

Birthsigns of Tamriel

Birthsigns, the Thirteen Constellations

The heavens turn, and the stars gaze upon us. We are all blessed or cursed by the stars at the time of our birth.

The Apprentice [9]



Those born under the sign of The Apprentice have increased Magicka, but also have a weakness to it.

Magery 0 [5]

8 MP bonus [16]

Magic Susceptibility 4 [-12]

The Lord [10]

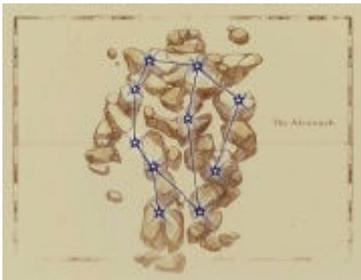


Those born under the sign of The Lord can regenerate Health, but are vulnerable to fire.

Blood of the North: Regeneration (regular) [25]

Trollkin Ability: Vulnerability to Fire $\times 1.5$ [-15]

The Atronach [29]



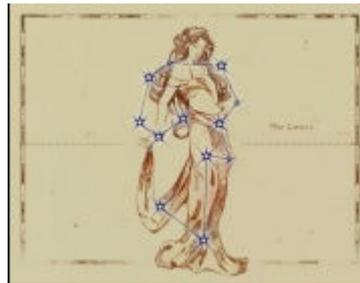
Those born under the sign of The Atronach cannot regenerate Magicka, but have a chance of absorbing any magic cast at them.

Magery 0 [5]

Damage Resistance: Magical Energy Absorption 2 (restores MP) [10-40%+80%=14] (doesn't stack with racial DR)

6 MP bonus [12]

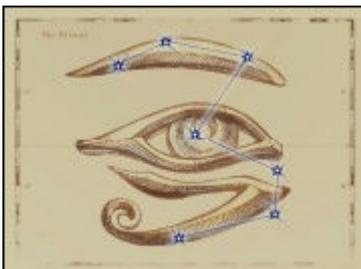
The Lover [8]



Those born under the sign of The Lover can paralyze others with a kiss.

Lover's Kiss: "Rooted Feet" spell at IQ+2 (but melee, and costs 5 MP) [8]

The Ritual [22]

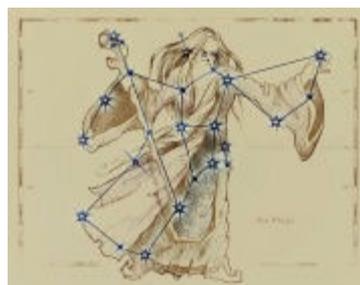


Those born under the sign of The Ritual can heal themselves and turn the undead.

Blessed Word: "Turn Zombie" spell at IQ+2 [12]

Mara's Gift: "Minor Healing" spell at IQ+2 (self only) [10]

The Mage [13]



Those born under the sign of The Mage have increased Magicka.

Magery 0 [5]

4 MP bonus [8]

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The Lady [16]



Those born under the sign of The Lady have increased Willpower and Endurance.

Lady's Blessing: +2 Willpower [10], +2 FP [6]

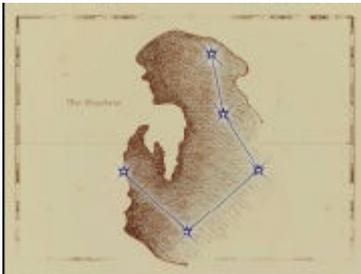
The Serpent [10]



Those born under the sign of The Serpent can poison others at a loss of their own Fatigue.

Serpent Spell: "Deathtouch" spell at IQ+2 (but only 1d damage and costs 6 MP) [10]

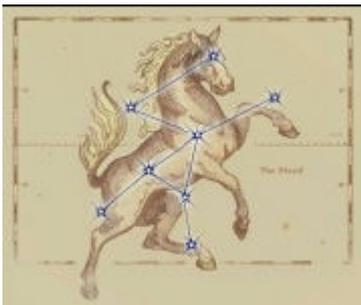
The Shadow [12]



Those born under the sign of The Shadow can make themselves invisible.

Moonshadow: "Invisibility" spell at IQ+2 (self only) [12]

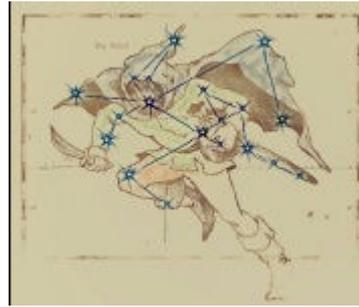
The Steed [20]



Those born under the sign of The Steed can move faster.

+0.50 Basic Speed [10]
and an additional +2 Basic Move [10]

The Thief [45]



Those born under the sign of The Thief have increased Agility, Speed, and Luck.

Luck [15]
+1 DX [20]
+2 Basic Move [10]

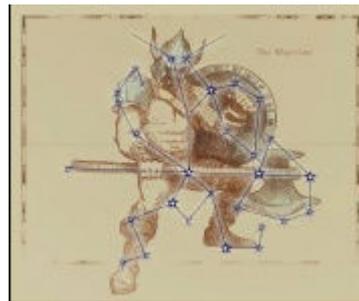
The Tower [22]



Those born under the sign of The Tower can unlock doors magically, and the Tower Warden power reflects damage from attackers.

Tower Key: "Magelock" spell at IQ+2 [12]
Tower Warden: Damage Resistance 1 (Reflection) [10]

The Warrior [16]



Those born under the sign of The Warrior have increased Strength and Endurance.

+1 ST [10]
+2 FP [6]