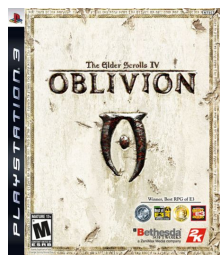


4 March 2008

By: Andrei Dumitrescu, Games Editor



[The Elder Scrolls IV Oblivion Skill Hints \(PS3\)](#)

Easier skill acquisition

[The Elder Scrolls IV: Oblivion](#) is a fantasy-based role-playing adventure game and an example of open-ended or sandbox gameplay. The main quest may be delayed or completely ignored as the player explores a game world consisting of approximately 16 square miles of terrain, following side quests, interacting with NPCs and developing a character according to his/her taste. The player is free to go anywhere in the land of Cyrodiil at any time, while playing the game with no penalty and even after completing the main quest storyline, the game never ends. **[Oblivion](#)** allows the players to build their character in whatever way they want, with no restrictions on skills or equipment. The game contains many enemies for the player to fight, including monsters, demons and animals. Many enemies, quests and treasures are leveled, or become increasingly difficult, as the player gains levels. The player, however, has the option of adjusting the difficulty level.

GAMEPLAY HINTS
Easy magic skills increase Complete all the Mage Guild Recommendation Quests to gain access to the Arcane University. Buy the cheapest spell you can find for each of the magic based skills (Illusion, Conjunction, Alteration, Mysticism, Restoration and Destruction). For Destruction, a Drain Spell is recommended. Go to where you make your own spells and select a spell. Make it so you only use up 1 Magicka and the spell is on "Self". Name the spell and create it. Do this with all the other types of magic based skills then make them all on "Self", including Destruction. If you used a Drain spell, when you use it on yourself it may appear you took damage but you do not, because you drain it from yourself to yourself. Cast the spells all the time when you are walking around or whenever possible. Your skills will increase quickly without having to wait between spellcastings. Note: This trick will only work if the spells are cast on "Self". Spells do not count towards experience unless they have an effect on something.
Easy skill bonuses Complete all the Mage Guild Recommendation Quests to gain access to the Arcane University. Create a Fortify Skill 100 spell that lasts for a few seconds on self for Mercantile and/or Armorer. With the Mercantile spell, cast it in front of a merchant, activate it, and you will be able to invest 500 gold at their store without being a Master in Mercantile. In addition, you can drive harder bargains. For Armorer, cast the spell and then equip an Armorer's Hammer. Your hammer can be used infinitely without being a Master Armorer. You cannot, however, repair magical items without having legitimately reached the Journeyman Armorer level. Similar spells can be created for other attributes and/or skills: Personality and Speechcraft for raising people's dispositions, Security for picking any lock, etc.
Easy Acrobatic experience To gain easy Acrobatic experience, just jump around everywhere you go. You can gain many levels just by jumping while moving to other destinations. Find a place with a low roof or ceiling, or get on top of something to make the ceiling or roof closer to you. Start jumping repeatedly and you will hit the ceiling or roof and come down from fast. This allows you to jump at very fast speeds depending on how close you are to the ceiling or roof.
Easy Alchemy experience Steal a mortar and pestle. Steal a lot of food items and turn them into potions. It should not take too long before you reach the Master Of Alchemy level. Get two ingredients that form to make a potion. Use the "Duplicate items" glitch on the ingredients to create a large number of them. Then continually, make potions and your Alchemy will increase extremely fast. Note: Only duplicate about 100 of each ingredient at a time or the game will freeze.
Easy Alteration experience To get quick levels in the Alteration skill, make sure you have these spells: Open Average Lock, Open Easy Lock, and Open Very Easy Lock. Then, find a chest that you would have to normally need a key or have to lock pick. Use the opposite spell of the chest. For example, if the chest requires

the easy spell, use the very easy spell on it. Make sure you have some Magicka potions or you can just wait an hour every time you exhaust your Magicka supply. In no time, you will have leveled your Alteration skill dramatically. When you get the Open Very Easy Lock spell, keep using it on all boxes, barrels, and doors even if they are not locked. This will quickly level up your Alteration skill. Go to the Imperial City Market place at day and enter the shops. Make sure you have at least Open Easy Lock equipped. Enter the shops and use the spell on the basement and living quarters doors, but do not enter them. Then, repeat in any other shops. Use the following trick for easy Alteration and Security experience. Note: You must have any locking spell. Find a door that is constantly out of sight and cast a locking spell on it. Then, unlock it with your lockpicks. Depending on your level you will level up these skills two to three times a day (depending on level, amount of Magicka, and lockpick quality).

Easy Armorer experience There is a woman named Arvena Thelas in the town of Anvil who has four rats in her basement (the same as the first Fighter's Guild quest). If your level is high enough, that rats do not cause you significant damage, you can break into her house, annoy the rats by punching them (or casting drain fatigue spells if your punch is too strong), then letting all four rats attack you while you just cast an occasional heal spell. This is also useful for raising your Block skill, and is much easier than repeatedly causing summoned monsters to attack you. Gain access to the Arcane University. Go to where you make spells and make a spell that damages armor and put it on "self." Use the "Duplicate items" glitch on repair hammers then just cast and repair to get the skill up. Finish the final Umbacano mission using the option of giving him the fake crown. After the mission is complete, take the crown off his corpse. The crown is broken and does not have a health percentage. Buy many hammers and keep repairing it. Because it has no health you can repair it an unlimited amount of times, raising your Armorer skill quickly.

Easy Athletics experience Get an enchanted amulet, ring, or other item you can enchant with Water Breathing. Make sure it is a constant effect. Equip the item with Water Breathing, then jump in some water. Swim to the bottom and just keep swimming into the floor. Your Athletics will greatly increase in five minutes.

Easy Blade experience Use the following trick to master your Blade skill quickly. Go to the Imperial Waterfront then go directly south from there. After a while, you should find a place called Faregyl Inn. Once inside, talk to Alix Lencolia. He will master your Blade skill. Note: You should have at least 9,000 gold, but you do not have to do it all at once.

Easy Combat experience Use the following trick for an easy Strength Bonus modifier and Combat experience. Go to the Imperial City Market District near the gate to the central circular plaza where there are ramps leading down to a pond area. Stand in the water at the base of the ramp (not submerged or you cannot conjure). Face up the ramp and summon skeleton conjuration magic. It will summon behind you in the water. If it is on the ramp in front of you just push it in the water. The skeleton will not fight back while submerged in the water. Buy a very basic weapon of each class and set the difficulty to very hard. Raise your hand-to-hand, blade, and blunt skill by ten levels in total, not each one. Then rest at the Merchants Inn. It helps if you include two of these skills as your major skills. Each level you will get the +5 strength modifier, and can easily get to 100 Strength within the first ten levels if you start the game with summon skeleton. Try this trick with other more powerful summon monsters for later levels. This is also an easy way to build conjuration and if you have the patience and arrows, Marksman experience.

Easy Conjuration experience Near the town of Bruna, go east, southeast. If you reach The Red Ruby Cave you went too far. You will need to go back west slightly. You should see a shrine, that, once activated, will give you Conjuration points as well as a temporary bound weapon and/or greaves. You can keep activating the shrine every 24 hours. Wait in front of it for 24 hours, then activate it again. Repeat this as many times as desired. Conjure a skeleton and continue pressing the spell repeatedly while the skeleton is there until you run out of magic. Then, do it all over again. First, summon a skeleton in an area with no other people around. Repeatedly use Turn Undead on it to quickly raise it.

Easy Destruction experience First, summon a skeleton in an area with no

other people around. Repeatedly use a low-power attack spell on it. **Easy Hand-To-Hand experience** In order to make this work, you must have 100% or more Invisibility or Chameleon. This is done by either enchanting a number of armor, rings, or amulets, or you can enter an Oblivion Gate and keep reloading the game until you find the Sigil Stone that offers Silence and Chameleon. After you get that stone, use the "Duplicate item" glitch and you can now instantly enchant your items without the trouble of finding Soul Gems and Souls. Now that you have Invisibility, go up to a guard and start beating him up using hand-to-hand combat. When he dies, more guards will keep spawning. You can just keep beating on them. You can also find a character that is marked with a crown that will not die, and only become unconscious. Because they do not see you, it is not bad. Also, they never die, so you can endlessly beat on them until you master Hand-To-Hand. Your skill increases about every 20 seconds or more, depending on how high your skill level already is. Go to the Arena district in the Imperial City. You will see two NPCs (an Argonian and an Imperial woman) fighting. Stand close to them for a minute. Your Hand-To-Hand skill will increase by 5. Note: This can only be done once. If you are in the Fighting Guild, you can watch to people training and your blade and block will increase. **Easy Heavy Armor experience** Lower the difficulty down to zero. Put on your heavy armor and let a weak monster, such as a rat, pummel you. When your health gets low, heal yourself (this also helps with Restoration). When you get strong enough, you can try letting a human hit you. You will level up about every ten to fifty seconds, depending on how many monsters or people are hitting you. **Easy Mercantile experience** Join a guild that has a building, like the Mages or Fighting Guild. Go in and take as much as you can. Sell it for profit and raise your Mercantile skill. **Easy Restoration experience** To do this, you must be far enough into the Mages Guild quests so you can make your own spells. Go there and make a Fortify Health, Fatigue or Magika. You can make it target or self, but make sure it is only for one second. Then, repeatedly use it. **Easy Sneak experience** A very easy way to increase your Sneak skill is to find someone who is sleeping. Find a wall that they are near, then run against the wall while sneaking. As long as no one can see you, your skill will go increase until the person wakes. If this happens, wait until night and allow them go back to sleep. When you have the option to join the Thieves Guild by meeting Armand Christophe at the Imperial Water Front garden around 11 p.m., accept his task. He will offer you the option to buy lockpicks. Do not buy any. Go into sneak mode and get behind him. Not only will you get the lockpicks from him, you can also repeatedly pickpocket him to build up your Sneak skill. He will just tell you to go ahead, and that he does not need it anyway. Whenever you get in jail, go into sneak mode. Move around for a while and your Sneak level will rise. Join the Dark Brotherhood. When you receive your first quest to kill Rufio, enter his room and go into sneak mode. Rufio sleeps for 20 hours a day. Walk around in his room to gain very easy Sneak levels. Complete the Fighting Arena in the Imperial City and become Grand Champion. Once you collect all your money from the Bloodworks person, go outside. There will be a kid that runs up to you and say that he is your biggest fan. He will ask if he can follow you around. Select "Yes, you may follow me around" and he will go wherever you go. Go to a place away from any guards or people. Crouch into sneak mode. Select "Pickpocket" on the kid. You will be brought into his inventory. Press Circle to exit out of his inventory. Do not steal anything. Repeat this by pressing X to pick pocket and Circle to exit. You will gain Sneak experience very quickly. He does not care if you pickpocket him because he is your "biggest fan". Go to the Dark Brothers base and find the Rat Schemer. Sneak behind him. You should get easy Sneak experience if no one is in the room because Schemer will not notice you. Note: You must be in the Dark Brotherhood to do this. Go to the Arena. When there, bet on a match and go in the door. When you are in the door, go to the right and look for a man on a chair. If he is not there, wait until match is over then go outside and wait for a day. Then, go back and bet on another match and look for the man again. If he is there, walk into the corner behind him and sneak. Keep your character running into the wall you will gain experience very quickly and be able to be a master in about an hour. Go to

the Imperial City and get sent to jail. Once in jail, get out by either pickpocketing a guard or by using the Open spell or a lock pick. Once you are outside the cell, kill the guard then go to the cell next to yours. There should be a man inside. Crouch and pickpocket him continuously. Keep doing this until you reach the desired level of Sneak. Go to the Arena. Go behind and in the corner of Yisabel. Go into sneak mode then walk backwards. **Easy Speech experience** Find a person whom you do not care about them liking you (preferably a guard). Go into persuade mode. Rapidly rotate the Left Analog-stick and tap X. It does not matter what you pick; just rotate and tap. In about five minutes you can go over level 40 Speech. When you are doing the arena and are about to fight the Grand Champion, do his side quest first so that during the fight he does not try. When you are about to actually fight him, go into game options and set the difficulty to "Very Hard". This give everyone you fight more health. When you are attacking the Grand Champion, you can get a lot more free hits in without worrying about him trying to fight back. This works even better if you are using a very weak weapon. It is not about how much damage you do that increases your levels, but how much you attack. Your character must have a major skill of Sneak and either Destruction or Alteration. If your skills are Sneak and Destruction, gain access to the Arcane University. Go to the place to make spells. Make a Drain Health spell and make sure that it is set to "Self" and it only uses 1 Magicka. Then, go upstairs. Go into Sneak mode and just run into the wall without stopping. Activate magic repeatedly. You will soon gain levels quickly. Note: When you activate the magic it will seem as if it is hurting you, but it is not. If your skills are Sneak and Alteration, go into a room with a container (for example, cupboard, drawers, etc.). Run into the container in Sneak mode and use a "open very easy lock" repeatedly on the container. Make your character a Dark Elf with the birthsign Warrior, and create a class with the following attributes: Athletics, Acrobatics, Blade, Block, Blunt, Heavy Armor, and Marksman. Next complete the arena to get leveled up. Then, get a horse and go to the lady in Kvatch. Note: You may have to shut the Oblivion Gate. Once on your horse, talk to the Orc woman at Kvatch and sell your most expensive equipped weapon until you have 55,000 gold. Then, join the Fighters Guild and complete your first mission. Then, go directly south of Imperial City and find a bridge. Cross the bridge to find a place called Vindisel. Kill a lady named Umbra and take her armor, shield, and blade. Next, go to Imperial City and mess with the guards. Every now and then when you are about to die, run from Imperial City before the guards kill you, or pay the fine using the gold from Kvatch. After you level up, go to any Fighters Guild and train your major skills. Then, attack the Imperial Guards and repeat. Use the following trick for easy experience in Leyawiin (Blade, Blunt, Hand to Hand, Destruction, Marksman and Sneak). Go to Leyawiin find Rosentia Gallenus' House. She has four Scamps. You can kill them and more will respawn. Sneak attack with a blade, mace, or hand to hand. Then, use a bow and cast fire. Note: If you use your bow, the arrows are hard to get back. Note: If you finish the quest you cannot do this anymore. Go to Cloud Ruler Temple northwest of Bruma. Walk up the big stairs. You will see two Blades sparing. Stand close to them for a minute and your Blade and Block skills will increase by 2. Note: This can only be done once. Use one of the "Easy money" hints and get at least 500,000 gold. Then find a place (taverns recommended) with two trainers who train in any two of your major skills. Train with one of them until you cannot do so anymore. Then, train with the second one until you cannot anymore. By now you should get the level up icon. Go to sleep and level up. You can repeat the process until you reach maximum level or max out the two skills. You must have Conjuraction as a major skill. You will also need Blade, Blunt or Marksman. Summon a monster such as a Scamp or Skeleton. Kill it with your weapon or shoot it with arrows. Repeat this for a few minutes and you will get the message to level up. This may take longer if you already are at a higher level. **Easy stealing** Put on the Gray Fox's mask. Steal something and wait for the guards to tell you, "Oh, you are the Gray Fox. I'm going to kill you" (or something similar. Select "Resist Arrest". Then, go to your inventory and take off the mask. Exit the menu, then yield to the guard by holding Block and pressing X to talk to him at the same time. He should walk away. You will not

have a bounty, and you will still have the stolen item.**More Magika**Get into the Arcane University. Get some decent Soul Gems with decent souls and enchant something constant effected fortify Magika/Intelligence. With enchanted items (each roughly 20 points), it is useful. Use the duplicate item cheat to get many Soul Gems.**Infinite recharge**Perform the "Duplicate items" glitch on a Soul Gem. Pick them all up. When an item is on low charge you can recharge it back to full without wasting money on Soul Gems or going through the bother of soul trapping.Perform the "Duplicate items" glitch on the Aylid Stone that recharges all of your items. By doing this you can recharge them all at once.**Invisibility** Complete all the Mage Guild Recommendation Quests so that you can enter the Arcane University. Get five or more Grand Soul Gems and fill them with Grand Souls. Buy a Chameleon spell such as Shroudwalk from a mage. Go to the place where you enchant weapons with the following: two rings, one necklace or amulet, and any two pieces of armor. Enchant the rings, amulet and armor with the Chameleon effect using the Grand Soul Gems. You will get 20% Chameleon for each of the equipment, for a total of 100%. Equip them all at once and you will be invisible to everyone. You can now steal directly from people and attack anything without fear of retaliation because they cannot see you. Use this to cause mischief around towns, finish quests or dungeons without getting in battles, or to defeat an enemy without getting hurt. Note: You must wear all the pieces at once to be 100% invisible. You can use any other type of equipment as long as there are at least five pieces and all have been enchanted using Grand Soul Gems. Some enemies may hit you once, but they will not do so again.**Stat boost**If you complete all fifteen of the Daedric quests, the final prize is a major stat boost. You can choose any of the three major skill sets; Combat, Guile, or Magic. Each gives you a 10 point permanent boost to the related stats and some of the related skills. It is extremely worth it considering all the other good items you will get while doing the Daedric quests. You can activate up to 14 at once if you are at a high enough level. The final quest requires level 21+, and you must have completed all of the other Daedric quests.**Get a Sigil Stone** of your choice and either an already enchanted item or regular item. Enchant the item with a Sigil Stone. Then, use the "Duplicate items" glitch on it to get a permanent stat boost to whatever the item was meant to increase. Repeat this with the same or different enchantment to continuously get stat boosts in that category. You can then sell the extra copies for extra gold. Note: Do not try to duplicate more than 250 copies of an item or the game will freeze.**Nord: Easy kills**If you selected a Nord as your race, choose The Lover as you star pattern. This makes it extremely easy to kill someone. First, get them down a bit in health. Then use The Lover's star pattern ability to stun them. while they are stunned, hit them with Nordic Frost. This will kill almost all enemies and works well as a finisher.**Endless health**Use the "Duplicate items" glitch on a potion of strong health (to get 90 potions). Repeat the duplication to get the desired amount of potions. Open your inventory and go to the strong potion of health. Press Triangle to quick link it to one of the Analog-stick directions.When you are low on health, just tap the quick link direction to use a potion. When running low on health potions, repeat the duplication process.**Instant kill spell**Turn the difficulty all the way down. Go to the Skingrad Mages Guild. Seek out Vigge the Cautious and buy the Weakness to Magicka spell from him. Then, seek out Druja the Argonian (also in the Skingrad Mages Guild) and buy the Minor Wound spell from her. Both are novice level spells. Go to a spellmaking altar, either at the Arcane University or Frostcraig Spire. Create a spell with the following effects in the following order: Weakness to Magicka 100% in 1ft for 1 sec on target Drain Health 100pts in 1ft for 1 sec on target The end spell will be an apprentice level spell, and requires less than fifty points to cast for a level one mage Breton. It is important that you do these in the correct order, because the effects will be applied in the order you add them. Done correctly, this spell will first weaken an enemy to Magicka 100%, so that you drain 200 points of health from your intended target. It will last only one second, but if you turn the difficulty all the way down, then no enemy will have more than 200 points of health (not even Xivalias). Once a character's health reaches zero for any length of time, they will die.

You can take down anything in one shot with this spell, even Mankar Camoran, who is 20 levels above you. Here's a trailer for the game: