

Lockpicking

Locks in Requiem fall into one of three categories depending on your Lockpicking Expertise: easy, hard, or impossible. The sweetspot of hard locks only depends on the lock level, while easy locks have an up to 8 times wider sweetspot (the exact value depends on skill and perks). Furthermore, lockpick durability increases by 0.5% perk skill point.

This system has several weak points that should be improved.

- Lockpicking expertise pretends to be a large variable where each increment makes a difference. However, only six points of expertise matter. That is when you reach 5/10/20/40/65/120. As a result, in many cases a potion or enchantment of fortify lockpicking expertise makes no difference.
- The thresholds for which expertise points matter are seemingly arbitrary. This makes it hard to have a good overview and know when a potion or enchantment will make a difference.
- Potions and enchantments that are found in the world increase lockpicking skill, but the ones made by the player only increase lockpicking expertise (due to engine limitations).
- Fortify Lockpicking Expertise is the only enchantment in the game that does not stack. This is not documented anywhere.

Proposal

Actor values are redefined as follows:

1. **Lockpicking** aka lockpicking skill represents your experience. It governs only which perks you can take.
2. **Lockpickingmod** aka lockpicking expertise represents your proficiency. It governs the sweetspot of a lock.
3. **Lockpickingpowermod** represents lockpick durability. It governs the health of lockpicks. (This can be implemented by multiplying the gamesetting *fLockpickBreakSkillBase* with the current actor value. This gamesetting is read every time the lockpicking menu is opened.)

The values of lockpicking expertise are changed to range from 0 to 10 so that each point matters. The odd values 1/3/5/7/9 indicate you can unlock Novice/Apprentice/Adept/Expert/Master locks. The even values 2/4/6/8/10 indicate the sweetspot of all locks up to this level is 8 times larger. This bonus stacks additively, e.g., 4 Lockpicking Expertise makes the sweetspot of Novice locks 16 times larger. This will reduce the tedium of lockpicking on long playthroughs without lessening the difficulty because hard locks remain unchanged.

Lockpicking skill no longer affects the sweetspot. All sources of Fortify Lockpicking skill are removed.

Lockpicking skill no longer affects lockpick durability. Instead, enchantments increase lockpick durability which stacks with itself. Magnitude starts at 15% and increases in steps of 5% until 40%. Custom enchantments have base magnitude 10%.

Sources of Lockpicking Expertise are rebalanced according to the ensuing table. A major difference is that the first perk no longer allows to unlock Adept lock on its own. This addresses the issue that the first lockpicking perk makes both Novice and Apprentice locks easy which effectively removes the distinction between the two. To alleviate this regression, Khajiit caravans and Thieves Guild fences always stock a decent supply of Fortify Lockpick potions. Furthermore, the second perk is split into two new perks unlocked at skill 30 and 60 respectively.

Source	Expertise
Cheap Tricks (Skill 0)	3
Advanced Lockpicking (Skill 30)	2
Sophisticated Lockpicking (Skill 60)	2
Masterly Lockpicking (Skill 90)	2
Potion of Fortify Lockpicking (Diluted)	1
Potion of Fortify Lockpicking (Faint)	2
Potion of Fortify Lockpicking (Fair)	3
Potion of Fortify Lockpicking (Good)	4
Potion of Fortify Lockpicking (Remarkable) ¹	5
Potion of Fortify Lockpicking (Surpassing) ¹	6
Thief stone	2
Tower stone	4
Skeleton Key	10
Ataxia	-300

The Fortify Lockpicking Expertise effects on Falmer Ear, Namira's Rot and Spider Egg have a base magnitude of 0.2. Pine Thrush Egg and Spadefish have a base magnitude of 0.35. This naturally scales potion magnitude from 1 to 5.

- Without perks but with racial affinity, all potions have magnitude 1.
- With the first perk, potions made from a Pine Thrush Egg have magnitude 2 and all other combinations have magnitude 1.
- With both Alchemical Lore and the Improved Elixir perks, potions made from a Pine Thrush Egg have magnitude 3 and all other combinations have magnitude 2.
- With the final perk, potions made from a Pine Thrush Egg have magnitude 5 (4 would be preferable but this is not achievable) and all other combinations have magnitude 3.

Khajiit do not start with additional expertise, but they can pick Novice locks without the first perk.

¹ Only available in Thief Caches