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Oblivion skyrim leveling mod

» Sun December 19, 2010 18:05 I read this topic about some things from the new GI issue, and wondered if there would be a mod close for Oblivion. . - all the skills start at level 5, no classes, specializations or great skills (jdk Skyrims basic level, that was Oblivion's)- all skills contribute to leveling up, so I take a fixed amount of attributes per level? Like x skills -> x attributes -> 1 level.- higher skill levels progress your character level more (but I assume that higher skill levels take more time to progress/actions as in Oblivion) I saw that there is one called 'Realistic Leveling', but I think that held the main skills/classes/specializations and gave you extra attrbiute points for them, which sounds like it makes your character a lot stronger to begin with than vanilla Oblivion. Jessica Villacis Posts: 3385Joined: Tue 23 Jan 2007 14:03 » Sun December 19, 2010 13:00 has (or had - I have not tried the latest version) an optional 'GotNoClass.esp' that reaches your first point. But nGCD does the opposite of your last point standard. It is highly configurable by ini so it is quite likely that you could make what you want. Jessica Robson Posts: 3436Joined: Mon 09 Oct, 2006 11:54 » Sun December 19, 2010 10:27 yes Tejon just put out a new variant on got no class - more of a dynamic class - uhh true that... called Every Class. Man I'm looking forward to Skyrim. Zoe Posts: 3298Joined: Sun November 12, 2006 1:09 pm » Mon 20 December 2010 12:24 AM I also keen to see a Skyrim-style leveling mod or nGCD configuration! Unfortunately I have little else to contribute to the subject, but at least the thought counts ... Right? Jesse Villaneda Posts: 3359Joined: Wed 08 Aug, 2007 13:37 » Sun December 19, 2010 10:34 am I live in the boonies and have no Game Informer subscription. What do we know? Is it actually a class-free system? Edit: read Sphagne's highlights... Huh. I'm a little confused whether it's still using progress-based, or XP-based... Was that specified? Anyclass + nGCD (or Realistic Leveling) + (optional) GotNoClass will certainly come close, assuming Skyrim is still based on usage. Not quite the same, but probably the closest you come with the currently available mods. Danii Brown Posts: 3337Joined: Tue 22 Aug 2006 7:13 » Sun December 19, 2010 16:23 Oblivion XP also has some similarities to the new system used by Fallout 3 and now Skyrim. You level by earning enough points. You configure Oblivion XP as jack-of-all trades, which means that all skills cost 3 points to so there are no majors or minors. You also get a set number of points to spend on each level's attributes. There is no connection with practicing skills and with this influence on your attributes. Your skills will also not be improved by my sig if you want to take a look. Dan Stevens Posts: 3429Joined: 14 Jun, 2007 17:00 » Sun 19 December 2010 14:13 I live in the boonies and do not have a Game Informer subscription. What do we know? Is it actually a class-free system? I'm going to read this through to get an overview. : Deon Knight Posts: 3363Joined: Thu 13 Sep 2007 1:44 » Sun 19 December 2010 18:08 In Skyrim there are no large/small skills, and all skill increases contributions to level up. But increasing a skill that is higher (from 52 to 53) will help level out more than increasing a skill that is lower (from 14 to 15). It has not yet been confirmed, but it seems that attributes may be completely gone. Rob Posts: 3448Joined: Fri 13 Jul, 2007 12:26 » Sun December 19, 2010 17:12 No attributes would be a very different system. Not necessarily bad, but hard to have meaningful differences between races if so. I could see attributes that are not under direct player control... there have been mods for that since Morrowind. :whistling: Jennifer Munroe Posts: 3411Joined: Sun 26 Aug 2007 12:57 » Mon 20 December 2010 1:29 Thanks for the help guys, I will take a look at NGCD's option for removing classes. Skyrim still seems 'use-based' progress happy. Also, does a mod that works levels by a set number of attributes (earned with skills), you get more attribute points if the skills are a higher grade (e.g. expert)? Rich O'Brien Posts: 3381Joined: Thu 14 Jun 2007 3:53am » Sun Dec 19, 2010 15:22 No attributes would be a very different system. Not necessarily bad, but hard to have meaningful differences between races if so. I could see attributes that are not under direct player control... there have been mods for that since Morrowind. :whistling: Skyrim will also be introducing perks such as in fallout (s) that you're levelling up and probably also with one of the 10 races. Probably birhtsigns and classes too. REVLUTIN Posts: 3498Joined: Tue 26 December 2006 20:44 » Sun December 19, 2010 17:36 Also a mod that works levels by a fixed number of attributes (earned from skills), you get more attribute points if the skills are a higher grade (e.g. expert)? Not at the moment, and I'm not sure it would be a good idea given the other parameters of Oblivion's system. In short, if you want the difference to be noticeable, you have to be extremely weak at early levels; Starting with the current speed and then accelerating would result in hitting the attribute cap very quickly. Besides, it sounds like that's not really what Skyrim does; Instead, higher skills get you levels faster. Levels have nothing to do with (except health, magicka and fatigue), the most important part is that you get more perks. Assuming they removed the mastery levels and associated perks from skills, this is a lot design than Oblivion. Hopefully they held attributes, but just assign based on race and skills. There is absolute potential here for a system that doesn't need to be desperately modded. We'll see. Talitha Kukk Posts: 3477Joined: Sun 08 Oct, 2006 1:14 » Sun 19 December 2010 21:13 Not at this time, and I am not sure if it would be a good idea given the other parameters of oblivion's system. In short, if you want the difference to be noticeable, you have to be extremely weak at early levels; Starting with the current speed and then accelerating would result in hitting the attribute cap very quickly. Besides, it sounds like that's not really what Skyrim does; Instead, higher skills get you levels faster. Levels have nothing to do with attributes (except health, magicka and fatigue), the most important part is that you get more perks. Assuming they removed the mastery levels and associated perks from skills, this is a much better design than Oblivion. Hopefully they held attributes, but just assign based on race and skills. There is absolute potential here for a system that doesn't need to be desperately modded. We'll see. Yes, I really like the sound of Skyrims system in that you don't have to use x skill to get x attribute. It means you don't have to intentionally level skills that you don't like so much just to get some attributes. Would personally prefer to have the skills at skill rank rather than charcter level though. With the higher skills you get levels faster, I thought mods like Realistic Leveling changed it so you went to a level once you gained x attributes. Isn't there a mod that does that? That's why I thought that if higher-level skills could give you more attributes, you'd level faster. I was trying to figure out what might be similar in Oblivion, and I thought about this.. All 21 skills start at level 5+ racial bonuses No class – no specialization or big skill bonuses, or faster ratesSkill rate is made faster to average out not having great/spec skills. For example, 0.8 actions/exp required per level for all skillsFor each X skill increases the reigning attribute is increased 1Novice /Apprentice/Journeyman/Expert skill increases giving different X skill amounts to their reigning attribute – the higher the grade the more. You level up once you've got + Y attribute pointsBut I'm not sure if it would be possible to work out which values represented by X and Y would need to keep charactar leveling rate at the same as Vanilla. Maybe 9 attributes per level since +3 modifiers in the middle.. Then I thought maybe it just won't work well in matching the leveling rate because it's so different from Oblivions own system. :p Austin England Posts: 3528Joined: Ok 11 Oct, 2007 19:16 » Sun December 19, 2010 11:39 All 21 skills start at level 5 + racial bonuses No class - no specialization or big skill bonuses, or faster ratesSkill rate is made faster to order out with great/spec skills. For example, 0.8 actions/exp required per level for all skillsFor each X skill increases the reigning attribute is increased 1Novice /Apprentice/Journeyman/Expert skill increases giving different X skill amounts to their reigning attribute – the higher the grade the more. You level up once you've + Y attribute pointsnGCD + GotNoClass + setting the small skill advancement rate to 1.0 (easy with Progress) achieved the first four things. Well, nGCD uses a much more complex skill-attribute connection than just a reigning attribute, but it's basically the same in general. The last two are technically possible -- easy, even -- but not a good idea in Oblivion. There is the problem I described above, where the inherent cap for attributes means that if you want them to increase faster with higher skills, they should be very slow at early levels which is frustrating in multiple ways. But the important thing is that getting levels into oblivion is not beneficial. All a higher level really does is the game generating harder enemies. With one of the mods taking over attribute progress, even hit points are not really level dependent; they are based on skills, or on attributes that are in turn based on skills. If the system was changed so that increasing higher skills gave faster progress, the optimal strategy would be to keep all your skills as even as possible so that you can minimize your level relative to your character's actual power. The standard optimization strategy in vanilla Oblivion is minors as majors – choose the least used skills for your class, so you can easily manage levels and attributes. Any class-weighted system, or one that gives a higher advantage to higher grades, will yield a similar strategy. Where Skyrim solves this by giving perks at every level, so getting levels has a real advantage. Oblivion doesn't have those perks, and without them, the Skyrim system is completely broken. This could probably happen, but no one's done it yet. The fact that there are several hard-coded perks built into the skill mastery system doesn't help because you have to work around those to avoid redundancy or unbalanced stacking. Laura Wilson Posts: 3445Joined: Ok 05 Oct, 2006 15:57 » Sun December 19, 2010 14:00 Level perks can be performed and I would say that a good solid start to this is the mod . A Mod I will always play with now. But the idea would be to continue with more levels. I think I was wrong about Skyrim and classes - class has been taken out I reasoned that you have to make your own. However, I imagine that behind the scenes for generating enemies there will be something that helps define the NPC skills that are class-like as far as assigning skills and the like. There are many mods both changing and adding perks to the fallouts. ShOrty Messages: 3392Joined: Jul 02, 2006 20:15 » Sun December 19, 2010 22:54 pm Also a mod that works levels by a fixed number of attributes (earned with skills), you get more attribute points if the skills are a higher grade (e.g. expert)? This is something that could, I think quite easily, be added to the Levelling Mod I'm working on- and now I know how to do pluggy ini files, would be more user-friendly for configuration (but I'd have to implement that – and now the Script is something like 1000 lines long). It also does a fair-bit more (Health/Magicka changes; Attribute effect Changes; Training Changes), so might not be appropriate when it eventually comes out (although I may be scaling some of this back - the %-boost to Skill Levelling based intelligence still doesn't work well)On the issue of Perks - this was something else that I did long ago when FO3 first came out - I think it's not available now, but the problem I found was adding Perks that were well balanced and in style with Oblivion; it's possible, but my version at least (missing Menus) wasn't as good as the FO3 versions, which will probably be fixed in Skyrim. Eileen Collinson Reporting by 3208Ed: 28 Dec 2006 2:42am Return to IV - Oblivion Oblivion