



XBOX 360™

XBOX
LIVE

The Elder Scrolls IV

OBLIVION

上古捲軸4 遺忘之都



Microsoft

Bethesda
SOFTWARES
a ZeniMax Media company

安全性警告

警告

在開始遊戲以前，請閱讀 Xbox 360 指導手冊及任何配件手冊，以獲得重要的安全及健康資訊。請保留所有的手冊以作為未來的參考。如需更換手冊，請參閱 www.xbox.com/support 網站內容，或電詢 Xbox 客戶支援中心（請見手冊內容）。

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 坐在距離電視螢幕較遠的地方
- 使用較小的電視螢幕
- 在照明充足的室內進行遊戲
- 不在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。

有限保證書

Xbox 遊戲軟體 (Xbox Game Software, 以下稱「遊戲產品」) 之有限保證書僅於香港、新加坡或台灣地區購買者適用

擔保/保證內容

微軟公司 (以下稱微軟) 僅對您 (指「遊戲產品」之原始購買者) 提供以下擔保/保證, 即自最初購買日起三十天期限內, 該「遊戲產品」大致上可如所附操作手冊內容所述般操作。若您在該三十天期限內發現受擔保/保證保障之「遊戲產品」有問題, 您的零售商將根據下述程序自行決定 (不收費) 維修或更換該「遊戲產品」。另外: (1) 若該「遊戲產品」係於營業上或為商業目的而使用, 則本有限保證書不適用之; 又 (2) 若該「遊戲產品」之任何難題係與意外、濫用、病毒或應用錯誤等有關, 則本有限保證書無效。

三十天期限內之送交

本擔保/保證之請求應對您的零售商提出。您將該「遊戲產品」送交予您的零售商時, 應連同原始購買收據之影印本並提出您在操作「遊戲產品」所遇難題之解釋說明。零售商將自行選擇維修或是更換該「遊戲產品」。任何被更換之「遊戲產品」於原始擔保/保證之剩餘期間內或自您收受該更換之「遊戲產品」起十天內 (取較長者) 繼續享有擔保/保證。若因任何原因致該「遊戲產品」無法維修或更換, 您將會獲得因合理依賴所引起之直接 (不包括其他) 損害賠償, 該賠償數額以您為購買「遊戲產品」所支付之價額為上限。以上所述 (維修、更換或有限賠償) 是您唯一的救濟方法。

限制

本有限保證書取代所有其他明示或法定之擔保、保證或責任, 且其他任何擔保、保證或責任皆無法適用或拘束微軟、其零售商或供應商。任何與本「遊戲產品」或包含「遊戲產品」之媒介相關之默示擔保/保證均限縮在前述之三十天期限內。在法律允許最大範圍內, 微軟、其零售商或供應商對「遊戲產品」之持有、使用或故障所引起之任何特殊、偶發、懲罰性、間接或衍生性損害或所失利益皆不負擔責任。亦不論是否救濟方法未達契約重要目的, 前述條文均仍適用。若某些國家/管轄地法律不允許對默示保證期間及/或對偶發或衍生損害賠償予以排除或限制, 則前述責任之限制及/或排除便對您不適用。本有限保證書在此賦予您特定之某些權利, 您亦擁有因不同國家/管轄法律而享有的其他權利。

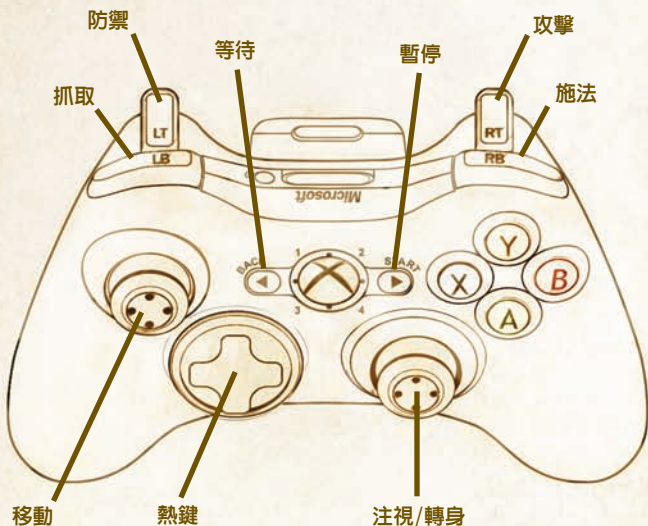
與本有限保證書有關之疑問, 請洽您的零售商或微軟:

台灣: 00801 44 4231 (免付費)

香港: 800 96 4215 (免付費)

新加坡: 800 448 1330 (免付費)

遊戲操作



- | | |
|--|---------|
| | 啟動 |
| | 日誌 |
| | 準備武器/火把 |
| | 跳躍 |

請注意：本遊戲不支援中文、日文及韓文輸入法，遊戲中僅能夠辨識英文字元及符號。如果遊戲中要求輸入文字(舉例來說：輸入遊戲角色名稱時)，請按下右發射鍵 以輸入英文字元。

	左緩衝鍵.....	抓取
	右緩衝鍵.....	施法
	左發射鍵.....	防禦
	右發射鍵.....	攻擊
	等待
	暫停
	左搖桿.....	移動
	左搖桿.....	切換潛行模式
	方向鍵.....	熱鍵
	右搖桿.....	觀看左/右/上/下
	右搖桿按鍵.....	切換第一/第三人稱視角。按住不放即可進入自視模式 (VANITY MODE)。 與 可以拉近/拉遠視野。此時亦屬於第三人稱視角模式。

遊戲畫面



血量

人物所能承受的傷害總量。藉由睡眠、等待、喝藥水或施放法術，都可以回復血量。

法力

施法時需要消耗法力，而法力的回復速度取決於意志力 (Willpower)。同樣地，你也可以藉由睡眠、等待、喝藥水或施放法術來回復法力。

精力

精力會顯示人物目前的疲勞程度，精力低將會造成人物的行動力降低，尤其是近戰時的能力。你可以切換奔跑模式為行走模式，藉此讓精力回復速度加快。

武器

目前使用的武器。

箭數

配備的弓箭數。

魔法

目前施放的法術。

法術效果

所有目前對人物生效的法術。

目標血量

顯示目標的血量。

目標名稱

目標物件或角色的名稱

準星

可幫助你瞄準物件和其他角色。

羅盤

顯示目前的方向、位置，以及標記。

升級

表示你現在可以藉由睡眠晉升到下一等級。

羅盤與啓動圖示



羅盤上的圖示表示附近的地標物（例如地城、城市或旅館等），而任務目標標記則會指示目前任務目標的方向。

目標標記



紅色箭頭表示你必須穿過門或入口才能抵達目標。



綠色箭頭表示目前所處的位置與目標為同一區域。



藍色箭頭則表示你可以在區域或世界地圖制定目標位置。

地標物



營地



精靈遺跡



遺忘之門



洞穴



廢棄堡壘



殖民地



城市



礦坑



酒館/馬廄



Daedric 神殿



地標

準星

可幫助你瞄準物件和其他角色，並且會根據 **A** 按鍵的動作而不斷做修正。



表示目前處於潛行模式。



進入某一地點或開啓門。



騎乘選取的馬匹，按 **A** 按鍵便可下馬。



拾起物品並放入背包中。



上鎖的門。開鎖的複雜度會顯示在右下角。



乘坐於該物體上，按 **A** 按鍵便可起身。



啓動物件。



在該張床上就寢。



閱讀。



開啓容器。



與該角色對話。



對任務有關鍵影響的重要角色，無法殺害。



吸食沈睡中的角色，只有變身為吸血鬼時才能執行。

** 在你執行動作之後，出現紅色提醒圖示的話就表示你犯了罪。

地圖與任務



地圖區段由左至右共有五個索引標籤：區域地圖、世界地圖、目前任務、現有任務和已完成的任務。



區域地圖

此索引標籤會顯示你周遭的環境。將游標滑過其上的圖示即會顯示門與其通往目的地的資訊，而任務目標則會顯示你現有任務的目標。

A 按鍵 - 快速旅行（選取已探索的地點時）

X 按鍵 - 在地圖上放置自己的標記。

右搖桿 - 可移動游標或捲動地圖

按下右搖桿或按住左緩衝鍵 - 顯示地圖全景。



世界地圖

可顯示 Cyrodiil 的地圖。



目前所在位置：地圖上的金色箭頭顯示你目前的所在位置



任務目標：地圖上顯示為紅色或綠色的箭頭，任務目標會隨著目前任務而變化。若要將現有任務改為目前任務，請從現有任務 [Current Quest] 索引標籤的清單中選擇該任務。



玩家目標：藍色箭頭。你可以利用 **X** 按鍵定位、移動或移除該位置。



已探索的地點：選擇地圖上的灰暗標記，就可以快速向目的地前進；但是在室內或處於戰鬥狀態時，則無法快速前進。當玩家快速前進時，會根據正常到達該地點所需的時間來估算。如果你騎著馬，則坐騎也會跟著你一同快速前進。當玩家行經城市時，坐騎會自動存放到附近的馬廄。



已知的地點：明亮的標記表示你知道該地點，但是你必須先探索這些地點後，才能使用快速前進到達。



目前任務

顯示目前任務的項目。從現有任務 [Current Quest] 索引標籤選定一個任務為目前任務。目前任務的任務目標會顯示在地圖和羅盤上。你可以利用 **A** 按鍵，從世界地圖檢視任務目標的位置。



現有任務

顯示所有尚未完成的任務項目，你可以從中選取作為目前任務。



已完成的任務

列出所有已完成的任務，你可以選取其中一項以顯示該任務的所有項目。

任務與任務目標

當任務成為目前任務後，任務目標箭頭就會顯示在羅盤及區域與世界地圖上。你可以利用這些標記輔助自己訂定完成目前任務的計劃。在世界地圖中，任務目標會顯示在下一步可能的區域；而在區域地圖中，任務目標則會顯示在下一步可能的所在點，或是你到達該點所必須經過的門。

備註：並非所有任務都會自動提供任務目標。在執行某些任務時，你必須靠自己發掘目標的位置。

種族

開始進行遊戲時，你必須先選擇自己的名稱與種族。遊戲提供 10 種在 Cyrodiil 常見的種族讓你選擇。

蜥蜴人 (ARGONIAN)



居住於陰暗沼澤地的爬蟲種族。在經過歷代演化，已對疾病和毒素具有天生的免疫力。他們可在水中呼吸，並且擅長開鎖。

技能加成

煉金術 +5、運動力 +10、劍術 +5、空手格鬥 +5、幻術 +5、秘術 +5、開鎖 +10。

特點

可抵抗疾病、對毒素免疫、可在水中呼吸

不列塔尼人 (BRETON)

不列塔尼人對法術特別有天分，即使是最低下的不列塔尼人也能抵抗各種魔法能量。其中，又以召喚系和治療系魔法最為拿手。

技能加成

煉金術 +5、改造術 +5、召喚術 +10、幻術 +5、秘術 +10、回復 +10。

特點

有強大的法術、長有龍皮、可抵抗法術



黑暗精靈 (DARK ELF)



黑暗精靈在家鄉 Morrowind 被稱為「Dunmer」，他們在劍術、弓術與毀滅魔法方面不僅極為熟練，甚且還能巧妙地搭配運用。

黑暗精靈天生具有對火焰的抵抗性，並且能召喚遠古幽靈來協助。

技能加成

運動力 +5、劍術 +10、鈍器術 +5、毀滅魔法 +10、輕裝甲 +5、狙擊術 +5、秘術 +5。

特點

遠古守護者、可抵抗火焰

高等精靈 (HIGH ELF)

高等精靈在家鄉 Summerset Isle 亦稱為「Altmer」，他們在神秘法術方面的天賦是所有種族中最高的。不過，他們卻很怕火、冰霜和電擊。

技能加成

煉金術 +5、改造術 +10、召喚術 +5、毀滅魔法 +10、幻術 +5、秘術 +10。

特點

對火、冰霜與電擊的抵抗性低、可抵抗疾病、有強大的法術



帝國人 (IMPERIAL)



文明的 Cyrodiil 地區原住民，專精外交與貿易。他們精通利用重裝甲和交際，偏好戰士系的職業。

技能加成

劍術 +5、鈍器術 +5、空手格鬥 +5、重裝甲 +5、經商 +10、語言術 +10。

特點

西方之星 (Star of the West)、帝王之聲 (Voice of the Emperor)

豹人 (KHAJIT)

來自 Elswyr 地區，天性聰明且動作迅速靈敏，天生就是當盜賊的料。此外，所有豹人均具有夜視能力。

技能加成

特技學 +10、運動力 +5、劍術 +5、空手格鬥 +10、輕裝甲 +5、開鎖 +5、潛行 +5。

特點

恐懼之眼 (Eye of Fear)、夜視 (Eye of Night)



諾德人 (NORD)



Skyrim 居民，身材高大且擁有一頭金髮。諾德人身體相當強壯，最為人所知的就是他們耐寒的天性。諾德人可說是天生的戰士。

技能加成

武器學 +5、劍術 +10、防禦 +5、鈍器術 +10、重裝甲 +10、回復 +5

特點

北方之寒 (Nordic Frost)、靛青護盾 (Woad)、抗寒

獸人 (ORC)

居住於 Wrothgarian 與 Dragontail Mountains，獸人擅長打造精良的武器。身著重裝甲的獸人不只是帝國的精銳部隊，進入狂暴狀態時也是令人聞之喪膽。

技能加成

武器學 +10、防禦 +10、鈍器術 +10、空手格鬥 +5、重裝甲 +10。

特點

狂暴 (Berserk)、可抵抗法術



紅衛士 (REDGUARD)



Tamriel 最具天賦的戰士。紅衛士不僅擅長各式武器與盔甲的研究，同時本身也具有堅強的體魄，並且天生能抵抗疾病與毒素。

技能加成

運動力 +10、劍術 +10、鈍器術 +10、輕裝甲 +5、重裝甲 +5、經商 +5。

特點

具爆發力 (Adrenaline Rush)、可抵抗毒素、可抵抗疾病

木精靈 (WOOD ELF)

Western Valenwood 森林的部落，亦稱為「Bosmer」。木精靈的動作靈敏且迅速，因此非常適合當斥候或盜賊，此外，他們的弓術在 Tamriel 上無人能出其右。木精靈具有命令一般生物的能力。

技能加成

特技學 +5、煉金術 +10、改造術 +5、輕裝甲 +5、狙擊術 +10、潛行 +10

特點

熟悉野獸語言、可抵抗疾病



屬性

角色的心理、生理與魔法能力主要受 8 個基本屬性所影響。這些基本屬性範圍介於 0 至 100，但是可藉由魔法、藥水或疾病使其改變。角色只要升級，就能增加屬性。紅色數字表示該屬性遭到損害，綠色數字則表示該屬性因魔法效果而增加。



力量 (STRENGTH)

影響人物的負重力、精力多寡，以及使用近戰武器（例如劍或斧頭）時所能造成的傷害。相關技能：鈍器術、劍術與空手格鬥。



智力 (INTELLIGENCE)

影響人物的總法力與魔法使用效果。相關技能：煉金術、召喚術和秘術。



意志力 (WILLPOWER)

影響法力再生的速度，以及精力的多寡。相關技能：毀滅魔法、改造術與回復。



敏捷 (AGILITY)

影響人物的機動性與平衡感、精力多寡，以及使用狙擊武器（例如弓）所能造成的傷害。相關技能：開鎖、潛行與狙擊術。



速度 (SPEED)

決定人物移動的快慢。相關技能：運動力、輕裝甲與特技學。



耐力 (ENDURANCE)

影響精力的多寡、血量，以及提升等級時所增加的血量。相關技能：防禦、武器學與重裝甲。



個性 (PERSONALITY)

影響人物的魅力高低，魅力高有助於資訊的蒐集。相關技能：語言術、經商與幻術。



幸運 (LUCK)

幸運的高低對任何事都有影響。相關技能：無。

衍生屬性

這些是從基本屬性衍生出來的屬性，會因為基本屬性的增減而改變。



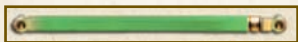
血量 (HEALTH)

血量是人物所能承受的傷害總量，血量用盡時人物便會死亡。每升一級，最大血量就會向上增加，而耐力多寡決定升級時所增加的最大血量。一開始的血量固定為耐力的兩倍。你可以藉由睡眠、喝藥水或施放法術來回復血量。



法力 (MAGIC)

施法時會消耗法力，而一開始的法力固定為智力的兩倍。玩家可以選擇特定種族或星座來獲得法力加成，藉此提升最大法力。法力的回復速度取決於意志力。只要藉由睡眠、喝藥水或施放法術，就可以加快法力回復速度。



精力 (FATIGUE)

精力代表人物目前的疲勞程度，精力低將會造成人物的行動力降低，尤其是近戰時的能力。不論是空手格鬥、持械攻擊或跳躍，都會消耗精力。如果因為法術或特殊效果而導致精力降到零以下，人物就會倒下。只要緩步行走、休息、等待、喝藥水或施放法術，就可以回復精力。最大精力的多寡取決於力量、耐力、敏捷和意志力等屬性的總和。

負重 (ENCUMBRANCE)

負重表示人物所能攜帶物品的總重量。如果攜帶物品超過負重時，人物將無法移動。最大負重固定為力量的五倍。

技能、專精等級與技能提升

當技能熟練度提升時，即可晉升到下一個專精等級並獲得額外的技能提升（Skill Perks）。紅色數字表示該技能受損，綠色數字則表示該技能因魔法效果而增加。

技能專精等級	技能點數
新手（Novice）	0-24
學徒（Apprentice）	25-49
老手（Journeyman）	50-74
專家（Expert）	75-99
大師（Master）	100

戰鬥技能

防禦（BLOCK）



相關屬性：敏捷

利用盾牌和武器防禦近戰攻擊，只要防禦成功就能減少傷害。

- 新手使用防禦時會消耗精力，且使用空手防禦武器時將不會有任何效果。
- 學徒使用防禦時則不會消耗精力。
- 老手不會因為防禦而造成所持盾牌或武器的損壞，且在空手防禦時，可能將敵人震開。
- 專家使用盾牌防禦時，可乘機對敵人發動反擊，如果敌人被盾牌擊中，則會因此而失去平衡。
- 大師使用盾牌防禦時，有機會在成功反擊時解除敵人的武裝。

武器學（ARMORER）

相關屬性：耐力

能使武器和護甲發揮最大的功效。武器或護甲一旦受損，效用就會減低。

- 新手無法修復魔法物品。
- 學徒修復錘類武器需花兩倍的時間。
- 老手可以修復魔法物品。
- 專家可以修復並增強物品精良度（最高可到 125%）。這些經過專家增強的武器將有更大的殺傷力；同理，專家增強的護甲也能提供更好的保護。
- 大師修復錘類武器的成功機率為 100%；所修復的錘類武器將永久耐用。



重裝甲（HEAVY ARMOR）



相關屬性：耐力

能更有效地使用鐵製、鋼製、矮人、獸人、烏木或 Daedric 護甲。

- 新手重裝甲的磨損速度會加快（正常速度的 150%）。
- 學徒重裝甲會以正常速度磨損。
- 老手重裝甲的磨損速度會比一般慢 50%。
- 專家裝備重裝甲時，裝甲增加的負重只有原本重量的一半。
- 大師裝備重裝甲時，裝甲完全不會增加他的負重。

鈍器術 (Blunt)

相關屬性：力量

能夠更有效地發揮錘類與斧類武器的碎擊威力。

- 新手以任何方向攻擊都只有基本強力攻擊加上傷害加成。
- 學徒可使出專精固定強力攻擊並獲得傷害加成。
- 老手能使出專精左側、右側強力攻擊，並且有機會解除敵人武裝。
- 專家能使出專精逆向強力攻擊，並且有機會將敵人擊倒。
- 大師能使出專精迎面強力攻擊，並且有機會癱瘓敵人。



劍術 (Blade)

相關屬性：力量



能夠更有效地發揮匕首或劍類武器砍擊或刺擊的威力。

- 新手以任何方向攻擊都只有基本強力攻擊加上傷害加成。
- 學徒可使出專精固定強力攻擊並獲得傷害加成。
- 老手能使出專精左側、右側強力攻擊，並且有機會解除敵人武裝。
- 專家能使出專精逆向強力攻擊，並且有機會將敵人擊倒。
- 大師能使出專精迎面強力攻擊，並且有機會癱瘓敵人。

運動力 (Athletics)

相關屬性：速度

除了可讓人物奔跑與游泳的速度更快，還可以加快精力回復的速度。

- 新手可在奔跑時，緩慢回復精力。
- 學徒在奔跑時，回復精力的速度加快 25%。
- 老手在奔跑時，回復精力的速度加快 50%。
- 專家在奔跑時，回復精力的速度加快 75%。
- 大師在奔跑時，能以平常狀態的速度回復精力。



空手格鬥 (Hand to Hand)

相關屬性：力量



不需武器即能傷害敵人，並降低敵人的精力。

- 新手以任何方向攻擊都只有基本強力攻擊加上傷害加成。
- 學徒可使出專精固定強力攻擊並獲得傷害加成。
- 老手能使出專精左側、右側強力攻擊，並且有機會解除敵人武裝。
- 專家能使出專精逆向強力攻擊，並且有機會將敵人擊倒，而在防禦時，也有機會進行反擊。
- 大師能使出專精迎面強力攻擊，並且有機會癱瘓敵人，而在防禦時，有機會在發動反擊時解除敵人武裝。

魔法技能

毀滅魔法 (DESTRUCTION)



相關技能：意志力

可施法對敵人造成魔法火焰、冰霜或電擊的傷害，或者施法降低敵人抵抗魔法攻擊的能力。毀滅法術與法術效果會因為專精等級不同而有差別；你只能施展目前專精等級或更低等級的法術。

改造術 (ALTERATION)

相關技能：意志力

可施法讓人物在水中呼吸、水上行走、開鎖、防禦物理或魔法類的傷害，並且還能增加最大負重量。改造法術與法術效果會因為專精等級不同而有差別；你只能施展目前專精等級或更低等級的法術。



幻術 (ILLUSION)



相關屬性：個性

可施法媚惑、隱身、創造光、沈默、麻痺、命令，或改變對方的鬥志或敵意。幻術法術與法術效果會因為專精等級不同而有差別；你只能施展目前專精等級或更低等級的法術。

召喚術 (CONJURATION)

相關屬性：智力

可施法召喚其他世界的生物、召喚魔法武器與護甲，並且還能召喚不死生物。召喚法術與法術效果會因為專精等級不同而有差別；你只能施展目前專精等級或更低等級的法術。



秘術 (MYSTICISM)



相關屬性：智力

可施法吸收、反射或消除魔法，還可移動物體、感知生命，以及束縛靈魂。秘術法術與法術效果會因為專精等級不同而有差別：你只能施展目前專精等級或更低等級的法術。

回復 (RESTORATION)

相關技能：意志力

可施法回復、增強或吸收物理與魔法類屬性，還可治癒疾病和抵抗魔法攻擊。回復魔法與法術效果會因專精等級不同而有差別：你只能施展目前專精等級或更低等級的法術。



煉金術 (ALCHEMY)



相關屬性：智力

可製造藥水，並且更有效地從煉金藥方獲得各種效益。

- 新手只能從物質的四種潛在煉金屬性中認出第一種。
- 學徒可以從物質的四種潛在煉金屬性中認出前兩種。
- 老手可以從物質的四種潛在煉金屬性中認出前三種。
- 專家可以認出物質的四種潛在煉金屬性。
- 大師可以直接使用單一藥方製作藥水。

匿蹤技能

開鎖 (SECURITY)



相關屬性：敏捷

可使用開鎖器開啓上鎖的門或容器。

- 新手開鎖失敗並弄壞開鎖器時，會有四個桿鎖落下。
- 學徒開鎖失敗並弄壞開鎖器時，會有三個桿鎖落下。
- 老手開鎖失敗並弄壞開鎖器時，會有兩個桿鎖落下。
- 專家開鎖失敗並弄壞開鎖器時，只會有一個桿鎖落下。
- 大師即使開鎖失敗並弄壞開鎖器，也不會有任何桿鎖落下。

潛行 (SNEAK)

相關屬性：敏捷

可下手扒竊，還可在行走時不被人發現。

- 新手在未被發現的情況下，可以獲得對單手武器與空手格鬥 4x 的傷害加成，以及對狙擊武器 2x 的傷害加成。
- 學徒在未被發現的情況下，可以獲得對單手武器與空手格鬥 6x 的傷害加成，以及對狙擊武器 3x 的傷害加成。
- 老手在潛行時，並不會因靴重而提高被發現的機率。
- 專家在潛行時移動位置，並不會提高被發現的機率。
- 大師在未被發現的情況下發動攻擊，敵人的護甲將不具任何防禦效果。



特技學 (ACROBATICS)



相關屬性：速度

可讓人物跳得更遠，並且可免除從高處落下來時所受的傷害。

- 新手在跳躍或墜落時無法發動攻擊。
- 學徒可在跳躍或墜落時發動一般攻擊，但是無法發動強力攻擊。
- 老手具有閃避能力，並且可採防禦姿態往一個方向跳，藉此快速滾開以閃避攻擊。
- 專家在跳躍時可降低 50% 的精力消耗。
- 大師具有水上漂的能力，只要時間抓得準，就可以在水面上跳躍。

輕裝甲 (LIGHT ARMOR)

相關屬性：速度

能更有效地使用毛皮、皮革、鍊甲、秘銀、精靈與玻璃製護甲。

- 新手輕裝甲的磨損速度會加快 [為正常速度的 150%]。
- 學徒輕裝甲會以正常速度磨損。
- 老手輕裝甲的磨損速度會比正常速度慢 50%。
- 專家裝備輕裝甲時，裝甲完全不會增加他的負重。
- 大師只穿戴輕裝甲時，可獲得該護甲額外的 50% 防禦值提升。



狙擊術 (MARKSMAN)

相關屬性：敏捷

使用弓箭類武器可對敵人造成致命的遠程攻擊。

- 新手在拉弓時會消耗精力。
- 學徒在拉弓時不會消耗精力。
- 老手在拉弓時，可將視野拉近。
- 專家射出的箭有機會將目標擊倒。
- 大師射出的箭有機會癱瘓目標。



經商 (MERCANTILE)

相關屬性：個性

能以更好的價錢買賣貨物。

- 新手在販售物品時，售價會根據該項物品的磨損率而有所刪減。
- 學徒在販售物品時，售價不會因為物品的磨損率有所刪減。
- 老手可以向小販買賣任何物件，包括罕見物品。
- 專家可以投資商店，讓該商人資金上限從此提高 500 黃金。
- 大師在交易時，所有商店的資金上限均提高 500 黃金。



語言術 (SPEECHCRAFT)

相關屬性：個性

藉由說話來吸引對方，並使其信服。

- 新手可以藉由收買來增加某些人的好感度。
- 學徒可以在說服選單中免費轉一次楔形轉盤。
- 老手在說服小遊戲中，好感度降低的計時器速度會比平常慢 50%。
- 專家在小遊戲中因「仇恨」而造成好感度的喪失，將會由 -150% 減為 -100%。
- 大師只需要花費一半的代價就能獲得原有賄賂的效果。



職業

一開始選擇的職業將決定人物之後的道路，以及哪些技能最重要。遊戲開始進行時，會根據你的遊戲進行方式，然後提供最適合你風格的預設職業。你可以選擇接受建議的預設職業、改選其他職業，或是自訂屬於自己的職業。另外，在遊戲序言結束時，你還有一次機會可以改變主意。每種職業都有一項專長、七種主要技能，以及對兩種屬性有 +5 的獎勵。

預設職業

遊戲裡提供了 21 種預設職業，對應著 3 種不同的專長。這些職業的專長、主要技能，以及屬性加成都已做好設定。

自訂職業

你也可以建立自己的職業，自己選擇屬性加成與主要技能，並且為人物命名。你可以先選一個預設職業做參考，再加入反應自己理想英雄或梟雄的設定，藉此建立自訂職業。

專長

每種職業都有一種專長，專長分為戰鬥藝術、魔法藝術與匿蹤藝術。專長將決定該職業專精技能的主要方向，與該專長相關的每個技能都會獲得 +10 的獎勵，而且也比較容易提升。

主要技能

每個職業都有七種主要技能，這七種主要技能是該職業必有的技能。主要技能起始值是 25，提升的速度則比其他技能快，並且與人物的升級與否息息相關。

次要技能

一開始沒有選為主要技能的技能都是次要技能，其起始值只有 5。次要技能提升的速度會比主要技能慢。這些技能的提升無助於升級，但是卻可以在升級時貢獻屬性加成。



提升技能與升級

提升技能

遊戲有三種方式可提升技能：

1. 熟能生巧。技能點數越低，使用技能時，技能提升的速度就越快。反之，技能提升的速度就會比較慢。你可以從狀態選單 [Stats Menu] 的技能顯示畫面中，檢視目前技能提升的進度。
2. 你可以花錢增加技能點數，每一等級只能藉由訓練增加 5 點技能點數。
3. 想更精進該技能的話，則必須獲得特殊的書籍。



提升等級

只要提升與職業相關的主要技能，就能升級。

因此，你必須努力提升主要技能。每次所有主要技能點數提升的總和達到 10，就可以提升等級。你可以從狀態選單的技能顯示畫面中，檢視目前技能提升的進度。

當提升的技能點數達成升級條件時，畫面上就會出現相關訊息與圖示來提醒你。此時，你必須上床睡覺，並且冥想所學會的一切以提升等級。

升級時，你將可以選擇八種屬性的其中三種來提升。某些屬性的提升有額外加成，加成與否取決於自上次升級後所提升的技能。例如，如果你提升的數項技能主要與個性屬性相關，則在升級時就會出現個性的適當加成。不論你提升的技能是主要技能或次要技能，都不會對此加成有任何影響。此外，升級時，最大血量會以耐力的 1/10 比率增加。



備註：如果你提升的技能點數總和累積到足以提升兩級以上，則可以在睡覺時一次提升數個等級。玩家並不會因此受到懲罰，且也會獲得每次升級時應有的屬性加成。

對話

畫面顯示交談圖示時，點一下該角色  即可進行對談。對話選單有幾個主要的部分。



角色名稱

談話對象的角色名稱。

話題

顯示你可以與該角色談論的各種主題。有些角色可談論的話題較多，這時需要往下捲動才能顯示其他話題。提到某些話題時，清單中將會增加新的話題。以金色顯示的話題表示其中有你有尚未獲得的資訊，如果話題顯示為灰色，則表示你已經知道該角色所說的內容。如果你詢問一個話題後，而該話題仍顯示為金色，表示該角色對你的好感度還不夠，所以說話有所保留。

對話選項

在話題清單下方可能會顯示各種的對話選項，你可以選擇這些圖示，顯示其他的對話選單。



說服：進行說服小遊戲，提升該角色的好感度。



交易：買賣物品。



修復：該角色可修復各種普通及魔法類的武器與盔甲，不過需要修理費。



出售魔法：顯示他所有可出售的法術、該法術所消耗的法力，以及購買該法術的費用。



魔法充能：提供此服務的角色，可以為你的魔法物品充能，不過需要收費。



訓練：只有少數的角色能提供技能訓練，而能夠提供高等級的技能訓練者，更是少之又少。每次升級時，藉由訓練來提升的技能點數總和最多為 5 點。



結束對話

XBOX LIVE®

在 Xbox Live 裡隨心所欲，你可以愛怎麼玩就怎麼玩。建立你的設定檔（玩家卡）。與好友聊天。從 Xbox Live 賣場下載內容。傳送與接收語音和視訊訊息。只要連上線就能加入這場遊戲革命。

連線

在開始使用 Xbox Live 之前，你必須先將自己的 Xbox 主機連上高速的網際網路連線，並且註冊成為 Xbox Live 會員。如需連線的相關資訊，以及判定你的所在區域是否有提供 Xbox Live 服務，請至 www.xbox.com/live 網站。

家長監護

這些工具非常簡單且相當有彈性，能讓家長與看護人根據遊戲內容等級來決定年幼玩家可玩的遊戲。如需詳細資訊，請至 www.xbox.com/familysettings 網站。

技術支援服務

技術支援服務每週一至週五皆有提供。

如需詳細資訊，請前往我們的網站，網址：www.xbox.com。

或請洽您的零售商或微軟：

台灣：00801 44 4231 (免付費)

香港：800 96 4215 (免付費)

新加坡：800 448 1330 (免付費)

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SAFETY INFORMATION

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 manual).

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.

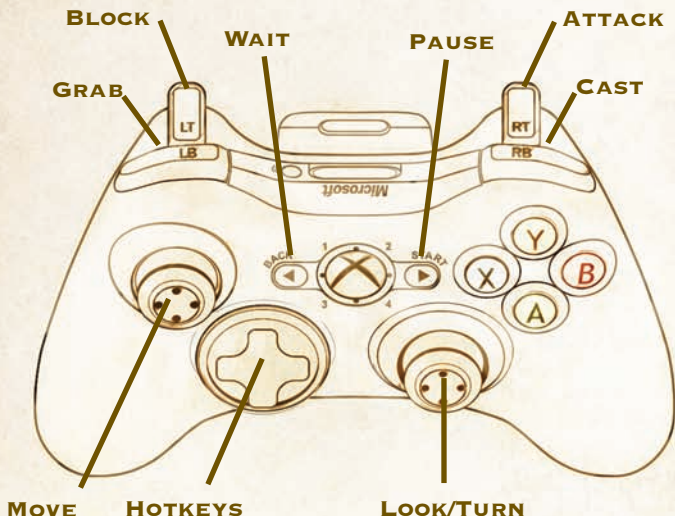
These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling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

GAMEPLAY CONTROLS

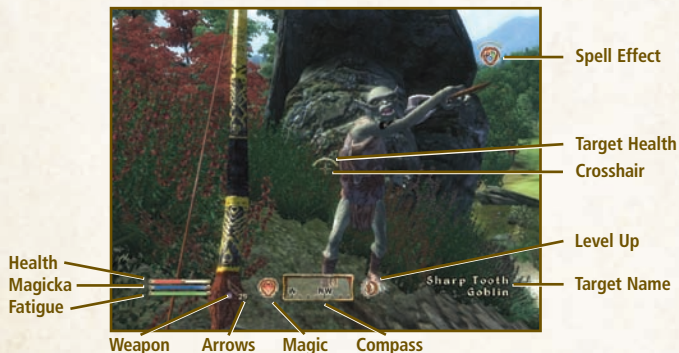


A	ACTIVATE
B	JOURNAL
X	READY WEAPON/TORCH
Y	JUMP

Please Note: Japanese, Korean and Chinese text input is not supported; only English haracters/symbols are recognized. If requested to enter text (for example when assigning the name of your character) please pull the Right Trigger **RT** to access the English alphabet.

LB	LEFT BUMPER	GRAB
RB	RIGHT BUMPER	CAST SPELL
LT	LEFT TRIGGER	BLOCK
RT	RIGHT TRIGGER	ATTACK
BACK		WAIT
START		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. LT LEFT TRIGGER AND RT RIGHT TRIGGER ZOOM IN AND OUT. THIS WILL ALSO BECOME YOUR 3RD PERSON ZOOM LEVEL.

THE GAME SCREEN



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.

COMPASS

Shows direction, locations, and markers.

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.

PLACES OF INTEREST



Camp



Elven Ruin



Oblivion Gate



Cave



Fort Ruin



Settlement



City



Mine



Tavern/Stable



Daedric Shrine



Landmark

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.



Enter a location or open a door.



Ride the selected horse. Press **A** to dismount.



Pick up the item and add it to your inventory.



A locked door. The difficulty of the lock is displayed in the lower right corner.



Sit on the object. Press **A** to get up.



Activate the object.



Sleep in this bed.



Read the item.



Open the container.



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.**

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 **LB 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.



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 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 and on your Local and World maps. 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

Alchemy +5, Athletics +10, Blade +5, Hand to Hand +5, Illusion +5, Mysticism +5, Security +10.

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

Acrobatics +10, Athletics +5, Blade +5, Hand to Hand +10, Light Armor +5, Security +5, Sneak +5.

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, Wood, Resist Frost

ORC

The people of the Wrothgarian 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, Conjuraton, 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.

SKILL MASTERY LEVEL	SKILL SCORES
Novice	0-24
Apprentice	25-49
Journeyman	50-74
Expert	75-99
Master	100

COMBAT SKILLS

BLOCK



Governing Attribute: Agility

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 encumber 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.

- A **Novice** recognizes only the first of four potential alchemical properties of a substance.
- An **Apprentice** recognizes the first two of four potential alchemical properties of a substance.
- A **Journeyman** recognizes the first three of four potential alchemical properties of a substance.
- An **Expert** recognizes all four potential alchemical properties of a substance.
- A **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.



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.
2. Buy training from another character. You can only train 5 skills 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.

You will receive a message and an Icon will appear on the screen 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.



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.

DIALOGUE

When the Speaking icon is displayed,  activate the person to initiate dialogue. The Dialogue Menu has several important areas.



CHARACTER NAME

The name of the person to whom you are speaking.

TOPICS

This is a list of everything you can ask this person about. You may need to scroll down to reveal additional topics. Asking about certain topics may add new topics to the list. A topic displayed in gold has information you do not have yet. If it is grey, you already know the information the character will say. If you ask a topic and it stays gold, that means the character does not like you enough to tell you everything they know.

DIALOGUE OPTIONS

Various dialogue options may be displayed beneath the list of topics. Selecting these icons will bring up other dialogue menus.



Persuasion: Allows you to attempt to raise the character's Disposition through Persuasion gameplay.



Barter: Buy and sell goods.



Repair: This character can repair normal and magical weapons and armor of all kinds for a price.



Spells for Sale: Displays the spells he has available, with the cost in Magicka to cast and the cost in gold to purchase.



Recharge: Those offering this service are able to recharge your magical items for a fee.



Training: There are a limited number of characters capable of teaching skills, and even fewer can teach the skills at higher levels. You can only raise any combination of your skills by a total of five points until you level up again.



Exit Dialogue

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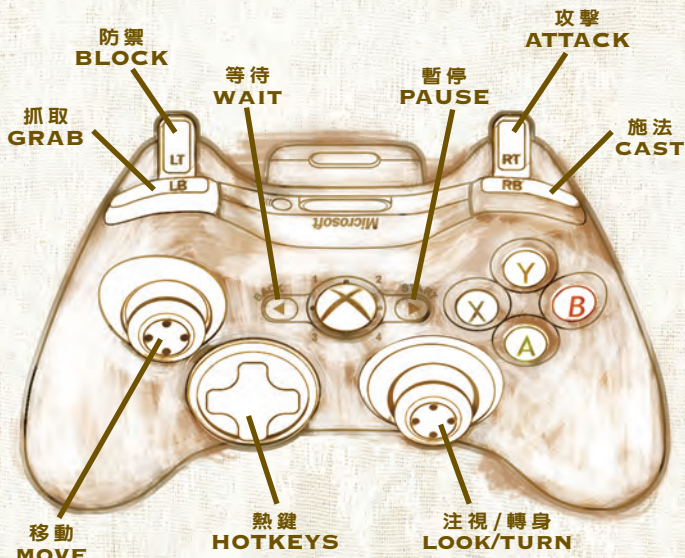
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NOTES

NOTES

遊戲操作 / GAMEPLAY CONTROLS



啟動
ACTIVATE



日誌
JOURNAL



準備 / 收回武器
READY/
SHEATH WEAPON



跳躍
JUMP

左搖桿按鈕
LEFT
THUMBSTICK
BUTTON



按下
CLICK
DOWN


切換潛行模式
TOGGLE
SNEAK MODE


右搖桿按鈕
RIGHT
THUMBSTICK
BUTTON



按下
CLICK
DOWN

改變視角
CHANGE VIEW

Please Note: Japanese, Korean and Chinese text input is not supported; only English characters/symbols are recognized. If requested to enter text (for example when assigning the name of your character) please pull the Right Trigger  to access the English alphabet.

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