

## The Elder Scrolls IV: Oblivion

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Cheat	Effect	setscale number	Makes objects change size.		
			Click on object to enlarge or make smaller then enter cheat. Number ranges from .5 to 2. 1 is normal size.		
FOV #	Change the angle of your point of view (default is 75)	TFOV	Toggles fog of war that hides the map		
	player.setcrimegold 0		Removes Bounty on your head. NOTE: If being chased by city guards, you must leave the city and go back for it to work on them.		
Toggle water	pov [#]		Set point of view angle (75 by default)		
showquesttargets	Show current quest targets	showquestlog 1	Show completed quest log		
log	showquestlog 0	Show current quest log	showquestlog Show quest log		
	showfullquestlog [quest id]		Show all log entries for indicated quest		
lock [1-100]	Lock selected door or container	help	List console commands		
hairtint (red/green/blue)	Change player hair colour	savegame [filename]	Save game		
setcamerafov [degrees]	Set camera field of view (75 by default)				
ShowBirthSignMenu	Show the sign selection screen	ShowRaceMenu	Show the name/race/appearance selection screen		
	ShowClassMenu		Show the class selection screen		
player.payfine	Guards stop attacking you and bounty is paid off.	stopcombat	Immediately stops the combat of the selected friend/foe.		
	PCB		Purge cell buffer. This will free up used memory, often times increasing fps after any given amount of time in game. Best used while in interior cells		
coc toddtest	Teleports player to developer testing grounds.		Without		
targeting, type "tgm"	God Mode	Click a locked door or chest, type "unlock"	Unlocks target object		
	Click any human or creature, type "kill"	Instant kills	tfh		
Toggle Full Help	player.setAV		Increase (Or decrease) Ability or Attribute		
player.additem 0000000F 'XXX'	Adds the desired amount of gold. Replace the 'XXX' with the amount wanted.				
player.AddSpell 00000000	gives you spell 00000000 (use other hex combinations for spells)				
player.AddItem 00000000 #	gives you # of item 00000000 (use other hex combinations for items)				
modpcs skill 100	adds 100 points to the skill	modpca luck 100	adds 100 pointsto an attribute (here luck)		
	Showbirthsignmenu		Allows you to change your birthsign		
advskill skill #	Forces a skill level up of # levels, example: advskill blade 4				
player.setlevel 1	Changes player level to desired number. Use 1-255	advlevel	forces a level up with the levelup screen.		
	showclassmenu		Allows you to change your class		
caqs	Completes all quest stages	ShowSubtitle	Toggles NPC conversation subtitles		
	psb	Add all spells to player	SexChange	Changes your gender	
	TCL	Toggles collision ( noclip anyone?:), you go in the direction your facing,		up/down/etc )	
	TDT	Toggle debug display (FPS etc)	TLL	Toggle land LOD	
	TDETECT	Toggle AI detection	SSG	Creates a window with the full game scene graph	
	movetoqt	Teleports you to your quest target (for lazy bums)		makes the game ALOT shorter >:)	
	qqq	exit game without using menus		tcai	
	Toggle combat ai, "sitting ducks" springs to mind	TS	Toggle sky		
TLV	Toggle leaves	TWF	Toggle wireframe mode	TAI	
Toggle AI	TG	Toggle Grass	TT	Toggle trees	TM
	Toggles hiding of all menus (for taking screenshots)	tfc	"ufo cam", freeflyng camera		
player.additem	Gives the player the given item and amount of the item.				
SetPCInfamy	gives you infamy	SetPCFame	gives you fame		
PlaceAtMe , , ,	spawns a npc or item or creature where you put the cords in this requires a ref.				
resurrect	Resurrect targeted monster/human.	player.removespell	Removes specified spell		
	player.removeitem	Removes any item	player.completequest		

