

- CDM-Character Generation Overhaul : Read Me -

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1. Introduction

CDM-Character Generation Overhaul (CDM-CGO) is a modular Character Generation Mod for TES IV:Oblivion. It aims to provide the user with a greater degree of control in the creation of their character, including the distribution of Attributes, starting location and more. Some of the features of *CDM-CGO* :-

- Distribute your starting Attributes (almost) exactly as you want
- Choose from 14 non-Vanilla Abilities
- Choose from 10 new Greater Power
- Chose from 8 new Lesser Powers
- Enable or Disable the Main Quest as you see fit
- Choose your starting location from Towns, settlements, Wayshrines, Daedric Shrines, Cathedrals and special locations, including Weynon Priory, the Arena and a boat in Anvil Docks.
- Opt to start in one of four states :- mid-robbery, two adventures, or on the run.
- Choose what time of day your story begins
- Choose the weather

2. Usage

Shortly after loading your game, you will receive a new item-- the 'Amulet of Destiny'-- which will allow you to begin the Character Generation Process. Since equipping the Amulet is the only way to begin the overhaul, it makes it completely safe with existing characters or new characters.

3. Installation

1. Copy the desired .esp files into your Oblivion/Data directory
2. Check the .esp file in your Data Files menu

4. Uninstall

1. Delete the installed .esp file from your Oblivion/Data directory

5. Compatibility

CDM-CGO should be completely compatible with any additional Race mods, since it automatically resets your skills, and removes only the spells associated with the Vanilla Races.

6. Details Usage

On equipping the 'Amulet of Destiny', the Character Generation process will begin

6.1 Choosing your Class

The first menu allows you to choose your class exactly as you would normally do so.

6.2 Starting Level

From this menu, you can select which level you would like to start at. The available choices are levels one, five, ten, fifteen and twenty. Picking a higher-level will provide you with more attribute points to distribute between your skills, in order to reflect your increased level. You will also gain more Skill Points later in the development process.

6.3 Choose your Birthsign

The next menu will let you choose your Birthsign exactly as you would normally. Since Birthsigns are unchanged, any Mod which alters your Birthsigns and bonuses should be fully compatible with CDM-CGO.

6.4 Choose your Abilities

You may choose two Abilities from the listed 14. Please be aware that it IS possible to choose the same Ability twice, however as selecting the same ability twice has NO additional benefits, it is highly recommended that you do NOT select the same ability twice.

Available Abilities are :-

Health Regeneration 1-point

Magicka Regeneration 1-point

Water Breathing

Resist Disease 50-points

Resist Posion 50-points

Resist Fire 50-points

Resist Frost 50-points

Resist Shock 50-points

Resist Normal Weapons 50-points

Resist Magic 50-points

Spell Absorption 25-points

Fortify Magicka 50-points

Fortify Health 50-points

Fortify Fatigue 50-points

6.5 Choosing your Greater Power

You may now choose any of the available 10 Greater Powers. They are :-

Annihilation

Sacrificing 100-points of Health, the User of this Greater Power will be able to instantly kill almost any target-- only those marked as undying by Fate shall survive (i.e., kills anything that is not set as 'essential').

Nature's Herald

Summons a bear to walk with the caster, protecting them from harm. This bear will remain for 120-seconds.

Valour

This Greater Power will fortify the Caster's Speed and Strength by 60-points for 30-seconds, as well as giving them a 100-points health restoration.

Shield of Akatosh

The Caster of this Greater Power is protected by Akatosh himself, and will receive a 100-point fire resistance for 120-seconds.

Eternal Rites

This devastating Greater Power will spread out in all directions. Although harmless to the living, anything found to be a member of the Undead will find itself instantly destroyed.

Mirrored Heart

This Greater Power imbues the Caster with a Reflect Damage effect of 150-points for 60-seconds.

Mage's Dedication

This Greater Power allows the Caster to sacrifice 35-points of Health, and in return fortify their Intelligence and Willpower by 200-points for 120-seconds.

Temporal Restraint

This Greater Power will freeze your target for 60-seconds, binding them in time. This Power comes from a modified Shivering Isles Lesser Power that was not used in the SI Expansion.

Bound Armour

This Power will provide a full suit of Bound Armour for 180-seconds.

Regeneration

For 180-seconds, this Power will provide almost total healing. Be warned, extremely serious injuries may still kill you. You will also have a constant Magicka drain during this period.

6.6 Choosing your Lesser Power

You may now choose any of the 8 available Lesser Powers. They are :-

Purge Disease

This Lesser Power will instantly cure all Poisons and Diseases effecting the Caster

Energy Conversion

This Lesser Power will begin the process of turning Magicka into Health. If your Magicka levels reach '0', the effect will automatically stop. Casting the Spell once will activate the conversion, casting it a second time will stop it.

Alchemy Anywhere

When cast, this Lesser Power will allow the User to perform Alchemy at any time and in any place. They will be using the equivalent of master-level apparatus.

Mark of Imprisonment

This powerful Soul Trap will afflict all creatures within 200-feet of the Target for several thousand seconds, making its duration effectively unlimited.

Moonlight Shadow

At the cost of 2-health per-second, this Lesser Power will allow you to be completely invisible, yet still interact with the world around you. Casting it a second time will make you visible again.

Thorough Search

Cast on the corpse of a dead NPC, this Lesser Power offers a 10% chance to find additional loot which you 'missed' the first time. This loot can be Gold or a random gem.

Elemental Rage

This destructive power causes 10-points of Fire, Frost and Shock damage on the target.

Breathing Space

This Lesser Power will knock all enemies within 30-feet of the Caster away via a powerful blast of telekinetic energy. It does no harm to the victims, but they may still take damage from falling or colliding with other objects.

6.7 Your Skills

If you have chosen any starting Level higher than 'one', you will now be presented with the Skill distribution menu. Here, you can distribute the available Skill Points between any of your 21 Skills.

6.8 Your Morality

Designed for RP purposes, this menu allows you to choose your morality from one of five options, from pure evil to perfectly good.

6.9 Enable Main Quest?

This option allows you to disable the Main Quest. When the Main Quest is ENABLED, you need only go to jail and wait a short time. You will be transferred to the Imperial Prison, and the main quest will begin.

6.10 Choosing the Start Time

This menu allows you to choose when the story begins :- Midnight, morning, noon, afternoon, evening.

Please note that this feature is aimed at RP-ing.

6.11 Choosing the Weather

This optional menu allows you to choose what wether conditions you would like to have when you start the game. Again, this is intended for RP-ers.

6.12 Your Starting Template

Starting Templates outfit your character with a number of items appropriate to their class. You can select from Combat, Magic or Stealth.

6.13 Your Companion

You have the option of adopting an animal companion. You can choose from a Bat, Scamp, Bear, Wolf or Imp. On doing so, you will be followed by this animal, and receive two new spells. One will instantly dismiss the animal, the other will summon it back to you. All animal companions cannot be killed.

6.14 Your Starting Location

The final menu of CDM-CGO will allow you to choose where you would like to start your story. The options are as follows :-

Cities

Choose to start in any of Cyrodiil's towns (except Kvatch), or any district of the Imperial City, including the Prison or Arcane University.

Cathedrals

Start your adventure in one of the cathedrals, including Kvatch.

Settlements

Start in one of a selection of smaller settlements dotted around Cyrodiil. Options are, Blackenmarch, Hackdirt, Bleaker Way and Gweden Farm

Wayshrines

Begin at one of the Wayshrines of the Nine. You may choose the Divine, but will always begin at the same Wayshrine for that God.

Daedric Shrines

Begin your tale at any of the visitable Daedric shrines in Cyrodiil

States

Choose to begin in one of four states-- either part-way through a robbery, exploring a ruined fort; exploring an Ayelid Ruin; or at a wilderness camp on the run from the law (adds 100-gold bounty).

Misc.

Choose from one of four misc. locations, including Weynon Priory in Chorrol, a ship in Anvil Bay, the Arena or the Imperial Prison (Main Quest auto-start)

7. Extra Files

Included with the main file (CDM-CGO Core) are three extra files :- CDM-CGO Level Up; CDM-CGO Five Points; CDM-CGO Fifteen Points.

CDM-CGO Level Up

This enhances the Level Up of a character, by providing five more Attribute Points on Level Up. When you sleep, and the Level Up Screen displays, select your three

attributes as normal and return to game play. After a few moments, a new menu will appear allowing you to distribute five more Attribute points between your Attributes.

CDM-CGO Five/Fifteen Points

These alter the number of Major Skill increases needed to level-- Five Points sets it to five Major Skill increases; Fifteen Points sets it to fifteen Major Skill increases.

8. Known Issues

- When selecting your starting location, the world may look unusual for a few seconds. This is normal. It should reset itself within 2/3 seconds of exiting the Inventory menu
- On moving your starting location, you will usually have to re-summon your creature companion, since it does not move with you at this time.
- Creature Companions will not follow the player between cells.
- Changing the Weather does not appear to work

9. Next Release

More starting Locations
More starting States
Bug fixes as reported
Balancing as suggested
Make creatures enter cells