

To add a Perk just hit the “~” and type “player.addperk #ID#”

Magic Skills: The Path of Sorcery

	Perk	Rank	ID	Skill Req.	Perk Req.	Description	
Alteration	Novice Alteration		f2ca6			Cast Novice level Alteration spells for half magicka.	
	Alteration Dual Casting		153cd	20 Alteration	Novice Alteration	Dual casting an Alteration spell overcharges the effects into an even more powerful version.	
	Apprentice Alteration		c44b7	25 Alteration	Novice Alteration	Cast Apprentice level Alteration spells for half magicka.	
	Mage Armor		1	d7999	30 Alteration	Apprentice Alteration	Protection spells like Stoneflesh are twice as strong if not wearing armor.
			2	d799a	50 Alteration	Mage Armor Level 1	Protection spells like Stoneflesh are 2.5 times as strong if not wearing armor.
			3	d799b	70 Alteration	Mage Armor Level 2	Protection spells like Stoneflesh are three times as strong if not wearing armor.
	Magic Resistance		1	53128	30 Alteration	Apprentice Alteration	Blocks 10% of a spell's effects.
			2	53129	50 Alteration	Magic Resistance Level 1	Blocks 20% of a spell's effects.
			3	5312a	70 Alteration	Magic Resistance Level 2	Blocks 30% of a spell's effects.
	Adept Alteration		c44b8	50 Alteration	Apprentice Alteration	Cast Adept level Alteration spells for half magicka.	
	Stability		581fc	70 Alteration	Adept Alteration	Alteration spells have greater duration.	
	Expert Alteration		c44b9	75 Alteration	Adept Alteration	Cast Expert level Alteration spells for half magicka.	
	Atronach		581f7	100 Alteration	Expert Alteration	Absorb 30% of the magicka of any spells that hit you.	
	Master Alteration		c44ba	100 Alteration	Expert Alteration	Cast Master level Alteration spells for half magicka.	

Races

The following races have an initial skill bonus to Alteration:

- +5 bonus: [Altmer](#), [Argonian](#), [Breton](#), [Dunmer](#), [Redguard](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description	
Conjuration	Novice Conjuration		f2ca7			Cast Novice level Conjuration spells for half magicka.	
	Mystic Binding		640b3	20 Conjuration	Novice Conjuration	Bound weapons do more damage.	
	Conjuration Dual Casting		153ce	20 Conjuration	Novice Conjuration	Dual casting a Conjuration spell overcharges the spell, allowing it to last longer.	
	Apprentice Conjuration		c44bb	25 Conjuration	Novice Conjuration	Cast Apprentice level Conjuration spells for half magicka.	
	Summoner		1	105f30	30 Conjuration	Novice Conjuration	Can summon atronachs or raise undead twice as far away.
			2	105f31	70 Conjuration	Summoner Level 1	Can summon atronachs or raise undead three times as far away.
	Soul Stealer		d799e	30 Conjuration	Mystic Binding	Bound weapons cast Soul Trap on targets.	
	Atromancy		cb419	40 Conjuration	Summoner	Double duration for conjured atronachs.	
	Necromancy		581dd	40 Conjuration	Novice Conjuration	Greater duration for reanimated undead.	
	Adept Conjuration		c44bc	50 Conjuration	Apprentice Conjuration	Cast Adept level Conjuration spells for half magicka.	
	Oblivion Binding		d799c	50 Conjuration	Soul Stealer	Bound weapons will banish summoned creatures and turn raised ones.	
	Dark Souls		581de	70 Conjuration	Necromancy	Reanimated undead have 100 points more health.	
	Expert Conjuration		c44bd	75 Conjuration	Adept Conjuration	Cast Expert level Conjuration spells for half magicka.	
	Elemental Potency		cb41a	80 Conjuration	Atromancy	Conjured atronachs are 50% more powerful.	
	Master Conjuration		c44be	100 Conjuration	Expert Conjuration	Cast Master level Conjuration spells for half magicka.	
	Twin Souls		d5f1c	100 Conjuration	Dark Souls or Elemental Potency	You can have two atronachs or reanimated zombies.	

Races

The following races have an initial skill bonus to Conjuration:

- +10 bonus: [Breton](#)
- +5 bonus: [Altmer](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Destruction	Novice Destruction		f2ca8			Cast Novice level Destruction spells for half magicka
	Destruction Dual Casting		153cf	20 Destruction	Novice Destruction	Cast Novice level Destruction spells for half magicka
	Apprentice Destruction		c44bf	25 Destruction	Novice Destruction	Cast Apprentice level Destruction spells for half magicka.
	Augmented Flames	1	581e7	30 Destruction	Novice Destruction	Fire spells do 25% more damage.
		2	10fcf8	60 Destruction	Augmented Flames Level 1	Fire spells do 50% more damage.
	Augmented Frost	1	581ea	30 Destruction	Novice Destruction	Frost spells do 25% more damage.
		2	10fcf9	60 Destruction	Augmented Frost Level 1	Frost spells do 50% more damage.
	Augmented Shock	1	58200	30 Destruction	Novice Destruction	Shock spells do 25% more damage.
		2	10fcfa	60 Destruction	Augmented Shock Level 1	Shock spells do 50% more damage.
	Impact		153d2	40 Destruction	Destruction Dual Casting	Most destruction spells will stagger an opponent when dual cast.
	Rune Master		105f32	40 Destruction	Apprentice Destruction	Can place runes five times farther away.
	Adept Destruction		c44c0	50 Destruction	Apprentice Destruction	Cast Adept level Destruction spells for half magicka.
	Intense Flames		f392e	50 Destruction	Augmented Flames	Fire damage causes targets to flee if their health is low.
	Deep Freeze		f3933	60 Destruction	Augmented Frost	Frost damage paralyzes targets if their health is low.
	Disintegrate		F3f0e	70 Destruction	Augmented Shock	Shock damage disintegrates targets if their health is low.
	Expert Destruction		c44c1	75 Destruction	Adept Destruction	Cast Expert level Destruction spells for half magicka.
Master Destruction		c44c2	100 Destruction	Expert Destruction	Cast Master level Destruction spells for half magicka.	

Races

The following races have an initial skill bonus to Destruction:

- +10 bonus: [Dunmer](#)
- +5 bonus: [Altmer](#), [Imperial](#), [Redguard](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Enchanting	Enchanter	1	bee97			New enchantments are 20% stronger.
		2	c367c	20 Enchanting	Enchanter Level 1	New enchantments are 40% stronger.
		3	c367d	40 Enchanting	Enchanter Level 2	New enchantments are 60% stronger.
		4	c367e	60 Enchanting	Enchanter Level 3	New enchantments are 80% stronger.
		5	c367f	80 Enchanting	Enchanter Level 4	New enchantments are 100% stronger.
	Soul Squeezer		58f7c	20 Enchanting	Enchanter	Soul gems provide extra magicka for recharging.
	Fire Enchanter		58f80	30 Enchanting	Enchanter	Fire enchantments on weapons and armor are 25% stronger.
	Frost Enchanter		58f81	40 Enchanting	Fire Enchanter	Frost enchantments on weapons and armor are 25% stronger.
	Soul Siphon		108a44	40 Enchanting	Soul Squeezer	Death blows to creatures, but not people, trap 5% of the victim's soul, recharging the weapon.
	Insightful Enchanter		58f7e	50 Enchanting	Enchanter	Skill enchantments on armor are 25% stronger.
	Storm Enchanter		58f82	50 Enchanting	Frost Enchanter	Shock enchantments on weapons and armor are 25% stronger.
Corpus Enchanter		58f7d	70 Enchanting	Insightful Enchanter	Health, magicka, and stamina enchantments on armor are 25% stronger.	
Extra Effect		58f7f	100 Enchanting	Corpus Enchanter or Storm Enchanter	Can put two enchantments on the same item.	

Races

The following races have an initial skill bonus in Enchanting:

- +5 bonus: Altmer, Imperial, Orc
-

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Illusion	Novice Illusion		f2ca9			Cast Novice level Illusion spells for half magicka.
	Animage		581e1	20 Illusion	Novice Illusion	Illusion spells now work on higher level animals (+8 levels to the spell maximum).
	Illusion Dual Casting		153d0	20 Illusion	Novice Illusion	Dual casting an Illusion spell overcharges the effects into an even more powerful version. This slightly more than doubles the maximum level of any level-based Illusion spell. Level adjustments from Animage or Kindred Mage or Hypnotic Gaze or Aspect of Terror or Rage are applied before the doubling effect.
	Apprentice Illusion		c44c3	25 Illusion	Novice Illusion	Cast Apprentice level Illusion spells for half magicka.
	Hypnotic Gaze		59b77	30 Illusion	Novice Illusion	Calm spells now work on higher level opponents (+8 levels to spell maximum). Cumulative with Kindred Mage and Animage.
	Kindred Mage		581e2	40 Illusion	Animage	All Illusion spells work on higher level people (+10 levels to the spell maximum).
	Adept Illusion		c44c4	50 Illusion	Apprentice Illusion	Cast Adept level Illusion spells for half magicka.
	Aspect of Terror		59b78	50 Illusion	Hypnotic Gaze	Fear spells work on higher level opponents (+10 levels to spell maximum). Cumulative with Kindred Mage and Animage.
	Quiet Casting		581fd	50 Illusion	Kindred Mage	All spells you cast from any school of magic are silent to others.
	Rage		c44b5	70 Illusion	Aspect of Terror	Frenzy spells work on higher level opponents (+12 levels to spell maximum). Cumulative with Kindred Mage and Animage.
	Expert Illusion		c44c5	75 Illusion	Adept Illusion	Cast Expert level Illusion spells for half magicka.
	Master of the Mind		59b76	90 Illusion	Quiet Casting or Rage	Illusion spells work on undead, daedra and automatons.
	Master Illusion		c44c6	100 Illusion	Expert Illusion	Cast Master level Illusion spells for half magicka.

Races

The following races have an initial skill bonus to Illusion:

- +10 bonus: Altmer
- +5 bonus: Breton, Dunmer

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Restoration	Novice Restoration		f2caa			Cast Novice level Restoration spells for half magicka.
	Regeneration		581f8	20 Restoration	Novice Restoration	Healing spells cure 50% more.
	Restoration Dual Casting		153d1	20 Restoration	Novice Restoration	Dual casting a Restoration spell overcharges the effects into an even more powerful version.
	Apprentice Restoration		c44c7	25 Restoration	Novice Restoration	Cast Apprentice level Restoration spells for half magicka.
	Recovery	1	581f4	30 Restoration	Novice Restoration	Magicka regenerates 25% faster.
		2	581f5	60 Restoration	Recovery Level 1	Magicka regenerates 50% faster.
	Respite		581f9	40 Restoration	Novice Restoration	Healing spells also restore Stamina.
	Adept Restoration		c44c8	50 Restoration	Apprentice Restoration	Cast Adept level Restoration spells for half magicka.
	Ward Absorb		68bcc	60 Restoration	Novice Restoration	Wards recharge your magicka when hit with spells.
	Necromage		581e4	70 Restoration	Regeneration	All spells are more effective against undead.
	Expert Restoration		c44c9	75 Restoration	Adept Restoration	Cast Expert level Restoration spells for half magicka.
	Avoid Death		a3f64	90 Restoration	Recovery	Once a day, heals 250 points automatically if you fall below 10% health.
	Master Restoration		c44ca	100 Restoration	Expert Restoration	Cast Master level Restoration spells for half magicka.

Races

The following races have an initial skill bonus to Restoration:

- +10 bonus: Imperial
- +5 bonus: Altmer, Argonian, Breton

Combat Skills: The Path of Might

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Archery	Overdraw	1	babed			Bows do 20% more damage.
		2	7934a	20 Archery	Overdraw Level 1	Bows do 40% more damage.
		3	7934a	40 Archery	Overdraw Level 2	Bows do 60% more damage.
		4	7934d	60 Archery	Overdraw Level 3	Bows do 80% more damage.
		5	79354	80 Archery	Overdraw Level 4	Bows do twice as much damage.
	Critical Shot	1	105f1c	30 Archery	Overdraw	10% chance of a critical hit that does extra damage.
		2	105f1e	60 Archery	Critical Shot Level 1	15% chance of a critical hit that does 25% more critical damage.
		3	105f1f	90 Archery	Critical Shot Level 2	20% chance of a critical hit that does 50% more critical damage.
	Eagle Eye		58f61	30 Archery	Overdraw	Pressing Block while aiming will zoom in your view.
	Steady Hand	1	103ada	40 Archery	Eagle Eye	Zooming in with a bow slows time by 25%.
		2	103adb	60 Archery	Steady Hand Level 1	Zooming in with a bow slows time by 50%.
	Hunter's Discipline		51b12	50 Archery	Critical Shot	Recover twice as many arrows from dead bodies.
	Power Shot		58f62	50 Archery	Eagle Eye	Arrows stagger all but the largest opponents 50% of the time.
	Ranger		58f63	60 Archery	Hunter's Discipline	Able to move faster with a drawn bow.
	Quick Shot		105f19	70 Archery	Power Shot	Can draw a bow 30% faster.
Bullseye		58f64	100 Archery	Ranger or Quick Shot	15% chance of paralyzing the target for a few seconds.	

Races

The following races have an initial skill bonus to Archery:

- +10 bonus: Bosmer
- +5 bonus: Khajiit, Redguard

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Block	Shield Wall	1	bccae			Blocking is 20% more effective.
		2	79355	20 Block	Shield Wall Level 1	Blocking is 25% more effective.
		3	79356	40 Block	Shield Wall Level 2	Blocking is 30% more effective.
		4	79357	60 Block	Shield Wall Level 3	Blocking is 35% more effective.
		5	79358	80 Block	Shield Wall Level 4	Blocking is 40% more effective.
	Deflect Arrows		58f68	30 Block	Shield Wall	Arrows that hit the shield do no damage.
	Power Bash		58f67	30 Block	Shield Wall	Able to do a power bash.
	Quick Reflexes		d8c33	30 Block	Shield Wall	Time slows down if you are blocking during an enemy's power attack.
	Deadly Bash		5f594	50 Block	Power Bash	Bashing does five times more damage.
	Elemental Protection		58f69	50 Block	Deflect Arrows	Blocking with a shield reduces incoming fire, frost, and shock damage by 50%.
	Block Runner		106253	70 Block	Elemental Protection	Able to move faster with a shield raised.
	Disarming Bash		58f66	70 Block	Deadly Bash	Chance to disarm when power bashing.
Shield Charge		58f6a	100 Block	Disarming Bash or Block Runner	Sprinting with a shield raised knocks down most targets.	

Races

The following races provide initial skill bonuses in Block:

- +5 bonus: Imperial, Nord, Orc, Redguard

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Heavy Armor	Juggernaut	1	bcd2a			Increases armor rating for Heavy Armor by 20%.
		2	7935e	20 Heavy Armor	Juggernaut Level 1	Increases armor rating for Heavy Armor by 40%.
		3	79361	40 Heavy Armor	Juggernaut Level 2	Increases armor rating for Heavy Armor by 60%.
		4	79362	60 Heavy Armor	Juggernaut Level 3	Increases armor rating for Heavy Armor by 80%.
		5	79374	80 Heavy Armor	Juggernaut Level 4	Increases armor rating for Heavy Armor by 100%.
	Fists of Steel		58f6e	30 Heavy Armor	Juggernaut	Unarmed attacks with Heavy Armor gauntlets do their armor rating in extra damage.
	Well Fitted		58f6f	30 Heavy Armor	Juggernaut	25% Armor bonus if wearing all Heavy Armor: head, chest, hands, feet.
	Cushioned		bcd2b	50 Heavy Armor	Fists of Steel	Half damage from falling if wearing all Heavy Armor: head, chest, hands, feet.
	Tower of Strength		58f6c	50 Heavy Armor	Well Fitted	50% less stagger when wearing only Heavy Armor.
	Conditioning		58f6d	70 Heavy Armor	Cushioned	Heavy Armor weighs nothing and doesn't slow you down when worn.
Matching Set		107832	70 Heavy Armor	Tower of Strength	Additional 25% Armor bonus if wearing a matched set of Heavy Armor.	
Reflect Blows		105f33	100 Heavy Armor	Matching Set	10% chance to reflect melee damage back to the enemy while wearing all Heavy Armor: head, chest, hands, feet.	

Races

The following races have an initial skill bonus to Heavy Armor:

- +10 bonus: [Orc](#)
- +5 bonus: [Imperial](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description	
One-handed	Armsman	1	babe4			One-Handed weapons do 20% more damage.	
		2	79343	20 One-handed	Armsman Level 1	One-Handed weapons do 40% more damage.	
		3	79342	40 One-handed	Armsman Level 2	One-Handed weapons do 60% more damage.	
		4	79344	60 One-handed	Armsman Level 3	One-Handed weapons do 80% more damage.	
		5	79345	80 One-handed	Armsman Level 4	One-Handed weapons do twice as much damage.	
		Fighting Stance		52d50	20 One-handed	Armsman	Power attacks with one-handed weapons cost 25% less stamina.
	Bladesman	1	5f56f	30 One-handed		Armsman	Attacks with swords have a 10% chance of doing critical damage.
		2	c1e90	60 One-handed		Bladesman Level 1	Attacks with swords have a 15% chance of doing critical damage.
		3	c1e91	90 One-handed		Bladesman Level 2	Attacks with swords have a 20% chance of doing critical damage.
	Bone Breaker	1	5f592	30 One-handed		Armsman	Attacks with maces ignore 25% of armor.
		2	c1e92	60 One-handed		Bone Breaker Level 1	Attacks with maces ignore 50% of armor.
		3	c1e93	90 One-handed		Bone Breaker Level 2	Attacks with maces ignore 75% of armor.
	Hack and Slash	1	3fffa	30 One-handed		Armsman	Attacks with war axes cause extra bleeding damage.
		2	c3678	60 One-handed		Hack and Slash Level 1	Attacks with war axes cause more bleeding damage.
		3	c3679	90 One-handed		Hack and Slash Level 2	Attacks with war axes cause even more bleeding damage.
	Dual Flurry	1	106256	30 One-handed		Armsman	Dual wielding attacks are 20% faster.
		2	106257	50 One-handed		Dual Flurry Level 1	Dual wielding attacks are 35% faster.
		Critical Charge		cb406	50 One-handed	Fighting Stance	Can do a one-handed power attack while sprinting that does double critical damage.
		Savage Strike		3af81	50 One-handed	Fighting Stance	Standing power attacks do 25% bonus damage with a chance to decapitate your enemies.
		Dual Savagery		106258	70 One-handed	Dual Flurry	Dual wielding power attacks do 50% bonus damage.
	Paralyzing Strike		3afa6	100 One-handed	Critical Charge or Savage Strike	Backwards power attack has a 25% chance to paralyze the target.	

Races

The following races have an initial skill bonus to One-handed:

- +10 bonus: [Redguard](#)
- +5 bonus: [Imperial](#), [Khajiit](#), [Nord](#), [Orc](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Smithing	Steel Smithing		cb40d			Can create Steel armor and weapons at forges, and improve them twice as much.
	Dwarven Smithing		cb40e	30 Smithing	Steel Smithing	Can create Dwarven armor and weapons at forges, and improve them twice as much.
	Elven Smithing		cb40f	30 Smithing	Steel Smithing	Can create Elven armor and weapons at forges, and improve them twice as much.
	Orcish Smithing		cb410	50 Smithing	Dwarven Smithing	Can create Orcish armor and weapons at forges, and improve them twice as much.
	Advanced Armors		cb414	50 Smithing	Elven Smithing	Can create Scaled and Plate armor at forges, and improve them twice as much.
	Arcane Blacksmith		5218e	60 Smithing	Steel Smithing	You can improve magical weapons and armor.
	Glass Smithing		cb411	70 Smithing	Advanced Armors	Can create Glass armor and weapons at forges, and improve them twice as much.
	Ebony Smithing		cb412	80 Smithing	Orcish Smithing	Can create Ebony armor and weapons at forges, and improve them twice as much.
	Daedric Smithing		cb413	90 Smithing	Ebony Smithing	Can create Daedric armor and weapons at forges, and improve them twice as much.
	Dragon Armor		52190	100 Smithing	Daedric Smithing or Glass Smithing	Can create Dragon armor at forges, and improve them twice as much.

Races

The following races provide initial skill bonuses in Smithing:

- +5 bonus: Nord, Orc, Redguard

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Two-handed	Barbarian	1	babe8			Two-Handed weapons do 20% more damage.
		2	79346	20 Two-handed	Barbarian Level 1	Two-Handed weapons do 40% more damage.
		3	79347	40 Two-handed	Barbarian Level 2	Two-Handed weapons do 60% more damage.
		4	79348	60 Two-handed	Barbarian Level 3	Two-Handed weapons do 80% more damage.
		5	79349	80 Two-handed	Barbarian Level 4	Two-Handed weapons do twice as much damage.
	Champion's Stance		52d51	20 Two-handed	Barbarian	Power attacks with two-handed weapons cost 25% less stamina.
	Deep Wounds	1	3af83	30 Two-handed	Barbarian	Attacks with greatswords have a 10% chance of doing critical damage.
		2	c1e94	60 Two-handed	Deep Wounds Level 1	Attacks with greatswords have a 15% chance of doing critical damage.
		3	c1e95	90 Two-handed	Deep Wounds Level 2	Attacks with greatswords have a 20% chance of doing critical damage.
	Limbsplitter	1	c5c05	30 Two-handed	Barbarian	Attacks with battle axes cause extra bleeding damage.
		2	c5c06	60 Two-handed	Limbsplitter Level 1	Attacks with battle axes cause more bleeding damage.
		3	c5c07	90 Two-handed	Limbsplitter Level 2	Attacks with battle axes cause even more bleeding damage.
	Skullcrusher	1	3af84	30 Two-handed	Barbarian	Attacks with warhammers ignore 25% of armor.
		2	c1e96	60 Two-handed	Skullcrusher Level 1	Attacks with warhammers ignore 50% of armor.
		3	c1e97	90 Two-handed	Skullcrusher Level 2	Attacks with warhammers ignore 75% of armor.
	Devastating Blow		52d52	50 Two-handed	Champion's Stance	Standing power attacks do 25% bonus damage with a chance to decapitate your enemies.
	Great Critical Charge		cb407	50 Two-handed	Champion's Stance	Can do a two-handed power attack while sprinting that does double critical damage.
Sweep		3af9e	70 Two-handed	Great Critical Charge or Devastating Blow	Sideways power attacks with two-handed weapons hit all targets in front of you.	
Warmaster		3afa7	100 Two-handed	Sweep	Backwards power attack has a 25% chance to paralyze the target.	

Races

The following races have an initial skill bonus to Two-handed:

- +10 bonus: Nord
- +5 bonus: Orc

Stealth Skills: The Path of Shadow

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Alchemy	Alchemist	1	be127			Potions and poisons you make are 20% stronger.
		2	c07ca	20 Alchemy	Alchemist Level 1	Potions and poisons you make are 40% stronger.
		3	c07cb	40 Alchemy	Alchemist Level 2	Potions and poisons you make are 60% stronger.
		4	c07cc	60 Alchemy	Alchemist Level 3	Potions and poisons you make are 80% stronger.
		5	c07cd	80 Alchemy	Alchemist Level 4	Potions and poisons you make are twice as strong.
	Physician		58215	20 Alchemy	Alchemist	Potions you mix that restore Health, Magicka or Stamina are 25% more powerful.
	Benefactor		58216	30 Alchemy	Physician	Potions you mix with beneficial effects have an additional 25% greater magnitude.
	Poisoner		58217	30 Alchemy	Physician	Poisons you mix are 25% more effective.
	Experimenter	1	58218	50 Alchemy	Benefactor	Eating an ingredient reveals first two effects.
		2	105f2a	70 Alchemy	Experimenter Level 1	Eating an ingredient reveals first three effects.
		3	105f2b	90 Alchemy	Experimenter Level 2	Eating an ingredient reveals all its effects.
	Concentrated Poison		105f2f	60 Alchemy	Poisoner	Poisons applied to weapons last for twice as many hits.
	Green Thumb		105f2e	70 Alchemy	Concentrated Poison	Two ingredients are gathered from plants.
	Snakeblood		105f2c	80 Alchemy	Experimenter or Concentrated Poison	50% resistance to all poisons.
	Purity		5821d	100 Alchemy	Experimenter	All negative effects are removed from created potions, and all positive effects are removed from created poisons.

Races

The following races have an initial skill bonus to Alchemy:

- +5 bonus: [Bosmer](#), [Breton](#), [Dunmer](#), [Khajiit](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Light Armor	Agile Defender	1	be123			Increase armor rating for Light armor by 20%.
		2	79376	20 Light Armor	Agile Defender Level 1	Increase armor rating for Light armor by 40%.
		3	79389	40 Light Armor	Agile Defender Level 2	Increase armor rating for Light armor by 60%.
		4	79391	60 Light Armor	Agile Defender Level 3	Increase armor rating for Light armor by 80%.
		5	79392	80 Light Armor	Agile Defender Level 4	Increase armor rating for Light armor by 100%.
	Custom Fit		51b1b	30 Light Armor	Agile Defender	25% Armor bonus if wearing all Light Armor: head, chest, hands, feet.
	Unhindered		51b1c	50 Light Armor	Custom Fit	Light Armor weighs nothing and doesn't slow you down when worn.
	Wind Walker		105f22	60 Light Armor	Unhindered	Stamina regenerates 50% faster in all Light Armor: head, chest, hands, feet.
	Matching Set		51b17	70 Light Armor	Custom Fit	Additional 25% Armor bonus if wearing a matched set of Light Armor.
	Deft Movement		107831	100 Light Armor	Wind Walker or Matching Set	10% chance of avoiding all damage from a melee attack while wearing all Light Armor: head, chest, hands, feet.

Races

The following races have an initial skill bonus to Light Armor:

- +5 bonus: [Argonian](#), [Bosmer](#), [Dunmer](#), [Nord](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Lockpicking	Novice Locks		f392a			Novice locks are much easier to pick.
	Apprentice Locks		be125	25 Lockpicking	Novice Locks	Apprentice locks are much easier to pick.
	Quick Hands		106259	40 Lockpicking	Apprentice Locks	Able to pick locks without being noticed.
	Wax Key		107830	50 Lockpicking	Quick Hands	Automatically gives you a copy of a picked lock's key if it has one.
	Adept Locks		c3680	50 Lockpicking	Apprentice Locks	Adept locks are much easier to pick.
	Golden Touch		5820a	60 Lockpicking	Adept Locks	Find more gold in chests.
	Treasure Hunter		105f26	70 Lockpicking	Golden Touch	50% greater chance of finding special treasure.
	Expert Locks		c3681	75 Lockpicking	Adept Locks	Expert locks are much easier to pick.
	Locksmith		58208	80 Lockpicking	Expert Locks	Pick starts close to the lock opening position.
	Unbreakable		58209	100 Lockpicking	Locksmith	Lockpicks never break.
	Master Locks		c3682	100 Lockpicking	Expert Locks	Master locks are much easier to pick.

Races

The following races have an initial skill bonus to Lockpicking:

- +10 bonus: [Argonian](#)
- +5 bonus: [Bosmer](#), [Khajiit](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Pickpocket		1	be124			Pickpocketing bonus of 20%. Item weight and value reduce pickpocketing odds.
		2	18e6a	20 Pickpocket	Light Fingers Level 1	Pickpocketing bonus of 40%. Item weight and value reduce pickpocketing odds.
	Light Fingers	3	18e6b	40 Pickpocket	Light Fingers Level 2	Pickpocketing bonus of 60%. Item weight and value reduce pickpocketing odds.
		4	18e6c	60 Pickpocket	Light Fingers Level 3	Pickpocketing bonus of 80%. Item weight and value reduce pickpocketing odds.
		5	18e6d	80 Pickpocket	Light Fingers Level 4	Pickpocketing bonus of 100%. Item weight and value reduce pickpocketing odds.
	Night Thief		58202	30 Pickpocket	Light Fingers	+25% chance to pickpocket if the target is asleep.
	Cutpurse		58204	40 Pickpocket	Night Thief	Pickpocketing gold is 50% easier.
	Poisoned		105f28	40 Pickpocket	Night Thief	Silently harm enemies by placing poisons in their pockets.
	Extra Pockets		96590	50 Pickpocket	Night Thief	Carrying capacity is increased by 100.
	Keymaster		d79a0	60 Pickpocket	Cutpurse	Pickpocketing keys almost always works.
Misdirection		58201	70 Pickpocket	Cutpurse	Can pickpocket equipped weapons.	
Perfect Touch		58205	100 Pickpocket	Misdirection	Can pickpocket equipped items.	

Races

The following races have an initial skill bonus to Pickpocket:

- +5 bonus: [Argonian](#), [Bosmer](#), [Khajiit](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Sneak	Stealth	1	be126			You are 20% harder to detect when sneaking.
		2	c07c6	20 Sneak	Stealth Level 1	You are 25% harder to detect when sneaking.
		3	c07c7	40 Sneak	Stealth Level 2	You are 30% harder to detect when sneaking.
		4	c07c8	60 Sneak	Stealth Level 3	You are 35% harder to detect when sneaking.
		5	c07c9	80 Sneak	Stealth Level 4	You are 40% harder to detect when sneaking.
	Backstab		58210	30 Sneak	Stealth	Sneak attacks with one-handed weapons now do six times damage.
	Muffled Movement		58213	30 Sneak	Stealth	Noise from armor is reduced 50%.
	Deadly Aim		1036f0	40 Sneak	Backstab	Sneak attacks with bows now do three times damage.
	Light Foot		5820c	40 Sneak	Muffled Movement	You won't trigger pressure plates.
	Assassin's Blade		58211	50 Sneak	Deadly Aim	Sneak attacks with daggers now do a total of fifteen times normal damage.
	Silent Roll		105f23	50 Sneak	Light Foot	Sprinting while sneaking executes a silent forward roll.
	Silence		105f24	70 Sneak	Silent Roll	Walking and running does not affect detection.
Shadow Warrior		58214	100 Sneak	Silence or Assassin's Blade	Crouching stops combat for a moment and forces distant opponents to search for a target.	

Races

The following races have an initial skill bonus to Sneak:

- +10 bonus: [Khajiit](#)
- +5 bonus: [Argonian](#), [Bosmer](#), [Dunmer](#)

	Perk	Rank	ID	Skill Req.	Perk Req.	Description
Speech	Haggling	1	be128			Buying and selling prices are 10% better.
		2	c07ce	20 Speech	Haggling Level 1	Buying and selling prices are 15% better.
		3	c07cf	40 Speech	Haggling Level 2	Buying and selling prices are 20% better.
		4	c07c0	60 Speech	Haggling Level 3	Buying and selling prices are 25% better.
		5	c07c1	80 Speech	Haggling Level 4	Buying and selling prices are 30% better.
	Allure		58f75	30 Speech	Haggling	10% better prices with the opposite sex.
	Bribery		58f72	30 Speech	Haggling	Can bribe guards to ignore crimes.
	Merchant		58f7a	50 Speech	Allure	Can sell any type of item to any kind of merchant.
	Persuasion		1090a2	50 Speech	Bribery	Persuasion attempts are 30% easier.
	Intimidation		105f29	70 Speech	Persuasion	Intimidation is twice as likely to be successful.
Investor		58f7b	70 Speech	Merchant	Can invest 500 gold with a shopkeeper to increase his available gold permanently.	
Fence		58f79	90 Speech	Investor	Can barter stolen goods with any merchant you have invested in.	
Master Trader		1090a5	100 Speech	Fence	Every merchant in the world gains 1000 gold for bartering.	

Races

The following races have an initial skill bonus to Speech:

- +5 bonus: Breton, Nord

You can edit these as you like I just ask you to keep the headers that say my name "Delta6326" and if someone asks you who made it tell them I did. Please and Thank You!