

How to build an

# Invincible Oblivion Character

...without cheating

## Understand the Leveling Process

In order to level up, you must have **10 Skill Point increases**, in any combination of your **Seven Major Skills**. When you level up, you are allowed to increase the power of three of your **Attributes**, in a range of +1 to +5. If you earn +5 for 3 Attributes in *every* level of the game, your character will become invincible by level 29.

To earn +5 for an Attribute you must get 10 combined points in any of the 3 Skills associated with that Attribute. If you get 10 combined Skill points for each of 3 Attributes, you can get a +5 bonus for all 3 of those Attributes. However, remember that you level up as soon as you earn that 10<sup>th</sup> Major Skill point.

Avoid training Skills for *any* Attributes other than the 3 you have chosen for the current level.

The **Attributes** and their associated **Skills** are:

<b>Speed</b> >	<b>Light Armor, Acrobatics, Athletics</b>
<b>Willpower</b> >	<b>Destruction, Alteration, Restoration</b>
<b>Endurance</b> >	<b>Armorer, Block, Heavy Armor</b>
<b>Strength</b> >	<b>Blade, Blunt, Hand-to-hand</b>
<b>Intelligence</b> >	<b>Conjuration, Mysticism, Alchemy</b>
<b>Agility</b> >	<b>Security, Sneak, Marksman</b>
<b>Personality</b> >	<b>Speechcraft, Mercantile, Illusion</b>
<b>Luck</b> >	<b>No Skills</b>

## How to Choose your Major Skills

Early in the game, you will choose your character's Major Skills, which train 65% faster than Minor Skills. Pick only one skill for each Attribute. Pick the skill over which you have the most control. This allows you to delay training those skills until you earn enough Minor Skill Points in each level to get your +5 bonus.

Skills that are difficult to control are **Athletics, Acrobatics, Restoration, Armorer, Sneak and Destruction**. This is because you *must* use those skills to run, jump, heal, repair your gear, sneak around and use Destruction spells. Do *not* choose *any* of these as Major Skills.

For the **Speed** Attribute therefore, you must choose **Light Armor** as a Major Skill. You can control these Skill Points because **Heavy Armor** will be a Minor Skill. Switch to wearing Heavy Armor as needed, for control.

For the **Willpower** Attribute, you must choose **Alteration**.

For the **Endurance** Attribute, you must choose **Block**.

For the **Strength** Attribute, pick the skill that you will be using the *least*: **Blade, Blunt** or **Hand-to-Hand**.

For the **Intelligence** Attribute, choose **Conjuration, Mysticism, or Alchemy** for a Major Skill. They are all equally controllable, because you only have to use them when you want to.

For the **Agility** Attribute, choose **Marksman**. You can control this skill because you only get Skill Points when you equip a bow and hit a target with an arrow. Later, when you *do* want to work on your Marksman skill, you will get the advantage of the 65% greater training speed. You will use fewer arrows for each Skill Point.

For the **Personality** Attribute, I would recommend **Mercantile**, even though **Illusion** and **Speechcraft** are more controllable. Mercantile becomes very difficult to increase at higher skill levels. The 65% speed bonus for Major Skills will help to offset this difficulty.

You can increase every Attribute to a maximum of 100. Start with the three that will help you most, early in the game: **Speed, Willpower** and **Endurance**. As soon as you get one of those to 100, start working on **Strength**. After you get another Attribute to 100, start working on **Intelligence, Agility, and Personality**.

## To Sum Up...

Early on, the game will ask you to choose a class for your character. Do *not* choose any of the default classes. Create a "Custom Class" and choose these Seven Major Skills for that class:

**Light Armor, Alteration, Block, Hand-to-Hand (or Blade or Blunt), Conjuration (or Mysticism, or Alchemy), Marksman, and Mercantile (or Illusion, or Speechcraft).**

Five races have superior combat abilities: Breton, High Elf, Orc, Redguard, and Wood Elf.

Five races have good combat abilities: Argonian, Dark Elf, Khajiit, Nord, and Imperial.

For your birth sign, choose the Mage to get more initial Magicka for your spells.

## Using the Skill-Leveling Tracker Sheets

Keeping track of Skill Points can be a challenging task. The greatest barrier to creating an invincible character is early level up. You must not level up before you have earned 10 Skill Points in each of the three Attributes upon which you are currently working.

I find that challenge easier if I can make a mark on a piece of paper, for every point I earn. Therefore, I have designed tracking sheets for that purpose. You will not need them past that point when you have maxed out all of your Attributes. In fact, you should not need them past level 29. Print the four sheets based upon my Major Skill choices (above). Alternatively, print four copies of the sheet without any headings in the left hand column. Then write in your own choices for Major and Minor skills.