



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

WRITTEN BY

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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

It is worth noting that while I did try to remain as faithful to the setting as I could, the goal of this project was not to create a "setting bible". I was not attempting to describe everything within the setting, merely trying to write enough material to allow one to play in the world of Tamriel using the *Fantasy AGE* game rules.

Those wanting more detailed information on the world of Tamriel should look over the "Inspirational Sources" section for links to a few online website 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.

INSPIRATIONAL SOURCES

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

ROLEPLAYING GAMES

Green Ronin Publishing's series of roleplaying games using the AGE system:

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

VIDEO GAMES

The *Elder Scrolls* series of 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

Websites used:

- ◆ **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: GAME RULES

While the *AGE of Tamriel* tried to stay as close to the rules as presented in *Fantasy AGE*, certain setting elements required the introduction of new rules or revision of some old ones. This section details those rules.

CHARACTER RULES

ABILITY FOCUSES

Here are the new and revised ability focuses that are used in the *AGE of Tamriel*:

- ◆ **Alchemy (Intelligence):** Knowledge of how to produce poisons and potions with alchemical reagents.
- ◆ **Alteration arcana (Intelligence):** Knowledge of alteration magic within the Alteration School of Magic.
- ◆ **Brawling (Accuracy or Fighting):** This ability focus can now be used with both Accuracy and Fighting.
- ◆ **Conjuration arcana (Intelligence):** Knowledge of conjuration magic within the Conjuration School of Magic.
- ◆ **Crafting (Various):** This focus now requires a specialization in a particular field of crafting. The specializations are:
 - Jewelcrafting (Dexterity)*
 - Leatherworking (Dexterity)*
 - Smithing (Strength)*
 - Tailoring (Dexterity)*
 - Woodworking (Dexterity)*
- ◆ **Enchanting (Intelligence):** Knowledge on how to craft magical items.
- ◆ **Fire arcana (Intelligence):** Knowledge of fire magic within the Destruction School of Magic.
- ◆ **Frost arcana (Intelligence):** Knowledge of magic within the Destruction School of Magic.
- ◆ **Healing arcana (Intelligence):** Knowledge of healing magic within the Restoration School of Magic.
- ◆ **Holy arcana (Intelligence):** Knowledge of holy magic within the Restoration School of Magic.
- ◆ **Illusion arcana (Intelligence):** Knowledge of illusion magic within the Illusion School of Magic.
- ◆ **Influence arcana (Intelligence):** Knowledge of influence magic within the Illusion School of Magic.
- ◆ **Mysticism arcana (Intelligence):** Knowledge of mysticism within the Alteration School of Magic.
- ◆ **Necromancy arcana (Intelligence):** Knowledge of soul magic within the Conjuration School of Magic.
- ◆ **Protection arcana (Intelligence):** Knowledge of protection magic within the Restoration School of Magic.
- ◆ **Shadow arcana (Intelligence):** Knowledge of shadow magic within the Illusion School of Magic.
- ◆ **Storm arcana (Intelligence):** Knowledge of magic within the Destruction School of Magic.
- ◆ **Summoning arcana (Intelligence):** Knowledge of summoning magic within the Conjuration School of Magic.
- ◆ **Thaumaturgy (Intelligence):** Knowledge of thaumaturgy magic within the Alteration School of Magic.
- ◆ **Thu'um (Willpower):** Knowledge of and ability to harness the Thu'um.
- ◆ **Transmutation arcana (Intelligence):** Knowledge of transmutation magic within the Alteration School of Magic.

MAGIC RULES

NOVICE MAGIC

In the *Elder Scrolls* setting, anyone can learn the beginnings of magic with rudimentary training. In *AGE of Tamriel*, any character of any class can become a Novice in magic arcana. The only requirement is having an Intelligence of 2 or higher to acquire a magic arcana. Higher magic (Journeyman and Master spells) are only available to characters with levels in the mage class. Also, only mages can learn the ability focuses relating to magic arcana. The exception is when a non-mage character receives a magic arcana focus from a racial trait, background, or some other source.

MAGIC POINTS

With the ability for anyone to learn Novice spells, all characters have Magic Points.

Starting Magic Points: All characters start with 10 Magic Points. Characters starting at 1st level with the mage class have an additional 1d6 + Willpower Magic Points.

Gaining Magic Points: Only characters who progress in the mage class can gain additional Magic Points, as described in the *Fantasy AGE* rules.

COMBAT RULES

STAMINA POINTS

Throughout the various *Elder Scrolls* games characters have three resources that affect gameplay; Health, Magicka, and Stamina. In *Fantasy AGE*, Health and Magic Points (i.e. “magicka”) are present, however there are no rules for Stamina. This rule fixes that.

Stamina Points are a resource similar to Magic Points, with which a character can spend in a variety of ways; from negating non-lethal damage, gaining a bonus to an ability test, or getting a second wind in combat.

STARTING STAMINA POINTS

All characters have 20 + Constitution + Willpower Stamina Points.

Bosmer, Orsimer, and Redguard characters start with 5 extra Stamina Points.

Rogues and Warriors start with 10 extra Stamina Points.

USING STAMINA POINTS

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

- ◆ **Attack Boost:** For 10 Stamina Points you gain a +1 bonus on your next attack roll.
- ◆ **Delay Death:** For 10 Stamina Points you remain alive for one extra round while dying.
- ◆ **Extreme Effort:** Stamina Points can be spent to gain a temporary boost. For 5 Stamina Points the character gains a +1 bonus for one ability test. A character can spend up to a maximum of 15 Stamina Points on a single ability test, for a total bonus of +3.
- ◆ **Lucky:** Stamina Points can be used to represent lucky Rogues. By spending 20 Stamina Points the character gets to re-roll a single ability test. The use of Stamina Points must be declared before the results of the roll are applied in-game. This option is only available to characters who have Rogue as their primary class.
- ◆ **Magic Boost:** For 10 Stamina Points you gain a +1 bonus to Spellpower with the next spell you cast.
- ◆ **Negate Non-lethal Damage:** Stamina Points can be spent to negate non-lethal damage on a 1-to-1 basis.
- ◆ **Reinvigorate:** Stamina Points can be used to reinvigorate Mages. For every 10 Stamina Points spent the character regains 1d6 Magic Points. Up to 30 Stamina Points can be spent in this manner. This ability can only be used once per combat encounter. This option is only available to characters who have Mage as their primary class.

- ◆ **Second Wind:** Stamina Points can be used to revitalize Warriors. For 10 Stamina Points spent the character regains 1d6 Health. Up to 30 Stamina Points can be spent in this manner. It ability can only be used once per combat encounter. This option is only available to characters who have Warrior as their primary class.
- ◆ **Skill Boost:** For 10 Stamina Points you gain a +1 bonus to your next ability test not tied to an attack or magic spell.
- ◆ **Speed Boost:** For 10 Stamina Points you can move up to double your Speed for one round.
- ◆ **Spell Boost:** For 10 Stamina Points you gain a +1 bonus to your next spellcasting test.
- ◆ **Stunt Point:** For 10 Stamina you generate 1 extra stunt point. This only works on rolls that have already generated stunt points.

STAMINA LOSS AND FATIGUE

When a character reaches 0 Stamina Points, they become Fatigued. Fatigued characters suffer a -2 penalty on attack rolls and to Defense, and have their Speed reduced by 4. Further Stamina damage reduces Health.

RECOVERING STAMINA POINTS

Recovering lost Stamina Points works alongside healing. When a character is subject to a healing effect, they recover an equal amount of Stamina Points. All Stamina Points are recovered after one night of rest.

CHAPTER TWO: CHARACTERS

CHARACTER CREATION

The basic process of creating a character remains relatively unchanged. The exception is the option for pre-determined abilities.

ABILITIES

PRE-DETERMINED ABILITIES

For quicker character creation have all characters use the pre-determined abilities of: 3, 2, 2, 2, 1, 1, 0, 0, -1. The player chooses which score goes to which ability.

CHARACTER CLASSES

The character classes are relatively unchanged from *Fantasy AGE*. The changes are detailed below:

THE MAGE

Elemental Bolt: Mages have their arcane bolt ability replaced with an “elemental bolt” spell. Mages start 1st level with one elemental bolt spell; Fire bolt, Frost bolt, or Thunder bolt. These spells work exactly as the arcane blast ability but deal elemental damage and can use a specific spell stunt to be used with it.

- ◆ **Fire Bolt:** The arcane bolt deals fire damage and the spell stunt, *Burning Spell*, can be used with this ability. Its associated with the Fire arcana.
- ◆ **Frost Bolt:** The arcane bolt deals frost damage and the spell stunt, *Freezing Spell*, can be used with this ability. Its associated with the Frost arcana.
- ◆ **Thunder Bolt:** The arcane bolt deals shock damage and the spell stunt, *Siphoning Spell*, can be used with this ability. Its associated with the Storm arcana.

Mages wishing to learn the remaining elemental bolt spells need only become a Journeyman in the elemental bolt's respected magic arcana.

Reinvigorate: Mages can use the “Reinvigorate” option when spending Stamina Points. See page XX for the rules on Stamina Points.

THE ROGUE

Lucky: Rogues can use the “Lucky” option when spending Stamina Points.

Stamina Points: Rogues start with an extra 10 Stamina Points. See page XX for the rules on Stamina Points.

THE WARRIOR

Second Wind: Warriors can use the “Second Wind” option when spending Stamina Points.

Stamina Points: The Warrior starts with an extra 10 Stamina Points. See page XX for the rules on Stamina Points.

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 (HIGH ELF)

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, Nenia, 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:** Altmer receive 5 extra Magic Points. In addition, when rolling for Magic Points, they have a +1 bonus to the roll.
- ◆ **Highborn (stunt):** Altmer can regenerate Magic Points equal to 2 + Willpower (minimum of 2) as

a 2 SP 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: Communication (Persuasion)
6	Focus: Intelligence (Arcane blast)
7–8	+1 Willpower
9	Focus: Intelligence (Storm arcana)
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 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 **Argonian** and **Common Tongue**.
- ◆ 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 (Crafting)
5	Focus: Dexterity (Legerdemain)
6	Weapon Group: Light blades*
7–8	+1 Constitution
9	Focus: Dexterity (Stealth)
10–11	Focus: Dexterity (Initiative)
12	+1 Perception

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

BOSMER (WOOD ELF)

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.
- ◆ **Vigor:** Bosmers start with 5 extra Stamina Points.
- ◆ Your **Speed** is equal to: 12 + 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	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 **Intelligence (Conjuration arcana)**.
- ◆ **Dragonskin (stunt):** When a Breton performs the *Magic Shield* spell stunt they gain +2 Armor Rating against all magic-based damage until the end of the combat encounter.
- ◆ **Magic Resistance:** Bretons receive a +1 bonus to resist magic effects and have an Armor Rating of 2 against all magic-based damage. Bretons may choose to ignore this resistance when subject to beneficial magic effects and spells.
- ◆ 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
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2	+1 Willpower
3–4	Focus: Intelligence (Fire arcana)
5	Focus: Communication (Etiquette)
6	Focus: Communication (Persuasion)
7–8	+1 Communication
9	Focus: Intelligence (Research)
10–11	Focus: Intelligence (Healing arcana)
12	+1 Accuracy

DUNMER (DARK ELF)

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, Irileth, 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 **Intelligence (Fire arcana)**.
- ◆ **Ambidextrous:** When wielding two weapons in melee, dunmer can perform the *Lightning Attack* combat stunt for 2 SP.
- ◆ **Fire Resistance:** Dunmer receive a +2 bonus to resist fire- and heat-based effects, as well as having an Armor Rating of 2 against fire-based damage.
- ◆ **Fire Talent:** For dunmer the MP cost of fire-based spells is reduced by 1 point, to a minimum of 1.
- ◆ Your **Speed** is equal to: 12 + 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 Fighting
3–4	Focus: Perception (Seeing)
5	Focus: Dexterity (Stealth)
6	Weapon Group: Light blades*
7–8	+1 Willpower
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: Adrienne, 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:** Imperials can re-roll an ability test, twice per day.
- ◆ **Voice of the Emperor:** Imperials start with the focus **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	Focus: Communication (Deception)
6	Weapon group: Heavy blades*
7–8	+1 Fighting
9	Focus: Intelligence (Cultural lore)
10–11	Focus: Communication (Leadership)
12	+1 Intelligence

* 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: **Strength (Climbing)** or **Dexterity (Stealth)**.
- ◆ **Claws:** Khajiit have claws that deal 1d6 damage.
- ◆ **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	Intelligence (Brewing)
5	Focus: Constitution (Running)
6	Focus: Accuracy (Brawling)
7–8	+1 Constitution
9	Focus: Dexterity (Initiative)
10–11	Focus: Communication (Bargaining)
12	+1 Intelligence

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, Torygg, Ulfric.

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

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 *Threaten* combat stunt for 1 SP.
- ◆ **Cold Resistance:** Nords receive a +2 bonus to resist frost- and cold-based effects, as well as having an Armor Rating of 2 against frost-based damage.
- ◆ 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
2	+1 Communication
3–4	Focus: Strength (Smithing)
5	Focus: Willpower (Courage)
6	Weapon Group: Heavy blades*
7–8	+1 Constitution
9	Focus: Strength (Might)
10–11	Focus: Dexterity (Sailing)
12	+1 Willpower

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

ORSIMER (ORC)

Orcs, also called Orsimer or "Pariah Folk" in ancient times, 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 are fearsome when using their berserker rage.

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 (Might)**.
- ◆ **Enraged:** Orsimer can become enraged at-will. Orsimer that possess the Berserker talent can Activate it with a Free action and receive +2 Armor Rating while enraged.
- ◆ **Robust:** Orsimer start with 5 extra Health and Stamina. In addition, when rolling for Health after gaining a level, they have a +1 bonus to the roll.
- ◆ 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	Focus: Strength (Intimidation)
6	Weapon Group: Bludgeons*
7–8	+1 Strength
9	Focus: Strength (Smithing)
10–11	Focus: Willpower (Courage)
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 Points equal to 2 + Constitution (minimum of 2) as a 2 SP stunt. This stunt can be used multiple times if there is enough SP available. This ability can only be used once per combat encounter.
- ◆ **Hardy:** Redguards start with the focus **Constitution (Stamina)**. In addition, they start with 5 extra Stamina.
- ◆ Your **Speed** is equal to: 10 + Dexterity (minus armor penalty, if applicable).
- ◆ You can speak and read **Banthen** 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	Weapon Group: Heavy blades*
7–8	+1 Constitution
9	Weapon Group: Axes*
10–11	Focus: Dexterity (Initiative)
12	+1 Accuracy

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

STARTING EQUIPMENT

All characters start with the following:

- ◆ A backpack, a blanket, one day of trail rations, a set of traveler's garb, and a waterskin.
- ◆ If the character is a Mage they start with a Common magic staff and two Common scrolls.
- ◆ If the character is a Rogue they start with light leather armor and two weapons of their choice.
- ◆ If the character is a Warrior they start with light mail armor and three weapons of their choice.
- ◆ If a bow or crossbow is chosen, the character also receives a quiver with 20 arrows or bolts.
- ◆ If a thrown weapon is chosen, the character starts with 3 of the chosen weapons.
- ◆ If the character has a crafting ability focus (Smithing, Woodworking, etc), they start with the proper tools.
- ◆ If the character has the Chirugury talent, they start with a healer's kit.
- ◆ If the character has the Lore talent, they start with a book (blank), one vial of black ink, and a quill.
- ◆ If the character has the Scouting talent, they start with an extra three days of trail rations.
- ◆ If the character has the Thievery talent, they start with one set of lockpicks.
- ◆ If the character has the Weapon and Shield Style talent, they start with a medium shield.

CHAPTER #: 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.

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 “sp”.

CONVERTING FROM FANTASY AGE

As *Fantasy AGE* uses the gold-silver-copper standard for its currency, some conversion is needed to determine the price of an item in septims. To determine the cost of an item found in the *Fantasy AGE* rulebook, adjust the price as detailed below:

- ◆ **Copper Pieces (cp):** Items bought with copper pieces (cp) are unchanged.
- ◆ **Silver Pieces (sp):** Items bought with silver pieces (sp) are ten times the listed price.
- ◆ **Gold Pieces (gp):** Items bought with gold pieces (gp) are one-hundred times the listed price.



STARTING MONEY

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

For faster character creation use the amount listed within the brackets.

STARTING MONEY

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

SPECIAL MATERIALS

In the *Elder Scrolls* setting, there is a large number of special materials available to characters. In the *AGE of Tamriel*, it is not different. This section details the numerous kinds of special materials and the rules that govern them.

ARMOR

Within the *Elder Scrolls* games, armor comes in a variety of materials and styles, but in the *AGE of Tamriel*, armor remains largely unchanged as detailed in the *Fantasy AGE* rulebook.

ARMOR EQUIVALENTS

The following are the *Fantasy AGE* armor equivalents of armor found in *Elder Scrolls V: Skyrim*. Those with an asterisk (*) are unique armor equivalent to a magic item and must be acquired through adventuring.

- ◆ **Light Leather:** Fur, Imperial scout, Leather, Stormcloak armor.
- ◆ **Heavy Leather:** Chitin, Hide, Studded leather, Scaled armor.
- ◆ **Light Mail:** Dragonscale*, Elven, Iron breastplate, Stormcloak officer armor.
- ◆ **Heavy Mail:** Glass, Stalhrim light armor*, Steel armor.
- ◆ **Light Plate:** Ancient nord armor, Bonemold armor, Dragonplate* armor, Ebony armor, Imperial officer armor, Steel plate armor.
- ◆ **Heavy Plate:** Daedric armor*, Dwarven armor, Nordic carved armor, Stalhrim heavy armor*.

ARMOR TABLE

ARMOR	RATING	PENALTY	STRAIN	COST
Light leather	3	0	0	150 sp
Heavy leather	4	-1	1	300 sp
Light mail	5	-2	2	500 sp
Heavy mail	7	-3	3	750 sp
Light plate	8	-4	4	1,000 sp
Heavy plate	10	-5	5	1,500 sp

WEAPONS

Here are the weapons available in the *AGE of Tamriel*.

WEAPON DESCRIPTIONS

Atlatl Dart: An atlatl dart is a weapon that falls between an arrow and a javelin and is used with a spear-thrower, or atlatl.

Battle Axe: This is a re-named two-handed axe.

Greatsword: This is a re-named two-handed sword.

Hand Axe: This is a re-named throwing axe.

Heavy Lance: This is a re-named light lance.

Javelin: This is a re-named throwing spear.

Knife: A simple and small blade not suitable to throwing.

Light Lance: This is a re-named jousting lance.

Long Spear: This is a re-named two-handed spear.

Morningstar: This weapon replaces the maul in the Bludgeons Weapon Group.

Throwing Knife: Moved to the Throwing Weapon Group.

War Axe: This is a re-named battle axe.

War Lance: This is a re-named heavy lance.

Warhammer: This is a re-named two-handed maul.

Greatclub: A two-handed version of the simple club.

Improvised Thrown Weapon: An improvised weapon that is thrown.

Sling: This is a length of cord with a leather pouch in the middle. A sling is used to throw a stone or a "sling bullet".

AGE OF TAMRIEL

WEAPONS TABLE

WEAPON	DMG.	MN. STR.	COST	WEAPON	DMG.	MN. STR.	COST
AXES GROUP (FIGHTING)				LANCES GROUP (FIGHTING)			
Battle Axe (2H)	3d6	3	200 sp	Heavy Lance	2d6+1	3	200 sp
War Axe	2d6	1	150 sp	Light Lance	1d6+3	1	120 sp
Hand Axe	1d6+2	1	100 sp	Jousting Lance	1d6+1	0	60 sp
BLUDGEONS GROUP (FIGHTING)				LIGHT BLADES GROUP (ACCURACY)			
Warhammer (2H)	2d6+3	3	180 sp	Short Sword	1d6+3	-1	120 sp
Morningstar	2d6	1	120 sp	Dagger	1d6+2	--	90 sp
Mace	1d6+3	1	150 sp	Throwing Knife	1d6+1	--	60 sp
BOWS GROUP (ACCURACY)*				POLEARMS GROUP (FIGHTING)			
Crossbow (2H)	2d6+1	1	200 sp	Halberd (2H)	2d6+3	3	250 sp
Long Bow (2H)	1d6+3	1	150 sp	Glaive (2H)	2d6+1	2	230 sp
Short Bow (2H)	1d6+1	-1	100 sp	Military Fork (2H)	2d6	1	180 sp
BRAWLING GROUP (ACCURACY OR FIGHTING)				SPEARS GROUP (FIGHTING)			
Improvised Wpn.	1d6-1	--	--	Two-handed spear	2d6	1	200 sp
Gauntlet	1d3+1	--	40 sp	Spear	1d6+3	0	150 sp
Fist	1d3	--	--	Throwing spear	1d6+2	0	120 sp
DUELING GROUP (ACCURACY)				STAVES GROUP (ACCURACY)			
Rapier	1d6+3	0	180 sp	Great Club (2H)	1d6+3	1	110 sp
Main Gauche	1d6+1	--	110 sp	Quarterstaff (2H)	1d6+1	--	30 sp
Spiked Buckler	1d6-1	-1	150 sp	Club	1d6	--	10 sp
HEAVY BLADES GROUP (FIGHTING)				THROWN WEAPONS GROUP (ACCURACY)*			
Greatsword (2H)	3d6	3	230 sp	Atlatl Dart	1d6+1	--	120 sp
Bastard Sword	2d6+1	2	200 sp	Throwing Knife	1d6	--	90 sp
Long Sword	2d6	1	180 sp	Sling	1d3+1	--	60 sp

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

** 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
Hand Axe	4 yards	8 yards	Minor
Improvised Weapon, thrown	4 yards	8 yards	Minor
Javelin	8 yards	16 yards	Minor
Long Bow	26 yards	52 yards	Minor
Short Bow	16 yards	32 yards	Minor
Sling	8 yards	16 yards	Minor
Throwing Knife	6 yards	12 yards	Minor

NEW EQUIPMENT

SOUL GEMS

Soul gems .

For the rules governing the creation and use of soul gems, see page XX.

SOUL GEM TABLE

SOUL SIZE	MAGIC POINTS	— COST —	
		EMPTY	FILLED
Petty	10 MP	10 sp	30 sp
Common	20 MP	25 sp	75 sp
Lesser	30 MP	50 sp	150 sp
Greater	40 MP	100 sp	300 sp
Grand	50 MP	200 sp	600 sp
Black	60 MP	300 sp	1,200 sp

CHAPTER #: MAGIC

Magic in the *AGE of Tamriel* uses the same arcana-based rules as presented in *Fantasy AGE*. Here you will find new rules and materials, as well as revision of some old ones.

SCHOOLS OF MAGIC

In the *AGE of Tamriel*, magic falls within the five schools of magic; Alteration, Conjunction, Destruction, Illusion, and Restoration. Within each school are three magic arcana. A brief description of the five magic schools and their associated magic arcana are detailed below:

The **Alteration School of Magic** involves the manipulation of the physical world and its properties. Its associated magic arcana are: Alteration arcana, Mysticism/Thaumaturgy arcana, Transmutation arcana.

The **Conjunction School of Magic** governs the summoning of creatures from the plane of Oblivion and magic over the soul. Its associated magic arcana are: Conjunction arcana, Necromancy arcana, Summoning arcana.

The **Destruction School of Magic** commands the elemental powers of fire, frost, and the lightning. Its associated magic arcana are: Fire arcana, Frost arcana, Storm arcana.

The **Illusion School of Magic** involves magic that manipulates and influences the mind. Its associated magic arcana are: Illusion arcana, Influence arcana, Shadow arcana.

The **Restoration School of Magic** revolves around healing and protection. Its associated magic arcana are: Healing arcana, Radiance arcana, and Wards arcana.

MAGES AND NON-MAGES

In the *Elder Scrolls* games anyone can learn magic with rudimentary training (see “Low and High Magic” below). To make the distinction between those with proper magical training and those without, characters with levels in the Mage class are referred to as “mages”, while those who do not possess mage class levels are referred to as “non-mages”.

LOW AND HIGH MAGIC

In the *Elder Scrolls* setting, anyone can learn magic

with rudimentary training. To emulate this, any character of any class can learn Novice magic. The only requirement is having an Intelligence of 2 or higher to acquire a magic arcana.

Higher magic is only available to proper magical training; only characters with levels in the mage class can learn Journeyman and Master spells. Additionally, only mages can learn the ability focuses relating to magic arcana, except in the rare circumstance where a non-mage receives a magic arcana focus from a racial trait, background, or some other source.

MAGIC POINTS

All characters have Magic Points, how much depends on if the character is a mage or not.

Starting Magic Points: All characters start with 10 Magic Points. Starting mage characters at 1st level have an extra 1d6 + Willpower in Magic Points.

Gaining Magic Points: After 1st level, only characters who gain levels in the mage class will gain additional Magic Points. From 2nd to 10th level, mages gain 1d6 + Willpower Magic Points each level. From 11th to 20th level, mages gain Magic Points equal to their Willpower each level.

EXISTING SPELLS

Many of the spells in the *AGE of Tamriel* make references to existing spells, either using the spell mechanics or are just a re-named spell. In such cases, the existing spell will not be reproduced in full and will list any changes to the spell, if needed.

ALTERNATE SPELL EFFECTS

Some spells will offer more than the base spell effect. These alternate spell effects are not separate spells, but represent of using the base spell in a new way. As such, you can only have one spell effect going at a time. Learning these alternate spell effects do not require magic talents, only that the mage reach the appropriate degree in the spell's associated magic arcana.

UNIQUE SPELL STUNTS

Some spells may have access to one or more unique spell stunts. These spell stunts follow all the normal rules for spell stunts but they are only available when

casting those spells that have access to it.

The unique spell stunts are:

- ◆ **Burning Spell:** For 4 SP, the target of the spell takes additional penetrating damage equal to your Willpower (minimum of 2). This spell stunt only works with spells that deal fire damage.
- ◆ **Freezing Spell:** For 4 SP, the target of the spell takes 1d6 Stamina damage and is Stunned in the following round. This spell stunt only works with spells that deal frost damage.
- ◆ **Lasting Spell:** For 5 SP, the duration of the spell is doubled for no additional MP cost. This spell stunt cannot be applied to instantaneous spells. Also, for spells that can have their duration extended with a Free action, the extended duration is also doubled.
- ◆ **Shocking Spell:** For 4 SP, the target of the spell loses an equal number of Magic Points to the damage done by the spell. This spell stunt only works with spells that deal shock damage.
- ◆ **Staggering Spell:** For every 2 SP spent (up to 6 SP), the target of the spell is pushed 2 yards away from you. This spell stunt can only be used with damage-dealing spells.
- ◆ **Widen Spell:** For 5 SP, the spell affects all eligible targets within a 4 yard radius centered on a point you chose within 20 yards of you for no additional cost in Magic Points. If the spell is harmful, each target within the area makes their own test to resist the spell. This spell stunt only works for spells that affect a single target.

UNIQUE MAGICS

There are several magical abilities that are not tied to spells and spellcasting; these are Alchemy, Enchanting, and the Thu'um. Each of these is treated by a different sub-set of rules for its particular form of magic.



SCHOOL OF ALTERATION

The magic arcana that belong to this school of magic are: Alteration arcana, Mysticism arcana, and Transmutation arcana.

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

ALTERATION ARCANA

You can control and manipulate the physical body.

- ◆ **Novice:** You learn the Novice spells, *Fortify* and *Weaken*.
- ◆ **Journeyman:** You learn the Journeyman spell, *Waterbreathing*. You also gain the focus Intelligence (Alteration arcana).
- ◆ **Master:** You learn the Master spell, *Resistance*. You also choose one spell stunt you can perform for -1 SP when casting Alteration arcana spells.

ALTERATION SPELLS

FORTIFY

Requirements: Alteration arcana (Novice)

Spell Type: Enchantment

MP Cost: 4

Casting Time: Major action

Target Number: 10

Test: None

This spell bolsters the target in a specific way. Choose yourself or one target out to 20 yards from you. The target of the spell gains a +2 bonus to ability tests and generate 1 extra stunt point on ability tests tied to one ability of your choice. This spell lasts for 1 + Willpower minutes.

WEAKEN

Requirements: Alteration arcana (Novice)

Spell Type: Enchantment

MP Cost: 4

Casting Time: Major action

Target Number: 11

Test: Willpower (Self-confidence) vs Spellpower

This spell weakens the target in a specific way. Choose one target out to 20 yards from you. The target must make a successful Willpower (Self-discipline) test vs your Spellpower or suffer a -2 penalty to ability tests tied to one ability of your choice. Additionally, the target generates 1 less stunt point when using that ability. This spell lasts for 1 + Willpower minutes.

WATERBREATHING

Requirements: Alteration arcana (Journeyman)

Spell Type: Utility

MP Cost: 6

Casting Time: Major action **Target Number:** 11
Test: None

You can breathe underwater and gain a +2 bonus to your Speed while swimming and to Constitution (Swimming) tests. This spell lasts for 10 minutes, but can be extended for 3 MP.

Spell Variant—Water Walking (Master): You can walk on water as if it were solid ground for 10 minutes. You can extend this spell variant for 3 MP.

RESISTANCE

Requirements: Alteration arcana (Master)

Spell Type: Utility **MP Cost:** 12

Casting Time: Major action **Target Number:** 13
Test: None

With this spell you can magically resistant to an element. When casting this spell, choose one of the following effects:

- ◆ **Fire Resistance:** You have a +2 bonus on ability tests to resist fire effects and have an Armor Rating of 2 + Willpower against fire damage.
- ◆ **Frost Resistance:** You have a +2 bonus on ability tests to resist frost effects and have an Armor Rating of 2 + Willpower against frost damage.
- ◆ **Magic Resistance:** You have a +2 bonus on ability tests to resist non-elemental magic effects and have an Armor Rating of 2 + Willpower against magic damage.
- ◆ **Shock Resistance:** You have a +2 bonus on ability tests to resist shocking effects and have an Armor Rating of 2 + Willpower against shock damage.

This spell lasts for 1 + Willpower minutes. You can extend this spell with a Free action and by spending 6 Magic Points.

You can only have one casting of this spell maintained at a time.

TRANSMUTATION ARCANA

You can manipulate the physical world and its natural properties.

- ◆ **Novice:** You learn the Novice spells, *Magelight* and *Silence*.
- ◆ **Journeyman:** You learn the Journeyman spell, *Telekinesis*. You also gain the focus Intelligence (Transmutation arcana).
- ◆ **Master:** You learn the Master spell, *Paralyze*. You also choose one spell stunt you can perform for -1 SP when casting Alteration arcana spells.

TRANSMUTATION SPELLS

MAGELIGHT

Requirements: Alteration arcana (Novice)

As the *arcane lantern* spell, except as noted here.

Spell Variant—Wanderlight (Journeyman): You create a floating ball of light that you control out to 40 yards. It has a Speed of 8 + Willpower. You cannot extend a *wanderlight*.

Spell Variant—Dark Sight (Master): You gain Dark Sight out to 20 yards for 1 minute, but it can be extended for 5 MP per 1 minute.

SILENCE

Requirements: Alteration arcana (Novice)

Spell Type: Utility **MP Cost:** 3

Casting Time: Major action **Target Number:** 10
Test: Willpower (Self-discipline) vs Spellpower

You can silence your enemies from casting spells. Choose an opponent within 20 yards of you that you can see, the target of the spell must make a Willpower (Self-discipline) vs Spellpower or be unable to cast spells for 2 + Willpower rounds.

TELEKINESIS

Requirements: Alteration arcana (Journeyman)

Spell Type: Offense **MP Cost:** 14

Casting Time: Major action **Target Number:** Special
Test: Willpower (Self-discipline) vs Spellpower

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

The range of your telekinesis is 20 yards. You can move an object as if it had a Speed of 8 + Willpower.

The duration of the spell is 1 round, but can be extended with a Free action and spending 7 MP per round.

Manipulating Objects: You can manipulate objects from afar. A spellcasting test against a TN set by the GM may be required to succeed, with a minimum TN of 11.

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

Target Size	Examples	TN
Tiny or smaller	Book, Chicken	9
Small	Bucket, Fox	11
Medium	Chair, Wolf	13
Large	Small table, Deer	15
Huge or larger	Large table, Mammoth	17

Lifting Creatures: Creatures can be targeted with this spell, but they can resist with a Willpower (Self-discipline) test vs your Spellpower.

Telekinetic Damage: You can try to inflict damage to the target, either by slamming them into hard surfaces or

dangerous objects or telekinetically crushing them. Using a spell in this manner requires the creature to make a Willpower (Self-discipline) test vs your Spellpower to resist or take 1d6 + Willpower penetrating damage. You may only telekinetically damage one target at a time.

PARALYZE

Requirements: Alteration arcana (master)

Spell Type: Offense **MP Cost:** 11

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

Test: Willpower (self-discipline) vs Spellpower

This spell paralyzes the target, preventing them from performing any actions. Those who successfully resist the spell are only Stunned. This spell has a duration of 1 round, but it can be extended as a Free action and by spending 6 MP each round.

MYSTICISM ARCANA

You can control and manipulate the forces of magic.

- ◆ **Novice:** You learn the Novice spells, XXX and XXX.
- ◆ **Journeyman:** You learn the Journeyman spell, XXX. You also gain the focus Intelligence (XXX arcana).
- ◆ **Master:** You learn the Master spell, XXX. You also choose one spell stunt you can perform for -1 SP when casting Alteration arcana spells.

NOVICE MYSTICISM SPELLS

MAGE ARMOR

Requirements: Alteration arcana (Novice)

Casting Time: Major action

As the *Stone Cloak* spell, except as noted here: The duration of the spell lasts for 10 minutes.

Spell Variation—Dragonhide (Master): You also receive a +2 bonus on ability tests to resist magic effects and spells.

DETECT

Requirements: Alteration arcana (Novice)

Spell Type: Utility **MP Cost:** 4

Casting Time: Major action **Target Number:** 6

Test: None

You can detect the presence of all living creatures within 20 yards of you, granting you a +2 bonus to Perception tests against them. However, you only sense the general direction and distance, not an exact location. Additionally, anything affected by the *Arcane circle* spell or otherwise magically protected from detection remain hidden to you.

This spell lasts for 1 minute, but you may extend the spell's duration as a Free action and by spending 2 MP for each additional minute.

Spell Variant—Detect Creature: You can detect the presence of a specific kind of creature, i.e. undead, dragons, lycanthropies, etc.

Spell Variant—Detect Material: You can detect the presence of a specific material or substance, i.e. a metal ore, pottery, wood, etc.

J- Dispel / Resistance

M- Arcane Circle / Dragonhide

TRANSMUTATION ARCANA – Transform the physical world to your desire.

NOVICE ALTERATION SPELLS

MAGELIGHT

Requirements: Alteration arcana (Novice)

As the *arcane lantern* spell, except as noted here.

Spell Variant—Wanderlight: You create a floating ball of light that you control and has a Speed of 8 + Willpower. You cannot extend a *wanderlight*.

MAGE ARMOR

Requirements: Alteration arcana (Novice)

Casting Time: Major action

As the *Stone Cloak* spell.

DETECT

Requirements: Alteration arcana (Novice)

Spell Type: Utility **MP Cost:** 4

Casting Time: Major action **Target Number:** 6

Test: None

You can detect the presence of all living creatures within 20 yards of you, granting you a +2 bonus to Perception tests against them. However, you only sense the general direction and distance, not an exact location. Additionally, anything affected by the *Arcane circle* spell or is otherwise magically protected from detection remain hidden to you.

This spell lasts for 1 round, but you may extend the spell's duration as a Free action and by spending 2 MP for each additional round.

Spell Variant—Detect Creatures: You can detect the presence of a specific kind of creature, i.e. undead, dragons, lycanthropies, etc.

Spell Variant—Detect Material: You can detect the presence of a specific material or substance, i.e. a metal ore, pottery, wood, etc.

JOURNEYMAN ALTERATION SPELLS

TELEKINESIS

Requirements: Alteration arcana (Journeyman)

Spell Type: Offense **MP Cost:** 9

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

Test: Willpower (self-discipline) vs Spellpower

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

The range of your telekinesis is 20 yards. You can move an object as if it had a Speed of 8 + Willpower.

The duration of the spell is 1 round, but can be extended with a Free action and spending 5 MP per round.

Manipulating Objects: You can manipulate objects from afar. A spellcasting test against a TN set by the GM may be required to succeed.

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

Target Size	Target Number
Tiny or smaller	11
Small	13
Medium	15
Large	17
Huge or larger	19

Lifting Creatures: Creatures targeted by your spell can resist with a successful Willpower (Self-discipline) test against your Spellpower.

Telekinetic Damage: You can try to inflict damage to the target, either by slamming them into hard surfaces or dangerous objects or telekinetically crushing them. Using a spell in this manner requires a second casting test against the same TN. Creatures get a second Willpower (Self-discipline) test to resist or take 1d6 + Willpower damage. You may only telekinetically damage one target at a time.

Spell Stunt—Telekinetic Field (6 SP): You can target a number of additional objects and/or creatures equal to your Willpower, to a maximum of 4. All these secondary targets must be equal or smaller in size and be within 4 yards of the primary target of the spell. Each target gets to resist the spell separately.

TRANSMUTE ORE

Requirements: Alteration arcana (journeyman)

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

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

Test: None

With this spell you can transmute one type of raw ore into another type of raw ore.

Ore comes in three different levels of quality: Common, Uncommon, and Rare. Transmuting an ore's quality by one level, either up or down, has a TN of 13. Transmuting the

quality by two steps has a TN 15. Transmuting an ore into another ore with the same quality has a TN of 11.

The different types of ore and their quality are:

- ◆ **Common Ores:** Copper, Corundum, Iron.
- ◆ **Uncommon Ores:** Moonstone, Orichalcum, Silver.
- ◆ **Rare Ores:** Ebony, Gold, Malachite, Quicksilver.

You can transmute one pound of material for 6 MP, plus one additional pound per 3 Magic Points spent.

Spell Boost (+4 MP/+1 bonus): For every 4 additional Magic Points you spend, you gain a +1 bonus to the spellcasting check when transmuting ore. You cannot gain more Magic Points than your Willpower in this manner.

WATERBREATHING

Requirements: Alteration arcana (journeyman)

Spell Type: Utility **MP Cost:** 6

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

Test: None

You can breathe underwater for 10 minutes.

Extend Duration: You can extend this spell for 2 Magic Points per hour.

Dual Casting (+4 MP): You gain a +2 bonus to Strength (swimming) tests and have +2 Speed while swimming.

MASTER ALTERATION SPELLS

PARALYZE

Requirements: Alteration arcana (master)

Spell Type: Offense **MP Cost:** 11

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

Test: Willpower (self-discipline) vs Spellpower

This spell paralyzes the target, preventing them from performing any actions. Those who successfully resist the spell are only stunned; stunned targets can only perform one Minor action during their turn.

This spell has a duration of 1 round, but it can be extended as a Free action and by spending 6 MP each round.

Spell Stunt—Mass Paralysis (6 SP): For 6 SP, you can affect a number of secondary targets equal to your Willpower, to a maximum of 4. These secondary targets must be within 4 yards of the primary target of the spell and each resist the spell separately.



SCHOOL OF CONJURATION

The magic arcana that belong to this school of magic are: Conjunction arcana, Necromancy arcana and Summoning arcana.

Banish/expel daedra

Bound weapon – sword/bow/battleaxe

Command daedra

Conjure ash guardian

Conjure dremora lord

Conjure familiar/DC: flaming

Conjure atronach – flame/frost/storm

Dead thrall – Dead thrall/Dread zombie/Raise zombie/Reanimate corpse/Revenant

Elemental thrall – flame/frost/storm

Soul trap

NECROMANCY

Reanimate corpse

Soul trap

Drain vitality

CONJURATION ARCANA –

N- Bound weapon

N- Soul trap

J- Banish

M-

SUMMONING ARCANA – Summon otherworldly creature to do your bidding.

N- Summon familiar

N- Banish

J- Summon atronach [N- fire, J- frost, M- storm]

M- Summon daedra

NECROMANCY / SOUL ARCANA – Magic over the soul.

N- Reanimate corpse

N- Vampiric drain

J- Affliction [poison/disease]

M- Summon spectre

CONJURATION ARCANA

The Conjunction arcana governs the summoning creatures from another plane, creating and repelling undead, and conjuring magical items, weapons, and armor.

- ◆ **Novice:** You learn the Novice spells, *Bound weapon* and *Conjure familiar*.
- ◆ **Journeyman:** You learn the Journeyman spell, *Reanimate corpse*. You also gain the focus Intelligence (Conjunction arcana).
- ◆ **Master:** You learn the Master spell, *XXX*. You also choose one spell stunt you can perform for –1 SP when casting Alteration arcana spells.

NOVICE CONJURATION SPELLS

BOUND WEAPON

Requirements: Conjunction (Novice)

Spell Type: Offense

MP Cost: 6

Casting Time: Major action

Target Number: 10

Test: None

With this spell you can conjure an ethereal weapon. This conjured weapon functions only for you and disappears one round after leaving your hand.

This spell has a duration of 10 minutes.

When you use this spell, choose one of the options below. Some options require you to be Journeyman or higher in the Conjunction arcana before they can be chosen, as noted in the parenthesis.

Dual Weapons (Journeyman): You conjure two melee weapons to dual wield. Each weapon deals 1d6+1 damage.

Great Weapon (Journeyman): You conjure a two-handed weapon that deals 2d6+1 damage.

Light Weapon: You conjure a small one-handed melee weapon that deals 1d6 damage and can be thrown with a range of 6/12. After it is thrown you can “reload” your conjured weapon as a Free action.

Melee Weapon: You conjure a single one-handed weapon that deals 1d6+2 damage.

Ranged Weapon (Journeyman): You conjure a ranged weapon that deals 1d6+1 damage and has a range of 16/32.

CONJURE FAMILIAR

Requirements: Conjunction arcana (Novice)

Spell Type: Utility **MP Cost:** #

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

Test: None

You conjure an ethereal companion that will defend you in combat. This conjured familiar has the same game stats as a wolf (page XX) and remains with you for a number of minutes equal to your Willpower.

Dual Casting—Flaming Familiar (+ MP): When the familiar reaches 0 Health it explodes, dealing 1d3+3 penetrating fire damage to everyone within 4 yards. A successful TN 11 Dexterity (Acrobatics) test reduces damage to one-half.

Raise zombie (necro)

REVENANT / REANIMATE CORPSE

Requirements: Necromancy arcana (Novice)

Spell Type: Utility **MP Cost:** 12

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

Test: None

Choose one corpse within 10 yards of you, you reanimate that corpse with a semblance of life and is under your control. The reanimated corpse has the same game stats as the walking dead in *Fantasy AGE*, on page XX. You can command the reanimated corpse with a Free action. The corpse remains animated for the encounter or until it reaches 0 Health.

You can only command one reanimated corpse at a time.

Dual Casting—Undead Army (+12 MP): You can reanimate up to four corpses with a single casting of this spell.

SOUL TRAP (CONJURATION)

Requirements: Conjunction (Journeyman) or Necromancy (Novice)

Spell Type: Utility **MP Cost:** 4+

Casting Time: Reaction **Target Number:** 9

Test: Special (see below)

With this spell you can capture the souls of the dead or dying into a soul gem. There are two ways to capture a soul with this spell: by casting the spell of a recently dead creature or by marking a living creature.

When capturing the soul of the recently dead, you only need a successful spellcasting test and the spell must be cast within one minute (4 rounds) of the creature's death.

When you cast this spell 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 one minute (4 rounds) you capture its soul.

Extend Duration: You can extend the time required to capture a soul for an extra 2 MP per 1 minute.

SOUL TRAP

Requirements: Conjunction (Journeyman) or Necromancy (Novice)

Spell Type: Utility **MP Cost:** 4+

Casting Time: Reaction **Target Number:** 9

Test: Special (see below)

With this spell you can capture the soul of the recently dead into a soul gem. The spell must be cast within one minute of the creature's death to capture a soul.

If cast on a living creature, this spell “marks” them for one minute. If the creature dies within that time, their soul is captured.

When you cast this spell 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 one minute you capture its soul.

Extend Duration: You can extend the time required to capture a soul for an extra 4 MP per 1 minute.

JOURNEYMAN CONJURATION SPELLS

BANISH

Requirements: Conjunction (Journeyman)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

AGE OF TAMRIEL

With this spell you can banish summoned
conjure frost / fire / storm atronach

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

Revenant / summon spectre

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

MASTER CONJURATION SPELLS

command daedra

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

conjure dremora lord

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

dread zombie/dead thrall

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

flame / frost / storm thrall

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

NECROMANCY (CONJURATION)

Necromancy, also called the Necromantic Arts, the Dark Arts, or Dark Practice, is the manipulation of the souls or corpses of the dead.

- ◆ **Novice:** You learn two Novice spells, XXX and XXX.
- ◆ **Journeyman:** You learn the Journeyman spell, XXX. You also gain the focus Intelligence (Necromancy arcana).
- ◆ **Master:** You learn the Master spell, XXX. You also choose one spell stunt you can perform for -1 SP when casting Necromancy arcana spells.

NOVICE NECROMANCY SPELLS

Raise corpse

VAMPIRIC DRAIN

Requirements: Necromancy arcana (Novice)

Spell Type: Offense

MP Cost: 6

Casting Time: Major action

Target Number: 12

Test: Constitution (stamina) vs Spellpower

You drain the life from an enemy to replenish your own. Choose one target within 8 yards of you that you can see. If they fail a Constitution (stamina) vs Spellpower test they take $1d6 + \text{Willpower}$ penetrating damage while you regain lost Health equal to the damage done. If you are at full Health, you instead regain it back as Magic Points.

Dual Casting (+4 MP): The target makes their Constitution (stamina) test at -2.

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action **Target Number:** #
Test: X

[description]

JOURNEYMAN NECROMANCY SPELLS

Revenant

MASTER NECROMANCY SPELLS

Dead thrall



SCHOOL OF DESTRUCTION

The School of Destruction involves harnessing the elemental power of fire, frost, and storms. The magic arcana that belong to this school of magic are: Fire arcana, Frost arcana, and Storm arcana.

FIRE ARCANA

You command the ferocity of fire.

- ◆ **Novice:** You learn the Novice spells, *Fire rune* and *Firebolt*.
- ◆ **Journeyman:** You learn the Journeyman spell, *Fireball*. You also gain the focus Intelligence (Fire arcana).
- ◆ **Master:** You learn the Master spell, *Wall of fire*. You also choose one spell stunt you can perform for -1 SP when casting Fire arcana spells.

Fire Mage Specialization

N- You have a +2 bonus to resist Fire spells.

J- You learn the Journeyman spell, *Fire cloak*.

M- You learn the Master spell, *Firestorm*.

FROST ARCANA

You command the inhibiting power of frost magic.

- ◆ **Novice:** You learn Novice spells, *Frost rune* and *Frostbite*.
- ◆ **Journeyman:** You learn the Journeyman spell, *Cone of cold*. You also gain the focus Intelligence (Frost arcana).
- ◆ **Master:** You learn the Master spell, *Wall of frost*. You also choose one spell stunt you can perform for -1 SP when casting Frost arcana spells.

Frost Mage Specialization

N- You have a +2 bonus to resist Frost spells.

J- You learn the Journeyman spell, *Frost cloak*.

M- You learn the Master spell, *Blizzard*.

STORM ARCANA

You command over storms and lightning.

- ◆ **Novice:** You learn Novice spells, *Lightning rune* and *Sparks*.
- ◆ **Journeyman:** You learn the Journeyman spell, *Chain lightning*. You also gain the focus Intelligence (Storm arcana).
- ◆ **Master:** You learn the Master spell, *Wall of storms*. You also choose one spell stunt you can perform for -1 SP when casting Storm arcana spells.

Storm Mage Specialization

N- You have a +2 bonus to resist Storm spells.

J- You learn the Journeyman spell, *Storm/Lightning cloak*.

M- You learn the Master spell, *Lightning storm*.

DESTRUCTION

The School of Destruction involves harnessing the elemental power of fire, frost, and storms.

- ◆ **Novice:** You learn two Novice destruction spells of your choice.
- ◆ **Journeyman:** You learn one Journeyman destruction spell of your choice. You also gain the focus Intelligence (XXX arcana).
- ◆ **Master:** You learn one Master destruction spell of your choice. You also choose one spell stunt you can perform for -1 SP when casting destruction arcana spells.

NOVICE DESTRUCTION SPELLS

FLAMES

Requirements: Fire arcana (Novice)

A gout of flame erupts from your hand or arcane device. This spell works as the *Flame blast* spell, except as noted here. This spell has the following unique spell stunt:

Burning (Spell Stunt): For 4 SP, the spell deals extra penetrating damage equal to your Willpower.

FROSTBITE

Requirements: . arcana (Novice)

You create a blast of frost from your hand or arcane device. This spell works as the *Flame blast* spell, except as noted here. The spell deals frost damage and has the following unique spell stunt:

Freezing (Spell Stunt): For 4 SP, the target is stunned; they can only take one minor action in the following round.

SPARKS

Requirements: Destruction (Novice)

A shower of lightning arcs from your hand or arcane device. This spell works like the *Flame blast* spell, except as noted here. The spell deals shock damage and has the following unique spell stunt:

Shocking (Spell Stunt): For 4 SP, the target loses an equal number of Magic Points.

FIRE BOLT

Requirements: Destruction (Novice)

Test: Dexterity (Acrobatics) vs Spellpower

You throw a bolt of fire at your target. This works like the *Rock blast* spell, except as noted here. The spell deals fire damage and has the following unique spell stunt:

Burning (Spell Stunt): For 4 SP, the spell deals extra penetrating damage equal to your Willpower.

FROST BOLT

Requirements: Destruction (Novice)

Test: Dexterity (Acrobatics) vs Spellpower

You launch a shard of frost at your target. This works like the *Rock blast* spell, except as noted here. The spell deals frost damage, does not knock the target prone, and has the following unique spell stunt:

Freezing (Spell Stunt): For 4 SP, the target is stunned, they can only take one minor action in the following round.

LIGHTNING BOLT

Requirements: Destruction (Novice)

Test: Dexterity (Acrobatics) vs Spellpower

A stroke of lightning springs from your hand striking your target. This works like the *Rock blast* spell, except as noted here. The spell deals shock damage and has the following unique spell stunt:

Shocking (Spell Stunt): For 4 SP, the target loses an equal number of Magic Points.

FIRE RUNE

Requirements: Destruction (Novice)

Spell Type: Defense

MP Cost: 6

Casting Time: Major action

Target Number: 11

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, it will trigger the rune. A triggered rune deals 2d6 fire damage to anything within 4 yards. A successful Dexterity (acrobatics) vs Spellpower test reduces damage by one-half.

Burning (Spell Stunt): For 4 SP, the spell deals extra penetrating damage equal to your Willpower.

FROST RUNE

Requirements: Destruction (Novice)

Spell Type: Defense

MP Cost: 6

Casting Time: Major action

Target Number: 11

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, it will trigger the rune. A triggered rune deals 2d6 frost damage to anything within 6 yards. A successful Dexterity (acrobatics) vs Spellpower test reduces damage by one-half.

Freezing (Spell Stunt): For 4 SP, those damaged by the rune are stunned, they can only take one minor action in the following round.

LIGHTNING RUNE

Requirements: Destruction (Novice)

Spell Type: Defense

MP Cost: 6

Casting Time: Major action

Target Number: 11

Test: Perception (seeing) vs Spellpower

You create a glowing magic rune upon a solid surface up to 10 yards away from you. The rune lasts for 10 minutes. During that time, anything that comes within 4 yards of the rune, be it object or creature, triggers the rune. Triggering the rune deals 2d6 shock damage. Those within the area must make a Dexterity (acrobatics) vs Spellpower test or take damage.

Shocking (Spell Stunt): For 4 SP, those damaged by the rune lose an equal number of Magic Points.

JOURNEYMAN DESTRUCTION SPELLS

CHAIN LIGHTNING

Requirements: Destruction (Journeyman)

You create a lightning bolt that arcs between your foes. This spell works like the *Chain lightning* spell, except as noted here.

The spell only deals 1d6 + Willpower penetrating damage and has the following unique spell stunt:

Shocking (Spell Stunt): For 4 SP, the targets lose an equal number of Magic Points.

CONE OF COLD

Requirements: Destruction (Journeyman)

Test: Dexterity (Acrobatics) vs Spellpower

You create a conical blast of frigid air and frost. This spell works like the *Shocking blast* spell, except as noted here.

This spell deals 2d6 + Willpower frost damage and has the following unique spell stunt:

Freezing (Spell Stunt): For 4 SP, those damaged by the cloak are stunned, they can only take one minor action in the following round.

FIREBALL

Requirements: Destruction (Journeyman)

Test: Dexterity (acrobatics) vs Spellpower

You fling a ball of fire that engulfs an area in roaring flames.

This spell works like the *Shock blast* spell, except as noted here. The spell deals fire damage and has the following unique spell stunt:

Burning (Spell Stunt): For 4 SP, the spell deals extra penetrating damage equal to your Willpower.

FLAME CLOAK

Requirements: Destruction (Journeyman)

You cloak yourself in an aura of fire. This spell works like the *Burning shield* spell, except as noted here.

The spell has the following unique spell stunt:
Burning (Spell Stunt): For 4 SP, the spell deals extra penetrating damage equal to your Willpower.

FROST CLOAK

Requirements: Destruction (Journeyman)

You cloak yourself in an aura of frost. This spell works like the *Burning shield* spell, except as noted here. The spell deals frost damage and has the following unique spell stunt:

Freezing (Spell Stunt): For 4 SP, those damaged by the cloak are stunned, they can only take one minor action in the

following round.

LIGHTNING CLOAK

Requirements: Destruction (Journeyman)

You cloak yourself in an aura of lightning. This spell works like the *Burning shield* spell, except as noted here. The spell deals shock damage and has the following unique spell stunt:

Shocking (Spell Stunt): For 4 SP, those damaged by the cloak lose an equal number of Magic Points.

WHIRLWIND CLOAK [DRAGONBORN]

Requirements: Destruction (Journeyman)

Test: Strength (Might) vs Spellpower

You cloak yourself in an aura of swirling wind. This spell works like the *Burning shield* spell, except as noted here.

The spell doesn't deal any damage. However, anyone coming within 2 yards of you must make a Strength (Might) test vs your Spellpower or be pushed back 2 yards away from you. The spell also has the following unique spell stunt:

Flung Away (Spell Stunt): For 4 SP, those who fail the ability test are flung back 4 yards away from you, take 1d6+1 damage, and are knocked prone. Sufficiently large creatures (trolls, dragons, etc) are not knocked prone.

MASTER DESTRUCTION SPELLS

BLIZZARD

Requirements: Destruction (Master)

You conjure a storm of snow, ice, and bone-chilling winds. This spell works like the *Firestorm* spell, except as noted here.

The spell deals frost damage and has the following spell stunt:

Freezing (Spell Stunt): For 4 SP, those damaged by the rune are stunned, they can only take one minor action in the following round.

FIRESTORM

Requirements: Destruction (Master)

You conjure a torrent of fire. This spell works like the *Firestorm* spell, except as noted here.

The spell has the following spell stunt:
Burning (Spell Stunt): For 4 SP, the spell deals extra penetrating damage equal to your Willpower.

LIGHTNING STORM

Requirements: Destruction (Master)

You conjure a storm of thunder and lightning.
 You conjure a stream of lightning. Anything in a 2 yard wide by 20 yard long line takes 3d6 + Willpower shock damage.

This spell works like the *Firestorm* spell, except as noted here.

The spell deals shock damage and has the following spell stunt:
Shocking (Spell Stunt): For 4 SP, those damaged by the rune lose an equal number of Magic Points.

WALL OF FLAMES

Requirements: Destruction (Master)
Spell Type: Defense **MP Cost:** 12
Casting Time: Major action **Target Number:** 14
Test: Dexterity (Acrobatics) vs Spellpower

You conjure a wall of fire that measures 4 yards long, 1 yard high, and 1 yard wide. You can conjure the wall up to 10 yards away. Anyone trying to cross the wall must make a Dexterity (acrobatics) test vs Spellpower or take 2d6 + your Willpower penetrating fire damage.
 A *Wall of flames* lasts for 10 minutes. You can cast multiple *Walls of flames* and may link them together if you wish.
 The spell has the following spell stunt:
Burning (Spell Stunt): For 4 SP, the spell deals extra penetrating damage equal to your Willpower.

WALL OF FROST

Requirements: Destruction (Master)
Spell Type: Defense **MP Cost:** 12
Casting Time: Major action **Target Number:** 14
Test: Constitution (stamina) vs Spellpower

You conjure a wall of frost that measures 4 yards long, 1 yard high, and 1 yard wide. You can conjure the wall up to 10 yards away. Anyone trying to cross the wall must make a Constitution (stamina) test vs Spellpower or take 2d6 + your Willpower penetrating frost damage.
 A *Wall of frost* lasts for 10 minutes. You can cast multiple *Walls of frost* and may link them together if you wish.
 The spell has the following spell stunt:
Freezing (Spell Stunt): For 4 SP, those damaged by the wall are stunned, they can only take one minor action in the following round.

WALL OF STORMS

Requirements: Destruction (Master)
Spell Type: Defense **MP Cost:** 12
Casting Time: Major action **Target Number:** 14
Test: Dexterity (acrobatics) vs Spellpower

You conjure a wall of lightning that measures 4 yards long, 1 yard high, and 1 yard wide. You can conjure the wall up to 10 yards away. Anyone trying to cross the wall must make a Dexterity (acrobatics) test vs Spellpower or take 2d6 + your Willpower penetrating shock damage.
 A *Wall of storms* lasts for 10 minutes. You can cast multiple *Walls of storms* and may link them together if you wish.
 The spell has the following spell stunt:
Shocking (Spell Stunt): For 4 SP, those damaged by the wall lose an equal number of Magic Points.



SCHOOL OF ILLUSION

The magic arcana that belong to this school of magic are: Influence arcana, Illusion arcana, and Shadow arcana.

- Call to arms
- Calm
- Clairvoyance
- Courage
- Fear
- Frenzy
- Fury
- Harmony
- Hysteria
- Invisibility
- Mayhem
- Muffle
- Pacify
- Rally
- Rout

Illusion

N- Ghost sound

N- Illusion

J- Nightmare

M- Invisibility

Influence

N- Inspire

N- Fear

J- Enrage

M- Charm

Shadow

N- Puppet shadow

N- Darkness

J- Shadow jump

M- Shadow bind

ILLUSION

The School of Illusion involves manipulating the mind and senses of the enemy, like fear, charm, and invisibility.

- ◆ **Novice:** You learn two Novice Illusion spells of your choice.
- ◆ **Journeyman:** You learn one Journeyman Illusion spell of your choice. You also gain the focus Intelligence (Illusion arcana).
- ◆ **Master:** You learn one Master Illusion spell of your choice. You also choose one spell stunt you can perform for -1 SP when casting Illusion arcana spells.

NOVICE ILLUSION SPELLS

CLAIRVOYANCE [MYSTICISM]

Requirements: Illusion (Novice)

Spell Type: Utility

MP Cost: 4+

Casting Time: Major action

Target Number: 11

Test: None

With this spell you can extend your sight and hearing out to any single point within one mile of you. From that point, you can see and hear out to 20 yards as if you were present at

that location. You can make Perception tests detect details about the location (usually with a TN equal to the effect's Spellpower or equivalent). You can focus on a new location by concentrating for one round.

If you are trying to sense an area that is magically protected against arcane divination, you must make a Casting roll against a TN equal to the effect's Spellpower or equivalent.

Extend Duration (+4 MP): You can extend the duration of the spell for one minute per 4 MP spent.

COURAGE

Requirements: Illusion (Novice)

Spell Type: Enchantment

MP Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

With a casting of this spell choose a single ally within 6 yards. You may also cast this spell on yourself, if desired. Until the end of the encounter, the target of this spell receives a +2 bonus to ability tests taken against fear and fear-like effects, as well as receiving a temporary boost of 20 Health for the duration of the spell. This Health boost is not a healing effect.

The spell's effects last for 1 minute.

FURY

Requirements: Illusion (Novice)

Spell Type: Enchantment

MP Cost: 6

Casting Time: Major action

Target Number: 12

Test: Willpower (Self-discipline) vs Spellpower

With a casting of this spell you induce a furious rage into a single opponent you can see within 6 yards. If the target of the spell fails a Willpower (Self-discipline) test vs your Spellpower they will attack any creature within range, including their allies. The spell also temporarily boosts their Health by 20 for the duration of the spell.

The spell's effects last for 1 minute.

CALM

Requirements: Illusion (Novice)

Spell Type: Enchantment

MP Cost: 6

Casting Time: Major action

Target Number: 12

Test: Willpower (Self-discipline) vs Spellpower

You calm a single opponent. For 1 minute, the calmed target will not engage in combat or act in a hostile manner so long as they are not personally attacked or subject to an

aggressive actions, at which point the spell ends.

In addition, anyone attempting a Communications test when interacting with a calmed target gets a +2 bonus to their test.

FEAR

Requirements: Illusion (Novice)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: Willpower (self-discipline) vs Spellpower

You instill fear into an opponent. Choose a single target that you can see within 10 yards. The target of the spell must make a 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.

This spell lasts for 1 minute.

MUFFLE

Requirements: Illusion (x)

Spell Type: Utility **MP Cost:** #

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

Test: None

This spell dampens any sounds the target makes, granting them a +3 bonus to Dexterity (Stealth) tests. Performing any aggressive action, like attacking or casting a spell, will dispel the effects of the spell.

The spell lasts for 10 minutes.

JOURNEYMAN ILLUSION SPELLS

FRENZY

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

Ancient alien space time technology helicopter heiroglyph, space brothers Indian texts otherworldly visitors mainstream archaeology, space travel crystal skull foo fighter inter-dimensional. Ancient alien theorists grey anti-gravity Machu Picchu Giorgio, megaliths King Soloman vortex extraterrestrial vortex ancient alien, space brothers DNA manipulation elongated skull. Flying vessels mainstream archaeology, helicopter heiroglyph.

FRENZY RUNE

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

RALLY

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

INVISIBILITY

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

PACIFY

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

ROUT

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

MASTER ILLUSION SPELLS

CALL TO ARMS

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

HARMONY

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

HYSTERIA

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

MAYHEM

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

SCHOOL OF MYSTICISM

The School of Mysticism involves the manipulation of magical forces and boundaries to bypass the structures and limitations of the physical world.

The Divination arcana, Power arcana, and Thaumaturgy arcana belong to this school of magic.

Power – Manipulate theControl and manipulate the forces of magic.

N- Dispel magic (Arcane abatement)

N- Spell ward

J- Spell reflection

M- Guardian circle (Arcane circle)

Divination – Sense the world through magic.

N- Detect (Bloodhound w/o needed bloodmarks)

N- Arcane awareness

J- Ill omens

M- Good omens

Thaumaturgy – Manipulate through magic.

N- Blink [20 yards]

N- Recall [10 miles, but limited to one recall location]

J- Teleport [2 + Willpower miles]

M- Spell Absorption [for 2 + Willpower rounds, +2 bonus to resist a single magic effect/spell and regains 1d6+1 MP back]

OBLIVION EFFECTS

Detect [life]

Dispel

Reflection

Soul trap

Spell absorption

Telekinesis

Xxx ARCANA

Xxx.

- ◆ **Novice:** You learn the Novice spells, Xxx and Xxx.
- ◆ **Journeyman:** You learn the Journeyman spell, Xxx. You also gain the focus Intelligence (Xxx arcana).
- ◆ **Master:** You learn the Master spell, Xxx. You also choose one spell stunt you can perform for -1 SP when casting Xxx arcana spells.

N- Detect Life/J- Dead

N- Dispel/J- Area

N- Reflect "Ward"

J- Soul Trap

M- Spell Absorption "gain a number of Magic Points equal to the cost of the spell absorbed"

J- Telekinesis.



NOVICE MYSTICISM SPELLS

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

JOURNEYMAN MYSTICISM SPELLS

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

MASTER MYSTICISM SPELLS

[SPELL]

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

SCHOOL OF RESTORATION

The magic arcana that belong to this school of magic are: Healing arcana, Radiant arcana, and Wards arcana.

Bane of the undead

Circle of protection

Close wounds

Fast healing

Grand healing

Greater/lesser ward

Guardian circle

Healing

Healing hands/heal other

Repel lesser/undead

Steadfast ward

Turn undead/lesser/greater

Healing

N- Healing touch [variant: fast healing]

N- Cure affliction

J- Healing aura

M- Restoration

CURE AFFLICTION

Requirements: Restoration (Novice)

Spell Type: Utility

MP Cost: #

Casting Time: 1 minute

Target Number: #

Test: X

You cure the target from any disease, poison, or other affliction.

Wards / Protection

N- Ward

N- Resistance

J- Poison rune

M- Guardian Circle

Radiant

N- Turn undead

N- Radiant spear

J- Radiant aura

M- Sun fire

RESTORATION

[description]

- ◆ **Novice:** You learn two Novice restoration spells of your choice.
- ◆ **Journeyman:** You learn one Journeyman restoration spell of your choice. You also gain the focus Intelligence (restoration arcana).
- ◆ **Master:** You learn one Master restoration spell of your choice. You also choose one spell stunt you can perform for -1 SP when casting restoration arcana spells.

NOVICE RESTORATION SPELLS

HEALING

Requirements: Restoration (Novice)

As the *Healing Touch* spell, but as noted here.

Spell Variant—Fast Healing (Journeyman): With a Minor action, you can heal 1d3 Health per 2 MP spent, up to 6 MP.

WARD

Requirements: X (Novice)

Spell Type: X

MP Cost: #

Casting Time: Reaction

Target Number: #

Test: X

As the *Protective Winds* spell, but as noted here.

TURN UNDEAD

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

JOURNEYMAN RESTORATION SPELLS

FAST HEALING

Requirements: Restoration (journeyman)

Spell Type: Utility

MP Cost: 2, 4, or 6

Casting Time: Minor action

Target Number: 9

Test: None

Your touch seals wounds and restores vigor to one wounded target. You can choose to spend up to 6 MPs when you cast the spell. For every 2 MP you spend, the target gets back 1d3 Health.

You can cast this on yourself.

UNDEAD/VAMPIRE'S BANE

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

REPEL UNDEAD

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

STENDARR'S AURA

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

POISON RUNE

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

MASTER RESTORATION SPELLS

BANE OF UNDEAD

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

“Turn undead” + set on fire

GUARDIAN CIRCLE

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

CIRCLE OF PROTECTION

Requirements: X (x)

Spell Type: X

MP Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

NON-SPELL ARCANA

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.

ALCHEMY

Alchemy is the act of mixing, boiling, and distilling various reagents to obtain substances with magical properties with which to create potions, poisons, and other alchemical items.

*** Some substances and materials require a specific level in Alchemy when gathering them without losing their magical properties (i.e. nirnroot) and/or to avoid any dangers posed when gathering them (i.e. accidentally poisoning oneself when collecting frostspider venom).

HARVESTING REAGENTS

Harvesting reagents for alchemy is a delicate process that requires an Intelligence (Alchemy) test. The TN for this test is dependent on the difficulty of the reagent being harvested; Common-level reagents are TN 9, Uncommon-level reagents are TN 11, and Rare-level reagents are TN 13. A failure indicates the reagents have been ruined in the attempt and rendered unsuitable for the purposes of alchemy.

Hazards: Not everything used in alchemy can be safely harvested, some things can be down right deadly to obtain. These difficult to obtain reagents have particular hazards associated with them. Hazards have a Hazard Rating (or HR) associated with them, ranging from 1 to 5. When you fail to harvest the reagent, look at the stunt die. If the stunt die rolled equal to or lower than the Hazard Rating, the character suffers the effects of the hazard. Otherwise, the character avoids the hazard.

Common Hazard Effects

Below are some common hazard effects that can be encountered.

Mild Pain: -1 to all ability tests for 1 hour per Hazard Rating.

Severe Pain: -2 to all ability tests for 10 minutes per Hazard Rating.

Sluggish: The character has their Speed reduced to one-half for 10 minutes per Hazard Rating.

Damaging: Lose 1d6 Health per Hazard Rating.

Draining: Lose 1d6 Magic Points per Hazard Rating.

Stunning: The character is stunned for 1 minute per Hazard Rating.

Incapacitating: Character must make Constitution (stamina) test against the same TN required to harvest

the reagent, or be knocked unconscious for 1d6+1 minutes per Hazard Rating.

Addicting: The hazard is an addicting effect. The character receives a +1 bonus to all ability tests and +10 Health for 10 minutes per Hazard Rating. However, after the effects subside, they must make a Willpower (Self-discipline) test vs a TN of 9 + Hazard Rating or suffer a -2 to all ability tests for 1 hour per Hazard Rating.

Intoxicated/Hallucinating: The character is unable to act for 1d6+1 minutes per Hazard Rating.

Weakening: The hazard weakens the physical body, imposing a -1 penalty to all Accuracy, Constitution, Dexterity, Strength and Fighting tests. The effects last for 10 minutes per Hazard Rating.

Mind-Numbing: The hazard numbs the mind, imposing a -1 penalty to all Communication, Intelligence, Perception, and Willpower tests. The effects last for 10 minutes per Hazard Rating.

Mind-Altering: The hazard alters one's mind and perception. Roll 1d6 for Intelligence, Perception, and Willpower separately. On a roll of 1-4, the ability is reduced by 2. On a roll of 5, the ability is increased by 1. On a roll of 6, the ability is increased by 2. Roll separately for each listed ability. The effects last for 10 minutes per Hazard Rating.

Diseased: The character is afflicted with a disease. The disease incubated for 1d3+1 days before the character is affected by it.

Poison: The character is poisoned. The character must make an immediate Constitution (Stamina) test against the same TN required to harvest the reagent. A failure reduces the character's Health by 1d6+1. Health lost in this way cannot be regained until they are free from the poison. Every hour thereafter another ability test is made, with failures continuing to reduce their Health. If a character has their Health reduced to 0, they die. However, if the character manages to achieve three successes before this, they overcome the effects of the poison.

Unique Stunt — Bountiful Harvest (2+ SP): Available to For every 2 SP you spend on this stunt, you gain one extra item that you are harvesting. However, if the item you are harvesting is unique (like a heart from an animal) you can only harvest one item of that type.

ALCHEMIST [TALENT]

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 2 or higher.

You know how to create alchemical items like potions, poisons, and grenades. If you have the materials, ingredients, and the proper workspace, you may make an alchemical item. The amount of time required is dependent on the quality of the item, as detailed below.

Novice: You know the basic of alchemy and how to create Common alchemical items with two hours of work. You also know how to properly gather and collect Common ingredients and materials safely.

Journeyman: You can create Uncommon alchemical items with one day of work. You know how to properly gather and collect Uncommon reagents safely. You also gain the focus Intelligence (Alchemy).

Master: You can create Rare alchemical items with three days of work. You know how to properly gather and collect Rare reagents safely. You also only need one-half the required crafting materials when making Common or Uncommon alchemical items.

When subject to a hazard, treat your stunt die as if it rolled 1 point higher.

CREATING ITEMS VIA ADVANCED TESTS!!!

Common = Easy-Average

Uncommon = Average-Challenging

Rare = Challenging-Hard

Legendary = Hard-Formidable [adventure-based only]

ENCHANTING

Enchanting is the act of endowing objects with magical properties through the power of a soul, almost always with the form a soul gem. If you have the an item, a soul gem, and the proper workspace, you may make an alchemical item. The amount of time required is dependent on the quality of the enchanted item being created.

CREATING ITEMS VIA ADVANCED TESTS!!!

Common = Easy-Average

Uncommon = Average-Challenging

Rare = Challenging-Hard

Legendary = Hard-Formidable

ENCHANTER [TALENT]

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 2 or higher.

You know how to create enchanted arms, armor, and other objects.

Novice: You know the basic of enchanting and can create Common-level enchanted items with a day's work. When creating an enchanted item that requires Magic Points to work, it has 20 Magic Points.

Journeyman: Your knowledge of enchanting grows, you know how to create Uncommon-level enchanted items. When creating an enchanted item that requires Magic Points to work, it has 30 Magic Points. You also gain the focus Intelligence (enchanting).

Master: You have achieved mastery in enchanting, you can create Rare-level enchanted items with three days of work. When creating an enchanted item that requires Magic Points to work, it has 50 Magic Points. You also only need one-half the required materials when making Common or Uncommon enchanted items.

** Characters can create enchanted items by using specific crafting materials, like using fire salts to make an iron sword that deals an extra 1d6 fire damage.

** Many enchanted items have Magic Points, just like characters. However, these MP cannot be recharged, except by with a filled soul gem. The soul gem must be of a quality equal to or higher than the quality of the enchanted item being recharged.

Novice: You can create enchanted items with petty soul gems.

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.

THE THU'UM

Also referred to as 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

Rules for playing a Dragonborn character are not presented here, but found in the Optional Rules chapter. This is due to the nature and power level of such characters.

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.

These talents are below:

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 Novice Word of Power of your choice.
- ◆ **Journeyman:** You know one additional Word of Power of your choice. This can be a Journeyman or Novice Word of Power.
- ◆ **Master:** You know one Master Word of Power of your choice. This can be any Word of Power, up to Master.

THU'UM MASTER

ANY CLASS SPECIALIZATION

With study, contemplation, and training, you have mastered the thu'um.

THU'UM MASTER TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Willpower 3 or higher and the Thu'um user (Master) talent.

You've mastered the thu'um.

- ◆ **Novice:** You learn one Novice Word of Power. You also can read and speak the language of dragons, *dovahzul*.
- ◆ **Journeyman:** You learn one Journeyman or Novice Word of Power of your choice. You also gain the focus Willpower (Thu'um arcana).
- ◆ **Master:** You learn one Word of Power of your choice, be it Novice, Journeyman, or Master. In addition, choose one Word of Power you know, its Recharge Cost is reduced by 1, to a minimum of 3.

WORD OF POWER [TALENT]

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Willpower 2 or higher, and the Thu'um User (Novice) talent.

You have learned new Words of Power.

- ◆ **Novice:** You know one Novice Word of Power of your choice.
- ◆ **Journeyman:** You know one additional Word of Power of your choice. This can any Word of Power, up to Journeyman.
- ◆ **Master:** You know one Master Word of Power of your choice. This can be any Word of Power, up to Master.

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.

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: Word walls inscribed with dovahzul, the dragon language, and are found in remote and forgotten places with plenty of danger about.

Learning from a word wall requires deciphering it first, and only those who can read dovahzul can decipher a word wall. Deciphering a word wall requires an advanced TN 15 Intelligence (Cultural Lore) test with a Success Threshold of 20. It takes one hour of study per test.

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 doesn't require any test on part of the character, only time. It takes 1d6+1 days to learn a Novice Word of Power, 1d6+1 weeks for a Journeyman Word, and 1d6+1 years. During this time, the character has little to no opportunities to 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 arcana) 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.

RECHARGING WORDS OF POWER

Words of Power do not require the expenditure of Magic Points to use. Instead, they can be used at any time with an action and a successful Willpower (Thu'um arcana) 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 stunt points, or through rest.

Stunt Points: Every Word of Power has a Recharge Cost. This is how many stunt points it requires to recharge it. A character can only recharge one Word of Power at a time and they cannot recharge a Power and use it in the same round.

Rest: Words of Power can also be recharged through rest. With a breather (see "Health and Healing" on page 39 of the basic rule book), all Novice Words of Power are recharged. After sleeping, all Words of Power are recharged.

WORDS OF POWER

The following is a 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	
<i>"[dragon language]"</i>	
[description]	

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	
<i>"Raan Mir Tah!"</i>	

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 the charm effect lasts for 2 + Willpower rounds. You may “release” a charmed animal prematurely, if you wish.

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 living creatures. You gain a +2 bonus to Communication and Perception tests involving living creature. In addition, you can tell what their current Health is and if they are currently affected with a disease or poison.

You can even see a living creature that is invisible via its aura, negating its invisibility.
 This power does not allow you to see through solid objects.
 This effect lasts for one minute (4 rounds).

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 (4 rounds).

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 the next minute (4 rounds), 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.

Bend Will (M): Charm humanoid within 8 yards for one minute

BEND WILL – DRAGONBORN

Requirements: Thu'um user (Master)
Spell Type: X **Recharge Cost:** #
Casting Time: X action **Target Number:** #
Test: X
“[dragon language]”
 [description]

Call Dragon (M)

WoP

Requirements: Thu'um user ()
Spell Type: X **Recharge Cost:** #
Casting Time: X action **Target Number:** #
Test: X
“[dragon language]”
 [description]

Call of Valor (J): .

WoP

Requirements: Thu'um user ()
Spell Type: X **Recharge Cost:** #
Casting Time: X action **Target Number:** #
Test: X
“[dragon language]”
 [description]

Clear Skies (M): .

WoP

Requirements: Thu'um user ()
Spell Type: X **Recharge Cost:** #
Casting Time: X action **Target Number:** #
Test: X
“[dragon language]”

[description]

Cyclone (M): .

CYCLONE – DRAGONBORN

Requirements: Thu'um user ()

Spell Type: X

Recharge Cost: #

Casting Time: X action

Target Number: #

Test: X

“[dragon language]”

[description]

Disarm (N): .

WoP

Requirements: Thu'um user ()

Spell Type: X

Recharge Cost: #

Casting Time: X action

Target Number: #

Test: X

“[dragon language]”

[description]

Dragonrend (M): .

WoP

Requirements: Thu'um user ()

Spell Type: X

Recharge Cost: #

Casting Time: X action

Target Number: #

Test: X

“[dragon language]”

[description]

Dragon Aspect (M): .

DRAGON ASPECT – DRAGONBORN

Requirements: Thu'um user ()

Spell Type: X

Recharge Cost: #

Casting Time: X action

Target Number: #

Test: X

“[dragon language]”

[description]

Drain Vitality (M): .

DRAIN VITALITY – DAWNGUARD

Requirements: Thu'um user ()

Spell Type: X

Recharge Cost: #

Casting Time: X action

Target Number: #

Test: X

“[dragon language]”

[description]

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!*”

In combat, you become like the wind. You have a +2 bonus to your attack rolls, Speed, can perform the *Seize the Initiative* combat stunt for 3 SP, and gain an extra Minor action during your turn. This lasts for 2 + Willpower rounds.

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 6 yards long. Everything in the area takes 3d6 + Willpower fire damage. A successful Dexterity (Acrobatics) test against your Spellpower reduces the damage to 2d6 + Willpower.

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 6 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.

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

"Iz Slen Nus!"

Your voice chills the blood of your enemies. Choose one target within 8 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 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.

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. This effect lasts for 10 minutes. Hostile animals within range can try to resist, each making their own separate test to resist.

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.

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 1 + Willpower penetrating each time they take damage from any source, and attacks have a +2 bonus against them. This effect lasts for one minute (4 rounds).

SLOW TIME

Requirements: Thu'um user ()
Spell Type: X **Recharge Cost:** 4
Casting Time: X action **Target Number:** 12
Test: X

"Tiid Klo Ul!"

With an utterance, for you time slows to a crawl, while others see you only as a blur. For 1 + Willpower rounds, you gain one extra action per round.

SOUL TEAR – DAWNGUARD

Requirements: Thu'um user (Master)
Spell Type: Attack **Recharge Cost:** 6
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 8 yards of you, they take 4d6 + Willpower penetrating damage. Those killed by this Word have their corpse reanimated as a zombie under your command. A successful Willpower (Self-confidence) test against your Spellpower reduces the damage to 2d6 penetrating damage.

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 the spot you chose must make a Dexterity (Acrobatics) test against your Spellpower or take 3d6 + Willpower penetrating damage. This test is made every round while in the area. This storm lasts for 2 + Willpower rounds.

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 20 yards from you. Any creatures within 10 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 the have been fooled by your thrown voice.

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 2 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.

WHIRLWIND SPRINT

Requirements: Thu'um user (Journeyman)

Power Type: Utility **Recharge Cost:** 4

Casting Time: Special **Target Number:** 11

Test: None

"Wuld Nah Kest!"

With the speed of a tempest, you can move up to your Speed with a Free action and spending 5 Magic Points, once per round. If used to assist in jumping, you have a +2 bonus to your the ability test.

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 **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

[SPELL]

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

[SPELL]

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

Test: X

[description]

[SPELL]

Requirements: X (x)

Spell Type: X **MP Cost:** #

Casting Time: X action **Target Number:** #

AGE OF TAMRIEL

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: .

CHAPTER #: CHARACTER OPTIONS

CORE ABILITIES

Here are three new class abilities available to characters in the *AGE of Tamriel*. These core abilities are specifically tied to a single class, and a character can only have one core ability between their classes. Once chosen, it cannot be changed without the GM's permission.

MAGE

The Mage's core ability is Overchanneling.

Overchanneling: Starting at 6th level, mages can Overchannel their magic spells. Overchanneling allows a mage to get a greater spell effect for the expenditure of additional Magic Points.

To Overchannel a spell, choose a spell stunt. If you spend three times the SP cost of the stunt in Magic Points, you can use that spell stunt without needing to generate stunt points.

The following spell stunts cannot be used to Overchannel a spell: Skillful casting, Magic shield, and Disrupt magic.

At 6th level, mages can only Overchannel Novice spells. They can Overchannel Journeyman spells at 11th level, and Master spells at 16th level.

ROGUE

The Rogue's core ability is Luck Points.

Luck Points: Rogues have two Luck Points. Luck Points can be used to re-roll one ability test, or force an opponent to re-roll theirs. The Luck Point can be used anytime before or after a roll is made, but before the GM applies the results of the roll. Nearly any roll can be re-rolled, however, some rolls (like damage) might require the permission of the GM. Spent Luck Points are only regained after sleeping for the night.

At 6th, 11th, and 16th level, the rogue gains 1 additional Luck Point, to a maximum of 5.

WARRIOR

The Warriors core ability is ~~Power Attacks and~~ Determination.

~~**Power Attacks:** Starting at 6th level, warriors can perform Power Attacks. A Power Attack allows the warrior to perform a combat stunt not by generating stunt points, but by sacrificing some of the Health.~~

~~To perform a Power Attack, choose a combat stunt from the following list: Disarm, Mighty blow, and Pierce armor. If you voluntarily take penetrating damage equal to double the SP cost of the stunt, you can use that combat stunt without needing to generate stunt points.~~

~~At 11th level, warriors can use the following combat stunts for Power Attacks: Knock prone, Lightning attack, Dual strike, and Lethal blow.~~

~~If any Stamina rules are being used, the warrior instead takes Stamina damage (for rules #1 and #2), or take a level of Fatigue (for rule #3) instead of Health damage.~~

Determination: Starting at 6th level, the warrior can voluntarily take 1d6 penetrating damage to gain a +2 bonus on a single ability test to resist a harmful effect, or to overcome a harmful effect already affecting them.

If any Stamina rules are being used, the warrior instead takes Stamina damage (for rules #1 and #2), or take a level

of Fatigue (for rule #3) instead of Health damage.

TALENTS

.

Xxx

Classes: XXX.

Requirements: XXX.

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

ALCHEMY

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 2 or higher.

You know how to create alchemical items with a variety of reagents and materials.

- ◆ **Novice:** You know the basics of alchemy. You can create Common-level alchemy items.
- ◆ **Journeyman:** You are at home at an alchemy table. You can create Uncommon-level alchemy items.
- ◆ **Master:** Your knowledge of alchemy is vast. You can create Rare-level alchemy items.

The rules for creating alchemical items is on page XX.

ENCHANTING

Classes: Mage, Rogue, and Warrior.

Requirements: Intelligence 2 or higher.

You know how to create enchanted items with soul gems and items of power.

- ◆ **Novice:** You know the basics of enchanting. You can create Common-level enchanted items.
- ◆ **Journeyman:** You are at home at an enchanting table. You can create Uncommon-level enchanted items.
- ◆ **Master:** Your knowledge of enchanting is vast. You can create Rare-level enchanted items.

The rules for enchanting items is on page XX.

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Xxx

Classes: XXX.

Requirements: XXX.

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

RUNE MASTER

Classes: Mage.

Requirements: Destruction arcana (Journeyman).

You are a master at rune magic.

- ◆ **Novice:** You can place runes out to 30 yards.
 - ◆ **Journeyman:** Your rune spells have +1 Spellpower and cost 1 MP less.
 - ◆ **Master:** Your runes now affect a wider 6-by-6-yard area.
-

DEEP FREEZE

Classes: Mage.

Requirements: Frost arcana (Journeyman).

Your frost spells are more potent.

- ◆ **Novice:** You can perform the *Lethal Spell* spell stunt for 4 SP with frost spells.
 - ◆ **Journeyman:** Your frost spells have +1 Spellpower and cost 1 MP less.
 - ◆ **Master:** Your frost spells deal an extra +1 damage per die of damage done (i.e. if a spell deals 2 dice of damage, it has a +2 bonus to the damage done).
-

INTENSE FLAMES

Classes: Mage.

Requirements: Fire arcana (Journeyman).

Your fire spells are more potent.

- ◆ **Novice:** You can perform the *Lethal Spell* spell stunt for 4 SP with fire spells.
 - ◆ **Journeyman:** Your fire spells have +1 Spellpower and cost 1 MP less.
 - ◆ **Master:** Your fire spells deal an extra +1 damage per die of damage done (i.e. if a spell deals 2 dice of damage, it has a +2 bonus to the damage done).
-

STATIC SHOCK

Classes: Mage.

Requirements: Storm arcana (Journeyman).

Your storm spells are more potent.

- ◆ **Novice:** You can perform the *Lethal Spell* spell stunt for 4 SP with storm spells.
 - ◆ **Journeyman:** Your storm spells have +1 Spellpower and cost 1 MP less.
 - ◆ **Master:** Your storm spells deal an extra +1 damage per die of damage done (i.e. if a spell deals 2 dice of damage, it has a +2 bonus to the damage done).
-

NECROMAGE / DARK SOUL

Classes: Mage.

Requirements: Necromancy arcana (Journeyman).

You have greater necromantic power.

AGE OF TAMRIEL

- ◆ **Novice:** You can perform the *Lasting Spell* spell stunt for 2 SP when necromancy spells, or when casting any spell on the undead.
- ◆ **Journeyman:** Your necromancy spells have +1 Spellpower and cost 1 MP less. In addition, your healing spells can heal the undead, if you wish.
- ◆ **Master:** When casting a necromancy spell to create an undead minion, you can either create a single “Elite” minion or summon two minions of the same type.
- ◆
- ◆ **Master:** You gain the unique spell stunt, *Dark Soul*. For 4 SP, you can create an “Elite” undead minion when casting the *Raise corpse* spell.

The undead minions you create are more powerful.

Novice: Undead minions you create are considered to be “Elite”, granting them the following benefits: add 1 to three abilities, add two ability focuses, and +5 Health. They also are a Novice in a new talent or add one degree to an existing talent.

Journeyman: Your undead minions gain one of the following special powers: Armored, Agile, Aquatic, Blending, Magic resistant, Mighty, Regenerative, Shadow, or Winged. These special powers are described in the “Adversaries” section of the basic rules.

Master: Undead minions that you create are considered to be “Heroic”, granting them the following benefits: add 2 to a single ability, add 1 to any three abilities, add three ability focuses, and +10 Health. They also are a Novice in two new talents or add up to two degrees to existing talents.

MYSTIC BINDING

Classes: Mage.

Requirements: Conjunction arcana (Journeyman), Know the *Banish*, *Bound weapon*, and *Soul trap* spells.

Your bound weapons are more powerful.

- ◆ **Novice:** You bound weapons deal an extra +2 damage.
- ◆ **Journeyman:** You gain a unique combat stunt, *Soul stealer*, when using a bound weapon. For 4 SP, you can cast the *Soul trap* spell as a Free action against the target of your bound weapon attacks.
- ◆ **Master:** You gain a unique combat stunt, *Oblivion binding*, when using a bound weapon. For 4 SP, you can cast the *Banish* spell as a Free action against the target of your bound weapon attacks.

SUMMONER

Classes: Mage.

Requirements: Summoning arcana (Journeyman).

Your summoned minions are more reliable companions.

- ◆ **Novice:** Your summoned minions stay for one hour. They disappear if they die or are banished.
- ◆ **Journeyman:** Your summoning spells have +1 Spellpower and cost 1 MP less.
- ◆ **Master:** You gain the unique spell stunt, *Twin Soul*. For 4 SP, you can summon two minions with a single summoning spell.
- ◆
- ◆ When casting a summoning spell to a minion, you can either create a single “Elite” minion or summon two minions of the same type.

???

AGE OF TAMRIEL

Classes: Mage, Rogue, and Warrior.

Requirements: X.

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

SPECIALIZATIONS

The following are the specializations available in the *AGE of Tamriel*. Most of these specializations are new and some are old specializations found the basic rules with only minor tweaks. A few of the specializations found in the basic rules can be used as-is, or at the very least, with a name change.

OLD SPECIALIZATIONS

The following is a list of specializations from the basic rules that are available in the *AGE of Tamriel* without modification, except for a possible name change.

OLD SPECIALIZATIONS TABLE

FANTASY AGE NAME	AGE OF TAMRIEL NAME
MAGE SPECIALIZATIONS	
Miracle worker	Healer
ROGUE SPECIALIZATIONS	
Assassin	Assassin
Sharpshooter	Archer
WARRIOR SPECIALIZATIONS	
Knight	Knight
Berserker	Berserker

NEW SPECIALIZATIONS

The following a new and modified specializations available in the *AGE of Tamriel*:

[SPECIALIZATION]

(“CLASS”) SPECIALIZATION

[description]

??? TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: X.

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

ELEMENTALIST

MAGE SPECIALIZATION

While most mages dabble in elemental magics found within the Destruction school of magic, it is the elementalist that strives to master a single element. Pyromancers are masters of fire magic. Cryomancers are masters of frost magic. Storm Mages are masters storm magic.

ELEMENTALIST TALENT

Classes: Mage.

Requirements: You must have one of the following magic arcana: Fire arcana, Frost arcana, or Storm arcana.

You strive for mastery over a single form of elemental magic. Choose one between Fire arcana, Frost arcana, and Storm arcana.

- ◆ **Novice:** You gain a +2 bonus to resist spells from your chosen element.
- ◆ **Journeyman:** The MP cost of spells from your chosen element are reduced by 1, to a minimum of 1.
- ◆ **Master:** You have +1 Spellpower with spells from your chosen element and your damaging spells deal +1 bonus damage per die of damage done.

OR

- ◆ **Master:** You have +1 Spellpower with spells from your chosen element. In addition, you can perform the *Lethal Spell* for 4 SP when casting spells from your chosen element.

Acrobat

Agent

ARCHER

ROGUE SPECIALIZATION

This is the *Sharpshooter* specialization in the basic rules, except as noted here:

ARCHER TALENT

Classes: Rogue.

Requirements: Dexterity and Perception 2 or higher, and Archery Style (Novice).

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

ASSASSIN

ROGUE SPECIALIZATION

This is the *Assassin* specialization in the basic rules.

BERSERKER

WARRIOR SPECIALIZATION

This is the *Berserker* specialization in the basic rules.

Bard

Battlemage

Crusader

HEALER

MAGE SPECIALIZATION

This is the *Mircale worker* specialization in the basic rules.

KNIGHT

WARRIOR SPECIALIZATION

This is the *Knight* specialization in the basic rules.

Mage

Monk

Nightblade

Pilgrim

Rogue

SCOUT

ROGUE SPECIALIZATION

SORCERER

MAGE SPECIALIZATION

SORCERER TALENT

Classes: Mage.

Requirements: Willpower 1 or higher, Alteration arcana (journeyman).

You have learned and trained to become more resistant to magic.

Novice: You can cast spells while wearing leather armor without suffering from Strain.

Journeyman: You gain a +2 bonus to resist magic effects and spells, as well as gaining an Armor Rating of 2 against magic-based damage.

Master: *Atronach:* You gain the unique combat/spell stunt, *Spell Asorption*. For 3 SP, for the next minute (four rounds) after using this stunt, if you are targeted directly by a spell you recover Magic Points equal to 1d6 + Willpower.

SPELLSWORD

MAGE SPECIALIZATION

This is the *Sword mage* specialization in the basic rules, except as noted here:

SPELLSWORD TALENT

Classes: Mage.

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

Novice: Choose one specific type of melee weapon to be your arcane device, you are trained in that weapon. Your attacks with the chosen weapon is treated as a magic weapon (so it can hit incorporeal creatures, for example).

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Thief

Warrior

WITCH-HUNTER

WARRIOR SPECIALIZATION

This is the *Mage hunter* specialization in the basic rules, 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 you already know. Your attacks with weapons from that Weapon Group are treated as a magic weapon (so it can hit incorporeal creatures, for example).

.

Witch / Warlock ???

Vigilant

Dawnguard / Monster / Vampire Hunter

Companion

Beast Lord / Alpha[-wolf] Werewolf (used to master the disease/curse; must contract lycanthropy first)

Vampire Lord (used to master the disease/curse; must contract lycanthropy first)

Necromancer (Novice= double spell duration for animate dead; journeyman= ; master=]

Dragon knight

SPECIALIZATIONS

The following are specializations available in the *AGE of Tamriel*.

Some are already existing specializations from *Fantasy AGE* can be used with little to no change, while some have been adjusted to better fit into the setting's lore. New specializations follow existing/modified specializations.

Classes:

Requirements:

N-

J-

M-

Acrobat

Classes: Rogue

Requirements: Dexterity 2 or higher, Dexterity (acrobatics) focus

N- Re-roll Dexterity (acrobatics) tests, but must keep second roll

J-

M-

~~Agent~~

Archer = Sharpshooter

Assassin = Assassin

Barbarian = Berserker

Bard = Swashbuckler

Battlemage

Burgular

Crusader

Healer = Miracle worker

Hunter

Knight = Knight

~~Mage = Mage~~

~~Monk~~

Necromancer

Nightblade

~~Pilgrim~~

Ranger

~~Rogue = Rogue~~

Scout = Rogue w/ scouting

Sorcerer = Elementalist

Spellsword = Sword mage

Thief = Rogue w/ thievery

~~Warrior = Warrior~~

Witchhunter = Mage hunter

NECROMANCER

Necromancy is the .

NECROMANCER TALENT

Classes: Mage.

Requirements: Intelligence 2 or higher, Conjunction arcana (Novice) talent.

You are a practitioner of the Dark Arts, of necromancy.

- ◆ **Novice:** You learn the *Reanimate Corpse* and *Vampiric Drain* spells.
- ◆ **Journeyman:** You delve deeper into the Dark Arts. You gain +1 Spellpower when casting Necromancy spells and their Magic Point cost is reduced by 1, to a minimum of 1. You also learn one Journeyman Necromancy spell of your choice.
- ◆ **Master:** Your mastery of the Dark Arts empowers your undead minions. Any undead minion you create have 10 extra Health, +2 Armor Rating, and their Strength and Fighting increase by 2. You also learn one Master Necromancy spell of your choice.

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 know how to learn and speak Words of Power.

- ◆ **Novice:** You learn one Novice Word of Power. You also can learn new Words of Power through the Thu'um talents.
- ◆ **Journeyman:** You learn one Word of Power of your choice. You also gain the Willpower (Thu'um) ability focus.
- ◆ **Master:** You learn one Word of Power of your choice.

WORD OF POWER TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: Communication and Willpower 2 or higher, Thu'um user (Novice) talent.

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You learn one Word of Power of your choice. However, the Word of Power cannot be of a higher level tier than your Thu'um Master talent.

- ◆ **Novice:** You learn one Novice Word of Power.
- ◆ **Journeyman:** You learn one Journeyman Word of Power.
- ◆ **Master:** .

CHAPTER #: 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 had to answer a series of questions when creating a character. How you answered these questions determined your birthsign.

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.

BIRTHSIGNS 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:

- ◆ **The Apprentice:** The character starts with +5 Magic Points. In addition, they gain +1 bonus when rolling for Magic Points each time they level.
- ◆ **The Atronach:** The character has an Armor Rating of 2 against magic-based damage and a +1 bonus on ability tests to resist magic spells and effects. However, they start with 5 fewer Magic Points (minimum of 1). Also, when rolling for Magic Points gaining a level, they receive 1 point less (minimum of 1).
- ◆ **The Lady:** The character starts with +5 Health. In addition, they gain +1 bonus when rolling for Health each time they level.
- ◆ **The Lord:** The character receives a +1 bonus to their Defense. Once per day the character may evade/negate one incoming attack.
- ◆ **The Lover:** The character receives a +1 bonus to Communication tests and can perform one chosen Roleplaying stunt for 1 SP less (minimum of 1 SP).
- ◆ **The Mage:** The character receives a +1 to Willpower tests. Once per day the character may add a +2 to a single

AGE OF TAMRIEL

Willpower test.

- ◆ **The Ritual:** You have a +1 bonus to resist magic and special powers from the undead. In addition, you also have +1 Spellpower when using spells and magic against the undead.
- ◆ **The Shadow:** Once per day, the character may become invisible, as per the *Invisibility* spell.
- ◆ **The Serpent:** Once per day the character can paralyze an opponent as a 4 SP combat stunt. The target must make a Constitution (Stamina) test against your Spellpower or be paralyzed for 1d3 rounds. In addition, the character also has a +2 bonus to resist poison.
- ◆ **The Steed:** The character receives a +1 bonus to Constitution tests. The character ignores 2 points of Armor Penalty when determining their Speed. In addition, once per day the character may add a +2 to a single Constitution test.
- ◆ **The Thief:** The character receives a +1 bonus to Dexterity tests. Once per day the character may add a +2 to a single Dexterity test. **OR** When performing the combat stunts, Mighty Blow or Lethal Blow, .
- ◆ **The Tower:** The character receives a +1 on Dexterity (lock picking) and Dexterity (sleight of hand) tests.
- ◆ **The Warrior:** The character receives a +1 bonus to Strength tests. Once per day the character may add a +2 to a single Strength test.

VARIANT: BIRTHSIGN AS BACKGROUND

This variant rule has birthsigns as a replacement for character backgrounds. The way of determining a character's birthsign are described as above, only the benefits have changed.

VARIANT BIRTHSIGNS TABLE

BIRTHSIGN	ABILITY FOCUS
The Apprentice	+5 Magic Points, plus +1 when rolling for Magic Points upon gaining a level
The Atronach	When recovering Magic Points, you receive +1 MP per die of the effect (minimum of +1)
The Lady	+1 Armor Rating
The Lord	+5 Health, plus +1 when rolling for Health upon gaining a level
The Lover	+1 to resist magic effects and spells
The Mage	+1 Spellpower
The Ritual	When healed, you receive +1 Health per die of healing (minimum of +1)
The Serpent	Can perform the <i>Lethal Blow</i> combat stunt for 1 SP less
The Shadow	+1 ranged damage
The Steed	+5 Stamina and you ignore 2 points of Armor Penalty to your Speed
The Thief	Can perform the <i>Mighty Blow</i> combat stunt for 1 SP less
The Tower	+ Stamina
The Warrior	+1 Defense

VARIANT BIRTHSIGNS TABLE

BIRTHSIGN	ABILITY FOCUS
The Apprentice	+5 Magic Points
The Atronach	+1 to resist magic effects and spells
The Lady	+5 Health
The Lord	+1 Strength

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The Lover	+1 Communication
The Mage	+1 Intelligence
The Ritual	+1 Willpower
The Serpent	+1 Accuracy
The Shadow	+1 Dexterity
The Steed	+5 Stamina Points
The Thief	+1 Perception
The Tower	+1 Constitution
The Warrior	+1 Fighting

CORE ABILITIES

Here are three new class abilities available to characters in the *AGE of Tamriel*. These core abilities are specifically tied to a single class, and a character can only have one core ability between their classes. Once chosen, it cannot be changed without the GM's permission.

MAGE

The Mage's core ability is Overchanneling.

Overchanneling: Starting at 6th level, mages can Overchannel their magic spells. Overchanneling allows a mage to get a greater spell effect for the expenditure of additional Magic Points.

To Overchannel a spell, choose a spell stunt. If you spend three times the SP cost of the stunt in Magic Points, you can use that spell stunt without needing to generate stunt points.

The following spell stunts cannot be used to Overchannel a spell: Skillful casting, Magic shield, and Disrupt magic.

At 6th level, mages can only Overchannel Novice spells. They can Overchannel Journeyman spells at 11th level, and Master spells at 16th level.

ROGUE

The Rogue's core ability is Luck Points.

Rogues start with 1 Luck Point, and gain an additional Luck Point at 6th and 11th level. Luck Points allow a Rogue to do one of the following. Only 1 Luck Point can be spent per round. After being spent, Luck Points are regained after sleeping.

Gain Re-Roll: A Luck Point can be used to re-roll one ability test. The Luck Point can be used at any point, before or after the initial roll, but the use of the Luck Point must be declared before the results of the roll are applied.

Force Re-Roll: A Luck Point can be used to force an opponent to re-roll a single ability test. This only works against opponents who are personally acting against the Rogue. The Luck Point can be used at any point, before or after the initial roll, but the use of the Luck Point must be declared before the results of the roll are applied.

Stunt Points: A Luck Point can be spent to increase the number of stunt points generated by 1.

WARRIOR

The Warriors core ability is ~~Power Attacks~~ and Determination.

~~**Power Attacks:** Starting at 6th level, warriors can perform Power Attacks. A Power Attack allows the warrior to perform a combat stunt not by generating stunt points, but by sacrificing some of the Health.~~

~~To perform a Power Attack, choose a combat stunt from the following list: Disarm, Mighty blow, and Pierce armor. If you voluntarily take penetrating damage equal to double the SP cost of the stunt, you can use that combat stunt without needing to generate stunt points.~~

~~At 11th level, warriors can use the following combat stunts for Power Attacks: Knock prone, Lightning attack, Dual strike, and Lethal blow.~~

~~If any Stamina rules are being used, the warrior instead takes Stamina damage (for rules #1 and #2), or take a level of Fatigue (for rule #3) instead of Health damage.~~

Stamina Points/Determination: Starting at 6th level, the warrior can voluntarily take 1d6 penetrating damage to gain a +2 bonus on a single ability test to resist a harmful effect, or to overcome a harmful effect already affecting them.

Determination allows a Warrior to voluntarily take penetrating damage to perform one of the following options. A Warrior can use Determination once before needing to Determination can only be used once before they have to take a Breather (see page XX in *Fantasy AGE* for further information).

overcome a negative effect.

If any Stamina rules are being used, the warrior instead takes Stamina damage (for rules #1 and #2), or take a level of Fatigue (for rule #3) instead of Health damage.

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 characters are special thu'um users who can learn WoP from absorbing a dragon's soul.

Dragonborn characters can learn a new Word of Power without a talent by slaying a dragon and absorbing its soul.

Dragonborn [Specialization]

Requirement(s): Willpower 2 or higher and absorbing a dragon soul.

N- You learn one Novice Word of Power. You can also learn new Novice Words of Power by absorbing dragon souls, from a Thu'um Master, or visiting a Word Wall.

J- You learn one Journeyman Word of Power. You can also learn new Journeyman Words of Power by absorbing dragon souls, from a Thu'um Master, or visiting a Word Wall.

M- You learn one Master Word of Power. You can also learn new Master Words of Power by absorbing dragon souls, from a Thu'um Master, or visiting a Word Wall.

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:** You can learn Novice Words of Power with a dragon soul. To absorb a dragons soul, you must have had a hand in slaying the beast.
- ◆ **Journeyman:** You can learn Journeyman Words of Power with a dragon soul. You also gain the focus Willpower (Thu'um arcana).
- ◆ **Master:** You can learn Novice Words of Power with a dragon soul. Additionally, the Recharge Cost for all your Words of Power are reduced by 1, to a minimum of 2.

MULTICLASSING

This optional rule allows characters to gain levels in multiple classes. Multiclassing has the benefit of giving a character greater flexibility in terms of what powers and abilities they can use while adventuring, but at the expense of being less effective in their primary class.

LEVELS AND EXPERIENCE

Multiclass characters use the same experience point table a single-class characters and are limited to a total of 20 levels between all their classes.

PRIMARY CLASS

The class that you start out at 1st level with, is your *primary class*. Your primary class determines your starting Health and which abilities are your primary abilities for ability advancements.

MULTICLASS REQUIREMENTS

Before a character can multiclass into a new class, they first must meet certain requirements in the desired class. The requirements for each class is detailed below:

- ◆ **Mage:** Willpower 2, plus Accuracy 1 or Intelligence 1.
- ◆ **Rogue:** Dexterity 2, plus Fighting 1 or Communication 1.
- ◆ **Warrior:** Fighting 2, plus Constitution 1 or Strength 1.

STARTING CLASS BENEFITS

When you gain a level in a new class you start at level 1 in it. However, you do not gain all the usual starting benefits of that class, as detailed below:

- ◆ **Mage:** You become Novice in one magic arcana of your choice and gain 1d6 + Willpower Magic Points. You have the option to learn the arcane blast ability instead of learning a new talent when leveling.
- ◆ **Rogue:** Choose between either *Pinpoint attack* or *Rogues' armor*, you learn that ability. You can learn the other ability instead of learning a new talent when leveling. Additionally, you also become a Novice or gain a degree in one of the following talents: Contacts, Scouting, Thievery.
- ◆ **Warrior:** You become trained in two Weapon Groups that you do not know. In addition, you become a Novice or gain a degree in one of the following talents: Archery style, Armor training, Dual weapon style, Pole weapon style, Single weapon style, Throwing weapon style, Two-hander style, Unarmed style, Weapon and shield style.

SPECIALIZATIONS

As they are tied to class level, specializations for multiclassed characters remain unchanged. However, a character can only have a total of two specializations between all their classes.

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.

When a character performs an ability test that requires an ability focus, a roll with a triple 4, 5, or 6 earns the character 1 ability advancement towards the associated ability used. Except for the method with this they are earned, these ability advancements work as they are described in *Fantasy AGE*. See page XX in *Fantasy AGE* for further information on rules on ability advancements.

TRAINERS

Starting with *Elder Scrolls III: Morrowind*, players could visit and pay a trainer NPC to rise their skills. This optional rule tries to bring that idea into *Fantasy AGE*.

Every time a character achieves a new level, they must spend a period of time with a trainer before they can gain the benefits of their new level.

SPECIALTY

Each trainer has a particular area-of-expertise that they can train characters in. These specialties correspond to one of the three character classes; Mage, Rogue, and Warrior.

PROFICIENCY

Not all trainers are created equal. The proficiency of a trainer determines the level of knowledge they have of their specialty; trainers cannot train a character to a degree higher then their own proficiency.

COST

It requires both time and money to train. The exact cost and time required depends on the trainer's proficiency. Also, character can only train up to a certain level before they are required to seek a more proficient trainer.

TRAINER TABLE

PROFICIENCY	COST	TIME	LEVEL LIMIT*
Novice	2,000 sp	3 days	5
Journeyman	3,000 sp	1 week	10
Master	4,000 sp	2 weeks	15

* This is the highest level a trainer can train a PC up to.

TRAINING WITHOUT A TRAINER

It is possible to train without a trainer, but the time required is doubled.

WHAT ABOUT PLAYER-TO-PLAYER TRAINING?

If players wish to train another, let them. Just treat this training as an activity within the game.

COMBAT RULES

CHAPTER #: REWARDS

Reward Talents

Reputation and Titles

Hirelings and Companions

Guilds and Organizations

Land, Property, and Businesses

Magic Items and Artifacts

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.

HIRELINGS AND COMPANIONS

Hirelings and Companions are non-player characters that a player character can recruit for their services.

HIRELINGS

You can receive the services of 2 + Communication (Leadership) hirelings at a single time. These hirelings are your allies and will aid you if they can, but they will not throw their life away to save you.

COMPANIONS

A companion is an NPC that is dedicated to your character, be it through duty, honor, love, loyalty, etc. You can only have one Companion under your service at a time. Unlike hirelings, companions are fully-fleshed out NPCs.

The squire for a knight is a perfect example of a Companion.

DEALING WITH DEATH

Adventuring is a dangerous endeavor and death is a common occurrence. Any time a hireling or companion dies, you must wait a period of time in-game before you can gain the services of another. A new hireling can be recruited after one month, while a companion can be recruited after three months. Either can be recruited after you attain a new level.

LEADERSHIP TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: GM's permission and 3rd level character or higher.

You gain the services of hirelings, a personal entourage, or a single companion.

Novice: Choose one of the benefits below:

- ◆ **Companion:** You have the loyalty of a single Companion. This Companion is a fully-fleshed out NPC that has levels in one character class. The Companion is always two levels lower than the player character.
- ◆ **Hirelings:** You have 4 + Communication (Leadership) hirelings in your service, to a minimum of 4. These hirelings do not possess any class levels.
- ◆ **Entourage:** You have 2 + Communication personal attendants that accompany you, to a minimum of 2. Each of these attendants are suited for one or two particular set of tasks, each has have one level in a single character class.

Journeyman: You gain a second benefit from the list above.

Master: You have all three benefits.

ALLIES AND CONTACTS

STRONGHOLDS AND ORGANIZATIONS

REPUTATION AND TITLES

BUSINESS, LANDS, AND PROPERTIES

!!! NOT USED !!! NOT USED !!! NOT USED !!! NOT USED !!! NOT USED !!!

OWNING A BUSINESS

A character can start or purchase their own business. Owning a business grants the character several advantages; a steady flow of personal income, a place to sleep, contacts within the local populace, etc. However, it isn't all sunshine and rainbows, running a business is potentially a financial disaster waiting to happen.

BASICS OF A BUSINESS

Starting a business requires an investment of 5,000 sp to get it everything in order, and the Proprietor talent.

PROPRIETOR TALENT

Classes: Mage, Rogue, and Warrior.

Requirements: GM's permission and 3rd level character or higher.

You own a business and reap its rewards.

- ◆ **Novice:** Your business grants you a personal income of 2d6 + Intelligence () sp per week.
- ◆ **Journeyman:** You gain a second benefit from the list above.
- ◆ **Master:** You have all three benefits.

AGE OF TAMRIEL

A business starts with 1d6+Stock Laborers (general employees) and 2+Service Employees (well-known employees), 1+ Finance Managers.

Laborers = 100 sp

Employees = 500 sp

managers = 1,000 sp

Businesses are similar to player characters, with abilities, talents, focuses, etc.

Businesses are governed by their Wealth (Health) and Assets (Magic Points). When a business reaches 0 Wealth, it closes shop or must sell off Assets to off-set the debt. Assets can be sold to pay off debt, for a boost to a Business check, or a number of other things.

Debt is “damage” to a business.

Business abilities: Finances, [customer] Service, Trade [deals], Quality [goods], Stock [item stock].

Every business has a “business class” that is based on its specialty. Trade and crafting services, Personal services, Information services, Combat services, and Magic services.

Businesses also have a “business level”, up to 10th level.

Business talents represent well-known employees, job positions, and special favors, like a beneficiary/patron. Businesses start with 2 talents, and gain an additional talent at 2nd, 4th, 6 th, 8th, and 10th level.

From 1st to 4th level, the business is “Local”. From 5th to 8th level, the business is “Regional”. From 9th to 10th level, the business is “Global”.

Business Stunts: These are stunts that can be affect a business in a variety of ways, from increasing its Wealth to gaining additional Assets.

RUNNING A BUSINESS

Running a business is a tedious and boring much of the time. You are an adventurer, you do not wish to sit behind a counter, waiting on customers. You seek adventure! So instead of running the business in person, you hire a business manager to oversee the day-to-day operations of the business.

THE BUSINESS TEST

Once per month, you make a Business Check. A Business Check is a straight 3d6 roll, with the total result determining how the business fared that month. If you (or the manager) possess an ability focus that relates to the specialty of the business, you can apply that focus to the Business test. Other modifiers may apply, see below.

The result of this check can not only affect your business, but you financially as well.

BUSINESS MODIFIER TABLE

RESULT	EFFECT
Triple 6s	Windfall! Regardless of modifiers to the Business test, rolling triple 6s is an automatic success and entails a fortunate event for your business. The exact nature of the event is left up to the GM. Additionally, you receive an extra 3d6 x100 sp.
15+	A Good Month. Your business had a good month. You receive an extra 3d6 x10 sp.
7 to 14	Business as Usual. It is business as usual. Nothing gained, but nothing lost.
3 to 6	A Bad Month. Your business had a bad month. You must pay 3d6 x10 sp or or lose your business. You may choose to get a loan from some local resident or organization, but then you are indebted to them. If you do not pay back your debts within one year, or your debt exceeds 1,000 sp, you forfeit your business. Or you could be thrown in jail for not honoring your business dealings, or be a target for some thugs looking

AGE OF TAMRIEL

for payment, or anything else the GM can think of.

Triple 1s **Disaster!** Regardless of the modifiers to the Business test, rolling triple 1s is an automatic failure and entails disaster. The exact nature of the disaster is left up to the GM, but it shouldn't be good. It could also be used as a starting point for another adventure! Additionally, you also must pay 3d6 x100 sp.

MODIFIERS

There are several factors that can affect the success of a business. The table below has a very brief selection of factors and the associated modifier. Except for the Additional factors category, a business can only be affected by one factor per category.

BUSINESS MODIFIER TABLE

HOME SETTLEMENT	MODIFIER
Capital	+2
City	+1
Town	+0
Village	-1
LOCATION OF SETTLEMENT	MODIFIER
Located in a traveling hub	+2
Located in a remote area	-2
LOCALE CONDITIONS	MODIFIER
Favorable climate and terrain	+1
Adverse climate and terrain	-1
BUSINESS TYPE	MODIFIER
General goods	+0
Specialty goods	-1
Exotic goods	-2
POPULATION SIZE	MODIFIER
Large population	+1
Small population	+0
Sparse population	-1
ADDITIONAL FACTORS*	MODIFIER
Minor factor	+/- 1
Major factor	+/- 2
Special factor	+/- 3

* These factors can be anything not covered here.
Only one factor per category can affect a business.

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

The size of a soul is determined by the Threat level of the creature the soul was captured from, as noted on the table below.

BLACK SOUL GEMS

The exception are black souls. Black souls are souls captured from sentient creatures like humans, elves, etc. They are a special type of soul in that will always create a black soul gem regardless of the Threat level of the sentient they were captured from. Because of how a black soul gem is created the creation of one is seen as an evil act.

SOUL SIZE TABLE

THREAT LEVEL	SOUL SIZE
Minor	Petty
Moderate	Lesser
Major	Common
Dire	Greater
Legendary	Grand
Any	Black

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 a magic item or magic weapon with the *Soul Stealer* enchantment or similar ability.

RECHARGING ENCHANTED ITEMS

Recharging a depleted enchanted item requires the Activate action and a filled soul gem, which is consumed in the process. The amount of Magic Points replenished depends on the size of the soul gem. An enchanted item can not hold more Magic Points than its total, all excess Magic Points are lost.

SOUL GEM TABLE

— COST —

SOUL SIZE	MAGIC POINTS	EMPTY	FILLED
Petty	5 MP	10 sp	30 sp
Common	10 MP	25 sp	75 sp
Lesser	15 MP	50 sp	150 sp
Greater	20 MP	100 sp	300 sp
Grand	25 MP	200 sp	600 sp
Black	30 MP	300 sp	1,200 sp

MAGIC STAVES

Magic staves are aligned with one particular spell. The rarity of the magic staff determines what level of spell it can use and its Magic Points, as detailed on the table below:

STAFF RARITY TABLE

STAFF RARITY	SPELL TYPE	MAGIC POINTS
Common	Novice	15
Uncommon	Journeyman	20
Rare	Master	25
Legendary	Master	30

The Magic Points 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.

Magic staves do not automatically recharge their Magic Points. Recharging a magic staff requires the expenditure of a soul gem. Any excess of Magic Points left over from a soul gem after recharging a magic staff are lost.

A magic staff can be used by anyone, including non-mages. Using a magic staff requires a 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

COMMON ITEMS

MAGIC ITEM

COMMON

Tickle tickle tickle.

UNCOMMON ITEMS

MAGIC ITEM

UNCOMMON

Tickle tickle tickle.

RARE ITEMS

MAGIC ITEM

RARE

Tickle tickle tickle.

SHIELD OF YSGRAMOR

RARE

Tickle tickle tickle.

Shield of Ysgramor

LEGENDARY ITEMS

MAGIC ITEM

LEGENDARY

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

MAGIC ITEM

QUALITY

Tickle tickle tickle.

THE RINGS OF BLOOD

RING OF THE BEAST

RARE

Attuned to vampires, this ring grants the vampire +20 Health, the Accuracy (Brawling) ability focus, and brawling attacks deal +1d6 damage.

RING OF THE ERUDITE

RARE

Attuned to vampires, this ring grants the vampire 20 Magic Points to fuel their magic and powers, and grants the following unique spell stunt, *Magical Recovery*. For every 2 SP spent, you recovery 2 + Willpower Magic Points.

AHZIDAL'S RING OF ARCANA

This ring grants the wearer the power to cast the *Flames* and *Frostbite* spells, even without magical training. The ring has 20 Magic Points to power these spells, which regenerate every day. For those who know the two spells, the ring reduces the Magic Point cost of these spells by 1, to a minimum of 1. In addition, mages (and only mages) can use the ring's Magic Points to fuel their own spells.

MAGIC ITEM

QUALITY

Tickle tickle tickle.

and a +1 bonus to their attacks for 1 minute, plus 1 additional round per SP spent.

ARTIFACTS

Artifacts are powerful magical items that surpass even legendary items. Some artifacts may have a unique “artifact power” that can only be used once per day or when certain conditions are met.

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: For 1+ SP, you can heal a number of Health equal to 2 + SP spent (minimum of 2).

DRAGON MASKS

Masque of Clavicus Vile

Mehrunes' Razor

MAGIC ITEM

ARTIFACT

Tickle tickle tickle.

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 increased by 1 and gains two ability focuses of their choice. After being read the tome disappears.

MASK OF KROSIS

ARTIFACT

This is the mask of the dragon-priest, Krosis.

Ring of Namira

Sanguine Rose

Savior's Hide

Ring of Hircine

Skeleton Key

Skull of Corruption

Spellbreaker

Volendrung

Azura's Star

The Black Star

Dawnbreaker

Ebony Blade

Ebony Mail

MAGIC ITEM

ARTIFACT

Tickle tickle tickle.

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 Sheogorath.

The Wabbajack is a +2 quarterstaff that grants the wielder +1 Spellpower to Transmutation and Influence magic arcana. It also acts as a mage's font (see page 121 in *Fantasy AGE*) with 20 Magic Points.

Additionally, whenever the staff is used and double 1s are rolled, a random effect occurs. When this happens, roll a d6 and consult the table below.

Targets of a random effect from the staff must make a TN

AURIEL'S BOW

ARTIFACT

A recurved bow of elven design, Auriel's Bow is a +1 short bow, +3 against the undead. In addition, the bow deals an extra 1d6 damage against the undead and allows the wielder to perform the *Pierce Armor* and *Mighty Blow* combat stunts for 1 SP each.

Artifact Power, “Daylight”: With an arrow shot towards the sun, the bow can create a radiant flare in the sky. All undead within 60 yards take 1d6 penetrating damage per round for 1 minute, plus 1 additional round per SP spent.

Artifact Power, “Heart of Darkness”: In the hands of a vampire, the bow can be used to blot-out the sun, turning day into night. All undead within 60 yards gain +2 Armor Rating

AGE OF TAMRIEL

15 Willpower (Self-discipline) test or be affected.

This results in a number range of 11 to 66.

The d66: To roll a d66 you roll two d6 dice, with one die being the “tens” digit and the second being the “singles” digit.

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 4d6 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 3d6 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.
25	1d6 Penetrating Damage. Target takes 1d6 penetrating damage, while the wielder takes 1 penetrating damage.
26	Fireball. The <i>Fireball</i> 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 <i>Cone of cold</i> spell is cast.
44	Transformation. The target is transformed into a random creature for 1 minute. See the <i>Wabbajack Transformation Table</i> .
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 <i>Chain lightning</i> 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 <i>Courage</i> spell is cast on the target.

AGE OF TAMRIEL

- 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.

STANDING STONES

Activation: Activating a standing stone requires one minute of concentration and a TN 13 Willpower (Faith) test.

ENCHANTMENTS

WEAPON ENCHANTMENTS

ENCHANTMENT

QUALITY

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.

BANE

RARE

This enchantment makes a weapon deadlier against a specific kind of foe. Bane weapons have an additional +1 attack bonus and deals an extra 1d6 damage when used against the chosen foe.

SOUL STEALING

UNCOMMON

This enchantment grants the wielder the unique combat stunt, *Soul Stealer!*. See page XX for further information.

SILVER

UNCOMMON

Weapons with this enchantment act like a *Bane weapon* against both the undead and lycanthropies. This enchantment can only be applied to weapons that have a striking end constructed from metal.

FIERY

UNCOMMON

The weapon deals an extra 1d6 fire damage.

FROST

UNCOMMON

The weapon deals an extra 1d6 frost damage.

SHOCKING

UNCOMMON

The weapon deals an extra 1d6 shock damage.

STUNNING

UNCOMMON

This enchantment grants the wielder the unique combat stunt, *Stunning Strike!*. See page XX for further information.

VAMPIRIC

RARE

This enchantment grants the wielder the unique combat stunt, *Vampiric Strike!*. See page XX for further information.

SIPHONING

RARE

This enchantment grants the wielder the unique combat stunt, *Magic Eater!*. See page XX for further information.

FEARFUL

UNCOMMON

This enchantment grants the wielder the unique combat stunt, *Fearful Strike!*. See page XX for further information.

PARALYZING

RARE

This enchantment grants the wielder the unique combat stunt, *Paralyzing Strike!*. See page XX for further information.

FATIGUING

UNCOMMON

Weapons with this enchantment dealing a 1d6 Stamina damage.

ARMOR ENCHANTMENTS

ENCHANTMENT	QUALITY
Fortify/Weaken Focus	
Fortify/Weaken Magic [+1 Spellpower ??Magic Points??]	
Fortify/Weaken Health [+/-10 Health]	
Fortify/Weaken Ability [choose one ability, wearer has +/-2 on those ability tests]	
Fortify/Weaken Speed [+/-1 initiative, +/-2 Speed]	
Fortify/Weaken Healing [healing is increased by 1 point per die of healing (min. 2); healing is reduced by 1 point per die of healing (min. 2)]	
Fortify/Weaken Recovery [recovery is increased by 1 point per die of the recovery effect (min. 2); recovery is reduced by 1 point per die of the recovery effect (min. 2)]	
Fortify/Weaken Magic School [+1 Spellpower w/ school spells, reduces MP cost school spells by 1]	
Water Breathing [+2 swimming]	
Disease Resistance/Vulnerable/Immunity [+/-2/immunity]	
Poison Resistance/Vulnerable/Immunity [+/-2/immunity]	
Muffle [+2 Dexterity (Stealth) tests]	
Fortify/Weaken Stamina [+/-10 Stamina Points] (if used; applies to rule #1 and #2; +/-2 to resist Stamina damage for rule #3)	
Resist/Weaken Elements [+1 to resist elemental effects, 2 AR vs elemental damage]	
Resist/Weaken Specific Element [+2 to resist chosen elemental effects, 4 AR vs specific damage]	
Resist/Weaken Magic [+1 to resist magic, 2 AR vs magic damage]	
Resist/Weaken Magic School [+2 to resist magic, 2 AR vs magic damage]	

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

NON-COMBATANTS

A list of non-combatant NPC archetypes

Guard

AGE OF TAMRIEL

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

[NAME]

ABILITIES (FOCUSES)

Xxx # (xxx).

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

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
-1	Communication
6	Constitution (Stamina)
0	Dexterity
2	Fighting (Claws)
-1	Intelligence
2	Perception (Smelling, Tracking)
6	Strength (Intimidation, Might)
1	Willpower (Courage)

SPEED	HEALTH	DEFENSE	ARMOR
10	60	10	4
ATTACK	ATTACK ROLL	DAMAGE	
Claws	+4	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:** With as a 4 SP combat stunt, the troll can instill fear into others with a mighty roar. All targets within 20 yards must make a contested Willpower (courage) test vs the troll's Strength (intimidation). The troll gains a +2 attack and damage bonus against any target 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

TROLL, FROST

Frost Trolls are a species of troll that are stronger and much more resilient. Just like ordinary trolls, they have a weakness to fire. Frost trolls can be found in snowy areas, often in caves, but may also be found in abandoned ruins.

Frost trolls are like regular trolls, but with the following changes:

- ◆ **Constitution** and **Strength** increased by +1.
- ◆ **Health** increases by +10.
- ◆ Has **Frost Resistance**, granting them a +2 bonus on trait tests against cold environmental hazards and effects, and has an Armor Rating of 6 against frost damage.

TROLL, ARMORED

Trained for combat, these trolls wear an armored harness, helm, and heavy bladed gauntlets. Armored trolls maybe be ordinary trolls or frost trolls. Armored trolls have the following changes:

- ◆ **Constitution, Fighting, and Strength** increases by +1.
- ◆ **Health** increases by +20.
- ◆ Gains **Fighting (heavy blades)**.
- ◆ Equipped with heavy forearm blades that deal +1d6 extra damage.
- ◆ **Armor Rating** increased by 2.
- ◆ **Threat** becomes to Major.

WOLF

WOLF, FROST

CHAURUS

CHAURUS, REAPER

CHAURUS, FLEDGLING

CHAURUS, HUNTER

DRAUGR = WALKING DEAD

Archer [“rogue”; bows]

Warrior [two-handed axe/sword or axe/sword and shield]

Warlock/Wight/Scourge [“mage”; axe w/ frost magic/Ice spike/Conjure frost atronach]

Overlord/Deathlord [thu'um]

Draugur Lords [template]

Hulking

DWARVEN AUTOMOTANS = GOLEM

Spider guardian

Sphere guardian

Ballista

Centurion

Forgemaster

FALMER

warrior

archer

shaman [females only]

FROSTBITE SPIDERS = GIANT SPIDER

giant

Nimhe

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 MP]

FORSWORN = BANDIT

archer

warrior

briarheart

shaman

ravager [dual-wielder]

HORSES

shadowmere

arvak

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

STORMCLOAK = BANDIT

soldier

quartermaster

commander

archer

IMPERIAL LEGION = BANDIT

wizard

soldier

scout

captain

quartermaster

VAMPIRE

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.

SANGUINARE VAMPIRIS (DISEASE)

Sanguinare vampiris is a disease that can lead to full-blown vampirism in three days if left untreated.

Resisting the disease requires an advanced TN 12 Constitution (stamina) test with a Success Threshold of 10. The test is made when the character first contracts the disease, and every sunrise thereafter for the next three days. If they character fails to succeed by the third sunrise, they have become a fledgling vampire.

Characters wishing to embrace their vampiric nature will have to dedicate talents and a specialization to gain true mastery over their new powers.

Those infected with this disease must make a Constitution (stamina) test every sunrise. If they succeed a total of three times they fight off the disease. However, if they fail a total of three times they become a fledgling vampire and gain the sanguinare vampiris talent. Characters wishing to further progress as a vampire must take the vampire talent.

Curing sanguinare vampirism requires praying at a shrine, cure disease potion, or the cure affliction spell.

STAGES OF VAMPIRISM

There are three stages of vampirism; Fledgling vampire, Mature vampire, and Vampire lord.

STAGE 1: FLEDGLING VAMPIRE

At this stage the character is a young vampire who hasn't fully mastered their vampiric nature.

- ◆ **Night 's Champion:** Vampires have a +1 bonus to Spellpower with Illusion magic.
- ◆ **Nightstalker:** Vampires gain the ability focus Dexterity (Stealth) if they do not already possess it.
- ◆ **Immunities:** Vampires are immune to naturally-occurring diseases and poisons. Supernatural diseases and poisons can still affect them.
- ◆ **Resistance (Frost):** Vampires have a +2 bonus to ability tests to resist cold effects and have an Armor Rating

of 2 + Constitution (minimum of 2) against cold-based damage.

- ◆ **Supernatural Might:** A vampire's Dexterity, Strength, and Willpower each increase by 2.
- ◆ **Vampiric Bite (Combat Stunt):** The vampire gains the unique combat stunt, *Vampiric Bite*. For 2+ SP, the vampire can bite a single opponent as a Free action. If successful, the bite deals 2 penetrating damage per 2 SP spent, plus their Strength, of damage to the target. The vampire is healed an equal amount to the damage done.
- ◆ **Vampiric Senses:** Vampires have Dark Sight out to 20 yards. In addition, they can sense the presence of living creatures within 20 yards, granting them a +2 bonus on Perception tests against them. They also can see a glowing aura about living creatures, allowing the vampire to get a general sense of their current Health.
- ◆ **Blood-drinker:** Vampires must feed on the living each night or they will become restless. A restless vampire cannot gain the benefits of sleep, they cannot heal and recovery lost Health and Magic Points with sleep.
- ◆ **Vulnerability (Blessed):** Vampires take an extra 1d6 damage from radiant damage and blessed weapons and objects.
- ◆ **Vulnerability (Fire):** Vampires take an extra 1d6 damage from fire.
- ◆ **Vulnerability (Silver):** Vampires take an extra 1d6 damage from silver weapons and objects.
- ◆ **Weakness (Radiant):** Vampires become weakened while on holy ground or if within 20 yards of a powerful holy object. A weakened vampire has their total Health, Magic Points, and Stamina Points are reduced by 10. The reduction effect stacks with the *Weakness (Sunlight)* ability below.
- ◆ **Weakness (Sunlight):** Vampires become weakened while during the day. A weakened the vampire has their total Health, Magic Points, and Stamina Points are reduced by 10. The reduction effect stacks with the *Weakness (Holy)* ability above.

STAGE 2: MATURE VAMPIRE

At this stage the character has begun to manifest greater vampiric powers.

- ◆ **Novice:** The vampire gains the *Charm Humanoid* and *Drain Vitality* spells.
- ◆ **Journeyman:** The vampire gains the *Reanimate Corpse* spell.
- ◆ **Master:** The vampire gains the *Invisibility* spell.

Vampire Lord: .

** access to/learn blood magic talent

** Vampire Lord: Can transform into the monstrous form of a vampire lord.

Claws 2d6 + Strength damage

Night Cloak (Spell Stunt): The vampire lord drains the life force from the living to sustain themselves. For every 3 SP spent, the vampire lords deals 2 penetrating damage to all living creatures within 6 yards. Every living creature within the area must make a Constitution (stamina) test against the vampire lord's Spellpower, with a success reducing the damage by one-half. The vampire lord is healed an equal amount to the damage dealt to all living creatures within the area.

OR

Each round a living creature is within 4 yards of a transformed vampire lord, it takes 2 points of penetrating damage. The vampire lord is healed an equal amount to the damage done in this manner.

OR

Anytime a living creature dies within 6 yards of the vampire lord, the vampire lord heals a number of Health equal to 2 + the dying creature's Constitution, minimum of 2.

Vampiric Bite (Combat Stunt): For 2 SP, the vampire lord bites and drains the life force of a single opponent in melee. For 4 SP, the target takes 2d6 penetrating damage. A successful Constitution (stamina) test against the vampire lord's Spellpower reduces the damage to one-half. The vampire lord is healed an equal amount to the damage done.

Night Powers [talent]

N- Bats "Blink"

N- Vampire Sight "Dark Sight", can see "life force"

J- Mist Form

M- Supernatural Reflexes

Blood Magic Arcana [talent]

Novice: Your *Drain Life* spell deals an extra 2 points of damage. Your *Reanimate Corpse* spell creates "elite" undead minions; elite monsters have three abilities increased by 1, two new ability focuses, and 5 extra Health.

Journeyman: .

Master: .

N- Life Syphon (aoe)

N- Revenant ("elite" undead minion)

J- Vampiric grip

J- Corpse curse

M- Summon gargoyle

??? [TYPE]

Classes: Mage, Rogue, and Warrior.

Requirements: X.

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

SANGUINARE VAMPIRIS [TALENT]

Classes: Mage, Rogue, and Warrior.

Requirements: Failed three Constitution (stamina) tests against sanguinare vampiris.

You are infected with sanguinare vampiris.

Novice: At this level you are a young vampire. You gain the following traits:

- ◆ **Champion of the Night:** You gain a +1 Spellpower when casting spells from the Illusion school.
-

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- ◆ **Disease Immunity:** Your vampiric blood grants you immunity to disease.
- ◆ **Nightstalker:** You gain a +1 bonus to Dexterity (Stealth) tests.
- ◆ **Poison Immunity:** Your vampiric blood grants you immunity to poison.
- ◆ **Vulnerability (fire):** You are vulnerable to fire. See page 114 in the *Fantasy AGE* basic rulebook for details.
- ◆ **Vulnerability (silver):** You are vulnerable to silver weapons. See page 114 in the *Fantasy AGE* basic rulebook for details.
- ◆ **Weakness to Sunlight:** While in daylight your Health and Magic Points are reduced by 10 and you cannot recover them recover naturally through resting. In addition, all healing effects heal you for one-half its normal effect.

Journeyman: At this level you are a fully mature vampire. You gain the following traits:

◆ .

Master: At this level you are a pure-blooded vampire. You gain the following traits:

◆ .

Vampire Lord [Specialization]

Requirement(s): Vampire talent.

Novice: You can transform into a “true vampire”. This transformation requires a Major action and takes one round to complete. While transformed, you gain +1 bonus to Constitution and Strength.

J:

M:

.

BLOOD MAGIC ARCANA

.

NOVICE-LEVEL BLOOD MAGIC SPELLS

Power of the Grave: When transformed into a vampire lord, you gain a +2 bonus to Strength, Constitution, and Fighting for 10 minutes.

Vampiric Grip

Detect Creatures/the Living

JOURNEYMAN-LEVEL BLOOD MAGIC SPELLS

Blood Healing

Mist Form

Supernatural Reflexes

MASTER-LEVEL BLOOD MAGIC SPELLS

Night Cloak: Phantom bats swarm around you, feeding off any enemy within 4 yards of you. “Vampiric flame cloak”.

Poison Talons (Combat Stunt): Your unarmed attacks deal 1d6 damage, plus targets of your unarmed attacks must make a Constitution (stamina) test vs TN 10 + your Strength score, or take an extra 2 points of penetrating damage.

Detect Life: You can “see” the life force of living creatures within 20 yards of you, granting you a +2 bonus on

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Perception (Seeing) tests against living creatures. You also get a general idea of their current Health.

Mist Form: You transform into a thick mist.

Supernatural Reflexes: Vampires are unnaturally quick. You can perform the *Defensive Stance*, *Lightning Attack*, and *Seize Initiative* combat stunts all for 1 SP less.

Blood Healing: When fighting unarmed you can perform a powerful bite attack as a 2-point combat stunt. If you successfully hit, you deal 1d6 penetrating damage with the attack and you regain an equal amount of Health. This stunt can be used multiple times if there is enough SP available, each time adding +1d6. However, you only need to make one bite attack roll.

Unearthly Will: +1 Willpower

Vampiric Grip: Telekinesis

Summon Gargoyle (two gargoyles w/ X)

Corpse Curse: Paralyze

.

XXX (BLOOD MAGIC)

Requirements: Vampire Lord (Novice).

Spell Type: .
Casting Time: . action

MP Cost: .
Target Number: .

Test: .

XXX (BLOOD MAGIC)

Requirements: Vampire Lord (Novice).

Spell Type: .
Casting Time: . action

MP Cost: .
Target Number: .

Test: .

XXX (BLOOD MAGIC)

Requirements: Vampire Lord (Journeyman).

Spell Type: .
Casting Time: . action

MP Cost: .
Target Number: .

Test: .

XXX (BLOOD MAGIC)

Requirements: Vampire Lord (Master).

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Spell Type: .
Casting Time: . action

MP Cost: .
Target Number: .

Test: .

Vampire [Talent]

Stage 1: -5 Health

Weakness to Sunlight: Suffer a -1 penalty on all ability tests, attack rolls, and spell tests. Health and Magic Points reduced by 10.

Disease Immunity: Become immune to disease.

Poison Immunity: Become immune to poison.

Champion of the Night: Gain +2 Spellpower with Illusion spells.

Vampire

In the AGE of Tamriel there are two different types of vampires, normal vampires and pure-blooded vampire lords. Normal vampires are covered by a talent. The vampire lord is a specialization that is open only to those with the vampire talent, regardless of class.

Vampire [Talent]

Class: Mage, Rogue, Warrior.

Requirement: Constitution and Willpower 0 or higher, Infected with sanguinare vampiris.

You are afflicted with have become infected with sanguinare vampiris.

Novice: You suffer a -1 penalty to tests against fire hazards and effects, you also take +1d3 damage from fire attacks. Your AR is one-half against fire damage, or eliminated with the Pierce Armor stunt.

Journeyman: .

Master: .

Stage 1 Vampire [non-specialization]

Weakness to Fire (-1 resistance; takes +2 damage, AR is one-half or eliminated w/ Pierce Armor stunt)

Frost Resistance (+1 resistance; 2 AR vs frost)

Weakness to Sunlight (-10 Health, -10 Magic Points; cannot recover lost Health/Magic Points while in daylight)

+1 Spellpower with Illusion spells

+1 Dexterity (stealth)

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Vampiric Drain (gain *vampiric drain* spell; novice-level only, unless character is higher level necromancer)

Vampire's Servant (gain the *reanimate* spell)

Vampire's Sight (gain *dark sight* out to 20 yards)

Vampire's Strength (unarmed attacks deal 1d6 damage; damage can be lethal or non-lethal)

Stage 2 Vampire

As Stage 1, plus:

Weakness to Sunlight (-15 Health, -15 Magic Points; cannot recover lost Health/Magic Points while in daylight)

Vampire's Strength (unarmed attacks deal 1d6+2 damage; damage can be lethal or non-lethal)

Weakness to Fire (-2 resistance; takes +1d6 damage, AR is one-half or eliminated w/ Pierce Armor stunt)

Frost Resistance (+2 resistance; 4 AR vs frost)

Vampire's Seduction (gain *calm* spell) [enthraling presence; can perform the *flirt* roleplaying stunt for 3 pts]

Stage 3 Vampire

As Stage 2, plus:

Weakness to Sunlight (-20 Health, -20 Magic Points; cannot recover lost Health/Magic Points while in daylight)

Vampire's Strength (unarmed attacks deal 2d6+2 damage; damage can be lethal or non-lethal)

Weakness to Fire (-3 resistance; takes +1d6+2 damage, AR is one-half or eliminated w/ Pierce Armor stunt)

Frost Resistance (+3 resistance; 6 AR vs frost)

Embrace of Shadows (gains *invisibility* spell)

Vampire Lord [specialization]

+2 Spellpower w/ *vampiric drain* spell

Blood Magic:

WEREWOLF

werebear

DRAGON

brown

blood

frost

elder [heroic]

ancient [epic]

serpentine

DAEDRA

DREMORA

dremora lord

butler [mage 4]

merchant [mage 4]

ATRONACH

flame

forst

storm

daedric prince

lurker

seeker

ANIMALS

deer/elk

mammoth

oxen

fox

netch

dog

slaughterfish

wolf

frost wolf

sabre cat

snowy sabre cat

bear

cave bear

snow bear

mudcrab

giant

horker

skeever

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 sp.

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 1 / MAGE 1)

[description]

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ABILITIES (FOCUSES)

0	Accuracy
0	Communication
2	Constitution* (Stamina)
1	Dexterity*
2	Fighting* (Bludgeons)
1	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	+1 ranged (16/32)	1d6+2	
Brawling	+0 melee	1d3+3	

SPECIAL QUALITIES

- ◆ **Favored Stunts:** .
- ◆ **Orisimer:** +1 Con. Con (stamina) or Str (might). Enraged (can activate Berserk talent as Free action, +2 AR when enraged w/ berserker talent). Robust (+5 Health). Speed 10. Languages (common tongue, orcish). Rolled Benefits (+1 Str, Willpower [courage]).
- ◆ **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):** Magic training (Restoration; Spells: Healing, Turn undead), Chirugry (N).
– *Magic Points:* 14 (Strain 2). *Spellpower:* 12.
– *Spells:* Restoration–(N) Healing, Turn undead.

POSSESSIONS

- ◆ **Wealth:** 31 sp.
- ◆ **Armor:** Heavy leather armor (AR 4, AP -1), Medium shield (+2).
- ◆ **Weapons:** Two-handed maul (2d6+3), Battle axe (2d6), Short bow (1d6+1; range 16/32) 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 (Malacath), 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.
- ◆ **Free Equipment:** Healer's kit.