" for 3 SP, however. The character then inflicts normal weapon damage but substitutes Willpower for Strength or Perception.

Spectral Touch: The spirit's brawling attacks are a Spectral Attack that drains the life force from the living. This attack uses Accuracy (Brawling) and adds their Willpower to their damage rolls. Spectral attacks ignore a target's shield bonus, if any. Creatures without a soul, such as re-animated corpses or golems, take one-half damage from these attacks.

SUNDER UNDEAD

Requirements: Master in the Necromantic Magic magic talent and know the *Command Undead* spell

Spell Type: Attack

Magicka Cost: 10

Casting Time: Major action

Target Number: 13

Test: Intelligence (Necromancy) vs Spellpower

You sunder an enemy spellcaster's hold over their undead ally. When casting this spell, choose an undead within 20 yards that you can see. The spellcaster who commands the target must make a Intelligence (Conjuration) test against your Spellpower or have their undead ally freed and turn hostile towards them.



DESTRUCTION MAGIC

SPELLS = 21; Fire = 9; Frost = 9; Storm = 9

DRAINING BOLT

Requirements: Master in the Destruction Magic magic talent and know the *Draining Touch* spell

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 15

Test: Willpower (Self-discipline) vs Spellpower

You cast a withering bolt that drains Magicka from your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The target loses 2d6 + Willpower Magicka, or 1d6 Magicka with a successful Willpower (Self-discipline) test vs your Spellpower.

DRAINING TOUCH

Requirements: Journeyman in the Destruction Magic magic talent

Spell Type: Attack **Magicka Cost:** 4+

Casting Time: major action **Target Number:** 13

Test: Willpower (Self-discipline) vs Spellpower

You touch drains Magicka your foes. For every 4 Magicka you spend, your target loses 1d6 Magicka, up to 3d6. Targets that succeed at a Willpower (Self-discipline) test vs your Spellpower only lose 1d6 Magicka.

ENERVATING BOLT

Requirements: Master in the Destruction Magic magic talent and know the *Enervating Touch* spell

Spell Type: Attack **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 14

Test: Constitution (Stamina) vs Spellpower

You cast a withering bolt that drains Stamina from your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The target loses 2d6 + Willpower Stamina, or 1d6 Stamina with a successful Constitution (Stamina) test vs your Spellpower.

ENERVATING TOUCH

Requirements: Journeyman in the Destruction Magic magic talent

Spell Type: Attack **Magicka Cost:** 3+

Casting Time: Major action **Target Number:** 12

Test: Constitution (Stamina) vs Spellpower

You touch drains Stamina your foes. For every 3 Magicka you spend, your target loses 1d6 Stamina, up to 3d6, plus your Willpower. Targets that succeed at a Constitution (Stamina) test vs your Spellpower only lose 1d6 Stamina.

POISON BOLT

Requirements: Novice in the Destruction Magic magic talent

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 15

Test: Constitution (Stamina) vs Spellpower

You hurls a bolt of sickly green energy at your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 2d6 penetrating poison damage, or 1d6 penetrating poison damage with a successful Constitution (Stamina) test vs your Spellpower.

POISON CLOUD

Requirements: Master in the Destruction Magic magic talent and know the *Poisonbloom* spell

Spell Type: Attack **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 17

Test: Constitution (Stamina) vs Spellpower

You call forth toxic cloud of poison. This spell functions as the *Fire Storm* spell in *Fantasy AGE* (page 71), except what is noted here. The spell deals 2d6 penetrating poison damage and Stunned for 1 round. Those who succeed at a Constitution (Stamina) test vs your Spellpower are not Stunned.

POISON RUNE

Requirements: Journeyman in the Destruction Magic magic talent and know the *Poison Touch* spell

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: Perception (Seeing) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune deals 2d6 penetrating poison damage to anything within 4 yards of it. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

POISON SPRAY

Requirements: Novice in the Destruction Magic magic talent

Spell Type: Attack

Magicka Cost: 6

Casting Time: Major action

Target Number: 13

Test: Constitution (Stamina) vs Spellpower

A noxious spray erupts from your hand. This spell functions like the *Flame Burst* spell in *Fantasy AGE* (page 71), except deals 1d6+1 penetrating poison damage, or 2 penetrating poison damage with a successful Constitution (Stamina) test.

POISON WEAPONS

Requirements: Journeyman in the Destruction Magic magic talent and know the *Poisonous Touch* spell

Spell Type: Enchantment

Magicka Cost: 10

Casting Time: major action

Target Number: 16

Test: None

Your weapons are coated in a deadly poison, inflicting an additional 1d6 penetrating poison damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 5 Magicka for each additional minute.

POISONBLOOM

Requirements: Journeyman in the Destruction Magic magic talent and know the *Poison Bolt* spell

Spell Type: Attack

Magicka Cost: 10

Casting Time: Major action

Target Number: 16

Test: Constitution (Stamina) vs Spellpower

The target emanates a poisonous aura. Choose a target within 20 yards of you that you can see. The target takes 1d6+1 penetrating poison damage every round. Anyone within 2 yards also takes 2 penetrating poison damage (no test required). This effect lasts for 1 minute. Targets who succeed at a Constitution (Stamina) test vs your Spellpower only take 2 penetrating poison damage that round.

POISONOUS TOUCH

Requirements: Novice in the Destruction Magic magic talent

Spell Type: Attack

Magicka Cost: 6

Casting Time: Major action

Target Number: 13

Test: None

You have an poisonous touch. Your brawling attacks inflict an additional 3 penetrating poison damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

RUIN

Requirements: Novice in the Destruction Magic magic talent

Spell Type: Attack

Magicka Cost: 3+

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

This spell weakens and corrodes an inanimate object that you touch. This spell deals 1d6 damage to the object's Durability per 3 Magicka spent, up to 3d6. If the item is in possession of a creature, the creature can make a Dexterity (Acrobatics) test against your Spellpower to avoid the effects of the spell.

RUINOUS BOLT

Requirements: Journeyman in the Destruction Magic magic talent and know the *Ruin* spell

Spell Type: Attack **Magicka Cost:** 4+

Casting Time: Major action **Target Number:** 14

Test: Dexterity (Acrobatics) vs Spellpower

With this spell, you cast a bolt that disintegrates an inanimate object at range. This spell functions like the *Ruin* spell above, but it costs 4 Magicka per 1d6 Durability damage (up to 6d6) and has a range of 20 yards.

WEAKEN ABILITY

Requirements: Master in the Destruction Magic magic talent and know the *Weaken Skill* spell

Spell Type: Attack **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 15

Test: Willpower (Self-discipline) vs Spellpower

This spell magically saps the target, weakening their abilities. When casting this spell, choose one target within 20 yards of you that you can see, and one ability.

The target suffers a -1 penalty and generate -1 stunt points on ability tests using the chosen ability. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower only generate -1 stunt points on ability tests with the chosen ability.

This spell lasts for the encounter or until dispelled.

WEAKEN SKILL

Requirements: Novice in the Destruction Magic magic talent

Spell Type: Attack **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 12

Test: Willpower (Self-discipline) vs Spellpower

This spell magically weakens the target's skill at a certain task. When casting this spell, choose one target within 20 yards of you that you can see, and one ability focus.

The target suffers a -1 penalty and generate -1 stunt points on ability tests using the chosen ability focus. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower only generate -1 stunt points on ability tests with the chosen ability focus.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS AFFLICTION

Requirements: Journeyman in the Destruction Magic magic talent and know the *Weaken Skill* spell

Spell Type: Attack **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 13

Test: Willpower (Self-discipline) vs Spellpower

This spell makes the target more vulnerable afflictions, like disease and poisons. When casting this spell choose one target that you can see within 20 yards of you.

The target suffers a -2 penalty on ability tests to resist afflictions, and takes an additional 1d6 damage (if applicable). A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty on ability tests against afflictions.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS FIRE

Requirements: Journeyman in the Destruction Magic magic talent and know the *Weaken Skill* spell

Spell Type: Attack **Magicka Cost:** 5

Casting Time: Major action **Target Number:** 11

Test: Willpower (Self-discipline) vs Spellpower

This spells makes the target more vulnerable fire. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist fire effects and spells, take an extra 1d6 fire damage, and its Armor Rating is halved against fire damage, or completely eliminated if the attacker used the *Pierce Armor* stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS FROST

Requirements: Journeyman in the Destruction Magic magic talent and know the *Weaken Skill* spell

Spell Type: Attack **Magicka Cost:** 5

Casting Time: Major action **Target Number:** 11

Test: Willpower (Self-discipline) vs Spellpower

This spells makes the target more vulnerable to frost. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist frost effects and spells, take an extra 1d6 frost damage, and its Armor Rating is halved against frost damage, or completely eliminated if the attacker used the *Pierce Armor* stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS HARM

Requirements: Master in the Destruction Magic magic talent and know the *Weakness vs Affliction* spell

Spell Type: Attack

Magicka Cost: 15

Casting Time: Major action

Target Number: 15

Test: Willpower (Self-discipline) vs Spellpower

This spell makes the target more vulnerable against physical (non-elemental, non-magical) damage. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist physical effects, take an extra 1d6 physical damage, and its Armor Rating is halved against physical damage, or completely eliminated if the attacker used the Pierce Armor stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS MAGIC

Requirements: Master in the Destruction Magic magic talent and know the *Weaken Skill* spell

Spell Type: Attack

Magicka Cost: 10

Casting Time: Major action

Target Number: 13

Test: Willpower (Self-discipline) vs Spellpower

This spell makes the target more vulnerable to magic. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist magic effects and spells, take an extra 1d6 magic damage, and its Armor Rating is halved against magic damage, or completely eliminated if the attacker used the Pierce Armor stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS SHOCK

Requirements: Journeyman in the Destruction Magic magic talent and know the *Weaken Skill* spell

Spell Type: Attack

Magicka Cost: 5

Casting Time: Major action

Target Number: 11

Test: Willpower (Self-discipline) vs Spellpower

This spell makes the target more vulnerable to shock. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist shock effects and spells, take an extra 1d6 shock damage, and its Armor Rating is halved against shock damage, or completely eliminated if the attacker used the Pierce Armor stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

FIRE MAGIC

Fire Magic is a sub-school of the Destruction school of magic. As a sub-school, Fire Magic spells are treated as Destruction spells for the purposes of learning spells.

BURNING COALS

Requirements: Journeyman in the Fire Magic magic talent and know the *Fire Bolt* and *Weakness vs Fire* spells

Spell Type: Attack

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

You light on fire on one creature within 20 yards of you, taking 1d6 + Willpower fire damage and suffers a -2 penalty to ability tests when resisting fire effects for one minute. A successful Dexterity (Acrobatics) test against your Spellpower, the spell deals 1d6 shock damage and do not suffer any penalties.

BURNING TOUCH

Requirements: Novice in the Fire Magic magic talent

Spell Type: Enchantment

Magicka Cost: 4

Casting Time: Major action

Target Number: 11

Test: None

You have a fiery touch. Your brawling attacks inflict an additional 1d6 fire damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute.

FIRE BOLT

Requirements: Novice in the Fire Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of fire at your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 2d6 + Willpower fire damage, or 1d6 fire damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

FIRE STORM

Requirements: Master in the Fire Magic magic talent and know the *Fireball* spell

Spell Type: Attack

Magicka Cost: 11

Casting Time: Major action

Target Number: 15

Test: Dexterity (Acrobatics) vs Spellpower

You call a storm of fire. This spell functions as the *Fire Storm* spell in *Fantasy AGE* (page 71), except noted here. Those who succeed at their Dexterity (Acrobatics) test against your Spellpower only take 1d6 + Willpower fire damage and are not knocked prone.

FIRE RUNE

Requirements: Journeyman in the Fire Magic magic talent and know the *Flames* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: Perception (Seeing) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune deals 3d6 fire damage to anything within 4 yards of it. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

FIREBALL

Requirements: Journeyman in the Fire Magic magic talent and know the *Fire Bolt* spell

Spell Type: Attack

Magicka Cost: 7

Casting Time: Major action

Target Number: 15

Test: Dexterity (Acrobatics) vs Spellpower

You hurl a ball of fire against one target within 30 yards of you that you can see. On impact, the fireball explodes that deals 2d6 + Willpower fire damage to all within a 4 yard area. Those that succeed on a Dexterity (Acrobatics) test vs your Spellpower only takes 1d6 + Willpower fire damage.

FLAMES

Requirements: Novice in the Fire Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

A jet of flame erupts from your hand. This spell functions like the *Flame Burst* spell in *Fantasy AGE* (page 71).

FLAMING WEAPONS

Requirements: Journeyman in the Fire Magic magic talent and know the *Burning Touch* spell

Spell Type: Enchantment

Magicka Cost: 6

Casting Time: Major action

Target Number: 14

Test: None

Your weapon bursts into flames, inflicting an additional 1d6 fire damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

WALL OF FIRE

Requirements: Master in the Fire Magic magic talent and know the *Fire Rune* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 11

Test: Constitution (Stamina) vs Spellpower

You conjure a wall of fire, up to 3 yards long and 1 yard wide. Anyone or anything trying to pass through the fire takes 3d6 + Willpower fire damage. Anyone trying to attack through it takes a -2 penalty on their attack rolls (and fire damage if it is a melee attack). Targets who pass through the wall of fire and succeed at a Constitution (Stamina) test vs. your Spellpower only take 1d6 + Willpower fire damage. If you cast this spell more than once in an encounter, you can link together the sections into one continuous wall. The wall of fire lasts until the end of the encounter, although you can end it earlier as a free action if you so choose.

FROST MAGIC

Frost Magic is a sub-school of the Destruction school of magic. As a sub-school, Frost Magic spells are treated as Destruction spells for the purposes of learning spells.

CHILLING TOUCH

Requirements: Novice in the Frost Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 11

Test: None

You have a bone-chilling touch. Your brawling attacks inflict an additional 1d6 frost damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute.

CONE OF COLD

Requirements: Journeyman in the Frost Magic magic talent and know the *Frost Bolt* spell

Spell Type: Attack

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: Dexterity (Acrobatics) vs Spellpower

You create a giant blast of frigid air and frost. This spell functions like the *Shock Blast* spell in *Fantasy AGE* (page 73), except it deals 3d6 + Willpower frost damage. A successful Constitution (Stamina) test vs your Spellpower has the target only taking 1d6 + Willpower frost damage.

FROST BOLT

Requirements: Novice in the Frost Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of frost at your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 2d6 + Willpower frost damage, or 1d6 frost damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

FROST RUNE

Requirements: Journeyman in the Frost Magic magic talent and know the *Frostbite* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: Perception (Seeing) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune deals 3d6 frost damage to anything within 4 yards of it. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

FROST WEAPONS

Requirements: Journeyman in the Frost Magic magic talent and know the *Chilling Touch* spell

Spell Type: Enchantment

Magicka Cost: 6

Casting Time: Major action

Target Number: 14

Test: None

Your weapon becomes coated with frost, inflicting an additional 1d6 frost damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

FROSTBITE

Requirements: Novice in the Frost Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

A jet of frigid air and frost erupts from your hand. This spell functions like the *Flame Burst* spell in *Fantasy AGE* (page 71), except deals frost damage.

LINGERING COLD

Requirements: Journeyman in the Frost Magic magic talent and know the *Frost Bolt* and *Weakness vs Frost* spells

Spell Type: Attack

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

You inflict frigid cold on one creature within 20 yards of you, taking 1d6 + Willpower frost damage and suffers a -2 penalty to ability tests when resisting frost effects for one minute. A successful Dexterity (Acrobatics) test against your Spellpower, the spell deals 1d6 frost damage and do not suffer any penalties.

ICE STORM

Requirements: Master in the Frost Magic magic talent and know the *Cone of Cold* spell

Spell Type: Attack

Magicka Cost: 11

Casting Time: Major action

Target Number: 15

Test: Constitution (Stamina) vs Spellpower

You summon a swirling blizzard. This spell functions as the *Fire Storm* spell in *Fantasy AGE* (page 71), except what is noted here. The spell deals 3d6 + Willpower frost damage and the target is Stunned for 1 round. Those who succeed at a Constitution (Stamina) test vs your Spellpower take 1d6 + Willpower frost damage and are not Stunned.

WALL OF FROST

Requirements: Master in the Frost Magic magic talent and know the *Frost Rune* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 11

Test: Dexterity (Acrobatics) vs Spellpower

You conjure a wall of frost and ice crystals, up to 3 yards long and 1 yard wide. Anyone attempting to pass through the frost takes 2d6 + Willpower frost damage and is knocked prone. Targets who pass through the wall of frost and succeed at a Dexterity (Acrobatics) test vs. your Spellpower only take 1d6 + Willpower frost damage and are not knocked prone. If you cast this spell more than once in an encounter, you can link together the sections into one continuous wall. The wall of frost lasts until the end of the encounter, although you can end it earlier as a free action if you so choose.

STORM MAGIC

Storm Magic is a sub-school of the Destruction school of magic. As a sub-school, Storm Magic spells are treated as Destruction spells for the purposes of learning spells.

CHAIN LIGHTNING

Requirements: Journeyman in the Storm Magic magic talent and know the *Lightning Bolt* spell

Spell Type: Attack

Magicka Cost: 12

Casting Time: Major action

Target Number: 17

Test: Constitution (Stamina) vs Spellpower

A stroke of lightning arcs towards your foes. This spell functions as the *Chain Lightning* spell in *Fantasy AGE* (page 73-74).

ELECTRIFY

Requirements: Journeyman in the Storm Magic magic talent and know the *Lightning Bolt* and *Weakness vs Shock* spells

Spell Type: Attack

Magicka Cost: 5

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

You electrify one creature within 20 yards of you, taking $1d6 + \text{Willpower}$ shock damage and suffers a -2 penalty to ability tests when resisting shock effects for one minute. A successful Dexterity (Acrobatics) test against your Spellpower, the spell deals $1d6$ shock damage and do not suffer any penalties.

LIGHTNING BOLT

Requirements: Novice in the Storm Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of lightning at your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals $1d6 + \text{Willpower}$ penetrating shock damage, or $1d6$ shock damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

LIGHTNING RUNE

Requirements: Journeyman in the Storm Magic magic talent and know the *Sparks* spell

Spell Type: Attack

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: Perception (Seeing) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune deals $2d6$ shock penetrating damage to anything within 4 yards of it. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

LIGHTNING STORM

Requirements: Master in the Storm Magic magic talent and know the *Chain Lightning* spell

Spell Type: Attack

Magicka Cost: 11

Casting Time: Major action

Target Number: 15

Test: Dexterity (Acrobatics) vs Spellpower

You call forth a storm of thunder and lightning. This spell functions as the *Fire Storm* spell in *Fantasy AGE* (page 71), except what is noted here. The spell deals $2d6 + \text{Willpower}$ penetrating shock damage and Stunned for 1 round. Those who succeed at a Dexterity (Acrobatics) test vs your Spellpower are not Stunned.

SHOCKING TOUCH

Requirements: Novice in the Storm Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 11

Test: None

You have an electric touch. Your brawling attacks inflict an additional 2 penetrating shock damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute.

SHOCKING WEAPONS

Requirements: Journeyman in the Storm Magic magic talent and know the *Shocking Touch* spell

Spell Type: Enchantment

Magicka Cost: 6

Casting Time: Major action

Target Number: 14

Test: None

Your weapon crackles with electricity, inflicting an additional 2 penetrating shock damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

SPARKS

Requirements: Novice in the Storm Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

Streaks of lightning arc from your hand. This spell functions like the *Flame Burst* spell in *Fantasy AGE* (page 71), except deals 1d6+1 penetrating shock damage, or 1d3+1 penetrating shock damage with a successful Dexterity (Acrobatics) test against your Spellpower.

WALL OF STORMS

Requirements: Master in the Storm Magic magic talent and know the *Lightning Rune* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 11

Test: Constitution (Stamina) vs Spellpower

You conjure a wall of arcing electricity, up to 3 yards long and 1 yard wide. Anyone attempting to pass through the shock takes 2d6 + Willpower penetrating shock damage and is Stunned for 1 round. Targets who pass through the wall of lightning and succeed at a Constitution (Stamina) test vs. your Spellpower only take 1d6 penetrating shock damage and are not Stunned. If you cast this spell more than once in an encounter, you can link together the sections into one continuous wall. The wall of frost lasts until the end of the encounter, although you can end it earlier as a free action if you so choose.



ILLUSION MAGIC

SPELLS = 21

BLIND/DEAFEN

Requirements: Master in the Illusion Magic magic talent

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: Willpower (Self-discipline) vs Spellpower

You inflict blindness or deafness upon your foes. Choose one target within 20 yards of you that you can see, and either blindness or deafness. The target is afflicted for 1 minute.

Blinded: The target automatically fails at Perception (Seeing) tests and suffers a -2 penalty to attack rolls and any other ability tests relying on eyesight.

Deafened: The target automatically fails at Perception (Hearing) tests and suffers a -2 penalty to Defense, Communication tests involving speech, and any other ability tests relying on hearing.

CALM

Requirements: Novice in the Illusion Magic magic talent

Spell Type: Enchantment **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 11

Test: Willpower (Self-discipline) vs Spellpower

This spell calms a hostile target. Choose one enemy you can see within 20 yards of you. The target is Calmed if they fail at a Willpower (Self-discipline) test against your Spellpower. Calmed targets do not treat you and your allies as a threat, and become neutral towards you. While Calmed, you have a +2 bonus to Communication tests when interacting with the target. If you or an ally make any aggressive action or attack the target, the spell immediately ends.

The spell only lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute. However, the target gets a new test to resist the spell each time it is extended.

Constructs and undead are immune to this spell.

COURAGE

Requirements: Novice in the Illusion Magic magic talent

Spell Type: Enchantment **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 12

Test: None

This spell bolsters the target with courage. Choose yourself or an ally that you can see within 20 yards of you. The target of this spell gains immunity to fear and fear-like effects and a +2 bonus to Willpower (Courage) tests for 10 minutes.

CHAMELEON

Requirements: Journeyman in the Illusion Magic magic talent

Spell Type: Enchantment **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: Perception (Seeing) vs Spellpower

You blend into the surrounding environment. For 10 minutes, a successful Perception (Seeing) test vs. your Spellpower is required to spot you beyond 10 yards. Moving more than 6 yards in a round, making an attack, or casting a spell will give away your position, negating the benefit of the spell until the beginning of your next turn.

CHARM

Requirements: Master in the Illusion Magic magic talent and know the *Suggestion* spell

Spell Type: Defense **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 15

Test: Willpower (Self-discipline) vs Spellpower

This spell entralls the target to aid you. Choose a target that you can see within 10 yards of you. If the fail a Willpower (Self-discipline) test against your Spellpower they see you as a friend and will aid you. This spell breaks if you or an ally attack the charmed target.

This spell lasts for 1 minute, but can be extended with a Free action and by spending 6 Magicka for each additional minute. However, the charmed target gets to make a new test every time you extend the spell.

Constructs and undead are immune to this spell.

CONFUSION

Requirements: Journeyman in the Illusion Magic magic talent and know the *Daze* spell

Spell Type: Attack

Magicka Cost: 6

Casting Time: Major action

Target Number: 13

3Test: Willpower (Self-discipline) vs Spellpower

This spell befuddles the mind of your foes. When casting this spell, choose one enemy that you can see within 20 yards of you. The target becomes Confused for 1 minute. Confused targets perform a random action during their turn, as determined by a 1d6 roll.

- 1= Takes no action.
- 2= Attacks ally.
- 3= Perform random Minor action.
- 4= Perform random Major action.
- 5= Moves in a random direction at full Speed.
- 6= Acts normally.

Targets who successfully make a Willpower (Self-discipline) test against your Spellpower are only Confused for 1 round.

CONFUSION RUNE

Requirements: Master in the Illusion Magic magic talent and know the *Confusion* spell

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: Willpower (Self-discipline) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune Confuses anyone within 4 yards. Confused targets perform a random action during their turn, as determined by a 1d6 roll.

- 1= Takes no action.
- 2= Attacks ally.
- 3= Perform random Minor action.
- 4= Perform random Major action.
- 5= Moves in a random direction at full Speed.
- 6= Acts normally.

The triggered effect lasts for 1 minute. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

DAZE

Requirements: Novice in the Illusion Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Willpower (Self-discipline) vs Spellpower

You momentarily daze your foe. Choose one enemy that you can see that is within 10 yards of you, they are Stunned for 1 round. Stunned targets can only perform one action during their turn in a round. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower are not Stunned.

FEAR

Requirements: Novice in the Illusion Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Willpower (Courage) vs Spellpower

You instill fear into an opponent. Choose a single target that you can see within 10 yards, the target becomes Frightened for 1 minute. Frightened targets suffer a -1 penalty to their attack rolls, Defense, and ability tests. Also, Frightened targets must succeed at a Willpower (Courage) test against your Spellpower to take any action against you or to move towards you. Targets who succeed at a Willpower (Courage) test against your Spellpower only suffer the -1 penalty to their attack rolls, Defense, and ability tests.

FEAR RUNE

Requirements: Journeyman in the Illusion Magic magic talent and know the *Fear* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 13

Test: Willpower (Courage) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune Frightens anyone within 4 yards of it. Frightened targets suffer a -1 penalty to their attack rolls, Defense, and ability tests, and will move away from the triggered rune. The triggered effect lasts for 1 minute. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

FRENZY

Requirements: Novice in the Illusion Magic magic talent

Spell Type: Attack

Magicka Cost: 8

Casting Time: Major action

Target Number: 13

Test: Willpower (Self-discipline) vs Spellpower

You instill a blinding rage into your foes. Choose a single target that you can see within 20 yards, the target becomes Enraged for 1 minute. Enraged targets become hostile to all, enemies and allies alike, attacking indiscriminately. Also, the Enraged target has a +3 bonus on melee damage rolls, and a +1 bonus to Strength (Might) and Willpower (Courage) ability tests. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower are only Enraged for 1 round.

FRENZY RUNE

Requirements: Journeyman in the Illusion Magic magic talent and know the *Frenzy* spell

Spell Type: Defense

Magicka Cost: 10

Casting Time: Major action

Target Number: 14

Test: Willpower (Self-discipline) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune Enrages anyone within 4 yards for 1 minute. Enraged targets become hostile to all, allies and enemies alike, attacking indiscriminately. Also, the Enraged target has a +3 bonus on melee damage rolls, and a +1 bonus to Strength (Might) and Willpower (Courage) ability tests. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

HARMONY

Requirements: Master in the Illusion Magic magic talent and know the *Calm* spell

Spell Type: Enchantment

Magicka Cost: 10

Casting Time: Major action

Target Number: 15

Test: Willpower (Self-discipline) vs Spellpower

Your spell calms hostile enemies within 6 yards of you. Those targets that fail a Willpower (Self-discipline) test against your Spellpower are Calmed. Calmed targets do not see you and your allies as a threat and will remain neutral towards you, and you have a +2 bonus to Communication tests when interacting with the target. If you or an ally make any aggressive action or attack the target, the spell ends. The spell only lasts for 1 minute. Constructs and undead are immune to this spell.

INVISIBILITY

Requirements: Master in the Illusion Magic magic talent and know the *Chameleon* spell

Spell Type: Defense

Magicka Cost: 12

Casting Time: Major action

Target Number: 16

Test: Perception (Seeing) vs Spellpower

This spell makes you completely invisible to sight. For 1 minute, a successful Perception (Seeing) test vs. your Spellpower is required to see you. Making an attack gives away your position, negating the spell's benefits until the beginning of your next turn.

MUFFLE

Requirements: Journeyman in the Illusion Magic magic talent

Spell Type: Enchantment

Magicka Cost: 4

Casting Time: Major action

Target Number: 11

Test: Perception (Hearing) vs Spellpower

This spell muffles any sound you make (but you are still able to talk). For 10 minutes, a successful Perception (Hearing) test vs. your Spellpower is required to hear you beyond 4 yards. Making an attack gives away your position, negating the spell's benefits until the beginning of your next turn.

RALLY

Requirements: Master in the Illusion Magic magic talent and know the *Courage* spell

Spell Type: Enchantment

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: None

You inspire confidence and bravery among your allies. This spell functions as the *Chosen of Fate* spell from *Fantasy AGE* (pg. 71).

ROUT

Requirements: Master in the Illusion Magic magic talent and know the *Fear* spells

Spell Type: Attack

Magicka Cost: 12

Casting Time: Major action

Target Number: 16

Test: Willpower (Courage) vs Spellpower

You instill fear into your enemies. For the remainder of the encounter, you may force enemies within 10 yards of you to re-roll successful ability tests and take the worse result. You can attempt this a total number of times equal to 2 + your Willpower. Enemies can resist the spell with successful Willpower (Courage) test against your Spellpower (test for each attempt). You can only have one rout spell active at one time.

SANCTUARY

Requirements: Journeyman in the Illusion Magic magic talent and know the *Suggestion* spell

Spell Type: Defense

Magicka Cost: 10

Casting Time: Major action

Target Number: 13

Test: Willpower (Self-discipline) vs Spellpower

You weave a magic charm that persuades others from making attacks against you for 1 minute. A successful Willpower (Self-discipline) test vs your Spellpower is required for anyone to attack you. Making an attack or performing any other hostile action (like casting a spell), negates the spell's benefit, dispelling its effects. This spell can be extended with a Free action and by spending 4 Magicka each additional minute.

SILENCE

Requirements: Master in the Illusion Magic magic talent and know the *Muffle* spell

Spell Type: Attack

Magicka Cost: 12

Casting Time: Major action

Target Number: 16

Test: Willpower (Self-discipline) vs Spellpower

You silence the target, preventing them from casting spells. When casting this spell choose one enemy that you can see within 20 yards of you. They are Silenced for 1 minute. Silenced targets must succeed at a Willpower (Self-discipline) test against your Spellpower in order to cast a spell. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower only suffer a -2 penalty to their Spellcasting tests. This spell can be extended with a Free action and by spending 6 Magicka for each additional minute, but the target of the spell gets a new test to resist the spell.

SILENCE RUNE

Requirements: Master in the Illusion Magic magic talent and know the *Silence* spell

Spell Type: Defense

Magicka Cost: 10

Casting Time: Major action

Target Number: 14

Test: Willpower (Self-discipline) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune Silences all within 4 yards of it. Silenced targets must succeed at a Willpower (Self-discipline) test against your Spellpower in order to cast a spell. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower only suffer a -2 penalty to their Spellcasting tests. The triggered effect lasts for 1 minute. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

SUGGESTION

Requirements: Journeyman in the Illusion Magic magic talent and know the *Calm* spell

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 13

Test: Willpower (Self-discipline) vs Spellpower

You implant a suggestion into the mind of others. Choose a target within 10 yards of you that you can see. The target must succeed at a Willpower (Self-discipline) test against your Spellpower or will follow the next suggestion you present to it. However, the suggestion must be worded in such a manner to make it sound reasonable to the target. Any suggestions that will obviously cause harm will automatically fail. You can continue to implant suggestions to the target with a Minor action and by spending 5 Magicka every round, but the target gets to make a test to resist each new suggestion.

Constructs and undead are immune to this spell.



MYSTICISM MAGIC

SPELLS = 17

ABSORB ABILITY

Requirements: Master in the Mysticism Magic magic talent and knows the *Fortify Ability & Weaken Ability* spells

Spell Type: Attack

Magicka Cost: 15

Casting Time: Major action

Target Number: 17

Test: Willpower (Self-discipline) vs Spellpower

This spell steals the target's ability while bolstering your own. When casting this spell choose a target within 10 yards of you that you can see, and one ability. The target suffers a -1 penalty on ability test calling for the chosen ability, while you gain a +1 bonus tied to the same ability. However, a successful Willpower (Self-discipline) test against your Spellpower has the target suffering the penalty, while you do not receive any benefit. This spell lasts for 1 minute.

ABSORB SKILL

Requirements: Journeyman in the Mysticism Magic magic talent and know the *Fortify Skill & Weaken Skill* spells

Spell Type: Attack

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: Willpower (Self-discipline) vs Spellpower

This spell steals the target's skill while bolstering your own. When casting this spell choose a target within 10 yards of you that you can see, and one ability focus. The target suffers a -1 penalty on ability test calling for the chosen ability focus, while you gain a +1 bonus tied to the same focus. However, a successful Willpower (Self-discipline) test against your Spellpower has the target suffering the penalty, while you do not receive any benefit. This spell lasts for 1 minute.

ABSORB SPELL

Requirements: Master in the Mysticism Magic magic talent and know the *Reflect Spell* spell

Spell Type: Defense

Magicka Cost: 15

Casting Time: Major action

Target Number: 17

Test: None

You create a protective ward around you. For 1 minute, when you successfully resist a spell you do not suffer from its effect and you recover 1d6 + Willpower Magicka.

DETECT CREATURE

Requirements: Novice in the Mysticism Magic magic talent

Spell Type: Utility

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

You attune your senses to a particular species of creature of your choosing. For 1 minute, you can sense all creatures of that type within 20 yards of you and get a +2 bonus on Perception tests to detect them. If you have the Intelligence (Mysticism) focus, you may add it to the Perception test. This spell can be extended with a Free action and by spending 2 Magicka for each additional minute.

DETECT DEAD

Requirements: Master in the Mysticism Magic magic talent and know the *Detect Life* spell

Spell Type: Utility

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: None

You attune your senses to the dead. For 1 minute, you can sense all undead creatures within 20 yards of you and get a +2 bonus on Perception tests to detect them. If you have the Intelligence (Mysticism) focus, you may add it to the Perception test. This spell can be extended with a Free action and by spending 6 Magicka for each additional minute.

DETECT LIFE

Requirements: Journeyman in the Mysticism Magic magic talent and know the *Detect Creature* spell

Spell Type: Utility **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 14

Test: None

You attune your senses to all living creatures. For 1 minute, you can sense all living creatures within 20 yards of you and get a +2 bonus on Perception tests to detect them. If you have the Intelligence (Mysticism) focus, you may add it to the Perception test. This spell can be extended with a Free action and by spending 5 Magicka for each additional minute.

DETECT MAGIC

Requirements: Novice in the Mysticism Magic magic talent

Spell Type: utility **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: None

You attune your senses to the presence of magic. This spell functions as the *Arcane Awareness* spell from *Fantasy AGE* (pg. 74).

DETECT OBJECT

Requirements: Novice in the Mysticism Magic magic talent

Spell Type: Utility **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 11

Test: None

You attune your senses to a particular object or material of your choosing. For 1 minute, you can sense all objects/materials within 20 yards of you and get a +2 bonus on Perception tests to detect them. If you have the Intelligence (Mysticism) focus, you may add it to the Perception test. This spell can be extended with a Free action and by spending 2 Magicka for each additional minute.

DISPEL MAGIC

Requirements: Master in the Mysticism Magic magic talent and know the *Detect Magic* spell

Spell Type: Utility **Magicka Cost:** Special

Casting Time: Major action **Target Number:** Special

Test: None

You attempt to end an ongoing spell or magical effect within 20 yards of you. This spell functions as the *Arcane Abatement* spell from *Fantasy AGE* (pg. 74-75).

FORCE BOLT

Requirements: Master in the Mysticism Magic magic talent

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 15

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of force. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 2d6 + Willpower magic damage, or 1d6 magic damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

FORCE WALL

Requirements: Master in the Mysticism Magic magic talent

Spell Type: Utility **Magicka Cost:** 15

Casting Time: Major action **Target Number:** 17

Test: None

You conjure a wall of shimmering force, up to 4 yards long, 2 yards high, and 1 yard thick. When casting this spell you can create a longer wall by spending 5 Magicka for each additional 2 yard section created. You can link force walls together with multiple castings of this spell. The wall lasts for the encounter, but it can be destroyed; it has 40 Health and an Armor Rating of 6, but is immune to non-magical damage. This effect can also be used to destroy established force walls.

MARK/RECALL

Requirements: Master in the Mysticism Magic magic talent

Spell Type: Utility **Magicka Cost:** 12

Casting Time: 1 minute **Target Number:** 15

Test: None

This spell allows you (and only you) to teleport to a Marked location. When casting this spell choose one of the following effects:

Mark: You create a dim glowing magic rune upon the ground out to 10 yards away from you. You may only have one Mark active at a time and it lasts until you dismiss it or it is dispelled.

Recall: You (and only you) teleport to and appear 2d6 yards away from your Mark.

REFLECT SPELL

Requirements: Master in the Mysticism Magic magic talent and know the *Spell Shield* spell

Spell Type: Defense

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: None

You create a reflective ward around you. For 1 minute, if you successfully resist a spell you do not suffer from its effect and it is reflected back at the enemy spellcaster. The enemy must make an ability test against their own spell or suffer its effects.

SOUL TRAP

Requirements: Journeyman in the Mysticism Magic magic talent

Spell Type: Utility

Magicka Cost: 6+

Casting Time: Major action

Target Number: 13

Test: Willpower (Self-discipline) vs Spellpower

You can capture the soul of the recently dead into a soul gem. The spell must be cast within 1 minute of a creature's death to capture its soul. When cast on a living creature, they get to make a Willpower (Self-discipline) vs. Spellpower to resist. If they fail, they are marked. If a marked creature dies within 1 minute, you capture its soul. You can only mark one target at a time. Capturing a soul requires an empty soul gem of the appropriate size or larger.

SPELL SHIELD

Requirements: Journeyman in the Mysticism Magic magic talent and know the *Spell Ward* spell

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: X

You conjure a protective shield around you. For the remainder of the encounter, you have +4 Armor Rating against all damage from spells and magic effects, including elemental damage.

SPELL WARD

Requirements: Novice in the Mysticism Magic magic talent

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

You create a protective ward around you. The ward remains for the encounter and has 6 charges. Whenever you take damage, you can spend 1 charge to reduce the damage by 4. You can spend multiple charges against a single powerful attack. The spell remains for the encounter, until it is dispelled, or all charges have been spent.

TELEKINESIS

Requirements: Master in the Mysticism Magic magic talent and know the *Levitate*, *Manipulate Object*, *Slow* spells

Spell Type: Attack

Magicka Cost: 12

Casting Time: Major action **Target Number:** See below

Test: Special (see below)

With this spell you can lift objects and creatures into the air. The Target Number depends on the size of the target being affected (see below).

The range of your telekinesis is 30 yards. You can move the target of the spell as if it had a Speed of 6 + Willpower. However, the spell ends if you move a target beyond the spell's range.

The duration of the spell is 1 round, but can be extended with a Free action and by spending 6 Magicka for each additional round.

Lifting Objects: To lift inanimate objects all you only need is a successful casting test. The TN is based on the object's size.

SIZE	EXAMPLES	TN
Tiny	Book, Dagger, House cat	11
Small	Bucket, Short sword, Dog	13
Medium	Chair, Long sword, Human adult	15
Large	Small table, Two-handed sword, Troll	17
Huge	Large table, Wagon, Giant	19

Lifting Creatures: Creatures can be targeted with this spell, but they can resist with a Willpower (Self-discipline) test vs your Spellpower. When extending telekinesis, the target gets a new ability test to resist the spell for each extension; a successful ability test ends the spell. Smaller and/or lighter creatures might have a -2 penalty to the ability test, while larger and/or heavier creatures might have a +2 bonus.

Telekinetic Damage: You can try to inflict damage to the target either by slamming the target into hard surfaces and dangerous objects, or by telekinetically crushing it. Damaging an object requires a second successful Spellcasting test against the target's size TN. To damage a creature, it must succeed on a Willpower (Self-discipline) test vs your Spellpower test, or take damage. If you successfully are able to deal damage, you inflict 3d6 + Willpower damage onto the target.



RESTORATION MAGIC

SPELLS = 22

CURE AFFLICTION

Requirements: Journeyman in the Restoration Magic magic talent and know the *Resist Affliction* spell

Spell Type: Utility **Magicka Cost:** 6+

Casting Time: Major action **Target Number:** Special

Test: None

With a touch you can cure a target of an affliction, like a poison and disease. When casting this spell, choose one affliction that is currently affecting the target, a successful Spellcasting test cures the target of the affliction. The TN for the Spellcasting test is based on the affliction being cured.

FORTIFY ABILITY

Requirements: Master in the Restoration Magic magic talent and know the *Fortify Skill* spell

Spell Type: Enchantment **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 15

Test: None

This spell bolsters the target with affinity with one particular ability. When casting this spell choose yourself or one ally within 10 yards that you can see, and one ability. For 1 minute, the target gains a +1 bonus to all tests calling for that ability and generates an extra +1 stunt point on tests tied to that ability focus. This spell only takes effect if the original die roll qualified for stunt points (the test was successful and doubles were rolled).

FORTIFY SKILL

Requirements: Novice in the Restoration Magic magic talent

Spell Type: Enchantment **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 13

Test: None

This spell bolsters the target with affinity with one particular skill. When casting this spell choose yourself or one ally within 10 yards that you can see, and one ability focus. For 1 minute, the target gains a +2 bonus to all tests calling for that ability focus and generates an extra +1 stunt point on tests tied to that ability focus. This spell only takes effect if the original die roll qualified for stunt points (the test was successful and doubles were rolled).

HARM UNDEAD

Requirements: Journeyman in the Restoration Magic magic talent and know the *Radiant Touch* and *Turn Undead* spells

Spell Type: Attack **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 15

Test: Constitution (Stamina) vs Spellpower

Waves of radiant energy emanate from you and harm nearby undead. All undead within 10 yards of you take 3d6 + Willpower penetrating damage. Undead who succeed at a Constitution (Stamina) test against your Spellpower only take 1d6 penetrating damage.

HEALING CIRCLE

Requirements: Journeyman in the Restoration Magic magic talent and know the *Healing Touch* spell

Spell Type: Utility **Magicka Cost:** 3+

Casting Time: Major action **Target Number:** 15

Test: None

Waves of healing energy radiate from you and aid your nearby allies. This spell functions as the *Healing Aura* spell from *Fantasy AGE* (pg. 72).

HEALING TOUCH

Requirements: Novice in the Restoration Magic magic talent

Spell Type: Utility **Magicka Cost:** 1+

Casting Time: Major action **Target Number:** 10

Test: None

Your touch seals wounds and restores vigor to one wounded target. This spell functions as the *Healing Touch* spell from *Fantasy AGE* (pg. 72).

LIFEBLOOM

Requirements: Journeyman in the Restoration Magic magic talent and know the *Healing Touch* spell

Spell Type: Enchantment

Magicka Cost: 6

Casting Time: Major action

Target Number: 13

Test: None

Your spell enhances the targeted creature's natural healing. For one minute, the target heals 1d6+1 Health per round at the start of their turn.

RADIANT BOLT

Requirements: Journeyman in the Restoration Magic magic talent and know the *Radiant Touch* spell

Spell Type: Attack

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of radiance at your foes. This spell functions like the Rock Blast spell in Fantasy AGE (page 70), except as noted here. The spell deals 2d6 + Willpower radiant damage, or 1d6 radiant damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

RADIANT SHIELD

Requirements: Journeyman in the Restoration Magic magic talent and know the *Radiant Touch* spell.

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 12

Test: None

You cloak yourself in a ward of radiance. For the remainder of the encounter, you have +4 Armor Rating against undead creatures and any undead attacking you in melee automatically takes 2 penetrating radiant damage.

RADIANT TOUCH

Requirements: Novice in the Restoration Magic magic talent

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 11

Test: None.

You have a touch of radiant energy. For the remainder of the encounter, your brawling attacks deal an extra 1d6 radiant damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute.

RADIANT WEAPONS

Requirements: Journeyman in the Restoration Magic magic talent and know the *Radiant Touch* spell

Spell Type: Enchantment

Magicka Cost: 6

Casting Time: Major action

Target Number: 14

Test: None

Your weapon crackles with radiant energy, inflicting an additional 1d6 radiant damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

REJUVENATING AURA

Requirements: Master in the Restoration Magic magic talent and know the *Rejuvenating Touch* spell

Spell Type: Utility

Magicka Cost: 4+

Casting Time: Major action

Target Number: 15

Test: None

Waves of rejuvenating energy radiate from you and aid your nearby allies. You can pick a number of targets up to twice your Willpower, all of whom must be within 10 yards of you. All targets regain 1d6 Stamina per 4 Magicka spent, to a maximum of 3d6 Stamina for 12 Magicka. You can designate yourself as one of the targets.

REJUVENATING TOUCH

Requirements: Novice in the Restoration Magic magic talent

Spell Type: Utility

Magicka Cost: 2+

Casting Time: Major action

Target Number: 12

Test: None

Your touch rejuvenates the vigor to one fatigued target. You can choose to spend 2, 4, or 6 Magicka when you cast the spell. For every 2 Magicka spent the target gets back 1d6 Stamina, to a maximum of 3d6 Stamina for 6 Magicka. You can cast this on yourself.

REMOVE CURSE

Requirements: Master in the Restoration Magic magic talent and know the *Resist Magic* spell

Spell Type: Utility

Magicka Cost: 8

Casting Time: Major action

Target Number: 13

Test: None

You attempt to end an ongoing *curse* spell or similar magical effect that is affecting a creature within 20 yards of you. Make a casting test against the Spellpower of the target spell. If it is successful, you can spend Magicka equal to the original cost of the spell or effect to negate it. If either the casting test fails or you do not have sufficient Magicka to cover the cost, then you cannot cancel the target effect.

REPEL UNDEAD

Requirements: Journeyman in the Restoration Magic magic talent and know the *Turn Undead* spell

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 15

Test: Willpower (Self-discipline) vs Spellpower

This spell projects a 6 yard diameter circle of protection on the ground where you cast it. Undead must succeed on a Willpower (Self-discipline) test against your Spellpower to enter or remain within the area. Those that succeed can move about the area without hindrance. The spell lasts for 1 minute, but can be extended with a Free action and by spending 4 Magicka for each additional minute.

RESIST AFFLICTION

Requirements: Journeyman in the Restoration Magic magic talent

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 13

Test: None

This spell makes the target more resilient against afflictions like disease and poison. Choose one target that you can see within 10 yards of you or yourself. For 10 minutes, the target gains a +2 bonus on ability tests to resist an affliction.

RESIST FIRE

Requirements: Journeyman in the Restoration Magic magic talent and know the *Fortify Skill* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 11

Test: None

This spell makes the target more resilient against fire damage and effects. Choose yourself or one target that you can see within 10 yards of you. The target gains a +2 bonus on ability tests to resist fire spells and effects, and gains +4 Armor Rating against fire damage. This spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka every 1 minute.

RESIST FROST

Requirements: Journeyman in the Restoration Magic magic talent and know the *Fortify Skill* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 11

Test: None

This spell makes the target more resilient against frost damage and effects. Choose yourself or one target that you can see within 10 yards of you. The target gains a +2 bonus on ability tests to resist frost spells and effects, and gains +4 Armor Rating against frost damage. This spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka every 1 minute.

RESIST MAGIC

Requirements: Master in the Restoration Magic magic talent and know the *Resist Fire*, *Resist Frost*, and *Resist Shock* spells

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 14

Test: None

This spell makes the target more resilient against magic spells and effects. Choose one target that you can see within 10 yards of you or yourself. The target gains a +2 bonus on ability tests to resist magic spells and effects. This spell lasts for 1 minute, but can be extended with a Free action and by spending 4 Magicka every 1 minute.

RESIST SHOCK

Requirements: Journeyman in the Restoration Magic magic talent and know the *Fortify Skill* spell

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 11

Test: None

This spell makes the target more resilient against shock damage and effects. Choose yourself or one target that you can see within 10 yards of you. The target gains a +2 bonus on ability tests to resist shock spells and effects, and gains +4 Armor Rating against shock damage. This spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka every 1 minute.

REVIVE

Requirements: Master in the Restoration Magic magic talent and know the *Healing Touch* and *Rejuvenating Touch* spells

Spell Type: Utility

Magicka Cost: 10

Casting Time: Major action

Target Number: 14

Test: None

Your touch can bring back the dying and recently-dead. This spell functions as the *Revival* spell from *Fantasy AGE* (pg. 73).

TURN UNDEAD

Requirements: Novice in the Restoration Magic magic talent

Spell Type: Attack

Magicka Cost: 6

Casting Time: Major action

Target Number: 13

Test: Willpower (Self-discipline) vs Spellpower

You cast a radiant bolt that frightens the undead. When casting this spell choose one undead target within 20 yards of you that you can see. The target becomes frightened, being unable to move closer to you. In addition, the undead has a -1 penalty to their Defense. Undead who succeed on a Willpower (Self-discipline) test against your Spellpower only suffer the penalty to their Defense. This spell effect lasts for the remainder of the encounter.

UNIQUE MAGIC

Beyond traditional magic and spells, there are several magical abilities and powers available in the *Elder Scrolls* setting, these are Alchemy, Enchanting, and the Thu'um. Each of these powers are treated with their own sub-system of magic rules, which are detailed below.

There are other forms of magic that do not take the form of magic spells, or fall within the six schools of magic. These unique forms of magic are Alchemy, Enchanting, and the Thu'um, and will be treated with their own sub-set of magic rules.

CHAPTER XX: CRAFTING RULES

- Int — Alchemy (potions, poisons)
- Int — Enchanting (enchanted items, recharging items)
- Dex — Leatherworking (leather goods, leather armor)
- Dex — Jewelsmithing (jewelry, gemcutting)
- Int — Provisioning (food, drink)
- Dex — Smithing (metal weapons, armor)
- Dex — Tailoring / Clothier (clothing)
- Dex — Woodworking (wooden weapons, shields)

ALCHEMY

Alchemy is the process of mixing, brewing, and distilling various reagents into concoctions with near-magical properties. There are two types of alchemical items; potions and poisons. Potions provide beneficial effects, while poisons have detrimental effects.

Both potions and poisons come in three tiers of quality: Common, Uncommon, and Rare. These qualities correspond to Novice, Journeyman, and Master degrees in the Alchemy Training talent.

ALCHEMY FORMULAS

Formulas are how alchemists learn different potions and poisons. Each type and quality of an alchemical item is considered to have its own formula. Items with multiple variations are treated as a single formula.

To learn a formula, the character be at the appropriate degree in the Alchemy Training talent, or higher. If the potion/poison has multiple tiers, the character must know all lower-tier formulas before learning higher-tier formulas.

STARTING & LEARNING FORMULAS

When a character becomes Novice in the Alchemy Training talent, they learn three Common formulas of their choice. As they achieve higher degrees in the talent, they learn more formulas. Besides the Alchemy Training talent, a character can learn further formulas through alchemy trainers, experimentation, and alchemy recipes.

ALCHEMY TRAINERS

Practicing alchemists can seek out other, more experienced alchemists to train them. The time required, cost, and restrictions on this training are detailed in the Optional Rules chapter under “Trainers” on page xx.

EXPERIMENTATION

With trial and error, a character can try to learn new formulas. This requires the character to succeed at crafting a previously unknown potion or poison. The character cannot attempt to learn any formula they do not meet the requirements for.

When trying to learn a new potion or poison with this method, the TN to craft the item is increased by 2. But if they are successful and the Stunt die rolled a 6, the character learns the formula.

However, there are dangers involved from failed experiments. Anytime you fail at creating an item, roll on the Experimentation Mishap table below.

EXPERIMENTATION MISHAP TABLE

1D6 ROLL	MISHAP EFFECT
1-3	Fizzled. The concoction pops and fizzes. The result is a nasty-looking, foul-tasting goop. All reagents are consumed in the process.
4-5	Kaboom! The concoction explodes, dealing 1d6+3 fire damage to everything within 4 yards. A successful TN 13 Dexterity (Acrobatics) test reduces damage by one-half.
6	Success!? The concoction “works” but it is actually a poison dealing 1d6+1 penetrating damage each round for 1 minute. A TN 13 Constitution (Stamina) test each round reduces damage by one-half.

RECIPES

Recipes are formulas written down. They can be bought from merchants, found as treasure, or as payment for the character's services. Learning a formula through a recipe requires the alchemist to be eligible to learn the formula and succeed at a TN 13 Intelligence (Alchemy Lore) test. It takes 1 hour to learn a single formula.

REAGENTS

Reagents are the ingredients and materials used by alchemists to work their trade. To keep book-keeping down, reagents are not tracked as individual items, but through its value in septims, i.e. “alchemy reagents (100 st)”.

There are three ways to obtain reagents; buying them through merchants, getting them as treasure rewards, or by harvesting them.

Merchants: Purchasing reagents from a merchant is simple, just note how much septims were spent on reagents.

Treasure: Reagents can be found a loot while adventuring. They can be part or all of the value of the treasure found.

Harvesting: Instead of purchasing reagents, the character can harvest their own. This is a time-consuming process that requires a TN 12 Intelligence (Nature Lore) test and 1 hour of work. A successful test brings 1d6 x 10 septims worth of reagents. For every three points you beat the TN, you roll an additional 1d6, to a maximum of 6d6.

However, there is danger in wandering the wilds. For every hour spent harvesting, there is a 1-in-6 chance of a wilderness encounter with a creature (or creatures), bandits, a natural hazard (bad weather, environmental hazard, etc), or some other encounter.

RARE REAGENTS

Common reagents are fine for Common and Uncommon alchemy items. But for Rare alchemy items require rare reagents.

These reagents are so exotic/rare that they cannot be harvested with ability tests, their acquisition should be an adventure itself (either as loot or a reward at its completion). They are treated as individual items. When used in creating a rare alchemy item, the reagent has a value equal to one-half the cost to create the item.

POTIONS

Creating an alchemy item requires time, reagents, and a successful Intelligence (Alchemy Lore) test. The cost to make a potion is determined by its quality, as shown on the Potion Creation table below. If successful, you create 1 potion. Regardless of the result of the success or failure, all the reagents are consumed in the process.

POTION CREATION TABLE

ITEM	TIME	— COST —		
		BUY	MAKE	TN
Common	10 min.	300 st	100 st	13
Uncommon	1 hour	600 st	200 st	15
Rare	1 day	1,200 st	400 st	17

USING POTIONS

Using a potion requires only the Activate action.

POTION DESCRIPTIONS

The following are potions available with alchemy.

ABILITY

RARE

This potion enhances one of the character's innate abilities for 10 minutes. These are several different potions, each affecting a single ability. This potion's effect stacks with the effect of potion of Focus.

ARCANA

UNCOMMON

This potion boosts your spellcasting tied to a school of magic. For 1 minute, the character gains a +2 bonus to spellcasting tests tied to a single school of magic. This potion stacks with potions of the Spellcaster and Spellpower.

The six variations of this potion, one for each school of magic; Alteration, Conjunction, Destruction, Illusion, Mysticism, and Restoration.

ARCANE MIGHT

RARE

This potion boosts a character's Magicka. A character who imbibes this potion gains +20 temporary Magicka for 10 minutes. This temporary Magicka is lost first, and once lost they cannot be restored.

BERSERKER

UNCOMMON

This potion strengthens the character. For 1 minute, the character deals an extra 1d6 damage with their melee attacks.

CURE DISEASE

COMMON

This potion cures disease. When imbibed by an infected character, they get to make an immediate ability test to resist an ongoing disease, with a +2 bonus. The TN for the ability test is determined by the current disease affecting the character. If successful, the character overcomes the disease. If the character is affected by more than one disease, the disease with the lowest TN is affected first.

CURE POISON

COMMON

This potion cures poison. When imbibed by an infected character, they get to make an immediate ability test to resist an ongoing poison, with a +2 bonus. The TN for the ability test is determined by the current poison affecting the character. If successful, the character overcomes the poison. If the character is affected by more than one poison, the poison with the lowest TN is affected first.

FOCUS**UNCOMMON**

A potion that heightens the character's ability, granting a +2 bonus on ability tests tied to a single ability focus for 10 minutes.

There are several variations of this potion, with each affecting a different ability focus.

HEALING**SPECIAL**

This potion restores lost Health.

- ◆ **Common:** Recover 2d6 + Constitution Stamina.
- ◆ **Uncommon:** Recover 3d6 + Constitution Stamina.
- ◆ **Rare:** Recover 4d6 + Constitution Stamina.

HEALTH**RARE**

This potent potion boosts fortitude, gaining +20 temporary Health for 10 minutes. This temporary Health is lost first, and once lost they cannot be restored.

INVISIBILITY**RARE**

This potions renders you invisible. For 1 minute, opponents must make a successful TN 15 Perception (Seeing) test to detect the invisible character. Attacking, casting a spell, or otherwise perform an aggressive action will render the character visible again.

KEENSHOT**UNCOMMON**

This potion makes a character's shots more powerful. For 1 minute, the character deals an extra 1d6 damage with their ranged attacks.

MAGICKA**SPECIAL**

This potion restores lost Magicka.

- ◆ **Common:** Recover 2d6 + Willpower Magicka.
- ◆ **Uncommon:** Recover 3d6 + Willpower Magicka.
- ◆ **Rare:** Recover 4d6 + Willpower Magicka.

MARKSMAN**UNCOMMON**

This potion enhances the character's accuracy and precision for 1 minute. The character receives a +2 bonus to their ranged attack rolls.

REGENERATION**RARE**

You continually regenerate Health. For 1 minute, you recover 5 Health at the end of every round. This potion does not provide extra Health beyond your maximum.

REJUVENATION**RARE**

You continually rejuvenate Magicka. For 1 minute, you recover 5 Magicka at the end of every round. This potion does not provide extra Magicka beyond your maximum.

RESISTANCE**SPECIAL**

These are potions provide resistance to a specific hazard. For 1 minute, the character receives a +2 bonus on ability tests to resist effects of the hazard, and gains +4 Armor Rating against any damage it has.

The six variations of this potion are: Disease resistance, Fire resistance, Frost Resistance, Magic resistance, Poison resistance, and Shock resistance.

- ◆ **Common:** Fire resistance, Frost resistance, Shock resistance.
- ◆ **Uncommon:** Disease resistance, Poison resistance.
- ◆ **Rare:** Magic resistance.

RESPIRE**RARE**

You continually recover Stamina. For 1 minute, you recover 5 Stamina at the end of every round. This potion does not provide extra Stamina beyond your maximum.

SPELLCASTER**UNCOMMON**

These potions grants a +1 bonus to spellcasting tests for 1 minute. This potion stacks with potions of Arcana and Spellpower.

SPELLPOWER**RARE**

This potion boosts the character's spellpower. For 1 minute, the character gains a +1 bonus to Spellpower. This potion's effect can stack with the effects of the potions of Arcana and Spellcaster.

STAMINA**SPECIAL**

This potion restores lost Stamina.

- ◆ **Common:** Recover 2d6 + Constitution Stamina.
- ◆ **Uncommon:** Recover 3d6 + Constitution Stamina.
- ◆ **Rare:** Recover 4d6 + Constitution Stamina.

WARRIOR**UNCOMMON**

This potions enhances a character's fighting ability. For 1 minute, the character receives a +1 bonus to their melee attack rolls and Defense.

WATERBREATHING**UNCOMMON**

This potion allows the character to breathe underwater and have +2 Speed while swimming for 10 minutes.

VIGOR**RARE**

This potent potion boosts endurance, gaining +20 temporary Stamina for 10 minutes. This temporary Stamina is lost first, and once lost it cannot be restored.

POISONS

Brewing a poison is similar to creating a potion; it requires time, reagents, and a successful Intelligence (Alchemy Lore) test. The cost to make the poison is determined by its quality, as shown on the Poison Creation table below. If successful, you create 1 dose of poison. Regardless of the result of the success or failure, all the reagents are consumed in the process.

POISON CREATION TABLE

ITEM	TIME	— COST —		
QUALITY	REQ.'D	BUY	MAKE	TN
Common	10 min.	600 st	200 st	13
Uncommon	1 hour	1,200 st	400 st	15
Rare	1 day	1,800 st	600 st	17

USING POISONS

Using a poison requires either it to be ingested or delivered through physical contact, like with an attack.

Ingestion: Ingesting a poison requires the victim to consume something already poisoned or by inhaling a poisonous vapor. A Dexterity (Sleight of hand) test is required to poison an object without being noticed.

Poisoned Weapons: It takes one minute to coat a single weapon or six pieces of ammunition without being in danger of poisoning oneself. However, a character can coat a weapon/ammunition with a single Activate action by making a successful TN 13 Dexterity (Sleight of hand) test. A failure with a stunt die showing a 1 or 2 results in poisoning yourself. One dose of poison can be applied to a single weapon or type of ammunition. A weapon remains poisoned for the duration of the encounter, or 1 minute outside of combat. Characters who are armed with a poison-coated melee weapon gain a special combat stunt, *Envenom*.

- ◆ **Envenom:** For 2 SP, you deliver a poisoned blow against your target, suffering the effects of the poison. A target can only be affected by the poison once per encounter.

POISON DESCRIPTIONS

The following are poisons available with alchemy.

BLINDING POISON**RARE**

This poison blinds the target. For 10 minutes, the target automatically fails Perception (Seeing) tests and suffer a -4 penalty to their Defense. This blindness can be cured with a cure poison potion or through magic arcana.

DAZING POISON**RARE**

This poison dazes the target. For 1 minute, the target acts in a random fashion. Each round roll 1d6 on the following table to determine the target's action.

1D6	EFFECT
1	Takes no action
2	Attacks an ally
3	Performs a random Minor action
4	Performs a random Major action
5	Moves in random direction
6	Acts normally

FEAR POISON**UNCOMMON**

This poison instills fear into the target. For 1 minute, the target has a -2 penalty on all ability tests and to their Defense, and generates -2 less SP. A successful TN 13 Willpower (Faith) test reduces the penalties by one-half. This poison counters the effects of a potion of courage.

FRENZY POISON**UNCOMMON**

This poison instills great rage into the target. For 1 minute, the target is Frenzied. Frenzied target perceives other creatures as a threat, including allies. In addition, they have a +2 bonus to their attack and damage rolls, but suffer a -2 penalty to their Defense. Each round the target can make a TN 13 Willpower (Self-discipline) test to overcome their frenzy.

HEALTH POISON**SPECIAL**

These poisons ravage the target's body, taking penetrating damage to their Health. A successful Constitution (Stamina) test reduces the damage by one-half (to a minimum of 1). The exact damage and TN of the test are determined by the quality of the poison.

- ◆ **Common:** TN 12, 2d6 penetrating damage.
- ◆ **Uncommon:** TN 14, 3d6 penetrating damage.
- ◆ **Rare:** TN 16, 4d6 penetrating damage.

LINGERING HEALTH POISON**SPECIAL**

This poison lingers in the target, ravaging their Health. For 1 minute, the target takes penetrating damage to their Health each round. A successful Constitution (Stamina) test each round reduces the damage by one-half (to a minimum of 1). The quality of the poison determines the TN and damage.

- ◆ **Common:** TN 12, take 2 pen. damage/round.
- ◆ **Uncommon:** TN 14, take 5 pen. damage/round.
- ◆ **Rare:** TN 16, take 10 pen. damage/round.

LINGERING MAGICKA POISON**SPECIAL**

This poison lingers in the target, ravaging their Magicka. For 1 minute, the target loses Magicka each round. A successful Willpower (Self-discipline) test reduces the damage by one-half (to a minimum of 1). The poison's quality determines the TN and damage.

- ◆ **Common:** TN 12, lose 2 Magicka/round.
- ◆ **Uncommon:** TN 14, lose 5 Magicka/round.
- ◆ **Rare:** TN 16, lose 10 Magicka/round.

LINGERING STAMINA POISON**SPECIAL**

This poison lingers in the target, ravaging their Stamina. For 1 minute, the target loses Stamina each round. A successful Constitution (Stamina) test each round reduces the damage by one-half (to a minimum of 1). The poison's quality determines the TN and damage.

- ◆ **Common:** TN 12, lose 2 Stamina/round.
- ◆ **Uncommon:** TN 14, lose 5 Stamina/round.
- ◆ **Rare:** TN 16, lose 10 Stamina/round.

MAGICKA POISON**SPECIAL**

These poisons ravage the target's Magicka. A successful Willpower (Self-discipline) test reduces the damage by one-half (to a minimum of 1). The poison's quality determines the TN and damage.

- ◆ **Common:** TN 11, lose 1d6+2 Magicka.
- ◆ **Uncommon:** TN 13, lose 2d6+2 Magicka.
- ◆ **Rare:** TN 15, lose 3d6+2 Magicka.

PARALYSIS POISON**RARE**

This poison paralyzes the target. For 1 minute, the target cannot act and is considered Helpless. Helpless characters have a Defense of 10.

STAMINA POISON**SPECIAL**

These poisons ravage the target's Stamina. A successful Constitution (Stamina) test reduces the damage by one-half (to a minimum of 1). The poison's quality determines the TN and damage.

- ◆ **Common:** TN 11, lose 2d6 Stamina.
- ◆ **Uncommon:** TN 13, lose 3d6 Stamina.
- ◆ **Rare:** TN 15, lose 4d6 Stamina.

VULNERABILITY POISON**SPECIAL**

These poisons render the target susceptible to a specific hazard/effect. The target suffers a -2 penalty on ability tests to resist that hazard/effect and take an extra 1d6 damage, if applicable. The effect lasts for 1 minute.

- ◆ **Uncommon:** Fire vulnerability, Frost vulnerability, Shock vulnerability are uncommon poisons.
- ◆ **Rare:** Magic vulnerability is the only rare poison.

WEAKENING POISON**RARE**

These poisons weaken the abilities of a target. For 10 minutes, the target has one ability lowered by 2. All secondary statistics relating to the lowered ability are also affected. There are nine variations to this poison, one for each ability.

SLEEPING POISON**UNCOMMON**

This poison renders the target unconscious. The target must make a TN 15 Constitution (Stamina) test or fall asleep for 10 minutes. Those who succeed are only Stunned for one round. Stunned characters can only perform one Minor action in a round.

ENCHANTING

Enchanting is the act of endowing mundane objects with magical properties. With the proper tools, workspace, and time, you can make enchanted items. The materials and time required is dependent on the nature of the enchanted item being created.

RUNESTONES determine the item's magic properties; you need two or three runestones when creating an item, one acts as a "binding" agent and the other(s) determines the effect

SOUL GEMS determine the item's Magicka Pool; starting from 5 to 30

CREATING ITEMS VIA ADVANCED TESTS!!!

Common = TN 15, Threshold 5

Uncommon = TN 15, Threshold 10

Rare = TN 15, Threshold 15

Legendary = TN 15, Threshold 20

ENCHANTING TRAINING [TALENT]

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 3 or higher.

You know the lore and techniques of enchanting.

- ◆ **Novice:** You know the basics of enchanting techniques. You can create Common enchanted items.
- ◆ **Journeyman:** Your knowledge of enchanting techniques grows. You can create Uncommon enchanted items. You also gain the Intelligence (Enchanting Lore) focus.
- ◆ **Master:** You have achieved a master's understanding of enchanting techniques. You can create Rare enchanted items. Additionally, you also only need one-half the time required when making a Common enchanted item.

** Enchanting an item requires an Advanced TN 15 Intelligence (Enchantment) test with a Threshold based on its rarity. Each test requires 1 day of work, a soul gem, the item going to be enchanted, and a runestone, and any other special materials.

** Characters can use rare reagents to gain bonuses to their crafting tests, but the reagent must be related the the enchantment somehow, like using fire salts to make a

flaming weapon.

** Many enchanted items have Magicka, just like characters. However, an item's Magicka cannot be recharged, except with a soul gem. A magic item recharged in this manner gains Magicka equal to one-half (rounded down) of the soul gem.

** All enchanted items require a soul gem of equal quality to be created; Common require Petty soul gems, Uncommon require Lesser soul gems, and Rare require Greater or Black soul gems.

ENCHANTMENT MATERIALS

Runestone

Soul gem

Magic arcana

Item

WEAPON ENCHANTMENTS

Arcana Bonus [N]

Common: +1 bonus on arcana spellcasting tests.

Uncommon: +2 on arcana spellcasting tests.

Rare: +3 on arcana spellcasting tests.

Spellpower [M]

Minor: +1 Spellpower

Lesser: Magicka cost for spells are reduced by -1

Greater: Generate +1 stunt point for spell stunts

arcana spellpower [J]

Common: +1 spellpower w/ arcana.

Uncommon: +1 spellpower, -1 Magicka cost w/ arcana.

Rare: +2 spellpower, -1 Magicka cost w/ arcana.

armor bonus [U-R]

Common: +1 AR.

Uncommon: +2 AR.

Rare: +3 AR.

attack bonus [U-R]

Common: +1.

Uncommon: +2.

Rare: +3.

damage bonus [U-R]

Common: +1.

Uncommon: +2.

Rare: +3.

defense bonus [U-R]

Common: +1 Def.

Uncommon: +2 Def.

Rare: +3 Def.

focus bonus [U-R]

Common: focus.

Uncommon: focus, +1.

Rare: focus, +2.

resistance [C/U]

Common: +1, 2 AR.

Uncommon: +2, 4 AR.

immunity [R]

Rare: immunity.

spell bonus

Common: novice spell.

Uncommon: journeyman spell.

Rare: master spell.

stunt bonus

Uncommon: 3+ SP stunt at -1 SP.

Rare: +1 SP w/ stunt category.

talent bonus

Common: Novice.

Uncommon: Journeyman.

Rare: Master.

unique bonus

.

ENCHANTMENT

QUALITY

.

.

ACCURACY

COMMON

This enchantment grants a +1 bonus to attack rolls made with the weapon.

C-

U-

R-

.

DAMAGE

COMMON

This enchantment grants a +1 bonus to damage rolls made with the weapon.

C-

U-

R-

.

BANE

RARE

This enchantment makes a weapon deadlier against a specific kind of foe. Against the chosen foe, *bane weapons* have an additional +1 attack bonus and deals an extra 1d6 damage when used against the chosen foe.

C-

U-

R-

.

SLAYING

LEGENDARY

This is a more powerful version of the *Bane weapon* enchantment. When used against the chosen foe, *slaying weapons* have an additional +2 attack bonus, deal an extra 2d6 damage, and allows the combat stunts *Mighty Blow* and *Lethal Blow* to be performed for 1 SP less.

C-
U-
R-

- ◆ **Common:** The weapon deals an extra 2 shock damage.
- ◆ **Uncommon:** You gain the unique combat stunt, *Shocking Strike!*. For 3 SP, you deal an extra 1d6 shock damage with your attack.
- ◆ **Rare:** The weapon now deals an extra 1d6 shock damage.

SOUL STEALING

UNCOMMON

This enchantment grants the wielder a unique combat stunt, *Soul Stealer!*. See page XX for further information.

C-
U-
R-

STUNNING

UNCOMMON

This enchantment grants the wielder the unique combat stunt, *Stunning Strike!*. See page XX for further information.

C-
U-
R-

BANISHMENT

RARE

This enchantment ...

C-
U-
R-

VAMPIRIC

RARE

This enchantment grants the wielder the unique combat stunt, *Vampiric Strike!*. See page XX for further information.

C-
U-
R-

FIERY

UNCOMMON

The weapon deals an extra 1d6 fire damage.

C- 2
U- 1d6
R- 2d6

SIPHONING

RARE

This enchantment grants the wielder the unique combat stunt, *Magic Eater!*. See page XX for further information.

C-
U-
R-

FROST

UNCOMMON

The weapon deals an extra 1d6 frost damage.

C- 2
U- 1d6
R- 2d6

FEARFUL

UNCOMMON

This enchantment grants the wielder the unique combat stunt, *Fearful Strike!*. See page XX for further information.

C-
U-
R-

SHOCK

UNCOMMON

The weapon deals an extra 1d6 shock damage.

PARALYZING

RARE

This enchantment grants the wielder the unique combat stunt, *Paralyzing Strike!*. See page XX for further information.

AGE OF TAMRIEL

C-
U-
R-

R- +3

SPEED

UNCOMMON

This enchantment provides a +2 bonus to Speed and can perform the combat stunt Seize Initiative, for 1 SP less than normal.

C- stunt -1
U- +2
R- +5

FATIGUING

UNCOMMON

Weapons with this enchantment deal an additional 1d6 Stamina damage.

C- 2
U- 1d6
R- 1d6+3

ARMOR ENCHANTMENTS

FOCUS

COMMON

This enchantment provides a +2 bonus on ability tests relating to a single focus.

C- focus
U- focus or +1 if already possessed
R- focus @ +3

HEALING

RARE

This enchantment boosts recovery of Health. Whenever the character recovers Health, they receive an additional +1d6 Health.

C- +2
U- +1d6
R- +1d6+3

SPELLPOWER

RARE

This enchantment grants +1 Spellpower.

C- +1
U- +2
R- +3

RECOVERY

RARE

This enchantment boosts recovery of Stamina. Whenever the character recovers Stamina, they receive an additional +1d6 Stamina.

C- +2
U- +1d6
R- +2d6

HEALTH

UNCOMMON

This enchantment provides an extra 15 Health.

C- +5
U- +10
R- +15

MAGIC

RARE

This enchantment boosts recovery of Magicka. Whenever the character recovers Magicka, they receive an additional +1d6 Magicka.

C- +2
U- +1d6
R- +2d6

ABILITY

RARE

This enchantment grants a +1 bonus to a single ability.

C- +1
U- +2

ARCANA

UNCOMMON

This enchantment grants +1 Spellpower when casting spells from a single school of magic.

C- +1
U- +2

AGE OF TAMRIEL

R- +3

U- +2

R- +3

ARCHMAGE

RARE

This enchantment reduces the Magicka cost of spells from a single school of magic by 1, to a minimum of 1.

R- -3

VIGOR

RARE

This enchantment grants an extra 15 Stamina.

C- +5

U- +10

R- +15

WATER BREATHING

UNCOMMON

This enchantment provides +5 Speed while swimming and the ability to breathe underwater.

C- underwater

U- underwater, +2 speed

R- underwater, +5 speed

MAGICKA

RARE

This enchantment grants an extra 15 Magicka.

C- +5

U- +10

R- +15

DISEASE IMMUNITY

UNCOMMON

This enchantment grants immunity to the effects of disease.

R-

ELEMENTAL RESISTANCE

COMMON

This enchantment provides the character a +2 bonus on ability tests to resist the effects and damage from one specific element; Fire, Frost, or Shock. It also grants 4 Armor Rating against such elemental damage.

C- +1

U- +2

R- +3

DISEASE RESISTANCE

COMMON

This enchantment provides a +2 bonus on ability tests to resist disease.

M- +1 bonus

L- +2 bonus

G- Immunity

MAGIC RESISTANCE

RARE

This enchantment grants a +2 bonus on ability tests to resist magic spells and effects, as well as having 4 Armor Rating against magic damage.

Uncommon: +1 bonus to resist magic spells, and 2 Armor Rating against damage from magic spells.

Rare: +2 bonus to resist magic spells, and 4 Armor Rating against damage from magic spells.

Legendary: +3 bonus to resist magic spells, and 6 Armor Rating against damage from magic spells.

POISON IMMUNITY

RARE

This enchantment grants immunity to the effects of poison.

R-

POISON RESISTANCE

UNCOMMON

This enchantment provides a +2 bonus on ability tests to resist poisons.

C- +1

ARCANA RESISTANCE

UNCOMMON

This enchantment grants a +2 bonus on ability tests made to resist magic spells and effects from a single school of magic. In addition, it provides 4 Armor Rating against damage from spells of that school of magic.

C- +1/2 AR
U- +2/4 AR
R- +3/6 AR

CURSES

Curses are enchantments that impose hindrances on items and the characters who use them. Most cursed items cannot be removed or discarded without the curse being dispelled.

Many curses often just the opposite effect of a beneficial enchantment.

MASTER ENCHANTER

GENERAL SPECIALIZATION

You have chosen to delve deeper into the lore and techniques of enchanting. Through dedicated research you have gained such masterful insight beyond other enchanters that you can glimpse into the nature of enchanted items.

MASTER ENCHANTER TALENT

Classes: Mage, Rogue, Warrior.

Requirements: Intelligence (Arcane lore) focus and the Enchanting Training (Journeyman) talent.

You have mastered the basics of enchanting.

- ◆ **Novice:** You have a wide knowledge of enchanting and its techniques. If you fail an Intelligence (Enchanting Lore) test, you can re-roll it, but must keep the results of the second roll.
- ◆ **Journeyman:** You can “squeeze out” 5 extra Magicka from soul gems. You also gain the Intelligence (Enchanting Lore) focus.
- ◆ **Master:** You can learn a magic item’s secrets. If you take 10 minutes and spend 5 Magicka you can divine the powers of a magic item.

WoP have 3 degrees of effect; N, J, M. Can perform a WoP at a lesser degree to reduce Recharge by 1 (N= -2, J= -1).

Thu'um "Spell" Stunts

Some WoP have a Recharge of 7, thus only high-level characters can recharge them in battle

THU'UM "SPELL" SPELLS

Powerful Shout: increase the "Spellpower" by 1 per stunt point spent, up to a maximum of 3.

Skillful Shout: Reduce the Recharge Cost by 1, to a minimum of 1.

Lasting Shout: If the shout has a duration, it lasts twice as long.

Staggering Shout: In addition to its normal effect, the shout also staggers the target. Roll an immediate opposed Willpower (Thu'um) test against the target's Strength (Might).

THE THU'UM

Also referred to as the Storm Voice, or simply the Voice, the Thu'um is a form of magic that utilizes the Dragon Language to form Words of Power, or Dragon Shouts, of immense power. The word itself directly translates to the word "shout" in the Dragon language.

THE DOVAKHIIN

The rules here are regular characters who can use the Thu'um, like the Greybeards. Rules for playing a Dragonborn character are found in the chapter on optional rules.

THU'UM TALENTS

There are three talents that govern the thu'um; Thu'um User, Words of Power, and the Thu'um Master.

The Thu'um User is the talent that is to use Words of Power. Learning new Powers requires the Word of Power talent. Finally, the Thu'um Master is a specialization talent that is available to any class.

THU'UM MASTER

Also referred to as Storm Voice or simply the Voice, the Thu'um is a form of nordic magic that utilizes Words

of Power from the languages of dragons to form shouts of immense magical power. The word thu'um itself directly translates to the word "shout" in the dragon language. Masters of the thu'um are capable of using these Words of Power to perform magical effects equivalent to spells.

THU'UM USER [TALENT]

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Willpower 2 or higher.

You can speak with the thu'um.

- ◆ **Novice:** You know one Word of Power of your choice. You must meet any requirements of the Word of Power before you can take it.
- ◆ **Journeyman:** You know one additional Word of Power of your choice.
- ◆ **Master:** You know one additional Word of Power of your choice.

WORD OF POWER [TALENT]

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Willpower 2 or higher, and the Thu'um User (Master) talent.

You have learned new Words of Power.

- ◆ **Novice:** You know one additional Word of Power of your choice.
- ◆ **Journeyman:** You know one additional Word of Power of your choice.
- ◆ **Master:** You know one additional Word of Power of your choice.

THU'UM MASTER

GENERAL SPECIALIZATION

With arduous study and years of contemplation, you have begun to master the thu'um.

This specialization is open to all characters, regardless of class.

THU'UM MASTER TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Willpower 3 or higher and the Thu'um User (Master) talent.

You have begun to master the thu'um.

- ◆ **Novice:** You learn one Word of Power. You also learn to read, write, and speak *dovahzul*, the language of

dragons.

- ♦ **Journeyman:** You learn one Word of Power of your choice. You also gain the focus Willpower (Thu'um).
- ♦ **Master:** You learn one Word of Power of your choice. In addition, choose one Word of Power you know, its Recharge Cost is reduced by 1, to a minimum of 2.

LEARNING NEW WORDS OF POWER

Characters can learn Words of Power via the Words of Power talent and the Thu'um Master specialization. Additional Words of Power can be learned with the Word of Power talent and the Thu'um Master specialization, for a total of nine Words of Power. When you learn a Word of Power, you know all degrees of that Word.

However, before learning a new Word of Power, the character must first locate knowledge about it. There are two methods in seeking out new Words, Word Walls and Thu'um Masters.

Word Walls: Found in remote and forgotten places of Tamriel are walls inscribed with *dovahzul*, the dragon language, and upon it is a single Word of Power.

Learning from a Word Wall requires the character to first find the wall, than deciphering the inscription.

Locating a word wall requires an advanced TN 15 Intelligence (Research) test with a Threshold of 15. Each test requires one day of research.

Deciphering a word wall requires knowledge of the *dovahzul* language, and an advanced TN 17 Intelligence (Arcane lore) test with a Success Threshold of 15. Each test requires one hour of study.

Thu'um Masters: Apart from long-lost word walls, the only reliable method to learning new Words of Power is training under a thu'um master.

Learning a new Word of Power requires an advanced TN 15 Willpower (Thu'um) test with a Success Threshold of 20. Each test requires one week of training, during which the character cannot go off adventuring.

USING WORDS OF POWER

Using a Word of Power is similar to casting a spell. Each time you use a Word of Power you make a Willpower (Thu'um) test against the Power's TN. If successful, you use the Power. If you fail, however, the Power cannot be used that turn. After a successful use of a Power, it must be Recharged before it can be used again. A character that is gagged or otherwise unable to speak, cannot use the thu'um.

“THU'UM POWER”

For many words of power, making a successful casting roll is all you need to worry about. Make it and the Word works as intended. Sometimes, however, you must overcome the natural resistance of the target before the Word takes effect. “Thu'um power” is the measure of the might of your thu'um. Certain Words allow the target(s) to test against “Thu'um power” to resist or at least offset the Word's effects.

$$\text{Thu'um Power} = 10 + \text{Willpower (Thu'um)}$$

RECHARGING WORDS OF POWER

Words of Power do not require the expenditure of Magicka to use. Instead, they can be used at any time with a Major or Minor action, and a successful Willpower (Thu'um) test. Once a Word of Power is used, it cannot be used again until it is Recharged. Recharging a Word of Power can happen in two ways; through rest or stunt points.

Rest: All Words of Power are recharged through rest. With a breather (see “Health and Healing” on page 39 in *Fantasy AGE*), roll 1d6; all Words of Power with a Recharge Cost equal to or lower to what was rolled are recharged. All Words of Power are recharged after a restful sleep of eight hours or more.

Stunt Points: Every Word of Power has a Recharge Cost. This is how many stunt points is required to recharge the Word of Power. A character can only recharge one Word of Power per round and a Word of Power can only be recharged once per encounter.

Limitations: There are two other limitations:

- 1) a character cannot recharge a Word of Power in the same round in which they have used a Word of Power already, and vice versa.
- 2) a character can only use or recharge one Word of Power in a round.

DEGREES OF EFFECT

Words of Power have three degrees of effect; Minor, Lesser, and Greater. The Recharge Cost assumes the Word is used at full-power, as a Greater power. When a Word of Power is used at a lower degree of effect its Recharge Cost is reduced. Using a Word as a Lesser power reduces the cost by 1, while using it as a Minor power reduces the cost by 2, to a minimum Recharge Cost of 2.

WORDS OF POWER

The list of Words of Power available in the *AGE* of *Tamriel*.

WoP

Requirements: Thu'um user ()

Spell Type: X

Recharge Cost: #

Casting Time: X action

Target Number: #

Test: X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

ANIMAL ALLEGIANCE

Requirements: Thu'um user (Journeyman), the Word of Power Kyne's peace

Spell Type: Enchantment

Recharge Cost: 4

Casting Time: Major action

Target Number: 11

Test: Willpower (Self-confidence) vs Spellpower

“ Raan Mir Tah! ”

You call on nature to aid you. You can charm up to 2 + Communication animals (maximum of 6) within a 6 yard radius of you.

Each animal within range gets to make a Willpower (Self-confidence) test against your Spellpower to resist. Those that fail are charmed and become an ally for you to command. You can command a single charmed animal with a Free action, or all of them with a Major action. Animals that are hostile towards you are immune to this charm effect. You can only charm one animal at a time and you may release a charmed animal prematurely, if you wish.

The duration depends on the degree of effect:

- ♦ **Minor:** The duration is 2 + Willpower rounds.
- ♦ **Lesser:** The duration is 1 + Willpower minutes.
- ♦ **Greater:** The duration is 2 + Willpower minutes.

AURA WHISPER

Requirements: Thu'um user (Journeyman)

Spell Type: Utility

Recharge Cost: 4

Casting Time: Minor action

Target Number: 12

Test: None

“ Laas Yah Nir! ”

With a Word, you can see a glowing aura surrounding all living creatures. You gain a +2 bonus to Communication and Perception tests when interacting with a living creature within 30 yards of you.

In addition, you can tell what their current Health is, if they are currently afflicted with a disease and/or poison, and can see any living creature that is currently invisible by its aura.

This power does not allow you to see through solid objects. This effect lasts for 1 minute.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

BATTLE FURY – DRAGONBORN

Requirements: Thu'um user (Journeyman)

Spell Type: Enchantment

Recharge Cost: 5

Casting Time: Major action

Target Number: 13

Test: None

“ Mid Vur Shaan! ”

With a shout you inspire a fury in yourself and your allies. You and all allies within 6 yards of you gain a +1 bonus to attack rolls, to Defense, and to generating stunt points for the next minute.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

BECOME ETHEREAL

Requirements: Thu'um user (master)

Spell Type: Defense

Recharge Cost: 6

Casting Time: Major action

Target Number: 14

Test: None

“ Feim Zii Gron! ”

Your form becomes ethereal, rendering you immune to the dangers of the physical world. For 1 minute you cannot be harmed by non-magical attacks and damage. If you make an attack, cast a spell, or use a special power, you stop being ethereal.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

BEND WILL – DRAGONBORN**Requirements:** Thu'um user (Master)**Spell Type:** X**Recharge Cost:** 7**Casting Time:** X action**Target Number:** #**Test:** X

“ [dragon language] ”

[description]

Charm humanoids within 8 yards for 1 minute

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

CALL DRAGON — DRAGONBORN**Requirements:** Thu'um user ()**Spell Type:** X**Recharge Cost:** 7**Casting Time:** X action**Target Number:** #**Test:** X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

CALL OF VALOR**Requirements:** Thu'um user (Journeyman)**Spell Type:** X**Recharge Cost:** #**Casting Time:** X action**Target Number:** #**Test:** X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

CLEAR SKIES**Requirements:** Thu'um user (Master)**Spell Type:** X**Recharge Cost:** 4**Casting Time:** X action**Target Number:** #**Test:** X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

CYCLONE – DRAGONBORN**Requirements:** Thu'um user (Master)**Spell Type:** X**Recharge Cost:** 6**Casting Time:** X action**Target Number:** #**Test:** X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

DISARM**Requirements:** Thu'um user (Novice)**Spell Type:** X**Recharge Cost:** #**Casting Time:** X action**Target Number:** #**Test:** X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

DRAGONREND — DRAGONBORN**Requirements:** Thu'um user ()**Spell Type:** X**Recharge Cost:** #**Casting Time:** X action**Target Number:** #**Test:** X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

DRAGON ASPECT – DRAGONBORN

Requirements: Thu'um user (Master)

Spell Type: X

Recharge Cost: 7

Casting Time: X action

Target Number: #

Test: X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

FIRE BREATH

Requirements: Thu'um user (Master)

Spell Type: Attack

Recharge Cost: 5

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

“ Yol Toor Shul! ”

You spew a gout of fire 2 yards wide by 8 yards long. Everything in the area takes 3d6 + Willpower fire damage. A successful Dexterity (Acrobatics) test against your Spellpower reduces damage to 2d6.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

DRAIN VITALITY – DAWNGUARD

Requirements: Thu'um user (Master)

Spell Type: X

Recharge Cost: #

Casting Time: X action

Target Number: #

Test: X

“ [dragon language] ”

[description]

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

FROST BREATH

Requirements: Thu'um user (Master)

Spell Type: Attack

Recharge Cost: 5

Casting Time: Major action

Target Number: 12

Test: Constitution (Stamina) vs Spellpower

“ Fo Krah Diin! ”

You breathe frost 2 yards wide by 8 yards long. Everything in the area takes 2d6 + Willpower frost damage and are Stunned in the following round. A successful Dexterity (Acrobatics) test against your Spellpower reduces the damage to 1d6 + Willpower and are not Stunned.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

ELEMENTAL FURY

Requirements: Thu'um user (Master)

Spell Type: Enchantment

Recharge Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

“ Su Grah Dun! ”

You become like the wind. You have a +1 bonus to your attack rolls, +2 Speed, can perform the *Seize the Initiative* combat stunt for 3 SP, and gain an extra Minor action during your turn. This lasts for 1 minute.

ICE FORM

Requirements: Thu'um user (Master)

Spell Type: Attack

Recharge Cost: 6

Casting Time: Major action

Target Number: 13

Test: Constitution (Stamina) vs Spellpower

“ Iiz Slen Nus! ”

Your voice chills the blood of your enemies. Choose one target within 10 yards of you, that target must make a Constitution (Stamina) test against your Spellpower or freeze in place, paralyzed, for 1 + Willpower rounds. They take 1d6 + Willpower penetrating Frost damage each round. They get to make a Strength (Might) test every round thereafter to break free or take damage.

If the target is successful with the initial test, they only take 1d6 penetrating damage and are Stunned in the following round.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

KYNE'S PEACE

Requirements: Thu'um user (Novice)

Spell Type: Utility **Recharge Cost:** 3

Casting Time: Minor action **Target Number:** 11

Test: Willpower (self-confidence) vs Spellpower

"Kaan Drem Ov!"

You can calm all non-hostile animals within 10 yards of you. You also receive a +2 bonus on ability tests when interacting with a calmed animal. Performing any aggressive action towards an animal will break the effect. Hostile animals within range can try to resist, each making their own separate test to resist.

This effect lasts for 10 minutes.

This only works on animals with a Minor or Moderate Threat level. Humanoids and other non-animal creatures, like trolls, gargoyles, netch, etc. are not affected by this spell.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

MARKED FOR DEATH

Requirements: Thu'um user (master)

Spell Type: Attack **Recharge Cost:** 6

Casting Time: Major action **Target Number:** 14

Test: Willpower (Self-confidence) vs Spellpower

"Krii Lun Aus!"

Your voice heralds doom. Choose one target within 8 yards of you. That target must make a Willpower (Self-confidence) test against your Spellpower or become cursed. A cursed target takes an extra 1d6 penetrating each time they take damage from any source, and attacks against them have a +2 bonus on attack rolls.

This effect lasts for 1 minute.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

SLOW TIME

Requirements: Thu'um user (Master)

Spell Type: Enchantment **Recharge Cost:** 7

Casting Time: Major action **Target Number:** 12

Test: X

"Tiid Klo Ul!"

With an utterance, time slows to a crawl for you, while others see you only as a blur. For 1 minute, you gain one extra action per round. This extra action can be either a Minor or Major action.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

SOUL TEAR – DAWNGUARD

Requirements: Thu'um user (Master)

Spell Type: Attack **Recharge Cost:** 7

Casting Time: Major action **Target Number:** 14

Test: Willpower (Self-confidence) vs Spellpower

"Rii Vaaz Zol!"

Your voice cuts through flesh and shatters the soul. Choose one target within 10 yards of you, they take 4d6 + Willpower penetrating damage. A successful Willpower (Self-confidence) test against your Spellpower reduces the damage to 2d6 penetrating damage.

Those killed by this Word have their corpse reanimated as a zombie under your command.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

STORM CALL

Requirements: Thu'um user (Master)

Spell Type: Attack **Recharge Cost:** 6

Casting Time: Major action **Target Number:** 14

Test: Dexterity (Acrobatics) vs Spellpower

“Strun Bah Qo!”

You summon a violent lightning storm. Choose a point anywhere within 20 yards of you. Any creature within a 6 yards radius of that spot must make a Dexterity (Acrobatics) test against your Spellpower or take 3d6 + Willpower penetrating damage. A successful test reduces the damage to 1d6. This test is made every round while in the area.

This storm lasts for 1 minute.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

THROW VOICE

Requirements: Thu'um user (Novice)

Spell Type: Utility

Recharge Cost: 4

Casting Time: Minor action

Target Number: 12

Test: Perception (Searching) vs Spellpower

“Zul Mey Gut!”

You can project your voice out to 40 yards from you. Any creatures within 20 yards of the designated point will hear your voice. You can try to trick any creature that is alerted to your presence but currently cannot see you. They resist with a Perception (Searching) test against your Spellpower, failure indicates they have been fooled by your thrown voice.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

UNRELENTING FORCE

Requirements: Thu'um user (Novice)

Spell Type: Attack

Recharge Cost: 4

Casting Time: Major action

Target Number: 12

Test: X

“Fus Ro Dah!”

You bellow forth a forceful blast that knocks down anyone and anything in a 6 yard wide by 6 yard long path. Those caught in the area, including allies, must make a Strength (Might) test against your Spellpower or be pushed 2 + Willpower yards away from you and knocked prone. Those that succeed remain standing but are Stunned in the following round.

Anyone that is pushed into a solid surface or obstacle will take damage equal to 1d6 + the number of yards pushed back.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

WHIRLWIND SPRINT

Requirements: Thu'um user (Novice)

Power Type: Utility

Recharge Cost: 3

Casting Time: Free action

Target Number: 13

Test: None

“Wuld Nah Kest!”

You move with the speed of a tempest. You can move up to 10 yards with a Free action and have a +2 bonus on Strength (Jumping) tests for one round.

- ♦ **Minor:** .
- ♦ **Lesser:** .
- ♦ **Greater:** .

X ARCANA

[description]

- ◆ **Novice:** You learn the spells XXX and XXX.
- ◆ **Journeyman:** You learn the spell XXX. You also gain the focus Intelligence (x arcana).
- ◆ **Master:** You learn the spell XXX. You also choose one spell stunt you can perform for -1 SP when casting X arcana spells.

[SPELL]

Requirements: X (x)

Spell Type: X

Magicka Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

[SPELL]

Requirements: X (x)

Spell Type: X

Magicka Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

[SPELL]

Requirements: X (x)

Spell Type: X

Magicka Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

[SPELL]

Requirements: X (x)

Spell Type: X

Magicka Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

[NAME]

ABILITIES (FOCUSES)

X **Accuracy**

X **Communication**

X **Constitution**

X **Dexterity**

X **Fighting**

X **Intelligence**

X **Perception**

X **Strength**

X **Willpower**

SPEED

HEALTH

DEFENSE

ARMOR

ATTACK

ATTACK ROLL

DAMAGE

+

+

SPECIAL QUALITIES

Favored Stunts: .

X: .

THREAT: .

APPENDIX I/CHAPTER SIX: OPTIONAL RULES

This chapter details a number of game rules that the GM can pick and choose from to add to their campaigns.

BIRTHSIGNS

In the early *Elder Scrolls* games, you could choose to answer a series of questions when creating a character. How you answered these questions determined your birthsign, which would affect your character's starting benefits. This optional rule tries to bring that concept to *Fantasy AGE*.

In Tamriel, the constellation under which one is born determines their birthsign. Birthsigns are believed to bestow unique gifts and/or magical powers to those born under it—which may be perceived as either a blessing or curse by those who possess them.

DETERMINING BIRTHSIGN

Birthsigns are randomly determined. To determine a character's birthsign you need to make two rolls. First, you roll 1d3 to determine the Guardian Sign. Then you roll 1d6 to determine the Constellation. The result of the two determines the birthsign of the character, as detailed on the table below.

DETERMINING BIRTHSIGN TABLE

CONSTELLATION (ROLL 1D6)	GUARDIAN SIGN (ROLL 1D3)		
	1= THE WARRIOR	2= THE MAGE	3= THE THIEF
1	The Warrior	The Mage	The Thief
2	The Lady	The Apprentice	The Lover
3	The Steed	The Atronach	The Shadow
4	The Lord	The Ritual	The Tower
5	Re-roll *	Re-roll *	Re-roll *
6	Re-roll *	Re-roll *	Re-roll *

* Re-roll for the constellation again, ignoring any further results of 5.

A result of 1, 2, 3, or 4 is a normal birthsign. A re-roll of 6 means the birthsign is the Serpent.

EFFECTS

The birthsigns and their effects are as follows:

BIRTHSIGN EFFECTS TABLE

BIRTHSIGN	ABILITY FOCUS
The Apprentice	+5 Magicka
The Atronach	+1 to resist magic effects and spells
The Lady	+5 Stamina
The Lord	+1 Constitution
The Lover	+1 Communication
The Mage	+1 Intelligence
The Ritual	+1 Willpower
The Serpent	+1 Accuracy
The Shadow	+1 Dexterity

The Steed	+1 Strength
The Thief	+1 Perception
The Tower	+5 Health
The Warrior	+1 Fighting

VARIANT RULES

Instead of having a singular bonus from a birthsign, here are two variant rules that add a little differentiation between the birthsigns.

VARIANT #1: BIRTHSIGN TALENTS

With this variant, birthsigns are special talents that can only be chosen at 1st-level. These talents are only available if the GM allows them in their game. A character can only have one birthsign talent.

The birthsign talents are:

THE APPRENTICE BIRTHSIGN TALENT

Class: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** When recovering Magicka you recover extra Magicka equal to your Willpower (minimum 2). However, you suffer a -1 penalty to resist magic effects and spells.
- ◆ **Journeyman:** You gain +5 Magicka.
- ◆ **Master:** You gain a +1 bonus to Spellcasting tests.

THE ATRONACH BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** You gain +5 Magicka and the *Stunted Magicka* trait: When recovering Magicka, you only recover one-half the effect.
- ◆ **Journeyman:** You gain +5 Magicka.
- ◆ **Master:** You gain a unique spell stunt, *Spell Absorption*. For 4 SP, for one minute, you absorb the next spell that directly targets you if you succeed at resisting it, recovering 1d6 + your Willpower in Magicka.

THE LADY BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** Choose one Communication focus. You can re-roll failed Communication tests with that focus, but you must keep the result of the second roll, even if it is worse.
- ◆ **Journeyman:** *Lady's Grace:* You gain the unique combat stunt, *Lady's Grace*. For every 2 SP you spend, you recover Stamina equal to your Constitution (minimum 2).
- ◆ **Master:** You gain +1 Willpower.

THE LORD BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** You gain +5 Health and the *Trollkin* trait: You suffer a -1 penalty to resist fire effects and spells, and your Armor Rating is halved (or ignored if the attacker uses the *Pierce Armor* stunt) against fire damage.
- ◆ **Journeyman:** You gain a unique combat stunt, *Blood of the North*. For every 3 SP you spend, you recover your Constitution (minimum 2) in Health. If you have enough stunt points, you can use this stunt twice during your turn.
- ◆ **Master:** You have a natural Armor Rating of 2.

THE LOVER BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

“The Lover is one of the Thief’s Charges and her season is Sun’s Dawn. Those born under the sign of the Lover are graceful and passionate.” —The Firmament.

- ◆ **Novice:** You gain one Communication focus of your choice.
- ◆ **Journeyman:** You gain a unique combat stunt, *Lover’s Kiss*. For 5 SP, you can paralyze a single enemy with a touch. Make an opposed attack roll against your opponent. If you succeed, the target is paralyzed for one round.
- ◆ **Master:** You gain +1 Communication.

THE MAGE BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** You gain +5 Magicka.
- ◆ **Journeyman:** Choose one spell stunt with an SP cost of 3+, you can perform that spell stunt for 1 SP less.
- ◆ **Master:** You gain +1 Spellpower.

THE RITUAL BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** You gain +1 bonus to Spellcasting tests.
- ◆ **Journeyman:** You gain a unique spell stunt, *Blessed Word*. For 5 SP, the undead target of your spell suffers a -1 penalty to their attack rolls and casting rolls until the beginning of your turn next round.
- ◆ **Master:** You gain a unique combat stunt, *Mara’s Gift*. For every 3 SP you spend, you heal yourself for 1d6 Health.

THE SERPENT BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

“The Serpent wanders about in the sky and has no Season, though its motions are predictable to a degree. No characteristics are common to all who are born under the sign of the Serpent. Those born under this sign are the most blessed and the most cursed.” —The Firmament.

- ◆ **Novice:** You gain +5 Stamina.
- ◆ **Journeyman:** You gain one ability focus of your choice.
- ◆ **Master:** You gain a unique combat stunt, *Serpent's Bite*. For 5 SP, your attack delivers a poisonous sting that deals 1d6 penetrating damage once per round, for one minute.

THE SHADOW BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

"The Shadow is one of the Thief's Charges, and its season is the Second Seed. The Shadow grants those born under her sign the ability to hide in shadows." —The Firmament.

- ◆ **Novice:** You gain the Dexterity (Stealth) focus.
- ◆ **Journeyman:** You can perform the combat stunt, *Lethal Blow*, for 4 SP, instead of the usual 5 SP.
- ◆ **Master:** You gain a unique stunt, *Sight Unseen*. For 5 SP, you can become invisible for one minute. Performing any aggressive action, like attacking or casting a spell, will dismiss the effect prematurely.

THE STEED BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** You gain the Strength (Might) focus.
- ◆ **Journeyman:** You ignore 2 points of Armor Penalty to your Speed.
- ◆ **Master:** +1 Strength.

THE THIEF BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** You gain the Dexterity (Stealth) focus.
- ◆ **Journeyman:** You can re-roll failed Dexterity (Stealth) tests, but you must keep the result of the second roll, even if it is worse.
- ◆ **Master:** *Akaviri Danger-sense:* You gain +1 Defense.

THE TOWER BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** You gain one Perception focus of your choice.
- ◆ **Journeyman:** You can re-roll failed Dexterity (Lockpicking) tests, but you must keep the result of the second roll, even if it is worse.
- ◆ **Master:** You gain a unique combat stunt, *Turn Blows*. For 3 SP, until the end of your next turn you have +2 Armor Rating.

THE WARRIOR BIRTHSIGN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Must be taken at 1st level.

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

- ◆ **Novice:** You gain training in one Weapon Group of your choice.
- ◆ **Journeyman:** Choose one combat stunt with an SP cost of 3+, you can perform that combat stunt for 1 SP less.
- ◆ **Master:** You gain +1 Fighting.

VARIANT #2: MUNDUS STONES

This variant has the birthsigns represented as standing stones called *mundus stones*. Each mundus stone is dedicated to a Constellation. Activating one requires a TN 13 Willpower (Faith) test. With a success you are granted the stone's blessing. You can only be affected by one mundus stone blessing at a time.

CLASSLESS TAMRIEL

The *Elder Scrolls* games are known for their open-world gameplay and its free-form character customization that allows the player to develop a character how they wish. With *AGE of Tamriel*, I have decided to keep the class-based system as presented in *Fantasy AGE*. This was done for three reasons:

- 1) To keep things familiar to the players.
- 2) To more easily allow material from other *Fantasy AGE* games into the *AGE of Tamriel*.
- 3) To make the design and writing process easier for me.

However, some people may want a more free-form set of character customization rules that better reflect the *Elder Scrolls* games. These rules are those rules.

SPECIAL THANKS

Before we get to those rules, I'd like to thank *DiBastet* and *DracoDruid* from the *Roninarmy.com* forums for allowing me to use their rules on playing *Fantasy AGE* without character classes.

CHARACTER CREATION

Creating a character is similar to the basic rules, but there are several key points where they differ. These are explained below.

STEP ONE: CHARACTER CONCEPT

Decide on a general idea for your character. This concept can have as much or as little detail as you wish, but at least it should give you enough information to help you determine the character's race, background, abilities, ability focuses, talents, and equipment.

STEP TWO: CHARACTER RACE & BACKGROUND

Choose your character's race, social class, and background, as normal.

STEP THREE: CHARACTER ABILITIES

Choose the character's primary and secondary abilities, as well as the starting scores for each.

- ◆ **Primary and Secondary Abilities:** Unlike *Fantasy AGE*, a character's Primary and Secondary abilities are fixed.
 - Primary Abilities:* Accuracy, Fighting, Intelligence, Strength, and Willpower.
 - Secondary Abilities:* Communication, Constitution, Dexterity, and Perception.
- ◆ **Starting Scores:** You have 10 Advancements to spend on your character's starting abilities. All abilities start at 0. For each point spent on an ability its score increases by 1. No ability can start higher than 5, including ability bonuses from racial benefits, or optional rules like birthsigns.

STEP FOUR: STARTING BENEFITS

All characters start with the following benefits:

- ◆ **Ability Focuses:** You start with 4 ability focuses of your choice. However, to gain an ability focus relating to a Weapon Group, you first must know that Weapon Group (see below).
- ◆ **Talents:** You start with 3 talents of your choice. You begin as a Novice in all three.
- ◆ **Weapon Groups:** You start with Brawling, and 2 other Weapon Groups of your choice. You can choose to learn up to two extra Weapon Groups instead of two ability focus (see above).

STEP FIVE: HEALTH, MAGICKA, STAMINA

Determine your Health, Magicka, and Stamina.

- ◆ **Starting Health:** A character's starting Health is $20 + \text{Constitution} + 1d6$.
- ◆ **Starting Magicka:** A character's starting Magicka (i.e. Magic Points) is $10 + \text{Willpower} + 1d6$.
- ◆ **Starting Stamina:** A character's starting Stamina is $10 + \text{Constitution} + 1d6$.
- ◆ **Modifiers:** A character's race, talents, and magic items can also modify their these further.

STEP SIX: WEALTH AND EQUIPMENT

Determine character wealth and equipment. See page XX for starting wealth, and page XX for starting equipment.

CHARACTER ADVANCEMENT

With the removal of character classes every character now receives the same benefits as they level. These benefits are described below.

- ◆ **Health, Magicka, and Stamina:** With each new level the character gains additional Health, Magicka, and Stamina equal to their abilities (Constitution for Health and Stamina, Willpower for Magicka). In addition, choose between Health, Magicka, and Stamina; it gains $1d6$ points, up to $10d6$. A character will always gain at least 1 point of Health, Magicka, and Stamina per level.
- ◆ **Ability Advancements:** At each level you gain 1 Ability Advancement. On even-numbered levels you gain one Advancement towards a Primary Ability, and on odd-numbered levels you gain one Advancement towards a Secondary Ability. These Advancements work as described on page 26 in *Fantasy AGE*.
- ◆ **Ability Focuses:** At each level you gain 1 Ability Focus of your choice. On even-numbered levels, this focus must be from one of your Primary Abilities. On odd-numbered levels, this focus must be chosen from one of your Secondary Abilities. Starting at 11th level, you can spend a second ability focus on a focus you already know to increase its bonus to +3.
- ◆ **Weapon Groups:** When you gain a new level, instead of gaining a new ability focus, you can learn a new Weapon Group of your choice. Additionally, you must know a Weapon Group before you can gain the Weapon Group's associated ability focus.

LEVELING MILESTONES

Beyond new the standard benefits of gaining a new level, at specific levels characters will gain a new benefit. These “leveling milestones” are Greater success, Greater focus, and Epic stunts.

- ◆ **6th Level — Greater Success:** You may add your ability focus bonus to the stunt die when determining your Degree of Success (see page 32 in *Fantasy AGE* for more information).
- ◆ **11th Level — Greater Focus:** You may spend an ability focus advancement on an ability focus you already possess to increase its bonus to +3.
- ◆ **20th Level — Epic Stunts:** Choose one stunt category (combat, exploration, roleplaying, or spell). You generate 1 extra SP when performing stunts from that category.

LEVEL BENEFITS TABLE

ABILITY INCREASE		
LEVEL	& FOCUS	ADDITIONAL BENEFITS
1st	---	Starting benefits
2nd	Primary	1 Talent
3rd	Secondary	1 Talent
4th	Primary	1st Specialization (Novice)
5th	Secondary	1 Talent
6th	Primary	1st Specialization (Journeyman); Greater success

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7th	Secondary	1 Talent
8th	Primary	1st Specialization (Master)
9th	Secondary	1 Talent
10th	Primary	1 Talent
11th	Secondary	1 Talent; Greater focus
12th	Primary	2nd Specialization (Novice)
13th	Secondary	1 Talent
14th	Primary	2nd Specialization (Journeyman)
15th	Secondary	1 Talent
16th	Primary	2nd Specialization (Master)
17th	Secondary	1 Talent
18th	Primary	1 Talent
19th	Secondary	1 Talent
20th	Primary	1 Talent; Epic stunts

TALENTS

Under the rules as described in *Fantasy AGE*, a character's class determines when they would gain new talents. With the removal of character classes, however, this has changed. Now for every level a character gains they receive one talent of their choice. The exception to this is when they gain a Specialization; specifically, characters do not gain a talent at 4th, 6th, 8th, 12th, 14th, and 16th level.

The following are new talents for class-less characters:

MAGE TRAINING

Requirements: Intelligence and Willpower 2 or higher.

You have mastered the basics of magic.

- ◆ **Novice:** You learn two spells of your choice.
- ◆ **Journeyman:** You learn one spell of your choice. In addition, you gain 5 Magicka.
- ◆ **Master:** You learn one spell of your choice. Also, you gain an Intelligence focus tied to one school of magic.

MAGE EXPERTISE

Requirements: Intelligence and Willpower 3 or higher, Master in the Mage Training talent.

You delve deeper into the magical arts.

- ◆ **Novice:** You learn two spells of your choice.
- ◆ **Journeyman:** You learn one spell of your choice. In addition, you gain 5 Magicka.
- ◆ **Master:** You learn one spell of your choice. Also, choose one spell stunt that costs 3 SP or higher, you can perform that spell stunt for 1 SP less.

ROGUE EXPERTISE

Requirements: Accuracy and Dexterity 3 or higher, Master in the Rogue Training talent.

You have continued down the path of the rogue.

- ◆ **Novice:** *Stunning Attack:* You gain the Rogue ability, *Stunning Attack* (see page 23 in *Fantasy AGE*).
- ◆ **Journeyman:** *Lethality:* You gain the Rogue ability, *Lethality* (see page 23 in *Fantasy AGE*). In addition, you gain 5 Stamina.
- ◆ **Master:** *Perforate:* You gain the Rogue ability, *Perforate* (see page 23 in *Fantasy AGE*).

ROGUE TRAINING

Requirements: Accuracy and Perception 2 or higher.

You have had some hard lessons from the more seedy side of life.

- ◆ **Novice:** *Pinpoint Attack:* Once per round, you can deal an extra 1d6 damage with a successful attack if your Dexterity is higher than your opponent's.
- ◆ **Journeyman:** *Pierce Armor:* You can perform the combat stunt, *Pierce Armor* for 1 SP, instead of the usual 2 SP. In addition, you gain 5 Stamina.
- ◆ **Master:** *Take Aim:* When you use the Aim action, you gain a +2 bonus to your next attack roll instead of the usual +1.

WARRIOR EXPERTISE

Requirements: Fighting and Strength 3 or higher, Master in the Warrior Training talent.

You are a veteran of martial combat.

- ◆ **Novice:** *Veteran:* You gain the Warrior ability, *Veteran* (see page 25 in *Fantasy AGE*).
- ◆ **Journeyman:** *Combat Stunt Bonus:* Choose one combat stunt with an SP cost of 2 or 3, you can perform that stunt for 1 SP less. In addition, you gain 5 Health.
- ◆ **Master:** *Quick Strike:* You gain the Warrior ability, *Quick Strike* (see page 25 in *Fantasy AGE*).

WARRIOR TRAINING

Requirements: Fighting and Strength 2 or higher.

You have training in the basics of combat.

- ◆ **Novice:** *Weapon Training:* You learn one additional Weapon Group of your choice. Additionally, you can choose to use between Accuracy or Fighting when making brawling attacks.
- ◆ **Journeyman:** *Combat Stunt Bonus:* Choose one combat stunt with an SP cost of 2+, you can perform that stunt for 1 SP less. In addition, you gain 5 Health.
- ◆ **Master:** *Expert Strike:* You gain the Warrior ability, *Expert Strike* (see page 25 in *Fantasy AGE*).

SPECIALIZATIONS

With the removal of character classes, specializations are open to any character that meets its requirements. However, all former class specializations require the character to be a Journeyman in the appropriate class-related talent (Mage training, Rogue training, Warrior training) as an additional requirement for the specialization.

MAGIC

The rules for magic remain largely unaffected with the removal of character classes. The only change relates to the learning of spells:

- ◆ **Learning Spells:** A character learns new spells through magic talents, specializations, and through the Mage Training and Mage Expertise talents. The Rogue and Warrior talents, Spell Training and Spell Expertise, are not available in a class-less game.

THE DRAGONBORN

“Skyrim legend tells of a hero known as the Dragonborn, a warrior with the body of a mortal and soul of a dragon, whose destiny it is to destroy the evil dragon Alduin.” — Elder Scrolls V: Skyrim

Due to the nature of the Dragonborn, ...

Dragonborn are special thu'um users who can learn a WoP without a talent by slaying and absorbing a dragon's soul.

Due to the nature and inherent power of the Dragonborn, this specialization might be best suited for a single-player game, with one player and GM.

DRAGONBORN

ANY CLASS SPECIALIZATION

You are dovakhiin, *Dragonborn*! You have the power to absorb a slain dragon's soul to learn Words of Power through their knowledge.

DRAGONBORN TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Willpower 3 or higher and must of slain a dragon.

As Dragonborn, you can absorb the knowledge of a slain dragon to learn Words of Power.

- ◆ **Novice:** *Dragonslayer:* When you kill a dragon, you can learn one Word of Power from the dragon by absorbing its soul. You can only absorb a dragon's soul if you had a hand in slaying it and are within 20 yards of it when it dies. One minute after death.
- ◆ **Journeyman:** You can learn Journeyman Words of Power from a dragon soul. You also gain the focus Willpower (Thu'um arcana).
- ◆ **Master:** You can learn Novice Words of Power from a dragon soul. Additionally, the Recharge Cost for all your Words of Power are reduced by 1, to a minimum of 2.

LEARNING BY DOING

One unique mechanics within the *Elder Scrolls* games, is how character's can potentially learn all the skills available within the game, so long as they spend time using those skills. To emulate this within *Fantasy AGE* use this optional rule:

Anytime a character performs an ability test and rolls a triple 4, 5, or 6, they earn 1 Ability Advancement towards the ability tied to the test. A character is limited to one Ability Advancement per level.

Except for the limits per level and the method of acquisition, these Ability Advancements work as described in *Fantasy AGE*. See page XX in *Fantasy AGE* for further information.

LEVELING WITH TRAINERS

In many *Elder Scrolls* games, players could visit and pay a trainer NPC to rise their skills. This optional rule tries to bring that idea into *Fantasy AGE*.

When a character gains enough experience to reach a new level they must spend a period of time with a trainer before they can gain the benefits of their new level. There are three types of trainers, one for each class, and a character must train under the correct trainer. The cost and time required for the training is determined by the

proficiency of the trainer. There are three degrees of proficiency; Novice, Journeyman, and Master. Their proficiency also determines the highest level they can train a character.

TRAINER TABLE

PROFICIENCY	COST	TIME	LEVEL LIMIT
Novice	200 st	1 day	5
Journeyman	1,000 st	3 days	10
Master	5,000 st	1 week	15

LEVELING WITHOUT A TRAINER

It is possible to train without a trainer, but the the time required is tripled, but there is no associated cost.

PLAYER-TO-PLAYER TRAINING

What if a player wants to be trained by another player? The simple solution it to let them. Just treat this training as an extended roleplaying encounter within the game, possibly with some Advanced Ability Checks with a Success Threshold. The time required is unchanged and the cost should be discussed between the PCs. In addition, the “trainer” can only train others who share their class and only up to their level -5.

COMBAT RULES

Thrown Weapons in Melee: You can use a thrown weapon in melee, but you have a -2 penalty to the attack and damage rolls, with a minimum of 1 damage.

Throwing Melee Weapons: You can throw a melee weapon, but have a -2 penalty to the attack and damage rolls, with a minimum of 1 damage. These attacks have a range of 4/8 yards.

CONDITIONS

Blinded
 Charmed
 Dazed
 Deafened
 Fatigued
 Frightened
 Helpless
 Incapacitated
 Invisible
 Prone
 Restrained
 Sickened
 Slowed

Stunned

Unaware

CHAPTER #: REWARDS

~~Reputation and Titles~~

~~Guilds and Organizations~~

~~Land, Property, and Businesses~~

Magic Items and Artifacts

.

ALLIES AND CONTACTS

.

REPUTATION AND TITLES

.

REWARD TALENTS

Reward Talents are special talents that are earned during a campaign through in-game actions, not through leveling. As such, these talents are treated differently than normal talents; some reward talents may have the standard three degrees of Novice, Journeyman, and Master, while others will only have a single benefit.

Because of their nature of being tied to in-game actions during a campaign, there is no definitive rule on when and how often these talents should be given out to player characters. The best advice is to reward these talents when it seems appropriate to do so in-game, and only if they will not disrupt the game.

FOLLOWERS

Followers are non-player characters who are under the services of a player character. There are three types of followers; hirelings, attendants, and companions.

ATTENDANTS

Attendants are NPCs who are more skilled than regular hirelings, and do possess levels in a character class.

COMPANIONS

A companion is an NPC that is dedicated to the player character; be it through duty, honor, love, loyalty, etc. You can only have one Companion under your service at a time. The squire following a knight is a perfect example of a Companion.

HIRELINGS

Hirelings are NPCs with no levels in a character class, but provide various services and specialty skills to the character. While hirelings will aid a player character, they will not heedlessly throw away their lives for them.

DEALING WITH DEATH

Adventuring is a dangerous endeavor and death is a common occurrence. When an underling dies, you must wait one month of in-game time, or until you gain a new level, before you can recruit the services of new followers. You can only recruit one type of follower per month/level.

LEADERSHIP TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: GM's permission and 3rd level or higher.

You gain the services of hirelings, a personal entourage, or a single companion.

– *Attendants:* You have two personal attendants that accompany you. Each attendant belongs to a character class of your choosing and each can be of a different class. Their class level is equal to one-half your character level, rounded down.

– *Companion:* You have the loyalty of a single Companion. This Companion is a fully-fleshed out NPC in a class of your choice, with a character level two levels lower than your own.

– *Hirelings:* You gain the service of three hirelings. These hirelings have a single level in one class of your choice and each can be of a different class. They are willing to go on adventures with you if properly equipped, protected, and compensated. If a hireling dies, after the adventure make a TN 13 Communications (Leadership) test for the surviving followers.

- ♦ **Novice:** You gain the services of one type of follower of your choice.
- ♦ **Journeyman:** Your leadership inspires your followers, they gain the Willpower (Morale) focus.
- ♦ **Master:** You gain a second type of follower of your choice. This second follower can be of the same type as your.

TREASURE

With the change in currency, treasure rewards must be re-worked.

TREASURE TABLE

CATEGORY	VALUE
Trifling treasure	1d6 x 10 septims
Paltry treasure	3d6 x 10 septims
Middling treasure	2d6 x 100 septims
Substantial treasure	2d6 x 1,000 septims
Abundant treasure	4d6 x 1,000 septims
Lavish treasure	6d6 x 1,000 septims

SOUL GEMS

Soul gems are naturally-occurring magical stones that can house the souls of the dead. They are used in enchanting to create magical arms, armor, and other items, as well as recharging depleted enchanted items. Soul gems function in a similar manner as the “mage's font” magic item described in *Fantasy AGE* (see page XX), except they cannot be used to fuel one's own spells.

SOUL GEM QUALITY

Soul gems come in six levels of quality: petty, lesser, common, greater, grand, and black. The quality of the soul gem determines the largest size of soul it can hold. They may also hold a soul of a smaller size. A soul gem can only hold one soul at a time.

SOUL SIZES AND TYPES

The size of a soul is determined by the Threat level of the creature the soul was captured from, as noted on the following table. The notable exception to soul size are black souls.

There are two types of souls; white and black. White souls are from animals and animal-like lesser daedra, whereas black souls are the souls from sentient beings like humans, elves, etc.

BLACK SOUL GEMS

Black soul gems are special soul gems in that they can capture black souls, and are equivalent to a grand soul gem in power. Black soul gems are required in capturing a black soul, regardless of the sentient creature's Threat Level. Because of the nature of a black soul gem, their creation and use are seen as evil acts.

SOUL SIZE TABLE

SOUL SIZE	THREAT LEVEL
Petty	Moderate
Lesser	Major
Grand	Dire
Black	Sentient being

FILLING A SOUL GEM

Filling a soul gem requires two things, a successful casting of the *Soul Trap* spell (see page XX) and an empty soul gem of the proper size. If the spell fails or there is no soul gem large enough available, the attempt fails. A success fills the soul gem completely. Souls can also be captured with the *Soul Stealer* enchantment from

a magic weapon, or a similar ability.

RECHARGING ENCHANTED ITEMS

You can recharge depleted enchanted items with a filled soul gem. Recharging a depleted enchanted item takes 1 minute and requires the Activate action, a filled soul gem (which is consumed in the process), and a successful TN 14 Intelligence (Enchanting Lore) test. The amount of Magicka replenished depends on the size of the soul gem. An enchanted item can not hold more Magicka than its total, all excess Magicka are lost.

SOUL GEM TABLE

— COST —			
SOUL SIZE	MAGICKA	EMPTY	FILLED
Petty	5	20 st	100 st
Lesser	10	50 st	250 st
Greater	20	100 st	500 st
Black	30	500 st	2,500 st

MAGIC STAVES

Magic staves are aligned with one particular spell or school of magic. The rarity of the magic staff determines what level of spell it can use, and its Magicka, as detailed on the table below. The Magicka within the staff can only be used to fuel the staff's spells, it cannot be tapped by magic-using characters to fuel their own spells.

STAFF RARITY TABLE

RARITY	SPELL TYPE	MAGICKA
Common	Spell	10
Uncommon	Spell	20
Rare	Spell or School	20
Legendary	School	30

Magic staves do not automatically recharge their Magicka. Recharging a magic staff requires the expenditure of a soul gem.

A magic staff can be used by anyone, including non-mages. Using a magic staff requires the Activate action and a successful Spellcasting test. Mages who have the proper arcana focus benefit from it, adding it to their Spellcasting tests. Non-mages must have a score of 1 in both Intelligence and Willpower to use a magic staff.

When casting a spell from a magic staff the character does not suffer Strain from any armor they are wearing, as the magic is coming from the staff and not the individual.

MAGIC ITEMS

by category? (rings, armor, weapons, etc?).

TEMPORARY ITEMS

PERMANENT ITEMS

MAGIC ITEM

COMMON

Tickle tickle tickle.

VALDR'S LUCKY DAGGER

UNCOMMON

This is a +1 magic steel dagger that allows you to perform the *Lethal Blow* combat stunt for 4 SP, instead of the usual 5 SP.

DAEDRIC ITEMS

RARE

Crafted from ebony and with the influence of a daedra, these items have a menacing and sinister appearance. Daedric items are +3 magic items and can be found as mail armor, plate armor, shields, and weapons.

As magic items, they are effective against incorporeal creatures and ethereal attacks and effects.

WHITE PHIAL

RARE

A magic vial that can continually produce a single potion effect once per day.

CHILLREND

RARE

A malachite sword with a pale blue blade that emits a cool vapor when drawn, this weapon has a +2 bonus to attack and damage rolls made with it. The blade also grants the use of the unique combat stunt, *Frostfeed*.

Frostfeed (stunt): As a 4 SP stunt, the attack deals an extra 1d6 penetrating frost damage and the target is Stunned for one round. Stunned targets can only take a single Minor action during their turn.

SHIELD OF YSGRAMOR**RARE**

Tickle tickle tickle.

AMULET OF BATS**RARE**

Attuned to vampires, this amulet increases the vampiric drain effect of a vampire's *Night Cloak* power by 1 point.

Additionally, when a vampire character uses the combat stunt, *Skirmish*, they can spend an additional 2 SP to have it affect all targets currently affected by their *Night Cloak* power.

AMULET OF THE GARGOYLE**RARE**

Attuned to vampires, when a vampire wears this they have access to the unique spell stunt, *Twin Gargoyles*. For 4 SP, the vampire can summon a second gargoyle with a single casting of the *Summon Gargoyle* spell.

In addition, any gargoyle summoned by the vampire have +10 Health, +2 Armor Rating, and Strength and Accuracy increased by 1.

MAGIC RINGS

Namira's Ring

THE RINGS OF BLOOD

When both are worn, they grant the wearer +10 extra Stamina.

RING OF THE BEAST**RARE**

A silver ring with a snarling beast motif, this ring is attuned to vampires. When worn by a vampire, the rings grants them +10 extra Health and have a +2 bonus to their brawling attack and damage rolls.

RING OF THE ERUDITE**RARE**

A golden ring with a bat motif around it, this ring is attuned to vampires. When worn by a vampire, the ring grants them +10 extra Magicka and grants a unique spell stunt, *Magical Recovery*.

—*Magical Recovery (2+ SP)*: For every 2 SP spent, you recovery 2 + Willpower Magicka (minimum of 2).

AHZIDAL'S RING OF ARCANA**LEGENDARY**

This ring grants the wearer the power to cast the *Flames* and *Frostbite* spells, even without magical training. The ring has 20 Magicka to power these spells, which regenerate every day. For those who know the two spells, the ring increases the Spellpower of these spells by 1, and reduces their Magicka cost by 1, to a minimum of 1.

ARTIFACTS

Artifacts are powerful magical items that surpass even legendary items. Some artifacts may have a unique “power stunt” that can only be used with stunt points.

Azura's Star: Resuable Grand soul gem.

The Black Star: Reuseable Black soul gem.

DRAGON MASKS**MASK OF KROSIS****ARTIFACT**

This is the mask of the dragon-priest, Krosis.

DAWNBREAKER**ARTIFACT**

Meridia's Retribution (4 SP): As a 4 SP stunt, the weapon casts a light that turns and damage undead. All undead within 30 yards of dawnbreaker take 1d6+1 penetrating damage per round for 1 minute, and must make a TN 16 Willpower (Self-discipline) test or become Frightened. Frightened characters will move away from the caster and suffer a -2 penalty to their attack rolls and Defense. If the frightened character cannot move, it huddles in place.

Ebony Blade

Ebony Mail

NOCTURNAL'S COWL**ARTIFACT**

Tickle tickle tickle.

AURIEL'S BOW**ARTIFACT**

A recurved bow of elven design, Auriel's Bow is a +1 short bow. However, against the undead the bow has a +3 bonus and deals an extra 1d6 damage. In addition, the wielder can perform the *Pierce Armor* and *Mighty Blow* combat stunts for

1 SP each, and use the following unique stunts:

Daylight (4 SP): With an arrow shot towards the sun this bow can create a radiant flare in the sky. All undead within 60 yards around the character takes 1d6+1 penetrating damage per round for 1 minute.

Heart of Darkness (4 SP): In the hands of a vampire this bow can be used to blot-out the sun, turning day into night. All undead within 60 yards around the character gain a +2 bonus to Armor Rating, a +1 bonus to their ability tests, and generate 1 extra Stunt Point for 1 minute. This power is only available to vampires.

MACE OF MALOG BAL

ARTIFACT

The daedric artifact of Molag Bal, this is a +3 mace that can perform the *Soul Stealer!* combat stunt and the following combat stunt, *Vampiric Strike*.

Vampiric Strike (2 or 5 SP): For 2 SP, you heal 1d6+1 Health. For 5 SP, you heal 2d6+2 Health.

Masque of Clavicus Vile

Mehrunes' Razor

OGHMA INFINIUM

ARTIFACT

An artifact belonging to the Daedric Prince Hermaeus More and written by Xarxes, known as the Ageless One. The *Oghma Infinium* is an ancient tome of knowledge that made from the skin of the various races stitched together. When the tome is read (which takes about a day), the character immediately has all of their primary abilities increase by 1 and gains three ability focuses of their choice. After being read the tome disappears.

Ring of Namira

Sanguine Rose

Savior's Hide

Ring of Hircine

SKELETON KEY

ARTIFACT

An artifact belonging to the Daedric Prince Nocturnal, this artifact grants the wielder a +3 bonus on Dexterity (Lockpicking) tests and automatically bypasses any non-magical lock with a TN of 13 or less without requiring an ability test.

Skull of Corruption

Spellbreaker

Volendrung

WABBAJACK

ARTIFACT

The Wabbajack is a daedric artifact belonging to Shoegorath, the Daedric Prince of Madness. This staff creates random magical effects when used and reflects Shoegorath's chaotic nature. The staff is topped with the multiple faces of Shoegorath.

The Wabbajack is a +2 quarterstaff that grants the wielder +1 Spellpower to Alteration and Illusion magic. It also acts as a mage's font (see page 121 in *Fantasy AGE*) with 20 Magicka.

Additionally, whenever the staff is used and double 1s are rolled, a random effect occurs. When this happens, roll a d66 and consult the table below.

Targets of a random effect from the staff must make a TN 15 Willpower (Self-discipline) test or be affected.

The d66: To roll a d66 you roll two d6 dice, with one die being the "tens" digit and the other as the "ones" digit. This results in a number range of 11 to 66.

WABBAJACK'S RANDOM EFFECTS TABLE

D66	RESULT
11	Target Teleportation. Target teleports 6d6 yards in a random direction.
12	Stunned. The target is Stunned; Stunned targets can only take one Minor action per round.
13	Knockback. The target is pushed 2d6 yards away from the wielder.
14	Fear. The <i>Fear</i> spell is cast on the target.
15	Mage Armor. The <i>Mage armor</i> spell is cast on the target.
16	Paralysis. The <i>Paralysis</i> spell is cast on the target.
21	1d6 Healing. The target is healed for 1d6 Health.
22	1d6 Fire Damage. Target takes 1d6 fire damage.
23	1d6 Frost Damage. Target takes 1d6 frost damage.
24	1d6 Shock Damage. Target takes 1d6 shock damage.

AGE OF TAMRIEL

- 25 **1d6 Penetrating Damage.** Target takes 1d6 penetrating damage, while the wielder takes 1 penetrating damage.
- 26 **Fireball.** The *Fireball* spell is cast at the target.
- 31 **Vampiric Damage.** The target takes 2d6 penetrating damage, while the wielder is healed an equal amount.
- 32 **2d6 Healing.** The target is healed for 2d6 Health.
- 33 **No Effect.** Nothing happens.
- 34 **Switch Location.** The target and wielder switch locations.
- 35 **2d6 Fire Damage.** Target takes 2d6 fire damage.
- 36 **2d6 Frost Damage.** Target takes 2d6 frost damage.
- 41 **2d6 Shock Damage.** Target takes 2d6 shock damage.
- 42 **2d6 Penetrating Damage.** Target takes 2d6 penetrating damage, while the wielder takes 2 penetrating damage.
- 43 **Cone of Cold.** The *Cone of cold* spell is cast.
- 44 **Transformation.** The target is transformed into a random creature for 1 minute. See the *Wabbajack Transformation Table*.
- 45 **Vengeful Corpse.** The Reanimate Corpse spell is cast on a nearby corpse. This corpse has 20 extra Health and attacks the wielder.
- 46 **Golden Shower.** The target takes 6d6 penetrating damage. If killed by this damage, the target explodes in a shower of 6d6 x 10 septims.
- 51 **Armor Transformation.** The target's armor transforms (it still retains any magical properties it has). Roll 1d6. 1= Light leather. 2= Heavy leather. 3= Light mail. 4= Heavy mail. 5= Light plate. 6= Heavy plate.
- 52 **3d6 Fire Damage.** Target takes 3d6 fire damage.
- 53 **3d6 Frost Damage.** Target takes 3d6 frost damage.
- 54 **3d6 Shock Damage.** Target takes 3d6 shock damage.
- 55 **3d6 Penetrating Damage.** Target takes 3d6 penetrating damage, while the wielder takes 3 penetrating damage.
- 56 **Chain Lightning.** The *Chain lightning* spell is cast at the target.
- 61 **Leeching Damage.** The wielder takes 2d6 penetrating damage, while the target is healed an equal amount.
- 62 **3d6 Healing.** The target is healed for 3d6 Health.
- 63 **Courage.** The spell *Courage* spell is cast on the target.
- 64 **Invisibility.** The *Invisibility* spell is cast on the target.
- 65 **Armor Disintegration.** The target's armor turns to ash. Undergarments, clothing, and other equipment are unaffected.
- 66 **Wielder Teleportation.** The wielder teleports 6d6 yards in a random direction.

WABBAJACK TRANSFORMATION TABLE

ROLL 1D6, TWICE						
	1	2	3	4	5	6
1. Critter	Chicken	Dog	Bear	Fire atronach	Ghost	Book
2. Animal	Goat	Elk	Death hound	Frost atronach	??? Lich ???	Cheese wheel
3. Beast	Hawk	Giant mudcrab	Ice wolf	Storm atronach	Skeleton	Pitchfork
4. Monster	Mudcrab	Horker	Ice wraith	Dremora	??? Wight ???	Sweetroll
5. Undead	Skeever	Horse	Saber cat	Troll	??? Vampire ???	Wooden bucket
6. Object	Rabbit	Mammoth	Wolf	Spriggan	Zombie	Wine bottle

Simple Transformations. For a quicker way to handle transformations, roll 1d6. 1= Chicken. 2= Wolf. 3= Cheese wheel. 4= Sweetroll. 5= Zombie. 6= Dremora.

- 1= Inanimate Object (bucket, broom, etc)
- 2= Small-sized Animal (chicken, skeever, etc)
- 3= Medium-sized Animal (mudcrab, wolf, etc)
- 4= Large-sized Animal (sabercat, bear, etc)
- 5= Food or Drink Item (bottle of wine, sweet roll, etc)
- 6= Lesser Daedra (atronach, dremora, etc)

STANDING/MUNDUS STONES

You can only be affected by one mundus stone at a time. If you activate a different mundus stone you lose the benefit of the previous stone.

Activation: Activating a standing stone requires 1 minute of concentration and a TN 13 Willpower (Faith) test.

Mundus Stones and Birthsigns: Because of ties to the constellations, ...

The mundus stones and their effects are:

MUNDUS STONE EFFECTS TABLE

MUNDUS STONE	EFFECT
The Apprentice	You gain +1 Spellpower.
The Atronach	Anytime you recover Magicka, you recover extra Magicka equal to your Willpower (minimum of 2).
The Lady	You have a +1 bonus to your Armor Rating.
The Lover	You have a +1 bonus to ability tests when resisting magic effects and spells.
The Lord	You gain +5 Health.
The Mage	You gain +5 Magicka.
The Ritual	Anytime you recover Health, you recover extra Health equal to your Constitution (minimum of 2).
The Serpent	Anytime you recover Stamina, you recover extra Stamina equal to your Constitution (minimum of 2).
The Shadow	You deal an extra 2 damage when using the Mighty Blow and Lethal Blow combat stunts.
The Steed	You ignore Armor Penalty to your Speed.
The Thief	You deal +1 damage when using the Aim action.
The Tower	You gain +5 Stamina.
The Warrior	You deal +1 damage when attacking with a melee weapon.

CHAPTER #: ADVERSARIES

NPC ARCHETYPES

** Each archetype has three entries describing a Novice, Journeyman, and Master character.

** Novice archetypes are “level 1”, a Minor Threat.

** Journeyman archetypes are “level 4”, a Moderate Threat.

** Master archetypes are “level 8”, a Major Threat.

NPC

ABILITIES (FOCUSES)

- Accuracy
- Communication
- Constitution
- Dexterity
- Fighting
- Intelligence
- Perception
- Strength
- Willpower

SPEED

HEALTH

DEFENSE

ARMOR

ATTACK

ATTACK ROLL

DAMAGE

+

+

SPECIAL QUALITIES

♦ Favored Stunts: .

♦ X: .

THREAT: XXX

GENERIC NPC

ABILITIES (FOCUSES)

Accuracy (). Communication (). Constitution (). Dexterity (). Fighting (). Intelligence (). Perception (). Strength (). Willpower ().

SPEED

HEALTH

DEFENSE

ARMOR

AGE OF TAMRIEL

ATTACK

ATTACK ROLL

DAMAGE

+

+

SPECIAL QUALITIES

◆ Favored Stunts: .

◆ X: .

THREAT: XXX

NON-COMBATANTS // NPC ARCHETYPES

A list of non-combatant NPC archetypes

Guard

Knight

Priest

Mage

Necromancer

Summoner

Transmuter

Illusionist

Fire Mage

Frost Mage

Storm Mage

Bandit (shield)

Bandit Archer

Bandit Mage

Bandit Chief

Bandit Marauder (dual-wield)

Bandit Berserker (two-hander)

Forsworn

Forsworn, Briar-heart

Forsworn Witch

Witch-hunter/Vigilant

.

[NAME]

ABILITIES (FOCUSES)

Xxx # (xxx).

.

Innkeeper

Barmaid

Blacksmith

Alchemist

Enchanter

Animal handler

Beggar

Brewer/Vintner

Caravan leader

Cook

Domestic servant

Courier

[Feudal] Noble

Fisherman

Guildmaster

Hermit

Hunter

Jailer

Jeweler

Laborer

Leatherworker

[Majordomo]/Housecarl

Merchant

Monk

Minstrel/Bard

AGE OF TAMRIEL

Peasant
Priest
Scholar
Sailor
Witch
Soldier
[Wagon Driver]

INNKEEPER

ABILITIES (FOCUSES)

Accuracy 1. **Communication** 3 (Bargaining, Persuasion). **Constitution** 2 (Drinking). **Dexterity** 0. **Fighting** 1. **Intelligence** 1 (Evaluation). **Perception** 2 (Seeing, Tasting). **Strength** 1. **Willpower** 1 (Morale).

BESTIARY

Atronachs, Constructs, Daedra, and Undead
Constructs and Undead are immune to Illusion magic.
Atronachs and Daedra have a +2 bonus to resist Illusion magic.

FANTASY AGE AND BESTIARY MONSTERS

The following monsters from Fantasy AGE and the Fantasy AGE Bestiary can be found in Tamriel.

FANTASY AGE

Bandit
Demon-soldier (Clannfear)
Dragon
Giant
Giant spider
Golem (dwarven constructs)
Ogre
Spectre
Walking dead

FANTASY AGE BESTIARY

Charnel knight
 Demon, assassin
 Demon, imp
 Demon lord
 Demon, seducer
 Djinn (atronachs?)
 Elementals (atronach) – Explosive death (fire ogre, pg 50)
 Gargoyle
 Gatorkin (lesser daedra)
 Ghoul
 Minotaur
 Morlock (falmer)
 Nymph
 Thunderlord (large clannfear? lesser daedra?)
 Vampire (master = lord; thrall = normal)
 Werebeasts

All beasts

TROLL

Trolls are large, hairy, ape-like creatures with sharp fangs, claws and long, powerful arms. These creatures have three beady black eyes, their skulls being easily recognized by their three eye sockets. They are commonly found in forests, caves, ruins, and mountains. While they are not very intelligent, they are physically strong, tough, and has the ability to regenerate health, which makes them very hard to kill. Trolls display a weakness to fire.

TROLL

ABILITIES (FOCUSES)

0	Accuracy
-3	Communication
6	Constitution – Stamina
0	Dexterity
3	Fighting – Claws
-3	Intelligence
2	Perception – Smelling, Tracking
6	Strength – Intimidation, Might
2	Willpower – Courage

SPEED

HEALTH

DEFENSE

ARMOR

AGE OF TAMRIEL

10	60	10	4
ATTACK	ATTACK ROLL	DAMAGE	
Claws	+5	1d6+6	

SPECIAL QUALITIES

- ♦ **Favored Stunts:** Lethal blow (4 SP), Knock prone, Mighty blow (1 SP), Threaten.
- ♦ **Big:** Knock Prone and Skirmish stunts used against trolls require 1 additional SP than normal to work.
- ♦ **Frightful Presence:** As a 4 SP combat stunt, the troll can let out a deafening roar. Anyone within 20 yards of the troll must make a contested Willpower (Courage) test vs the troll's Strength (Intimidation) test. The troll gains a +1 attack and damage bonus against any target who failed their Willpower test.
- ♦ **Regeneration:** Trolls continually regenerate their health, making it an endeavor to slay it. See page 114 for details on the Regenerate trait. However, they cannot regenerate Health lost via fire damage.
- ♦ **Savage Killers:** Trolls can perform the Mighty and Lethal Blow combat stunts for 1 SP less.
- ♦ **Tough Skin:** Trolls have a natural AR of 4.
- ♦ **Vulnerability (Fire):** Trolls are vulnerable to fire. See page 114 for details on the Vulnerability trait.

THREAT: MODERATE

FROST TROLLS

Frost Trolls are a stronger and more resilient species of troll that are found in colder environments, like high mountain passes, underground ice caverns, and other heavy snow-covered areas.

Frost trolls receives the following trait:

- ♦ **Frost Resistance:** Frost trolls receive a +2 bonus on ability tests to resist Frost effects and hazards, and have 4 Armor Rating against Frost damage.

ARMORED TROLLS

Trained for combat, these trolls wear a crude armored harness, helm, and heavy bladed gauntlets.

Armored trolls have the following changes:

- ♦ **Armored:** The troll wears crude armor, granting it an extra +2 Armor Rating.
- ♦ **Bladed Gauntlets:** The troll wears gauntlets with that increases its claw damage by an extra 1d6.

WOLF

Wolves are aggressive canines found throughout Tamriel. They are packs hunters and can often be found in packs, using their highly developed sense of smell to track their prey. When threatened, they may howl and thus draw in other members of their pack. When attacking, they will often attempt to circle around behind their prey to bite.

The Skaal see wolves as one of the most blessed of the creations of the All-Maker, for their speed, agility and skills as hunter. One of Kyne's Sacred Trials is to slay the Wolf Guardian Spirit, one of the seven Guardian Beasts of Skyrim. A wolf is one of the many animals carved into puzzles found in the dungeons of Skyrim. Hircine's aspect of speed takes the form of a wolf.

Wolves are hunted for their pelts, which can be tanned into leather. They are also occasionally domesticated and kept as companions and mounts.

WOLVES

The game statistics for ordinary wolves can be found on page 132 in the *Fantasy AGE Bestiary*.

However, as wolves are known to carry infectious diseases, they receive the following trait:

- ◆ **Diseased Bite Stunt:** As a 3 SP combat stunt, the wolf delivers an infectious bite. The target of the bite attack must make a TN 13 Constitution (Might) test or become infected with one of the following diseases:
 - *Helljoint:* A mild disease commonly found among the wolves in Cyrodiil, helljoint affects the victim's mobility and dexterity. Its symptoms include persistent irritation and inflammation of the joints. Those infected with this disease have their Dexterity reduced by 2 and their Speed reduced a further 2 (for a total of reduction of 4).
 - *Rockjoint:* An acute common disease affecting a victim's manual dexterity and ability to use melee weapons. Symptoms include painful swelling and immobility of all joints.
 - *Yellow Tick:* . The wolves from Cyrodiil may be infected with helljoint, the ones in Skyrim are sometimes infected with rockjoint and the wolves from Solstheim can be infected with yellow tick. The wolf's bite delivers a -- hell joint, rockjoint, yellow tick.

DIRE WOLVES

Dire wolves are larger, more aggressive wolves commonly found in the Gold Coast region of Cyrodiil.

Dire wolves have the following changes:

- ◆ **Dire Animal:** Dire animals have their Constitution, Dexterity, Fighting, and Strength increased by 2.
- ◆ **Robust:** The dire wolf has an extra 10 Health.
- ◆ **Vicious Bite:** The dire wolves bite deals an extra 1d6 damage.

ICE WOLVES

Ice wolves are a larger, more aggressive species of wolves with a coat of thick, white fur. They are found at higher elevations in the mountains and colder regions of Tamriel, preferring more snowy areas where their white fur is an advantage for them. Like other wolves, they also may travel and hunt in packs.

Ice wolves have the following changes:

- ◆ **Frost Resistance:** Ice wolves receive a +2 bonus on ability tests to resist Frost effects and hazards, and have 4 Armor Rating against Frost damage.
- ◆ **Icestalker:** Ice wolves receive a +2 bonus to Dexterity (Stealth) tests when in snowy conditions/terrain.

PIT WOLVES

Pit wolves were caught and forced to fight other creatures for the entertainment of their owners. Because of this they are more aggressive in a fight.

Pit wolves have the following changes:

- ◆ **Favored Stunts:** A pit wolf's favored stunts are: Knock prone, Lightning attack, and Seize initiative (3 SP).
- ◆ **Pit Fighter:** Pit wolves have their Accuracy, Constitution, Dexterity, and Strength increased by 1.
- ◆ **Tough:** Pit wolves are tougher than regular wolves, having an Armor Rating of 2.

CHAURUS

CHAURUS REAPER

FLEDGLING CHAURUS

HUNTER CHAURUS

DRAUGR = WALKING DEAD

“walking dead”

Archer [“rogue”; bows]

Warrior [two-handed axe/sword or axe/sword and shield]

Draugr are undead warriors. Most are armed with a one-handed melee weapon and a shield or a two-handed melee weapon.

Draugr archers are undead rogues armed with an ancient bow and hand axe.

Draugr warlocks are undead mages armed with a dagger or similar weapon. They know the two magic arcana; an elemental magic arcana (Fire, Frost, or Storm arcana), plus one additional arcana.

Warlock/Wight/Scourge [“Mage”; axe w/ frost magic/Ice spike/Conjure frost atronach]

Overlord/Deathlord/Draugr Lords are ancient warriors who possess the thu'um

Hulking draugr are giant brutes

DWARVEN AUTOMOTANS = GOLEM

Spider guardian

Sphere guardian

Ballista

Centurion (spin attack [attack all in melee], steam breath,)

Forgemaster

FALMER

warrior

archer

Falmer mages are either witches or shamans; witches XXX, while shamans XXX. They are nearly always female.

FROSTBITE SPIDERS = GIANT SPIDER

they appear in three different colorations; a reddish brown, a dark olive green, and a dull blue-white

The red ones are often found underground, in ruins, and in forests. The dark green ones are commonly seen in marshes, swamps, and forests. White frostbite spiders are common in snowy areas.

those with a white carapace have a +2 bonus to Dexterity (Stealth) tests while in snowy areas

small – +stealth, +jumping

large – -stealth, +intimidation

giant – +Stamina, +Intimidation, -Stealth, -Jumping; Major

RED, GREEN, AND WHITE

There are three color variations among frostbite spiders; red, green, and white.

Red frostbite spiders have a reddish-brown coloration and commonly found in forests, foothills, underground, and in ruins.

Green frostbite spiders have a dark olive green coloration and found in or near marshes, swamps, and other wetlands.

White frostbite spiders are white in color and are mostly found in colder climates where snow is more frequent, or in ice caves.

A frostbite spider in their favored terrain receives a +2 bonus to Dexterity (Stealth) tests.

GIANT FROSTBITE SPIDERS

Sometimes a frostbite spider can reach huge sizes. These creatures ...

The statblock presented here represents the most common frostbite spider. There are two other

FROSTBITE SPIDER

ABILITIES (FOCUSES)

3	Accuracy – Bite
-2	Communication
2	Constitution – Stamina
4	Dexterity – Stealth
2	Fighting
-2	Intelligence
2	Perception – Touch
3	Strength – Intimidation, Jumping
2	Willpower – Morale

SPEED	HEALTH	DEFENSE	ARMOR
14	25	14	4
ATTACK	ATTACK ROLL	DAMAGE	
Bite	+5	2d6+3	
Poisonous Web	+3	1d6 penetrating	

SPECIAL QUALITIES

- ◆ **Favored Stunts:** Knock prone, Poison bite (2 SP).
- ◆ **Natural Armor:** Frostbite spiders have a natural Armor Rating of 4.
- ◆ **Poison Bite:** Frostbite spiders can inject poison with their bite as a special stunt. When attacking with its bite, for 2 SP the frostbite spider can deal 1d6 penetrating damage.
- ◆ **Wall Crawler:** Frostbite spiders can walk on walls and ceilings.
- ◆ **Web:** Frostbite spiders can spit a glob of poisonous webbing at their prey. This requires a Major action and has a range of 12 yards. The target must make a TN 11 Dexterity (Acrobatics) test or become immobilized and poisoned, taking 1d6 penetrating damage. An immobilized character cannot move, but can perform any other action normally. The target or an

ally can free the victim from the webbing with a TN 13 Strength (Might) test.

THREAT: MINOR

GIANT = GIANT

frost

HAGRAVEN

+2 resist magic effects/spells, +2 AR vs magic-based damage

Combat stunt: Brain Rot! [5 SP; -2 Willpower and -10 Magicka]

FORSWORN = BANDIT

archer

warrior

briarheart

shaman

ravager [dual-wielder]

HORSES

shadowmere

arvak

draft horse

riding horse

mule

SHADE [“GHOST”] = SPECTRE

SKELETON = WALKING DEAD

archer

warrior [great weapon; weapon-and-shield; one-handed weapon]

Mage [staff; one-handed weapon]

SPRIGGAN

matron

WISPMOTHER

wisp

ICEWRAITH**BANDIT = BANDIT**

archer

marauder

chief

mage (Fighting 0, Intelligence 2)

Random Bandits

Type

Patrol [1d3 bandits; plus 1 “archer”]

Small camp [1d3+1 bandits; plus 1 “archer”, 1 “mage”]

Large camp [1d6+1 bandits; plus 1 “boss”, 1d3 “archers”, 1 “mage”]

Base [1d6+1 bandits; plus 1 “boss”, 1d3+1 “archers”, 2 “mages”]

BANDIT**ABILITIES (FOCUSES)**

2	Accuracy (Light blades, Bows)
1	Communication
2	Constitution
1	Dexterity (Stealth)
2	Fighting (Heavy blades)
0	Intelligence
1	Perception (Searching)
1	Strength (Intimidation)

AGE OF TAMRIEL

1	Willpower (Morale)		
	SPEED	HEALTH	DEFENSE
	11	15	11
	ATTACK	ATTACK ROLL	DAMAGE
	Short bow	+4	1d6+2
	Longsword	+4	2d6+1
	Dagger	+4	1d6+2
SPECIAL QUALITIES			
<ul style="list-style-type: none"> ◆ Favored Stunts: Skirmish, Knock prone. ◆ Talents: Archery style (N), Armor training (N). ◆ Weapon Groups: Brawling, Bludgeoning, Bows, Heavy blades, Light blades. ◆ Equipment: Light leather armor, Dagger, Longsword, Short bow (w/ 20 arrows). 			

THREAT: MINOR

BANDIT ARCHER

ABILITIES (FOCUSES)			
2	Accuracy (Light blades, Bows)		
1	Communication		
2	Constitution		
2	Dexterity (Stealth)		
1	Fighting		
0	Intelligence		
1	Perception (Seeing)		
1	Strength (Intimidation)		
1	Willpower (Morale)		
	SPEED	HEALTH	DEFENSE
	12	15	12
	ATTACK	ATTACK ROLL	DAMAGE
	Long bow	+4	1d6+4
	Short sword	+4	1d6+3
SPECIAL QUALITIES			
<ul style="list-style-type: none"> ◆ Favored Stunts: Skirmish, Knock prone. ◆ Talents: Archery style (N), Armor training (N). ◆ Weapon Groups: Brawling, Bludgeoning, Bows, Heavy blades, Light blades. ◆ Equipment: Light leather armor, Long bow (w/ 40 arrows), Short sword. 			

THREAT: MINOR

STORMCLOAK = BANDIT

soldier

quartermaster [heavy leather;]

commander [health 30; light mail; two-handed axe]

archer

IMPERIAL LEGION = BANDIT

wizard

soldier

scout

captain

quartermaster

VAMPIRE

vampire talents are given above-and-beyond talents gained through leveling. This is so that they can be taken away without interfering with their progression.

vampire lord [they receive +2 Spellpower when using the *vampiric drain* spell]

Sanguinare Vampiris: When a vampire uses the *vampiric drain* spell they can inflict the target with sanguinare vampiris as a unique 4 SP spell stunt. The target of the spell must make a Constitution (stamina) test against the vampire's Spellpower or be contract the disease.

A DARK CURSE: VAMPIRISM

Vampirism in Tamriel is a disease that can lead to full-blown vampirism if left untreated.

Those afflicted with the disease must make an Advanced TN 15 Constitution (Stamina) test with a Threshold of 10 every day at dawn. If they are successful, they fight off the disease.

At any point before the dawn of the third day, a character can be cured of vampirism with a cure disease potion or through Restoration magic.

If, however, they do not succeed in reaching the Threshold, they will awaken as a fledgling vampire on the fourth day. At this point, their only option of curing their vampirism is a relatively unknown ritual involving exotic and rare components.

A character cured of their vampirism loses their vampire-related talents and specialization. They can learn new talents and specializations to replace them by training between adventures. A character can gain one degree in a talent and a specialization in this manner.

Players who wish to play a vampire character must obtain the GM's permission before they can take the following talents and specialization. Mage characters can take these talents instead of a magic talent.

NOTE ON PLAYER CONSENT

Due to the nature of vampirism and lycanthropy, these conditions should not be inflicted on a player's character without their consent. This is because of the inherent power of said conditions, and how it negatively impacts a character's interactions with NPCs. They should only be included if the player wants to become a vampire or werewolf, and the GM allows it in their game.

STAGES OF VAMPIRISM

There are three stages to vampirism in *AGE of Tamriel*; the Disease, the Awakening, and the Embrace.

STAGE ONE: THE DISEASE

At this stage, the character is merely infected with the vampiric disease. The only outward signs of vampirism is the character's complexion becomes paler, their eyes redden, and they are sensitive to sunlight. It takes three days before the disease manifests itself. At any point before the sunrise on the fourth day a character can be cured of the disease with a cure disease potion or through Restoration magic.

A character infected with vampirism has the following traits:

- ◆ **Sensitivity to Sunlight:** While in direct sunlight, the character suffers a -1 penalty on all their tests.

STAGE TWO: THE AWAKENING

If untreated, a character will awaken as a vampire at sunrise on the fourth day. A character can also become a vampire at this stage with a ritual, skipping the disease stage of vampirism entirely. At this point, vampirism can only be cured with a ritual that requires rare and exotic components, or powerful magic.

At this stage, the character can take the Vampire talent.

VAMPIRE [TALENT]

Classes: Mage, Rogue, and Warrior.

Requirements: GM's permission, Infected with vampirism.

You have awakened as a vampire.

Novice: You are a fledgling vampire and gain the following traits:

- ◆ **Dark Sight:** You can see in darkness out to 20 yards.
- ◆ **Detect Life:** You have a +2 bonus on Perception tests when dealing with living creatures.
- ◆ **Fanged:** You gain a bite attack that deals 1d6 + Strength damage.
- ◆ **Frost Resistance:** You have a +2 bonus to resist frost effects, and +4 Armor Rating against frost damage.
- ◆ **Undead Fortitude:** You are an undead creature; you do not need to breathe, sleep, eat, or drink. You are also immune to mundane diseases, lycanthropy, poison. However, supernatural diseases and poisons can still affect you.
- ◆ **Vampiric Bite (combat stunt):** As a combat stunt, when you make a bite attack (see Fanged above), for 3 SP you can heal a number of Health equal to the damage caused by your bite attack. However, you cannot heal damage caused by fire, silver, or sunlight.
- ◆ **Vulnerability to Fire:** You take an extra 1d6 fire damage.
- ◆ **Vulnerability to Silver:** When attacked by a silver weapon or an object, you take an extra 1d6 damage.
- ◆ **Vulnerability to Sunlight:** During the day you have a -1 penalty on all tests. When exposed to direct sunlight, you take 1d6 penetrating damage every round, and 2 penetrating damage from indirect or reflected sunlight. A TN 15 Constitution (Stamina) test reduces the damage to one-half, to a minimum of 1.

Journeyman: Your vampiric powers have grown. You gain the following traits:

- ◆ **Clawed:** Your brawling attacks now deal 1d6 + Strength damage.
- ◆ **Vampire's Seduction:** You gain the ability to cast the *charm* spell.

Master: You are a fully matured vampire. You gain the following traits:

- ◆ **Nightstalker:** You gain the Stealth focus. If you already possess the ability focus, you now have Improved Stealth that grants you a +3 bonus instead of the usual +2.
- ◆ **Vampire's Servant:** You gain the ability to cast the *minor animate dead* spell.

STAGE THREE: THE EMBRACE

At this stage, not only have you accepted your vampirism, you have embraced it. You can now take the Vampire Lord specialization and the two associated talents, Blood Magic and Night Power. Mages who meet the requirements can take the two talents instead of a magic talent.

VAMPIRE LORD

MAGE, ROGUE, AND WARRIOR SPECIALIZATION

You have discovered or been given the ability to transform into the monstrous Vampire Lord.

VAMPIRE LORD TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: GM's permission, Master in the Vampire talent.

You have grown beyond the powers of ordinary vampires, you can transform into a Vampire Lord.

Novice: *Vampire Lord:* You can transform into the monstrous form of a Vampire Lord. This transformation costs 10 Magicka and takes one round to complete. As a Vampire Lord you gain the following traits:

- ◆ **Darkvision:** You can see in total darkness; you do not suffer any penalties imposed by darkness on your tests.
- ◆ **Winged:** You gain a Fly speed of 8 + Strength and can use flying actions.
- ◆ **Sunblighted:** Exposure to reflected, indirect, or minor beams of sunlight cause 1d6 penetrating damage. Full exposure to direct sunlight causes 1d6 damage every round. A successful TN 15 Constitution (Stamina) test reduces the damage by one-half, to a minimum of 1.

Journeyman: As a Vampire Lord you gain the following traits:

- ◆ **Bat Swarm:** As a 4 SP stunt, you can transform into a swarm of bats for up to one minute. While transformed, you have a Fly speed of 10, can only perform the Move or Run actions, and any damage you receive is reduced by one-half, except damage from fire, silver, or sunlight. If you wish, you can spend an action to revert back to your humanoid form.
- ◆ **Deadly Talons:** Your brawling attacks deal an extra 1d6 damage.

Master: As a Vampire Lord you gain the following traits:

- ◆ **Night Cloak:** When you transform into a Bat Swarm, you automatically deal 2 penetrating damage to all living creatures within 4 yards of you. You also recover an amount of Health equal to the total damage dealt.
- ◆ **Power of the Grave:** You gain an extra 10 Health, Stamina, and Magicka.

VAMPIRE LORD TALENTS

After becoming a Novice in the Vampire Lord specialization, you can take the following talents:

BLOOD MAGIC TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Novice in Vampire Lord specialization.

You have learned the magic of the Vampire Lords, blood magic.

Novice: *Novice Blood Magic:* You learn the *invisibility*, *life-stealing bolt*, and *telekinesis* spells.

Journeyman: *Journeyman Blood Magic:* You learn the *lesser animate dead* and *summon gargoyle* spells. The *summon gargoyle* spell functions like the *spell lesser summon daedra*, but is restricted to summoning gargoyles only.

Master: *Master Blood Magic:* You learn the *command undead* and *paralyze* spells.

NIGHT POWER TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Novice in Vampire Lord specialization.

You have become a master at hunting down the living.

Novice: As a Vampire Lord you gain the following traits:

- ◆ **Detect Life and Death:** You automatically succeed on Perception tests to detect living creatures within 20 yards of you. In addition, you can also detect the presence of undead creatures with this ability.
- ◆ **Unearthly Might:** Your Strength increases by 2 and gain +2 Armor Rating.

Journeyman: As a Vampire Lord you gain the following traits:

- ◆ **Supernatural Reflexes:** Your Defense increases by +1 and you also gain the Initiative focus. If you already possess the ability focus, you now have Improved Initiative that grants you a +3 bonus instead of the usual +2.

Master: As a Vampire Lord you gain the following traits:

- ◆ **Mist Form:** As a 5 SP stunt, you can transform into a cloud of mist for one minute. While transformed, you have a Fly speed of 6, you can only perform the Move action, and you are immune to damage, except from fire, silver, and sunlight. If you wish, you can spend an action to revert back to your humanoid form.
- ◆ **Poison Talons (combat stunt):** When attacking with a claw attack, for 4 SP your brawling damage is treated as penetrating poison damage.



VAMPIRISM AND NON-PLAYER CHARACTERS

The rules concerning vampirism are suited towards player characters; the vampire NPCs here do not adhere to those rules.

Fledgling Vampire

Master Vampire

Vampire Lord / Volkihar Blood Lord

Fledgling Vampire

N- Steal life, Vampiric sight; resist frost +2/4 AR; vulnerable vs fire

J- stealth, +1 illusion spellpower; weak vs sunlight

M- vampiric strength +2

Master Vampire

as fledgling vampire, plus:

N- animate dead

J- seduction

M- embrace of shadows

Vampire Lord / Volkihar Blood Lord

as vampire, plus:

N- vampire lord form; v. grip, night cloak; two blood magic spells

J- summon gargoyle; one blood magic spell

M- paralyze; one blood magic spell

WEREWOLF

werebear

BEAST LORD / WEREWOLF

(“CLASS”) SPECIALIZATION

[description]

BEAST LORD / WEREWOLF TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: X.

(used to master the disease/curse; must contract lycanthropy first)

- ◆ **Novice:** .
- ◆ **Journeyman:** .
- ◆ **Master:** .

DRAGON

- brown
- blood
- frost
- elder [heroic]
- ancient [epic]
- serpentine

DAEDRA

LESSER DAEDRA

SCAMP

Scamp are a race of diminutive Lesser Daedra associated with the Daedric Prince Mehrunes Dagon and are viewed as pesky and not particularly intelligent. Scamps are often summoned by novice conjurers to perform simple tasks, or to act as messengers and servants.

Scamps have an affinity towards fire and fire magic. In combat, they prefer to use their fire magic at range. While individually weak, they can be troublesome when encountered as a group.

SCAMP

ABILITIES (FOCUSES)	
3	Accuracy – Arcane blast, Brawling
0	Communication
1	Constitution
4	Dexterity – Stealth
0	Fighting
0	Intelligence – Fire arcana
1	Perception
0	Strength
2	Willpower

DREMORA

dremora lord
butler [Mage 4]
merchant [Mage 4]

ATRONACH

flame
forst
storm

lurker
seeker

SPEED	HEALTH	DEFENSE	ARMOR
14	15	14	3 (5 vs fire)
ATTACK	ATTACK ROLL	DAMAGE	
Fire bolt	+5	1d6+2 fire	
Claws	+5	1d6-1	

SPECIAL QUALITIES

- ◆ **Favored Stunts:** Lightning attack, Skirmish.
- ◆ **Arcane Blast (Fire bolt):** Scamps deal fire damage with their *Arcane blast*.
- ◆ **Dark Sight:** Scamps have Dark Sight out to 20 yards.
- ◆ **Fire Resistance:** Scamps have a +2 bonus to resist fire spells and effects, and to Armor Rating against fire damage.
- ◆ **Magic Spells:** *Spellpower:* 12. *Magicka:* 20.
Scamps know the following spells: Flames, Fireball.
- ◆ **Pack Tactics:** If a scamp is attacking with at least three other scamps, they may perform stunts for 1 SP less, to a minimum of 1.
- ◆ **Tough Skin:** Scamps have a natural AR of 3.
- ◆ **Vulnerable vs Shock:** Scamps suffer a -1 penalty to resist shock effects, and take an extra 1d6 shock damage and their Armor Rating is halved against shock damage (or ignored with the Pierce Armor combat stunt).

THREAT: MINOR

ANIMALS

deer/elk (use the “Horse” stats from the Fantasy AGE Bestiary, pg. 129)

mammoth (“Tentacle Grab” from giant squid, FA Bestiary, pg. 132)

oxen (“Bison” from Fantasy AGE Bestiary, pg. 128)

fox (“Cat” stats from Fantasy AGE Bestiary, pg. 128, but with Speed 12 and Perception 2 w/ hearing focus)

netch (“Tentacles” from giant squid)

dog (Fantasy AGE Bestiary, pg. 129)

slaughterfish

slaughterfish swarm

SLAUGHTERFISH

ABILITIES (FOCUSES)

Accuracy 2 (Bite). **Communication** -1. **Constitution** 0 (Swim). **Dexterity** 2 (Initiative). **Fighting** 0. **Intelligence** -3. **Perception** 2 (Seeing, Smelling). **Strength** -2. **Willpower** 0.

SPEED	HEALTH	DEFENSE	ARMOR
14	10	15	0
ATTACK	ATTACK ROLL	DAMAGE	
Bite	+4	1d6-1	

SPECIAL QUALITIES

- ♦ **Favored Stunts:** Lightning attack.
- ♦ **Small:** The small size of a slaughterfish makes them harder to hit and might allow them to fit into tiny places. Their size is represented with their abilities, but they may receive a +2 bonus on ability checks if their small size would be a benefit them, such as to Dexterity (Stealth) tests when trying to hide in a small space.

THREAT: MINOR

wolf (Fantasy AGE Bestiary, pg. 132)

frost wolf (use the “Wolf” stats from Fantasy AGE Bestiary, pg. 132, but add “Cold endurance” +2 resist/AR 2 vs cold)

sabre cat (use the “Tiger” stats from the Fantasy AGE Bestiary, pg.)

snowy sabre cat

bear (Fantasy AGE Bestiary, pg. 127)

cave bear (use “bear” stats, but with “heroic” modifiers)

snow bear (use “bear” stats, but with “cold endurance”; +2 resist/ AR 2 vs cold)

mudcrab

giant mudcrab (“heroic”)

horker (Speed 6)

skeever (“Rat swarm” from Fantasy AGE Bestiary, pg. 130, minus the “swarm” abilities and has a diseased bite)

RIEKLING

scout

hunter

warrior

rider

UNDEAD

Boneman

Wrathman

Mistman

Lich [dragon priest]

vampire

fledgling

mature

lord

wisp

wispmother

skeleton

ghost

draugr

warrior [shield warrior]

archer [rogue]

scourge [two-hander warrior]

lord [thu'um]

wight [Mage]

death hound

.

AGE OF TAMRIEL: ICONICS

[NAME]

[SOCIAL-CLASS] [GENDER] [RACE] [CLASS] [LEVEL]

[description]

ABILITIES (FOCUSES)

- Accuracy
- Communication
- Constitution
- Dexterity
- Fighting
- Intelligence
- Perception
- Strength
- Willpower

* Primary ability

SPEED

HEALTH

DEFENSE

ARMOR

ATTACK

ATTACK ROLL

DAMAGE

+

+

SPECIAL QUALITIES

- ◆ Favored Stunts: .
- ◆ Racial Traits: . Rolled benefits ().
- ◆ Social-class and Background: .
- ◆ Class Abilities: .
- ◆ X: .

POSSESSIONS

- ◆ Armor/Shield: .
- ◆ Weapons: .
- ◆ Adventuring Gear: .
- ◆ Other Possessions: .
- ◆ Wealth: X st.

CREATION NOTES / HOUSE RULES

- ◆ Pre-determined Abilities: 10-point spread: 3, 2, 2, 1, 1, 1, 0, 0, 0.

SONJA

FEMALE NORD THU'UM MASTER (WARRIOR 4)

[description]

WEYLAND

FEMALE NORD VAMPIRE SPELLSWORD, THANE OF FALKREATH (WARRIOR 3 / MAGE 3)

[description]

HIDIELLE

FEMALE NORD, SORCERESS OF FROST AND STORM (MAGE 4)

[description]

LYDIA

FEMALE NORD WARRIOR 4, COMPANION AND HOUSECARL OF WEYLAND

[description]

WEYOUN

MALE BOSMER MAGE 2

[description]

FREYANE

FEMALE REDGUARD BARBARIAN (WARRIOR 2)

[description]

ELLAS

FEMALE ARGONIAN NIGHTBLADE (ROGUE 1 / MAGE 1)

[description]

“SHAAKTI”

FEMALE ALTMER THALMOR INQUISITOR (MAGE 4)

[description]

.
. .
. .
. .
. .
. .

KANAA

FEMALE ORC TEMPLAR (WARRIOR 2) !!!!! REDO !!!!!

[description]

“Vigilant of Stendarr”

ABILITIES (FOCUSES)

0	Accuracy
0	Communication
2	Constitution* (Stamina)
1	Dexterity*
2	Fighting* (Bludgeons)
0	Intelligence (Religious lore)
1	Perception
3	Strength* (Might)
2	Willpower (Courage)

* Primary ability

SPEED	HEALTH	DEFENSE	ARMOR
11, 10 (armor)	44	11, 13 (shield)	4 (armor)
ATTACK	ATTACK ROLL	DAMAGE	
Warhammer (2H)	+4 melee	2d6+6	
Battle axe	+2 melee	2d6+3	
Shortbow (2H)	+1 ranged (16/32)	1d6+2	
Brawling	+0 melee	1d3+3	

SPECIAL QUALITIES

- ◆ **Orisimer:** +1 Con. Con (stamina) or Wil (courage). Aggressive (+2 bonus w/ All-out attack/Charge actions). Robust (+5 Health & Stamina). Speed 10. Languages (common tongue, orcish). Rolled Benefits (+1 Str, Strength [might]).
- ◆ **Social-class and Background:** Middle-class Initiate (Willpower [religious lore]).
- ◆ **Warrior:** Talents (Armor training [N]; Two-hander style [N]; Weapon and shield style [N]).
 - *Weapon Groups:* Axes, Bludgeons, Brawling, Bows.
- ◆ **Mage (multiclass):** Mage Training (Restoration [N]), Chirugry (N).
 - *Magicka:* 14. *Strain:* 2. *Spellpower:* 12.
 - *Spells:* Restoration—(N) Healing, Turn undead.

POSSESSIONS

- ◆ **Wealth:** 31 st.
- ◆ **Armor:** Heavy leather armor (AR 4, AP -1), Medium shield.
- ◆ **Weapons:** Two-handed maul, Battle axe, Short bow w/ quiver (20 arrows).
- ◆ **Adventuring Gear:** Backpack, Bedroll, Blanket, Flint and steel, Healer's kit, Tent (small), Torches (6).
- ◆ **Consumables:** Rations (7 days), Waterskin, Wine bottle (cheap).
- ◆ **Clothing:** Priestess' garb, Sash (red), Tabard (Stendarr), Traveler's garb.
- ◆ **Other Gear:** Bowl, Candles (4), Cup, Dining utensils, Incense, Mirror, Pan, Plate, Pot, Rope, Whetstone.

CREATION NOTES / HOUSE RULES

- ◆ **Pre-determined Abilities:** 10-point spread: 3, 2, 2, 1, 1, 1, 0, 0, 0.
- ◆ **Pre-determined Social class/Background:** Middle-class Initiate.

