

The Elder Scrolls® V

SKYRIM

UNOFFICIAL GAME GUIDE



HSE STRATEGIES

Elder Scrolls V Skyrim Unofficial Game Guide

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Selecting a Race

Take notice of a handful of details:

1. Almost all of the characters begin having a Health, Stamina of 100 and Magicka. Only a few characters possess any passive capabilities that offer them greater beginning stats.
2. Most of your abilities start off from a base of 15 and also your selection of race modifies it from this point on.
3. All of the characters appear to begin having Healing spell and Flames spell. A few will possess additional spells to start with however this is normally observed in their description.

Argonian

As you take a look at their skills, you will get to know, Argonians are typically developed to be a thief kind of character. Lock picking and Sneaking abilities will let you directly into opposition's strongholds, Pocket picking can also be used to filch stuff for fun along with profit and also Light Armour will certainly assist you during a fight. When you do not start using any sort of boosted weapon abilities Alteration will help out somewhat many thanks to the capability to paralyse your enemies. Paralyze your enemies, cut them and after that employ Restoration to cure wounds that you have accumulated.

To anybody who also may possibly have averted them in past games because of limitations on their use of equipment, worry not, that constraint is actually taken off. At this time you can certainly put on complete suits of armour in order to further improve your attributes, eliminating their only great drawback. Nevertheless, the race by itself is relatively weaker compared to other stealth races since the water respiration skill is not a huge advantage. The poison protection and disease is truly pleasant though.

Their skill sets are considerably at odds along with their objective that weakens them. Their particular abilities are designed for stealth that assists for thieves and assassins. They have got an armour ability to guard them in battle, Restoration magicks to shield them and cure their injuries in addition they possess Histskin to regenerate very quickly. But having only Alteration to support them in fight you are

likely to be at a downside in a battle till you practice your combating abilities.

An Argonian will certainly have got access to:

Starting off Skills

Lockpicking: 25, Light Armour: 20, Sneak: 20, Restoration: 20, Alteration: 20, Pickpocket: 20,

Passive Skills

“Resist Disease” - Provides a 50% resistance to disease.

“Waterbreathing” - You can breathe underwater.

“Activated Ability”

“Histskin” - If started your health will certainly regenerate 10X faster.

Character Suggestions

Once you have escaped “Helgen” Keep using the “Guardian Stones” to acquire the Warrior Indication. This particularly will enhance your battle talents at a rate of 30% quicker compared to normal, that assists your selected weapon to level-up quick enough therefore you may select several really wonderful benefits. After that from here on to build both your battle and stealth abilities up to the point you have got a really fine assassin character. It is most likely ideal to start having “One Handed Blades”; pairing up “Paralyse spells” along with a pair of small swords or even daggers to cut foes up is actually an extremely useful combat tactic.

If you want to go with this battle route then it is advised that you buy a handful of dual wielding abilities to ensure more attacks and cause much more destruction using those attacks. It can create big difference in eliminating that foe prior to he gets out of paralysis and starts fighting again.

Breton

“Bretons” belong to the province of “High Rock” and also they’re mages extraordinaire. Together with the combination of their particular Aldmer and human blood infusion they’re able to wield strong magical feats without becoming really as frail as their “elven ancestors”. Having a sword in a hand as well as

electricity blasting coming from the other these can deal with pretty much any circumstances if they have been properly trained.

To a level it is safe to believe of the “Breton” like a “training wheels” kind of a character. They’ve a great Conjunction ability which usually allows them to call allies to support them during the battle, assisting fresh players in coping with various harder fights (e.g. Dragons). Furthermore, they concentrate on assistance magic rather than direct battle spells that allows you fight using a sword as well as a shield, swapping to magic as required. Both of these facts allow them great survivability in comparison to the majority of other mage heroes.

Actually, the “Breton” is among the better heroes in the game even though if you do not really know what you are engaging in. They do not get started in fantastic condition to be a soldier or thief, however they can definitely be educated for that. Heck, make use of the “Guardian Stones” if you come across that your abilities are not ranking up fast enough. On the whole, this race might not be as instantly useful as several other races yet it certainly delivers a heck of an impact if used effectively.

A Breton will certainly get access to:

Starting up Skills

Illusion: 20, Alteration: 20, Speech: 20, Conjunction: 25, Alchemy: 20, Restoration: 20

Passive Abilities

Magic Resistance: Awards a 25% of resistance to magic but nothing against elemental spells.

Activated Abilities

Dragonskin: Absorb half of the magicka for 60 seconds from hostile spells.

Character Suggestions

You can most likely speculate, “The Breton” can make an outstanding mage. Because of their natural ability with magick you have got a great deal of choices here. They’ve no expertise in attacking spells so either teach them up or just work

around that. Both ways, this particular character can certainly be used in just about in any manner. Some suggestions are mentioned below:

Pure Mage: This particularly is the very clear selection. Eschew weapons and also armours enough for best results; hold an offensive spell in a hand as well as a summoning or even protective spell in other. Pump-up your own school of preference, then simply rip thru your enemies. Mages will get you through especially from difficult of fights, particularly if you carry shielding spells. When they may well not begin using a boost to Destruction they can begin along with Flames and also Sparks so they are all set to blast apart foes right out the arena.

Thief: Illusion gives you with concealment alternatives for stealthy techniques. Carry the Illusion Benefit and Quiet Casting, to provide you with the choice to put any spells you want when you are in disguised. Conjunction may be employed to summon strong weaponry or combat allies - it is totally possible to conceal away from opponents and send out minions in order to carry out your bidding. If you are not performing good in battle then utilize Alchemy to create poisons to quickly harm foes or even paralyse them.

Fighter: A true fighter may appear less likely however it in fact works quite nicely. Restoration spells will certainly help you keep alive, Conjunction will certainly summon up a fight buddy to give support in difficult battles and Alteration will allow slow down your enemies capacity to react. In addition, because you resist opponents' magic, mages are likely to expire in short order since you charge right directly into their faces and slice them open. Actually their most powerful spells will have a very little effect on you particularly if you utilize Dragonskin.

Dark Elves (Dunmer)

Certainly "the Dunmer" are my own favorite. Almost all of their abilities mesh perfectly together with my favored play type. They blend magic along with stealth and also as soon as you teach your weapon abilities, they can certainly match simply with any function you so want. The Ancestor skill is extremely helpful too for any opponents who are brave enough to get directly into melee range and also the fire resistance will certainly support during battles with some of the more difficult opponents in the game.

If you are planning to employ a Dunmer in that case choose what type of weapon you will would like to employ initially. They perform far better with light tools so it is advised that you use a bow, a one handed light weight sword along with a light shield. Initially, the bow is really beneficial in sneak strikes since you will not be ready to go near to opponents. So snipe them from a distance and after that work

with them through sword and shield. It really is significant that you schedule out your perk path because you do not really want to spend perks on bow skills and after that never ever work with them afterwards.

Their abilities backup this sort of jack of all trades technique. Alchemy offers healing potions along with poisons to damage your enemies, Alteration gives several valuable spells (Paralyse is significant) and also Illusion can easily protect. Destruction magic is a type of the unusual because it is not the most helpful for stealth or directly fights however when you get more powerful spells afterwards this particular can easily turn out to be quite valuable.

A “Dunmer” will get access to:

Starting Skills

Armour: 20, Alteration: 20, Illusion: 20, Light , Sneak: 20, Alchemy: 20, Destruction: 25

Passive Ability

Resist Fire Ability: Your Dunmer has a resistance of 50% to just about all forms of fire.

Activated Ability

Ancestor’s Wrath: For 60 seconds, 8 points of fire damage per second will be put on all nearby enemies.

Character Suggestions

One of the very good things you can easily carry out using a Dunmer is to create a spellcaster, swaddle him with light-weight armour and utilize Alteration and Illusion both magics to guard yourself additionally. Place a shield in a hand along with an offensive spell in his other hand and battle smart. If you’re battling a mage make use of lightning magic to deplete his magicka or show fire to a pre-placed oil patch on floor to be able to melt away your enemies. Frankly, you do not actually require a weapon. It is also doable to use Paralyze along with an offensive spell, you can paralyze your opponent then dual wield Flames and also burn them.

However as mentioned earlier, it is pretty possible to actually enjoy a character

that really does a bit of almost everything. Your perks will likely be concentrated on your favored weapons of selection, yet it is pretty possible to get a character that can easily sneak, fight pretty well and cast spells.

High Elves (Altmer)

Altmers are without having a question the masters of magic. When “the Bretons” might be strong spellcasters and also can resist magic pretty effectively, it really is the “High Elves” who can easily move the forces of magicka to their own will. Experts of almost all sorts of magic, these people can easily draw right from deep personalized magicka stored to utilize their skill a lot more often compared to other spellcasters could possibly hope.

“The High Elves” have never ever been a particular favorite because of the truth that they are entirely concentrated on spellcasting. Generally in most “Elder Scrolls” games the spellcasting technique had been slightly on the boring side initially and after that grew to be largely overpowered while you developed your personal spells. Its a lot more nicely balanced in “Skyrim” and the capability to “dual wield magic” awards you a great deal of flexibility. Strolling about with a protection spell in a hand along with Flames approaching from the 2nd one, gives you equally offensive and defensive possibilities simultaneously practically like using a sword and shield.

Another thing to take note is that the “High Elf” in fact begins using an Illusion spell, one thing handful of others have. Sadly, it is Frenzy that costs a great deal of mana and does not appear to function usually. You require to discover some other spells to assist this one function and also then its use is limited. Therefore that 3rd beginning spell is actually something of a fluke. Concentrate on your Destruction magic in the beginning and subsequently trade over to anything catches your attention right after you move to open world.

An Altmer can get access to:

Starting Skills

Destruction: 20, Conjuration: 20, Enchanting: 20, Illusion: 20, Restoration: 20, Alteration: 25

Passive Ability

Highborn: “High Elves” tend to be blessed with 50 additional magicka.

Activated Ability

Highborn: For 60 seconds they can regenerate magicka really fast.

Character Suggestions

Unlike “the Breton” “the High Elves” tend to be generally steamrolled in performing as genuine mages. Fortunately, they stand out at that in such a way that will certainly make even “the Breton” jealous. Therefore, in case you choose a “High Elf” that is one thing you are intending to want to accept and also go crazy with. Make a decision on what type of spell caster you would like to become and simply begin shedding your perks directly into those abilities.

It's seriously recommended that you put majority of your focus on your Destruction and Conjunction magicks. Conjunction is very flexible that any kind of pure mage will certainly want to possess to support with Destruction will likely be your offensive deal. Illusion and restoration are fantastic for assisting you to keep yourself alive however you would want to concentrate on first two, unless of course you have got a quite particular plan for your Hero.

Imperial

From the numerous races, “The Imperials” tend to be amongst the most versatile and flexible. Having their skills as soldiers and merchants they have got a lot of expertise at trying to keep themselves alive no matter if it demands talking their way to avoid it or whacking opponents using a club. The only real abilities they lack to start with will be stealth based that implies they are a lot better fighters or mages as compared to thieves or even assassins.

New gamers who are fascinated in fighters might find “The Imperial” to always be the perfect selection for them. Their abilities tend to be developed for them to get in quite heavy armour along with a serious shield and one handed weapon. In case their particular weapon is not slicing it in that case they can also employ Destruction magic to support them. If you are using them appropriately then you will get not much demand for Restoration, but it is still fine to possess it in case things get out of hand.

Nevertheless, their capabilities are sort of distribute throughout the place, and this

particularly does hinder them slightly. For instance, if you do not prepare on utilizing a great deal of magic in that case both Restoration and Destruction will certainly be going to waste. Their enchanting power is actually in that pretty similar boat, since it is certainly not something each and every character may perhaps would like to worry about. That simply leaves you with about three expended abilities, one of which is actually the greatest talent “the Imperials” to starts with. Thus be really certain that you are planning to carry out something using those abilities prior to choosing this race. It is not like their active racial skill is anything very exceptional; however the additional money could be nice.

An Imperial can get access to following:

Starting Skills

Restoration: 25, Destruction: 20, Heavy Armour: 20, Enchanting: 20, , One Handed: 20, Block: 20

Passive Ability

Imperial Luck: At any place gold coins may possibly be found however Imperials usually appear to come across some more.

Activated Ability

Voice of the Emperor: Calms close by folks for about 60 seconds.

Character Suggestions

“The Imperial” functions effectively as either an upright warrior who works by using some spells to support him (Restoration mainly) or even a mage who also wears heavy weight armour and concentrates on Restoration and Destruction.

In case you decide on to proceed along with a warrior, in that case you really should get yourself experiencing a quite quick time of it with regard to the preliminary portions of game. Afterwards, you’ll most likely would like to spend on Enchanting to ensure you can have the the majority of of your enchanted stuff, or even you can just invest in it in the beginning. It’ll assist you maintain your enchanted weapons recharged and also maybe even generate some equipment, supporting you when the fighting gets tougher.

The mage path is a lot more unusual because of the fact that you are intending to become a mage who does not work with mage robes to enrich his skills. Wear the hood you come across within the torture cell to boost your magicka share and after that simply load on the weighty armour along with a shield. Then you'll likely to trade among whatever weapon you are employing to beat opponents right in the face and even a Destruction spell that matches your foe.

Khajiit

What kind of race we got here? A new race associated with cats and there're special in stealth abilities? I am completely convinced that someone created a joke regarding a cat thief and the game developers went along with it too far literally. Whatsoever is the reason for them to be in the game, they're the only best burglars in this game having a boost to primarily each stealth ability which a burglar could wish.

Fundamentally each and every single feature of the Khajiit is designed in the direction of creating them the ideal stealthy murderers. There exists no benefit for trying to convert them into anything otherwise, so just do not bother. A sneaky strategy through bow and poisoned arrows will certainly get you thru many enemies, whereas your sword as a backup weapon, allows you deal with close range fights.

Similar to the Argonians, the Khajiit also have gotten the restriction on just what armour they can wear taken off. This enables you to possess a badass complete suit of armour to enhance your purely natural kitty thief skills. The claw power is quite ineffective in the long haul, even though it can certainly be strong in "Helgen Keep" and the initial few dungeons. Employ your bow from a range and after that use cat scratch the heck out of them if they get around your face.

A Khajiit will certainly get access to:

Starting Skills

Archery: 20, One Handed: 20, Lockpicking: 20, Pickpocket: 20 Sneak: 25, Alchemy: 20

Passive Ability

Claws: Khajiit can easily cause 15 points worth damage using unarmed attacks.

Activated Ability

Night Eye: This ability can improve one's night vision for sixty (60) seconds.

Character Suggestions

Considering that a Khajiit is developed to be a natural rogue, simply just accept this and select them if you want the the best. Take a rapid, light melee tool like a dagger or light-weight sword and have them enchanted whenever you would like a more powerful weapon. In case you like, initially, you may stay with jyour claws as they are stronger compared to most beginning levelblades, however their effectiveness wear off rapidly. Or else, cling along with bow and whatsoever poisons that you like to work with.

A wonderful thing regarding the Khajiit is that their own "Night Eye" skill is a power not a spell. This implies you can get your both of the hands designated and access to your night vision at any times (except if you exchange it against a shout).

Nord

It appears that in the environment of "The Elder Scrolls", Vikings are famous for both their skill to beat your face in using a wide selection of weaponry and also chat with you. Not any longer are the Imperials the famous experts of chit-chat, the Nords tend to be giving these folks a run for their money. Jokes apart, this probably shows on the basic fact that you are inside the Nordic homeland and also people are more positively inclined towards their brethren.

Since you can notice, the Nord are developed to be warriors even though they show an inclination towards light armour. This does not suggest that they love to sneak or something like that, they merely like to prefer the movement from having lighter loads. Punch them in an out-fit of Imperial Leather, supply them some perks and these people can manage even the hard opponents such as a trooper. In case you do determine to employ the brighter armour and also not practice up weighty armour, then it's ideal if you make use of a shield to assist strengthen your defenses.

It really does endure noting that the Nord possesses really weak skills. When "Resist Frost" is good enough, "Battle Cry" is extremely weak. For the the majority of the part you will truly not intend to worry with it, because you must be killing opponents not running after them. The most awful part is that oftentimes the opponents can come back to blindside you using a random ambush.

A Nord will certainly have got access to:

Starting Skills

Two Handed: 25, One Handed: 20, Light Armour: 20, Smithing: 20, Speech: 20, Block: 20

Passive Ability

To Resist Frost: Awards a 50% level of resistance to just about all Frost attacks.

Activated Ability

Battle Cry: Targets will run away for thirty secs even though this can easily be resisted.

Character Suggestions

Nords tend to be Vikings. They will hit stuff. Always be a fighter. Indeed, it genuinely is that straightforward. Just about all of their alternatives are nicely placed out just before you here. You will usually be using Speech because it figures directly into purchasing and selling items and also you have got your decision of employing one handed or two handed weaponry, therefore there are no reasons to search any more than that. Not one of their abilities or skills offer them a lot in the means of flexibility in this particular respect either. Thus choose a Nord if their abilities impress you as a killer in the manner that the "Reguard" or "Orc" do not.

Orc

In contrast to precisely what you may consider from the title, Orcs tend to be much less "human eliminating primitives" as well as pretty much green skinned dwarves. They will stroll around along with hammers and axes and are usually the most well-known craftsmen in this world. Somehow, they are a blend between the both; they're smiths who also are recognized for their particular berserker anger and for killing their enemies.

Orcs are nearly like a specialist variation of the Redguard. They trade in most of the Redguards magical abilities for a higher emphasis on whacking faces in. Orcs are intended to get in an outfit of weighty armour and attack directly into the thick

of fight with anything as a weapon they so pick. Their exclusive ability, Berserker Anger, enables them to manage twice damage even though having one half of damage for a whole min. regarding an Orc with a two-handed tool in heavy armour that is certainly a loss of life for just about all competitors.

Just like the Redguard, the Orc possesses a nice edge because of to his superior smithing skill. This enables him to create good gear to both sale and for private use. Yet furthermore to that, the Orc possesses a high Enchantment ability that permits him to produce magical weaponry and armour. Combining those two abilities up enables you build remarkably good tools and armour quite early into the journey, when you select the proper perks.

An Orc surely have got access to:

Starting Skills

One Handed: 20, Enchanting: 20, Smithing: 20, Heavy Armour: 25, Two Handed: 20, Block: 20

Passive Ability

There is no such ability available for this race.

Activated Ability

“Berserker Barrage Rage”: You get one half of the damage and carry out two times destruction for about 60 seconds.

Character Suggestions

The Orc is designed to be a fighter type and that is the objective you ought to place them towards. Pick your tool in the beginning and cling to it, there exists tiny edge to moving among one and two handed weaponry. One of my own choice is an Orc wielding a two handed Axe or Hammer along with an entire set of weighty armour, however you might discover that only a sword and a shield combo is enough to meets your preference.

If you are attracted in going after smithing and enchanting in that case you may want to commit yourself to it very intensely. Enchantment really demands you to commit yourself entirely for it to actually pay off. The only elective route is the

elemental enchanter skills on left side. Almost all of the others are extremely valuable. Regular Smithing can easily be carried out a bit more moderately, just always be certain to have “Arcane Smithing” and at the very least “Advanced Armours”. Those’re likely a few of the very best perks.

Redguard

From all of the races in this game, “the Redguard” is the one particular most ideal for newbie gamers who also would like to participate in a head-up fighter. These people can easily combat with opponents using a sword, bow and a shield or can even utilize magical spells to strike enemies. This implies that they’re particularly developed so they can battle enemies in the way they like that permits rookies to try things out with all of the different fighting types in this game.

On top of that the boost to smithing skills indicates that you will certainly be capable to craft quality gear in early stages for each wearing and selling reasons. While you discover Ingots, leathers or even other craftable supplies simply carry them to the closest town to build or boost your existing gear. It really is beneficial to place some perks straight into smithing to acquire the skill to craft greater equipment because this will certainly be rewarding in the long haul.

The poison resistance ability is nice however it exclusively comes along into game from time to time. What’s really valuable is the Adrenaline Rush capability; it will come in quite useful for both equally navigating the world map rapidly and in difficult fights. The power assault is a really beneficial resource for busting foe defenses and also eliminating less strong opponents. Generally, you can easily accomplish one particular or even two of them prior to having a break, yet using “Adrenaline Rush” you will be in a position to employ them consistently.

A Redguard can have accessibility to:

Starting Skills

One Handed: 25, Block: 20 Destruction: 20, Alteration: 20, Smithing: 20, Archery; 20

Passive Ability

Resist Poison: Provides a 50 percent resistance to poison.

Activated Ability

Adrenaline Rush: Stamina replenish 10 times more quickly for 60 seconds.

Character Suggestions

I personally discover that the Redguard is most likely the only rookie friendly character in this game. Choose your desired pick of armour, choose a single-handed tool, get a bow and you are good to play whatsoever sort of character you would like. Your magical capabilities will boost your skill to cause damage to your enemies when your bow or sword just is not slicing it, that will help to make several of the boss battles much easier.

Because of to this there are not many scenarios that your typical Redguard cannot handle. If you are new to the game in that case it is the race you will wish to choose.

Wood Elves (Bosmer)

If you think of “Hippie Elves” residing as one particular with the forest, it is the Bosmer you were thinking about. Honestly, although the Bosmer are actually among the best races in this game because of to them possessing a good set of abilities and a powerful passive skill that supports you at practically every stage in this game. Perhaps with the “dubious Command Animal” racial skill these people possess a very outstanding set of stats.

Obviously the Bosmer tend to bethe one of many races that are established having a thief construct in imagination. Nevertheless, they can easily work as a pretty good warrior when you place them in light-weight armour, practice using either one or two handed weaponry and get them employ poisons to support. Yet the objective they are meant is an nearly assassin like thief that makes use of poisoned arrows to destroy foes from a distance.

Do not bother selecting a Bosmer if you are not going to use that Archery of 25 and slip around a little bit. Even in case you practice with some other weapon for melee fight the bow ought to be your principal tool with a lot of perks put into it. The damage it can causet is significant and poisoned, sneak attack arrow surely leaves an opponent in no circumstance to respond even when they are close into melee range.

A Bosmer will certainly get access to:

Starting Skills

Archery: 25, **Lockpicking:** 20, **Light Armour:** 20, **Pickpocket:** 20, **Sneak:** 20, **Alchemy:** 20

Passive Ability

Resist Disease and Poison: Awards a 50 percent resistance to poisons and diseases.

Activated Ability

Command Animal: Allure a creature into becoming an friend for 60 secs.

Character Suggestions

As described earlier the Bosmer truly excels in any kind of battle that requires using a bow. Any kind of character that you create should be having advantages of the higher archery ability and also the starting ability with light armour. Work with your earlier game perks to boost your ability in these two particular areas, significantly Agile Defender, as this will help to make your light armour a lot more efficient than the majority of the heavy armour you will come across.

This comes out actually well though due to the fact even if you are not specializing in stealth battle, the light-armour and bow function certainly well for an attentive player.

Simply use stealth to find a clear shot using your bow, carry out a sneak attack and after that battle them however you like. Considering Stealth starts off at a 20, you'll be in great condition to sneak around on even the tougher enemies, as long as you keep far away or stay perfectly still in shadows when they are searching for you. If you get the Eagle Eye perk (calls for Archery 30) in that case you'll be in a position to sneak attack opponents from also further away, perhaps in a way that they will have a tough time finding you.

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