



The Elders Scrolls

AGE of Tamriel

A setting adaption for the Fantasy AGE roleplaying game

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 a "curse".

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 (1D6)	GUARDIAN SIGN (ROLL 1D3)		
	1	2	3
1	Warrior	Mage	Thief
2	Lady	Apprentice	Lover
3	Steed	Atronach	Shadow
4	Lord	Ritual	Tower
5	Re-roll *	Re-roll *	Re-roll *
6	Re-roll *	Re-roll *	Re-roll *

* Re-roll for the Constellation again, ignoring further results of 5. A re-roll of 1 to 4 means 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.

BIRTHSIGN TALENTS

With this variant rule, birthsigns are not randomly determined, but are special talents that can be chosen by the player. These talents are only available if the GM allows them in their game. Birthsign talents are special in that there is only one degree, Master, and they can only be taken at 1st level. A character can only have one birthsign talent.

THE APPRENTICE TALENT [BIRTHSIGN]

Classes: 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 magick 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 TALENT [BIRTHSIGN]

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 succeeded at resisting it, recovering Magicka equal to Magicka cost of the spell + your Willpower.

THE LADY TALENT [BIRTHSIGN]

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 TALENT [BIRTHSIGN]

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).
- ◆ **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 1.

THE LOVER TALENT [BIRTHSIGN]

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 TALENT [BIRTHSIGN]

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 a cost of 3+ SP, you can perform that spell stunt for 1 SP less.
- ◆ **Master:** You gain +1 Spellpower.

THE RITUAL TALENT [BIRTHSIGN]

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 TALENT [BIRTHSIGN]

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 2 penetrating damage once per round, for one minute.

THE SHADOW TALENT [BIRTHSIGN]

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, *Remain 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 TALENT [BIRTHSIGN]

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.
- ◆ **Master:** +1 Strength.

THE THIEF TALENT [BIRTHSIGN]

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 TALENT [BIRTHSIGN]

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 Blow*. For 5 SP, for one minute, the next physical attack that targets you automatically fails. This stunt only works for one attack.

THE WARRIOR TALENT [BIRTHSIGN]

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 a cost of 3+ SP, you can perform that combat stunt for 1 SP less.
- ◆ **Master:** You gain +1 Fighting.