Oblivion Skill Leveling - Tracker Sheet 1

by Chris Barton 06.25.2011

Any combination of 10 Major Skill Points will cause you to level up.

You may take a Bonus, from 1 to 5 points, for only three Attributes at each level-up.

To get a Plus-Five Bonus for an Attribute, you need 10 total Skill Points in that color set.

Write down your starting Skill Points immediately after you level up, in each row for each skill.

Use the remaining space in each cell to make a mark, every time you acquire an additional Skill Point.

Save your game when you get close to level up, so you can go back and get more points if you come up short.

Attributes	Skills Associated with the Attribute
Willpower	Destruction, Alteration, Restoration
Speed	Light Armor, Acrobatics, Athletics
Endurance	Armorer, Block, Heavy Armor
Strength	Blade, Blunt, Hand to Hand
Intelligence	Conjuration, Mysticism, Alchemy
Agility	Security, Sneak, Marksman
Personality	Speechcraft, Mercantile, Illusion
Luck	No Skills

Name of Character_____

Major Skills

	Level 2		Level 3		Level 4		Level 5		Level 6		Level 7		Level 8	
Block														
Hand-to-Hand														
Alteration														
Mercantile														
Conjuration														
Light Armor														
Marksman														

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Minor Skills

Athletics														
Blade														
Armorer														
Blunt														
Heavy Armor														
Alchemy														
Destruction														
Mysticism														
Restoration														
Acrobatics														
Sneak														
Illusion														
Security														
Speechcraft														

Oblivion Skill Leveling - Tracker Sheet 2 by Chris Barton 06.25.2011

Any combination of 10 Major Skill Points will cause you to level up.

You may take a Bonus, from 1 to 5 points, for only three Attributes at each level-up.

To get a Plus-Five Bonus for an Attribute, you need 10 total Skill Points in that color set.

Write down your starting Skill Points immediately after you level up, in each row for each skill.

Use the remaining space in each cell to make a mark, every time you acquire an additional Skill Point.

Save your game when you get close to level up, so you can go back and get more points if you come up short.

Attributes	Skills Associated with the Attribute
Willpower	Destruction, Alteration, Restoration
Speed	Light Armor, Acrobatics, Athletics
Endurance	Armorer, Block, Heavy Armor
Strength	Blade, Blunt, Hand to Hand
Intelligence	Conjuration, Mysticism, Alchemy
Agility	Security, Sneak, Marksman
Personality	Speechcraft, Mercantile, Illusion
Luck	No Skills

Name of Character_____

Major Skills

	Level 9		Level 10		Level 11		Level 12		Level 13		Level 14		Level 15	
Block														
Hand-to-Hand														
Alteration														
Conjuration														
Light Armor														
Marksman														
Mercantile														

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Minor Skills

Armorer														
Athletics														
Blade														
Blunt														
Heavy Armor														
Alchemy														
Destruction														
Illusion														
Mysticism														
Restoration														
Acrobatics														
Security														
Sneak														
Speechcraft														

Oblivion Skill Leveling Tracker Sheet 3 by Chris Barton 06.25.2011

Any combination of 10 Major Skill Points will cause you to level up.

You may take a Bonus, from 1 to 5 points, for only three Attributes at each level-up.

To get a Plus-Five Bonus for an Attribute, you need 10 total Skill Points in that color set.

Write down your starting Skill Points immediately after you level up, in each row for each skill.

Use the remaining space in each cell to make a mark, every time you acquire an additional Skill Point.

Save your game when you get close to level up, so you can go back and get more points if you come up short.

Attributes	Skills Associated with the Attribute
Willpower	Destruction, Alteration, Restoration
Speed	Light Armor, Acrobatics, Athletics
Endurance	Armorer, Block, Heavy Armor
Strength	Blade, Blunt, Hand to Hand
Intelligence	Conjuration, Mysticism, Alchemy
Agility	Security, Sneak, Marksman
Personality	Speechcraft, Mercantile, Illusion
Luck	No Skills

Name of Character_____

Major Skills

	Level 16		Level 17		Level 18		Level 19		Level 20		Level 21		Level 22	
Block														
Hand-to-Hand														
Alteration														
Conjuration														
Light Armor														
Marksman														
Mercantile														

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Minor Skills

Armorer														
Athletics														
Blade														
Blunt														
Heavy Armor														
Alchemy														
Destruction														
Illusion														
Mysticism														
Restoration														
Acrobatics														
Security														
Sneak														
Speechcraft														

Oblivion Skill Leveling Tracker Sheet 4 by Chris Barton 06.25.2011

Any combination of 10 Major Skill Points will cause you to level up.

You may take a Bonus, from 1 to 5 points, for only three Attributes at each level-up.

To get a Plus-Five Bonus for an Attribute, you need 10 total Skill Points in that color set.

Write down your starting Skill Points immediately after you level up, in each row for each skill.

Use the remaining space in each cell to make a mark, every time you acquire an additional Skill Point.

Save your game when you get close to level up, so you can go back and get more points if you come up short.

Attributes	Skills Associated with the Attribute
Willpower	Destruction, Alteration, Restoration
Speed	Light Armor, Acrobatics, Athletics
Endurance	Armorer, Block, Heavy Armor
Strength	Blade, Blunt, Hand to Hand
Intelligence	Conjuration, Mysticism, Alchemy
Agility	Security, Sneak, Marksman
Personality	Speechcraft, Mercantile, Illusion
Luck	No Skills

Name of Character_____

Major Skills

	Level 23		Level 24		Level 25		Level 26		Level 27		Level 28		Level 29	
Block														
Hand-to-Hand														
Alteration														
Conjuration														
Light Armor														
Marksman														
Mercantile														

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Minor Skills

Armorer														
Athletics														
Blade														
Blunt														
Heavy Armor														
Alchemy														
Destruction														
Illusion														
Mysticism														
Restoration														
Acrobatics														
Security														
Sneak														
Speechcraft														

Oblivion Skill Leveling Tracker Sheet 5 by Chris Barton 06.25.2011

Any combination of 10 Major Skill Points will cause you to level up.

You may take a Bonus, from 1 to 5 points, for only three Attributes at each level-up.

To get a Plus-Five Bonus for an Attribute, you need 10 total Skill Points in that color set.

Write down your starting Skill Points immediately after you level up, in each row for each skill.

Use the remaining space in each cell to make a mark, every time you acquire an additional Skill Point.

Save your game when you get close to level up, so you can go back and get more points if you come up short.

Attributes	Skills Associated with the Attribute
Willpower	Destruction, Alteration, Restoration
Speed	Light Armor, Acrobatics, Athletics
Endurance	Armorer, Block, Heavy Armor
Strength	Blade, Blunt, Hand to Hand
Intelligence	Conjuration, Mysticism, Alchemy
Agility	Security, Sneak, Marksman
Personality	Speechcraft, Mercantile, Illusion
Luck	No Skills

Name of Character_____

Major Skills

	Level 30		Level 31		Level 32		Level 33		Level 34		Level 35		Level 36	
Block														
Hand-to-Hand														
Alteration														
Conjuration														
Light Armor														
Marksman														
Mercantile														

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Minor Skills

Armorer														
Athletics														
Blade														
Blunt														
Heavy Armor														
Alchemy														
Destruction														
Illusion														
Mysticism														
Restoration														
Acrobatics														
Security														
Sneak														
Speechcraft														

Oblivion Skill Leveling Tracker Sheet Blank by Chris Barton 06.25.2011

Any combination of 10 Major Skill Points will cause you to level up.

You may take a Bonus, from 1 to 5 points, for only three Attributes at each level-up.

To get a Plus-Five Bonus for an Attribute, you need 10 total Skill Points in that color set.

Write down your starting Skill Points immediately after you level up, in each row for each skill.

Use the remaining space in each cell to make a mark, every time you acquire an additional Skill Point.

Save your game when you get close to level up, so you can go back and get more points if you come up short.

Attributes	Skills Associated with the Attribute
Willpower	Destruction, Alteration, Restoration
Speed	Light Armor, Acrobatics, Athletics
Endurance	Armorer, Block, Heavy Armor
Strength	Blade, Blunt, Hand to Hand
Intelligence	Conjuration, Mysticism, Alchemy
Agility	Security, Sneak, Marksman
Personality	Speechcraft, Mercantile, Illusion
Luck	No Skills

Name of Character_____

Major Skills

	Level		Level		Level		Level		Level		Level		Level	

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Minor Skills