

Elder Craft

**A Fan-Made Module for roleplaying in Tamriel via Fantasy Craft
(Test Draft 0.2)**

Introduction

This is not a stand alone system, and is to be used in junction with the Fantasy Craft Core Book. Short of any changes explicitly listed in this book, use the Fantasy Craft rules as normal.

ORIGINS

Use the Races listed in this Module instead of the ones in the book.

SPECIALTIES & STARS

Specialties are out; every character gets a Starsign instead.

CLASSES

Classes are out.

PROGRESSION

All Characters progress down the same progression chart.

MAGIC

Arcane Magic works as it does in Fantasy Craft, with characters making Casting Checks with their Caster Bonus + Intelligence to cast Spells, using the same Difficulties listed in the Fantasy Craft Book.

For all intents and purposes a spell-caster's "Circle of Power" is equal to the higher of their INT or WIS scores, -10. So, for example, a character with an INT of 14 and a WIS of 13 has a Circle of Power of 4 ($14-10=4$), meaning they can attempt to cast spells of level 4 or lower.

Casting Spells stored in Staves and Scrolls requires a Casting Check. Those without the Adept Feat may still attempt the Check, but simply roll with their base 1d20 + their INT bonus.

To learn new spells a character must succeed 3 Casting Checks with that Spell at a -4 penalty inside of 1 week. This represents trial and error of a new study. They must also have reference or a mentor to even attempt the task in their Downtime. They may only make 1 attempt each day, allotting for rest and study. If the spell is outside of their Circle of Power the penalty is increased to -8.

While characters cannot cast a spell outside of their Circle of Power they may still attempt to craft the spell into magic items via. essence binding, so long as the spell's level is no greater than double their Circle of Power.

EQUIPMENT

Alternative Weapons and Armors are listed in this book, simplified and Elder Scrolls-ified, but the normal ones in the Fantasy Craft book can be used instead.

While none of this module is in it's final state, this in particular is both the least tested part of the system, and the most arbitrary. Feel free to ignore.

Character Creation

Step 0: Concept

- Know who you want to be before you start putting them together (or completely randomize it).

Step 1: Attributes

- Use the point-by system in the FC book, or roll 2d6+4 for each attribute. All players should use the same Attribute Generation method.

Step 2: Origins

- Select a Race and Starsign, assuming all granted qualities.

Step 3: Career Level

- Assume all the modifiers of your starting Career Level

Step 4: Skills

- Select 3 Major Skills and 3 Minor Skills. All become Origin Skills, and Minor Skills get 1 free Rank while Major Skills get 2 free Ranks.

Step 5: Feats

- Select 1 free Feat that you qualify for

Step 6: Gear

- Spend Career level x 100 Septims on equipment. Shop smartly, because abundance/regional penalties to costs and availability will be applicable after this, but not during character creation.

Step 7: Finishing Touches

- Spend any unspent points, Declare which of the 3 Saves is your Best, Secondary, and Worst Save, and draw a little picture of your character.

Character Progression

There are no Classes, and all Characters progress down the same Progression Chart. When they accumulate the Experience Required for their next level the advance to that level and their Experience is reset to 0.

Level	EXP REQ	C B	Prime Save	Second Save	Worst Save	Max Skill Rank	Feat	Proficiency	Interests
1	- - -	+1	+1	+1	+0	4	+1	+3	INT+WIS
2	1,000	+1	+2	+1	+0	5	+1		+1
3	2,000		+3	+2	+1	6		+1	
4	4,000	+1	+3	+2	+1	7	+1		
5	6,000	+1	+4	+3	+2	8			
6	8,000		+5	+3	+2	9	+1	+1	+1
7	10,000	+1	+6	+4	+3	10			
8	15,000	+1	+6	+4	+3	11	+1		
9	20,000		+7	+5	+4	12		+1	
10	25,000	+1	+8	+5	+4	12	+1		+1
11	30,000	+1	+9	+6	+5	12			
12	40,000		+9	+6	+5	12	+1	+1	
13	50,000	+1	+10	+7	+6	12			
14	60,000	+1	+10	+7	+6	12	+1		+1
15	70,000		+11	+8	+7	12		+1	
16	80,000	+1	+11	+8	+7	12	+1		
17	90,000	+1	+12	+9	+8	12			
18	95,000		+12	+9	+8	12	+1	+1	+1
19	100,000	+1	+13	+10	+8	12			
20	101,000	+1	+14	+10	+8	12	+1		

Starting Intrests: All Chracters begin play with an Interest/Study in their Native Laguage, Native Culture, and the Trade-Language of Cyrodil.

Advancing Skills: Every time your character advances in level you select two skills to advance, each of those skills gaining 1 Rank.

Combat Bonus (CB): Your Combat Bonus is applied to all Attack rolls you make, and ½ o your Combat Bonus is applied to your defense (rounded down).

Characters with the **Adept Feat** may chose to advance their Casting Bonus instead of their Combat Bonus whenever they would normally have the option to advance their Combat Bonus.

Races

Forte: The score of the lower of these two attributes is increased by 2

Fault: The score of the higher of these two attributes is lowered by 2

Common Skills: These Skills automatically count-as Origin Skills

ALTMER

Forte: DEX, WIS

Fault: STR, CON

Common Skills: Crafting, Impress, Notice, Sense Motive

+4 to saves vs. Disease and Poisons

-4 to saves vs. Spells

+2 Spell Points

ARGONIAN

Forte: CON, DEX

Fault: WIS, CHA

Common Skills: Athletics, Crafting, Sneak, Survival

- Immune to Poisons

+4 vs .Diseases

- Can breath under water

BOSMER

Forte: DEX, INT

Fault: STR, INT

Common Skills: Athletics, Notice, Resolve, Survival

+2 vs. Diseases

- Beast Tongue – May communicate with animals on an extremely rudimentary level a number of times / session equal to their Staring Action Die.

BRETON

Forte: INT, WIS

Fault: STR, CON

Common Skills: Crafting, Haggle, Medicine, Prestidigitation

- Dragon Skin –Saves made vs. Spells gain a bonus equal to a Breton's CON Bonus +2.

- +2 Spell Points

DUNMER

Forte: CON, DEX

Fault: WIS, CHA

Common Skills: Athletics, Intimidate, Resolve, Survival

- Ancestral Guardian - +1to all Saves

- +4 to all Saves vs. Fire/Heat (+5 total)

IMPERIAL

Forte: CON, INT

Fault: DEX, WIS

Common Skills: Blend, Haggle, Impress, Sense Motive

- Tongue of the Emperor – All Imperials gain +2 Bluff, Haggle, Resolve, and Sense Motive, and any Action Points spent on these rolls allow you to roll two die and use the higher of the two results.

KHAJIIT

Forte: DEX, INT

Fault: STR, WIS

Common Skills: Acrobatics, Athletics, Haggle, Survival

+2 Intimidate

- Darkvision I

- Successful Acrobatics checks made to *Break Fall* reduce the damage down to 1/4th of the damage instead, (rounded down, meaning that 4 or less damage is completely negated).

NORD

Forte: STR, CON

Fault: WIS, CHA

Common Skills: Athletics, Crafting, Intimidate, Survival

+2 to all saves vs. Frost/Cold

+4 Vitality

Gain Edge Proficiency or Blunt Proficiency for free.

ORISMER

Forte: STR, CON

Fault: INT, CHA

Common Skills: Athletics, Intimidate, Resolve, Survival

+2 Vitality

- Rage – any time a target damages you gain +2 to all attack rolls made against that target on your subsequent turn.

REDGUARD

Forte: STR, DEX

Fault: WIS, CHA

Common Skills: Athletics, Haggle, Resolve, Survival

- Adrenaline – Action Points spent on Athletics or Attack Actions allow you to roll two die instead of one and use the higher of the two results.

New Feat(s)

MAGICKA BASICS

Requirements: Either your INT or WIS must be 14, and the other must be at least 12.

Your character gains a Magicka Pool equal to their INT+WIS+Casting Bonus, and may chose to advance their Casting Bonus instead of their Combat Bonus whenever they would normally advance their Combat Bonus.

Additionally, you gain 3 level 0 spells of your choosing, and one random level 1 spell.

MAGICKA MASTERY

Requirements: Magicka Basics, and an INT or WIS of 15

Gain 1 Level 1 Spell of your Choosing, and 1 random level 2 Spell. Additionally, you automatically succeed at casting spells stored in magic items.

MAGICKA SUPREMACY

Requirements: Magicka Mastery, and an INT or WIS of 16

Gain 1 Level 2 spell of your Choosing and 1 random level 3 spell. Additionally, increases your Casting Bonus by 1, and all Saves rolled against spells by 1.

Restricted Feats

ALL SPELL FEATS

CHARACTERS MAY NOT HAVE MORE THAN ONE STYLE FEAT

CHARACTERS MAY NOT HAVE MORE THAN ONE CHANCE FEAT

Alternative Armaments

You may chose to use these Elderscrolls-ish equipment Lists/Upgrades instead of the ones listed in the Fantasy Craft Corebook, but not in junction with them; either-or.

BLADES (Edged)

Weapon	Damage	Reach	Size	Special	Const	Weight	Cost
Daggers/ Knives	1d4 L	Melee	D/1h	Keen 4, Hurl, Bleed	Hard/2		15
Short Blades	1d6 L	Melee	T/1h	Keen 4	Hard/2		30
Long Blades	1d8 L	Melee	S/1h	Bleed	Hard/2		45
Great Swords	2d6 L	Melee	M/2h	Massive, Guard +1	Hard/3		60
Polearms	1d10 L	+1	M/2h	Trip, Massive	Hard/2		50
Spears	1d8 L	+1	M/2h	Cavalry, Hurl	Hard/1		20

MASS (Blunt)

Weapon	Damage	Reach	Size	Special	Comp	Weight	Cost
Hand Axes	1d8 L	Melee	S/1h	Hurl, Disarm	Hard/2		20
Bludgeons	1d6 S	Melee	S/1h	AP 2	Hard/2		15
Great Axes	1d12 L	Melee	M/2h	AP 2, Massive	Hard/3		40
Mauls	1d10 L	Melee	M/2h	AP 4, Massive	Hard/3		50
Shields	1d6 S	Melee	S/1h	Guard +2	Hard/4		25

BOWS

Weapon	Damage	Range	Size	Special	Comp	Weight	Cost
Short Bows	2d3	20	S/2h	Cavalry	Hard/1		30
Longbows	2d4	40	S/2h	AP 1, Massive*	Hard/1		50
Elven Bows	2d4+1	30	S/2h	AP 2, Massive*	Hard/2		80
Crossbows	1d8+2	20	S/2h	Load 5	Hard/2		45

*While these weapons are not actually very large, the strength required to darw them is significant.

- Use Arrow/Bolt types from Fantasy Craft Corebook.

HURLED

Weapon	Damage	Range	Size	Special	Comp	Weight	Cost
Throwing Knives	1d3	10	D/1h	Hurl, Bleed	Hard/2		
Bolas	1d2	10	S/1h	Trip	Soft/1		

Armors

Fundamental Armor (Covering torso)

ARMOR	DR	DP	ACP	Resistances	Disguise	Speed	COMP	Weight	Cost
Leather	1	-0	-0	Heat 2	+0	+0	Soft/3	6	20s
Mail	2	-0	-1	Blade 2	-1	-5	Hard/2	20	100s
Plate	3	-1	-0	Mass 1	-2	-5	Hard/4	15	200s

ARMOR UPGRADES

ARMOR	DR	DP	ACP	Resistances	Disguise	Speed	COMP	Weight	Cost
Sparse Fittings	+1	-1	-1	-	-1	-	-	+10	30s
Heavy Fittings	+2	-2	-1	-	-2	-5	-	+20	75s
Extremities	+2	-1	-1	-	-1	-	-	+20	+60%
Helmet	-0	-0	-0	Critical 4	-0	-0	+1	+5	20s
Tailoring	+0	+1	+1	-	-	-	-	-	60s

SPECIAL MATERIALS

NO Item may be made of more than one Special Material

Special Materials have to be incorporated on creation

Spears gain no Comp or Weight modifiers from materials

Bows cannot be composed of special materials, but Arrows/Bolts take the Damage Bonuses.

ARMOR BONUSES

MATERIAL	DR	DP	ACP	Speed	COMP	Weight	Cost
Steel	+0	+0	+1	-	+1	-5%	+20%
Chitin*	-1	+1	+1	+5	-2	-10%	+30%
Bonemold*	+1	+1	-	-	-1	-5%	+40%
Elven	+1	-0	+1	+5	-0	-5%	+50%
Glass*	+1	+0	+1	+5	-1	-	+60%
Orchish	+2	+1	+0	-	-	+5%	+80%
Dwarven	+3	-1	-1	-5	+1	+10%	+100%
Ebony*	+5	-1	-2	-10	+3	+15%	+110%

*Can only be applied to Plate

WEAPON BONUSES

Weapon	Damage	Special	Const	Weight	Cost
Silver	-1	Ghost Touch	-2	-10%	+20%
Steel	+1		+1	-5%	+30%
Chitin*	-2	+1 Attack	-2	-20%	+40%
Bonemold*	+0		-0	-5%	+50%
Elven	+0	+1 Attack	-0	-5%	+60%
lass*	+1	+ Keen 1	-0	-5%	+80%
Orchish	+2	+ Keen 1	+1	+5%	+100%
Dwarven	+3	+ Massive	+2	+15%	+110%
Ebony*	+3	+ AP 1, + Massive	+3	+25%	