Id	Name	Category	Site	Link	Author	Date	Description
5487	Westly's Wood Elf Male Headpack	Classes	MMH	20-10556	Westly	2006-04-21	This plugin adds 33 playable Wood Elf Male heads (including variations with and with out tattoos) To change the face of your existing character without starting a new game, open the console and type "enableracemenu". Choose your new face and hair
5486	Westly's Nord Male Headpack	Classes	MMH	20-10555	Westly	2006-04-21	This plugin adds 29 playable Nord Male heads (all variations with and without woad) To change the face of your existing character without starting a new game, open the console and type "enableracemenu". Choose your new face and hair. Changing yo
5485	Westly's Imperial Male Headpack	Classes	MMH	20-10554	Westly	2006-04-21	This plugin adds 34 playable Imperial Male heads To change the face of your existing character without starting a new game, open the console and type "enableracemenu". Choose your new face and hair. Changing your race will cause temporary problems that shoul
5484	Westly's Breton Male Headpack	Classes	MMH	20-10557	Westly	2006-04-21	This plugin adds 69 playable Breton Male heads To change the face of your existing character without starting a new game, open the console and type "enableracemenu". Choose your new face and hair. Changing your race will cause temporary problems
5483	Vvardenfell Visages Volume I	Classes	MMH	20-11530	Telesphoros	2007-09-15	This is a pluginless replacer consisting of meshes and textures to replace the original default Morrowind heads and hairs, to include both the Tribunal and Bloodmoon expansions. However, only Morrowind is required. This pack covers Bretons, Dark Elves, High Elves,
5482	Void Spectre Class	Classes	MMH	20-8860	jpook730	2005-05-08	A very simple mod adding the Void Spectre class to the CharGen screens at the beginning of the game. I created this mod, initially for my own benefit, but thought others might enjoy it as well. Class description: The elusive Void Spectre draws immense
5481	Vgsamurai's New classes	Classes	MMH	20-267	vgsamurai	2009-04-06	Following added classes: Adventurer Alchemist Apothecary Bookseller Bounty Hunter Buoyant Armiger Caravaner Champion Clothier Commoner Dreamer Drillmaster Enchanter Enforcer Farmer Guard Herder Hermit H
5480	vg's New Classes (d)	Classes	MMH	20-1418	vgsamurai	2009-04-06	Following added classes: Adventurer Alchemist Apothecary Bookseller Bounty Hunter Buoyant Armiger Caravaner Champion Clothier Commoner Dreamer Drillmaster Enchanter Enforcer Farmer Guard Herder Hermit H
5479	vg's New Classes	Classes	MMH	20-1455	vgsamurai	2009-04-06	Following added classes: Adventurer Alchemist Apothecary Bookseller Bounty Hunter Buoyant Armiger Caravaner Champion Clothier Commoner Dreamer Drillmaster Enchanter Enforcer Farmer Guard Herder Hermit H
5478	vg's New Classes	Classes	MMH	20-1485	vgsamurai	2009-04-06	Following added classes: Adventurer Alchemist Apothecary Bookseller Bounty Hunter Buoyant Armiger Caravaner Champion Clothier Commoner Dreamer Drillmaster Enchanter Enforcer Farmer Guard Herder Hermit H
5477	Vampyre Mod	Classes	MMH	20-8226	Alex Finlay	2002-07-16	

Id	Name	Category	Site	Link	Author	Date	Description
5476	Vampires and Lord&Lady	Classes	MMH	20-8905	Cid88	2003-08-08	The first mod of Cid88. Adds a new vampire "civilized" race which is able to walk in the daylight, but is weaker than the normal vampires. It also adds a few new NPCs including a rich Lord in the fighters guild in Balmora and a rich Lady wizard in Seyda Neen, plus a cou
5475	Vampire Vixens	Classes	MMH	20-11475	harborgolfer	2007-08-25	This replaces all the standard race female non-beast vampire heads with new ones. The heads are also playable and can be selected in chargen.
5474	Valkyrie	Classes	MMH	20-7380	KitsuKate	2002-05-28	
5473	Valar, the Guardian	Classes	MMH	20-8727	StarWalker	2003-04-18	Valar are the Guardians of the delicate balance between Darkness and the Light. They use a good balance between the arts of Combat and Magicka. Valar do not see themselves as either Good or Evil, but rather "Guardians of the Balance". This is a perfect class to play in my oppi
5472	Ultimazing Class Pack	Classes	MMH	20-11630	BlueBit	2007-11-07	It's annoying having a bunch of class packs in your Morrowind folder, right? This pack makes all the Morrowind NPC classes available to play (with descriptions!), and also adds 27 of my own classes (also with descriptions!) Ultimazing Class Pack I
5471	Ultimate Class Pack	Classes	MMH	20-9623	Tom	2004-07-16	Class pack for those dissapointed with the classes Bethesda offered, or just want something to spice up the list with something a little less black and white. This pack contains 12 classes, not all shown here. Berserker- A fairly versatile class specializi
5470	Two new classes	Classes	MMH	20-441	Unknown	2009-04-06	Adds two new classes (not 5 as the filename suggests) Sniper: Snipers use stealth and their illusion skills to execute men and women. No one is safe Ronin: A Samurai without a master. No commands but also no pay :(
5469	Two New Classes	Classes	MMH	20-5510	Unknown	2009-06-06	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
5468	Trogite Soldier	Classes	MMH	20-13100	.:ReNgEr:. XD (a.k.a megazord23)	2008-12-21	This mod adds a new race(Trogite) as well as a class(Trogite Soldier) and a Birthsign(The Soldier).They were made to be used together(for better results), but I haven't tried to make any other combination, so feel free to try. Still working on more screenshots.
5467	Tret'Alit	Classes	MMH	20-8076	eleanor kavanagh	2003-08-02	Adds a new playable race, the Tre'Alit, an offshoot winged kajiit. see readme for details. will add history, npcs and quests with the next update!!! feed back is VERY VERY welcome!!!!
5466	Tieflings and Aasimars	Classes	MMH	20-9480	Cyrrus	2004-04-09	This plugin adds two new races: The Aasimar and the Tiefling known from the Dungeons and Dragons RPGs.I didn't make them too strong or too weak for the game I hope so. I made them look like High Elves and Dark Elves because I had no other models or textures tha
5465	Thieves Equipment	Classes	MMH	20-6827	WhatHaveIDone	2011-12-27	All this does is add a chest in seyda neen to help oout with thieves. it has several equipment in it to help out. read the readme for full details. there is no meshes or textures i just had fun creating it using already used armor types and weapons.

Id	Name	Category	Site	Link	Author	Date	Description
5464	ThePeoplesCustomClassMod	Classes	MMH	20-4526	Forlorean	2009-05-12	*** *The People's Custom Class Mod* * By: * * Forlorean * *
5463	Theiveschest	Classes	MMH	20-3188	Saalah	2009-05-12	The Thieves Starter Chest by Saalah This Chest contains a few low level items I created for my second thief character, upon discovering Thieves were very hard to train. (Well I thought so). The chest is located in the Balmora Southwall Corner club, pathetically disguised. In true
5462	The Real Ninja Plugin	Classes	MMH	20-451	Unknown	2009-04-06	This mod creates and makes the Ninja class available to the player. From the in- game description: "Used in war times, the ninja class came from the far east. Ninjas are silent spies/assasins who can move without being detected, they are well trained in everything that i
5461	The Nausmer	Classes	MMH	20-8442	Lord Nausea	2002-09-30	This will add a new playable race to Morrowind, the Nausmer. They make very bad fighters, but excellent mages. This is a balanced race according to the 310/45 rule I used the skins from the High Elves for them, but they are a bit taller. Their major abilities are destru
5460	The Harlot	Classes	MMH	20-12576	fanficbug	2008-03-03	This mod adds a new playable class to the game: the Harlot. The idea behind this class is one easily levelable outside of combat, which can quickly get money using mercantilism and speechcraft. This is NOT a hardcore combat class in early game. You WILL find it difficult if you try to jump straig
5459	The Dunvari	Classes	MMH	20-7975	Zerocyde	2003-11-26	Along time ago, a large guild of Dunmer criminals were bannished to the danger- filled northern area of Morrowind. They came into contact with a group of Vampiers. For unknown reasons, the Vampiers treated the Dunmer as kin, taking them in to thier village and living with them
5458	Tal's Shadow Class	Classes	MMH	20-12946	Talus	2008-09-20	This adds a class I like to play most of the time. It is a lot like the mystic sword class in the New Classes mod by Holey Studios. You may need to reorder or merge with other class mods if you are using them. Major: Marksman, Destru
5457	Swordsman Class	Classes	MMH	20-11314	Bladecutter	2007-06-27	Just a class that I made while I was bored one day and wanted something to do while cooling off at Morrowind crashing on me. : Hope you enjoy it. I'm not really good at classes though, and I'm sure most would think this class isn't very good, but oh well. I make classes for roleplay purposes and
5456	Survival	Classes	MMH	20-4551	Thunder_GR	2009-05-12	Plug-In: Survival Version: 1.22 Author: Thunder_GR Game Version: Requires the latest version of Morrowind(NOT TRIBUNAL) Ingot and Boulder Art: McMornan from the Indestructible's Armorer plug-in. Fish Icon: Eldar Special thanks to: 1)Bethesda for maki
5455	Stealth Warriors	Classes	MMH	20-8511	Dark Paladine	2002-11-08	NOTE: stand-alone but works well with writer's Dark Assassin mod. Gives you several more stealth classes for races that are not normally stealth (except Khajiit).
5454	Stabbey's Classes	Classes	MMH	20-9561	Stabbey_the_Clown	2005-02-06	It comes in two esp files for a total of nine classes. The Archaeologist class is in a seperate ESP file in anticipation of it being combined into a new mod. The following classes are included: Spy, Crusader Mage, Staff Mage, Necromancer, Sniper, Magickal Marksman, Track

Id	Name	Category	Site	Link	Author	Date	Description
5453	Spy Class	Classes	MMH	20-9280	Stabbey_the_Clown	2004-03-01	A simple new class, but a lot of fun. The Spy - relies heavily on stealth to get the job done. Preferring to avoid confrontations, he relies on illusion to slip invisibly past enemies until he reaches his target; is skilled at verbal manipulation to get the most i
5452	Soti's Better Dreamers	Classes	MMH	20-11001	SotiCoto	2007-01-20	Sorry about the double packaging, but it was the only way to get the screens into the package. These heads are IMO the best heads I have seen, and will be more than suitable for the dreamers in Morrowind. It's a small download Just download and have a peek at the screen inside Exc
5451	Skinkian	Classes	MMH	20-8689	Rorax	2003-02-27	Adds a new race called the skinkians. The skinkians are a close related race to the argonians, although much smaller in size and much weaker than their kin they have certain adaptions and abilites their kin don't have.
5450	Silent Ones	Classes	MMH	20-9391	Erdian7926	2004-03-14	Three foot tall Argonians. with a love of thievery and throat slitting - that about covers it
5449	Shinobi Class	Classes	ММН	20-6287	Wyndninja	2009-10-07	This adds the Shinobi class to Morrowind which personally I think is more lore friendly than the Ninja class I'll probably be adding more later, a quest or maybe some armor, who knows.
5448	ShaolinMonkV1-7 1227	Classes	MMH	20-4519	Kevin Castellano	2009-05-12	Beasts of Burden: Shaolin Monks ver 1.7 5/28/02 by Kevin Castellano Some additions by PsiSoldier Note: As with ANY mod, I encourage you to make a backup copy of your saved game BEFORE you install this or ANY mod
5447	Scuddish Race & Beastling Class Addon	Classes	MMH	20-7669	soldreth	2004-06-09	Adds a new race and class selection. The Scuddish race is built from existing graphics, and is consistently balanced with the other races, but has tweaked abilities that make travel more enjoyable. Additionally, the small size allows you to experience Morrowind from a wh
5446	Sci-Fi Classes	Classes	ММН	20-10243	Redgriffin	2005-11-19	This was made because I got bored with the different classes Beth has and the different mod classes. It has five classes in it all except for two from different sci-fi books, Herbert and Heinlein fans should recognize two. Of the other two one comes from the TV show and Movie Starga
5445	Samurai Pack	Classes	MMH	20-7394	Endrek	2002-05-29	A small plugin which adds a new class, the Samurai, and provides a few tools to make this character more exciting. Features: - New class: Samurai - Katana and Dai-katana now available at Arrille's - New armor: Laborer's H
5444	rwh's Classes	Classes	MMH	20-533	RWH	2009-04-06	Adds over 100 classes to Morrowind as well as unlocks all stock classes. Require MW+TB+BM
5443	Role-Playing Classes%2C Stealth Pack 0.1 beta	Classes	ММН	20-975	Unknown	2009-04-06	ROLE-PLAYING CLASSES, STEALTH PACK Beta 0.1 www.geocities.com/roleplayingmorrowind Index:
5442	Raynasa's Classes	Classes	MMH	20-14151	Raynasa	2010-11-01	This is my first mod! Raynasa's Classes adds 5 new classes and modifies an existing one. The class changes are as follows: Added "Kunoichi" (stealth class relying heavily on personality) Added "Ninja" (stealth class, versatile co

Id	Name	Category	Site	Link	Author	Date	Description
5441	Ranger Class	Classes	MMH	20-10380	Baratheon79	2006-01-30	This mod adds a ranger class, with a few special features. The mod includes a system that places a cap of 50 on all the player's misc. skills (this feature can be toggled off if the player so chooses, but is on by default). Also included is a system by which ranger characters can get a free anima
5440	Rakasta Race	Classes	MMH	20-7452	Brian Bommarito	2002-06-04	Adds a race which mimics the Rakasta from D&D. I took the Khajiit, and boosted their strength, as well as magic, making them excellent for battlemage, as well as for a good old fashioned warrior.
5439	Rad's Class + Birthsign	Classes	MMH	20-10869	Radnurag	2006-11-01	I know this type of plugin isn't a popular one, but just look at the pictures, and perhaps give it a try More information can be found @ the pics, and in the Readme.txt
5438	Races, Classes & Signs Pak 1	Classes	MMH	20-7387	Dale French	2002-05-28	Contains Races: - : Bane Elf, Haunt Classes: Soul Wanderer, Necromage, Lucky Acrobat Birthsigns: The Unseen, The Shield, The Wandering Soul Bane Elves are lucky and charismatic. They have LOTS of nifty powers, but remain very balanced
5437	Races Update	Classes	MMH	20-7546	Levercham	2005-02-13	This mod contains various updates to the standard races from Morrowind: one new birth sign, two new classes, and as always, feedback is more than welcome. I hope you can enjoy this as much as I have, thanks Changelog:3.1: I noticed some minor errors duri
5436	Races Are More Fun RAMF	Classes	MMH	20-13148	Alaisiagae	2009-01-08	A lore-friendly mod that changes the Races's attributes, skill bonuses, powers, abilities, and spells to be more true to lore - and more fun. Details ====== I wanted to make the races more fun and balanced. Some attributes have been m
5435	Race Revision	Classes	MMH	20-7664	Daedalus	2004-06-20	This totally changes the stats of all races into much more sensiblel ones, in my opinion. the intention is to support roleplayers instead of powerplayers. Now the races are more balanced. no more being forced to using some overpowered race. Of course i still gave them us
5434	Race Fixes	Classes	MMH	20-8503	MSU8689	2002-11-01	Modifies many races by killing off redundant bonuses, especially on warrior races. Includes a strange new class 'Troll' and a new class for Trolls 'Berserker'. Comes with long readme including all race changes.
5433	Playable NPC Classes	Classes	MMH	20-6465	Anonytroll	2010-05-16	All NPC classes contained within the vanilla GotY release and Tamriel Rebuilt are available at character creation. Every class has been given a small summary, similar to the existing classes. Changelog:2010/05/16: Version 1.0 - Initial release
5432	Playable Classes	Classes	ММН	20-7464	Brian W	2002-06-05	Being annoyed so many classes in game weren't playable, I fixed this So now if you want to play the game as a commoner or bookseller you can. Dont know that you'd want to but the option is there.
5431	Pixi	Classes	MMH	20-9762	Dale Stocker	2005-03-18	1. New race called PIXI that is a small winged creature that like mischief. 2. Wings NIF for the Pixi. 3. Pixi Flight Item that dose all the things you need with one menu. Put in a hot key and away you can go. 4. New weapon, Pixi Dust

Id	Name	Category	Site	Link	Author	Date	Description
5430	Pathanias Huntsman Class	Classes	MMH	20-10134	Pathanias Coeur de Lion	2005-09-14	Simple mod that adds a new class, Huntsman It's basically the skill set I choose most often when starting a new game. Other than adding a new class this mod changes nothing and should conflict with nothing. Cleaned with TESAME.
5429	paladinclass	Classes	MMH	20-4543	Patrick "Edrick" Waddingham	2009-05-12	======================================
5428	Paladin Class	Classes	MMH	20-7370	Patrick	2002-05-28	This plug is simply what I felt that a Morrowind Paladin would be like. A no- brainer, really, just thought that I would share. Hope someone likes it. It is just a slight modification of the knight/crusader classess. Just thought it would be nice to see 'paladin' u
5427	Paladin	Classes	MMH	20-13201	Draco9009	2009-01-28	Adds the Paladin class to Morrowind. Stats are Main: Secondary: Longblade Speechcraft Block [
5426	Oriental Classes	Classes	MMH	20-13741	Broodwing	2009-11-12	This mod adds 6 different oriental-based classes to Morrowind: Ninja, Samurai, Zen Master, Snake Charmer, Chukonu and Daimyo. Also adds 66 new NPCs, 11 belonging to each of 6 classes. This is the last version of my mod. I'm working on another much
5425	Observer	Classes	MMH	20-9486	Sha Gojyo	2004-04-12	This mod adds a new class (Observer) and a "surprise" in Pelagiad. Don't worry it's nothing unbalancing or over the top. Please give me some feedback this time. How am I going to get better at this without feedback? Observer info: To watch and learn,
5424	Nyx_Dhark Race Mod	Classes	MMH	20-10672	Nyx_Dhark	2006-07-13	Simply put, I changed the racial stats, skills and abilities. Added 30 new classes with matching birthsigns (refered too from now on as Signs) Each race now has 3 specialized classes, and each class has matching Signs with skills tailored to go with that class. [
5423	Nord Zombie	Classes	MMH	20-7382	TheStream	2002-05-28	Here's a small character add-onnord zombies. Has a bit of a back story in it too
5422	Night Elf	Classes	MMH	20-8536	Gray Area	2002-11-18	Feeling that high and dark elves were a bit of a disappointment, I created this race Night elves are fairly powerful; are quite resistant to magic; receive an additional 1.0x magica multiplier and have a constant 10% chameleon as well as 20pt night eye Thes
5421	Night deaths	Classes	MMH	20-4530	Unknown	2009-05-12	New class known as Night Deaths, who are usually vampires and are assassins with main abilities as agility and speed, perfect for those without tes construction and like assassins, enjoy. if you have any problems email me at ronald@reid349.fsnet.co.uk
5420	New Classes For Morrowind	Classes	MMH	20-6275	thepartycrasher	2009-09-23	This is my first mod, and it adds several playable classes to Morrowind. This should not conflict with any other mods, as it only adds classes, so there's no textures or meshes or any of that stuff. There may be a conflict with the Necromancer, as it activates the class t
5419	New Classes	Classes	MMH	20-9324	William	2004-03-08	This plugin adds 6 new character classes to morrowind including: The hunter - an elite type of wanderer who is brilliant with bows. The Samurai - once up a few levels the samurai can be unbeatable as i have found when i walked in and killed vivec at level 7

Id	Name	Category	Site	Link	Author	Date	Description
5418	New Classes	Classes	MMH	20-13135	redcarnage - (in game name) Axis	2009-01-03	this mod will provide new classes to use in your morrowind game, with the promise of many, many more to come. if you would like to see a custom class appear in this mod, make a comment and i will try and work on them. current available classes: Cleric
5417	New Classes	Classes	MMH	20-11056	Chris M.	2007-02-13	This adds 9 new classes to Morrowind: - Dark Crusader -Dark Wizard -Illusionist -Marksman -Mercenary -Murderer - Paladin -Swordsmaster -Templar I may add more classes in the futur
5416	Necromancer and Mercenary	Classes	MMH	20-9618	Thrall_1990	2005-04-24	In my mod I've added 2 new classes. The first is the Mercenary and then the Necromancer. Both classes are playable.
5415	Nahilmer Race Mod	Classes	MMH	20-10536	Gilan Nerano	2006-04-12	Nahilmer Race Mod v2.00 by Gilan Nerano V1.00: April 12, 2006 V2.00: February 2, 2007 This plugin adds Nahilmer as a playable race, the Padomaic as a suggested player class, and the birthsign of The Savant. Uses Better Bodi
5414	Na'vi Class	Classes	MMH	20-6704	Aust Nailo	2011-03-16	You have been trained in the way of the Na'vi Hunter "Taronyu" and are a follower of their practices. As a follower of Eywa, you are a protector of nature and will only resort to killing a living creature when no alternative presents itself. You're lig
5413	Morrowind dark elf anime face beta	Classes	MMH	20-13692	t-d-r	2009-10-03	HA first ever anime style face for morrowind 8D i feel so genious right now. this is a really small mod that adds one anime dark elf male face to the game,ill submit an update later =) yea you can expect pretty wicked and wierd mods from me later
5412	Morrowind Classes	Classes	MMH	20-14209	MoneyBags01 (AKA Hvalek)	2011-02-09	This is my sixth mod to PES and only PES. What this mod does it allows the player to have ALL classes not just a handfull. Also made one of my own "muder" class later only I be making a Commona Tong mod these mods will be merged into one. I just had to submit this mod. Also what are some other mo
5411	Morient Elves Kit	Classes	MMH	20-8331	Dale French	2002-08-12	
5410	Monk-v10	Classes	MMH	20-1925	Aragon	2009-04-06	Monk strategy. http://www.xs4all.nl/~dleijen/monk.html - Author: Aragon. Version: 1.0, 31 may 2004.
5409	Monk focus 1.3	Classes	MMH	20-12031	XeroDeath	2012-11-23	Monk Focus v1.3 by XeroDeath ++++++++++++++++++++++++++++++++++++
5408	Monk Focus	Classes	MMH	20-12030	XeroDeath	2012-11-23	Monk Focus v1.3 by XeroDeath ++++++++++++++++++++++++++++++++++++
5407	Missing Daggerfall Classes	Classes	MMH	20-11841	Sir Henry Echo	2012-11-11	This esp adds the two missing classes from daggerfall and they are steup as close as possible to the original skills, description and all. This is according to my view of what skills should be replaced based on missing skills not found in morrowind. The classes are Burg

Id	Name	Category	Site	Link	Author	Date	Description
5406	Missing Classes	Classes	MMH	20-11840	unknown	2012-11-11	I noticed when going through the class list in the construction set that there were a bunch of classes you couldn't play. So I added the ones I wanted in and tested them. They are in the game and work. Here's the list of new classes: Alchemist Apothecary Bouya
5405	Mermen and Javelins	Classes	MMH	20-8241	Garcet	2002-07-19	
5404	Mercenary n Omnislash Fixed	Classes	MMH	20-4677	Unknown	2009-05-12	
5403	MaSsAcRe's Ascendest	Classes	MMH	20-9186	MaSsAcRe	2004-02-09	Adds new playable magic race; extemly dark and shady, a very cultist race. only one head, no femalessorry if this gets enough attention, I'll post more updates and other modsthis is my first I've submitted, but not my first modcharacter looks kin
5402	Magic Puppet race mod	Classes	MMH	20-11431	lck500	2007-08-08	Hello this is my first mod and it adds a race of magic puppets to morrowind. I hope you like it. It Requires better heads and the tribuanal better heads (i liked it better that way). Also i strongly recommed you use the custom race class and birthsign together because if you dont well
5401	Lizard Warrior Race (Argonian Retexture)	Classes	MMH	20-10818	Korbac	2006-09-30	I decided to release the race of my TC: Might and Magic 8. This is what it adds: -the race Lizard Warrior (male only) - the class Beastmaster -3 npcs of this new race and class -a shack The race and class are both playable, an
5400	Lightracen's Class Project	Classes	MMH	20-14089	Lightracen	2010-09-25	accidently submitted this twice. download the file at
5399	Lightracen Class Project	Classes	ММН	20-14090	Lightracen	2010-09-25	======== MOD NAME> Lightracen's Class Project CREATED BY-> Lightracen ========= INDEX: -> Requirements -> About this mod
5398	Light vs Dark	Classes	MMH	20-9864	Orion Storm	2004-09-29	This is my first mod, hope its ok. It adds 2 new classes to the game, Light and Dark Paladins each with unique traits. Also added a start spell called 'Mind Control'. Not a major mod but hope you like it.
5397	Leprechaun	Classes	MMH	20-7404	Robert Richardson	2002-05-30	Makes the Leprechaun race available to players. Leprechauns are a tiny frail race with a lucky streak whoose magical abilities are second to none.
5396	Kylar Stern race and Wetboy Class	Classes	MMH	20-13173	Effigia_Crastinus	2009-01-15	This mod includes the class "wetboy" and the race "klyar stern". these are taken from the "night angel" trilogy of books. Wetboys are like assassins in the same way tigers are like kittens. this is an actual quote from the first book. When an assassin accepts a contract,
5395	Knight Errant	Classes	MMH	20-8078	Esper	2002-06-18	
5394	Khajiits - Be All That You Can Be	Classes	MMH	20-10282	Phobos_Jugular	2005-12-15	This mod expands the choices of khajiit varieties, classes and third person vanity faces during character creation (it does not change the khajiit npc's placed in- game by Bethesda). The player has four khajiit varieties and three new classes to choose from: 1. Cathay-raht
5393	KhajEi Elf	Classes	MMH	20-9097	Christine Mudge	2004-01-30	Plugin contains a new race called the KhajEi eLf - half Wood Elf & Half Khajiit. I added a balanced new class and birthsign This race combines the skills in WoodElves and Khajiit so they are like an archer/theif. The class is called Ragorok and birthsign is

Id	Name	Category	Site	Link	Author	Date	Description
5392	Keedo's Goblins	Classes	MMH	20-14325	Keedo	2011-06-27	This mod creates a new playable race called Goblins. The race is balanced based on the 310/45 rule. They have low- level nightvision (same as the Night Eye spell, but weaker and constant) and a 50% resistance to poison. Also, they have a 60-second Frenzy power which increases their agility, speed,
5391	Kaoskiller1's Ninja Class	Classes	MMH	20-13781	kaoskiller1	2009-12-09	Adds a Ninja to the starting class choices. Nothing extremely fancy, just made for players who prefer a stealth- and magic- oriented class that has the most useful (in my opinion) skills for such a class. The main magicks are Illusion, destruction, and conjuration. Reading the in-game description
5390	Kaj-Arg	Classes	MMH	20-8096	james	2002-06-20	
5389	Kaghouz Class Pack	Classes	MMH	20-9800	Kaghouz	2005-03-22	This is a simple mod. It adds 30 classes. Check the Readme if you want to get the names. You will need a zip program for using this.
5388	jromates Celeb Facepack	Classes	MMH	20-13587	jromate	2009-08-13	11 new celebrity faces for morrowind. requires morrowind only.
5387	Jkia Elves	Classes	MMH	20-8489	Msu8689	2002-10-25	New race Jkia elves (no new skins) Uses marksman skills to avoid damage New class titled 'Sniper'.to use with this race Big magic users Not recommended for new players.
5386	Jedi Class	Classes	MMH	20-7354	Ryan Cordell	2002-05-28	Adds one new class to the game, the Jedi, which I based on the ever-popular mage- warriors of Star Wars fame. It also adds 3 new birthsigns, two geared toward Light Jedi and one geared toward dark Sith Jedi. Simply find a longsword and a nice robe and your characte
5385	JD's Character Classes	Classes	MMH	20-8054	JD	2003-07-23	Adds 12 character classes to the game, including, but not restricted to, Ranger, Paladin, Bounty Hunter, and Amazon. More classes may be added in future updates.
5384	Iskai	Classes	MMH	20-8269	Azazel	2002-07-26	
5383	Ingredients-n-Classes	Classes	MMH	20-7496	Bob	2002-06-13	
5382	Illy's Levelups	Classes	MMH	20-13823	Illuminiel	2010-01-23	Replaces the default textures for classes at character generation and levelup screens with ones using original Morrowind concept art. Note: I learnt in testing that the game randomly selects a class image at levelup so you won't see your chosen class but whatever the gam
5381	Hunter class	Classes	MMH	20-9773	Solar Scorch	2004-08-29	Hmm My first mod released! This is something absolutely tiny, one new class: hunter (skills + description). I made it because I thought it was a shame it weren't introduced to Morrowind, being quite role-playish in my opinion; not to mention that hunting and gathering ar
5380	Hermes	Classes	MMH	20-290	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
5379	Henshin	Classes	MMH	20-11225	The Fat Man	2007-05-05	This little tidbit adds the Henshin Class- A group of monk-mystics who seek the transfiguration into divinity. Also included is a birthsign suited to the class with a power (which allows you to "briefly" ascend) and a spell that paralyzes you, but allows you to replenish a little bit of Magicka

Id	Name	Category	Site	Link	Author	Date	Description
5378	Halflings	Classes	MMH	20-7489	Lobotomist	2002-06-13	
5377	Gray Elves and Jesters	Classes	MMH	20-8120	Dale French	2002-06-28	
5376	Genie Race	Classes	MMH	20-8572	PsiSoldier	2002-12-09	Adds the race of Genies who have been freed by their former masters of Morrowind Genies start with nearly pathetic attributes in all but Int & Luck = so starting out can be difficult; however they also get 2 positive and 2 negative abilities. Further, this race st
5375	Garret the Thief	Classes	MMH	20-9178	FuG-eRe	2004-02-06	This is my interpretation of what Garret was when I played Thief. No Magic ablities Nord Faces, Imperial Body's, Imperial Hair .+10 Marksman, Sneak and Long Blade .+ 5 Un-armoured, Hand to Hand, Acrobatics, Athletics Security, Light Arm
5374	Folk Healers of Vvanderfell (Curanderos)	Classes	MMH	20-6457	Runspect	2010-05-01	Are you get lost in a remote village? Don't worry. You won't need run for the closest temple. They are here, the folk healers, to take care of your injuries Two new classes added: Folk Healer and Prostitute. - 14 new NPCs. One of them can cure
5373	Eye of the Night	Classes	MMH	20-7644	DrD	2004-06-05	Makes the Khajit's power, Eye of the Night, a permanent effect. Cats can see relatively good in the dark so I figurred it should be permanent. Does not distort the vision in any way.
5372	Extra Classes v1.1	Classes	MMH	20-4663	HeWhoWatches	2009-05-12	Extra Classes By HeWhoWatches Version 1.1 There are 40 additional character types listed in the MW Construction Set, and this mod lets you play as any of them. Also included are 7 extras classes taken from here: http://www.lwb.org/public/mw-custom.txt
5371	Extra Classes	Classes	MMH	20-10688	master1076	2006-07-25	adds 12 classes actor - commoner - entrepreneur - farmer herder - merchant - necromancer - slave, smith - trader - tailor - warlock all with descriptions.
5370	Eisenfaust's Classes	Classes	MMH	20-11844	Eisenfaust	2012-11-11	This plugin is mainly a resource for players searching for character class ideas (especially for use with mods). These classes were borrowed from other sources and their descriptions were adjusted to be lore-correct with respect to Elder Scrolls (or at least "semi-lore- correct"). This plugin adds
5369	Dwarf Race & Necromancer Class	Classes	MMH	20-7357	Sanguinius	2002-05-28	New Race: Dwarf - A small creature, usually a warrior. Is good in armoring and axe combat. Likes heavy armor. Has a difficult persionality. This Race uses the Northman Skin as I am too stupid to use 3DSMax New Class: Necromancer - The Class has not been tested by me yet
5368	Dwarf Race	Classes	MMH	20-9147	Thrall_1990	2005-04-28	My mod adds a new playable race, the dwarves. Though I've only added a few lady faces and I'm using Nord bodies until i learn how to model or get new models from someone. I will update with more female faces when I got time.
5367	Dwarf Race	Classes	MMH	20-8730	Blitzer	2003-04-14	This mod adds a new race called Dwarf; doesn't unbalance the game and the dwarf has just as high attributes and just as many bonus skill points as the other races . It also adds a new dwarf merchant in Seyda Neen who sells dwarf and dwemer stuff. The mod uses
5366	Dust Lizards	Classes	MMH	20-8223	Dale French	2002-07-24	

Id	Name	Category	Site	Link	Author	Date	Description
5365	Drunken Master	Classes	MMH	20-48	Unknown	2009-04-06	Adds Priest, Warlock, Ordinator, Drunken Master, Sharpshooter and Necromancer as playable classes. In addition adds an enchant to two gloves each giving +10 skill level to Hand->Hand. ====================================
5364	Druid minimod	Classes	MMH	20-8181	wytch	2004-05-18	Druid: Guardian of NatureThis class was designed with roleplaying in mind. They have devoted their lives to protecting Nature and her inhabitants. This does not mean they will not kill animals or beasts, it does mean that they will do what is needed to retain balance.
5363	Drow Race & Class	Classes	MMH	20-7353	K.Williams	2002-05-28	Here is my new water breathing dark elf with a new night stalker class and wolf spirit birthsign.
5362	Dragoon Class Plugin 1-02	Classes	MMH	20-4687	Xabora	2009-05-12	The Elder Scrolls III MORROWIND: Dragoon Class Plugin Index 1. Installing the Plugin 2. Playing the Plu
5361	Dragoon	Classes	MMH	20-13080	3155	2008-12-11	This mod adds the Dragoon class from Final Fantasy to Morrowind. The Dragoon has two special abilities, 'Jump' and 'Lancet'. Jump lets the Dragoon leap high into the air, and swing the spear with more force. Lancet siphons the life, magic, and fatigue from an enemy, directly to the Dragoon. The b
5360	Dragonlance Kender Race	Classes	MMH	20-8677	Viz, Hangfire	2003-02-22	Allows you to play the role of a little kender who has accidently managed to transport him or herself from Krynn into Morrowind Skills are balanced and unique allowing the kender to be brilliant thieves but weak fighters cannot handle pure magic since this is unfortunat
5359	Dragon	Classes	MMH	20-8184	Cydos Delavantai	2002-07-08	
5358	Do' Urden Race	Classes	MMH	20-7358	Thistleflarg	2002-05-28	This mod adds a new race to the game, as well as a custom class. I've modelled both the race and class after one of my favorite R. A. Salvatore characters, Drizzt Do' Urden. These are a representation of the stats and skills I feel his character would possess if
5357	Dhampyrs Race	Classes	MMH	20-7366	Digital Osmosis	2002-05-28	This mod is a new race for Morrowind. They are based mostly on imperial bodies, but have faces and hair styles from a wide varity of races. The race themselves are Dhampyrs, half human, half vampire. They aren't nearly as powerful as their full blooded parents, but they also do
5356	death knight class & orc birthsign fixed	Classes	MMH	20-6784	D.J.K.	2011-08-18	wow dk class for morrowind just replace dkc.esp with any version 1.3 is the best.
5355	Death Knight Class	Classes	MMH	20-12593	Dioxide45	2008-03-12	Simply adds a new class the Death Knight to Morrowind it is a hybrid warrior/spellcaster it was inspired by the Warcraft games (obviously). In the description of the Death Knight in-game it mentions the Cult of the Damned, i'll try to update it later. If you know someone who can help me make a fa
5354	Dauntt's Class Mod	Classes	MMH	20-11573	Daunttless	2007-10-01	This mod makes all NPC classes playable and also adds quite a few brand new playable classes to the game.

Id	Name	Category	Site	Link	Author	Date	Description
5353	Darth Maul - Male Zabrak race	Classes	MMH	20-14042	Miburec	2010-08-17	Quoting the Readme: WARNING!!! DEPENDING ON WHICH VERSION YOU DOWNLOADED, THIS MOD MIGHT CONTAIN NUDITY! USER DISCRETION IS ADVISED. IF YOU ARE OFFENDED BY NUDITY, DELETE THIS MOD AND DOWNLOAD THE UNDERWEAR VERSION ON PLANETELDERSCROLLS.COM <
5352	Damned Elf	Classes	MMH	20-8183	Johan Ogdal	2002-07-08	
5351	Custom_Classes_1_5	Classes	MMH	20-15433	Midzugae	2015-10-16	Plugin changes character classes by adding new, tweaking most of default and unlocking few of NPC-only classes. It also adds/changes classes text discriptions. Changes are about: 1) introduction of Luck as governing attribute; 2) providing all possible attribute combinations;
5350	Cursemaster	Classes	MMH	20-14152	Chascoda	2010-11-01	Adds the ability to curse an NPC in dialogue, increasing your crime very extremely and cursing yourself also, but it is very useful if you're killing people for the Morag Tong. You can only cast the spell if you're a Cursemaster, the new class. Otherwise, the dialogue option won't app
5349	CSG's Classes	Classes	MMH	20-7749	CrackSpyGuy	2004-07-15	"CSG's Classes mod adds 21 playable classes. Makes many nonplayable NPC classes playable and adds a few new classes. This esp was checked so no errors should occur. Plz leave feedback. I hope to add MANY more classes in the future." CSG's Classes Version 1.5 [
5348	Courtesan	Classes	MMH	20-9513	Telgar	2005-04-22	This Mod adds the Courtesan Class to Morrowind, it is a decently balanced class with a few skills from each of the three catagories. It is an RP mod and reflects the skills that someone would want or need to draw lovers to them.
5347	CM Races Classes 2.1	Classes	MMH	20-4520	Cutthroat Mods	2009-05-12	The Elder Scrolls III TRIBUNAL Races and Classes Mod version 2.1 Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Credits & Usage
5346	CM Races and Classes 2.5	Classes	MMH	20-15608	Cutthroat Mods	2018-04-02	Summary: Adds two races, Hobbits and Dwarves, and a number of essential new classes. Enhances most of the Birthsigns. Index: 1. Installation 2. Playing the Plugin 3. Save Games 4. Credits & Usage 1. INSTALLING THE PLUGIN = To
5345	Clean Noldor Elf	Classes	MMH	20-10550	Elveldir	2006-04-17	Adds a new race to Morrowind along with a new class and birth sign. The noldor elf is taller and bulkier than there wood elf cousins. Requires Better Bodies and Better Heads. Rojak's "Gondorian Ranger Armor" mod has been incorporated into this mod. To avoid any possible conflict it is
5344	Classes v3.0	Classes	MMH	20-14606	Fuufuu33	2013-04-10	New classes! These classes include - Samurai - Destroyer - Dragon Kin - Ninja - Slayer - Paladin - Caller - Gladiator - Legionare And all the classes in the construction set you can make people but not yourself
5343	Classes Unlocked	Classes	MMH	20-15206	AlvinWM	2014-04-16	Makes all classes made by Bethesda Softworks playable. The following classes are added to playable: 1 Alchemist 2 Apothecary 3 Bookseller 4 Buoyant Armiger 5 Caravaner 6 Champion 7 Clothier 8 Commoner 9 Dreamer 10 Drillmaster 11 Enchanter

Id	Name	Category	Site	Link	Author	Date	Description
5342	Classes	Classes	MMH	20-14477	Fuufuu33	2012-05-27	New classes! These classes include - Samurai - Destroyer - Dragon Kin - Ninja - Slayer - Paladin - Caller - Gladiator - Legionare
5341	Class Addon	Classes	MMH	20-9453	Rauco Cundo	2005-02-26	This simple plugin opens up 16 playable classes that were imported with the game but weren't made playable. Also, a completely new class for Argonians, the Dragoon, was also made.
5340	Citizen Class	Classes	MMH	20-12601	timeshifterx	2008-03-18	Become a Citizen and mix in with the locals, get a profession and live life as you want. *My first mod. Sorry if not up to your standards.
5339	Cicijos New Class Pack	Classes	MMH	20-10244	Cicijo	2005-12-07	Hello! This is my first ever mod for Morrowind, and my first ever class pack version! I have included five brand-new classes (Samurai, Ninja, Lawmage, Dragoon, and Mercenary) and two that were included but unplayable, which I made playable and added a description and a f
5338	Chevalier Minimod	Classes	MMH	20-8558	wytch	2004-05-19	Chevalier: A horseman; a knight; a gallant young man This class was designed with roleplaying in mind. Chevaliers, unlike knights, are not necessarily of noble birth. With an often romantic view of the world they are gallant or courtly, striving to live nobly and
5337	Chargen Vampire Berne	Classes	MMH	20-8053	Marbred	2003-07-27	A Berne bloodline version of the (Arundea)Chargen Vampire mod As before, creating a new character(or just entering the Seyda Neen Census Office) automaticlly infects you with the vampire disease. If you don't want to be a vamp, then just drink a cure common di
5336	Chargen Vampire Aundae	Classes	MMH	20-8958	Marbred	2003-06-29	Once you enter the Seyda Neen Cencis Office you become afflicted with the vampire disease. Do or don't follow thru with the vampire-making ritual, it's up to you.
5335	CerphersClasses	Classes	MMH	20-4568	Cerpher aka Christopher Forlines	2009-05-12	This mod adds several new classes and one new Birthsign using the Ritual constelation. It's balanced for class type and the birthsign, though dangerous, is considered psychologically correct.
5334	Cerpher's Classes	Classes	MMH	20-8851	Cerpher	2003-06-04	A set of 8 new classes I've created for Morrowind 1. Lancer: Knight style warriors who use spears and heavy armor 2. Chemist: Like the game Alchemists but with slightly different abilities 3. Dancer: A graceful class with sh
5333	Cavalier Class Launcelot	Classes	MMH	20-2079	Michael Damon (aka Launcelot)	2009-04-06	Cavalier Class by Michael Damon (aka Launcelot) This small plugin creates a class and birthsign that, when used together, recreates the Cavalier class from Baldur's Gate 2: Shadows of Amn. Here's the numbers: Class: Cavalier Primary Attributes: Strength and W
5332	Blade Master Class	Classes	MMH	20-8448	Sephir0th	2002-10-02	Adds class Blade Masterreally good with Redguardspecializes in . Light armor, all types of swords, acrobatics and atheletics. With invisibility you can also be a very formidable thief as well. Good for fighters guild especially.
5331	Blackguard Class	Classes	MMH	20-4570	DarkOneVenzar	2009-05-12	The Elder Scrolls III MORROWIND: Blackguard Class Index: 1. Installation 2. Loading the Plugin 3. Desc
5330	Black Elf	Classes	ММН	20-8367	Keith Draganiuk	2002-08-20	A new race for morrowind based on the dark elf. This elf is by far the tallest and biggest character in the game. I've played the Black Elf all the way through and it works excellent.

Id	Name	Category	Site	Link	Author	Date	Description
5329	BetterClassesNRaces	Classes	MMH	20-13288	JoshJ	2009-02-28	this mod will make classes and races more lore friendly "or less' a nlf version of races is included The effect of this mod are listed in detail in readmes, the only reason it requires both exps is I always play with them Changelog:unchanged so far
5328	Better Classes	Classes	MMH	20-6590	Chascoda	2010-11-05	Adds more classes for you to play as. Detailed list included in the readme.
5327	Batavian Race	Classes	MMH	20-13748	Praedator	2009-11-20	The Batavian race is closely related to the Imperial race (it uses the MW imperial skins). They are naturally gifted in magicka, but generally use it in the field of Alteration and Illusion. They are the best traders and hagglers in the whole of Tamriel, and those venturing from their homeland ar
5326	Baldurs Gate Classes	Classes	MMH	20-96	Unknown	2009-04-06	Adds three new classes (separate .esp for each class). Sword Saint: The Sword Saint is a warrior who has been specially trained to be one with his sword. They are deadly, fast and trained to fight without encumbrance. Druid: The Druid serves the cause of nature and neutralit
5325	Aspects of the Litter Classes	Classes	MMH	20-12772	Kzinistzerg	2008-06-17	Adds in five new classes: Gilded Tongue, Nimble Paws, Subtle Eyes, Transfixing Fang, and Vigilant Ear. These classes are best suited to Khajiit, obviously, but a little renaming will make it acceptable for other races as well. As this mod is actually a compilation of five role-playin
5324	Amadean Race	Classes	MMH	20-8277	Fireshadow	2002-08-05	
5323	All Classes Playable	Classes	MMH	20-10322	oxinabox1	2006-01-01	This mod makes all classes* included in morrowind, tribunal and bloodmoon playable. With this mod, a bookseller can defeat Dagoth UR, a Slave can own slaves, a King can kill a king. It also adds further descriptions to nearly all the classes. These
5322	Aiel race	Classes	MMH	20-8868	Fitz	2003-06-09	This mod adds the Aiel race + Far'Dareis'Mai class.
5321	_T800-Terminator 3	Classes	MMH	20-11441	Psykkohunter	2007-08-11	SKYNET may or may not have been trying to actually invent time travel. The military supercomputer may have been trying to invent a form of magnetic shielding (aka "force field") to protect its combat units and chanced upon teleportation by accident or it may have been trying to work on
5320	35 Classes that should already exist	Classes	MMH	20-10952	Holey Studios	2006-12-28	This Mod adds the following classes: 1) Paladin 2) Disciple 3) Heretic 4) Hunter 5) Necromancer 6) Bushranger 7) Contract Killer
5319	30 classes	Classes	MMH	20-9988	Tee-S	2005-08-09	update v1.2: Now free of GMSTs (Sorry, forgot to do that before.) Readme contains a full list of newly added classes. This mod adds 30 new and modified playable classes to the game. Nothing special, just a little something for those players who dont feel li
5318	3 New Races to Morrowind	Classes	MMH	20-7530	Red D. Fiercare	2005-02-13	This mod adds 3 races to morrowind, unique in height and spells but not in skin. Also added are 3 books with a small 2-page background on each race, found in the Vivec hidden library (and somewhere quicker and safer to access, check the readme for details) Include
5317	29 Custom Class	Classes	MMH	20-10469	Anebrd	2006-03-05	This gives 29 custom classes 1. War Wizard 2. Arcane Trickster 3. Yeoman 4. Explorer 5. Serial Killer 6. Exslave 7. Shadowknight 8. Coutier 9. Enchantress 10. Legion Scout

Id	Name	Category	Site	Link	Author	Date	Description
5316	2 new classes	Classes	MMH	20-221	Unknown	2009-04-06	Adds two new classes (not 5 as the file name suggests) Sniper: Snipers use stealth and their illusion skills to execute men and women. No one is safe Ronin: A Samurai without a master. No commands but also no pay :(Duplicate of another hosted mod below but wit