Lore

This book contains all information about the Lore on the Tamrielcraft Server. It includes all the character sheets of the players.

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Introduction

Here comes the intro

Chapter 1: Roleplaying

In this chapter, the rules about roleplaying and the ways on how to roleplay on Tamrielcraft are explained.

How to roleplay on TC

Start your roleplay adventure

In order to start your own roleplay character, and to fully experience the rich environment of Tamrielcraft, you have to first be accepted to the community as a roleplayer. In order to do so, you have to submit a Character Sheet. This sheet will be reviewed by the Lore Team which in turn will decide whether this character is acceptable in the current community. More information can be found on the Discord [LINK!] or here.

Once your character sheet has been accepted, you'll be promoted to the rank of *RolePlayer*. Congrats on doing so!

Preparing your in-game character

Creating your Identity in-game

Since you are officially a member of the role-play community of Tamrielcraft, you are able to use commands related to the TC plugin. As a first, your should create your in-game identity using the character sheet that was accepted previously. To do so, you can use the following main command: `/tc rp`. This command will list all the available sub commands for role-playing purposes.

> The creation of your character sheet in-game will be simplified with the next update of the TC plugin.

The following list contains the available properties to set with their related commands:

Property	Command	Result
Info	/tc rp info <username>	Shows the character sheet of the supplied username
Age	/tc rp age <ageNumber>	Sets your age to the specified value
Gender	/tc rp gender <male/female>	Sets your gender to the specified value
Race	/tc rp race info	Lists all available races

	/tc rp race <raceName>	Displays information about the specified race
	/tc rp race set <raceName>	Sets your character's race to the specified value
Class	/tc rp class info	Lists all available classes
	/tc rp class <className>	Displays information about the specified class
	/tc rp class set <className>	Sets your character's class to the specified value

> Most of the set commands can only be executed once! Be careful and confirm before executing the command.

Checking your skill-tree

As with the rp commands, you are also able to check your characters progress on the different skills that can be mastered using the command `/skills` . This will pop-up an inventory in which the different possible skills are shown. Clicking on one of the items will lead you to the details page of this skill.

Solstheim Event RP

What I have:

House Telvanni Character Leader

All locations needed

NPC draft characters

What I need:

House Redoran Character Leader

People to partake

Event Details

As for now, there will be two separate story lines converging together on a single story line. The story lines follow similar stories with both sides scouting out the Temple of Miraak. Each side will do 3 or 4 scouts, depending on several factors. Once both sides are finished scouting the location, the proper story will begin.e

Both sides will "coincidentally" scout the location for the last time at the same time. This time, however, the location will contain some <spoiler> forces. The forces will force the sides to retreat. From this, a <spoiler> will occur. A treaty will be formed between Redoran and Telvanni for the duration of the invasion. The <spoiler> will take part in 5 random locations across the island. Once all 5 locations are cleared, both sides will launch an attack on the Temple. They will fight the <spoiler> and push into the end of the Temple, where they will be faced with <spoiler>. They will be given and conundrum and the answer they give will effect how the event ends.

Chapter 2: Character Sheets

SamplePlayers's Character Sheet

IGN: [Minecraft Username]

Character's Name: [Please try to stick to lore friendly names.]

Race: [Playable races currently only available]

Age: [If it’s above average lifespan, a reason needs to be given in the backstory]

Class: [Your character’s class, plus their most major/minor skills. These will not really affect your ingame experience, but will give more depth to your character. If your character will be more neutral and not seek out a class, you can put their “skills” here.]

Physical Description: [At least a paragraph describing your character’s physical description.]

Backstory: [At least a paragraph describing your character’s history.]

Personality: [At least a paragraph describing your character’s personality, or explaining major traits of your character’s personality.]

Any other notes on your character:

Skin: [The skin you will be using for your character.]

Tanron Lillandlian by SamIr0n

Character's Name: Tanron Lillandlian

Race: Altmer Age: 19

Class: Archery, Martial Arts and Stealth

Physical Description: Long blonde hair, light blue eyes. Thin face tall body and quite slim.

Backstory: Born to an Elven family but then exiled for high treason. He then was hunted down and chained to a tree with no way of escape until humans found him and set him free. For his exile he despises his own kind and sides with the humans when war rages. He learned his archery skills from the humans who freed him as they were fine archers. Then His martial skills developed naturally for he is an elf.

Personality: Tanron is quite bitter with a very short temper which is more reminiscent of a dwarf than an elf. He can have his kind moments but very rare and usually makes the price shorter and shorter when trading so he barely spends anything at all. How he does this i hear you ask by threatening to slice the merchants throat of course. Overall he is a confusing character due to him being bitter all the time but kind sometimes.

Any other notes on your character: He has to be careful when entering his people’s land due to his exile if he is caught he will be sentenced to death. Despite this he sneaks beyond the boarders undetected and steals valuables and treasures that the elves truly value. A few times he has seen his parents until his father died and his mother sat there sobbing in grief. At that moment he truly wished he could run to her to cheer her up bur unfortunately he knows what will happen if he does so. Tanron always carries around his small knife/dagger called Gynethenbon gifted to him by his mother upon his exile to help him survive the story of the weapon is truly great despite its size it has slain hundreds of orcs in its life time and all Orc fear it. He wears only light metal armour that has horns on either side of his helm. This isn’t traditional Altmer armour and he knows that so he wears it to show he is not with his people and despised them

Hrojar Dragonskin by Kingtag1999

IGN: Kingtag1999

Character's Name: Hrojar (pronounced Hro-yar) Dragonskin

Age: 20

Class: Knight

Major Skills: Restoration, Blade, Heavy Armor, Light Armor, Block, One Handed.

Minor Skills: Two-Handed; Sneak; Archery; Security; Mercantile; Alchemy; Enchanting.

Physical Description: Hrojar is a male Nord, 20 years of age. He wears a combination of heavy armor and light armor, which allows him to both take hits and get close to an enemy. He is brown-haired, fair-skinned, and highly adventurous. He is courageous, and would willingly lay down his life for his Shield-Siblings and allies.

Backstory: Hrojar is the son of a Nord Knight in the Imperial Legion. At a young age, he expressed interest in following in the footsteps of his father, Bregar Dragonskin. At the age of 14, his wish came true, and he was knighted by his father. He served his father faithfully for 6 years, but that all changed when Bregar was killed, assassinated some would say. After doing some digging, Hrojar discovered that his father was supplying Imperial orders to the Thalmor. Disgusted with his father, he vowed to surpass him. To that end, he has served all over Tamriel, and has made many allies, none more so important than his Shield-Sibling, Astryd Helmsplitter.

Personality: Hrojar is a determined young individual, who strives to surpass his father. He is very courageous, and would willing lay down his life for his allies. As a result of his Knight training, he is chivalrous, kind, and wise. Some people claim he is wiser than even the Emperor. Most of all, however, he always strives for the greater good, and never falls to temptation. This unwavering determination has earned him the respect of his fellow Knights and allies, enough to make him Knight-Errant of the Imperial Legion.

Any other notes on your character: N/A

Skin: Simple Nord skin (link in case the Staff needs it: https://www.planetminecraft.com/skin/skyrim-elder-scrolls-nord/).

Chapter 3: TCCollection

This chapter is devoted to the in-house plugin called TCCollection or TamrielCraftsCollection.

TCCollection v0.1.0: changelog

Version 0.1.0

New features

- RolePlaying
  - Improved command length
  - Card concept
  - Your characters name is displayed on the RP card
- Economy
  - Improved command length
  - Addition of a bank (and a corresponding account)
  - Addition of payments
  - New admin payment command
- Skill system
  - Upgraded smithing skill tree
  - Experiences and leveling up

Technical improvements

- A playercache has been introduced to increase read & write speeds of player data

Bug fixes

- The age of the player on the card was not saved correctly