

Elder Scrolls V Skyrim

Cheats, Tips, Xbox One, Walkthroughs
Game Guide Unofficial



THE YUW

Elder Scrolls V Skyrim Cheats, Tips, Xbox One, Walkthroughs, Game Guide Unofficial

**Copyright 2017 by The Yuw
Third Edition, License Notes**

Copyright Info:

This ebook is licensed for your personal enjoyment only. This ebook may not be resold or given away to other people. If you would like to share this book with another person, please purchase an additional copy for each recipient. If you're reading this book and did not purchase it, or it was not purchased for your use only, then please return and purchase your own copy. Thank you for respecting the hard work of this author.

Legal Info:

This product is not associated, affiliated, endorsed, or sponsored by the Original Copyright Owner(s), nor have they been reviewed, tested or certified by either. This is an unofficial guide. This guide is to be used as a reference. This does not modify or alter the game in any way and is not a software program.

Presented by HiddenStuffEntertainment.com

Table of Contents

[Elder Scrolls V Skyrim Cheats, Tips, Xbox One, Walkthroughs, Game Guide Unofficial](#)

[Preface](#)

[Introduction](#)

[Selecting a Race](#)

[Character Builds](#)

[Leveling up](#)

[Tips and Strategies](#)

[Conclusion](#)

[Free Bonus for our Readers](#)

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)

Altmer 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.

You've Just Finished your Free Sample

Enjoyed the preview?

Buy: <http://www.ebooks2go.com>