

# *The Major Races of Tamriel*

## **Imperial (Men of Cyrodiil) [0]**

Natives of the civilized, cosmopolitan province of Cyrodiil, the Imperials are well-educated and well-spoken. Though physically less imposing than the other races, the Imperials have proved to be shrewd diplomats and traders. These traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other provinces and have erected a monument to peace and prosperity that comprises the Glorious Empire.

Natives of the civilized, cosmopolitan province of Cyrodiil, they have proved to be shrewd diplomats and traders. They are skilled with heavy armour and in the social classes and tend to favour the warrior classes.

The main religion of Cyrodiil is the worship of the Nine Divines, which is led by the Imperial Cult. Another religion of Cyrodiil is a type of hero/emperor worship.

Racial Features:

These are the "standard", and varied, humans. They have no exotic features, and no "unusual" features specific to the race. Common skills are shield, melee weapons, bow, leadership, diplomacy, merchant



## **Breton (Men of High Rock) [53]**

Bretons hail from the province of High Rock. They are tall, dark haired people. Bretons are highly intelligent and wilful people, and have an outgoing personality. It is said that Bretons are weaned on magic, for it seems to suffuse their very being. They are excellent in all of the arcane arts. Intermingling with Elven blood has given Bretons an affinity for magic but hardiness is also part of their heritage.

Passionate and eccentric, poetic and flamboyant, intelligent and wilful, the Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural. Many great sorcerers have come out of their home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest Breton can boast a high resistance to destructive and dominating magical energies.

The main religion in High Rock is the worship of the Nine Divines but some Bretons worship the gods of their Elven ancestors.

Racial Features:

IQ 11 [20]

Magery 1 [15]

Damage Resistance: Magic 2 [8]

Talent - Breton Magic +1 (thaumatology, alchemy, enchantment, occultism) [10]



# *The Major Races of Tamriel*

## **Redguard (Men of Hammerfell) [63]**

Redguards hail from the province of Hammerfell. They are a stocky, powerful race that are known to be extremely quick and hardy. Legend has it that Redguards are innately more proficient at weapons than any other race. They are excellent in all arts concerning blade and shield. They have descended from a long line of warriors and mystic seers.

The most naturally talented warriors in Tamriel, the dark skinned, wiry haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free ranging heroes and adventurers, than as rank and file soldiers. In addition to their cultural affinities for many weapon and armour styles, Redguards are also physically blessed with hardy constitutions and quickness of foot.

The main religion of Hammerfell is a type of religion mixed between ancestor worship and a nine divines type religion.

Racial Features:

Basic Speed +0.5 [10]

Hard to Kill 1 [2] (or 2 [4])

Hard to Subdue 1 [2] (or 2 [4])

Talent - +2 (Shield) [4]

Weapon Master (all muscle weapons) [45]



## **Nord (Men of Skyrim) [62]**

Nords hail from the province of Skyrim. They are tall and fair skinned people who are strong, wilful, and hardy. It is rumoured that growing up in their arctic environment has inured them to its effects, for they seem to shrug off all but the coldest attacks. They are excellent in all arts concerning the blade and shield.

The citizens of Skyrim are a tall and fair haired people, aggressive and fearless in war, industrious and enterprising in trade and exploration. Skilled sailors, Nords can be found in seaports and settlements along all the coasts and rivers of Tamriel. Strong, stubborn, and hardy, Nords are famous for their resistance to cold, even magical frost. Violence is an accepted and comfortable aspect of Nord culture. Nords of all classes are skilled with a variety of weapon and armour styles, and they cheerfully face battle with an ecstatic ferocity that shocks and appals their enemies.

The main religion of Skyrim is an ancient religion that originated in Atmora with ancestors of the Nords, the Nedics.

Racial Features:

ST 11 [10]

DX 11 [20]

HT 11 [10]

Damage Resistance: Cold 2 [6]

Fearless 3 [6]

Talent - Nordic Fighting +2 (broadsword, shortsword, 2H sword, staff, axe/mace, shield) [10]



# *The Major Races of Tamriel*

## **Dunmer – Dark Elves of Morrowind [55]**

Dark Elves hail from the province of Morrowind. They are tall, dark skinned people with red, glowing eyes. They are known to be extremely strong and intelligent, and very quick. Dark Elves seem innately attuned to weaving magic with weapons. They are adept in any art involving the blade and shield combined with the arcane arts. They are legendary sorcerers and warriors, with their prowess with sword and bow rivalling that of the Redguards and Bosmer, or Wood Elves.

Dark Elves are the dark skinned Elven peoples of the Eastern Empire. Dark is variously understood to mean dark skinned, gloomy, and ill favoured by fate. The Dunmer and their national character embrace these various connotations with enthusiasm. In the Empire, Dark Elves is the common usage, but in their Morrowind homeland, and among their Aldmeri brethren, they call themselves Dunmer. The dark skinned, red eyed Dark Elves combine powerful intellect with strong and agile physiques, producing superior warriors and sorcerers. On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards. In character they are grim, aloof, and reserved, distrusting and disdainful of other races. Dark Elves aren't common outside of their native province, Morrowind.

In Morrowind the main religion is the worship of the Tribunal Temple but a large number of Dunmer also worship Daedric deities.

Racial Features:

ST 11 [10]

IQ 11 [20]

DX 11 [20]

Magery 1 [15]

No Sense of Humour [-10]

Unlucky [-10]

Talent - +2 (Enchantment) [4]

Talent - +2 (Bow) [4]

Talent - +2 (Broadsword) [4]



## **Bosmer – Wood Elves of Valenwood [75]**

Wood Elves hail from the province of Valenwood. They are a people of the forests, matching their features to all that is found growing in the green woods of their homeland. They are known to be extremely agile and quick. Their nimbleness serves them best in any art involving thievery.

Hailing from the province of Valenwood, Wood Elves are the finest archers in all of Tamriel. The Bosmer are cousins of the Dark Elves, or Dunmer, and the High Elves, or Altmer. The Wood Elves lineage is less noble than that of the High Elves, but they have adapted well to Tamriel.

The Wood Elves are the various barbarian Elven clanfolk of the Western Valenwood forests. In the Empire, they are collectively referred to as Wood Elves, but Bosmer or Tree Sap People is what they call themselves. Tree Sap suggests the wild vitality and youthful energy of the Wood Elves, in contrast with their more dour cousins, the Altmer and Dunmer. Bosmer reject the stiff, formal tradition of Aldmeri high culture, preferring a romantic, simple existence in harmony with the land, its wild beauty and wild creatures. These country cousins of the High Elves and Dark Elves are nimble and quick in body and wit, and because of their curious natures and natural agility, Wood Elves are especially suitable as scouts, agents, and thieves. Their ability to command a simple creature is well known.

The main religion in Valenwood is that of the Forest Gods and Ancestor Worship.

Racial Features:

IQ 11 [20]

DX 11 [20]

Speak with Animals [25]

Talent - Woodland Born +2 (camouflage, bow, stealth, naturalist, tracking, animal handling) [10]



# *The Major Races of Tamriel*

## **Altmer – High Elves of Summerset Isle [85]**

High Elves, or Altmer, hail from the island province of Summerset Isle. They are tall, gold skinned people with almond shaped eyes. High Elves are extremely intelligent, agile, and wilful. They have a natural affinity for the use of magicka, and often make formidable wizards. High Elves are naturally immune to paralysis. They are adapt at any art involving the arcane.

The Altmer are easily equal to Bretons in sorcerous ability due to their high intelligence, force of will, and agility. They are more susceptible to spells than the people of High Rock. High Elves have the purest and longest of the Aldmeri bloodline.

In Imperial speech, the haughty, tall, gold skinned peoples of Summerset Isle are called High Elves, but they call themselves the Altmer or the Cultured People. In the Empire, High is often understood to mean tall, proud, or snobbish. The High Elves confidently consider themselves, with some justice, as the most civilized culture of Tamriel. The common tongue of the Empire, Tamrielic, is based on Altmer speech and writing, and most of the Empire's arts, crafts, and sciences are derived from High Elf traditions. However, the High Elf's smug self assurance of his superiority can be hard to bear for those of other races. Deft, intelligent, and strong willed, High Elves are often gifted in the arcane arts, and High Elves boast that their sublime physical natures make them far more resistant to diseases than lesser races.



The main religion in Summerset Isle is ancestor worship. A small faction of Altmer worship Daedra but not many.

Racial Features:

IQ 12 [40]

Magery 1 [15]

Resistant to Disease - +8 [5]

Resistant to Paralysis - Immunity [5]

Talent - High Magic +1 (thaumatology, alchemy, theology, philosophy, occultism) [10]

Talent - High Art +1 (artist (one) connoisseur (one), current affairs, musical instrument (one), poetry, writing) [10]

## **Dwemer – Dwarves [N/A]**

The Dwemer (Dwarves or Deep Elves) are, or were, a reclusive race of Mer who seem to have lived predominately in Morrowind. Not much certain is known of them, but they were known as masters of the arts of engineering and metallurgy. They are commonly known as the short, stocky people portrayed in certain fiction; however this is an uninformed opinion, though they were heavily bearded. They are instead very similar to other Mer in appearance (though this can only be said due to the images in Dwemer statues and supposed sightings of Dwemer ghosts).

The Dwemer are most noted in history for their great inventions that, even after their mysterious disappearance, still affect Tamriel to this day. Examples of their work are the great Numidium, the tremendous war-machine sought after by multiple parties in Tamriel before its recent destruction, and the many ruins dotting the lands.



# *The Major Races of Tamriel*

## **Argonians – Reptiles of the Black Marsh [87]**

Argonians hail from the swampy region of Black Marsh. They are a cold-blooded beast race of reptilian humanoids, intelligent, quick and agile. Argonians tend towards magery and thievery.

The Argonians have no deities, but instead worship the revered Hist; it is unclear as to what the Hist actually are, however. Some references point towards the Hist being a different breed of Argonians that are ugly, frail, yet intelligent. Other sources imply that the Hist is a type of ancient, semi-sentient tree considered sacred by the Argonians, and that the tree secretes a type of sap-like resin that hardens and when moulded can make ideal armour.

Racial Features:

IQ 11 [20]

DX 11 [20]

Basic Speed +0.5 [10]

Doesn't Breathe (Gills) [10]

Speak Underwater [5]

Nictitating Membrane [1]

Resistant to Poison - Immunity [15]

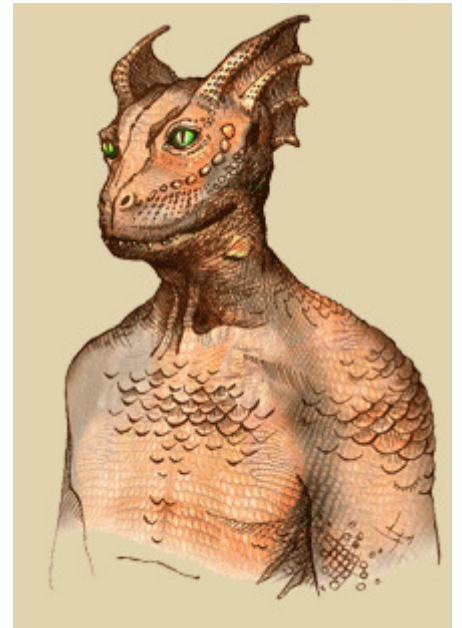
Resistant to Disease - +8 [5]

Cold-blooded - threshold 10C [-5]

Social Stigma - Beast Race [-10]

Talent - Waterborn +3 (swimming) [6]

Talent - Marsh Magic +2 (thaumatology, alchemy, enchantment, occultism) [10]



## **Khajiit – Felines of Elsweyr [71]**

Khajiit hail from the province of Elsweyr. They are a fair skinned people who are extremely hardy, intelligent, and agile. Legend has it that they descended from an intelligent feline race, for they still retain a strange cast to their features. Many Khajiit have taken to painting their faces to more resemble their distant cousins, the predatory cats that hunt the great desert. Khajiit are expert climbers, able to scale chasm wall sides with speed unmatched by any other race. They are adept at all arts involving thieving and sleight of hand.

Khajiit hail from the province of Elsweyr and can vary in appearance from nearly Elven to the Cathay-Raht, or jaguar men, to the great Senche-Tiger. The most common breed is the Suthay-raht. They are intelligent, quick, and agile. Khajiit of all breeds have a weakness for sweets, especially the drug known as skooma. Many Khajiit disdain weapons in favour of their natural claws. They make excellent thieves due to their natural agility and unmatched acrobatics ability. Many Khajiit are also warriors, although this is less common among the Suthay-raht.

The main religion in Elsweyr is a combination of Nine Divines, Daedric Princes, and native Khajiit gods.

Racial Features (Suthay-raht):

DX 12 [40]

Fur [1]

Flexibility [5]

Perfect Balance [15]

Catfall [10]

Claws - Sharp [5]

Teeth - Sharp [1]

Night Vision 9 [9]

Social Stigma - Beast Race [-10]

Kleptomania [-15]

Talent - Catburglary +2 (stealth, climbing, acrobatics, filch, pickpocket, lockpicking) [10]

Many, perhaps most, Khajiit have Addiction - Skooma (cheap, highly addictive, essentially legal) [-5]



# *The Major Races of Tamriel*

## **Orsimer – Orcs of the Wrothgarian and Dragontail Mountains [78]**

These sophisticated barbarian beast peoples of the Wrothgarian and Dragontail Mountains are noted for their unshakeable 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, but they have slowly won acceptance in the Empire, in particular for their distinguished service in the Emperor's Legions.

Orcish armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire.

Most Imperial citizens regard Orc society as rough and cruel, but there is much to admire in their fierce tribal loyalties and generous equality of rank and respect among the sexes.

Racial Features:

ST 12 [20]

Will +2 [10]

Arm ST +2 [10]

Combat Reflexes [15]

Damage Resistance 1 [5]

Berserk: Extra Attack, Costs Fatigue [ $25 \times 95\% = 24$ ]

Talent – Armourer +2 (armoury) [4]

Social Stigma - Beast Race [-10]

