WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

• Sit farther from the television screen.
• Use a smaller television screen.
• Play in a well-lit room.
• Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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**Introduction to Oblivion**

With The Elder Scrolls, our goal has always been to create a game that offers unlimited possibilities. A game where you could be whoever you wanted and do whatever you wanted. “Live another life, in another world” has been our motto, and we want you to do just that.

So if you like wandering and exploring, that’s what you should do. If you simply want to complete the main quest and feel like you “finished” the game, then you can do just that. Most folks will find themselves somewhere in between, and fortunately there’s a lot wandering and exploring involved in finishing the main quest.

There are four guilds you can join, each with their own storyline and rewards, and you can rise all the way to the head of each faction. So whether you’re into stealing, magic, assassinations, or fighting (or all of the above), there’s a group just for you. Or there’s the Arena, where you can go and place bets on fights, or become a combatant and enter the arena for your own honor and glory.

And of course everyone in Oblivion seems to need help at one time or another. Talk to people, find out what’s going on in their lives. Perhaps they need your assistance, or know someone who does. Or, for even less structure, head out into the wilderness and see what kind of locations you can uncover. Oblivion is filled with all kinds of ruins, shrines, dungeons, caves, camps, hideouts, and forts that may contain their own story, powerful artifact, or perhaps just creatures guarding over their treasure.

And just as you can go and do whatever you like, you can also be whatever kind of character you want. The early part of the game is your chance to try different types of weapons, armor, and magic. Experiment with different playstyles...trying picking locks and sneaking, or using spells and scrolls, or killing things with various weapons.

Once you’ve had a chance to try everything, you’ll be offered a suggestion as to what type of character you might like to play, based on how you’ve been playing the game. You can accept that choice, choose another class from the list, or create your own custom character with your own combination of specializations and skills. The possibilities are, quite literally, endless.

Don’t worry too much about the choices you’ll make for your race, birthsign, or class the first time through, because before you head out into the wide world we give you a chance to reconsider any choices you’ve made up to that point. At that time you can change anything you want, from your name to your hairstyle to your major skills.

After that, it’s up to you. Find your own path and follow it wherever it may lead you. Thank you for joining us on this adventure. We hope your time with the game is as rewarding as ours has been.

- The Oblivion Team

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**Starting Shivering Isles and Knights of the Nine**

To play Oblivion Game of the Year, first insert Disc Two and follow the on-screen prompts for Knights of the Nine and Shivering Isles (plus the Update, if necessary). Once installation is complete, remove Disc Two and insert Disc One to play Oblivion.

Shivering Isles adds content to your new or existing Oblivion game which you can access after one day of in-game time (simply use the Rest option to wait 24 hours). After 1 day of in-game time, you will get a quest message providing you information about the Shivering Isles content (“A Door in Niben Bay”). If you are starting a new game, you must exit character generation first before allowing a day to expire. Once you get the message, your quest journal will add a quest target pointing to where you can experience Shivering Isles.

For Knights of the Nine, you will need to go visit the chapel in Anvil and then talk to the prophet outside in order to get your first quest.

**Main Menu**

- **Continue**
  Continue playing from your most recent saved game.

- **New**
  Starts a new game of Oblivion.

- **Load**
  Allows you to select from a list of previously saved games.

- **Options**
  Takes you to the Options Menu where you can adjust your video, sound, controls, downloads, and preferences. See pg. 47 for more info.

- **Credits**
  View the credits for the team that brought you Oblivion.
**Gameplay Controls**

- **Block**
- **Wait**
- **Pause**
- **Attack**
- **Grab**
- **Cast**
- **Xbox Guide Button**
- **Move**
- **Look/Turn**
- **Hotkeys**

**LEFT BUMPER** ......................................... **GRAB**

**RIGHT BUMPER** .................................... **CAST SPELL**

**LEFT TRIGGER** ......................................... **BLOCK**

**RIGHT TRIGGER** ....................................... **ATTACK**

**<** ................................................... **WAIT**

**>** .................................................. **PAUSE**

**LEFT THUMBSTICK** ........................................ **MOVE**

**LEFT THUMBSTICK BUTTON** ..................... **TOGGLE SNEAK MODE**

**D-PAD** ............................................ **HOTKEYS**

**RIGHT THUMBSTICK** .......................... **LOOK LEFT, RIGHT, UP, DOWN**

**RIGHT THUMBSTICK BUTTON** .............. **SWITCH BETWEEN FIRST-PERSON AND THIRD-PERSON VIEWS. HOLD DOWN TO ENTER VANITY MODE.**

**LEFT TRIGGER AND RIGHT TRIGGER** zoom in and out. This will also become your 3rd person zoom level.

---

**The Game Screen**

- **Spell Effect**
- **Target Health**
- **Crosshair**
- **Level Up**
- **Target Name**

**Health**
The amount of damage you can take. Sleeping, waiting, potions or spells can restore your Health.

**Magicka**
Casting spells uses Magicka. Magicka regenerates based on your Willpower. Sleeping, waiting, potions or spells can also restore your Magicka.

**Fatigue**
Fatigue is how tired you are. Low Fatigue hurts your effectiveness, especially when doing melee attacks. Fatigue returns faster if you walk instead of run.

**Weapon**
Your active weapon.

**Arrows**
Number of arrows equipped.

**Magic**
Your active spell.

**Spell Effect**
Any temporary spell(s) affecting you.

**Target Health**
Shows the health of your target.

**Target Name**
Name of highlighted object or character

**Crosshair**
Helps you target objects and characters. See next page for details.

**Compass**
Shows direction, locations, and markers. See next page for details.

**Level Up**
Indicates you can sleep in a bed to advance to the next level.
**Compass and Activation Icons**

Icons on the compass indicate nearby places of interest (like dungeons, cities, or inns), and Quest Target markers indicate the direction of your active quest objective.

**Target Markers**
- A red arrow means you must travel through a door or portal to reach your objective.
- A green arrow means you are already in the same general location as your objective.
- A blue arrow is one you can place yourself on your local or world map. See pg 14.

**Places of Interest**
- Camp
- Cave
- City
- Daedric Shrine
- Elven Ruin
- Fort Ruin
- Mine
- Oblivion Gate
- Settlement
- Tavern/Stable

**Crosshair**
Helps you target objects and characters. It will change dynamically based on what action the **A** button will perform.

- Indicates you are in sneak mode. For more on sneaking, see page 40.
- Enter a location or open a door.
- A locked door. The difficulty of the lock is displayed in the lower right corner.
- Sit on the object. Press **A** to get up.
- Sleep in this bed.
- Read the item.

- Pick up the item and add it to your inventory.
- Sleep in this bed.
- Talk to this character.
- An important character who plays a significant role in quests and cannot be killed.
- Feed on a sleeping character. Can only be done as a vampire.

**A red icon always indicates a crime if you perform the action.**

**Journal and Stats Menu**

There are four main sections of your Journal: Stats, Inventory, Magic, and Maps.

- **E** button
  Enter/exit Journal mode.

- **Left Thumstick or D-Pad**
  Scroll up/down through lists; move left and right through tabs in each section.

- **Left Trigger and Right Trigger**
  Cycle right/left through the four main sections.

- **Right Thumstick**
  Rotate/zoom your character to examine him/her.
The Stats Menu

The Stats Menu has five tabs, from left to right: Character, Attributes, Skills, Factions, and Accomplishments.

- **Character**
  Basic info about your character.

- **Attributes**
  Information on your eight Attributes.

- **Skills**
  Information on your 21 skills. See next page for more info.

- **Factions**
  Shows the factions you belong to and your current rank in each.

- **Accomplishments**
  Lists your many accomplishments.

**Skills Tab**

You have seven Major Skills and 14 Miscellaneous Skills. Under each skill is a bar indicating (in red) how close you are to increasing that skill. The more you use that skill, the faster it will increase.

- **Major Skills**
  The skills that define your character. You must increase any combination of your major skills by a total of 10 points to advance your character to the next level.

- **Minor Skills**
  Increasing these skills makes you better at them, but does not help you level up.

- **Skill Progress Bar**
  Tracks how close you are to raising that skill by another point.

- **Positive Skill Modifier**
  Values appearing in green are currently being modified by positive spells, abilities, powers, or other effects.

- **Negative Skill Modifier**
  Values appearing in red are currently being modified by negative spell effects, diseases, or other effects.

- **Level Progress Bar**
  How close you are to raising your character's level. See pg. 27 on Leveling Up.
RIGHT-Hand AND LEFT-Hand Slots
Weapons equip in your right hand, shields and torches in your left. Shields and torches each have their own slot, but will not be used with two-handed weapons like claymores, warhammers, bows, and magical staves, even though the slot is equipped. An equipped torch is always used when your weapon is sheathed; so pressing X is a good way to switch between your weapons and torch.

USING INVENTORY MENUS
Certain icons and displays appear on one or more of the Inventory Menus. You can also select these to sort your items by these values. Selecting the icon again will sort the list in ascending or descending order.

- An item’s base value in gold.
- How much armor protection this item provides for you. See pg 29.
- An item’s weight.
- Quality of the item
- How much damage a weapon does for you.
- An item’s Health on a scale of 0 to 100, where 100 means the item is in perfect condition and 0 means the item is broken and useless.

Your current Encumbrance compared to your Maximum Encumbrance. If you are carrying too much you will be Over Encumbered and you cannot move until you drop some items to reduce your encumbrance.

The combined effects of your physical armor and active magical armor effects. The higher the number, the better. See pg. 29.

How much gold you have.

INVENTORY ITEMS
Items in inventory are represented by an icon to the left of the name of the item. A number indicates a stack of more than one of the item. In addition, one or more of the following icons may appear on the item icon:

- Indicates a magical item.
- Indicates a stolen item.
- Indicates a poisoned weapon.
- Indicates the item has been broken and is useless until repaired.

In the Inventory Menu, define Hotkeys by pressing Y and holding one of the eight positions on D-Pad while simultaneously selecting the weapon, armor, spell, or item you want in that slot. Note, you can still change menus with the Hotkeys open, and the item will be assigned when you release D-Pad.

While playing, use D-Pad to select any of your eight Hotkeyed items.
Navigating to the listed spell displays more about the spell.

- **Magic Effects** – Any effects contained by this spell (i.e., Shock Damage). When a spell contains more than one effect, the most powerful effect is used to determine the Magic School.
- **Magic School** – Name of school of magic that governs the use of this spell (i.e., Destruction). Successfully using the spell will help improve this skill.
- **Magnitude** – an indication of the power of the spell’s effect (i.e., 70 pts).
- **Duration** – How long the spell effect lasts (i.e., for 10 secs).
- **Range** – Spells can be delivered in one of three ways:
  - **Touch** – The spell effect is cast upon touching a target (i.e., on Touch).
  - **Target** – A ranged spell effect that can be delivered from a distance (i.e., on Target).
  - **Self** – A spell effect that automatically affects the caster (i.e., on Self).
- **Area** – The radius of a spell’s effect, in feet (i.e., 20 ft).

**SPELL EFFECTIVENESS**

Wearing armor lowers the effectiveness of your spells. To increase your spell effectiveness, either wear less armor, or raise the appropriate armor skill (light or heavy). A lower spell effectiveness will reduce the magnitude and duration of your spells.

**ACTIVE EFFECTS TAB**

All spells, abilities, powers, and other magical effects currently affecting your character. It includes always-active birthsign abilities, powers, and diseases.

- The combined magnitude of all magic using this effect on you.

**RACIAL ABILITIES**

Inherent abilities that never need to be cast and are always active.

**POWERS**

Many races and birthsigns also provide special powers that can be used once a day but are readied and cast just like spells. Powers are not assigned to a school of magic, so using them will not improve your magic skills.

**LESSER POWERS**

These are similar to Powers, but less powerful and can be cast more than once per day.

**DISEASES**

While not actually magic, the effects of disease are similar to magical curses. You can get cured at chapels in towns and Wayshrines in the wilderness, or by using a Cure Disease spell or potion.
Maps and Quests

The Maps Section has five tabs, from left to right: Local Map, World Map, Active Quest, Current Quests, and Completed Quests.

**Local Map**
This shows your immediate surroundings. Rollover icons display information about doors and their destinations, and quest targets indicate your quest objectives.

- **A** – Fast Travel (when highlighting a discovered location)
- **X** – Place your own marker on the map.
- **Right Thumbstick** – Move the cursor, scroll the map
- **Right Thumbstick Button** or hold **Left Bumper** – Pan the map.

**World Map**
This shows a map of Cyrodiil.

- **Your Position:** The gold arrow shows your position on the map.
- **Quest Target:** The Quest Target is a red or green arrow on the World Map. The Quest Target is always determined by your Active Quest. To make a quest active, select it from the list in your Current Quest tab. See next page.
- **Your Target:** The Blue Arrow. You can place, move, or remove this by pressing **X**.
- **Discovered Location:** Dark markers can be selected for fast travel. You cannot fast travel from interiors or while in combat. When you fast travel, time will move ahead according to how long it would have taken you to get there normally. If you have a horse, it will fast travel with you. When traveling to cities, your horse will be placed in the nearest stable.
- **Known Location:** Bright markers are known to you, but cannot be fast traveled to until you discover them on your own.

**Active Quest**
This displays entries for your active quest. Select a quest in the Current Quests tab to make it your Active Quest. The Quest Targets displayed on maps and your Compass (pg. 6) are the Quest Targets for your Active Quest. Press the **A Button** to view the position of your Quest Target on your World Map.

**Current Quests**
This displays entries for all your quests that you have not yet completed. Select a Quest to make it your Active Quest.

**Completed Quests**
Lists all of the quests you have completed. Select an entry to display all the entries for that quest.

**Quests and Quest Targets**
When a quest is Active, Quest Target arrows are displayed on your Compass (see pg 6) and on your Local and World maps (see previous page). You can use these markers to guide you to the next step in completing your Active Quest. On the World Map, Quest Targets indicate the general location of your next step. On the Local Map, the Quest Target will indicate the location of the next step, or the door you must go through to reach that location.

*Note: Not every quest will provide Quest Targets. In some quests, you must discover the objective’s location on your own.*
Races
When you begin Oblivion, you must choose a name and race. You’ll be asked to choose from 10 races commonly encountered in Cyrodiil.

**Argonian**
This reptilian race, well-suited for the treacherous swamps of its homeland, has developed natural immunities to diseases and poisons. They can breathe water and are good at picking locks.

**Skill Bonuses**

**Specials**
Resist Disease, Immune to Poison, Water Breathing

**Breton**
In addition to their quick and perceptive grasp of spellcraft, even the humblest of Bretons can boast a resistance to magical energies. They are particularly skilled at summoning and healing magic.

**Skill Bonuses**
Alchemy +5, Alteration +5, Conjuration +10, Illusion +5, Mysticism +10, Restoration +10.

**Specials**
Fortified Magicka, Dragon Skin, Resist Magicka

**Dark Elf**
Also known as “Dunmer” in their homeland of Morrowind, the Dark Elves are noted for their skilled and balanced integration of the sword, the bow and destruction magic. They are resistant to fire and can summon an ancestral ghost for aid.

**Skill Bonuses**
Athletics +5, Blade +10, Blunt +5, Destruction +10, Light Armor +5, Marksman +5, Mysticism +5.

**Specials**
Ancestor Guardian, Resist Fire

**High Elf**
Also known as “Altmer” in their homeland of Summerset Isle, the High Elves are the most strongly gifted in the arcane arts of all the races. However, they are also somewhat vulnerable to fire, frost and shock.

**Skill Bonuses**
Alchemy +5, Alteration +10, Conjuration +5, Destruction +10, Illusion +5, Mysticism +10.

**Specials**
Weakness to Fire, Frost, and Shock, Resist Disease, Fortified Magicka

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

**Skill Bonuses**
Blade +5, Blunt +5, Hand to Hand +5, Heavy Armor +5, Mercantile +10, Speechcraft +10.

**Specials**
Star of the West, Voice of the Emperor

**Khajiit**
Hailing from the province of Elsweyr, they are intelligent, quick, and agile. They make excellent thieves due to their natural agility and unmatched acrobatics skill. All Khajiit can see in the dark.

**Skill Bonuses**

**Specials**
Eye of Fear, Eye of Night

**Nord**
Citizens of Skyrim, they are a tall and fair-haired people. Strong and hardy, Nords are famous for their resistance to cold. They are highly talented warriors.

**Skill Bonuses**
Armorer +5, Blade +10, Block +5, Blunt +10, Heavy Armor +10, Restoration +5

**Specials**
Nordic Frost, Woad, Resist Frost

**Orc**
The people of the Wrothgar and Dragontail Mountains, Orcish armorers are prized for their craftsmanship. Orc troops in heavy armor are among the finest in the Empire, and are fearsome when using their berserker rage.

**Skill Bonuses**
Armorer +10, Block +10, Blunt +10, Hand to Hand +5, Heavy Armor +10.

**Specials**
Berserk, Resist Magicka

**Redguard**
The most naturally talented warriors in Tamriel. In addition to their cultural affinities for many weapon and armor styles, they also have a hardy constitution and a natural resistance to disease and poison.

**Skill Bonuses**
Athletics +10, Blade +10, Blunt +10, Light Armor +5, Heavy Armor +5, Mercantile +5.

**Specials**
Adrenaline Rush, Resist Poison, Resist Disease

**Wood Elf**
The clanfolk of the Western Valenwood forests, also known as “Bosmer.” Wood Elves are nimble and quick, making them good scouts and thieves, and there are no finer archers in all of Tamriel. Their ability to command simple creatures is well-known.

**Skill Bonuses**
Acrobatics +5, Alchemy +10, Alteration +5, Light Armor +5, Marksman +10, Sneak +10

**Specials**
Beast Tongue, Resist Disease
Attributes

A character’s mental, physical, and magical abilities are modeled by eight primary attributes. Primary attributes range from 0-100, but can be changed by magic, potions, or disease. Raising your character’s level allows you to increase your attributes. A red number indicates the attribute has been damaged. A green number indicates the attribute has been increased by magic.

Strength
Affects how much you can carry, how much Fatigue you have, and how much damage you can do with melee weapons such as swords and axes. Governs the skills of Blunt, Blade, and Hand to Hand.

Intelligence
Affects your total Magicka and magic use. Governs the skills of Alchemy, Conjuration, and Mysticism.

Willpower
Affects how quickly you regenerate Magicka, and how much Fatigue you have. Governs the skills of Destruction, Alteration, and Restoration.

Agility
Affects your ability to maneuver and balance, your total Fatigue, and how much damage you can do with marksman weapons such as bows. Governs the skills of Security, Sneak, and Marksman.

Speed
Determines how fast you move. Governs the skills of Athletics, Light Armor, and Acrobatics.

Endurance
Affects how much Fatigue you have, your Health, and how much your Health will increase when you raise levels. Governs the skills of Block, Armorer, and Heavy Armor.

Personality
Affects how much people like you, which leads to better information-gathering. Governs the skills of Speechcraft, Mercantile, and Illusion.

Luck
Luck has an effect on everything you do, but governs no skills.

Derived Attributes

These are derived from the primary attributes, and are affected by changes to your primary attributes.

Health
Health is the amount of damage you can take before you die. Your maximum Health increases every time you gain a level. Endurance affects how much Health you gain per level. Your starting Health is twice your Endurance. Sleeping, potions or spells can restore your Health.

Magicka
Magicka is used to cast spells. You start with Magicka equal to double your Intelligence. Choosing certain races and birthsigns will give you Magicka bonuses that increase your Maximum Magicka. Magicka regenerates based on your Willpower. Sleeping, potions or spells can restore your Magicka more quickly.

Fatigue
Fatigue is how tired you are. Low Fatigue hurts your effectiveness, especially when doing melee attacks. Fighting hand-to-hand, swinging a weapon, or jumping may reduce your Fatigue. If your Fatigue falls below zero due to a spell or other special effect, you are knocked down. Walking, resting, waiting, potions, and spells can restore your Fatigue. Your maximum Fatigue is the combined values of your Strength, Endurance, Agility, and Willpower.

Encumbrance
Encumbrance is the total weight of items you can carry. You cannot move at all when fully encumbered. Maximum Encumbrance is equal to five times your Strength.
Skills, Mastery Levels, and Skill Perks

As you rise in proficiency with skills, you gain Skill Perks at new Mastery Levels. You will eagerly anticipate the special benefits of these Skill Perks each time a skill is raised to a new level of mastery. A red number indicates the skill has been damaged. A green number indicates the skill has been increased by magic.

<table>
<thead>
<tr>
<th>Skill Mastery Level</th>
<th>Skill Scores</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novice</td>
<td>0-24</td>
</tr>
<tr>
<td>Apprentice</td>
<td>25-49</td>
</tr>
<tr>
<td>Journeyman</td>
<td>50-74</td>
</tr>
<tr>
<td>Expert</td>
<td>75-99</td>
</tr>
<tr>
<td>Master</td>
<td>100</td>
</tr>
</tbody>
</table>

Combat Skills

**Block**

**Governing Attribute: Endurance**

Parry melee attacks with shields and weapons. Successful blocks reduce damage.
- A **Novice** is fatigued by blocking, and hand-to-hand blocking against weapons has no effect.
- An **Apprentice** is no longer fatigued by blocking.
- A **Journeyman’s** shield or weapon is no longer damaged when he blocks, and opponents may recoil when blocking with hand-to-hand.
- An **Expert** blocking with shield has a chance to do a knockback counterattack, staggering the enemy if the shield blow connects.
- A **Master** blocking with shield has an additional chance of disarming an enemy with a successful knockback counterattack.

**Armorer**

**Governing Attribute: Endurance**

Maintain weapons and armor at top efficiency. Damaged weapons and armor are less effective.
- A **Novice** cannot repair magic items.
- Repair hammers last twice as long for an **Apprentice**.
- A **Journeyman** can now repair magic items.
- An **Expert** can repair items beyond their highest condition (to 125%). These Expert-improved weapons do extra damage, and Expert-improved armor protects more.
- A **Master** never breaks repair hammers; one hammer lasts a lifetime.

**Heavy Armor**

**Governing Attribute: Endurance**

Make more effective use of Iron, Steel, Dwarven, Orcish, Ebony, and Daedric armors.
- For a **Novice**, heavy armor degrades rapidly with use (150% of normal rate).
- An **Apprentice’s** heavy armor degrades at a normal rate.
- A **Journeyman’s** heavy armor degrades at a 50% slower rate.
- An **Expert’s** equipped heavy armor only encumbers him by 50%.
- A **Master’s** equipped heavy armor does not encumbers him at all.

**Blunt**

**Governing Attribute: Strength**

Deliver the crushing blows of mace and axe weapons more effectively.
- A **Novice** does a Basic Power Attack with a damage bonus in all directions.
- An **Apprentice** gains damage bonuses with the Mastery Standing Power Attack.
- A **Journeyman** gains the Mastery Left and Right Power Attacks, and has a chance to disarm.
- An **Expert** gains a Mastery Backwards Power Attack, and gains a chance of a knockdown.
- A **Master** gains a Mastery Forward Power Attack, with a chance to paralyze.

**Blade**

**Governing Attribute: Strength**

Deliver the slashing and thrusting attacks of dagger and sword weapons more effectively.
- A **Novice** does a Basic Power Attack with a damage bonus in all directions.
- An **Apprentice** gains damage bonuses with a Mastery Standing Power Attack.
- A **Journeyman** gains the Mastery Left and Right Power Attacks, which have a chance to disarm.
- An **Expert** gains a Mastery Backwards Power Attack, which has a chance of a knockdown.
- A **Master** gains a Mastery Forward Power Attack, with a chance to paralyze.

**Athletics**

**Governing Attribute: Speed**

Run and swim faster, and regenerate lost fatigue faster.
- A **Novice** regenerates Fatigue slowly when running.
- An **Apprentice** regenerates Fatigue 25% faster when running.
- A **Journeyman** regenerates Fatigue 50% faster when running.
- An **Expert** regenerates Fatigue 75% faster when running.
- Running never reduces a **Master’s** regeneration of Fatigue.

**Hand to Hand**

**Governing Attribute: Strength**

Attack without weapons to damage and fatigue opponents.
- A **Novice** does a Basic Power Attack with a damage bonus in all directions.
- An **Apprentice** gains damage bonuses with a Mastery Standing Power Attack.
- A **Journeyman** gains the Mastery Left and Right Power Attacks, and has a chance to disarm.
- An **Expert** gains a Mastery Backwards Power Attack, and gain a chance of a knockdown, and, when blocking, gains a chance of a knockback attack.
- A **Master** gains a Mastery Forward Power Attack, with a chance to paralyze, and, when blocking, gains a chance of a disarm on a knockback attack.
**Magic Skills**

**DESTRUCTION**

**Governing Attribute: Willpower**

Cast spells to inflict magical fire, frost, and shock damage, or reduce resistances to magic attacks. Destruction spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

**ALTERATION**

**Governing Attribute: Willpower**

Cast spells to breathe or walk on water, open locks, shield from physical and magical damage, and alter encumbrance. Alteration spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

**ILLUSION**

**Governing Attribute: Personality**

Cast spells to charm, conceal, create light, silence, paralyze, command or affect morale or aggressiveness. Illusion spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

**CONJURATION**

**Governing Attribute: Intelligence**

Cast spells to summon otherworldly creatures, summon magical weapons and armor, and turn the undead. Conjunction spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

**MYSTICISM**

**Governing Attribute: Intelligence**

Cast spells that absorb, reflect, and dispel magic, move objects, sense life, and bind souls. Mysticism spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

**RESTORATION**

**Governing Attribute: Willpower**

Cast spells to restore, fortify, or absorb physical and magical attributes, cure disease, and resist magical attacks. Restoration spells and spell effects are rated by Mastery Levels; you can only cast spells rated at or below your current Mastery Level.

**ALCHEMY**

**Governing Attribute: Intelligence**

Create potions and gain benefits from alchemical ingredients more effectively.
- **Novice** recognizes only the first of four potential alchemical properties of a substance.
- **Apprentice** recognizes the first two of four potential alchemical properties of a substance.
- **Journeyman** recognizes the first three of four potential alchemical properties of a substance.
- **Expert** recognizes all four potential alchemical properties of a substance.
- **Master** can make potions from a single ingredient.
Stealth Skills

**Security**

Governing Attribute: Agility

Use lockpicks to open locked doors and containers.

• As many as four tumblers will fall when a Novice fails and breaks a pick.
• As many as three tumblers will fall when an Apprentice fails and breaks a pick.
• As many as two tumblers will fall when a Journeyman fails and breaks a pick.
• Only one tumbler will fall when an Expert fails and breaks a pick.
• No tumblers fall when a Master fails and breaks a pick.

**Sneak**

Governing Attribute: Agility

Pick pockets and move unseen and unheard by observers.

• A Novice gains a 4x damage bonus for one-handed weapon and hand-to-hand, and a 2x damage bonus for marksman attacks, when undetected.
• An Apprentice gains a 6x damage bonus for one-handed weapon and hand-to-hand attacks, and a 3x damage bonus for marksman attacks, when undetected.
• A Journeyman receives no penalty to his chance of detection while Sneaking for the weight of his boots.
• An Expert receives no penalty to his chance of detection while Sneaking for moving while Sneaking.
• The attack of a Master on an opponent ignores armor rating when the Master is undetected.

**Acrobatics**

Governing Attribute: Speed

Jump long distances and avoid damage when falling great distances.

• A Novice cannot attack when jumping or falling.
• An Apprentice can make normal attacks -- not power attacks -- when jumping or falling.
• A Journeyman gains the Dodge ability, and can hold block and jump in a direction to do a quick avoidance roll.
• Fatigue loss for jumping is reduced by 50% for an Expert.
• A Master gains the Water Jump ability, and, with precise timing, can jump off the surface of water.

**Light Armor**

Governing Attribute: Speed

Make more effective use of Fur, Leather, Chainmail, Mithril, Elven, and Glass armors.

• For a Novice, light armor degrades rapidly with use (150% of normal rate).
• An Apprentice’s light armor degrades at a normal rate.
• A Journeyman’s light armor degrades at a 50% slower rate.
• An Expert’s equipped light armor does not encumber him at all.
• When a Master wears only light armor, he gains a bonus of 50% to the armor rating of that armor.

**Marksman**

Governing Attribute: Agility

Deliver more deadly ranged attacks with bow and arrow weapons.

• A Novice is fatigued while holding a bow drawn back.
• An Apprentice has no Fatigue cost for holding his bow drawn back.
• A Journeyman holding Block while the bow is drawn has a Zoom ability.
• An Expert’s arrow attacks have a chance of knocking the target down.
• A Master’s arrow attacks have a chance of paralyzing the target.

**Mercantile**

Governing Attribute: Personality

Get better deals when buying or selling goods.

• For a Novice, the value of an item he sells is reduced by the worn condition of the item.
• For an Apprentice the value of an item he sells is not affected by the worn condition of the item.
• A Journeyman can buy and sell any object to any vendor, even if he normally does not deal in that type of wares.
• An Expert can invest in a shop, giving the merchant money to permanently increase his shop’s available gold by 500.
• For a Master, all shops in the world always have 500 more gold available for barter.

**Speechcraft**

Governing Attribute: Personality

Use speech to persuade listeners to like and trust you.

• A Novice can offer bribes to increase the Disposition of some persons.
• An Apprentice gains a free rotation of a wedge in the Persuasion Menu.
• The Falling-Disposition timer in the Persuasion minigame is 50% slower for a Journeyman.
• Disposition loss from ‘Hate it’ results in the minigame are reduced from -150% to -100% for an Expert.
• Bribes cost half as much for a Master.
**Classes**

Your class defines your way of life and which skills are most important to you. During Oblivion's introduction, the game observes the way you play and suggests a predefined Class that matches your play style. You may either accept that Class, pick another Class, or create your own Custom Class. Also, at the end of Oblivion's introduction, you are given one more chance to change your mind. Each Class features a Specialization, seven major skills, and a +5 bonus to two Attributes.

**Predefined Classes**

Oblivion comes with 21 predefined Classes, seven for each specialization. Their Specializations, Major Skills, and Attribute bonuses have already been selected for you.

**Custom Classes**

You can also create your own custom class by selecting your Attribute bonuses and your Major Skills yourself and naming your Custom Class. Review the Predefined Classes as models, then create your own Custom Class to reflect your own vision of your ideal hero or villain.

**Specialization**

Each class has a specialization, either Combat Arts, Magic Arts, or Stealth Arts. This is the main avenue of study this class falls into. You will receive +10 to every skill in that specialization, and those skills will be easier to increase.

**Major Skills**

Each class has seven major skills. These are the essential skills for this class. Major skills have base values of 25 and are easier to increase than other skills and will determine when you level up.

**Minor Skills**

All skills not chosen as Major Skills are Minor Skills and have base values of 5. Minor Skills increase more slowly than Major Skills. Increasing these skills does not help you level up, but will contribute to attribute bonuses when you do level.

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**Increasing your Skills and Leveling Up**

**Increasing Skills**

There are three ways to increase a skill:

1. Use it over and over. The lower the skill score, the easier it is to increase it by using it. It takes much longer to raise a high skill by using it. Review your progress toward increasing a skill in the Skills Display of the Stats Menu (see pg. 9).
2. Buy training from another character. You can only train 5 skill points per level.
3. Learn more about the skill from special books.

**Raising Your Level**

Increase the Major Skills associated with your class to raise your level. In order to raise your level, you must improve any combination of your Major Skills by a total of 10 points. Review your progress toward increasing your level in the Skills Display of the Stats Menu (see pp. 9).

You will receive a message and an Icon will appear on the screen (see pp. 5) when you have raised your skills enough to raise a level. You must use a bed to sleep and meditate on what you’ve learned in order to increase your level.

When you raise a level, you are given an opportunity to increase three of your eight Attributes. Certain attributes may receive a bonus modifier, which is determined by which skills you have increased since you last raised level. For example, if you improved several skills that have Personality as a governing attribute, then you will see an appropriate bonus modifier for Personality. Whether a skill is Major or Minor does not affect the modifier. In addition, when you raise a level, your Health is increased by one-tenth of your Endurance.

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Note: You can raise several levels at one time if you have not slept in a while and have enough skill increases for extra levels. You are never penalized for this and will receive all the correct attribute modifiers for each level gained.
**The Arts of Combat**

To defend themselves from monsters and marauders, travelers and adventurers learn to use weapons and armor.

**Weapons**

There are two kinds of weapons: melee weapons like swords and maces, and bows. Better weapons are made from precious materials, and may bear useful enchantments. The damage you do depends on the weapon itself, your skill, and the condition of the weapon (i.e., whether the weapon is in good repair).

**Melee Attacks**

There are two types of attacks: Basic Attacks and Power Attacks. Basic Attacks are quick, but do less damage. Power Attacks are slow, but do more damage. To make a Basic Attack, pull and release the **RIGHT TRIGGER**. To make a Power Attack, pull and hold the **RIGHT TRIGGER**. Move the **LEFT THUMBSTICK** to perform different Power Attacks.

At lower Mastery Levels, Blade, Blunt, and Hand to Hand skills let you make a basic Power Attack in any direction. At higher Mastery Levels, Blade, Blunt, and Hand to Hand skills let you make Mastery Power Attacks with left, right, and rear character movements; these Mastery Power Attacks have special bonuses and effects. (See Skill Mastery Levels and Skill Perks, pg 20 - 25, for details.)

**Ranged Attacks**

To attack with a bow, pull and hold the **RIGHT TRIGGER** to draw the bowstring to full extension, then release the **RIGHT TRIGGER** to fire the arrow. It takes time to draw the bowstring back for a full-power attack. A Journeyman of Marksman can zoom-in with the bow by holding Block (**LEFT TRIGGER**) with an arrow nocked.

**One-Handed and Two-Handed Weapons**

Certain weapons, like daggers, short swords, maces, and war axes, are one-handed weapons, and can be used with a shield. Other weapons, like battleaxes, claymores, and warhammers, require two hands, and cannot be used with a shield. (Highlight a weapon in the Inventory Menu to see whether it is one-handed or two-handed.)

**Blocking**

To block, pull and hold the **LEFT TRIGGER**. A shield or weapon block reduces the damage you take. Shields are much more effective at Blocking than weapons.

An effective combat strategy is to block an enemy’s blow, then quickly follow up with your own attack to catch the enemy before he can ready his block. Establishing this block-and-counter rhythm in melee combat can greatly improve your combat effectiveness.

**Armor**

Each piece of armor you wear adds to your overall protection, or “armor rating.” The higher the armor rating, the better you are protected. The amount of protection you receive from a piece of armor depends on the armor itself, your skill with that type of armor, and whether the armor is in good repair.

Your Armor Rating is the percentage of damage done to you that your armor will absorb. As armor takes damage, its condition decreases. This also lowers how much protection the armor offers. Your armor rating is the total of all the armor you are wearing. Certain pieces contribute more towards your rating than others.

**Repairing Weapons and Armor**

Weapons and armor sustain damage as you use them. The lower the condition of the weapon, the less damage it does. When its condition goes to zero, the weapon or armor becomes unusable. Use repair hammers to repair your armor and weapons. The success of your repair depends on your Armorers skill.

*Note: Only a Journeyman Armorer or higher can repair magic items. You can also find people who can repair these items as a service. It will cost you, but they always repair the item back to full condition (even magic items).*

**Other Combat Situations**

**Getting Knocked Down**

You can be knocked down during combat as the result of a powerful blow from an opponent. Hitting someone who is knocked down does more damage.

**Dodging**

At Journeyman Mastery, a Journeyman gains the Dodge ability, and can hold block and jump in a direction to do a quick avoidance roll.

**Yielding**

If you get into a fight with a friend, you can yield to him to stop the combat by holding Block and activating that character. If he likes you enough, he will stop the fight.
The Arts of Magic

Spellcasting and the Six Colleges of Magic

Your use of magic is based on your skill level in the six schools of magic. Increasing your proficiency depends on gaining uses and training to increase your skill level. New spells can be learned by buying them from characters or by completing certain quests.

School of Conjuration

Conjuration summons magical items and beings from the outer realms to serve you. Conjuring effects include summoning of otherworldly weapons and armor and summoning of Daedric and undead servants and powers to serve and you.

Invisibility

Completely conceals the subject from others. If the subject attacks, speaks, or activates items (e.g., doors), the effect is dispelled. While others cannot see the subject, they may still be able hear him.

Chameleon

Lets the subject blend into the surroundings so no one can see him. The subject can attack and use objects without disrupting the effect, but Chameleon may range from 1% to 100% effectiveness. The effects magnitude is the degree of concealment, with 100% Chameleon equivalent to invisibility. While others cannot see the subject, they may still be able hear him.

Light

Cast on yourself or a target, it illuminates the target for the duration. The magnitude of the spell is the radius of the illuminated area. Does not cause damage.

Night-Eye

Gives the target the ability to see in the dark.

Paralyze

Renders the target unable to move for the effect's duration.

Silence

Temporarily renders the target unable to cast spells.

Calm

Decreases the target's Aggression (i.e., its inclination to attack). The magnitude is the amount the Aggression is reduced. Undead and Daedra are not affected.

Frenzy

Increases the target’s Aggression (i.e., its inclination to attack). The magnitude is the amount the Aggression is increased. Undead and Daedra are not affected.

Demoralize

Decreases the target’s Confidence (i.e., its willingness to fight an attacker). The magnitude is the amount the Confidence is decreased. Undead and Daedra are not affected.

Rally

Increases the target’s Confidence (i.e., its willingness to fight an attacker). The magnitude is the amount the Confidence is increased. Undead and Daedra are not affected.

School of Illusion

Illusion affects the perception and mind of living subjects.

Charm

Temporarily increases target’s disposition towards the caster. When the effect ends, the target’s disposition returns to its original value.

Command

Makes targeted creatures or humanoids fight for the caster. The magnitude is the level of the creature or humanoid affected.
School of Restoration

Restoration heals, restores, and fortifies the body’s attributes and abilities, cures diseases, and protects it from other malign influences. Restoration can also augment or absorb strength, endurance, intelligence, agility, and other bodily attributes.

Absorb
Temporarily transfers a portion of the target’s attribute, Health, Magicka, Fatigue, or skill to the caster. A caster’s stats can exceed their maximum for the duration. When the effect ends, attributes for the caster and the target return to original values. Changes to Health, Magicka, and Fatigue are permanent.

Cure
Cures disease, poison, or paralysis.

Restore
If the target’s attributes, Health, Magicka, Fatigue, or skill has been damaged by magical attack, this effect can restore them to their original value. The magnitude is the units of attribute restored for each second of duration.

Fortify Attribute
Temporarily increases the value of the target’s attributes, Health, Magicka, Fatigue, or skill. The magnitude is the value of the increase of the attribute.

Resist
Increases the target’s resistance to damage from the following: elemental fire, elemental frost, elemental shock, Magicka-based attacks, normal weapons, common disease, poison, or paralysis. The magnitude is percentage reduction in damage caused by the effects.
School of Mysticism
Mysticism involves the manipulation of magical forces and boundaries to bypass the structures and limitations of the physical world.

Dispel
Removes Magicka-based spell effects from the target. Does not affect abilities, diseases, curses, or constant magic item effects. The magnitude of the Dispel must exceed the spell’s resistance to dispel (based on its casting cost) in order to dispel it.

Soul Trap
Traps the soul of the target creature in the smallest, appropriate, empty soul gem in the caster’s inventory, if the creature is killed during the effect’s duration.

Telekinesis
Allows the caster to pick up a target item from a distance. The magnitude is how far, in feet, the caster can reach. Use the Block and Attack buttons to move the object closer and further from you once it is affected. You can throw or drop the item by pressing both at the same time.

Detect Life
Allows you to detect living things. They appear as indistinct magical images in the world around you, visible through solid objects. The magnitude is the radius, in feet, that you will detect the target.

Spell Absorption
Lets the target absorb an attacking spell’s power as an increase in Magicka. The magnitude is the percentage chance of successfully absorbing the spell’s power. If spell fails, the attacking spell takes effect normally. The target’s Magicka cannot be increased above its maximum.

Reflect
Reflects any spell effects back at an attacking caster. The magnitude is the percent chance that spell effect is reflected. If the spell fails, the attacking spell(s) takes effect normally.

School of Alteration
Alteration involves manipulation of the physical world and its natural properties.

Water Breathing
Lets the target breathe underwater for the duration of spell.

Water Walking
Lets the target walk on water for duration of spell.

Shield
Creates a magical shield around the target’s body. Its magnitude is added to the target’s Armor Rating.

Fire Shield
Creates a fire shield around the target’s body. Its magnitude is added to the target’s Armor Rating, and reduces damage from fire attacks.

Lightning Shield
Creates a lightning shield around the target’s body. Its magnitude is added to the target’s Armor Rating, and reduces damage from shock attacks.

Frost Shield
Creates a frost shield around the target’s body. Its magnitude is added to the target’s Armor Rating, and reduces damage from frost attacks.

Burden
Temporarily increases the weight carried by the target. The magnitude is the amount of weight being applied.

Feather
Temporarily reduces the target’s encumbrance. The magnitude is the units of weight removed from encumbrance.

Open
Opens a locked container or door. The magnitude is the highest lock level that can be opened.
Alchemy

Ingredients produce magical effects when consumed. Find ingredients in creatures' bodies and plants, or in various containers in towns and buildings, or buy them from vendors. An info box in your Inventory Menu identifies an ingredient’s effects. Slots with a question mark (?) indicate your Alchemy Skill Mastery is not high enough to identify that effect.

Equip an ingredient in your inventory to eat it and produce the first magical effect listed in the info box. Make potions and poisons from ingredients by using alchemical apparatus and two or more ingredients which produce the same effect.

Alchemical apparatuses are found in the world or purchased from merchants. You need at least a mortar and pestle to make a potion or poison; other apparatuses help you make better potions and poisons. Equip an alchemical apparatus in your Inventory Menu to bring up the Potion Maker.

Magic Scrolls

Magical scrolls can be cast like a spell. They can only be used once, and are destroyed when they are cast. To ready a scroll as your Active Magic, select it from your Magic Menu. In the Inventory Menu, an info box indicates a scroll’s spell effects.

Recharging Magic Items

Service providers at the Mages Guild recharge magic items for a fee. You can also recharge magic items yourself using filled soul gems or Varla Stones.

Soul Gems

Use filled soul gems to recharge magic items. Fill empty soul gems with magical power using the Soul Trap spell. Filled soul gems may be discovered while adventuring or may be purchased from various vendors in Cyrodiil. Empty soul gems may also be found or purchased, but to use them for magic item recharge, you must first fill them with magical energy using the Soul Trap spell. To use filled soul gems, select them in your Inventory Menu.

Varla Stones

Use Varla Stones to recharge all magical items in your inventory at once! To use Varla Stones, select them in your Inventory Menu.

Welkynd Stones

Welkynd Stones restore your Magicka to its maximum. To use Welkynd Stones, select them in your Inventory Menu.

Sigil Stones

These exotic products of Daedric magic produce enchanted items. To use Sigil Stones, select them in your Inventory Menu.
**Spellmaking and Enchanting**

The crafts of Spellmaking and Item Enchanting are secrets of the Mages Guild. Achieve the proper rank in the Mages Guild, and you are given access to the Altar of Spellmaking and the Altar of Enchanting in the Arcane University, and instructed in their uses.

**The Altar of Spellmaking**

- **Name**: Change the spell name here.
- **Magicka Cost**: Magicka cost to cast the spell.
- **Cost to Create**: Cost in gold to create the spell.
- **Current Gold**: How much gold you have.
- **Known Effects**: List of all the spell effects you know which can be used to create spells.
- **Added Effects**: List of all the spell effects you’re adding to the new spell. Select to edit the effect.
- **Skill to Cast**: Indicates skill score required to cast the new spell.

With the Altar of Spellmaking (at the Praxographical Center at the Arcane University, Imperial City), create new spells using magic effects you already know. When you add a spell effect, you can choose the magnitude and duration, and area radius, if desired. You can also create spells with two or more effects. Plan carefully! Don’t make spells that cost more Magicka than you have, or which require more skill than you have.

**The Altar of Enchanting**

- **Name**: Change the enchanted item name here.
- **Magicka Cost**: Magicka charge cost to use the item. (Note: Constant effect items have no magicka charge cost.)
- **Maximum Uses**: Number of times the item can be used before needing a recharge. (Note: Constant effect items never need recharge.)
- **Cost to Create**: Cost in gold to create the item.
- **Current Gold**: How much gold you have.
- **Add Item**: Select this to select an item from a list of all items you have suitable for enchanting.
- **Add Soul Gems**: Select this to select a soul gem from a list of all your filled soul gems. When a soul gem is selected, the display indicated the magicka charge the gem holds.
- **Applicable Effects**: List of all the spell effects you know which can be applied to the item.
- **Added Effects**: List of all the spell effects you’re adding to the new item. Select to edit the effect. Constant effect items are set to their maximum magnitudes based on the soul gem used.

The Altar of Enchanting (at the Chironasium at the Arcane University, Imperial City) lets you enchant weapons, armor, and clothing with spell effects you know. Not all items can be enchanted, and not all spells you know can be applied to all items. To enchant an item, you must have an item that can be enchanted, a filled soul gem large enough to power the spell or spells you want to add, and enough gold to pay for creating the item. Weapons and staves you’ve created require recharging when their power is depleted. Enchanted armor and clothing, on the other hand, are constant effect items, and never require recharging.
The Arts of Stealth

Strike deadly blows by surprise, and tease wealth from shrewd merchants and locked treasures, to reap the richest rewards from your life of adventure.

Sneaking
Sneaking is the ability to remain undetected by nearby creatures or people while standing or moving. Click down on the **Left Thumbstick** to toggle between Normal and Sneak modes. In Sneak mode, you can attempt to Steal items, or Pickpocket items, or make Sneak Attacks on unsuspecting victims.

When you are in Sneak Mode, your character crouches, and the Stealth Eye icon appears on the screen. When you are undetected by anyone nearby, the Stealth Eye is dull and translucent. When anyone nearby detects you, the Stealth Eye becomes bright and solid, and you no longer gain the special benefits of Sneaking.

Avoiding Detection
In addition to your Sneak skill, many environmental factors influence your success in remaining undetected while sneaking... the amount of light in the location, whether you are stationary, walking, or running, whether those who detect you have line of sight to you... even the weight of your boots. Magic spells like Invisibility also affect your chances of remaining undetected.

Pickpocketing
When you approach someone in Sneak mode, a Red Hand icon is displayed, and you may activate to attempt to Pickpocket. Unequipped possessions are displayed on the screen. Select an item on the display and activate. If you succeed, you remain undetected. If you are detected, the person will say something and possibly report your crime, or even attack you. If you are detected while Pickpocketing, you are guilty of a crime... whether you have taken anything or not.

Stealing
When you approach an item that doesn’t belong to you in Sneak mode, a Red Open Hand icon is displayed, and you can attempt to Steal the item. You can also attempt to Steal items from containers marked with the Red Purse icon. Items you Steal are added to your Inventory, and marked with the Red Hand icon to indicate they are stolen goods. If you are detected while Stealing, an alarm sounds, and you are guilty of a crime. For more on crime and jail, see page 42.

Note: Honest merchants won’t buy stolen goods, and they don’t even appear in the Barter Menu. They say, however, that certain Thieves Guild members buy stolen goods.

Sneak Attacks
Sneak within range of an NPC or creature while remaining undetected, and your first melee or marksman attack does considerably more damage, and a notice of your successful Critical Hit appears. Subsequent attacks count as regular attacks. Sneak Attacks may only be made with one-handed weapons, bows, or hand to hand attacks, and Sneak Attacks do not receive Power Attack damage bonuses. Increased damage bonuses for Sneak Attacks are a perk of Journeyman Mastery in Sneak Skill. See pg. 24.

Lockpicking
Locks are crafted in five grades of quality. The better a lock’s quality, the more tumblers it has, and the harder it is to pick.

Detected  Hidden

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Crime and Punishment

Crimes, Bounties, and Jail

In general, the following actions are considered crimes and are reported as such if you are detected:

- Stealing items, horses, etc.
- Grabbing or picking up an owned item
- Trespassing
- Starting a fight (defending yourself is not a crime)
- Killing a character (defending yourself is not a crime)

When a crime is reported, a Bounty of a value proportional to the seriousness of your crime is placed on your head. If you encounter guards while you have a Bounty on your head, they may approach and arrest you. If you run, they’ll chase you. If you manage to escape, you’ll find that the legal system is very efficient, and anywhere you encounter guards, they will attempt to arrest you. Once they catch you, you’ll have several options.

- If you have the money, you can pay off the Bounty on your head and avoid jail. If you have stolen items in your Inventory, they’ll be taken from you, including things you may have stolen without getting caught. Guards can always spot stolen merchandise.

- You can resist arrest, which is not really a high percentage move, since guards are very tough, attempt to kill those who resist arrest, and even if you do escape, you’re still held accountable for the Bounty on your head.

- You can agree to go to jail rather than pay the fine. When you are released, some skills will decrease due to your inactivity in prison. The number of skills, and the amount they deteriorate, depends on the length of your sentence. Any stolen items in your Inventory are taken from you. Occasionally certain skills increase, rather than decrease, during your confinement, thanks to the generous sharing of trade secrets among the criminal community. It’s also said that those interested in joining the secretive Thieves Guild can make helpful contacts in the collegial atmosphere of criminal offenders.

It is possible, but very difficult, to escape from jail. It is difficult to see the benefit of such an action, since you still have a Bounty on your head. But some members of the criminal community feel it is their obligation to escape from jail as a matter of principle.

It is also possible to recover stolen items that have been confiscated from you upon your incarceration. Such items are held in Stolen Goods containers near the jail cells. Stealing things out from under the noses of jail guards is very difficult, but, again, some criminals consider it a matter of principle to recover their ill-gotten goods.
**Persuasion**

**Disposition**
A person’s Disposition to you is a number on a scale from 0 to 100 that reflects how he feels about you. The higher the number, the more he likes you.

A person’s Disposition is based on a variety of factors, including race, personality, your reputation, faction affiliations, and how the person may feel about your previous actions (e.g., you helped a member of this individual’s guild, or stole from or killed a friend of his).

**Disposition:** The person’s current Disposition score.

**Bribe:** The cost of a bribe attempt. Bribes allow you to pay to increase a person’s Disposition. Not everyone will accept bribes.

**Rotate:** Only appears if you have the Speechcraft Apprentice Mastery Level. This permits you a free rotation of the wedges once in each Persuasion round.

**Start:** Begins a Persuasion round.

**Done:** Exits the Persuasion Menu. Not available until you have made all four action choices.

**Persuasion Rules**
In each round of Persuasion, you must Admire, Boast, Joke, and Coerce and you can only choose each option once per round, but in any order you desire. Each of these actions raises or lowers the person’s disposition. You may play many rounds of Persuasion before raising the person’s Disposition to the desired level.

To begin a round of Persuasion, press A. Each of the four quadrants will fill with wedges of different sizes. The size of the wedge reflects the scale of the potential effect of your choosing an action. Choosing a large wedge has a great effect; choosing a small wedge has a small effect.

As you highlight in turn the Admire, Boast, Joke, and Coerce quadrants, the person’s face shows his reaction to each of the actions. For each of the four actions, he will Love one, Like one, Dislike one, and Hate one. Don’t take too long, because the person’s disposition is steadily falling. The person’s disposition goes up when you select a Loved or Liked action and goes down when you select a Disliked or Hated action.

The potential gain or loss for each action is based on your Speechcraft and how full the wedge is. Try to select fuller wedges when they are aligned with actions the person likes. Try to select less full wedges when they are aligned with actions he doesn’t like.
Horses, Houses, Books, Containers

Horses
To ride a horse, activate it. Use the Left Thumbstick to steer the horse, and the Right Thumbstick to look around. Activating a horse that does not belong to you is horse stealing, a serious crime. To purchase your own horse, visit stables outside the towns. When you fast-travel to a city, your horse is left for you at the local stable, just outside the city gates.

Houses for Sale
Houses of varying qualities are for sale in each of the towns, and, once you own a house, you can also purchase furnishings for that house from local merchants. To learn more about houses for sale, visit the counts, countesses, or their agents in the town’s castle.

Books and Other Documents
When you pick up a book or document to read, you can put it back where you got it (select ‘Exit’) or put it in your inventory (select ‘Take’). If a book is already in your inventory, navigate to it in your Inventory Menu and press A to open it. Use the Left Trigger and the Right Trigger to flip back and forth through a book’s pages. Use the Left Thumbstick or D-Pad to scroll up and down through a scroll’s text.

Special Skill Books improve your skills. Just opening these books produces a message indicating which skill has improved. A book only improves a skill once; repeat readings have no effect.

Containers
Containers include things like chests, sacks, crates, barrels, dead bodies, and more. To see what’s inside a container, direct your Crosshair over the object so the Purse icon appears, then press A. If the Purse icon is white, you’re free to take and use the contents of the container. If the Purse icon is red, someone else owns the container, and taking anything from the container is stealing, and a crime if you are detected. If the Purse icon is red, and the container is locked, any attempt to pick the lock is stealing, and a crime if you are detected.

Take things one at a time from a container by pressing A. Scroll up and down in lists with the Left Thumbstick or D-Pad; shift left and right through inventory tabs by moving the Left Thumbstick or D-Pad left and right. Press the Left Trigger to display your own inventory; press the Right Trigger to display the container’s inventory. Press A to take all things in a container, and press B to exit a container. To place something in a container, press the Left Trigger to display your own inventory, and select an item to place it in the container.

Warning! Don’t leave things in containers you don’t own! They may not be there when you come back for them!

Options and Preferences
You can access the Options Menu from the Main Menu when you load Oblivion or at any point during the game, by pressing . The Options Menu allows you to adjust your gameplay, audio, video, and control settings, and gives you access to the Download option.

Gameplay
Using this menu, you can adjust the Difficulty slider and toggle certain features off or on, including: General Subtitles, Dialogue Subtitles, Crosshair, Save on Rest, Save on Wait, and Save on Travel.

Video
Adjust the Brightness slider with this menu. If you have certain TVs (e.g. DLP or LCD projection) or play in a bright room we recommend increasing the brightness.

Audio
Use this menu to adjust volume levels: Master, Voice, (Sound) Effects, Footsteps, and Music.

Controls
In this menu you can adjust Vertical and Horizontal Sensitivity, Invert the Y Axis, and toggle Rumble. You can also reassign the Action Mapping for the game’s controls.

Downloads
Select this option to download and view new content.

Xbox Live®
Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting
Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Settings
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