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Subject: Re: The Elder Scrolls V: Skyrim

Posted by [GEORGE ZIMMER](#) on Sun, 23 Jan 2011 04:04:09 GMT

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I'm a little bit worried about them shaving off MORE skills than Oblivion. Yeah, a few could use some merging (Mercantile and Speechcraft), and a few could be removed (Security, since the whole lockpicking mechanic should be an actual ingame thing now). But somehow I feel they're still going to do full-retard things, IE: Spears still not existing, probably remove another weapon type to "streamline" things, etc.

On the plus side, at least they admit they fucked up with Oblivion's level scaling system. I haven't actually played Oblivion (played the living shit out of Morrowind though, and still am), but just from looking at it the whole idea of everything else levels as you levels is absolute bullshit.

Also, if they take out Khajit and Argonians I'll be PISSED. They probably would, too.

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