

ID	Name	Category	Site	Link	Author	Date	Description
13534	New Beginnings	Birthsigns	Fliggerty	*229	Tshultze	2011-08-08	New Beginnings V4 Tshultze Dec 13, 2007 Description: Adds a chest, birthsign, and class to the game. chets is in the seyda neen chargen courtyard. Installation: Put this mod into your morrowind/data files folder and play Bugs: none. tested it fully myself and removed all the bugs. should be co...
13533	Definitive Birthsigns Redux Patch	Birthsigns	Fliggerty	*723	Pluto	2012-10-16	I love the Definitive Birthsign mod, it adds so many new ways to play a character, but even with Eisenfaust's patch it still had some problems. I made a new patch to be used instead of Eisenfaust's patch. It fixes script errors, missing meshes, and slightly changes a few of the Birthsigns to feel...
4143	Zodiac	Birthsigns	MMH	8-8156	Aaron French	2002-12-11	A just for fun mod - it adds the Zodiac signs to the list of available birth signs.
4133	Wolf's Eye Birthsign	Birthsigns	MMH	8-12927	Octohaz	2008-09-12	Adds a single birthsign called the Wolf's Eye. From the readme: The Wolf's Eye is a rogue celestial body which appears no more than once every couple of generations, and then only when both moons are full. Children born under the Wolf's Eye tend to have a wild streak from...
4132	Witchblade	Birthsigns	MMH	8-3028	Sokotto	2009-05-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
4129	Werewolf birthsign changes	Birthsigns	MMH	8-10684	Matirule	2006-07-24	I changed the birthsign's abilities more suitable for a werewolf, if u find any more problems plz mention in comments thank u enjoy. Changelog:added abilities active when humie-> armor eater blight disease immunity corpus immunity
4126	WC3 Leveled Birthsigns	Birthsigns	MMH	8-10637	G@X, JediKnight	2006-06-23	This mod adds eight birthsigns, which are in fact key hero classes from Warcraft III. These birthsigns level as the player does (we will not reveal which levels), which adds and removes new spells, powers and abilities based on (not copied from due to MW engine) Warcraft III. <...
4099	Vampire/Werewolf Birthsigns	Birthsigns	MMH	8-6277	sensei388	2009-09-25	Ok... first mod time. Ever wanted to be a vampire or a werewolf without having to hunt down a snarling example of one and let it claw at you for a bit? Now you can become a werewolf or a Berne, Quarra, or Aundae vampire fresh off the boat! This mod adds four new birthsigns, one for we...
4098	vampire birthsign	Birthsigns	MMH	8-11032	longears34	2007-02-01	First mod, just a small birthsign that dosent make you a true vampire but still have all the abilities as a vampire. That means no nobody talking to you and no sun damage, it also includes the vampire fly spell, was included in the game but not used for vampires, so this is a cheat-birthsign thin...
4094	Unique Birthsigns	Birthsigns	MMH	8-8248	GlassBoy	2003-05-26	If you found a birthsign interesting enough, would you make a new character just for it? I think some of these birthsigns may do that to some players out there. I did my best to make them unique, and gave some of them an interesting balance. There are 15 from which...
4093	unique Birthsigns	Birthsigns	MMH	8-2429	Glassboy	2009-04-24	The Cataclysm Power Chaos Strike Fire Damage 3 Target 50 ft 10 □...
4087	Ultimate Mage	Birthsigns	MMH	8-10094	Pepsick	2005-08-22	Adds a Class (Ultimate Mage), Birthsign (The Ultimate Mage), a Staff in ald-ruhn, guild of mages (look for it), some stuff in seyda neen (robe, shoes, amulet, ring and a belt).
4082	Trademen birthsignmod	Birthsigns	MMH	8-2427	Cuthalion	2009-04-24	TradeMen Birthsign Mod by Cuthalion Published by GamersRoam.com! This is the Trademen Mod Birthsign and this mod adds a Trademen Birthsign with 2 powers Trademen's Disappearance with healing and invisibility powers and the Trademen's Blessing that fortify's you...
4068	The Naturalist	Birthsigns	MMH	8-12563	Transcarnate	2008-02-28	This simple mod adds a new birthsign, the Druid and a new class, the Naturalist. All credit for the original concept goes to Ryme and the team at Twilight Heroes. This is just a little thing I threw together for myself, but now you can have fun with it too. Powers: ...
4064	The Light And The Beast	Birthsigns	MMH	8-8693	The Chooser of The Slain	2003-03-03	Mod adds 2 new birthsigns. Each has unique abilities. There is a saintly sign called "The Light" and a savage one called "The Beast"
4063	The Hunter	Birthsigns	MMH	8-9956	Prodigy.NL	2005-07-01	This mod is made for all the starting roleplayers around. It mods adds a birthsign called The Hunter, makes the class Hunter available (and changes it a bit) and has a shack on the road between Seyda Neen and Pelagiad. Inside the shack is notting that is unbalancing, it ...
4062	The Gray's Birthsign Pack	Birthsigns	MMH	8-2431	The Gray Paladin	2009-04-24	Summary: Adds eight new birthsigns to choose from: 1. The Mirror 2. The King 3. The Elemental 4. The Horseshoe 5. The Guar 6. The Shade 7. The meditator 8. The Leech Readme: The Gray Birthsign Pack -- Created b...
4061	The Ghost	Birthsigns	MMH	8-8858	Afrodeeziak87	2003-05-28	Adds a new birthsign and class called The Ghost...pretty much my favorite attributes and skills put together so i dont have to customize anything ever again. See readme for info Note: There is no real birthsign constellation image. I simply included an old one an ...

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4060	The Definitive Birthsigns Pack	Birthsigns	MMH	8-7483	Doy, IceNine0	2002-07-27	Features: - 30 new birthsigns with slick new artwork that fits with the originals. - "The Firmament" has been completely overhauled and weighs in at over 40 pages. READ IT! NEW unique starting equipment for several birthsigns (a la Daggerfall)! Most of t...
4055	The Birthsigns	Birthsigns	MMH	8-2424	Tolga	2009-04-24	THE SUMMONER You can summon every creature(not all of them) and you can also summon centurion sphere!!! THE CRUSHER You can damage the enemy's attributes(all of the attributes) and damage his/her acrobatics and athletics skill!! THE HEALER You can ...
4053	The 4 Dragons	Birthsigns	MMH	8-7506	Sandra Gabel	2002-06-14	
4019	StephNord	Birthsigns	MMH	8-5645	Stephanie	2011-07-25	Gives your Nord Character enhanced powers and spells.
4012	Solar's Birthsigns Pack	Birthsigns	MMH	8-9614	Solar Scorch	2004-09-20	My second mod, and the first one with graphics! Just two new birthsigns (with textures!). Refer to the readme for more details.
4004	Sladle's Birthsign Tweaks	Birthsigns	MMH	8-6330	Sladle	2009-11-18	Tweaks the Birthsigns slightly, some of them I felt were a bit useless, such as the Thief, Sanctuary 10 points, its not really all that useful or representative of the Birthsign. Nearly all of the Birthsigns have been tweaked, some have new powers. Nothing is horri...
3997	Sign Of The Lizard version 2	Birthsigns	MMH	8-12194	IggyEGuana	2013-02-10	This adds a new birthsign, the sign of The Lizard. It fortifies endurance 15 pts, drains personality 5 pts, and gives the spell Burst of Speed. Which fortifies speed 500 pts for 5 seconds. The constellation image isn't too great because I'm a lousey artist. Since there are o...
3996	Sign of the Hero	Birthsigns	MMH	8-13083	Mikel	2008-12-13	This birth-sign of the hero will be added to the list of birth-signs at the beginning of the game. It gives you the ability to summon an enchanted long-bow/long-sword (and keep it forever). This is my first mod, so, yeah.
3995	Sidhe Race Pack	Birthsigns	MMH	8-8543	Kal-El	2002-11-20	The Sidhe race is based on the same named race of Celtic Legend, a group of semi-ethereall Fae who live underground The provided class and birthsign, used together, provide a small but effective boost to powers and skills offset by weaknesses and are otherwise bal...
3990	Sharper Birthsigns	Birthsigns	MMH	8-841	Unknown	2009-04-06	
3989	Shaman and Psychic	Birthsigns	MMH	8-10065	Bose katze	2005-07-29	This mod lets you chose to be a shaman or a psychic etc. Shamans have a great healing power and 2 offensive magical attacks.The psychic has mind powers such as: mind control which makes a NPC fight by your side for 4 mins. but you take fatigue and health damage.
3987	Shadowpack 1	Birthsigns	MMH	8-2049	The_Shadow	2009-04-06	This is a small pack that includes new 5 birthsigns, one race (Murdan) and a small miniquest (not really, just someone mentioning loot in Seyda Neen). The mod has no readme.
3966	Roverine Birthsign and Class	Birthsigns	MMH	8-1552	RWH	2009-04-06	Roverine Birthsign & Class v1.0 Index: 1. Installation 2. Playing the Plugin 3. Special README notes 4. Author a...
3964	RMbirthsigns	Birthsigns	MMH	8-2428	Unknown	2009-04-24	Adds the following Birthsigns: Stylus, The Tiller, The Owl, The Beetle, The Compass, The Dancer, The Unicorn, The Dagger, The Dragon, The Coracle, Ring of Shadows
3955	Rebalanced Birthsigns	Birthsigns	MMH	8-14383	Profraine	2011-10-23	This mod adds 13 new birthsigns, all of which are derivative off of the vanilla birthsigns to rebalance them for an increased sense of usefulness. The Apprentice - Rebalanced Power: Vow Of Silence Cast Silence on Touch for 30 sec
3952	Racial Diversity v1.2	Birthsigns	MMH	8-15181	Trancemaster_1988	2014-01-24	This plugin will give all races new starting abilities and powers, you can see the new abilities and powers down below. Argonian: Spell- Amphibian * Water Breathing 180 sec Ability - Fast Metabolism * Resist Common Disease 75 points * Resist Poison 100 points
3951	Race/Birthsign Remix	Birthsigns	MMH	8-9249	paulkdad	2004-02-23	This plugin changes the attributes, abilities and powers of the races in Morrowind. It is not intended to make them more powerful, but simply to provide real choices to players like myself (i.e., those who prefer roleplaying to powergaming). The changes in the races ar...
3949	Qwert's Ranger v1.0	Birthsigns	MMH	8-222	Qwert	2009-04-06	Adds a new birthsign that gives the player ranger abilities and powers that grow with the player. Added- *Tracking as an ability(well as close as i could get). *Animal friendship as a power *Animal Companion(up to 2) as a power. *Element Resists as a power. *N...
3948	Qwert's Paladin v1.3	Birthsigns	MMH	8-78	Qwert	2009-04-06	Requires: Tribunal and Bloodmoon Adds a paladin class and birthsign. If the paladin reaches a certain crime level, he will lose his abilities and powers and become an anti-paladin.
3941	Pictured Birthsigns	Birthsigns	MMH	8-10159	Master Sam	2005-10-03	This mod adds 5 bithsigns.[list] The Titan- (an Ogrim) The Goddess (Azura) The Poet (Vivec) The Lich (a lich) and The Dreamer- (A daedra lord)/[list] You cannot use these unless you are willing to start a new game NOTE:...
3932	Paths Of Life	Birthsigns	MMH	8-10553	Kekvit Irae	2006-04-20	This is a collection of several paths of lifestyle your character can choose, replacing the birthsigns. Instead of choosing which sign you were born under, you choose which lifestyle you lived (or were best suited to) before you became a prisoner and sent to Morrowind. Many, such as the pacifist,...

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3929	Paraylis and disease resistance	Birthsigns	MMH	8-6344	smithc777	2009-11-30	I got sick of catching a disease everytime i was attacked by a rat or cliffcracer before doing the corpus cure. so i just made a ability and added it to the lady's favor. this is my first mod, uncleaned nothing fancy just something to help myself out.
3928	Om'Nartus' Racial and Birthsign Mod	Birthsigns	MMH	8-8032	Om'Nartus	2003-07-12	Some ideas taken from Wakim's game improvements, however everything is uniquely my setup. All tweaks and/or additions are designed to make racial and birthsign powers/abilities more useful and/or balanced and to make racial and birthsign powers/abilities a better match to the un...
3927	Oblivion BirthSigns	Birthsigns	MMH	8-10967	Demon Fox	2007-01-03	This mod changes the birthsigns to those of Oblivion.
3925	Normalin Race	Birthsigns	MMH	8-10203	Beardo	2005-11-11	The race The Normalin race are descendants of the great Nord race. They are immune to cold spells and like the cold climate up in the north. They are slightly taller and have a larger weight than the original Nord race which gives them a slight advantage in close combat...
3922	Night Lizards Marplots Faker Sign	Birthsigns	MMH	8-8220	Dale French	2002-07-15	
3920	New Starsigns	Birthsigns	MMH	8-391	Unknown	2009-04-06	New Starsigns: Adds three new birthsigns The Flamemirror: reflect/resist fire/fortify maximum magicka/stunted magicka The Frostmirror: reflect/resist frost/fortify maximum magicka/stunted magicka The Shockirror: reflect/resist shock/fortify maximum magicka/stunted magicka
3911	New Birthsigns	Birthsigns	MMH	8-9264	Zlians	2004-03-01	Adds two new Birthsigns to MW. I am planning on working this mod even more, so email me for suggestions for more birthsigns!!! The info is in the Readme, hehehehehe
3910	New Birthsigns	Birthsigns	MMH	8-2134	Feldspar	2009-04-06	This mod expands the character creation possibilities by adding four new birthsigns. These birthsigns are intended to be balanced (i.e. no more powerful than The Lady or The Apprentice). 1. The Wheel: This is for you if you hate having to wait to recover your fatigue. Those born under the si...
3909	New Birthsigns	Birthsigns	MMH	8-10691	ChibiChump	2006-07-26	Adds 3 (more in time) new birthsigns to Morrowind. Currently incluces: The First Titan, The Second Titan, The Necromancer. Changelog:1.0: It started.
3908	Nev's Birthpack V1.0	Birthsigns	MMH	8-1991	Nev	2009-04-06	Nev's Birthpack V1.0 any comments please to nev@aon.at This plugin adds 8 new birthsigns: The Clover: +40 to Luck The Protector: +10% resist to Fire, Frost, Magicka, Paralysis, Shock and Normal Weapons The Omnipotent: +5 to all Stats...
3903	Na'vi Birthsign	Birthsigns	MMH	8-6701	Aust Nailo	2011-03-15	
3900	My Little Hideout	Birthsigns	MMH	8-9834	Orion Storm	2004-10-13	I know how some felt about my last mod so I took some advice and started small. This mod adds a small house on an island behind the start boat(You'll see it in the distance). It has a few storage containers and a merchant with a LOT of cash. This mod includes a new class and bir...
3886	Mortal Signs	Birthsigns	MMH	8-2065	Veet	2009-04-06	This mod adds 3 birth signs governed by the 3 mortal planes of Nirn (the planet TES takes place on) Masser (The big red moon) and Secunda (The small grey moon) Each should influence the game in a new way.
3880	Morrowind Birthsign Balance	Birthsigns	MMH	8-10142	JONJONAUG	2005-09-19	1.1: Tweaks serpent again and gives a better description in readme. Tower lowered from 100 open to 75. Others in readme. This will help balance the original 13 birthsigns. See the readme for what the mod does. I kept some of them the same. This contai...
3849	Mindflyer (race)	Birthsigns	MMH	8-9180	Arrow-O-Death	2004-02-09	Very Small mod with a cool new race and birthsign. (will add more as i experiment with the editor)
3841	Male Gnomes and Gadabouts	Birthsigns	MMH	8-8192	Dale French	2002-07-19	
3840	Magistrate Demi-God Race v1.7	Birthsigns	MMH	8-5018	Magistrate	2009-05-12	* WARNING * Severely Outdated Version, Latest Version available here: http://morrowind.nexusmods.com/mods/42366 - A New Race: Semi-Gods - A New BirthSign: The Magistrate - A New Class: High Sorcerer - 4 Unique Sounds for 4 Powers - 6 Unique Powe...
3828	Level Up Birthsign Remover v1.03 (Fixed)	Birthsigns	MMH	8-15045	AzuMite, Hollaajith	2013-10-26	Level Up Birthsign Remover removes your birthsign at level up and adds it back after you level up so that birthsigns can push attributes over 100. Archive includes a compatibility esp for Wakim's Game Improvmnts. Use one or the other...not both!
3827	Leprechauns	Birthsigns	MMH	8-8057	Turtle	2003-07-27	This plugin is mainly races and classes. The Kajiit's night vision was changed to an ability and the Argonian's water breathing also to an ability. The Leprechauns come with quite a few abilities...are very good mages and they come with their own cl...
3825	LadyC's Birthsigns	Birthsigns	MMH	8-2423	LadyCallipyge	2009-04-24	--- The Elder Scrolls III: MORROWIND Plugin File LadyC BirthSigns Plugin By LadyCallipyge --- Some changes to the existing B...
3821	Knights of the Wild	Birthsigns	MMH	8-8077	BronzeFalcon	2003-08-02	This Mod allows you to play 2 differant ranger classes, (one for combat one for stealth), and a druid class. It also adds two birthsigns that correspond with the classes. Classes Ranger (Combat)- Has all the Strengths of a good Combat class as well as t...

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3816	KB-Birthsigns	Birthsigns	MMH	8-10080	KindBudz	2005-09-17	Balanced Revamped and added new Birthsigns for my own personal use. Known Problems/Conflicts - No images for new Birthsigns - Probably conflicts with any mod that changes the base birthsigns. Version Info: 2.0 All birthsigns redone. Some change...
3807	Improved Signs	Birthsigns	MMH	8-14536	PowerMetal32	2012-07-30	This mod adds 20 new birthsigns, in addition to the default ones. It does not remove the default ones, so it will not interfere with your current savegames. The signs include very useful Abilities and Powers, such as the sign of "The Angel", which makes it so you regenera...
3787	Hero Stars/Ratfix	Birthsigns	MMH	8-2426	Darklord 217	2009-04-24	Plug-ins for Elder Scrolls III: Morrowind Title: Hero Stars Creator: ~Sean~ aka Darklord 217 aka Paladin of Honor 27 Version: 2 Description: Adds 4 new birthsigns. This version doesn't have pictures... yet. Ver...
3786	Hero Stars	Birthsigns	MMH	8-7397	Sean	2002-05-29	2 esp's - 1 is fix for no rats, other is std, no birthsign pics; Adds 4 somewhat balanced birthsigns based off of the Hexen-Heretic series of games.
3771	Grey Elves	Birthsigns	MMH	8-7906	Arash	2003-10-15	Add a playable race, the Gray Elves, a playable class, Battlemage, and a birthsign, the Weeping Moon.
3762	God Birthsigns	Birthsigns	MMH	8-14490	Fuufuu33	2012-06-20	Adds three birthsigns, Dagoth Ur, Almalexia and Vivec, each with powers and bonuses.
3748	Forum Birthsigns	Birthsigns	MMH	8-2047	Jdphenix	2009-04-06	Contains 6 Birthsigns that appear to be named after community people that were at the Bethesda Official Forums. No Readme included.
3731	Expanded Birthsigns for Purists	Birthsigns	MMH	8-11315	Tyrthyllanos	2007-06-28	Expanded Birthsigns for Purists rebalances and expands the original birthsigns while retaining lore-purity, based on the in-game text 'The Firmament', and the birthsigns available in Oblivion, doubling the number of birthsigns from thirteen to twenty-six. See 'The Firmament' here, along with the ...
3726	Enchanter	Birthsigns	MMH	8-7624	SinisterDeath	2005-04-08	It adds a new class to Morrowind the "Enchanter" based off of the Everquest enchanter class. It also adds "class specific spells" and a new birth sign. Recommended mods together with this mod: [url=/Morrowind/modcontrols/mod.asp?modid=3368[/url]]Better Bodies[url], [url=...
3723	Elemental Birthsigns	Birthsigns	MMH	8-8692	The Chooser of the Slain	2003-03-03	Mod adds 3 new birthsigns, 1 of fire, 1 of frost and 1 of thunder. Each 1 has resist 75% to its element and weakness 50% to another one. They also have a power which is a bit unbalancing but i thought it wouldn't matter;
3713	Druids + Dwarves	Birthsigns	MMH	8-8180	Weasel Features	2002-07-08	
3712	Drow Fate	Birthsigns	MMH	8-7265	Silver Streak	2012-08-21	Drow Fate Version 1.0 This is my very first plug-in and while it isn't much I put together a little mod to accentuate Bethalaz's Drow Race. Adding a New Birthsign and Two new classes to the game. Drow Fate Version 1.1 Added an altered TGA files for the Birth...
3711	Drow Birthsigns	Birthsigns	MMH	8-13119	Midgetalien	2008-12-28	This Mod adds Nine New Birthsigns to the game. They were designed around Drow lore, but can be used for any race. Great for role playing a Drow. The Nine Birthsigns are: The Sign of Loth: Abilities - Loths Will...
3702	dragon disciple birthsigns revamped (better strength and new poison birthsign)	Birthsigns	MMH	8-10918	jj19902003	2006-12-09	this is in no way connected to the previous dragon disciple birthsigns. but like the title says you get a stronger starting spell but with that comes a weakness(fire dragon disciple are weakness to frost and vice versa)also a new birthsign has been added. the birthsign of the dragon disciple of ...
3701	Dragon Disciple Birthsign	Birthsigns	MMH	8-9536	Sain, Faywulf	2004-04-19	A new birthsign package that allows those born under it to take on dragon-like properties. Unlike normal birthsigns, your abilities improve as you level up, and you even gain new powers at higher levels. As of now, you receive a new benefit at each level up to level 10, inclusive. T...
3696	Dirt and Fleas	Birthsigns	MMH	8-2077	Al Bundy	2009-04-06	Couple New Birthsigns, general changes to races, activated alot of NPC Classes and Made a couple new ones.
3695	Dhampire	Birthsigns	MMH	8-8422	Paco DeQuink	2002-09-16	This Plugin creates a new half-vampire variant of each Morrowind race. They have the same stats/abilities but new nightly powers and vampire abilities. Each race can use the vampire vace for "white eyes." Also a new birthsign "Bloodmoon" has been added.
3693	Demon ring/Vampirism Hide spell	Birthsigns	MMH	8-8347	Spooky	2002-08-19	1. Spell Vampirism Hide Spell.esp...gives all vampires the ability to cast a spell to hide their vampirism, at the cost of some blood (health) 2. Birthsign Adds a new BirthSign'The cursed Blood' 3. RING
3692	Defenitive Birthsign Redux Patch	Birthsigns	MMH	8-15479	Pluto	2016-07-08	Once extracted and opened, just drag and drop the Meshes/Icons/Textures Folders and the Definitive Birthsigns Redux Patch.esp into your Morrowind/Data Files Folder. Say "yes" to any overwrites. REQUIREMENTS: The original version of The Definitive Birthsigns Pack must b...
3668	Classes Birthsigns	Birthsigns	MMH	8-8874	Septerra	2003-06-09	Creates 4+ classes abd 2 new birthsigns to the game for the player to enjoy

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3664	ChineseBirthsigns	Birthsigns	MMH	8-2425	DaggerCN	2009-04-24	New birthsigns. I am not done with this yet but I thought I would put it out there so other people could play with it. If someone does anything with this and makes it a download I would like some credit for the little I did do. Thanks.
3662	Charger minimod	Birthsigns	MMH	8-7553	wytch	2004-05-19	This birthsign was designed with my minimod Chevalier class in mind. It can be used as a standalone birthsign as well. Characters born under this sign are quickwitted and verbally adept. Excellently suited to social situations there are bonuses to personality and speech...
3661	Chargen Vampire Birthsigns	Birthsigns	MMH	8-8997	Marbred	2003-09-16	Allows you to pick from the 3 vampire clans birthsigns, and become a vampire right from the start. Each clans attributes are listed in the read-me.
3651	Canning's House	Birthsigns	MMH	8-42	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Room after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
3642	Bronze's Enhancements	Birthsigns	MMH	8-10246	BronzeFalcon	2005-11-22	Adds: 10 Classes and 9 Birthsigns and Vampire speed enhancement Classes Include[list] Ranger Blackguard Druid Storm Lord Thug Sell-Sword Martial Artist Slayer Bounty Hunter and Infantry[/list] Birt...
3640	Bounty Hunter Mod	Birthsigns	MMH	8-7393	SanosukeX	2002-05-29	This adds a Mandalorian race (just replaces Imperial with new abilities and such) Adds a Bounty Hunter class and a New birthsign called Slave I.
3638	Bloodlust	Birthsigns	MMH	8-2430	Cubic-U07	2009-04-24	Bloodlust Plugin v0.5 by Cubic-U07 Date created: 28-05-2002 Plugin Info: A very small plugin which uses Birthsign to turn the player into a vampire instead of creating a custom race. Using Birthsign allows the player to be able to use their favaurite race and classes, e.g. A...
3637	Bloodfang's Birthsigns	Birthsigns	MMH	8-2432	Bloodfang	2009-04-24	These are a couple of birthsign plug-ins. Just like my classes, they're in seperate files so you can trash the ones you don't want. I hope you like 'em all, though. Well, The Vampire is a birthsign that allows you to be a vampire, any class. You don't get the immunities or feeding...
3635	Blessed Healer Birthsign	Birthsigns	MMH	8-10261	Yalborap	2005-11-18	A real simple mod; My first one, actually. Adds a birthsign that gives you four spells; Each one heals the target (at touch range), and damages you for the same amount. Simple, but an effective mod for roleplayers. Since its my first one, I wasnt really ready to go arou...
3629	Birthsigns Galore	Birthsigns	MMH	8-7834	Drummer Nerd	2003-09-29	Hi, 8 new birthsigns for you and a new class - pirate. I think the birthsigns are pretty good and mostly balanced, but that's for you to decide. Have fun! Thank you for downloading and also for leaving feedback.
3628	Birthsigns Are More Fun BAMF	Birthsigns	MMH	8-12775	Alaisiagae	2008-06-18	I wanted to make the original birthsigns a bit more fun and interesting to play. They are now more powerful than the original abilities/powers/spells because I felt that, at higher character levels, a birthsign could be replaced by a piece of enchanted clothing or a custom spell. Hopefully, the n...
3627	Birthsigns Are More Fun (BAMF) v 1.0	Birthsigns	MMH	8-11775	Alaisiagae	2012-11-04	I wanted to make the original birthsigns a bit more fun and interesting to play. They are now more powerful than the original abilities/powers/spells because I felt that, at higher character levels, a birthsign could be replaced by a piece of enchanted clothing or a custom spell. Hopefully, the n...
3626	Birthsigns	Birthsigns	MMH	8-802	RWH	2009-04-06	***** Birthsigns v1.0 by RWH ***** Files required: Morrowind, Tribunal, Bloodmoon Changes to Morrowind: I only added Bi...
3625	Birthsigns	Birthsigns	MMH	8-13353	Dreadruid	2009-04-05	The Plane of Oblivion birthsign, Dagoth Ur birthsign(now renamed "The Devil"), The Frost Atronach birthsign, and now The Machine birthsign. View screenshots for more detail on what they do. Changelog:0.2: -added the Dagoth Ur birthsign -added .tga file...
3624	Birthsigns	Birthsigns	MMH	8-11839	Bot	2012-11-11	Balancing birthsigns and race abilities. Includes one new birthsign "Three Coins". Also includes a tweak for projectile retention (90%).
3623	Birthsign Changes	Birthsigns	MMH	8-11171	J-Whitt	2007-04-07	This plug-in file changes the Thief and the Warrior birthsigns' effects to be a little bit better. Their effects were changed to what TES IV: Oblivion had of them.
3622	BirthSign Balance	Birthsigns	MMH	8-8533	Skull Knight	2002-11-18	Changes and improves 3 stock game birthsigns, The Warrior, The Steed, The Thief making them more viable. See readme for complete info.
3610	Battle Monk	Birthsigns	MMH	8-226	Rabiddog	2009-04-06	A warrior class dedicated to the eradication of necromancy in Morrowind. Class: Battle Monks are Monk-warriors. When the famous monestary Dru-garan was destroyed by a malicious Necromancer named Tarakeen and his army of undead, the monks were unable to defend themselves and were forced...
3574	Atronach Wombburn Toggle	Birthsigns	MMH	8-6210	Tealpanda	2009-01-19	This allows you to "toggle" the spell absorption part of the Atronach Birthsign, Wombburn. If you have the Atronach Birthsign, this mod gives you a new version of the Wombburn power that allows you to toggle your spell absorption between 2% and 50%. Your spell absorption...

Id	Name	Category	Site	Link	Author	Date	Description
3554	All Classes	Birthsigns	MMH	8-8785	Stank	2003-04-07	This mod adds all of the classes originally made by Bethesda and that were unplayable, to now be playable. Except for the service providers, they are still unplayable. Descriptions will be added later on. Enjoy.
3535	Aedwynian Class + Birthsign	Birthsigns	MMH	8-8085	Endarire	2002-06-27	
3532	Abomination	Birthsigns	MMH	8-95	Unknown	2009-04-06	Please note: This mod was transferred from Gamer's Roam after the site's closure. No information was included, so this note containing some basic information about the mod has been added as a courtesy to mod users. ----- ...
3529	3 Vampire Blood Birthsigns	Birthsigns	MMH	8-9417	Gavin Workman	2004-03-30	Instead of giving u straight vampirism, this mod will instead infect you with the disease that leads to your transformation of man to monster. Just rest 3 days after you begin the game.