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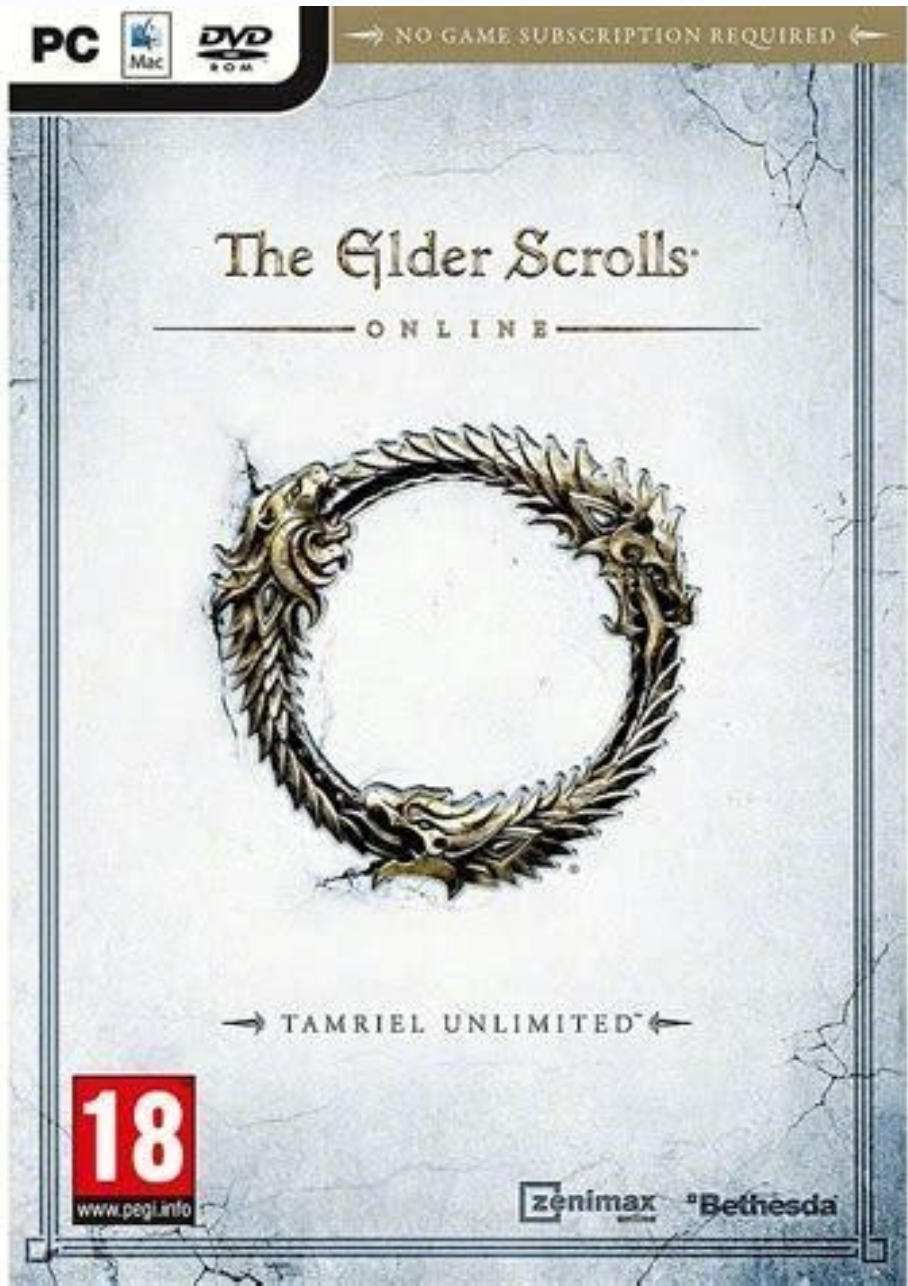
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Tamriel Unlimited was a rebranding of The Elder Scrolls Online coinciding with a change in the payment model for the game, beginning on PC/Mac on March 17, 2015, and on PS4/Xbox One with console release on June 9, 2015.[1] Rather than requiring both a purchase of the game and a monthly subscription fee, the only required payment is the initial price for the game itself. This initial purchase gives full access to what has been referred to as the "base" game: all content released up to and including Update 6.[2] Players have the option of continuing to pay monthly for a premium account called ESO Plus, which will provide monthly stipends of in-game currency (called Crowns), boosts to crafting, and access to all DLC while your membership is active. If you do not wish to pay a monthly fee, you can also buy DLC individually. Coinciding with the release of Tamriel Unlimited, the Crown Store was introduced, an in-game cash shop selling "cosmetic and convenience" items. All existing PC/Mac players were automatically switched over to the Tamriel Unlimited payment model on March 17; any remaining subscription time was converted to ESO Plus, even if players chose to cancel their ESO Plus membership rather than renewing it after time ran out. Complimentary Crowns were awarded based on how long they had previously been subscribed. The ESO Subscriber Loyalty Program was discontinued following the release of Tamriel Unlimited. Following the launch of the Gold Edition in September 2016 and the One Tamriel update in October 2016, "Tamriel Unlimited" was removed from the game's branding. References[edit] Most PopularPage 2Most PopularPage 3 Choosing to play as a member of the Aldmeri Dominion means that you are fighting to see the elven people placed in a position of superiority over the rest of Tamriel. Widely considering themselves to be the smartest and most capable of men and elves, the Dominion fights with the firm belief that the Altmer Queen Ayrenn is the only one truly capable of ruling Tamriel. The Aldmeri Dominion is an oddity in that it doesn't have a "true" dedicated fighter race: In a way both the Khajiit and Bosmer fill the fighter / thief archetype, although the Khajiit do have a leg up in that their melee survivability is higher than the Wood Elves who tend towards archery.The residents of the Summerset Isles are known for their attitude of smug superiority to humans as well as a general condescending attitude to everyone who isn't an Altmer. But that arrogance has a good reason behind it--they are some of the most powerful spell casters to ever walk Tamriel. These eugenics loving mystics are the race of choice if you want to play as a general, all-around powerhouse spellcaster.Racial Abilities Destruction Talent - Increases experience gained with the Destruction Staff Skill by 15%This skill starts off unlocked and it's one of the most useful of the starter mage skills. Since all of the various elemental attack spells are used via Destruction, you'll be able to use all of them with increased efficiency and level them up incredibly fast.Spellcharge - Increased magicka recovery while in combat. Unlocked at Rank 5Another incredibly useful skill, Spellcharge helps you stay in combat for longer by boosting the speed at which magicka recharges. Once you have this skill you'll probably want to level it up as soon as possible since, while the higher levels only confer a minor increase, that increase stacks with other bonuses to recharge rate and it starts to really add up.Gift of Magnus - Increases maximum Magicka. Unlocked at Rank 10The usefulness of this ability should be rather obvious. The bonus is 4% per level and a 12% increase at maximum level is nothing to sneeze at.Elemental Talent - Increases damage with cold, fire or shock effects. Unlocked at Rank 25While this ability sounds great on paper, and the bonus in nice, the % boost just isn't enough to justify it unless you literally have nothing else to spend points on anymore. Taking one rank in it for the initial 2% increase is advised but beyond that it's very much up to individual preference.Bosmer / Wood ElvesThe reclusive Bosmer of Valenwood are known for two things: their survival abilities and their archery. They've chosen to stand beside their brothers, the Altmer, in bringing peace and stability to Tamriel through Elven rule. Excelling in fighting from concealment, you'll most often know that a Bosmer is nearby when an arrow strikes you in the back.Racial Abilities Archery Expertise - Increases experienced gained with the Bow Skill by 15% Care to take a wild guess at what weapons the Bosmer prefer? They're quite good at staying at a distance while plucking away at the enemies with their bow and its accompanying skills so use that with their natural stealth abilities even if you're not a Nightblade.Vigor - Increases stamina recovery while in combat. Unlocked at Rank 5 Yes please. Even at rank 1 this is still a skill that's worth having.



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Unlocked at Rank 25With how late this ability comes it's almost a shame to invest in it since there are assuredly skills the points could be better used on. The damage bonus is small and the radius is irrelevant since you should be sniping enemies at a distance. If you wish to take the skill do so but it's actually not a necessity for this character.KhajiitThe various cat people of Elsweyr are all part of one race known as the Khajiit. These curious and mercantile folk are content to wander hither and thon, exploring the world and maintaining high spirits even in light of the crushing bigotry and hatred that they face wherever they go. Khajiit are natural thieves and this affinity hasn't done much to make people trust them. But their combat abilities are top of the line, often choosing to go after foes with their bare claws.Racial Abilities Medium Armour Expertise - Increase the experience gained with the Medium Armour skill by 15%Any of the races that get an armour boost are quite lucky since the ability increases based upon what armour you're wearing and what skills you're using. So if you have a full set of medium armour on it'll level up very fast and all without getting the way of your sneaking too much.Robust - Increases health regeneration in combat. Unlocked at Rank 5Unmagerd guys, this is great. Increasing at a rate of 5% per level. Robust will keep your Khajiit in the fight for a whole lot longer than you might expect. I've seen Khajiit with just this ability and some good armour tank the heck out of enemies that should have been taking them down.Stealthy - Improves stealth radius. Increases damage done while in stealth. Unlocked at Rank 10If you aren't going to be using stealth too much then don't bother purchasing this at all. A Dragon Knight, Sorcerer or Templar can make use of this ability simply by using it to get a first strike on a tough enemy but it may be a waste of skill points. Invest a single point if you want and then simply wait on the rest. If you're a Nightblade then go all out on this bad boy.Carnage - Increases critical rating of melee attacks. Unlocked at Rank 25Normally I'm not a fan of skills with small incremental raises like this. With the effort you go through to level up, a small 1% or 2% improvement just doesn't feel like it's worth the effort. However you unleash so many basic attacks over the course of the game that you're almost guaranteed to get a couple of critical strikes in any fight you're in. Weekly digests, tales from the communities you love, and morePage 4 In a lot of ways you could call the Daggerfall Covenant the last bastion of humanity. The human Redguards, the half-human Breton and the Orsimer are all working together to put High King Emeric on the throne of Cyrodill. Where the Dominion have two races that are rather good at stealth and the Pact have two races that are rather good at magic, the Covenant has two warrior races but this is balanced out by having the rather excellent Breton mages at their back. However as a whole this faction seems to be geared towards survivability and weathering your enemies attacks.Residents of High Rock, the Breton were born from an ancient elven experiment to mix men and elves. This has granted them a good bit of the magic that the elves are so well known for with the sturdiness of humans. Where the Altmer are frail but powerful the Breton lean more towards general aptitude. They're not quite as effective but their magicka reserves tend to run deeper and their larger builds make them much more comfortable wearing armour, giving them a natural affinity for it.Racial Abilities Light Armour Affinity - Increases experience gain with the Light Armour skill by 15%Light armour provides bonuses to spell casting so it's the ideal armour to slap on your spell caster. Go for the skills that grant magicka regeneration and reduce the cost of spells, pair that up with your racial skills and watch as your magicka reserves goes through the roof.Gift of Magnus - Increases maximum magicka. Unlocked at Rank 5If you're going to be playing a Sorcerer then you'll want to get this to rank 3 ASAP.

of, the bows maximum attack range get this damage bonus but once they move even remotely closer, it goes away so try to shoot at enemies who are either wise engaged. Accuracy - Unlocked at bow Rank 10. Passive skin roll weapon critical chance is increased by 3% while using a bow. It increases to 5% at rank 2. This skin roll is all too impressive on

its own skills and other skills just fine. This's where its real strength lies. Not that's not to be said otherwise.Scatter Shot - Unlocked at Bow Rank 14The archer fires a powerful arrow that deals physical damage to the target. It also knocks them back 6 metres and disorients them for 5 seconds.Draining ShotDeals physical damage to the target, knocks them back and disorients them for 5 seconds. The enemy is ensnared by 40% for 6 seconds.Magnum ShotDeals physical damage to the target, knocks them back and disorients them for 5 seconds. Knock yourself back 6 meters and does increased damage.I actually really love this skill but only when it's upgraded to Magnum Shot. See the basic ability is great since it knocks enemies back and then sticks them there for a few moments. But Magnum Shot? Not only does it knock them back but it does the same distance, putting a good bit of distance between you and your enemy. Try not to use it when an enemy is in melee combat as you may cause them to miss an ability used or even draw their aggro onto yourself.Ranger - Unlocked at Bow Rank 17. Passive skillWith a bow equipped, all Bow abilities have their stamina cost reduced by 10% per rank.Obviously you're going to have a bow equipped if you've purchased bow skills so this ability is kind of a no-brainer. The restriction is incredibly minor while the bonus you gain is actually pretty nice. A 20% reduction of the stamina cost will actually mean that the skills will have a cost drop between 6 - 10 stamina. That's actually rather impressive.Arrow Spray - Unlocked at Bow Rank 20The archer fires a group of arrows at a target, dealing physical damage to them and ensnaring them by 40% for 5 seconds. Acid SprayInflicts physical damage to a target and ensnares them by 40% for 5 seconds. Poison damage is inflicted to the target for the course of the effect.BombardInflicts physical damage to a target and ensnares them by 40% for 5 seconds. Immobilises the target for 2 seconds.I'm none too fond of this skill with the exception of the morphed version, Bombard. The basic skills snare effect is entirely unimpressive but Bombard adding on immobilise makes for a great skill. Lock them in place for a few seconds, put some distance between you two and then they're slowed down enough that you can get away from them to continue picking away at them from a distance.Hawk Eye - Unlocked at Bow Rank 30. Passive skillThe damage of your bow attacks is increased by 8% when attacking vulnerable targets. This increases to 15% at rank 2.The definition of vulnerable targets seems to be anyone who is stunned, off-balance or disoriented. The damage bonus would be incredibly nice without the restriction but with said restriction the skill becomes kind of lame. If it passively boosted damage at all times that'd be great. If it gave a greater damage bonus to vulnerable enemies it'd be great. Without either it's just a sub-par skill. If you're not using all of the other Bow skills, with their immobilizing and disorienting, but it's not going to make a huge difference.Snipe - Unlocked at Bow Rank 38This is a slightly stronger version of your basic attack except that it can be fired from a much longer range. It carries a fairly high stamina cost.Focused AimDeals high physical damage at a very long range. The attack power of your ranged attacks is increased by 10 against the target. Targets so marked can be hit by ranged attacks from an additional 5 metres (max range is now 45).Lethal ArrowDeals a moderate amount of poison damage. Reduces enemy healing by 47% for 10 seconds. Guaranteed poison effect on target.This is a fantastic skill. Since you can shoot from so far away you're very likely to not draw enemy aggro if they're currently focused on another target and, even if they are, you'll still have enough time to hit them with a few more attacks to further prevent their ability to move. That's not even getting into how powerful Focused Aim can be. It's quite possible to take out huge swaths of enemies solo by simply picking one, Snipe him and then start hitting him with other your other abilities to keep him pinned down and unable to close in while your attacks are buffed by Long Shots and Hawk Eye.Hasty Retreat - Unlocked at Bow Rank 41. Passive skillYour movement speed is increased by 15% per rank for 2 seconds after a dodge roll while you have a bow equipped.Yup, isn't that interesting. Another skill that serves almost no real purpose beyond helping to put some distance between you and an enemy who just attacked you. On the character where I tried this skill out I ended up using it to help me navigate around cities or wilderness faster. Not exactly an impressive use of the skill.Destruction StaffThe broad-and-butter of your average spellcaster, this is one of the more interesting skill trees in the game. You see this is a tree of a wide variety of effects that are changed based upon what staff you're using. So if, for example, you use Force Shock then the actual effects of the spell will vary based upon what sort of staff you were using. If you have a fire staff it will do fire damage as well as having a chance to apply a burning status effect but if you have an ice staff it'll do ice damage and have a chance of inflicting the chilled status ailment.So, unlike most weapon types, you'll definitely want to carry two separate Destruction staffs with different elemental types to avoid an impossible battle against enemies who are immune to whatever damage type you're currently using.Destructive Touch - Unlocked at Destruction Staff Rank 2The caster throws a short ranged bolt of magic energy at a target that inflicts magic damage and a varying effect based on what element is used: fire causes knockback, frost causes deep freeze status and shock causes the target to become disoriented.Destructive ClenchDeals magic damage to a nearby enemy. Fire causes knockback. Frost causes deep freeze. Shock causes disorient status. Fire now stuns. Frost causes a more effective freeze. Shock throws targets off balance.Destructive ReachDeals magic damage to a nearby enemy. Fire causes knockback. Frost causes deep freeze. Shock causes disorient status. Range is now doubled.There are few things better than a flexible and highly useful low-level skill. They're usually cheap and recharge fast enough that they will see a lot of use. Destructive Touch only has one main drawback: the short range. If that's not a huge issue to you then take the Destructive Clench morph to increase its combat effectiveness. If you're not comfortable with the range then morph it into Destructive Reach-it'll still have a shorter range than Mage's Fury but it'll add to your arsenal just the same.Wall of Elements - Unlocked at Destruction Staff Rank 4The spellcaster conjures up a wall of elemental magic on his location that inflicts magic damage to every enemy in the area of effect every second it is in effect. It lasts for around 3 seconds.Elemental BlockadeCreates an elemental wall that deals magic damage every second to enemies in the area of effect for 4 seconds. The wall is much larger than usual and has a slightly longer duration.Unstable Wall of ElementsCreates an elemental wall that deals magic damage every second to enemies in the area of effect for 3 seconds. When the walls duration has expired it explodes, dealing magic damage to all nearby enemies.If you're doing a lot of PvP then this skill isn't really worth the effort since other players will almost inevitably just avoid the thing while using their own ranged abilities on you. However enemies have a tendency to just blunder into it which makes it a lot more useful against the computer. Unfortunately even then it's very limited since its centred on you and you shouldn't be near the enemy.Trifocus - Unlocked at Destruction Staff Rank 5. Passive skillProvides a passive bonus to Destruction Staff heavy attacks: Frost attacks ensnare targets by 30% for 3.5 seconds, Shock attacks splash and inflict 5% damage on up to 2 nearby foes and fire attacks have an increased critical strike bonus of 5% against targets. This increases to ice for 40%, shock for 10% and fire by 10% at rank 2.What's really nice about this skill is that it doesn't cost you a thing once you purchase it. If you're using a frost staff you can keep using the heavy attack to keep enemy movement slowed while pounding on them from a distance with spells. You can even clear out weak groups of weaker enemies with a shock staff and just blasting away.Penetrating Magic - Unlocked at Destruction Staff Rank 10. Passive skillAll of the Destruction Staff spells bypass 5% of the targets spell resistance. This increases to 10% at rank 2.I'm a sucker for any ability that either gives or removes spell resistance so this is clearly a must have for me. The only reason not to take this is if you aren't using a whole lot of actively offensive skills but honestly if you're using this skill tree then I doubt that's an issue. Take it, you know you want to.Force Shock - Unlocked at Destruction Staff Rank 14We've moved away from raw magic and have now turned towards elemental attacks. Based on what type of staff you're using this either deals fire, cold or shock damage. A second effect is applied based on what element you're using: Cold carries a 40% chance to apply the Chilled status, snaring enemies by 40% for 5 seconds. Fire has a 40% chance of applying the Burning status, dealing fire damage over the next 3 seconds. Shock has a 40% chance to apply the Concussion status, reducing enemy damage done by 1% for 4 seconds.Crushing ShockEffect varies by equipped staff type; Fire staffs deals fire damage and applies the Concussion status. These effects last 3 - 5 seconds. Inflicts magic damage to two nearby targets that are burning, chilled or concussed.Here we have the bread and butter skill for wielders of Destruction Staffs. Not only is this skill powerful, and relatively cheap, but it has a large amount of versatility based upon which staff you're wielding. When paired up with the following skill, Weakness to Elements, you can do some pretty wicked damage to your enemies, even if they do happen to have resistance to the staff you're using. I've found having a shock staff, for concussion, and a fire staff, for burning damage, on hand to take advantage of this ability.Weakness to Elements - Unlocked at Destruction Staff Rank 20Channel a curse through your staff that afflicts a target, reducing their spell resistance to fire, shock and cold by 40% for 15 seconds.Elemental DrainThe targets spell resistance to fire, shock and cold is reduced by 40% for 18 seconds. Restores 100 magicka to player when attacking target with an elemental effect.Elemental SusceptibilityThe targets spell resistance to fire, shock and cold is reduced by 40% for 18 seconds. Increases the chance to apply elemental status effects on the target by 50%.This is a fantastic ability and it comes at a relatively early point in the skill tree. It's damn good on its own but either of the morphs are damn good so you'll have to pick one based upon your personal play style. I personally prefer to take Elemental Drain-if you cast Weakness to Elements and then follow up with Force Shock you have a net gain of 30 magicka while doing a good bit of damage. Instead you could take Elemental Susceptibility and rely on the elemental effects from Force Shock. Destructive Touch and Impulse to pile on the negative effects. Your choice but I prefer the magicka.Impulse - Unlocked at Destruction Staff Rank 38Release a burst of magic energy in an 8 meter radius, dealing magic damage to all nearby enemies with a chance to apply a status effect based upon the elemental staff used. Fire inflicts burning, Frost inflicts chilled and Shock inflicts concussion. Elemental RingInflicts magic damage to nearby enemies. Has a 40% chance to apply a negative elemental status effect based upon the element used. Reduces enemy's max health by 10% for 30 seconds.While this is a pretty strong ability that does decent damage and then afflicts the target with an elemental effect it unfortunately requires enemies to be damn close to you. As such I would avoid this skill and go for something else to help keep you at a healthy distance from enemies. If you do take it then you might wish to go for Elemental Ring in an effort to kill them before they take you down, especially since this is an ability really meant more for a group than just an individual.Elemental Force - Unlocked at Destruction Staff Rank 25. Passive skillWhen using a destruction staff you have an increased chance to inflict the burning, chilled and concussion status effects. It starts at 8% for rank 1 and increases to 15% for rank 2.To put it honest you're going to want to take this skill as soon as possible. While these status ailments aren't the reason to use a spell they're an incredibly nice bonus, especially the shock and fire ones. By taking this skill you bump up the chance for Force Shock, your bread and butter attack, to inflict these ailments 50% of the time. It's quite possible to reduce a melee fighters effectiveness by keeping him inflicted with the Concussion effect and using other class abilities to weaken him further.Ancient Knowledge - Unlocked at Destruction Rank 28. Passive skillWhile wielding a destruction staff your heavy attacks charge up faster by 5% per rank.This is a bit of a strange skill if you ask me. It's not exactly as if heavy attacks take forever to use so why you would need a skill to make it occur faster is unknown to me. You can sum it up as it letting you take 1 extra attack every 10 attacks but, honestly, that's a pretty minor reward for spending a skill point. Especially as you're likely to break up your attacks with cast spells anyway.Destruction Expert - Unlocked at Destruction Staff Rank 41. Passive skillEach time you kill an enemy with a destruction spell you recover 17 magicka. At rank 2 this increases to 35 magicka.As mentioned above this is another one of those crappy, late to the party skills that you can really do without. If the only spells you're using are Destruction Staff skills and have it at rank 2 you'll earn back the mana cost of one of your spells. Unfortunately it'll probably take two to four spells to kill an enemy so you're honestly better off with just taking every ability you can that'll increase your mana regeneration speed without wasting time on this skill.Restoration Staff Contrary to what you might expect, Restoration Staffs are actually quite powerful weapons. They fire a burst of raw, non-elemental magic damage from the staff to a distant target that can either be shot as a small blast or a stream of energy that eventually shoots a larger blast at the target. But all of the abilities contained in this tree provide either bonuses to magicka, shields to protect from damage or just powerful healing effects. Even if you're playing a dedicated party healer you'll still be able to deal a decent amount of damage with one of these staves.Grand Healing - Unlocked at Restoration Staff Rank 2All allies in an 8 meter radius are healed every second for 3 seconds. The strength of this spell is in its 28 metre range that allows long distance casting.Healing SpringsAll allies in the target area are healed every second for 3 seconds. Has an 8 metre radius. The caster gains 100 magicka for each ally affected by the healing.Illustrious HealingAll allies in the target area are healed every second for 4 seconds. Has an 8 metre radius.For a level 2 skill any dedicated healers will likely find themselves using this ability for most of the game. Early on the healing ability itself is great but later on morphing it into Healing Springs will provide not just some healing but also restore some of your magicka reserves. Even as I gained access to higher level abilities I still found myself using this for the magicka boost if nothing else.Regeneration - Unlocked at Restoration Staff Rank 4Two allies within a 28 metre radius of the caster are healed every second or so for 20 seconds. While the effect lasts, Blessing of RestorationAll allies within the spell lane are healed. Allies also gain 15 armour and spell resistance for 8 until the effect ends. What I like about this skill is that the basic skill is less of a "emergency heal" skill and something more of a maintenance ability-you use it early on in a fight when people start getting hurt and let it try to help prevent that from getting any worse. But once you morph it then it can indeed become an emergency response ability. If you morph into Mutagen then putting it on early will help those allies avoid death while Rapid Regeneration is great for pulling people back from a moderately damage state to full health. How you morph it (if you do) will change how the skill is used but however you do it, it's still a great skill.Essence Drain - Unlocked at Restoration Staff Rank 5. Passive skillThe final hit of a heavy attack heals a nearby ally for 15% of the damage inflicted by the attack. At rank 2 this increases to 30% healing.As a spellcaster your basic light attack does almost no damage even with a strong staff. However heavy attacks are actually pretty strong and that final damage burst is even more so. Since you'll almost certainly be at range, zapping enemies with the staff while someone else fights in melee this is a nice (but small) passive healing boost that'll occur while you contribute damage.Restoration Expert - Unlocked at Restoration Staff Rank 10. Passive skillWhen equipped with a Restoration Staff healing on your allies with less than 30% health is increased by 8%. This increases to 15% at rank 2.Now this is a good healing booster. Ironically enough, I find it more helpful than Restoration Master which comes 30 levels later. See the thing is that that skill provides a very minor bonus at maximum (5% at best) while this gives up to 15% bonus when healing your allies. Your allies are the ones that you should be healing anyway while you should be out of the line of fire entirely so keep it that way.Blessing of Protection - Unlocked at Restoration Staff Rank 14The healer creates a mystical "lane" of energy that emerges from him that is 20 metres long and 4 metres wide for 8 seconds. All allies in this path are healed in addition to gaining 15 armour and spell resistance while the effect lasts. Combat PrayerAll allies within the spell lane are healed. Allies also gain 15 armour and spell resistance for 8 until the effect ends. The lanes size increases and the amount of healing is increased.Combat PrayerAll allies within the spell lane are healed. Allies also gain 15 armour and spell resistance for 8 until the effect ends. Allies also deal an additional 8% damage for the duration of the ability.I'd like this spell a whole lot more if it had a wider area of effect. As it stands the spell path is pretty narrow, meaning that it's only really helpful to any allies who happen to be in the path between you and whatever enemy you're fighting. If you find yourself using it a lot then you'll probably want to eventually morph it into Blessing of Restoration since that will provide an increased chance of healing your allies. The duration is too short to use it as a damage booster so don't even bother, use it to heal and provide defensive bonuses to those who need it.Steadfast Ward - Unlocked at Restoration Staff Rank 20The caster summons up a shield that protects whatever ally in front of you within 28 metres has the lowest health. This shield absorbs a small amount of damage before dissipating. The lower the targets health the more damage the shield will absorb.Healing WardCreates a damage absorbing shield on the target with the lowest health for 6 seconds. Shield strength is boosted for those with less health, the lower the targets health the greater the boost. Protects both an ally and the caster himself.I'm actually not very fond of this skill even though I love pretty much the rest of this tree. The amount of damage reduction provided is incredibly small, being about 5 damage and rising to 20 for a character who is near death, and it dissipates on the first attack you take. In PvE this is a fine ability but limited since it's honestly not much of protection. If you are new to The Elder Scrolls Online, or MMOs in general, then you may be left wondering. Just look at all of the bonuses and pick the one you think fits you best. If you don't like the feel when you start the game you can always go back and create a new character, simple as that. One thing you may want to keep in mind is the Faction you will be entering, specifically if you don't have the Imperial Edition of the game, but we'll get into that shortly. After all is said and done, make sure to spend some time customizing your character. You're going to be either staring at their back or hands for a long time, so might as well make them all pretty and stuff. Once you have your race, you're ready to choose your class. Choose Your Class While your race decides your appearance and stat bonuses, your class decides your combat style. You can choose any class for any race, but it is best to coordinate the two so that you can fully take advantage of whatever bonuses you may have. For example, pictured above is a Khajiit for which the Nightblade class was chosen. Nightblades are similar to rogues in most RPGs in that they are fast and know how to enter and exit confrontations with ease while dealing serious damage. One of the primary components of this class is stealth, which happens to be one of the Khajiit races bonuses making the combination a natural fit. The four classes you can choose from are: Dragonknight - These skilled masters-at-arms use the ancient Akaviri martial arts tradition of battle-spirit, and wield fearsome magic that pounds, shatters, and physically alters the world around them. Sorcerer - Sorcerers can use conjuration and destruction spells to hurl lightning bolts and create shock fields, wield dark magic to snare and stun, and summon Daedric combat followers from Oblivion to assist them. Nightblade - Nightblades are adventurers and opportunists with a gift for getting in and out of trouble. Relying variously on stealth, blades, and speed, Nightblades thrive on conflict and misfortune, trusting to their luck and cunning to survive. Templar - These traveling knights call upon the powers of light and the burning sun to deal massive damage to their enemies while restoring health, magicka, and stamina to their allies. Each one presents its own benefits and they all revolve around specific combat styles, as well as weapon types. Coordinating your play style, race, and class is of the utmost importance if you're looking to have a good time either solo or as part of a group. The Importance of Alliance In The Elder Scrolls Online, upon creating your character, you will have to choose between one of three factions to support: Aldmeri Dominion, Ebonheart Pact, and Daggerfall Covenant. The decision has several important effects on your experience with The Elder Scrolls Online: Tamriel Unlimited. For starters, if you do not have the Imperial Edition, you can only create one of three races depending on which alliance you choose to be a part of. Aldmeri Dominion - High Elf, Wood Elf, Khajiit Ebonheart Pact - Nord, Dark Elf, Argonian Daggerfall Covenant - Breton, Redguard, Orc Not only are you restricted to specific races, but your alliance also governs your starting point in the world (after fleeing the prison in the beginning like all The Elder Scrolls games) your quest lines, and the characters you meet. If you're worried about being locked out of certain areas of the world because of your alliance, don't be. You will eventually see the entirety of the rather large world. One other thing to keep in mind when choosing alliances, particularly when creating multiple characters, is guilds. When you enter a guild all of the characters that you create in that same alliance receive the benefits of that guild. Other than that, feel free to choose what you wish. Let your experiences in past Elder Scrolls titles guide you, or just choose the one with the prettiest logo. Single Out Enemies Early on in The Elder Scrolls Online: Tamriel Unlimited it is relatively easy to get overwhelmed in combat, especially if you're playing alone. Sometimes you'll aggro somebody and other times the area's enemies will respawn at the most inopportune moments (like when you're checking your inventory). While not all scenarios can be 100% avoided, you can make an effort to control combat most of the time no matter what class you're using. Singling enemies out is the safest way to clear out caves, buildings, or any other fortified areas. Enemies tend to cover an area, so if you can sit at the edge and attract them one by one you'll find yourself racking up kills with ease. Also, no matter what class you happen to choose in The Elder Scrolls Online you will be able to learn a ranged skill that will help with this strategy. Whether it's a chain that pulls an enemy in for an intimate embrace, or a throwing dagger, you'll be able to control who you fight and when you fight them. Oh, and be sure to make use of stealth whenever possible. If you land an attack while hidden, you will get a sizable damage bonus that can help you defeat even the toughest of opponents. Admittedly, it isn't always possible since you have hundreds of other people running around doing their own thing, but be sure to put it to good use when you can. Skyshards Skyshards are these crystals that you will come across from time to time while playing The Elder Scrolls Online. You will know when one is around because there will be a bright beacon of light shooting straight up to the stars from its location. Whenever possible, make sure to make an effort to absorb their power. For every three that you absorb you get one skill point to use on your character. Considering how long it takes to level up in this game, any opportunity you have to collect more skill points should never be passed up. Your skills each level up independently and are not influenced by your actual level. So, you can potentially power up your skills quite a bit, even if your overall level is making slow progress. Speaking of skills... Don't Waste Your Time On Skills You Don't Really Like There are tons of skills available to players in The Elder Scrolls Online: Tamriel Unlimited. Race-based skills, Class-based Skills, Guild-based skills, Weapon-based skills, you name it and it's in there. The sheer variety can sometimes make it very difficult to choose what to invest in and what to work towards. The first criteria to consider when making this decision is to ask yourself, "Do I like the effects of this ability?" You can only equip so many skills at one time so you should make it a priority to not include anything that you won't use. As I mentioned before, skills level up independently, so keeping a skill equipped but unused robs you of the opportunity to build up something more useful and powerful. Check your skills tab often to see if you've unlocked anything and read its description. You may find the secret ingredient you've been waiting for to up your arsenal. On that same token, don't use weapon types you don't care about. If you want to build your archery stick to a bow, even if its damage is a bit lower than that two-handed sword you just picked up. Nothing improves unless you use it, so be prepared to put in work. Check Your Inventory Often and Sell Your Junk Like in all RPGs you will end up picking up a lot of items in The Elder Scrolls Online and often find yourself at your carrying capacity. While this can be upgraded, it is quite pricey to do so, especially early on in the game. What you want to do is check your inventory often (after each quest is a good idea, or set up time intervals to do so). Look at the weapons and armor you've amassed, equip the best items that suit your play style, then head to a merchant to dump all of your unwanted wares. There is absolutely no use in hoarding items you will not use, and you don't want to find yourself wanting something you stumble across only to have to stop and figure out what to dump (for no money at that). Get rid of all the trash and keep your pockets open for some serious goodies later on. Take All the Quests As you travel, you will come across a ridiculous number of side quests being doled out by NPCs. Take them. You don't have to do them immediately if you don't want them, but there is no harm in having a collection of things to do on the side for those moments when you either don't want to play the main quest line, or don't know what to do. Quests grant experience as well as a reward when all is said and done. These awards can be anything from gold to skill points, so don't let any opportunity pass you by. You are an adventurer, so go on all of the adventures that you possibly can. Get a feel for the world, save a life or two, make some difficult decisions. You'll be all the better for it. This collection of tips will help you get started quite nicely in The Elder Scrolls Online. The task may be daunting at first, but you'll find yourself riding the world of evil in no time.