Oblivion XP

Version 4.3.2

by SirFrederik
Updates by AndalayBay

Oblivion XP completely changes Oblivion's levelling system to one similar to the classic experience points systems found in games like Baldur's Gate, Neverwinter Nights and World of Warcraft. You gain experience points for performing a variety of actions, including completing quests, killing monsters, picking locks or discovering new locations. And best of all, every setting is fully customizable through a handy initialization file!

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Introduction

For those unfamiliar with Oblivion XP, it is a player levelling system replacement. The Oblivion levelling system is based on skill use to improve the skills themselves and their associated attributes. However, for many players this has turned out to be a tedious exercise that forced them to use skills that did not fit their role-playing experience in order to improve certain attributes. It also required a certain degree of "micromanagement" if you wished to get the maximum attribute bonuses when you increased in level.

Oblivion XP aims to change all that. It brings the experience point reward system to Oblivion. You gain experience points for performing a variety of actions, including completing quests, killing monsters, picking locks or discovering new locations. When you accumulate enough experience points, you will gain a new level. Upon gaining the new level, you spend the experience points you earned on attributes and skills. You no longer improve your skills by using them. You earn experience points by action and spend those points how you wish.

SirFrederik is the original author of this mod. He devised the mathematical formulae that control the number of points you need to level and the number of experience points you receive for various actions. The system he designed is complete and operates as a balanced and comprehensive unit. I will not be altering any of this underlying logic. He also made Oblivion XP extremely customizable through settings in the initialization file so that this system would work with a variety of playing styles.

Description

This is a full update to SirFrederik's Oblivion XP mod. It fixes numerous bugs and takes advantage of some of the functions available in the newer versions of Oblivion Script Extender.

It is a complete self-contained package and does not require the original Oblivion XP - everything is included in this update. I have copied portions of the original readme from SirFrederik into this readme file so all the information is available in one file.

I have released several updates to Oblivion XP, starting with the first which I labelled 4.1.6. I have continued to use SirFrederik's versioning to show that this is an update the previous versions of the mod.

Important Notes

The initialization file can be found in the Ini directory under *[install folder]\Oblivion\Data*, as in *[install folder]\Oblivion\Data\ini*.

What's New in Version 4.3.2

The major fix in this version is the initialization scripting that runs when you install Oblivion XP with an existing game. With the new menu configuration, you must initialize Oblivion XP immediately and the instruction message has been revised to reflect that requirement. Now you should be able to distribute all the Attribute and Skill points and return to playing your game.

I've also added the Attribute and Skill descriptions to the level-up menu. The descriptions will pop up when you move your mouse pointer over the Attributes and Skills. The full change log is included near the end of this readme.

Enhanced Compatibility with Sneaking Detection Recalibrated (SDR)

The new version of SDR (8.2.2+) will award points for a successful assassination. No configuration is necessary other than enabling the assassination skill improvement (iSDRsAssnSkillup), which is enabled by default. The assassination bonus is an extra amount of experience points. A message is displayed in the on-screen log if the bonus is awarded. Oblivion XP's sneak bonus multiplier is not used when SDR is detected and the assassination skill improvement is enabled. SDR will award the bonus points instead.

saebel and I are also using the new user defined events feature in OBSE 21+ to dispatch the SDR poison kill event to Oblivion XP. This means that Oblivion XP will automatically use SDR's poison effect processing if SDR is detected and the player has enabled SDR's poison fix. SDR's poison fix is the same as Oblivion XP's (I gave saebel the script), so if you are running SDR, you can leave all settings at their default values and you will get the assassination bonus points as well as point rewards for poison kills, as usual with Oblivion XP.

What's New in Version 4.2.4

I should really know better than to declare a final release... However, in my defence, this one is relatively minor, but quite important. There were two major issues with 4.2.3 that were discovered after release: first, kills by poison were not being detected properly and second, the new level up menu didn't work for everyone. Both of these issues have been fixed.

What's New in Version 4.2.3

This is the final release of Oblivion XP Update unless someone discovers a serious bug. I have now added all the functionality I wanted to add. Here are the major features that I've added to version 4.2.3.

Point Awards for ALL Quests

At my request, the OBSE guys have added an event handler for quest completion. This has enabled me to add code that will award a base number of points for the completion of any quest. Quests with explicit

support, like the original game quests, the DLC quests and the quests from several mods that have built-in support will still be awarded the custom number of points that were configured for those mods. Also mods with Oblivion XP support built-in, called the Friends of Oblivion XP, will continue to provide custom point rewards. The patches for awarding points are now optional. The patches will offer a custom point reward, so I recommend you continue to use them if you have room in your load order.

This also means that the quest reward script now uses an event handler, which offers a major performance improvement. Oblivion XP used to run a script every 1.5 seconds to see if a quest was completed. Now the event will fire as soon as you complete a quest and no poling is necessary.

Kill Reward Script Switched to Event Handler

I rewrote the kill processing script to also use an event handler. Not only does this improve performance because the script isn't running every 0.1 seconds to see if something was killed, but it also doesn't rely on the PC's miscellaneous stats being updated, which may improve mod compatibility. If you found that you didn't get credit for killing certain creatures or using spells or methods from certain mods, you may find that you now get credit for those kills. I have not had any feedback to confirm this yet.

Menu Event Handlers

You're going to be sick of reading about event handlers by the time I'm done… But yes, we have more! Kyoma overhauled Oblivion XP's Levelling Menus and has switched the menu actions to event handlers so they respond to the button clicks instead of polling for changes in the various values. Kyoma also fixed the spacing on the Levelling Menu to stop the text from overlapping, particularly for non-English versions of the game.

Other Major Fixes and Gameplay Changes

Reward for stealing: the reward for stealing is no longer based on picking up a stolen item, now it is based on the amount fenced. Now you must sell a stolen item to get a point award for stealing it. The point reward will be based on the monetary amount you sell it for.

Lockpicking reward: the point reward for lockpicking is now scaled to your lockpicking skill in comparison to the difficulty of the lock you are picking. So a novice picking a hard lock will get a much larger point reward than an expert picking the same lock.

Points now awarded for Speechcraft mini-game: you will now be awarded points for the Speechcraft mini-game. It is specifically the mini-game that earns the points, so other changes in NPC disposition are not awarded. The point award is scaled to the positive change in NPC's disposition. Bribery will earn points as well as actually playing the game.

Potion creation reward script switched to event handler: yes, another one. Hopefully this will address

many of the bugs in point rewards for potion creation. Points are only awarded for new potions.

MenuQue

Oblivion XP 4.2.3 and newer require MenuQue 14a or newer. However Kyoma renamed the main DLL in this version, so I recommend grabbing version 15 or newer. Kyoma made some adjustments to prevent the old DLL from interfering with the new version in version 15 and newer.

Special Note about Training Sessions

Oblivion XP will carry your training sessions over to the next level if you don't use all the sessions you are entitled to. So if you are entitled to 5 training sessions per level and don't use any, you will be entitled to 10 training sessions in the next level. The number of training sessions per level is configurable in the initialization file. If you change this value during a game, the new value will take effect immediately but is NOT retroactive. So if you had it set to 5 sessions per level and change the value to 7, you will receive 2 more training sessions in your current level and will be entitled to 7 training sessions per level after that. Similarly if you reduce the number of training sessions per level, the number of sessions available in the current level will be reduced by the difference between the new value and the old, with zero training sessions in the current level being the minimum.

As of version 4.1.9, you can now disable training sessions and training costs in the initialization file by setting *trainingSessions* and/or *trainingCostMult* to 0. This will reset the number of training sessions per level to the default and your unused training sessions will NOT carry over to the next level. Setting the *trainingCostMult* will reset the cost to the default value. These settings have been added so that you can use another mod to control your training sessions if desired. You can disable the settings independently of each other.

New Ini Setting for Skeleton Key

Lockpicking has been fixed in version 4.1.7 and a new setting has been added to the ini file. The default for the new setting (called *SkeletonKeyCounts*) is zero, which means you will NOT earn any experience points for picking locks with the Skeleton Key. See the Change Log section below for more details.

New Skill Increase Cap and Cost Progression

As of version 4.1.9, skill increases will be capped at five per level and higher level skills will cost more to increase. See the Change Log section below for a full description of the new system, including the settings in the initialization file for various configuration options. You must replace your initialization file with the new one for version 4.1.9!

Requirements

Oblivion XP requires the Oblivion Patch 1.2.0.416 and Oblivion Script Extender (OBSE) v21 Beta 4 or newer. Also requires MenuQue version 15 or newer. Oblivion XP will not work with an older version of OBSE or MenuQue.

Installation

Note: if you haven't installed your User Interface (UI) of preference yet, do so before installing Oblivion XP. Oblivion XP will replace some of the UI elements, so it has to be installed after all UI mods, like DarNified UI. Oblivion XP is currently compatible with vanilla (unmodified Oblivion UI), BTmod, DarNified UI, DarkUId DarN and Dark UI. Oblivion XP is **incompatible** with Oblivion Interface Overhaul or Phinix Immersive Interface.

The instructions for installing a translation package are listed right after the main mod installation instructions below.

HUD Status Bars: If you are using the HUD Status Bars mod, install it before installing Oblivion XP. See the instructions in the Configuration section below on how to configure HSB and Oblivion XP so they work together properly.

Installing with BAIN:

This is the recommended method of installation because BAIN manages mod conflicts and will restore your original files if you choose to remove Oblivion XP. I have created a BAIN wizard which will not only assist with the installation but will also help you configure Oblivion XP to your liking. No other installation method offers this degree of customization.

1. Copy the archive to your Bash Installers folder.
2. Open Wrye Bash and click on the Installers tab. Select the Oblivion XP package.
3. Right click on the archive package and select Wizard. The wizard will assist with choosing the correct sub-packages and will also take you through the most common configuration options. As of version 4.3.2, the BAIN wizard offers an opt-out so you can go with the defaults and later modify the ini file yourself should you choose to do so.

Installing with OBMM:

The archive has OBMM conversion data so you can create an omod with an installation script.

1. Open OBMM and click the Create button.

2. Select Add archive and navigate to the folder containing the Oblivion XP 7zip archive.

3. When the warning about the folder containing esp files in sub-directories pops up, just click Yes to continue.

4. Now you will get a prompt saying that omod conversion data is available and it will ask you if you wish to import it – say Yes.

5. Click Create omod.

6. Once OBMM has finished creating an omod, double-click on Oblivion XP 4.3.2 in the omod list to install it.

7. Follow the script to install Oblivion XP. There are preview screens to assist with the selections if you aren't sure which UI you are using.

Installing Manually:

I don't recommend this because it can be rather picky to get all the files installed properly. It also makes uninstalling a chore.

1. Extract the contents of the archive to a temporary folder.

2. Copy the contents of **00 Documentation** to *Data\Docs*. If the Docs folder doesn't exist, create it.

3. Copy the contents of **01 Core** to *Data*. Make sure you copy ALL the folders. They are all required.

4. Copy the contents of **one** of the **02 Sub-Package** folders that corresponds to the UI you have installed to *Data*. If you're not sure which folder to copy, have a look at the screenshots in the images folder in the archive. Those images are used by the BAIN installation wizard to help you choose the correct UI sub-package. For example, if you are using DarNified UI, then you would copy the contents of **02 Darnified UI** to *Data*. You need to copy the contents, not the folder itself.

Installing a Translation Package

You can install a translation package with BAIN, OBMM or manually. Use your preferred method to extract the archive to your *Oblivion\Data* directory. If prompted, confirm to replace the file. After installation, you should have an ObXP_strings.xml file in *Obivion\Data\Menus\Strings*.

Uninstall

Use one of the methods listed below to uninstall Oblivion XP. Your character's level will remain the same as will your skills and attributes. Your skill progress will be zero unless your trained some of your skills at your current character level before uninstalling. Caution: the Skeleton Key increases your security skill

as an ability, not as a skill boost, so drop the Skeleton Key before uninstalling to make sure your security skill returns to normal. Don't forget to pick up the Key again when you load your saved game!

Uninstalling with BAIN:

1. Open Wrye Bash and click on the Installers tab. Select the Oblivion XP package.
2. Right click on the archive and select Uninstall from the menu.
3. Reinstall your UI mod if required. This is usually not necessary.
4. If you installed a translation package, you will have to uninstall that as well.

Uninstalling with OBMM:

1. Open OBMM and double-click on the Oblivion XP 4.3.2 omod.
2. Select Yes if prompted about deactivating the omod.
3. If you installed a translation package, double-click the package to remove that as well.
4. Reinstall your UI. OBMM doesn't restore the original files, so you will have to reinstall your UI.

Uninstalling Manually:

Delete all the files belonging to Oblivion XP. You can use the contents of the archive as a guide to which files you need to remove. You will have to reinstall your UI if you are using one. You might also have to reinstall any other mods that alter the menus, if the files they use were overwritten by Oblivion XP. This is why it is better to use BAIN – it will restore all such files for you.

Upgrading

To upgrade from any previous version of Oblivion XP:

1. Back up the Oblivion XP Settings.ini file to a folder outside of your Oblivion game folder.
2. Uninstall the current version of Oblivion XP per the uninstallation instructions above. You do not have to reinstall your UI mod when you upgrade Oblivion XP. It is imperative that all files pertaining to the old version of Oblivion XP are removed. In particular, make sure there is no **ObXP** folder in *Data\Menus\prefabs* after you have uninstalled the old version. If there is, just delete the entire folder.
3. Follow the installation instructions above.
4. Transfer your changes from your back-up copy of the Oblivion XP Settings.ini file to the new one in *(install folder)\Oblivion\Data\ini*. Do **NOT** replace the new ini file with your old one - there are some new sections in the new file and many values have changed.

5. Start Oblivion and play!

Configuration

Configuring HUD Status Bars and Oblivion XP

HUD Status Bars (HSB) puts an encumbrance bar in the same spot as Oblivion XP's progress bar. You have three options: disable HSB's encumbrance bar, disable Oblivion XP's progress bar and use the one supplied by HSB or use both with some adjustments.

Option 1: Disable HSB's Encumbrance Bar

1. Edit HUD Status Bars.ini found in Data\ini.
2. Scroll down to the section labelled Display current Encumbrance.
3. Comment out the line that says SetStage tnoHSB 10 by inserting a semi-colon in front of the SetStage command:

   ; SetStage tnoHSB 10

4. You can place the semi-colon in the first column if you wish. Save your changes.

Option 2: Use HSB's Progress Bar for Oblivion XP

1. Find the Oblivion XP progress bar example in Hud Status Bars ini file examples.txt. It's the section labelled Oblivion XP progress bar near the bottom.
2. Copy the entire section and paste it into the HUD Status Bars.ini file, found in Data\ini.
3. Edit Oblivion XP Settings.ini and set progressDisplayBar to 0:

   Set ObXPSettings.progressDisplayBar to 0   ; 1

   Note: when changing this setting in an existing game, the new setting won't take effect until the HUD has been refreshed through normal play or an extra save/load cycle.

4. Save all your changes.

Option 3: Use Both

Depending on which UI you are using, you may be able to disable the Encumbrance text and move the HSB Encumbrance bar to the bottom of the status bars display.

1. Open the HUD Status Bars.ini found in Data\ini.
2. Scroll down to the section labelled Display current Encumbrance.

3. Comment out the three lines that control the text display: tnoHSB.hud_name, tnoHSB.hud_textColor and tnoHSB.hud_textDisplay. Comment them out by placing a semi-colon in front of the set command.

4. Change the position of the bar by setting hud_y to HUDbarsBelow:

   set tnoHSB.hud_y to   HUDbarsBelow

5. Save your changes.

Tailoring Oblivion XP's Settings to Suit your Playing Style

The BAIN installation wizard will take you through the configuration of the most common options people change. This section will guide you through all the settings, starting with adjusting your levelling rate. The initialization file may be found in the Oblivion\Data\Ini directory and is called Oblivion XP Settings.ini. All of the settings are described in the ini file. The default value for each setting is listed after the semi-colon at the end of the line, so if you modify a setting, you'll be able to see what the default value is. When you are changing values, change the value right after the word "to" and leave the value after the semi-colon so you can see what the default value was.

Adjusting your Levelling Rate

Quick Introduction

The parameters that govern your rate of levelling are:

Setting	Default Value	Description
ObXPSettings.multXPNeeded	1	Global multiplier
ObXPSettings.multXPNeededBase	1500	Base number of points needed
ObXPSettings.multXPNeededLinear	150	Shift linear portion of levelling curve
ObXPSettings.multXPNeededQuadraticSlope	1	Adjust slope of curve
ObXPSettings.multXPNeededQuadraticAmp	20000	Shift "hump" of curve

Details

The levelling curve that SirFrederik developed for Oblivion XP starts out with a gentle slope. This means that it will take a while at the beginning to gain your first few levels. As you advance in level, the slope picks up a bit and then it straightens out from about level 25 and onwards, so that rate of levelling is consistent from level 25 onwards. This is balanced quite well with the amount of experience points you earn.

The rate of levelling is adjustable by changing the parameters in the ini file. The easiest parameter to

change is the *multXPNeeded* value. If you want to slow your rate of levelling, increase this number a bit. If you want to increase your levelling rate, decrease it. I would suggest 1.5 to slow your levelling rate and 0.8 to increase it. Remember that the formula represents the number of points you need to gain a level, so decreasing the number of points needed means you level faster, while increasing the number of points means you level slower.

I found that changing the *multXPNeeded* value required too much tweaking as I played through the game. I preferred to change the *multXPNeededQuadraticSlope*. What's the difference? This changes the slope of the curve. I also found I levelled too quickly, so I set the slope to 2.0. I found that the default curve didn't require enough points between levels. Here's a little table showing the difference:

Level	Base Curve	Slope set to 2.0
5	4200	6100
6	5200	8000
7	6400	10000

As you can see, the change isn't dramatic, but the number of points needed to go from one level to the next is increased by quite a bit and this grows as you increase in level until you hit level 25 or so.

Eventually I found that if I combine both changes, the settings suited my game play. I play with a

Oblivion XP Levelling Equation
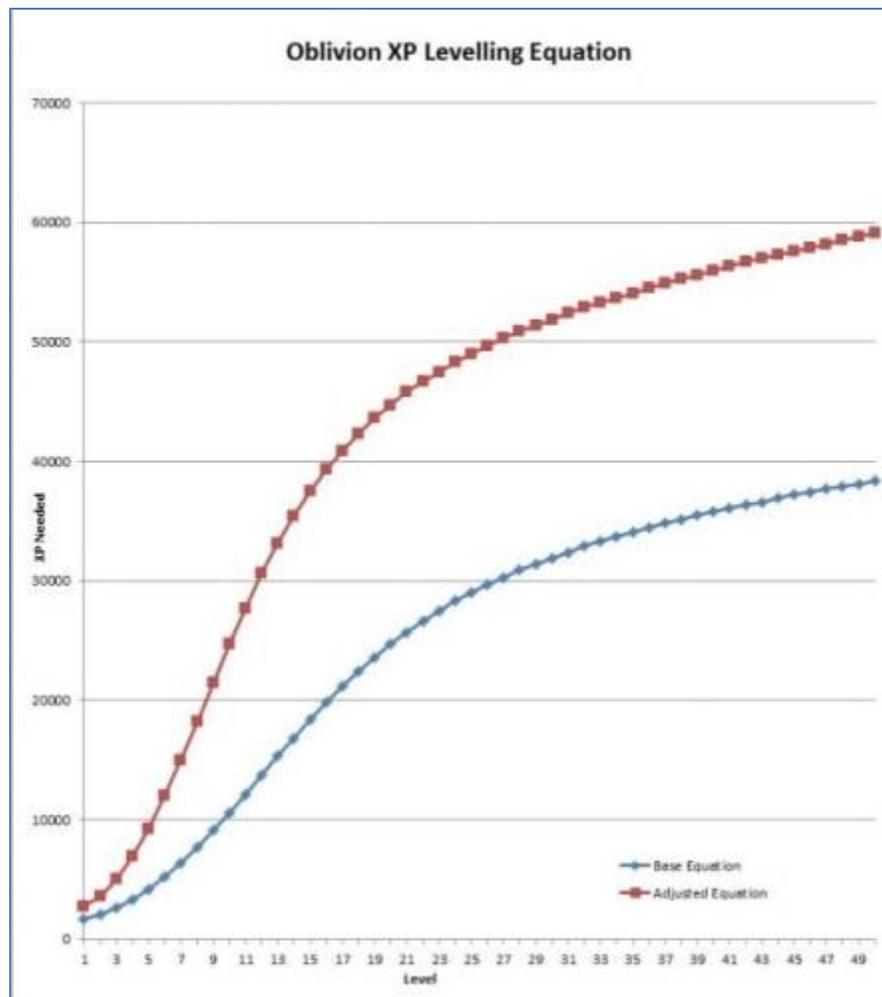
number of quest mods, but not FCOM. However the quest mods are enough to really increase my rate of levelling with the base equation. I set the *multXPNeeded* and *multXPNeededQuadraticSlope* and got a curve that I've been really happy with:

The default levelling parameters are shown by the blue graph and my settings are shown by the red graph. This is just a sample of how you can change your levelling rate and some of the factors involved. Fortunately if you don't like how you are levelling, you can change it quite quickly by adjusting the numbers in the ini file.

I've included a spreadsheet called OblivionXPLevellingEquation in the download package that you can use to play around with the parameters. It has two graphs so show the original and the modified equation so you can compare the effects when changing the parameters. Two versions are provided: Excel and OpenDocument, so you will need Microsoft Excel, OpenOffice or LibreOffice to edit it. OpenOffice and LibreOffice are free.

Attribute and Skill Points per Level

Quick Introduction

When you gain a level, you are given a certain number of points to spend on increasing your attributes and skills. It only costs one point to increase an attribute, but depending on whether you specialize or not, and the mastery level of your skills, it can cost anywhere from two to six points to increase a skill. So to suit your playing style, you may want to change the number of points you have to spend on increasing your attributes and skills.

Setting	Default Value	Description
ObXPSettings.attributePointsPerLevel	13	Points to spend on increasing attributes
ObXPSettings.skillPointsPerLevel	48	Points to spend on increasing skills

Details

Another question I get asked quite often is how to change the number of attribute and skill points you earn each level. SirFrederik set things up for players that pick skills and a specialization that match up. He didn't develop this with "jack-of-all-trades" type players in mind. Having said that, Oblivion XP is so configurable that it caters to those players as well. I know: I'm a "jack-of-all-trades" type player ☺

First a quick review of the default levelling system. You improve skills by using them. Each skill is governed by an attribute. So if you want to improve your Endurance, you have to improve your Armourer, Block and Heavy Armour skills. You can increase an attribute by a maximum of five points

when you level up. In order to get that +5 bonus, you have to increase the skills governed by Endurance by at least 10. Any skill increases over that are wasted. If you don't increase the governed skills by at least 10, you won't get the maximum bonus. So, if you are able to maximize the attribute bonuses, you could increase your attributes by a total of 15, or 11 if you increase two attributes and add one point to luck – the maximum per level that you can increase Luck using default levelling. There is no limit to how much you can increase your skills each level, but you are usually limited because as soon as your major skills increase by a total of 10 points, you will gain a level.

With Oblivion XP, you don't have to worry about any of that. You are free to use your skills as you please, up to the limit set in the ini (*maximumAttributeIncrease* and *maximumSkillIncrease*). But having only 48 points to spend on increasing skills will not suit all players. The first thing to notice is that the number of attribute points you have to spend is right in between the number you would get if you got the +5 bonuses for three "regular" attributes and what you would need if you wanted to increase two attributes plus Luck. So I don't usually change the number of attributes per level. I know of many players that lower this number.

So, if you used "efficient" levelling, which means that you increased your skills to get the +5 attribute bonuses, but didn't waste any skills, then you would need 26 skill increases to be able to increase your attributes by 13. In actual fact, it's almost impossible to only increase the governed skills to get the attribute bonuses you want, so you would actually have 30 to 35 skill increases, if not more. With Oblivion XP, you would need between 52 to 182 points to increase your skills by 26. Ok, so why is the default only 48* points? I think SirFrederik factored in more traditional game-play in which players are not concerned with efficient levelling. If you don't worry about which skills you use, then you are probably going to level much more quickly and only get +2 bonuses to your attributes. So if you don't like the default of 48* points, then increase the *skillPointsPerLevel* parameter to something between 52 and 182. I chose to increase the *skillPointsPerLevel* to 120 as a compromise since I play with the non-specialist setting (*skillPointPreset* set to 0), so my skills cost from three to six points to increase.

*As of version 4.1.9, the default number of skill points has been increased to 48 to compensate for the higher cost to increase skills at Journeyman level and higher. Once a skill reaches Journeyman level (50), it will cost one additional point. When a skill reaches Expert level (75), it will cost two points more to increase it and at Master level (100), it will cost three more points to increase that skill. Also you will only be able to increase a skill a maximum of five times in one level. So if you have a skill currently at 26, you will only be able to increase it to 31 in a single level. This is configurable in the ini file.

Complete List of Initialization File Settings

Here are all the settings you can configure in the initialization file, along with a description of each

setting. Note that all settings are prefixed with ObXPSettings in the ini file, so tack on "ObXPSettings." when looking up a setting.

Setting	Def.	Description
attributePointsPerLevel	13	Points to spend on increasing attributes when you gain a level
skillPointsPerLevel	48	Points to spend on increasing skills when you gain a level
trainingSessions	5	Number of training sessions you gain per level
trainingCostMult	10	Training cost multiplier
minimumLevelApprentice	0	Player level required to progress to Apprentice skill level
minimumLevelJourneyman	5	Player level required to progress to Journeyman skill level
minimumLevelExpert	10	Player level required to progress to Expert skill level
minimumLevelMaster	20	Player level required to progress to Master skill level
minimumLevelGrandMaster	30	Player level required to progress to beyond Master skill level
maximumAttributeIncrease	5	Maximum number of points one attribute can be increased
maximumSkillIncrease	5	Maximum number of points one skill can be increased
skillPointPreset	1	Turn on (default) specialist mode in which specialist and major skills cost less to increase, but minor skills cost more.
skillPointCostJourneyman	1	Number of additional skill points it costs to advance skill to Journeyman level or higher.
skillPointCostExpert	1	Number of additional skill points it costs to advance skill to Expert level or higher. In addition to Journeyman cost.
skillPointCostMaster	1	Number of additional skill points it costs to advance skill to Master level or higher. In addition to Journeyman and Expert cost.
redistRefundSkillBooks	1	Enable additional experience points calculated when installing Oblivion XP in an existing game.
redistRefundTrainingSessions	1	Enable additional skill points calculated when installing Oblivion XP in an existing game.
multXPNeeded	1	Global multiplier
multXPNeededBase	1500	Base number of points needed
multXPNeededLinear	150	Shift linear portion of levelling curve
multXPNeededQuadraticSlope	1	Adjust slope of curve
multXPNeededQuadraticAmp	20000	Shift "hump" of curve
multXPKillBase	5	Base number of points awarded for killing something
multXPKillBonus	1	Bonus multiplier for killing opponents
multXPKillLevel	0.3	Levelling factor. Point rewards for kills scale with player

		level.
multXPKillSneaking	2	Bonus factor for stealth kills
multXPLevel	0.2	Levelling factor. Point rewards for miscellaneous actions scale with player level.
multXPQuestLevel	0.1	Levelling factor. Point rewards for quests scale with player level.
multXPArtifacts	300	Base reward points for finding an artefact
multXPBook	25	Base reward points for reading a book
multXPEating	1	Base reward points for eating an ingredient
multXPExploration	30	Base reward points for finding a new location
multXPFame	50	Base reward points for earning a fame point
multXPGates	200	Base reward points for closing an Oblivion gate
multXPHorses	65	Base reward points for buying a horse
multXPHouses	180	Base reward points for buying a house
multXPInfamy	50	Base reward points for earning an infamy point
multXPInvest	150	Base reward points for investing in a store
multXPLockpick	15	Base reward points for picking a lock
multXPNirnsFound	50	Base reward points for collecting a Nirnroot
multXPNPCDisposition	2	Base reward points for increasing an NPC's disposition via the Speechcraft mini-game.
multXPPickpocket	4	Base reward points for pickpocketing
multXPPotion	25	Base reward points for creating a new potion
multXPSouls	20	Base reward points for trapping a soul
multXPStealing	0.5	Base reward points per amount of gold received for fenced items.
multXPVampireBite	50	Base reward points for feeding as a vampire
multXPSleeping	0.03	Percentage of XP needed to level as rested bonus
globalQuestXPMult	1	Global multiplier for completing quests
lockpicksBrokenMax	5	Maximum number of lockpicks that can be broken when picking a lock. No experience points earned if more picks broken than this amount when picking a lock.
SkeletonKeyCounts	0	Earn points for lockpicking with Skeleton Key. Default is off.
capAttributes	100	Attribute cap. Attributes cannot be increased beyond this.

capLevel	50	Level cap. Your character will not gain levels beyond this.
capSkills	100	Skill cap. Skills cannot be increased beyond this.
fatigueControlEnabled	1	Have Oblivion XP calculate new value for Fatigue upon gaining a level. Set to 0 to disable.
healthControlEnabled	1	Have Oblivion XP calculate new value for Health upon gaining a level. Set to 0 to disable.
magickaControlEnabled	1	Have Oblivion XP calculate new value for Magicka upon gaining a level. Set to 0 to disable.
healthMultBase	2	Base multiplier for Health calculation.
healthMultAgi	0	Agility factor
healthMultEnd	0.1	Endurance factor
healthMultInt	0	Intelligence factor
healthMultPer	0	Personality factor
healthMultSpd	0	Speed factor
healthMultStr	0	Strength factor
healthMultWil	0	Willpower factor
magickaMultBase	2	Base multiplier for Magicka calculation
magickaMultAgi	0	Agility factor
magickaMultEnd	0	Endurance factor
magickaMultInt	0.1	Intelligence factor
magickaMultPer	0	Personality factor
magickaMultSpd	0	Speed factor
magickaMultStr	0	Strength factor
magickaMultWil	0	Willpower factor
magickaSumBase	1	Enable or disable sum of Magic skills influencing Magicka calculation. Default is enabled.
magickaSumMult	0.25	Multiplier for sum of Magic skills in Magicka calculation
fatigueMultAgi	0	Agility factor
fatigueMultEnd	0	Endurance factor
fatigueMultInt	0	Intelligence factor
fatigueMultPer	0	Personality factor
fatigueMultSpd	0	Speed factor

fatigueMultStr	0	Strength factor
fatigueMultWil	0	Willpower factor
healthReturnEnabled	1	Enable or disable Oblivion XP's Health regeneration
magickaReturnEnabled	1	Enable or disable Oblivion XP's Magicka regeneration
healthReturnBase	0.75	Base rate of Health regeneration
healthReturnMult	0.02	Multiplier for Willpower for Health regeneration
magickaReturnBase	0.75	Base rate of Magicka regeneration
magickaReturnMult	0.02	Multiplier for Willpower for Magicka regeneration
messageIcon	1	Display levelling icon when it's time to level
messageInit	1	Show Oblivion XP initialization message
messageSoundInit	1	Play sound upon initialization
messageSoundLevel	1	Play sound upon level gain
messageSoundXP	1	Play sound when experience points earned
messageBufferSize	50	Number of lines kept in message buffer
messageLogAutoHide	1	Automatically hide the message log
keyControl	38	Key code to display message log (default is L)
keyHideLog	203	Key code to hide message log (left arrow)
keyShowLog	205	Key code to show message log (right arrow)
keyScrollUp	200	Key code to scroll message log up (up arrow)
keyScrollDown	208	Key code to scroll message log down (down arrow)
displaySkillPerkMsg	1	Display the Skill Perk description when a new skill perk attained
progressDisplayText	0	Display the current progress text next to the progress bar
progressDisplayBar	1	Display the progress bar
enableCompanionSupport	1	Enable companion support so kills by companions earn points
enablePoisonFix	1	Enable poison kill fix

Note: Most of the script timing settings are no longer used. I do not recommend changing the remaining settings, so they are not listed in the above table.

See the section titled The Oblivion XP Levelling System below for a further explanation on many of these settings.

Playing with Oblivion XP

Once you have Oblivion XP configured to your liking, start the game! Once you are playing, you will notice that you now have a few new HUD elements: an XP bar and a brand new text area. The new status bar grouped with the health/magicka/fatigue bars represents your current level progress, whereas the new text area serves to display all Oblivion XP messages.

The new Oblivion XP log can be minimized so that only one line is shown, or hidden from view entirely, by **holding the L key and then pressing the Left Arrow**. To show the log again, **press and hold L and press the Right Arrow**. Furthermore, you can scroll through the message history by **holding L and pressing the Up/Down Arrow keys**; the number of messages kept in memory is configurable in the ini.

When you next open the Character Page in the Stats Menu (F1), you will notice a new entry and bar are shown underneath the Health/Magicka/Fatigue bars, again showing your level progress and current/needed XP. If you mouse-over this entry, descriptive text pops up, displaying a hint and some additional statistics related to experience: Rested XP Left, Total XP Gained and Average XP per Hour.

Adding to an Existing Game

There is no need to create a new character to play with Oblivion XP. When first using Oblivion XP with an existing character, you will be given the option to redistribute all your Attribute and Skill points: this will reset your character's stats to their level 1 values and you will then be taken to the Level Up screen and given the amount of points corresponding to your current level. You must complete the configuration of your character at this point to ensure all Oblivion XP's settings are updated properly.

Advancing your Level Manually

One of the most frequent questions on the forums is how to use Oblivion XP to power-level your character or force your character to a certain level. That's really easy with Oblivion XP. In-game, just open the console and type:

Set ObXPMain.CurrentXP to xxx

where *xxx* is the number of points you need to attain the level you want and press return, then close the console window. Note that the console window is not case sensitive – I just used the different case to make the parameter easier to read.

You can figure out the number of points you will need by having a look at the levelling spreadsheet that's included in the installation package. You'll find it in the Data\Docs folder, where this readme is located. If you input your levelling parameters in the parameters section in column H, the spreadsheet

will update with the number of points you need for each level in column H. Note that those are the total number of points, so if you want to advance to level 5, then you just set CurrentXP to the number next to level 5 in the Adjusted Equation column (H). In game, you can see the number of points you need by looking at the Character Stats menu, F1.

The Oblivion XP Levelling System

With Oblivion XP, your skills and level no longer advance by using them; instead you now have to earn Experience Points (XP) to increase your level. Another neat feature of Oblivion XP is that the amount of training sessions you have available carry over to the next level – you will not have to worry about using your training sessions any longer! All this is achieved through intuitive in-game menus that look and feel like they were part of the original game.

Gathering Experience Points

You gather experience points in a number of ways. Since gaining experience points from killing needs a little more explanation, it's in its own separate section.

Experience Points from Killing

One of the ways a player earns experience points by making kills. The XP earned for each kill is dependent on the level of the NPC or creature, the level of the Player and the toughness of the NPC or creature. Lastly, if the player makes a successful sneak-kill without being detected the final XP for a kill is multiplied by another factor, *multXPKillSneaking* in the ini, which is set to 2 by default.

The calculation of the final XP awarded for a kill is as follows:

Final XP = (Base XP * Bonus XP Multiplier * (1 + PlayerLevel * 0.2) / (# of companions + 1)

First, the base XP for an NPC (or creature) is determined by the ratio of the NPC's level to the Player's level; for example, the base XP for killing a level 1 NPC at level 1 is 5 XP and the base XP for killing a level 10 NPC at level 1 is 163 XP, while the base XP for killing a level 1 NPC at level 5 is 1 XP and for killing a level 10 NPC at level 5 is 32 XP.

After having calculated the base XP, the Player's attributes are compared to the NPC's attributes (the attributes taken into account are: Health, Strength, Endurance, Agility, Personality, Intelligence, Speed and Willpower), which determines the Bonus XP multiplier as follows:

Bonus XP Multiplier = (NPC Attributes) * (Player Attributes)

Note that the player only gets XP for kills actually made by the player, one of the player's summoned

creatures or any NPC that is accompanying you! Oblivion XP will automatically detect any NPCs that are accompanying you and their kills will yield XP, too. If any of the player's companions are in combat with an NPC, the XP earned for that NPC will be divided by the number of characters in the player's party (so 1 + number of followers). Furthermore, the base XP for that NPC is determined by the average party level instead of just the player's level. The XP gained is the same, no matter whether the player or the companion made the final killing blow. This means that having a very strong, high level companion make kills for you will earn you less XP per kill than having a weaker companion with you.

Experience Points from Various Actions

Aside from experience points from kills, the player can gather XP through the following actions:

- By gaining Renown (fame/infamy). The XP earned for each is point of Renown is 150.
- By exploring new areas. The XP earned for finding a new area depends on the remoteness of the area, which is determined by your distance to the nearest city. A very easy location yields 30 XP, an easy location 60 XP, an average location 90 XP, a hard location 120 XP and a very hard location 150 XP.
- By gathering Artefacts. The XP earned for finding an Artefact is 300.
- By gathering Nirnroots. The XP earned for finding a Nirnroot is 50.
- By fencing stolen items. You gain 0.5 XP for each gold fenced. So if you fence 50 gold worth of items, you will gain 25 XP. If you are running a mod that increases the value of items, like Enhanced Economy, you may wish to set the XP amount to a smaller value, like 0.1.
- By pick-pocketing items. The XP earned for pick-pocketing an item is 4.
- By picking locks. The XP earned for picking a lock depends on the difficulty of the lock – a very easy lock yields 15 XP, an easy lock 30 XP, an average lock 45 XP, a hard lock 60 XP and a very hard lock 75 XP. Your Security Skill is also factored into the point reward. So you will get more points if your Security skill is low and the lock is hard. You will only get XP for picking the lock if you do so without breaking too many lockpicks. The amount of lockpicks you're allowed to break while still getting XP is determined by the *lockpicksBrokenMax* setting in the ini.
- By making potions. The XP earned for making a potion is 25. Only making a new potion yields XP, where a stronger version of an old potion made before counts as a new potion.
- By eating ingredients. The XP earned for eating an ingredient is 1.
- By reading books. The XP earned for reading a book is 25. Reading a book only yields XP once. If the book is a scroll, it will yield 1/3rd of the normal XP gained for reading a book.
- By investing in stores. The XP earned for investing in a store is 150.
- By feeding on someone as a vampire. The XP earned for each vampire bite is 50.

- By closing Oblivion Gates. The XP earned for closing an Oblivion Gate is 200.
- By successfully trapping a soul. The XP earned for trapping a soul is 20.
- By buying a Horse. The XP earned for buying a horse is 65.
- By buying a House. The XP earned for buying a house is 180.

As your level increases, the amount of XP gained for these actions increases slightly, to prevent them from becoming useless in comparison to XP from killing. The values for these various actions and the level scaling multiplier can all be customized in the ini file.

Experience Points from Completing Quests

Next to gaining experience points from killing and the various actions described in the previous section, you also have the option to complete quests in order to earn XP. This adds a whole new dimension to the questing system, which is otherwise rather useless for character progression.

The XP earned for a supported quest is customized and depends on its length and difficulty. Oblivion XP rewards points for all vanilla, Shivering Isles and DLC content. Vanilla quests include the main quest, miscellaneous quests, master training quests and Daedric Shrine quests.

There is also support for third party mods. Some of this support is built right into Oblivion XP, some is available via extra patch files and there are a number of mods that have built Oblivion XP into them.

As of version 4.2.3, all quests award a base number of points for their completion. These basic points are typically less than a supported quest, so if you have space in your load order, I recommend that you continue to use a patch if one is available.

Mods with Oblivion XP Support Built-in

The authors of these mods have added Oblivion XP support to their mods. All you need to do is load up the mod and you will get experience points for completing the quests. These mods are called the Friends of Oblivion XP ☺

- Kragenir's Death Quest
- Enhanced Economy
- The Ayleid Steps
- Faregyl Village
- Frostcrag Village
- Dark Brotherhood Chronicles
- The Black Marshes (WIP)
- Better Cities

- Unique Landscapes: Cliffs of Anvil
- Unique Landscapes: The Eastern Peaks
- Kvatch Rebuilt 3.x

Mods supported via Patch Files

These are the mods that require an extra patch file for Oblivion XP support. In some cases, the author of the quest mod also created the patch because the mod itself does not require OBSE.

- A Brotherhood Renewed v1.0+
- AFK Weye v2.2+ (also a Friend of Oblivion XP since the author wrote the patch)
- Kvatch Rebuilt 1.1 (works with 2.x, no longer needed in 3.x)

Built-in Support

Here is the list of mods that have support built into Oblivion XP.

- Arrows of the Ayleid King v1.8
- Bartholm v7.0
- Blood & Mud
- C&C - The Blackwood Company v1.0.2
- Daggerfall Memories - The Liberation of Cybiades v2.1
- Gates to Aesgaard Ep. 1 v1.1
- Glenvar Castle v2.10
- Heart of the Dead v5.3
- Integration – TSL
- JQ Assassin Quest v1.0
- Malevolent v1.0.2
- Midas Magic v0.990
- Oscuro's Oblivion Overhaul v1.34
- Ruined Tail's Tale v3.0.1
- Servant of the Dawn SI v2.25
- Tamriel Rebuilt – Stirk v1.2
- Tears of the Fiend v1.2.2
- The Dungeons of Ivellon v1.8
- The Lost Spires v14
- Verona House – Bloodlines SI v1.2

- Windfall v1.0

You also have the option to define a global Quest XP multiplier: every amount of XP gained for completing a Quest is multiplied by this variable. By default, this is set to 1 and is determined by the ini setting *globalQuestXPMult*.

Rested Experience Points

When you sleep, you become more rested and you gain XP faster than you would normally – you are awarded a certain amount of Rested XP after sleeping, which **doubles** your XP earnings until it runs out. Basically Rested XP is a pool of experience points that you draw from to earn extra experience points when you perform actions that earn XP. You do not earn experience points for resting, but you earn a pool of points that will go towards a higher XP gain for other activities while there are points remaining in the pool. You can tell easily whether or not you have any Rested XP left: the colour of your HUD XP bar will be orange if you have Rested XP.

The maximum amount of Rested XP you can have is 8 hours of sleep worth of Rested XP. As an example of how this works, consider the following situation:

- *I sleep 4 hours, and gain 200 rested XP.*
- *I kill a level 10 marauder, which would normally yield 40 XP, but now yields 80 XP.*
- *I now have 160 rested XP left.*
- *I discover a very hard location, which normally yields 150 XP, but now yields 300 XP.*
- *I now have 10 rested XP left.*
- *I kill another level 10 marauder, which now yields 50 XP, leaving me with no rested XP.*

The amount of Rested XP awarded for each hour of sleep is configurable in the ini file through the setting *multXPSleeping*. The number you set this to will be multiplied by your needed XP to yield the amount of rested XP gained per hour of sleeping. By default, it's set to 0.03, or 3% of your needed XP per hour slept.

Levelling Up

By default, the amount of XP needed to advance to the next level increases per level as follows:

$$\text{XP to Level } (x) = (20000 * atan(x^2\ /\ 250) + 150 * x + 1500)$$

where x = player level. This curve is shown in figure 1. For a more detailed explanation of how to tweak this curve to your liking, please consult the ini.
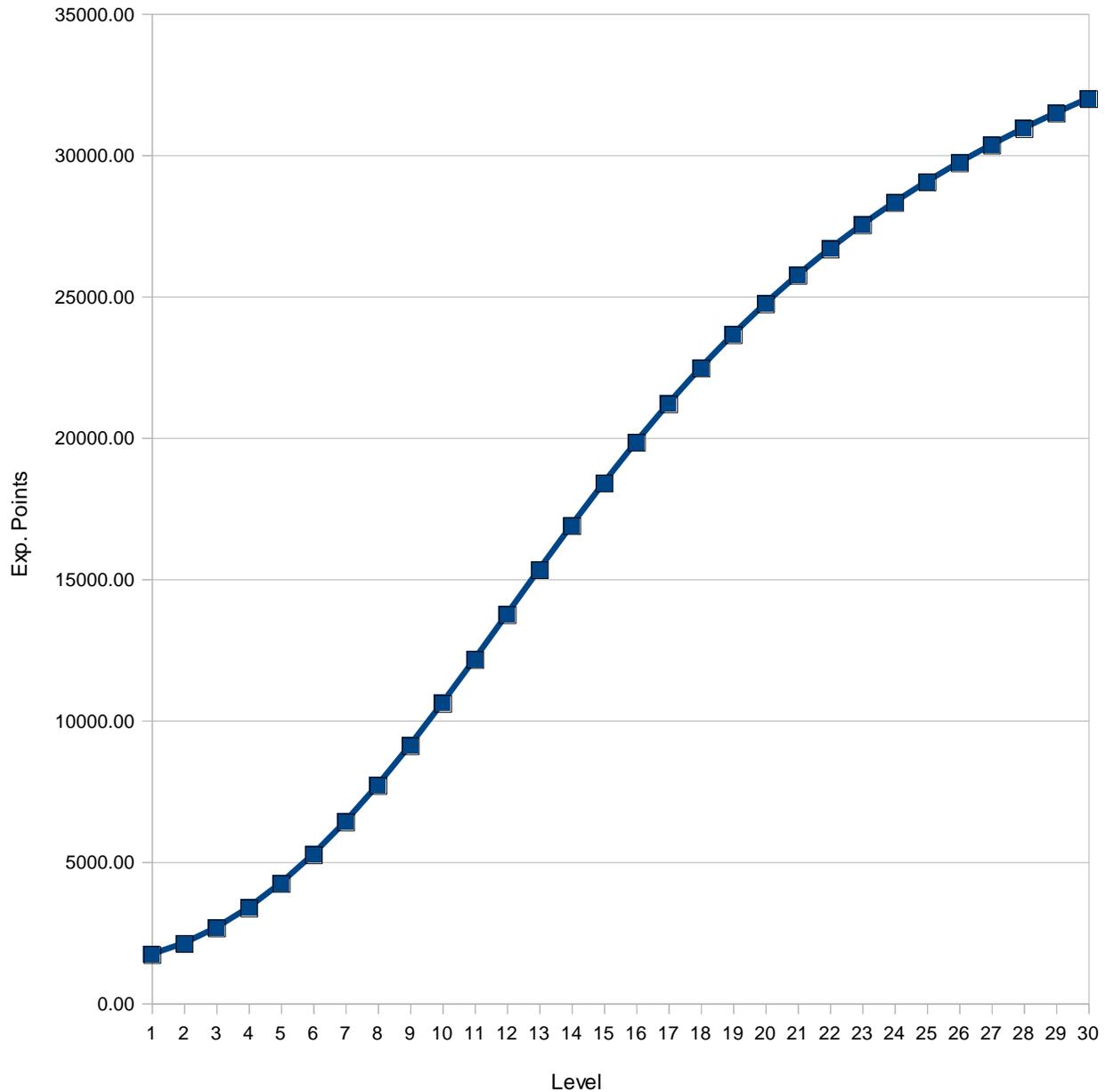
Figure 1

You can always keep track of the amount of XP through the XP bar on the HUD or the Character page of the Stats Menu. There is an option in the ini file that will turn on the text display of your current progress next to the progress bar as well. It's called *progressDisplayText*.

As soon as you have gained enough XP to advance to the next level, you will see a special effect play on your character, and you XP bar will turn bright green. Next to the XP bar, the Level Up icon should appear. When you are ready to Level Up, go to the Character Page of the Stats Menu and you will see that your Level now reads "Click to Level Up". When you click on this entry, you will automatically be

taken to the level up menu, shown in Figure 2. You can also level up by sleeping. Caution: the Skeleton Key increases your security skill as an ability, not as a skill boost, so drop the Skeleton Key before levelling up, otherwise you'll be spending a lot more points to increase your security skill and you may wind up with the "permanent skill boost bug". Don't forget to pick up the Key again after you've levelled!

You have ascended to level 43

The results of hard work and dedication always look like luck. But you know you've earned every ounce of your success.

Choose which attributes to increase. Attribute points left: 13

Strength	◄ 115 ►	+ 0		Speed	◄ 110 ►	+ 0
Intelligence	◄ 135 ►	+ 0		Endurance	◄ 115 ►	+ 0
Willpower	◄ 135 ►	+ 0		Personality	◄ 105 ►	+ 0
Agility	◄ 110 ►	+ 0		Luck	◄ 88 ►	+ 0

Choose which skills to increase. Skill points left: 53

Combat Skills

Armorer	◄ 100 ►	+ 0	7
Athletics	◄ 100 ►	+ 0	6
Blade	◄ 100 ►	+ 0	6
Block	◄ 100 ►	+ 0	7
Blunt	◄ 100 ►	+ 0	7
Hand To Hand	◄ 18 ►	+ 0	4
Heavy Armor	◄ 91 ►	+ 0	6

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.

Hint: Class and Specialization Skills cost less than non-specialized Skills. Furthermore, whether or not you can raise a skill to the next level of Mastery depends on your current level. Unspent Skill and Attribute points carry over to the next level.
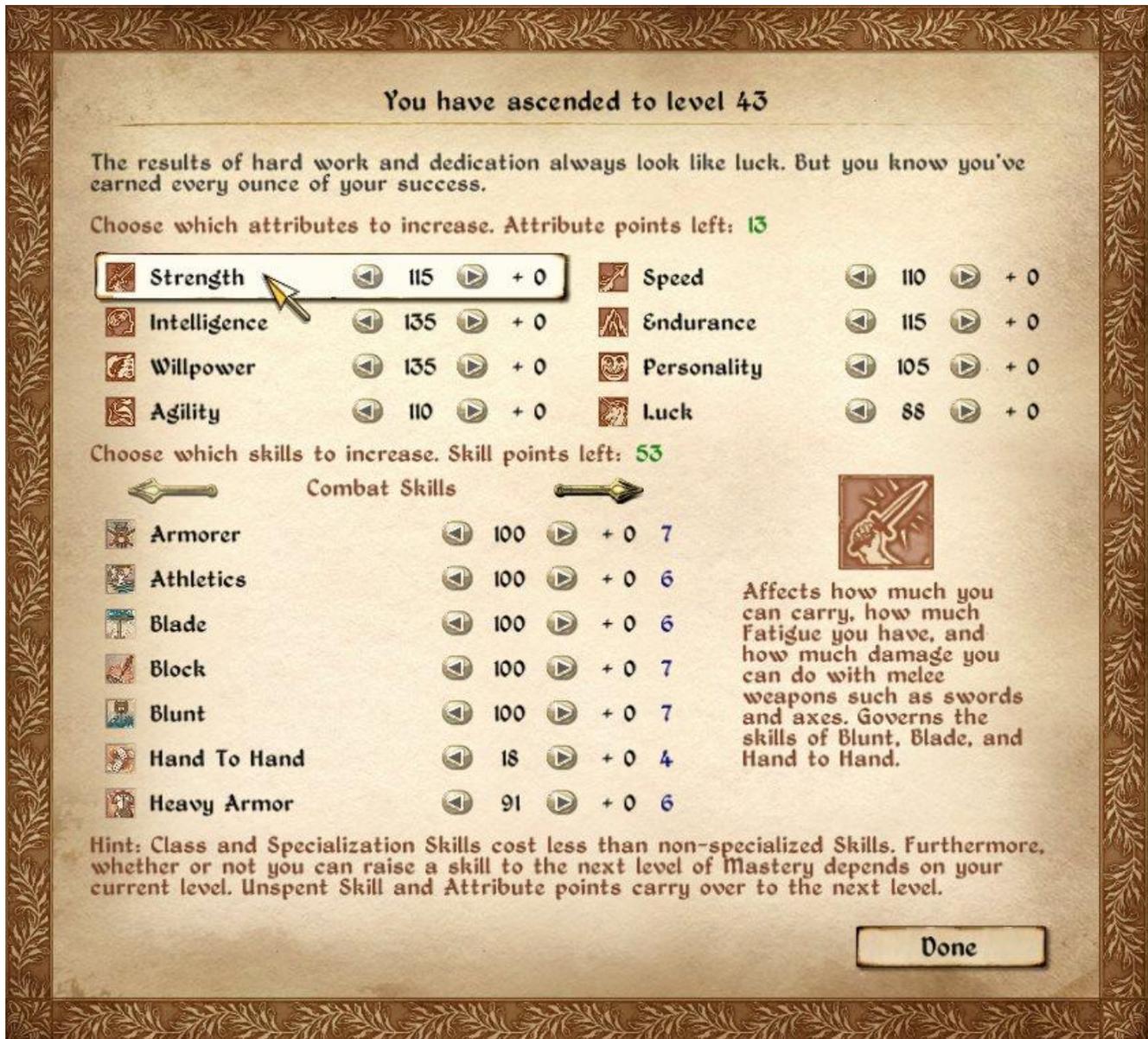
Done

Figure 2

Skill and Attribute Points

For Skills, the cost of increasing each Skill by one point is shown in blue at the end of the entry. Each Attribute costs 1 Attribute Point to increase, while the amount of Skill Points it costs to increase a Skill is determined by the Skill Point Preset and your current rank in the skill. There are two available options

for the Skill presets:

- Master of All: Each skill, whether Major, Minor or Specialized, costs 3 Skill Points to increase at the Novice and Apprentice level.
- Specialist: Major & Specialized skills cost 2 points to level, Major & Non-Specialized / Minor & Specialized cost 3 points to level and Minor & Non-Specialized cost 4 points to level, all at the Novice and Apprentice level.

The default setting is Specialist. By default, once a skill reaches Journeyman level, it will cost one extra point to increase. Once a skill reaches Expert level, it will cost another extra point, or two more points to increase from the base values. Lastly once a skill reaches Master level, it will cost another extra point to increase, or a total of three extra points over the base value. This is all configurable in the initialization file.

There is a limit to the amount of points you can put into any one Attribute or Skill per level; per default, this is set to 5, which is determined by the *maximumAttributeIncrease* and *maximumSkillIncrease* settings in the initialization file.

Note that you don't have to worry if you have some left-over Attribute or Skill Points after choosing the skills you want to increase – they carry over to the next level.

Caps

By default, the maximum for an Attribute is 100, the maximum for a Skill is 100 and the maximum level for the player is 50. However, Oblivion XP supports setting these higher, so if you're running a mod that allows skills and/or attributes to have some use above 100, then you can set these all the way up to their hard-coded maximum of 255!

Skill Level Requirements

Oblivion XP has skill level requirements. This means that you can't progress to the next level of skill Mastery (e.g. Journeyman, Expert, Master) unless you meet the player level requirements. Per default, the level requirements to skill progression are as follows:

- Apprentice (Skill Level 25+): Player Level 0+
- Journeyman (Skill Level 50+): Player Level 5+
- Expert (Skill Level 75+): Player Level 10+
- Master (Skill Level 100+): Player Level 20+
- Grand Master (Skill Level 150+): Player Level 30+

The following settings in the ini determine the level of these requirements: *minimumLevelApprentice, minimumLevelJourneyman, minimumLevelExpert, minimumLevelMaster* and

minimumLevelGrandMaster.

Derived Attributes and Regeneration

Aside from changing the default levelling system, Oblivion XP also gives the user the ability to fine-tune the way derived attributes are determined. Health is now determined by Endurance retroactively, Magicka is influenced by the level of your Magic skills, Fatigue can have a per-level bonus and your Health now regenerates just like Magicka does.

To turn off having Oblivion XP handle your derived attributes you can set the following settings to 0 in the ini: *fatigueControlEnabled, healthControlEnabled, magickaControlEnabled*. Similarly, to turn off magicka and health regeneration control, set *healthReturnEnabled* and *magickaReturnEnabled* to 0.

NOTE: if you use a mod like Supreme Magicka that also controls your magicka regeneration, you should disable that function in Supreme Magicka or Oblivion XP.

Derived Attributes

Health

By default, your Health is calculated as follows:

> *Health = 2 * Endurance + Player Level * Endurance / 10*

This means that with Oblivion XP, your Endurance affects your Health **retroactively**. You can define the per-level bonus for each attribute, as well as the base multiplier, in the initialization file.

Magicka

In vanilla Oblivion, your Magicka is equal to two times your Intelligence.

In Oblivion XP, this is changed to:

> *Magicka = Intelligence * 2 + Player Level * Intelligence / 10 + (Sum of All Magic Skills) / 4*

This means you will have a substantially higher amount of Magicka than in Vanilla when using the default Oblivion XP settings. You can define the per-level bonus for each attribute, as well as the base multiplier, in the configuration file – you can furthermore fine tune the influence of your Magic skills on your Magicka (or turn it off completely).

Fatigue

Your fatigue is calculated the same way as it is for vanilla Oblivion, but Oblivion XP also allows you to set

additional bonuses per level if you wish. By default, these are disabled.

> *Fatigue = Agility + Strength + Endurance + Willpower*

Regeneration

The rate of regeneration of your Magicka is (as in Vanilla):

> *Magicka Regen Rate (%) = (0.75 + 0.02 * Willpower) * Total Magicka*

Unlike in Vanilla, with Oblivion XP, your Health also regenerates:

> *Health Regen Rate (%) = (0.75 + 0.02 * Willpower) * Total Health*

You get 100% of your Health regeneration rate if you are not in combat, while in combat you only regenerate health once every few seconds, depending on how high your willpower is. You can define the Base rate of regeneration, as well as the effect Willpower has on the rate, in the configuration file. You can also turn off Health regeneration completely should you wish to do so.

Mod Interoperability Support

As of version 4.0.0, Oblivion XP features a new system to support mod interoperability. With this new system, mod makers can easily add in-built support for Oblivion XP to their mods without having to make extra patches, and without making their mod dependent on Oblivion XP. Note however that the mod in question will need to use OBSE v0017+ in order to make this possible.

The following two variables have been added to Oblivion XP:

- *float interOpGainedXP*
- *string_var interOpGainedXPMessage*

Oblivion XP processes these variables when a quest is completed and gives experience points to the player depending on their values.

To give XP to the player, all the mod maker needs to do is add the following lines to the action that yields XP:

> *if (isModLoaded "Oblivion XP.esp")*
> *   runScriptLine "set ObXPMain.interOpGainedXPMessage to sv_Construct %qDid stuff!%q"*
> *   runScriptLine "set ObXPMain.interOpGainedXP to 50"*
> *endif*

Everything else is handled internally, including accounting for rested XP, increasing total XP, displaying the message, etc.

Note furthermore that Oblivion XP will automatically set the interOpGainedXP variable to 0 after giving

XP to the player. Of course, the message can be changed to whatever you want, as can the amount of XP gained.

Incompatibility

Oblivion XP will generally be incompatible with mods that:

- change the rate at which skills increase through script. Load order is irrelevant, but mods can still change skill gain rates through script. This will cause problems and must be avoided. This includes mods like Progress.
- change the way levelling is handled. Oblivion XP is incompatible with any other levelling mod like KCAS, AF, Balor, nGCD, Realistic Levelling, Wrye Levelling or SPAM. It is also incompatible with Wrye Morph.
- some face changing mods like Oblivion Face Exchange Lite. This mod changes the character statistics in addition to the face, so it is not compatible. You can change your character's face by using Wrye Bash's face import utility – that works fine. If you use the showRaceMenu console command, make sure you do not alter your character's statistics or you will have to uninstall and reinstall Oblivion XP.
- incompatible with Oblivion Interface Overhaul.
- incompatible with Dynamic Leveled Lists. DLL causes the game to crash after you level-up your character. You can disable DLL before levelling and then enable it again afterwards if you wish, but it can't be active while you level-up your character.

Minor Incompatibilities or Other Issues

- Unnecessary Violence: Currently no points are awarded when you use the special combat techniques in Unnecessary Violence. Regular kills should be recorded properly. I have contacted the mod author, and he reports that this issue will be fixed in a new version of the mod. **Note:** Unnecessary Violence III: Critical Mess has been released. With UV III, more of the special kill moves will award points, but some still don't, particularly ones involving magic.
- Midas Magic: Some Midas Magic spells do not update the kill statistic so points are not awarded for creatures or NPC's killed using these spells. This includes spells like Holy Fire, Holy Burst and Holy Orbs.
- Enhanced Economy: Compatible with Enhanced Economy (in fact EE is a Friend of Oblivion XP), but you should disable Value-Based Mercantile Levelling since it won't have any effect when running Oblivion XP. Also you will need to decide whether to have Oblivion XP control the price for training services or have EE control the price. If you want EE to control the price, set

trainingCostMult to 0 in the initialization file (as of version 4.1.9 and onwards).

- Supreme Magicka and other mods that control the amount of Magicka and its regeneration: you should disable these functions in the other mods or in Oblivion XP. Similarly mods that control your Health or Fatigue should have that functionality disabled in the other mod or in Oblivion XP. The settings for controlling your derived attributes are called *ObXPSettings.fatigueControlEnabled, ObXPSettings.healthControlEnabled* and *ObXPSettings.magickaControlEnabled*. The settings for controlling the regeneration are called *ObXPSettings.healthReturnEnabled* and *ObXPSettings.magickaReturnEnabled*.

- Hot-keying the Gray Cowl. There could be some timing issues if you add the Gray Cowl to a hot-key. In general the script will work fine, but if you switch the Cowl on and off in rapid succession, you will outpace the script and be rewarded a large number of experience points. I generally recommend that you don't add the Cowl to a hot-key, or if you do, give the scripts a couple of seconds to execute in between switches.

- Oblivion War Cry – New Dimension: It uses an alternative levelling system that you can disable by toggling off the Start Game Enabled setting on the OWCNDLevelingQuest.

Change Log

Version 4.3.0+

- updated all string files (including translations) to report latest version of mod
- revised initialization message when player installs mod on existing game. Translations have been provided by our translators for French, German, Italian, Polish and Russian. The remaining languages were generated with an online translator.
- fixed bug where all attribute and skill points couldn't be spent when adding Oblivion XP to existing game, or level-up menu for initialization didn't appear at all.
- removed Oblivion XP's version of hud_reticle.xml for DarNified and DarkUId DarN. The overrides Oblivion XP was making to this menu are no longer required.
- removed unused template files from Core - Menus folder
- added attribute and skill descriptions to level-up menu.
- created new font and changed progress display text on HUD to use it. New font also used for attribute and skill descriptions in level-up menu.
- stopped level-up menu from opening before game was completely initialized when loading from desktop.
- implemented forli's fix for progress bar not being updated properly.

- fixed poison kill script again. Now checking if enemy is dead already in finish block. Also moved call to onDeath event handler to prevent multiple calls and therefore multiple point awards.
- added new interoperability variables for Sneaking Detection Recalibrated (SDR).
- added SDR version check code
- defined version variable for Oblivion XP
- defined custom handler to process poison kill user event dispatch from SDR
- revised Oblivion XP's initialization to detect SDR and adjust poison settings appropriately
- fixed bug where you would get two kill awards if you killed a weak creature with a poisoned weapon
- changed sneaking multiplier to a float variable to allow fractions
- fixed bug in detecting AFK Weye initialization quest

Version 4.2.4

- Fixed CTD that some users were experiencing upon opening the level-up menu. Fix provided by Kyoma.
- Fixed poison kill script. Kills by poison were not being detected properly by new onDeath event handling and this has been fixed.

Version 4.2.3

- Fixed OBSE detection code
- Rewrote kill reward script to use event handler.
- Changed stealing reward to be based on amount fenced. Note: the ini file has been changed to reflect this.
- Changed lockpicking reward to be scaled to player's skill.
- Rewrote quest reward script to use event handler.
- Removed support for Danger Sense "Feral Instinct". Mod no longer available and odd naming convention for quests would require special handling.
- Support for Bartholm updated for 7.0.
- Fixed HUD for BTMod.
- Created custom font for level progress text on HUD.
- Fixed bug in new stealing reward calculations.
- Kyoma redesigned level up menu. Now has separate configuration file. Improved performance by using menu event handlers.
- Added point reward for Speechcraft minigame.

- Restored fix for health regeneration for custom races with extremely low Willpower
- Adjusted spacing between skills and increment arrows on level-up menu to give more space for skill names. Fixes overlap issue that could occur in non-English versions.
- Added rewards for unsupported quests. Any quest that isn't explicitly supported via built-in support or in the mod itself will be awarded a small number of points.
- Incorporated more of Kyoma's menu fixes
- Rewrote potion creation reward script to use event handler.
- More menu fixes
- Tweaked size of Dark UI small on-screen log box
- Fixed infinite point awards caused by OnQuestComplete event handler firing multiple times for some quests.
- Explicitly stopped Sanguine Daedric quest to stop run condition caused by UOP script.

Version 4.1.9a

- fixed problem with text display for some Skill Perks. Some skill perk descriptions have percent signs in them which are used by OBSE functions to format strings, so a small fix was needed to handle the percent signs.
- on-screen log was listing wrong string when an artifact was found. On-screen log would say "Read a book" when it should have said "Found an artifact".
- added missing Dark Brotherhood quest (Affairs of a Wizard) and added alternate ending for Fighters Guild quest (Unfinished Business). No points were being rewarded for Dark Brotherhood quest and the Fighters Guild quest depending on option player selected when completing it.

Version 4.1.9

- HUD overhaul! I have replaced Oblivion XP's large progress bar with a new one that matches the appearance of the Health, Magicka and Fatigue status bars. I have also restored the option to display the progress text. The display of the HUD progress bar and the text are configurable in the initialization file. There's a new section called HUD Settings and the specific settings are called *progressDisplayText* and *progressDisplayBar*. You can set *progressDisplayBar* to 0 to disable the progress bar itself if you use a mod like HUD Status Bars.
- menu overhaul! The Character Statistics and Level-up menus for each UI have been given a face lift. The changes for Darnified UI are minimal, whereas the DarkUId DarN UI had an extensive overhaul.

- added support for Dark UI. This is the dark version of the original Oblivion menus, not the dark version of Darnified UI (which is referred to as DarkUId DarN).

- skill increases per level capped at five. This is configurable in the initialization file (*maximumSkillIncrease*).

- skill point cost progression. Higher level skills will cost more to increase. Once a skill reaches Journeyman level (50), it will cost an extra skill point to increase it. When a skill reaches Expert level (75), it will cost two more points to increase it and once a skill reaches Master level (100), it will cost three more points to increase it. So, with the Specialist Preset setting, the progression for Major and Specialized skills is 2 points, then 3, 4 and 5 points to increase those skills. For a Major but non-specialized skill, it will cost 3 points, then 4, 5 and 6 points to increase and Minor skills will cost 4 points, then 5, 6 and 7 points to increase. With the Non-specialist Preset (*skillPointPreset* set to 0), all skills will cost 3 points, then 4, 5 and 6 points to increase. All of these settings are configurable in the initialization file. You can turn them all off, only turn off certain increases or change the amount of the increases. The settings are called *skillPointCostJourneyman, skillPointCostExpert, skillPointCostMaster*. Set any of these to zero to disable the increases, set to one to have the increases behave as described above or set to a value greater than one to have them increase even more.

- restored the Skill Perk descriptions. Now when you increase a skill to the next mastery rank, a message box will pop up displaying the a description of the new Skill Perk. You can disable the Skill Perk pop-up by setting *displaySkillPerkMsg* to 0 in the initialization file. The Skill Perk messages will display by default. Note that if you increase a skill to the next mastery rank and then remove the points to allocate them to another skill, the Skill Perk message box **will** display again when you increase that skill up to the next mastery rank again.

- can now set *trainingSessions* and/or *trainingCostMult* to zero to disable these settings. With these settings disabled, Oblivion XP will use the default game settings or you can use another mod to control these values. Note: you can configure these settings independently. So you can just turn of the number of training sessions or you can just turn off the training cost multiplier.

- all messages and menu text moved to Menus\Strings\ObXP_strings.xml file!! This means that anybody wanting to translate Oblivion XP into another language only needs to translate the ObXP_strings.xml file. This does mean that Oblivion XP now requires MenuQue in order to read the text from the strings file and load it into the scripts. A message will pop-up when you load or start a new game if you do not have MenuQue installed. Oblivion XP will not run without MenuQue.

- enhanced detection of OBSE. Now a message should be displayed if you don't have the correct version of OBSE or if it isn't running at all. This should help Steam users of Oblivion figure out if things are working properly. Also this version of Oblivion XP requires a newer version of OBSE than previous versions did.

Version 4.1.8

- fixed miscellaneous stats bug. I found what was causing some players to stop getting experience points from doing miscellaneous actions like lock picking or eating ingredients.
- removed built-in support for AFK_Weye. Dwip has created a patch that will award experience points for all the quests in AFK_Weye.
- fixed vanilla/BTmod character stats menu. One element had been named incorrectly so current player level wasn't displayed properly.
- fixed bug that was preventing changes to the training cost multiplier from being registered in game. Now if you modify the *trainingcostmult* setting in the ini file, it will be reflected properly when you load a saved game.
- changed Health regeneration so that the minimum value of the rate is 1.0. Previously it was possible for characters with low Endurance and/or Willpower to have a calculated rate less than 1, so there was no Health regeneration at all.

Version 4.1.7a

- fixed bug in Curse of Hircine script
- fix bug in Cowl of Nocturnal script
- removed built-in support for The Ayleid Steps – Ervvyn has added Oblivion XP support to latest version of The Ayleid Steps.

Version 4.1.7

- No points awarded for kills by poison, part 2: The previous fix didn't work in all cases. I believe this fix will work in all cases now. In fact, if you poison a creature or NPC and still kill it using regular means like melee combat or magic spells, you might see the message saying the target was killed by poison. This is fine - you will not earn any more points than you should for the kill and your kill counter will be updated properly.
- Training sessions not carrying over to next level, part 2: There were still some problems with training sessions carrying over properly that has now been fixed. In fact the number of training sessions you are entitled to will be calculated properly in all cases and no longer requires a

special upgrade path.

- Gray Cowl of Nocturnal bug: A large number of experience points would be awarded when removing the Cowl. Now no experience points are awarded for doning or removing the Gray Cowl of Nocturnal. Also your character will not receive any experience points for fame or infamy changes while wearing the Cowl.

- Curse of Hircine bug: Similar to the Gray Cowl of Nocturnal. Now no experience points will be awarded for fame or infamy changes when transitioning to or from your werewolf form in the Curse of Hircine mod. Also your character will not receive any experience points for fame or infamy changes while in werewolf mode.

- Point awards fixed for Lockpicking: If you broke more lockpicks than the lockpicksBrokenMax setting in the ini file, you would still receive full points for picking the lock. This has been fixed. Now if you break more lockpicks than the number in the ini file, you will receive NO experience points. So if you have lockpicksBrokenMax set to 5, you may not break more than 5 lockpicks when picking a lock to earn the experience points. Furthermore, there is a new ini setting for the Skeleton Key. By default, if you have the Skeleton Key, you will NOT earn any experience points for lockpicking! You may change the SkeletonKeyCounts setting in the ini file so that points are earned when lockpicking with the Skeleton Key.

- Points awarded when in text input mode: Previously you would earn points for reading a book everytime you went into text input mode. Using a mod like Kyoma's Journal Mod is an example of this. A check has been put into the script so that if the player is in text input mode, no points will be awarded. This will apply to any mod that uses this mode.

Version 4.1.6

- Summons bug no. 1: When you kill a conjurer with a summoned creature, you would only get the experience points for the creature, not the conjurer himself. This could result in a significant point descrepancy if the conjurer had summoned a creature of a much lower level than himself.

- Point distribution after fix: Now if you kill a conjurer that has one or more summoned creatures, you will get the experience points for killing the conjurer, no matter how many summoned creatures he has. If you kill a summoned creature and the summoner is still alive, then you will get the experience points for killing the creature. Once you kill the summoner, you will be awarded the points for killing him. You can maximize the points you receive by killing off all the summoned creatures before killing the summoner, but this is not necessary. If you have your own summoned creatures, you will receive experience points for any creatures or NPC's they kill because they are considered companions.

- Summons bug no. 2: Some mods do not assign a level for summoned creatures, so killing such a

creature would corrupt the running total of experience points due to the equation that is used. If the creature does not have a level, Oblivion XP will assign level 1 to such a creature.

- No points awarded for kills by poison: If a creature or NPC dies due to the effects of poison, no points would be awarded. This has been fixed. Even if you are in a fight with several NPC's, if one of them dies from the effect of your poison, you will receive experience points for the kill.

- DLC quest bug: No points were being awarded for completing the official DLC quests like Knights of the Nine, the Orrery, the Fighter's Stronghold, Wizard's Tower, Mehrune's Razor, Thieves Den or Vile Lair. This was due to a missing quest. The quest has now been defined so points are awarded for completing these quests.

- No level adjustment for third party mods: If a third party mod rewards Oblivion XP points for completing quests, you would only receive the points that the mod author defined, rather than the adjusted points that you would normally receive for your current level. This has been corrected so that the same level adjustment is applied to points awarded by other mods. This means that the mod author only has to worry about assigning the base level points and not about how Oblivion XP works internally.

- No points awarded for kills if bonus multiplier disabled: If you set the multXPKillBonus parameter to zero in the ini file, you would receive no experience points from kills. It may not be clear that this parameter should not be set to zero, so if it is zero, the script will now set it to one.

- Training sessions not carrying over to next level: If you don't use all your training sessions in a level, the remaining training sessions should carry over to the next level. This is not always the case. I think I have corrected this, but more testing is required. I would appreciate feedback if this still isn't working. If you are experiencing this bug, use version 4.1.7 which really fixes it!

- No points awarded for master training quests: There were no experience points awarded for the completion of the master training quests. Now once the trainer has agreed to train you, you will be awarded experience points.

History

4.3.2, 2015/01/30 - Ninth update - fixes listed above.

4.2.4, 2013/10/03 - Final update. Wishful thinking...

4.2.3, 2013/09/30 – Seventh update.

4.1.9a, 2011/03/24 – Sixth update. Small bug fix release.

4.1.9, 2011/02/17 – Fifth update.

4.1.8, 2010/12/15 - Fourth update - fixes listed above.

4.1.7a, 2010/11/10 – Third (minor) update. Fixes listed above.

4.1.7, 2010/10/29 - Second update. Fixes listed above.

4.1.6, 2010/10/22 - First upgrade release by AndalayBay. Fixes listed above.

Contact

Visit the thread at http://www.theassimilationlab.com/forums/topic/4720-relz-oblivion-xp-update/

Credits

I wouldn't be able to do this alone! Thanks to:

- Bethesda for creating Oblivion.
- SirFrederik for creating Oblivion XP.
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- LHammonds for the Readme Generator this file was based on.

Translations

Here are the credits to the people who have translated Oblivion XP into other languages:

- Italian by FatalIllusion

- Japanese by nkyhiro

- French by Sita. Updated by Gameruper. Sita also translated the new initialization line.

- Simplified Chinese by dantebelmondo

- German by Klaus. Vikke translated the new initialization line.

- Russian by Chai Pei

- Hungarian by Morghean

- Polish by clockworkcity. Updated by sabbath91, who also translated the new initialization line.

Tools Used

Oblivion Script Extender (OBSE) - http://obse.silverlock.org/

TES Construction Set - http://cs.elderscrolls.com/index.php?title=The_Elder_Scrolls_Construction_Set

Construction Set Extender - http://www.nexusmods.com/oblivion/mods/36370/?

Conscribe - http://www.nexusmods.com/oblivion/mods/26510/?

MenuQue - http://www.nexusmods.com/oblivion/mods/32200/?

RuDE - http://www.nexusmods.com/oblivion/mods/37105/?

TextPad - http://www.textpad.com/

Notepad++ - http://notepad-plus-plus.org/

Readme Generator - http://lhammonds.game-host.org/obmm/tools_readme_generator1.asp

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