

A Guide to T3nd0's Skyrim Redone

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1

INTRODUCTION

Skyrim Redone is a modular gameplay overhaul for TESV-Skyrim.

Its main aim is to enhance the depth of character development by giving options to you, and it does so in many ways- specialize in different types of swords and bows, harvest bones and reassemble skeletons as a necromancer, disguise as a Forsworn to infiltrate their camps, or blow up bandit stronghold with explosives... most perk trees are modified to offer a large amount of possibilities, and one even is as new as perk trees can get at this point.

On top of that, it adjusts many more aspects to ensure that the sandbox Skyrim offers scales with your new tools, be it through the distribution of spells and perks, a greater variety in challenge, or a completely revamped combat system. Skyrim Redone requires considerably more tactic and character planning than vanilla Skyrim, and is balanced towards Adept difficulty.

And while doing all that, it is surprisingly compatible to many popular mods and tries to stay friendly to lore.

This mod is the result of 500 hours of gaming, roughly 1.500 hours of modding - done mostly by a single guy - and way more than 20.000 comments full of discussion, feedback, and the occasional troll. It's listed among the Nexus' top 30 mods of all time, and won the Nexus' "File of the Month" while it was still an alpha version. It better not suck, right?

This guide contains the full set of information about all modules, in a much more detailed manner than the main page and extended with fancy hyperlinks. It is necessary, as the Nexus' maximum page size is way too small to hold all information. Also, it is meant to clarify exactly what you get when investing in each perk.

You do not have to read the guide before getting started. In fact, I recommend to not read it right away, unless you desperately need a question answered. Discovering stuff by yourself is much more entertaining. If you want mechanics insight, or solve a common issue, this is where to look first though.

Note that this guide will always describe the most recent SkyRe version; if you use outdated versions (such as the pre-Dawnguard 0.99.16.2), the displayed information will not match what you see in-game.

2 | INSTALLATION INSTRUCTIONS AND GENERAL INFO

2.1 BASIC INFO

Some basic info first.

Skyrim Redone is modular. All modules are independent of one another (with one exception - "SkyRe-Survivalism". See [10](#) for information). You can skip the main module and use racials only if you feel like it.

All mod versions above 0.99.16.X require "Dawnguard" to run. If you don't have Dawnguard and attempt to run such a version, you'll get CTDs only.

From version 1.0 on, this mod also requires the "Dragonborn" DLC.

And you'll need both SKSE¹ and Ely's Community Uncapper². Both are easy to install, but you should still do your reading.

2.2 INSTALLATION - WITH DAWNGUARD AND DRAGONBORN

Installing SkyRe is easy if you do have Dawnguard and Dragonborn. It installs like any other mod basically, with the added comfort of an installer if you use NMM. So, if you have NMM, just click on the "Install With Manager" button on the Nexus page³, and once the download finishes, choose the modules you want to activate.

Alternatively, manually download and unpack the archive, then move all modules you want to use to "Skyrim/Data". Since Skyrim Redone contains a lot of files, I do NOT recommend to do it that way.

If you still prefer a manual installation, make sure to always install the "scripts" folder, as it is shared between modules. Installing it will not have any negative impact on your game - it just needs to be in place. The "textures/interface" and "interface" folders should only be installed if using the main module.

2.3 INSTALLATION - WITH DAWNGUARD, BUT WITHOUT DRAGONBORN

Note that I do not offer support for old versions, so proceed at your own risk. This version is fairly stable and contains most of the 1.0 content.

To get a "complete" install, you need to download two files from the main page, all listed under "Optional Downloads"

¹ skse.silverlock.org

² <http://skyrim.nexusmods.com/mods/1175>

³ <http://skyrim.nexusmods.com/mods/9286>

1. SkyRe_09923
2. SkyRe_099235

Now, unpack and manually install SkyRe_09923, dropping modules you do not want. Then do the same with SkyRe_099235, overwriting any file when asked. Done!

2.4 INSTALLATION – WITHOUT DAWNGUARD AND WITHOUT DRAGONBORN

Slightly more complex. Note that I do not offer support for old versions, so proceed at your own risk. This version is mostly stable, but not as stable as the follow ups, and contains considerably less content than the versions referenced above.

To get a “complete” install, you need to download three files from the main page, all listed under “Optional Downloads”

1. SkyRe_09916
2. SkyRe_099161
3. SkyRe_099162

Now, unpack and manually install SkyRe_09916, dropping modules you do not want. Then do the same with SkyRe_099161, overwriting any file when asked. And finally, unpack SkyRe_099162, rename the included “SkyRe_Main_ NoDawnguard.esp” to “SkyRe_Main.esp”, and copy it all over the existing files again.

Done!

2.5 UPDATING SKYRE

Skyrim Redone is in active development still, and updating it will make sure you stay ahead of bugs. Here’s how you do it:

1. Use either NMM or a manual download to acquire the latest version.
2. Copy all new stuff over the old stuff. Sounds simple? It is.
3. Start Skyrim and load your save. Usually, you’ll now be presented with a popup window, and you’ll get a Respec potion. This potion refunds your spent perk points. Drinking it is advised if the last update did touch perks your character used. Don’t worry - it will even work if I “deleted” a perk between updates.
4. Execute the following two console commands:

```
stopquest xxxcminit  
startquest xxxcminit
```

This is only needed if I updated the combat module - I usually do.

Note that this routine might not work when making big jumps between versions, such as going from 0.99.16.2 to 1.0.

3

MODULE: SKYRE-MAIN

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3.1 GENERAL DESCRIPTION

This module is the heart of Skyrim Redone; it eats up 95% of the time I spend modding and contains all changes directly or indirectly related to perks. The guide gives detailed insight at what each of the perks does, and what changes unrelated to perks have been made.

The main module incorporates 747823's "Weapons of the 3rd Era"¹, PrivateEye's "Heavy Armory"², Borgut1337's "Sneak Tools"³ and jonwd7's "Brawl Bugs Patch"⁴. You do not need to (read: "shouldn't") install any of these in addition to Skyrim Redone. "Sneak Tools" is a possible exception if you want to get access to its effects without spending perk point though. Also, SkyRe does not include Sneak Tools' custom vendor and configuration.

Note that this module consists of two esp files - "SkyRe.Main.esp" and "ReProccer.esp". The latter is dynamically generated with a tool that is described in 11 and handles all weapon, armor, alchemy and projectile stat changes.

¹ <http://skyrim.nexusmods.com/mods/3871>

² <http://skyrim.nexusmods.com/mods/21120>

³ <http://skyrim.nexusmods.com/mods/19447>

⁴ <http://skyrim.nexusmods.com/mods/24020>

When you install Skyrim Redone or upgrade to a newer version, you'll be given a "Potion of Resoec" that refunds all your spent perk points.

General notes on armor

You'll immediately notice that armor values are considerably higher in SkyRe. This should make sure that different tiers of armor material and the light/heavy types actually make a noticeable difference in protection. Moreover, the armor cap is at 900 in SkyRe, with each point of armor rating providing 0.1% physical damage reduction. If you use the combat module (6) as well, armor can be debuffed, so going above the cap is not completely useless.

In addition to regular leveling, armor skills now also level from wearing and moving around in armor, at two different paces - depending on the amount of armor pieces you wear (2-3: slow, 4+: faster). This might lead to issue with other mods that classify their non-vanilla-slot gear as armor. Though that's not common.

General notes on weapons

I did my best to give all weapon types, including the new ones, distinct stats. Both shortspears and tantos are one-handed weapons, but using them efficiently requires different combat strategies.

All weapons have something in common, however: They are a lot more deadly than they used to be. In my opinion, It shouldn't take 20 unblocked iron axe swings to kill an unarmored beggar. So prepare to kill faster and be killed faster.

I want to explicitly mention that arrows and bolts have gravity influence, speed, damage and ranged adjusted by their types and materials. Glass arrows behave very differently from Daedric ones. Due to that, I recommend you to disable and aim without the crosshair, for example with Gopher's iHud mod (look here: 12).

Oh, there's one weapon material whose weapons can only be unlocked for crafting using a book called "A Last Request". The book is random mid-level loot.

General notes on spells

If there's one thing about magic I hate it's the omnipresent "spell y is obtained after spell x, so y should make x obsolete" - especially when new spells are just old spells with increased magnitude. Ideally, each spell remains useful throughout the whole game, with new spells adding proper gameplay options.

That's the principle I tried to apply when working with Skyrim's magic school, and it lead to quite a few spells being removed - though I created a lot more spells than I removed. Also assume that all spells are distributed across Skyrim's vendors and leveled lists.

Note that a certain part of a certain DLC still contains removed spells.

3.2 SKILL TREE: LIGHT WEAPONRY

Renamed from "One-Handed"

One-Handed was boring. Most perks revolved around simply killing faster by giving damage boosts, and the different weapon types played exactly the same - with swords being the superior choice, due to their speed, the enemies' lack of armor and axe bleeding being weak.

To remedy that, I overhauled the tree with a focus on specialization. Skyrim Redone incorporates the mods "Heavy Weaponry" and "Weapons of the 3rd Era"; this results in many additional weapon types being available. On top of vanilla's waraxe, mace and (broad-)sword, players may now find, craft and use katanas, wakizashis, tantos, scimitars, longswords, shortwords, clubs and shortspears, each with their own perks and stats.

On top of that, the tree offers distinct subtrees for shieldless combat, dual wielding and unarmed combat. Note that unarmed combat is done by equipping an unarmed "weapon" you automatically get when starting the mod up. This not only makes it easier for me to do the modding, it also allows you to hotkey unarmed.

NOTE: Shortspears carry a passive effect that makes all enemy armour 60% more protective.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Armsman	-	0-20-40-60-80	Attacks with waraxes, broadswords, longswords, shortwords, shortspears, maces, clubs, tantos, daggers, scimitars, sabres, wakizashis, katanas and the unarmed "weapon" (I'll refer to those as "light weapons" from now on) deal 10/20/30/40/50% more damage.
Dual Flurry	Armsman	30-50	While dual-wielding, attacks are 20/35% faster and deal 10/20% less damage. The unarmed "weapon" does not qualify for dual-wielding. Does not work with fist weapons.
Elemental Flurry	Dual Flurry	35-55	While dual-wielding, elemental damage you deal is increased by 25/45%. This results in elemental damage enchantments being stronger. Does not work with fist weapons.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Dual Savagery	Dual Flurry	50	While dual-wielding, power attacks are 30% stronger. Does not work with fist weapons.
Savage Storm	Dual Savagery	70	While dual-wielding, standing power attacks hit all enemies in front of you. Does not work with fist weapons.
Florentine Combat	Dual Savagery	65	While dual wielding, you can use attacks to completely deflect enemy blows. Once you initiate an attack, you take zero incoming melee damage for 0.4 seconds. If you chain attacks to combos, only the first attack triggers the invincibility frames. Does not work with fist weapons.
Florentine Grandmaster	Florentine Combat	90	Increases the time interval for Florentine Combat's invincibility to 0.6 seconds.
Savage Strike	Armsman	35	Standing power attacks with one-handed weapons (no "unarmed") have a chance to decapitate enemies. All light weapon power attacks (including "unarmed") consume 25% less Stamina.
Bone Breaker	Armsman	30-60-90	Maces, mauls and clubs ignore 20/40/60% armor.
Disorient	Bone Breaker	70	Sideways power attacks with mauls disorient the target for 30 seconds when not blocked. You have a 30% chance to avoid all damage done by disoriented target, and spells cast by disoriented targets are 50% more expensive.
Killing Spree	Bone Breaker	60-90-120	Whenever you kill an enemy while wielding a Club, your attack damage gets boosted by 10/15/20% and you attack 5/10/15% faster for 6 seconds. Note that you do not need to deliver the final blow with a club, but you do need to hit with a club at least once, and you do need to have a club equipped in the moment the target dies.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Bladesman	Armsman	30-60-90	Attacks with broadswords, longswords, shortwords, daggers and tantos have a 10/15/20% chance of doing 150/200/250% critical damage.
Dervish Dance	Bladesman	60-90-120	Attacks with sabers and scimitars have a 5/7/10% to knock the target down and a 10/15/20% chance to stagger, as long as you move while attacking.
Heron's Song	Bladesman	70-100-130	Katana power attacks executed from full stamina have tripled strength and consume 50% of your total stamina. At rank 2, they additionally strike targets down. At rank 3, they gain quantuple strength. If the full-stamina power attack misses, it consumes no stamina.
Masterful Fencer	Bladesman	70-100-130	While wielding a longsword, timed blocks reduce incoming damage to zero, attacks against blocking enemies deal no damage and attacks against enemies that don't block ignore 30/60/100% armor.
Xiphos	Bladesman	60-90-120	Shortsword power attacks against staggered targets are 10/20/30% stronger. While using a shield, the bonus is doubled.
Shark's Jaw	Bladesman	70-100-130	While at full health, Wakizashis deal 6/9/12 additional damage. When dual-wielding, the bonus is doubled.
Hornet's Sting	Bladesman	60-90-120	Tanto attacks that hit the enemy's side or back deal 25/50/75% more damage. The angle tolerance is 120 degrees (so 60 degrees in both directions when facing the back).
Blood Price	Armsman	30-60-90	Unblocked attacks with waraxes, hatchets and shortspears cause extra bleeding damage. The bleeding damage depends on the weapon's material and ranges between 3/sec * 6 seconds (low quality, perk rank 1) and 9/sec * 6 seconds (daedric, perk rank 3)

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Pierce	Hack And Slash	50-80-110	Shortspears deal 30/60/90% more damage against bleeding targets. The bleeding may either be caused by "Hack and Slash" or by the bash effect of the shield "Target of the Blooded".
Onslaught	Hack And Slash	70-100	Every hit with a hatchet has a 20/40% chance to increase damage with light weapons by 15% for 10 seconds. Does stack with itself and can apply multiple times.
Myrmidon	Bone Breaker <i>or</i> Bladesman <i>or</i> Hack And Slash	50-75-100	With an empty or spell-wielding off-hand, one-handed attacks are 15/25/35% faster. Does not work with fist weapons.
Duelist	Myrmidon	70-95-120	With an empty or spell-wielding off-hand, you can negate 5/10/15% of all incoming attacks, as long as you have a light weapon equipped. Does not work with fist weapons.
Critical Charge	Armsman	30	Can do a one-handed power attack while sprinting that does double critical damage. Does not work with the unarmed "weapon".
Guardbreaker	Armsman	20	Every hit with the unarmed "weapon" deals 10 points of stamina damage. If the target is blocking, that damage is doubled (and added on top of the regular stamina cost blocking has).
Windfist Disciple	Guardbreaker <i>and not</i> Stonefist Disciple	20-35-50-65-80	Attacks with the unarmed "weapon" are 5/10/15/20/25% faster.
Monkey's Trickery	Windfist Disciple	50	If the target of an unarmed attack carries a shield, you may steal it. If it carries no shield, but a weapon, you might steal the weapon instead. Chance of the effect kicking in is 25% on each hit. You may steal both shield and weapon from one target, but you may not steal multiple weapons. Stealing gear with this effect does not count as crime.
Latent Power	Monkey's Trickery	80-110-140	While your health is above 50%, 3/6/9% of your health is added to your unarmed attack damage.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Stonefist Disciple	Guardbreaker <i>and not</i> Windfist Disciple	20-35-50-65-70	Unarmed attacks cause 5/10/15/20/25 points of additional damage.
Crushing Blow	Stonefist Disciple	50	Unblocked unarmed power attacks have a 30% chance to strike the target down. Does not trigger from power bashes.
Moving Mountains	Crushing Blow	80-110-140	While your Stamina is above 50%, unarmed damage against huge creatures and heavily armored enemies is increased by 20/40/60%. To qualify as "heavily armored", an enemy needs to wear at least three pieces of heavy armor. "Huge creatures" are all bears, giants, mammoths, dragons, undead dragons and dwarven centurions.
Sorcerer's Wrath	Monkey's Trickery <i>or</i> Crushing Blow	90	Your fists weapons are replaced by a new version that can be enchanted. Enchantments placed on these fists are 30% stronger than on other weapons. Additionally, you gain the "Disenchant Fists" ability that allows you to get back a new pair of unenchanted fists (at the cost of the enchanted ones).

Table 1: Light weaponry perks

3.3 SKILL TREE: HEAVY WEAPONRY

Renamed from "Two-Handed"

Similar to its little brother, yet slightly different.

First of all, more weapon types. The barbarians among us have access to vanilla's greatsword, warhammer and battleaxe - and nodachis, bastard swords, longmaces, halberds, yaris, battlestaves and glaives. I'll call these weapon types "heavy weapons" from now on.

Two handed weapons leave no room for an offhand spell or shield - thus, each specialization has more potential perks than the counterparts from Light Weaponry, allowing for more perks to be spent.

Note that heavy weapons are not a lot stronger than light weapons initially, but their damage scales better with perk investment.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Barbarian	-	0-20-40-60-80	Heavy weapons do 20/40/60/80/100% more damage.
Reaper's Gambit	Barbarian	30-60-90	Glaive power attacks are 30/35/40% weaker and cost 30/45/60% less stamina.
Reaper's Verdict	Reaper's Gambit	70-110	Every unblocked hit with a Glaive power attack increases all your weapon damage by 15/25% for 10 seconds. Does stack.
Heart Seeker	Barbarian	30-60-90	Unblocked Yari hits deplete 5/7.5/10% of the target's maximum health. Dragons reduce the damage by 75%, while giants resist half of it.
Impale	Heart Seeker	70-100-130	Yari power attacks against an enemy's side or back and sprinting power attacks cause 10/15/20 bleeding damage per second for 10/12/15 seconds.
Overpower	Barbarian	30-60-90	Regular warhammer attacks ignore 20/40/60% armor. Warhammer power attacks ignore all armor, but need 50/25/0% more stamina.
Supremacy	Overpower	120	Power Bashing with a warhammer hits all targets in front of you.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Great Cleave	Barbarian	30-60-90	Greatswords power attacks have a 30% chance to cause 15 points of bleeding damage per second and repeated stagger for 4/5/6 seconds. The stagger can be resisted by related perks.
Scarred	Great Cleave	120	Everyone attacking an enemy affected by "Great Cleave" gets a 20% melee weapon damage boost and 30% increased stamina regeneration for 3 seconds. This bonus is not displayed under "Magic Effects".
Blade Barrier	Barbarian	30-60-90	Timed blocks with bastard swords reduce incoming damage to zero, and damage the attacker's health by 5/15/25%. This damage can not be mitigated.
Backlash	Blade Barrier	70-100-130	After performing a timed block with a bastard sword, your power attack strength gets boosted by 50/75/100% for 3 seconds.
Butterfly Strikes	Barbarian	30-60-90	Consecutive hits with Nodachis build up your attack speed, up to a maximum boost of 30/40/50% after four/five/six hits. That means every hit after the first one grants a 10% attack speed boost. The boost lasts for five seconds. In this time interval, another hit triggers the next level of acceleration. If your speed is maxed out, it resets the timer instead.
Rising Wings	Butterfly Strikes	80-120	Each charge level of "Butterfly Strikes" additionally increases your movement speed by 50%/75% as much as attack speed. This bonus is not displayed under "Magic Effects".
Champion's Stance	Barbarian	20	Power attacks with heavy weapons cost 25% less stamina.
Devastating Blow	Champion's Stance	50	Standing power attacks with heavy weapons do 25% bonus damage with a chance to decapitate your enemies.
Great Critical Charge	Champion's Stance	50	Allows you to perform a sprinting power attack that does double critical damage with any heavy weapon.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Sweep	Devastating Blow or Great Critical Charge	70	Sideways power attacks with heavy weapons hit all targets in front of you.
Warmaster	Sweep	100	Unblocked power attacks with heavy weapons have a 30% chance to strike the target down.
Boiling Point	Barbarian	30-60-90	While wielding a battleaxe, each incoming hit has a 5% chance to trigger a rage, increasing all heavy weapon damage dealt by 50/75/100% for 15 seconds.
Dishearten	Boiling Point	70-100-130	While "Boiling Point" is active, you ignore 10/20/30% armor and deal 20/40/60% more damage against blocking targets.
Endeavor	Barbarian	30-60-90	While wielding a battlestaff, enemies below 50% health take 25/40/55% more damage.
Pillar Of Strength	Endeavor	120	While wielding a battlestaff, all regular attacks hit all enemies in front of you. "Regular" means "non-power".
Judgement	Barbarian	30-60	While wielding a halberd, hitting an enemy who is performing a power attack/any attack forces the enemy to the ground for a few seconds. Only works on humanoid enemies.
Execution	Judgement	60-90-120	Standing halberd power attacks against targets affected by "Judgement" deal 50/75/100% more damage. For the purpose of this perk, "Judgement" uses a duration of three seconds.
Thrash	Barbarian	30-60-90	Attacks with Longmaces deplete the target's stamina by 6/7/8 per second and slow its attacks down by 15/20/25% for 5/7/10 seconds. The attack speed debuff affects both left and right hand.
Collapse	Thrash	70-100	"Thrash" additionally reduces the target's ability to block by 25/50%

Table 2: Heavy weaponry perks

3.4 SKILL TREE: BLOCK

Block was slightly boring. No one to blame really, as it might just be the nature of... blocking?

I decided to add a new mechanic: Timed blocking. If you block within 0.4 seconds of an incoming hit, you perform a timed block. Timed blocking staggers the attacker, and any weapon damage taken during the timed blocking timeframe is reduced by 30%. Perks add more benefits.

A few perks make a difference between light and heavy shields. Essentially, all shields made of materials associated with heavy armor (such as ebony and steel plate) are considered heavy, and everything not considered heavy is light. Per default, all vanilla shields should tell you what they are via an adjusted name; to categorize shields added by mods, use the ReProccer (11).

Unless a perk specifically demands a shield, it works with both shield and weapon.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Defender	-	0-20-40-60-80	Blocking absorbs 20/40/60/80/100% more damage.
Power Bash	Defender	30	Holding the "bash"-button allows you to perform a power bash that deals additional damage.
Quick Reflexes	Defender	30-60	The time interval that allows for timed blocking increases to 0.5/0.6 seconds.
Exhaust	Defender	30-50-70	After successfully blocking a melee attack, the attacker deals 25/30/35% less weapon damage for 4/6/8 seconds. Does not stack.
Deadly Bash	Power Bash	50	Bashes deal 200% more damage.
Shatter	Quick Reflexes	50-100	Timed blocks have a 20/50% chance to destroy the attacker's weapon. Only works with heavy shields.
Replenish	Quick Reflexes	40-80	When performing a timed block, you restore 20 points of stamina per second for one/two second/s.
Dispel	Quick Reflexes	50-100	Timed blocks against spells reduce spell damage to 25/0%. Only works with light shields.
Deflect Arrows	Exhaust	50-85	While blocking, incoming arrows have a 25/50% chance to do no damage. Needs a shield.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Debilitating Bash	Deadly Bash	70	Regular bashes nullify the target's regenerative abilities for 8 seconds. That means the target won't regenerate health, magicka or stamina.
Elemental Protection	Deflect Arrows	70-120	While blocking, incoming fire, frost and shock spells deal 15/30% less damage. Needs a shield.
Disarming Bash	Debilitating Bash	90	Power bashes have a 50% chance to disarm the target.
Block Runner	Elemental Protection	90	Allows you to move at regular speed with a shield raised.
Shield Charge	Disarming Bash or Block Runner	120	Running with a raised shield strikes targets you run into down. Consumes 10 points of stamina to initiate.

Table 3: block perks

3.5 SKILL TREE: MARKSMANSHIP

Renamed from "Archery"

Didn't like it much in vanilla. All perks either revolved around killing faster or... collecting arrows. Yay!

Just like I did with light and heavy weapons, I wanted perks to revolve around and reward specific playstyles. Thus, bows were split into "Longbows" (all heavy material bows) and "Shortbows" (all light material bows); each has a specific branch. On top of that, crossbows have their own branch as well.

Longbows are slow and best used at huge ranges; they reward you for overdrawing the string, hitting moving enemies, hitting them right in the back, and keeping your distance. If you want to kill from far away with a small number of arrows, this is the way to go. Longbows are less suited for pure archers, as they prove ineffective once enemies get close.

Shortbows, on the other hand, are best used at mid and close ranges. They are faster, initially weaker, allow for way better movement and should be aimed at the enemies' side for stagger. Perks allow them to hit harder when hitting multiple times in quick succession and to cripple enemies in close combat via a bash technique.

Crossbows don't require much skill to wield - instead, they do require a decent weapon to be strong; thus the perks allow you to repeatedly reforge crossbows with enhancements for different situations. The same is true for bolts, which can be strengthened, then enhanced with different effects. Crossbows start stronger than other bows, but their damage doesn't scale with perks directly. While regular bows require active positioning to be good, the majority of crossbow work takes place before actually entering battle.

All *arrows* and *bolts* have been adjusted to be faster and less affected by gravity. Bolts are generally faster and have better range than arrows. Stats vary with material and projectile enhancements and are adjusted with the ReProccer (11), so you may tinker with them if you fancy another approach. Also, note that the ReProccer generates all crossbow and missile variants.

Since all projectiles have varying speed and gravity influence, the crosshair will not help you much. I officially recommend to disable it, for example by using a mod like iHud (see "Recommended Mods").

Some basic info on forging missiles:
Multiple perks have "enhancements", and one perk adds "upgrades". Upgraded missiles just carry increased damage, while "enhancements" add various secondary effects. Any missile can only carry one enhancement, but it can be upgraded before being enhanced.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Focus	-	0-20-40-60-80	You draw bows 10/15/20/25/30% faster and deal 10/15/20/25/30% more damage with any bow. Crossbows ignore 60/70/80/90/100% armor.
Point Blank	Focus	25-55-85	With shortbows, you deal 5/10/15% more damage against enemies within 30 feet range, 10/20/30% more damage against enemies within 20 feet range, and 15/20/45% more damage against enemies within 10 feet range.
Ranger's Trick	Point Blank	50-100	Bash attacks with shortbows have a 25/45% chance to disarm the opponent.
Mobility	Point Blank	40	You are able to move 55/110% faster with a drawn shortbow. When sheathing the bow after an attack, you might get a short speed boost. The speed boost really is just script lag, but it's somewhat fancy.
Flanking	Mobility	50-70-90	Shortbow attacks directed at an enemy's side or back deal 25/35/45% more damage. When looking at the enemy's back, the angle that qualifies for extra damage is 90 degrees in both directions.
Prominent Flanker	Flanking	55-85-115	Shortbow attacks that hit the enemy's side or back have a 15/25/35% chance to stagger. Angles that qualify are identical to "Flanking".
Arrowhail	Flanking	80-105-130	When landing Shortbow hits on a single target in quick succession, you deal a growing amount of bonus damage; 10/15/20 points of additional damage per hit. To give you an example: Hit one deals x damage. Hit two at rank 1 deals $x + 10$ damage, hit three deals $x + 20$ damage, hit n deals $x + (n - 1) * 10$ damage. The bonus damage is not affected by anything.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Power Draw	Focus	25-45-65-85-105	You can draw a Longbow for 3/3.5/4/4.5/5 seconds in total for a damage boost of 15/30/45/60/75%. If you have a rank higher than 1, you may release the bow before reaching the full bonus for a partial increase in damage. So even at rank 5, releasing the arrow after 3 seconds nets a 15% bonus. A message will pop up once you have reached the maximum damage. The message is not completely reliable though and occasionally refuses to appear.
Keene's Lance	Power Draw	30-50-70-90-110	While wielding a Longbow, you gain a damage bonus against faraway targets; 10/20/30/40/50% for a range of at least 40 feet, 20/30/40/50/60% for a range of at least 70 feet, and 30/40/50/60/70% for a range of at least 100 feet.
Baneful Elan	Keene's Lance	55-85-115	With Longbow attacks, you have a 30/50/70% chance to stagger a moving target, and a 15/30/45% chance to strike a sprinting target to the ground.
Prey	Baneful Elan	70-110-150	Longbow attacks that hit an enemy's back deal 50/100/150% more damage. "Prey" is way more difficult to land a hit with than other perks that work with angles; when looking at an enemy's back directly, the tolerance is only 20 degrees in both directions.
Takedown	Baneful Elan	75-100-125	Against staggered enemies, you deal 200/300/400% critical damage with Longbows.
Coup De Grace	Arrowhail or Takedown	100-125-150	While wielding any Bow, you deal doubled damage against enemies below 15/25/35% health.
Eagle Eye	Focus	20-60	Pressing Block while aiming with any ranged weapon will zoom in your view. At rank 2, stamina consumption is reduced and the zoom is stronger.
Steady Hand	Eagle Eye	40-80	Zooming in with any ranged weapon slows time by 25/50%.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Ballistics	Focus	20	You can craft crossbows and bolts at forges. Note that tempering crossbows also requires the respective perks from "Smithing" (3.7).
Advanced Missilecraft	Ballistics	40-60-80	At rank 1, you can create "strong" and "strongest" bolt upgrades by using regular bolts and ingots (iron and steel) at forges. Rank 2 unlocks the "barbed" enhancement. This adds bleeding damage and a slowdown to bolts. Does not work on bolts that are already enhanced. Bleeding damage is 15 per second for four seconds; the speed malus is 25% for 7 seconds. Rank 3 unlocks the "heavyweight" enhancement that adds a high stagger chance to bolts and occasionally strikes the target down.
Lightweight Construction	Ballistics	45	You can optimize existing parts on a crossbow, reducing weight and increasing firing rate. Only one enhancement can be put on any crossbow. To create crossbow enhancements, you always need a basic crossbow as ingredient - and a forge.
Silencer	Lightweight Construction	75	You can enhance crossbows with silencers, resulting in improved sneak attack damage and silent attacks. Only one enhancement can be put on any crossbow. To create crossbow enhancements, you always need a basic crossbow as ingredient - and a forge.
Recurve	Ballistics	45	You can create recurve crossbows with strong bridles that deal additional damage. Only one enhancement can be put on any crossbow. To create crossbow enhancements, you always need a basic crossbow as ingredient - and a forge.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Arbalest	Recurve	75	You can create advanced crossbows with a heavy prod that deals double damage against blocking targets, but fires slower. Only one enhancement can be put on any crossbow. To create crossbow enhancements, you always need a basic crossbow as ingredient - and a forge.
Engineer	Silencer <i>or</i> Arbalest	110	You can put two enhancements of choice on any crossbow. To put a second enhancement on a crossbow, bring an already enhanced crossbow to a forge. Since enhancing is not enchanting, you can not place both enhancements in one step.

Table 4: Markmanship perks

3.6 SKILL TREE: HEAVY ARMOR

While the Light Armor tree revolves around avoiding danger swiftly and is versatile, Heavy Armor protects. That's what it can do, and not much more.

As a high-end user of heavy armor, you'll degrade all incoming power attacks to regular attacks, stagger the attacker if an unblocked hit comes through, and take blows like a boss. Heavy armor focuses on tanking, especially when also using the Combat Module (6).

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Juggernaut	-	0-20-40-60-80	Heavy armor rating is increased by 20/40/60/80/100%.
Bastion	Juggernaut	30	While wearing full heavy armor (feet, hands, chest, helmet, no light armor), heavy armor rating grows by 25%.
Titan	Bastion	50-90	While wearing at least 4 pieces of heavy armor, incoming stagger is reduced by 50/100%.
Harmonize	Titan	70	While wearing a matching set of heavy armor (as in "matching material"), heavy armor rating is increased by 25%.
Stone Wall	Harmonize	130	While wearing at least four pieces of heavy armor, incoming power attacks deal half as much damage.
Stalwart Defense	Juggernaut	30-60-90	While wearing at least 4 pieces of heavy armor, shock-based magic and attacks from bladed weapons (all daggers, swords and axes) deal 10/15/20% less damage.
Conditioning	Stalwart Defense	60-80	Worn heavy armor is 25/50% lighter.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Thick Skin	Conditioning	80	While wearing one piece of heavy armor, incoming arrow damage has a 4% chance to deal no damage. While wearing two pieces of heavy armor, incoming arrow damage has a 9% chance to deal no damage. While wearing three pieces of heavy armor, incoming arrow damage has a 17% chance to deal no damage. While wearing four or more pieces of heavy armor, incoming arrow damage has a 25% chance to deal no damage.
Monolith	Thick Skin	120	while wearing at least four pieces of heavy armor, incoming unblocked attacks have a 25% chance to stagger the attacker.

Table 5: Heavy Weapon perks

3.7 SKILL TREE: SMITHING

In vanilla Skyrim, the left side of the tree was completely pointless. Everyone taking the right side would end up with the best weapons, the best heavy armor and the best light armor. That's quite the huge design flaw, and it demanded attention. Also, there was just very little to do overall.

To remedy that, I separated light and heavy paths. The heavy side, leading to daedric material stuff, grants the best weapons and best heavy armor. The light path nets access to decent weapons (up to dragon material, which is weaker than daedric in SkyRe), the best light armor, and two somewhat decent heavy armor materials (steel plate and dragonbone). These heavy armors may be used to equip thralls or followers.

Now, smithing also had the reputation of being too strong. In SkyRe, a new base perk improves tempering, while the material perks do unlock material for tempering in the first place. That means you can not temper an ebony longsword without having "Red Mountain's Calling".

To make stuff more interesting, tempering perks also unlock additional armor effects, and smithing provides perks for crafting clothing, melting gear/clutter down to get resources back, and crafting jewelry and silver weapons.

Ingots now require three pieces of ore to create and mining levels smithing. This should give you some incentive to travel and collect. Also, using the tanning rack and the smelter level smithing as well.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Blacksmith	-	0-20-40-60-80	Weapons and armor can be improved 20/40/60/80/100% better. You can only improve gear if you have the corresponding material perk.
Principles Of Smithing	Blacksmith	20	You can craft and temper steel material armor and weapons. While wearing at least four pieces of steel armor, incoming bow damage is reduced by 10% and incoming crossbow damage is reduced by 20%.
Dwarven Rigging	Principles Of Smithing	30	You can craft and temper dwarven material armor and weapons. While wearing at least four pieces of dwarven armor, dwemer machines and Falmer deal 15% less damage to you.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Orcish Creed	Dwarven Rigging	50	You can craft and temper orcish material armor and weapons. While wearing at least four pieces of orcish armor, weapons made of orichalcum deal 15% more damage.
Red Mountain's Calling	Orcish Creed	80	You can craft and temper ebony material armor and weapons. While wearing at least four pieces of ebony armor, magic resistance is increased by 10%.
Daedric Study	Red Mountain's Calling	100	You can craft and temper daedric material armor and weapons. While wearing at least four pieces of daedric armor, attacks ignore 10% armor and daedra summoning duration is increased by 25%.
Arcane Blacksmith	Blacksmith	50	You can temper enchanted gear. You also need the respective material perk.
Tradecraft	Blacksmith	40	You can craft jewelry and silver weapons at the forge.
Weaving Mill	Tradecraft	50	You can craft dreamcloth at the tanning rack. Dreamcloth is special clothing that has no armor value, but does boost other armor you might wear. A dreamcloth chestpiece boosts armor by 50%, a hood gives 25%, gloves and footing provide 15% each. So it encourages mixing clothing and real armor. Also, dreamcloth is used in all magic skill trees for special perks.
Deep Silver	Tradecraft	60	You can create "Refined Silver" material weapons at forges. These weapons are generally superior to regular silver, and all require a basic silver weapon as ingredient to craft.
Meltdown	Blacksmith	30	You can use the smelter to get back resources from gear and various clutter pieces. to meltdown gear and dwarven scraps, you need their respective material perks.
Leathercraft	Blacksmith	20	You can craft and temper leather material armor. While wearing at least four pieces of leather armor, frost and fire resistance are increased by 15%.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Elven Discipline	Leathercraft	30	You can craft and temper elven material armor and weapons. While wearing at least four pieces of elven armor (includes light elven armor, elven armor and gilded elven armor), all spell casting cost is reduced by 5%.
Nordic Design	Elven Discipline	50	You can craft and temper scaled and steel plate material armor. While wearing at least four pieces of scaled or steel plate armor, health and stamina regenerate 20% faster.
Glass Theorem	Nordic Design	70	You can craft and temper glass material armor and weapons. While wearing at least four pieces of glass armor, you absorb 10% of incoming spells.
Dragoncraft	Glass Theorem	100	You can craft and temper dragonscale and dragonplate material armor and dragonplate material weapons. While wearing at least four pieces of dragon armor (dragonplate or dragonscale) armor, you move 5% faster and fire and ice based spells are 10% stronger.

Table 6: Smithing perks

3.8 SKILL TREE: SNEAK

Instead of cheat-like passive boosts, the new tree adds gameplay options - slow time after dagger sneak attacks, instantly kill sleeping targets, craft utility arrows, and enhance your ability to sneak with destruction spells (which is possible in Skyrim Redone), and more.

A few more adjustments make sure sneak, despite still being powerful, is less of a cakewalk. Enemies search for you longer during all phases of detection and react more to movement, equipment weight and light, but have a reduced view cone and care less about noise (reducing noise is more difficult than before, though). Crime report distance has been reduced, so that your kill in Winterhold is not reported to half of Skyrim at once, and sneak attacks against targets that actively search for you are 34% weaker.

Initial damage multipliers have been adjusted - dagger: 6, heavy weapons: 3, unarmed: 6. Spells initially have a 1.5 multiplier. Note that spell sneak usually works with all destruction spells, but only spells I modified will provide Sneak experience and the sneak attack message.

SkyRe Sneak is powered by Borgut1337's Sneak Tools.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Stealth	-	0-20-40-60-80	You are 10/20/30/40/50% harder to detect when sneaking.
Intruder	Stealth	30	While trespassing and sneaking, you are 20% harder to detect.
Light Foot	Stealth	30	You won't trigger pressure plates.
Muffled Movement	Intruder <i>or</i> Light Foot	40-70	Noise from armor is reduced by 25/50%.
Sharpshooter	Muffled Movement	60-85-110	Sneak attacks with bows have a 20/40/60% chance to completely ignore the target's armor. Sneak attacks with ranged weapons get a random boost of 20/40/60%-40/60/80% in strength.
Thief's Toolbox	Deadl Aim	60-80	At rank 1, you are able to enhance bolts and arrows with ropes, light- and sound sources at any forge. Ropes can be climbed, sound distracts enemies and light provides... light. Rank 2 unlocks fire, water and oil missiles. Fire and water affect light sources, fire additionally deals damage, and oil reacts when hit with fire.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Quiet Casting	Muffled Movement	50	All spells you cast from any school of magic are silent to others. Does not affect shouts.
Deadly Whispers	Quiet Casting	65	All dragon shouts are silent to others.
Arcane Assassin	Quiet Casting	60	Sneak attacks with spells now do 2.5 times as much damage.
Touch Of Calamity	Arcane Assassin	70	Sneak attacks with touch spells now do a total of 3.5 times normal damage. Spells affected are "Fiery Touch", "Sizzling Touch" and "Chilling Touch".
Silent Roll	Muffled Movement	50	Pressing the "sprint" button while sneaking allows you to perform a fast, silent roll.
Silent Warmonger	Silent Roll	60-80	Sneak attacks with weapons are 25/35% stronger if the target is engaged in combat. That means it needs to be fighting while you hit it. Best used with a bow and summons.
Ambush	Silent Roll	70-100	After a successful sneak attack with a dagger, time is slowed down by 25% for two/four seconds.
Assassinate	Ambush	130	When behind a humanoid target, you can choose to kill it instantly with a dagger.
Blindside	Stealth	30-50-70	Unarmed sneak attacks and sneak attacks with one-handed weapons have their damage multiplier increased by 1/2/3. Sneak attacks with two-handed weapons have their damage multiplier increased by 0.5/1/1.5.
Knockout	Backstab	45	While having a mace equipped or unarmed and undetected, you can beat an enemy unconscious by activating him. Unconscious bodies can be dragged around.
Last Breath	Backstab	55	You are able to kill sleeping and unconscious targets instantly with any weapon by activating them.

Table 7: Sneak perks

3.9 SKILL TREE: ALCHEMY

Alchemy used to be overpowered and boring. It probably still is somewhat overpowered, but at least it offers some more interesting stuff to invest in - most notably various kinds of explosives, and a tool to create potions anywhere.

I modified all potions to work over time. This makes timing the potion consumption less trivial. If you want to mess with that, check the ReProccer ([11](#)). Moreover, I also did some re-naming to reduce inventory clutter. Renaming only affects bought or found potions and poisons.

Note that I did remove and replace the old crafting triangle "Fortify Smithing/Enchanting/Alchemy". You'll only find these effects on select pieces of unique gear, and they're not possible for you to create.

The following alchemy effect replacements were done:

- Fortify Lockpicking → Ranger's Swiftess (Movements speed and missile weapon damage)
- Fortify Pickpocket → Fortify Fingersmith (covers both picking locks and pockets)
- Fortify Enchanting → Slow Time
- Fortify Smithing → Enhanced Senses ("Clairvoyance"-like effect)

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Alchemist	-	0-20-40-60-80	Potions and poisons you create are 10/20/30/40/50% stronger. "Slow Time" potions do not become stronger, but instead gain longer duration.
Physician	Alchemist	20-45-70	Potions you create that restore Health, Stamina or Magicka are 25/50/50% stronger.
Experimenter	Alchemist	40-60	Eating an ingredient reveals 2/4 of its effects, instead of just the first one.
Poisoner	Alchemist	30-60-90	Poisons you mix are 20/40/60% stronger.
Adhesive Explosives	Alchemist	40	Unlocks a new recipe at the cooking pot: Adhesive Explosives. These act like poisons on your weapon that cause a detonation after a few seconds with area-of-effect damage. If reverse pickpocketed into an inventory, and if the target didn't notice you, the explosion will instantly kill it (requires "Poisoned" from Fingersmith (3.12)).

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Benefactor	Physician	30-60-90	Potions you mix are 20/40/60% stronger. Stacks with "Physician".
Concentrated Poison	Poisoner	50-80-140	Poisons you apply to your weapon last for 2/3/4 more hits.
Venomous Coercion	Poisoner	35	Poisons that cause fear or fury are x% more potent, where x is your alchemy skill level * 4.
Fast Metabolism	Benefactor	75	Potions that restore Health, Magicka or Stamina have halved duration, but doubled magnitude. So they apply their full effect a lot faster.
Field Alchemy	Experimenter	80	You can use alembics (new item) from your inventory to craft potions wherever you are. You also get a new recipe to craft alembics at forges (but store-bought ones are fine as well).
Poison Burst	Concentrated Poison <i>or</i> Adhesive Explosives	60	Unlocks new recipes for poison flasks at the cooking pot. These flasks are used from the inventory to apply poison to bear traps or spike traps (see 3.13). Poisoned bear traps can paralyze or deal poison damage when triggered in an area of effect, and are destroyed in the process. Poisoned spikes last for multiple hits. Poison damage scales with "Alchemy" skill level. The perk is worthless without the related "Wayfarer" perks.
Fuse	Adhesive Explosives	60	Unlocks new crafting recipes at the forge. Turn any basic bolt or arrow into an exploding variant that detonates upon impact, dealing non-elemental damage.
Purity	Fast Metabolism <i>or</i> Concentrated Poison	100	If you mix a potion with negative effects, these are removed. If you mix a poison with positive effects, these are removed.
Advanced Explosives	Fuse	120	Unlocks new crafting recipes at the forge. Arrows and bolts may be enhanced with timebombs, causing them to explode for high non-elemental damage after a few seconds. Bear traps may be enhanced with non-elemental explosives as well, and explode when triggered.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
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Table 8: Alchemy perks

3.10 SKILL TREE: SPEECHCRAFT

Renamed from "Speech"

Did you ever invest in Speech? I didn't. In 500+ hours of gaming time. Needs work, right?

Vendors are de leveled, and everything is expensive in Skyrim Redone. If you want to make buying and selling somewhat profitable, invest in Speechcraft or prepare to loot a lot. Vendor inventories refresh every six days now.

Apart from that, the tree has a branch that handles shouts. With Speechcraft, you can keep your Thu'um a force to be reckoned with; all shouts level Speechcraft when used, and many have been adjusted in stats.

Speechcraft hosts perks that revolve around hiding one's identity. One of these perks is powered by "Sneak Tools" as well. And finally, two perks revolve around followers (the mod is still friendly to follower mods).

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Haggling	-	0-20-40-60-80	Buying and selling prices are 10/20/30/40/50% better.
Intimidation	Haggling	25	Intimidation is twice as successful.
Persuasion	Haggling	25	Persuasion is 30% easier.
Strength In Numbers	Persuasion	35-60-85	As long as you have a follower, all skills level 10/15/20% faster, and you deal 5/7/10% additional damage with weapons and spells.
Loyalty	Strength In Numbers	50-100	The damage bonus from "Strenght In Numbers" is applied to follower as well. At rank 2, they recieve a doubled bonus.
Merchant	Persuasion <i>or</i> Intimidation	45	You can sell any type of item to any kind of merchant. Only affects types, does not affect stolen items.
Trades Of War	Merchant	60	Blacksmiths sell additional, high-quality ores and ingots. Buying and selling prices from blacksmiths are 25% better.
Ivestor	Merchant	70	You can invest 500 gold into a store to permanently increase the gold available to the store.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Fence	Investor	90	Shops you invested in buy your stolen goods.
Master Trader	Fence	100	All shops gain 1000 additional gold to barter.
Masquerade	Fence	110	When wearing a full suit of faction armor, members of that faction recognize you as their ally. This will not stop ongoing fights - wear the suit while approaching. Also, it will cause hostile reactions when appropriate. Factions supported are storm-cloaks, imperials, thalmor, forsworn and bandits.
Grand Facade	Masquerade	135	Allows you to craft cowl at the tanning rack. While wearing a cowl, all crimes committed are accumulated and "wear off" once the cowl is removed. To pull this off, you may not be seen while equipping or unequipping the cowl. While the cowl is worn, you can not talk with NPCs. The cowl qualifies for all "Masquerade" factions.
Fluent Speaker	Haggling	20-50-80	Shouts recover 10/20/30% faster.
Violent Voice	Fluent Speaker	30-50-70-90	Harmful shouts are 25/50/75/100% more powerful. "Harmful shouts" are shouts that deal damage.
Echoing Rage	Violent Voice	70	The strength of harmful shouts grows with your Speechcraft skill level. Each skill level gives a power boost of 1%.
Heroic Voice	Fluent Speaker	30-50-70-90	Non-harmful shouts are 10/20/30/40% more effective and/or last 10/20/30/40% longer. This covers all shouts not included in "harmful shouts" that do not summon. "Elemental Fury" and "Slow Time" only get a duration boost.
Echoing Reason	Heroic Voice	70	The duration and/or magnitude of non-harmful shouts grows with your Speechcraft skill level. The conditions are equal to "Fluent Speaker".
Leader's Voice	Echoig Rage <i>or</i> Echoing Reason <i>or</i> Loyalty	80	Shouts that summon companions last 50% longer.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
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Table 9: Speechcraft perks

3.11 SKILL TREE: LIGHT ARMOR

Used to be just a better version of Heavy Armor. Both heavy and light armor hit the armor cap easily in vanilla Skyrim, both ended up with no weight, but light armor provided some stamina regeneration on top.

I tried to give both categories distinct uses. While heavy armor is protective, light armor is versatile. It offers the possibility to quickly dodge attacks, to completely negate damage when doing timed blocks with light shields, to deal more damage against enemies that focus on light armor, and so on.

It'll still help you survive a few hits, but not as many as heavy armor could.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Agile Defender	-	0-20-40-60-80	Light armor rating is increased by 10/20/30/40/50%.
Custom Fit	Agile Defender	25	15% Armor bonus if wearing all light armor: Head, chest, hands, feet.
Weak Spot	Agile Defender	35-55-75	You deal 10/20/30% more damage with all weapons against any enemy that only wears light armor.
Unhindered	Weak Spot	40	While worn, light armor weight is reduced by 50%.
Flexibility	Custom Fit <i>or</i> Weak Spot	40	Your armor value can not be ignored by weapon perks, while wearing all light armor: Head, chest, hands, feet.
Wind Walker	Flexibility	60	Stamina regenerates 50% faster in all Light Armor: head, chest, hands, feet.
Balance	Flexibility <i>or</i> Unhindered	50-100	Power attacks consume 15/25% less stamina in all Light Armor: head, chest, hands, feet.
Swift Counter	Wind Walker	70	Well-timed blocks with shields made of light materials reduce incoming damage to zero, as long as you have at least four pieces of light armor equipped.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Adrenaline Rush	Wind Walker <i>or</i> Balance	80-120	On an incoming power attack, you gain a short movement speed and stamina boost, if you're not blocking, wearing at least one piece of light armor, and no heavy armor. The speed boost is 25/35%, and the stamina recovered is 25/35 per second. The effect lasts one second.
Deft Movement	Swift Counter <i>or</i> Adrenaline Rush	100-130	10/20% chance of avoiding all damage from a melee attack while wearing all Light Armor: head, chest, hands, feet.
Adrenaline Overload	Adrenaline Rush	110	Once adrenaline rush wears off, you deal doubled weapon damage for two seconds.
Potential	Deft Movement <i>or</i> Adrenaline Overload	130	Material-based effects on light armor are twice as strong. For a list of effects, see Smithing (3.7).

Table 10: Light Armor perks

3.12 SKILL TREE: FINGERSMITH

Renamed from "Pickpocket"

"Pickpocket" wasn't all bad, but not a great tree either - just because its use wasn't great.

Thus, "Fingersmith" was born. It's essentially just a merged tree that contains perks and effects from both "Lockpicking" and "Fingersmith". This not only makes investments in thievery skills pay off better, but also created room for the "Wayfarer" tree (3.13).

To give you another incentive - locks are considerably harder to pick than in vanilla Skyrim.

"Fingersmith" levels from both picking pockets and opening locks. This includes opening locks with a key and other effects, such as a spell. It does not level from breaking locks anymore.

Since picking locks is now tied to a different skill, I had to do a dirty interface hack. Said interface hack removes the skill progression bar in the lockpicking screen, but unfortunately the number of remaining lockpicks as well.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Light Fingers	-	0-20-40-60-80	The lockpicking sweet spot grows by 30/60/90/120/150%. Picking pockets is 10/20/30/40/50% easier. Note that the pickpocketing bonus is a flat increase - a chance of 20 becomes 30, not 22.
Nose For Coin	Light Fingers	40	Find more gold in chests. The maximum gold added to chests depends on the chest and is either in the lower two- or three digit range.
Treasure Hunter	Nose For Coin	60-90-120	Increases the chance of finding special treasure, usually enchanted gear. Without this perk, the chance to find special loot in each container that may hold it is $1 - (x^6)$ with $x = 0.98$. The perk sets x to 0.95/0.9/0.85.
Extra Pockets	Nose For Coin	50	Increases maximum carry weight by 100.
Night Thief	Light Fingers	30	Against sleeping targets, pickpocket chance is increased by 25%.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Poisoned	Night Thief	40	If you reverse-pickpocket a poison into another humanoid's inventory, the poison will be triggered. Has special effects when used with "Adhesive Explosives" from "Alchemy" (3.9).
Cutpurse	Night Thief	40	When pickpocketing gold, the success chance is increased by a flat 50%.
Key Master	Cutpurse	60	When pickpocketing keys, the success chance is increased by a flat 100%. If you pick a lock, you automatically generate a key to said lock.
Locksmith	Key Master	80	Picking locks no longer trigger crime events, and you start only 45 degrees away from the sweet spot when attempting to pick a lock.
Snatch	Cutpurse	70	You may pickpocket equipped weapons.
Ace's Mark	Snatch	100	You may pickpocket all equipped gear.

Table 11: Fingersmith perks

3.13 SKILL TREE: WAYFARER

Renamed from "Lockpicking"

With "Pickpocket" and "Lockpicking" fused, I have room for an entirely new tree - "Wayfarer".

This tree revolves around wilderness survival, resource gathering, and so called "Lore" perk that represent accumulated knowledge. It levels from travelling (similar to Oblivion's "Athletics"), from using traps, from tracking enemies and from using "Gatherer". Read the perk descriptions to understand.

By default, leveling "Wayfarer" has no inherent benefit. However, if you use the module "SkyRe-Survivalism" (10) with Chesko's "Frostfall" (12), you'll gain 1% Adaption every 10 levels of "Wayfarer" - among the other changes.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Traveller	-	0-20-40-60-80	You are 5/10/15/20/25% more resistant to frost. While in the wilds, you move 5/7/10/12/15% faster.
Awareness	Traveller	20	You can collect the bear traps scattered around Skyrim and place them. Placed bear traps have a 30% chance of breaking when triggered and can be used again if they don't break. To place a trap, drop it from your inventory. They are classified as "Misc" items. Bear traps initially deal 50 points of physical damage that is affected by armor.
Hunting Grounds	Awareness	30-55	At rank 1, you may craft bear traps at forges. At rank 2, you may additionally craft spikes. Spikes deal half as much damage as bear traps per hit, but they remain on the ground and can be triggered multiple times in quick succession. Spikes can not be collected after they were placed.
Silent Hunt	Hunting Grounds	40-55-70-85-100	Increases damage of bear traps by 25/50/75/100/125. Spikes deal half as much.
Legcutter	Silent Hunt	70	Physical trap damage ignores armor.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Lore: Lesser Creatures	Traveller	20	You acquire better knowledge about all kinds of deer, elks, foxes, rabbits, wolves, skeever, mudcrabs and slaughterfish. Does nothing by itself.
Tracker	Lore: Lesser Creatures	30	You can use the "Tracking" ability to detect all creatures around you within a 100/200/250 feet radius. Only works on living creatures whose lore you know. At rank 3, it also works on dead creatures.
Lore: Foreign Armor	Lore: Lesser Creatures	35	Unlocks secondary effects for Falmer (50% poison/diseases resistance), Bonemold (20% fire resistance, 10% hammer and mace resistance), Chitin (-4 damage from all weapons, additional -4 damage from sword, dagger and greatsword), Morag Tong (sneak damage multiplier + 0.5), Nordic (50% frost resistance) and Stalhrim (30% harmful shout resistance) material armor, much like the material related perks in 3.7. The perk "Potential" from 3.11 only affects the Morag Tong effect.
Chosen Fiend	Lore: Lesser Creatures	35-70-105	You deal 10/20/30% more damage to and take 5/10/15% less damage from any creature whose lore you know.
Lore: Predators	Lore: Lesser Creatures	45	You acquire better knowledge about all kinds of spriggan, sabre cats and ice wraiths. Does nothing by itself.
Harmony	Lore: Predators	80	If you know a creature's lore, it'll consider you an ally. Does not work on "Lore: Humanoids" and "Lore: Dragons". Think wisely before choosing this perk, as you might find the results rather boring.
Lore: Cave Dwellers	Lore: Predators	60	You acquire better knowledge about all kinds of spiders and chaurus. Does nothing by itself.
Lore: Great Landstriders	Lore: Predators	70	You acquire better knowledge about giants and mammoths. Does nothing by itself.
Lore: Forces Of Nature	Lore: Predators	80	You acquire better knowledge about all bears and trolls. Does nothing by itself.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Lore: Humanoids	Lore: Forces Of Nature	100	You acquire better knowledge about all civilized races of Tamriel - and Falmer. Does nothing by itself.
Lore: Dragons	Lore: Forces Of Nature	120	You acquire better knowledge about all types of dragons, including undead ones. Does nothing by itself.
Immunization	Traveller	20-40-60-80	You are 25/50/75/100% more resistant against poisons and diseases.
Gatherer	Immunization	35-55	You can gather additional pelts from some animals, and have a chance of gathering a valuable quality pelt. The chance for an additional regular pelt is 40%, the chance for a quality pelt is 20%. Rank 2 doubles both chances. Quality pelts can be used to create quality leather and quality leather strips, which in turn may be forged into quality leather armor if you have the related perk from "Smithing" (3.7).
Green Thumb	Gatherer	70	Two ingredients are gathered from plants, except Nirnroot and its crimson brother.

Table 12: Wayfarer perks

3.14 SKILL TREE: CONJURATION

The vanilla tree had only one decent perk - "Twin Souls". And once you had that, you already finished Conjuration... also, all reanimation spells were just progressively stronger versions of one spell, which is boring.

Now, there are distinct sub-trees for Necromancy and Daedra summoning, as well as a bunch of new spells.

Daedra now scale with you, but at a slow pace (initially, they're always half your level). To make them scale better and unlock more perks for them, you'll need to invest. Dremora also scale (initially, they're at your level), but in addition to Magicka they require a sacrifice to be summoned - either a human heart or a part of your own life.

Necromancers can learn how to collect bones, hearts and flesh from corpses, and use these to create skeletons. They can also learn to communicate with their minions; note that all reanimation spells now work on human-like creatures now, have greater duration, and use a new perk to become permanent and prevent corpses from turning to ashes. Also, the new reanimation spells all have different purposes. Use the spell that best suits the role you want your zombie to fill.

Any spell that requires a "humanoid target" works on playable races, Draugr, and Falmer.

Familiars have been expanded, but have fixed levels and no perks. They're mainly for part-time summoners.

Now, spells.

New spells

- **Conjure Dremora Markynaz:** Conjures a Dremora Markynaz for 45 seconds. He's a bow wielder. Master.
- **Conjure Dremora Valkynaz:** Conjures a Dremora Markynaz for 45 seconds. He's a warlock. Master.
- **Call Familiar - Frostbite Spider:** Conjures a Frostbite Spider (level 3) familiar for 60 seconds. Novice.
- **Call Familiar - Large Mudcrab:** Conjures a Large Mudcrab familiar (level 4) for 60 seconds. Novice.
- **Call Familiar - Ice Wolf:** Conjures an Ice Wolf familiar (level 6) for 60 seconds. Apprentice.
- **Call Familiar - Large Frostbite Spider:** Conjures a Large Frostbite Spider familiar (level 16) for 60 seconds. Adept.
- **Call Familiar - Chaurus:** Conjures a Chaurus familiar (level 12) for 60 seconds. Adept.
- **Call Familiar - Chaurus Reaper:** Conjures a Chaurus Reaper familiar (level 15) for 60 seconds. Expert.
- **Call Familiar - Snow Bear:** Conjures a Snow Bear familiar (level 20) for 60 seconds. Expert.
- **Call Familiar - Mammoth:** Conjures a Mammoth familiar (level 38) for 60 seconds. Master.

- **Call Familiar - Hunting Pack:** For the duration of the spell, you may summon one additional Wolf familiar. Upon casting, conjures up to three Wolf familiars for 60 seconds. Adept.
- **Call Familiar - Tundra's Hunting Pack:** For the duration of the spell, you may summon one additional Ice Wolf familiar. Upon casting, conjures up to three Ice Wolf familiars for 60 seconds. Expert.
- **Call Familiar - Bombcrab:** Calls a bombcrab familiar for 60 seconds. Bombcrabs don't take much damage and are fast, but will explode and die once hit. The explosion damages everyone nearby, including the caster, and deals 80 points of non-elemental damage.
- **Bound Longbow:** Conjures a Bound Longbow.
- **Reanimation:** Reanimate any dead humanoid body with a level lower than yours to permanently fight for you. Novice.
- **Mark Of Decay:** Deals 3 disease damage per second for 15 seconds to target living humanoid. If the target dies while the spell is active, it is automatically turned into a Draugr and resurrected under your control. Apprentice.
- **Transfer Essence:** Target undead minion is immune to spell and weapon damage and you can't move for 30 seconds. Adept.
- **Mark Of Bound Spirits:** Deals 5 disease damage per second for 20 seconds to target humanoid. If the target dies while the spell is active and is of lower level than you, it is automatically turned into a ghost and resurrected under your control. Ghosts take 80% reduced damage while not attacking and double damage from silver weapons. Expert.
- **Mark Of Power:** Deals 5 disease damage per second for 20 seconds to target humanoid. If the target dies while the spell is active and is of lower level than you, it is automatically resurrected under your control and learns many of the Conjuration and Destruction spells you know. Expert.
- **Seven Souls:** Spawns seven random carcasses around the caster, then reanimates them all at once for three minutes. The carcasses are chosen from a list that includes soldiers, Alik'r, vampires, bandits, Forworn and more. All carcasses are at 50% of the caster's level. Casting another reanimation spell will dispel any number of ongoing reanimations that excel your limits. Master.

All Dremora summon spells will consume one human heart if you have it in your inventory. If you don't, they'll instead damage your health by 75%. Spamming them might not be wise.

Altered spells

- Call Familiar: Renamed to "Call Familiar - Wolf"
- Conjure Dremora Lord: Renamed to "Conjure Dremora Kynreeve", and reduced to expert level.
- Bound Bow: Is "Bound Shortbow" now.
- Conjure Ash Spawn: Ash Spawn is at 80% of player's level.
- Conjure Mistman: Mistman is at 50% of player's level.
- Conjure Boneman: Boneman is at 50% of player's level.
- Conjure Wrathman: Wrathman is at 50% of player's level.

Removed spells

- Raise Zombie
- Dread Zombie
- Reanimate Corpse
- Revenant
- Dead Thrall
- Conjure Flame Thrall
- Conjure Frost Thrall
- Conjure Storm Thrall

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Novice Conjunction	-	0	Novice level Conjunction spells are 50% cheaper to cast.
Conjunction Dual Casting	Novice Conjunction	20	You can dual cast a "Conjunction" spell to gain a duration of 220%. Only works with spells that have a duration in the first place.
Apprentice Conjunction	Novice Conjunction	25	Apprentice level Conjunction spells are 30% cheaper to cast.
Summoner	Apprentice Conjunction	30-60-90-120	Can summon creatures three/five/seven/unlimited times as far away.
Adept Conjunction	Apprentice Conjunction	50	Adept level Conjunction spells are 30% cheaper to cast.
Ancient Rites	Adept Conjunction	60-110	You can control two lesser daedra, familiars or reanimated dead at the same time. Does not affect skeletons, phantom images or automatoi.
Mystic Binding	Apprentice Conjunction	30	Bound weapons are x% stronger, where x is your Conjunction skill level.
Soul Stealer	Mystic Binding	40	Bound weapons cast "Soul Trap" on targets.
Oblivion Binding	Soul Stealer	50	Bound weapons will banish summoned creatures and turn raised undead.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Nightmare Devourer	Soul Stealer	50-80	While wearing at least 2, but no more than 3 pieces of Dreamcloth, bound weapons absorb the target's magicka on hit. At rank 2, they additionally absorb health and stamina. The absorption is 3 points per second for five seconds. For Dreamcloth info, see 3.7
Expert Conjunction	Adept Conjunction	75	Expert level Conjunction spells are 30% cheaper to cast.
Master Conjunction	Expert Conjunction	100	Master level Conjunction spells are 30% cheaper to cast.
Harvest	Novice Conjunction	20-40-60	You can harvest dead humanoid bodies for a chance to recover different bones, up to one/two/three piece(s) of flesh and a heart. To harvest, sneak, activate a carcass, then choose "Harvest". If you find something usable, it'll be added to the inventory of the corpse, and you'll automatically open its inventory. A harvested body will disappear after you close the inventory screen the next time. Base chance for each bone (2*foot, 2*leg, 2*hand, 2*arm, skull, ribcage) and flesh is 25%, chance for a heart starts at 15%. Ranks two and three each increase the chance for a heart by 5% and the chance for flesh and bones by 10%. Flesh and hearts can be used as alchemy ingredients and differ depending on the race you harvested.
Tongues Of Old	Harvest	40-60	At rank 1, you can call back raised skeletons and zombies to your position via a new lesser power you get ("Call Undead"). At rank 2, you can additionally access their inventory and deconstruct skeletons to partially get bones and an empty petty soul gem back.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Bone Mastery	Harvest	30-50-70-90-110	You can use harvested bones to animate skeletons by using new spells you automatically get when choosing the perk. Each skeleton requires two legs, two feet, two arms, two hands, a ribcage, a skull, and one empty common or lower quality soul gem (you'll automatically use the lowest quality soul gem available). At rank 1, you can create warriors, at rank 2 archers, and rank 4 adds mages. Skeletons do not count towards summoning limit, and are at 85% of your level when called. When dying, each skeleton can be looted for a chance to get bones back. Each bone has a 20% chance to be recovered. Rank 3 makes the chance 30%. Rank 5 unlocks skeleton overlord summons (mage, archer and warrior). Skeleton overlords need better soul gems (greater, grand or black), the usual bones, and either a human (warrior), beast (archer) or elf (mage) heart. Also, they require you to have at least one skeleton minion alive. When conjured, overlords destroy all other skeletons. If more than one skeleton is destroyed that way, the overlord's health, magicka and stamina grow by 100 points for each additional sacrifice. Overlords are at 110% of your level.
Gravebound	Harvest	50	Makes all reanimation spells that are restricted by level limitations work on targets of lower or equal level than the caster. This is somewhat useful, as it allows you to affect enemies that are scaled to your level.
Dark Souls	Harvest	50	Reanimated undead have 100 points more health.
Necromage	Gravebound <i>or</i> Dark Souls	70-90-110	All spells are 25/50/75% more effective on dead bodies and undead. "Mark" spells last 25/50/75% longer.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
The Unending	Tongues Of Old <i>or</i> Bone Mastery <i>or</i> Necromage	120	Choosing the perk will grant you a new spell. Actually using the perk consists of two steps: Crouch, then activate a dead body to get the option to "store" it. This will destroy the body, and all equipment that might or might not be equipped. If you already have a body stored, the old one will be overridden, Use the spell gained when choosing the perk on a dead body to turn it into a copy of the body you stored in 1. You can do this an unlimited number of times.
Daedric Potency	Novice Conjuration	45	Conjured Atronachs are at 60% of your level. Frost Atronachs gain "Magic Resistance" rank 1, Flame Atronachs gain "Augmented Flames" rank 1 and Storm Atronachs gain "Augmented Shock" rank 1.
Daedric Wrath	Daedric Potency	65	Conjured Atronachs are at 70% of your level. Each Atronach becomes 20% more resistant to its opposing elements.
Daedric Force	Daedric Wrath	90	Conjured Atronachs are at 80% of your level. Conjured Dremora are at 110% of your level. Flame Atronachs gain Augmented Flames ranks 2, Storm Atronachs gain Augmented Shock rank 2, Frost Atronachs gain 200 points of armor.
Daedric Spite	Daedric Force	120	Conjured Atronachs are at 90% of your level. Frost Atronachs have a 25% chance to reflect 50% of any incoming melee damage. Flame Atronachs gain Augmented Flames rank 3, Storm Atronachs gain Augmented Shock rank 3.
Daedric Fury	Daedric Spite	150	Conjured Atronachs are at your level. Conjured Dremora are at 120% of your level. Frost and Storm Atronachs absorb 50% of all incoming spells. Fire Atronachs gain "Intense Flames" rank 1.

Table 13: Conjuration perks

3.15 SKILL TREE: DESTRUCTION

Vanilla destruction spells dealt no damage and were only good for stagger locking enemies. Boring, and not quite what you'd expect.

In Skyrim Redone, spells can actually deal damage, and spamming is not as easy as it was, since cost reduction is harder to come by. Apart from altered spell stats, spell sneak and perks that allow full specialization into one element, the feel of Destruction isn't altered too much I guess.

New spells

- **Chilling Touch:** Close-combat frost spell. Apprentice.
- **Fiery Touch:** Close-combat fire spell. Apprentice.
- **Sizzling Touch:** Close-combat shock spell. Apprentice.

Can only be used at very short ranges, have a better cost/damage ration than other spells, and are silent. Moreover, they get boosted with a special perk from "Sneak" (3.8). This makes them a good choice for arcane assassins.

Altered spells

All, really. I went with a new balance table. The idea is to not increase damage, but usability, with spell ranks. So you might come back to early spells for a decent damage/cost ratio, or use the higher cost variants to, for example, deal with multiple enemies at once.

SPELL	DAMAGE	COST	CASTING TIME	AoE
Flames	10/s	20/s	0	
Firebolt	35	70	2	
Fireball	35	140	2	✓
Incinerate	35	100	1	
Fiery Touch	45	55	1.5	
Fire Rune	40	100	4	✓
Flame Cloak	10/s	250	3	✓
Wall Of Fire	40/s	110	0	✓
Firestorm	100/65/35	400	3	✓

Table 14: Fire spells balance table

Best raw damage for Magicka, fast missile charge time with "Incinerate", can strike targets down and debuff armor with perks. And, of course, causes fire damage over time.

SPELL	DAMAGE	COST	CASTING TIME	AoE
Frostbite	7/s	20/s	0	
Ice Spike	27	70	2	
Ice Storm	27	140	2	✓
Icy Spear	27 + (2/s for 27s)	140	3	
Chilling Touch	31	55	1.5	
Frost Rune	30	100	4	✓
Frost Cloak	7/s	250	3	✓
Wall Of Frost	30/s	110	0	✓
Blizzard	15/s for 15s	400	3	✓

Table 15: Frost spells balance table

Less raw Health damage, but full stamina damage on top. Also base 30% movement speed debuff on all spells. Can paralyze for a short duration with perks.

SPELL	DAMAGE	COST	CASTING TIME	AoE
Sparks	7/s	20/s	0	
Lightning Bolt	27	70	2	
Chain Lightning	27	140	2	✓
Thunderbolt	27 + (2/s for 27s)	100	2	
Sizzling Touch	31	55	1.5	
Shock Rune	30	100	4	✓
Shock Cloak	7/s	250	3	✓
Wall Of Storm	30/s	110	0	✓
Lightning Storm	27/s	80/s	3	

Table 16: Thunder spells balance table

Less raw Health damage, but now deals full magicka damage on top (double that for "Thunderbolt"). Perks offer a small chance for a critical, disintegrating hit and a hit that depletes a lot of magicka. Also fastest projectilespeed.

Removed spells

None.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Novice Destruction	-	-	Novice level destruction spells cost 25% less magicka to cast and are 25% stronger.
Apprentice Destruction	Novice Destruction	25	Apprentice level destruction spells cost 25% less magicka to cast and are 25% stronger.
Destruction Dual Casting	Novice Destruction	20	Dual cast destruction spells to get 220% spell magnitude for 200% cost. On cloak spells, this increases range, not damage.
Rune Master	Apprentice Destruction	40-70-100	You can place destruction runes twice/three times/four times as far away.
Geomancy	Rune Master	60-100	Number of placeable runes is increased by 1/2.
Impact	Destruction Dual Casting	40	All projectile based Destruction spells will stagger an opponent when dual cast 25% of the time.
Adept Destruction	Apprentice Destruction	50	Adept level destruction spells cost 25% less magicka to cast and are 25% stronger.
Troubled Dreams	Adept Destruction	60-90	While wearing 2 or 3 pieces of dreamcloth, your destruction cloak spells gain 50/100% range and all of your destruction spells are 5/10% cheaper to cast. See 3.7 for Dreamcloth information.
Expert Destruction	Adept Destruction	75	Expert level destruction spells cost 25% less magicka to cast and are 25% stronger.
Master Destruction	Expert Destruction	100	Master level destruction spells cost 25% less magicka to cast and are 25% stronger.
Rash Studies	Novice Destruction	20-40-60-80-100	Fire, frost and shock magic is 5/10/15/20/25% cheaper to cast and 10/20/30/40/50% stronger.
Augmented Shock	Rash Studies	30-60-90	Shock-based spells deal 10/20/30% more damage and have a 1/2/3% chance to disintegrate targets.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Shocking Blast	Augmented Shock	50-100-150	Shock-based spells deal 10/20/30% more damage and have a 20% chance to deal double damage to the target's magicka per second for 1/2/3 seconds.
Augmented Frost	Rash Studies	30-60-90	Frost-based spells deal 10/20/30% more damage and have a 1/2/3% chance to paralyze targets for 3 sec.
Deep Freeze	Augmented Frost	50-100-150	Frost-based spells deal 10/20/30% more damage. Frost-based slow effects are 10/20/30% stronger.
Augmented Flames	Rash Studies	30-60-90	Fire-based spells deal 10/20/30% more damage and have a 2/4/6% chance to knock targets down.
Intense Flames	Augmented Flames	50-100-150	Fire-based spells deal 10/20/30% more damage and reduce the target's armor by their damage rating for 5/10/15 seconds.
Elemental Ram	Intense Flames <i>or</i> Shocking Blast <i>or</i> Deep Freeze	80	Consecutive missile spell hits within 3 seconds reduce magic resistance by 10% per hit, up to a maximum of 30%.
Burning Heart	Elemental Ram <i>and not</i> Icy Heart <i>and not</i> Voltaic Heart	100	15% more outgoing damage with fire spells and 15% less incoming damage from fire spells.
Pyromancer's Contract	Burning Heart	120	You deal 35% more fire spell damage for 15% less magicka and take 50% less damage from fire spells. You take 25% more damage from frost and shock spells, frost and shock spells are 90% weaker, have 90% reduced duration, and you cannot summon those types of atronachs any longer.
Raging Inferno	Pyromancer's Contract	150	Projectile based fire spells are 25% weaker, but spawn two projectiles instead of one.
Icy Heart	Elemental Ram <i>and not</i> Burning Heart <i>and not</i> Voltaic Heart	100	15% more outgoing damage with frost spells and 15% less incoming damage from frost spells.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Cryomancer's Contract	Icy Heart	120	You deal 35% more frost spell damage for 15% less magicka and take 50% less damage from frost spells. You take 25% more damage from fire and shock spells, fire and shock spells are 90% weaker, have 90% reduced duration, and you cannot summon those types of atronachs any longer.
Chill Of Death	Cryomancer's Contract	150	Frost spells drain twice as much stamina, and 50% of the drained stamina is transferred to the caster. Enemies below 50% stamina take 35% more frost spell damage.
Voltaic Heart	Elemental Ram <i>and not</i> Icy Heart <i>and not</i> Burning Heart	100	15% more outgoing damage with shock spells and 15% less incoming damage from shock spells.
Electromancer's Contract	Voltaic Heart	120	You deal 35% more shock spell damage for 15% less magicka and take 50% less damage from shock spells. You take 25% more damage from frost and fire spells, frost and fire spells are 90% weaker, have 90% reduced duration, and you cannot summon those types of atronachs any longer.
Eye Of The Storm	Electromancer's Contract	120	Every successfull hit with shock magic gives you a 50% boost to movement speed for one second.

Table 17: Destruction perks

3.16 SKILL TREE: ALTERATION

Alteration covers the manipulation of the physical reality. Sounds like a wide field. Unfortunately, vanilla Skyrim's Alteration was a lot more limiting than I'd have expected.

My approach mainly revolved around adding more spells and spell archetypes, and enhancing those (and already existing stuff) with additional perks.

New spells

- **Push:** Push an actor in melee range away from you. Apprentice.
- **Great Pull:** Pull a faraway actor towards you. Adept.
- **Almighty Push:** Push an actor in melee range away from you. A lot more potent than "Push". Expert.

These spells can not be spammed; each one causes a cooldown for all three to kick in. The stronger the spell, the longer the cooldown. "Push" spells are more potent while "Weaken Gravity" is in effect.

- **Walk On Water:** Take a guess... Apprentice.

Allows you to walk on water. Water will not behave like a solid surface, but you'll sink in very slowly. Running let's you cross most bodies of water.

- **Enhance Weapon - Sharpen:** Weapon ignores 25% armor. Novice.
- **Enhance Weapon - Leeching Spikes:** Weapon drains 2 points of Magicka, Health and Stamina per second over 3 seconds. Novice.
- **Enhance Weapon - Fire:** Weapon deals 15 points of fire damage. Apprentice.
- **Enhance Weapon - Frost:** Weapon deals 15 points of frost damage. Apprentice.
- **Enhance Weapon - Shock:** Weapon deals 15 points of shock damage. Apprentice.
- **Enhance Weapon - Venom:** Weapon deals 5 points of poison damage per second over 10 seconds. Adept.
- **Enhance Weapon - Sickness:** Weapon transfers a debuff that reduces the target's melee damage by 25% for 30 seconds. Adept.
- **Enhance Weapon - Sunlight Blade:** Weapon deals 12 sun damage on hit; undead suffer twice as much. Adept.
- **Enhance Weapon - Elemental Maelstrom:** Weapon transfers a debuff that reduces the target's damage with magic by 25%, and makes it 25% more susceptible to magic for 5 seconds. Expert.
- **Enhance Weapon - Entangle:** Weapon transfers a debuff that reduces the target's blocking skills by 25% and attack speed by 15% for 5 seconds. Expert.

Equip these spell along with an unenchanted weapon, then cast it to transfer their effect to the weapon. Due to this mechanic, only one-handed weapons may be enchanted.

While the spells are meant to be temporary, Skyrim sometimes lets them stick on your gear. To remedy that, do the following steps:

1. Equip the same spell that caused the stuck effect, along with another unenchanted weapon
 2. Cast the spell, enchanting the second weapon
 3. Unequip the spell, and equip the weapon with the stuck effect. You should now be dual wielding.
 4. Wait until the second spell runs out. This should "clean" both weapons.
- **Feather:** Increases maximum carry weight by 50 for 10 minutes. Apprentice.
 - **Advanced Feather:** Increases maximum carry weight by 150 for 10 minutes. Expert.
 - **Phase Shift:** Teleport to the designated destination. Adept.
 - **Combat Shift:** Teleport to the designated destination, then perform a 180 degree turn. Adept.
 - **Imprison:** Capture any target and send them to a prison below the surface. Master.
 - **Freedom:** Free the target captured with "Imprison". Master.

A few notes on this spell couple.

"Imprison" works on literally everything that moves - you can use it to capture dragons mid-flight. It also means it works on actors whose imprisonment breaks quests.

"Freedom" works anywhere; you do not need to be at the location where you captured the target. This means you can capture a dragon, then summon it in the middle of Riverwood for fun. Only one target may be captured at any time. After being imprisoned for 3 days, the target dies.

- **Weaken Gravity:** Everyone can jump 300% higher for a minute. Apprentice.

Note that this spell also boosts the power of "Push" spells and "Unrelenting Force" (3 words).

Altered spells

All "Mage Armor" spells have been rebalanced; higher level spells offer greater magnitude at the cost of duration, while low level spells last long, but offer a miniscule boost only.

"Dragonhide" has been renamed to "Dragonflesh" and now uses regular "Mage Armor" spell mechanics. The old spell was vastly overpowered, essentially maxing armor out.

SPELL	MAGNITUDE	DURATION	COST	"SECOND SKIN" BONUS
Oakflesh	100	5 minutes	100	30% health and stamina regeneration
Stoneflesh	130	4 minutes	160	Incoming missile weapon damage -25%
Ironflesh	170	3 minutes	240	30% frost resistance, 60 carry weight
Ebonyflesh	220	2 minutes	340	20% fire resistance, 15% light and heavy weapon resistance
Dragonflesh	280	1 minute	460	15% shout cooldown reduction

Table 18: Modified Mage Armor spells

"Candlelight" now grants more skill experience.

Removed spells

None

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Novice Alteration	-	0	Novice level Alteration spells cost 50% less Magicka to cast.
Apprentice Alteration	Novice Alteration	25	Apprentice level Alteration spells cost 50% less magicka to cast.
Deep Infusion	Novice Alteration	30	"Enhance Weapon" spells last 200% longer.
Alteration Dual Casting	Novice Alteration	20	Alteration spells can be dual cast for a 220% magnitude spell at 200% cost. Some spells ("Enhance Weapon", "Weaken Gravity") can not be dual cast. "Push"/"Pull" spells gain roughly a 50% strength boost from dual casting.
Phantomflesh	Apprentice Alteration	45	If you're at full health, incoming damage is reduced by 80%. Only works when wearing 2 or 3 pieces of Dreamcloth (see Smithing (3.7)). Note that "Phantomflesh" sounds like a spell, but it isn't.
Animunculi	Apprentice Alteration	30-60-90	Grants you new "crafting spells" at each rank. At rank 1, you may summon a dwarven spider; rank 2 unlocks dwarven spheres and ballistas, and rank 3 gives access to three centurion variants with different elemental attacks. Summoning these minions requires various items to be present in your inventory, and will consume these items upon being summoned. See 20 for exact recipes. The number of dwemer servants is not limited, and not related to the summoning limit from Conjunction. By activating a dwemer robot, you may store it in your inventory and carry it around as a "Misc" item. Drop the item to resummon.

Continued on next page

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Repair Unit	Animunculi	45	Enhances the usefulness of dwarven spiders created with "Animunculi" by boosting their stats, their size, and by giving them an effect that heals all nearby dwarven constructs for 2 health/second. This is the only way to heal automatons.
Mass Production	Animunculi	50	When transporting animunculi in your inventory, their weight is reduced by 80%.
Adept Alteration	Apprentice Alteration	50	Adept level Alteration spells cost 50% less magicka to cast.
Mage Armor	Adept Alteration	30-60-90	If you're wearing neither light nor heavy armor, but clothing only, this perk increases the armor bonus from "Mage Armor" type spells such as "Ebonyflesh" by 100/150/200%. Has no effect on the perk "Phantomflesh", and does not influence "Second Skin" effects.
Metamorphosis	Mage Armor	60	Increases the duration of "Mage Armor" spells by 100%.
Second Skin	Mage Armor	65	Unlocks secondary effects of "Mage Armor" spells. Secondary effects are described using "has the potential to ..." on the respective spell description.
Blood Magic	Apprentice Alteration	45	You gain access to the toggleable spell "Blood Magic". While active, all spells consume 75% less Magicka, but 25% of their base cost as health when cast. After deactivating Blood Magic, it can not be reactivated within 30 seconds. Blood Magic also nerfs all healing effects received from spell or potion by 90%. Note that this one is not activated via a lesser power, but needs to be actually cast if you want to toggle it on or off. Casting spells while "Blood Magic" is active levels Alteration. Do not use this with "Arcane Archery" (see 3.19) or any aura (see 3.18) - both will cause a fast suicide.

Continued on next page

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Blood Sacrifice	Blood Magic	65	You gain access to the spell "Blood Sacrifice". This spell deals up to 50 damage to a follower or summoned, non-mechanical minion, then heals you by twice the damage dealt. Only works while "Blood Magic" is active. Does not cause "Blood Magic" to deal damage to you, and is not affected by its nerf to healing effects. Additionally, casting spells while "Blood Magic" is active drains 2% less Magicka cost as life.
Blood Wound	Blood Sacrifice	100	When deactivating "Blood Magic", you automatically paralyze nearby actors for four seconds, and drain five points of health from everyone per second for eight seconds. Additionally, casting spells while "Blood Magic" is active drains 2% less Magicka cost as life.
Medium	Adept Alteration	55-80	While wielding a staff, spells are 15/30% stronger. While not wielding a staff, spells are 15/30% weaker. Does not influence master level spells. "Staff" refers to the sticks that carry spells, not to the weapon type "battlestaff".
Stability	Adept Alteration	70-90-130	Increases duration of all Alteration spells by 25/50/75%.
Expert Alteration	Adept Alteration	75	Expert level Alteration spells cost 50% less magicka to cast.
Warp	Expert Alteration	85-125	"Shift" spells gain 100/300% additional range.
Master Alteration	Expert Alteration	100	Master level Alteration spells cost 50% less magicka to cast.

Table 19: Alteration perks

RESULT	INGREDIENTS
Dwarven Spider	1 dwemer cog, 2 dwarven metal ingot, 1 dwemer gyro, 1 lesser empty soul gem
Dwarven Medi Spider	(identical to Dwarven Spider)
Dwarven Sphere	2 dwemer cog, 4 dwarven metal ingot, 3 dwemer gyro, 1 solid dwemer metal, 1 greater empty soul gem
Dwarven Ballista	(identical to Dwarven Sphere)
Dwarven Centurion - Steam	3 dwemer cog, 6 dwarven metal ingot, 3 dwemer gyro, 2 moonstone ingot, 2 solid dwemer metal, 1 grand empty soul gem
Dwarven Centurion - Fire	(identical to Dwarven Steam Centurion)
Dwarven Centurion - Frost	(identical to Dwarven Steam Centurion)

Table 20: Animunculi recipes

3.17 SKILL TREE: ILLUSION

In my opinion, Illusion was by far the worst vanilla tree. If you invest much, you become invincible fast; if you don't, the tree was useless. Each high-level spell was essentially just a better version of its predecessor, and master level spells were useless late-game, compared to dual-cast mid level spells.

Thus, I removed a lot of stuff, including all AoE-variants of the base spell triangle Fear/Frenzy/Calm. I want all spells to have some use throughout the entire game, I want them to have varying effects, and I want the whole school to be interactive.

New concepts were developed; check the spell list. And needless to say, the new perk tree revolves around these new spells and concepts, and on enhancing the base spells left in.

New spells

- **Phantom Image:** Creates a puppet. The puppet counts as summoned creature; it is resistant to all forms of damage, but is completely immobile. Apprentice.
- **Veil Of Illusion:** Summons a phantom image right next to the caster, and turns the caster silent and invisible for 6 seconds. Expert.
- **Feint Shift:** When cast at a phantom image, you swap positions with it. Apprentice.
- **Feint Tranquillity:** When cast at a phantom image, the one killing the image is calmed for 10 minutes. The killer can not be calmed again. Apprentice.
- **Feint Warfare:** When cast at a phantom image, the image appears to cast a high-level Destruction spell, drawing aggression and attention of nearby beings. Also causes very minor damage. Apprentice.
- **Feint Nemesis:** When cast at a phantom image, it grows in size rapidly and fears everyone nearby for 10 seconds. It dies afterwards. Adept.
- **Feint Engine:** While active, the target Phantom Image is immune to damage. Concentration spell. Adept.
- **Feint Split:** Split a phantom image to into two new Split Images. The second one does not count towards your summon limit, can move and has less health than a regular phantom image. The original target gets healed. Split images can be used to trigger spells that require a phantom image. Expert level.
- **Feint Anarchy:** When cast at a phantom image, the one killing the image is frenzied permanently, deals 50% more weapon damage and moves 25% faster. If it gets killed, the spell jumps on the killer. Anyone affected by this spell is immune to all other Illusion spells. Master.

These are what I'd call the "Phantom Image section" of Illusion magic. One of two basic paths one can take. Since the spells requires combo'ing to shine, they are difficult to use, but in exchange many effects are very powerful. Also, they affect everything that is not a dragon without the use of dual casting.

- **Insight:** Gives information about the difference between caster's and target's level. Only works on humanoids. Novice.

- **Scapegoat:** If the target is lower in level than you, it will initiate combat with anyone nearby. If not, it'll go straight for you. Apprentice.
- **Mind Prison:** While active, the target can't move. Concentration spell. Only works on humanoids. Adept level.
- **Darkness:** Blinds the target for a set duration. Note that this blindness is the same blindness as Falmer suffer from - so you can still be heard and attacked. Adept.
- **Charm:** If the target is of lower level than the caster, it fights for you temporarily. After being charmed, the target becomes immune to all other Illusion spells. Expert.
- **Greater Charm:** If the target is of lower level than the caster, it fights for you temporarily and can be recruited as follower. After being charmed, the target becomes immune to any other Illusion spells. Master.
- **Lose Hope:** If the target is of lower level than you, it commits suicide. Master.
- **Cloak Of Angsts:** Cloak spell. Everyone affected by it will fight worse (less aggressive, no timed bashes, less blocking...). Master.
- **Phantom Wound:** Touch-range debuff to maximum health and stamina. Apprentice.
- **Phantom Pain:** Touch-range debuff to maximum magicka and stamina. Apprentice.
- **Greater Phantom Impact:** Touch-range debuff to maximum health, stamina and magicka with area of effect. Expert.
- **Taste of Madness:** Causes cheese wheels to rain from the sky. The cheese explodes shortly after, causing random effects on anyone hit. Think of Wabbajack's effects to get an idea. Master.
- **Silent Step:** Removes movement noise from armor while active. Concentration spell. Apprentice.
- **Shadow's Embrace:** Concentration-invisibility. Expert.
- **Conceal:** Make others invisible. Expert.
- **Clad In Shadows:** Any crime you commit while this spell is active "wears off" with the spell, but only if you were not seen when casting, and you were not seen when it wore off. This spell functions like the cowls from the perk "Grand Facade" (see [3.10](#)). Master.

Altered spells

- **Calm:** Can only be used once per target.
- **Fury:** Can only be used once per target.
- **Fear:** Can only be used once per target. Reduced to "Novice" level.

Removed spells

- Muffle
- Invisibility
- Pacify
- Rout

- Frenzy
- Hysteria
- Harmony
- Mayhem

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Novice Illusion	-	-	Novice level Illusion spells cost 50% less magicka to cast.
Analysis	Novice Illusion	20-40	At rank 1, "Insight" additionally displays the target's distance to the caster. At rank 2, it also displays the exact level difference and resistances.
Illusion Dual Casting	Novice Illusion	20	Dual-casting an Illusion spell makes it affect Undead, Dwemer constructs and Daedra. Only affects spells that directly influence a target, such as debuffs, "Insight", "Calm", and so forth. Does not alter spells based upon "Phantom Image".
Apprentice Illusion	Novice Illusion	25	Apprentice level Illusion spells cost 50% less magicka to cast.
Minddweller	Apprentice Illusion	30-60-90	Spells that directly influence a target last 30/60/90% longer.
Incite	Minddweller	35-55-80	Positive buffs on Illusion spells are 30/60/100% stronger. Affects spells like "Call To Arms".
Tortured Mind	Minddweller	55-75	Illusion debuffs only wear off by half their magnitude at rank 1. That means "Phantom Wound" permanently reduces health and stamina by 30 (and temporarily by 60). At rank 2, debuffs are permanent.
Amnesia	Tortured Mind	90	"Mind Prison" works on foes that got immunized against Illusion spells. That means you can use it after, for example, using "Feint Anarchy".
Fatal Apparition	Minddweller	40	Targets affected by "Fear" continuously transfer 2 points of stamina and magicka to the caster every 4 seconds. Only works if they were actually feared with "Fear".

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Subjugation	Fatal Apparition	70	Enemies affected by "Calm" continuously heal the caster - 5 points of health every 4 seconds. "Charm" spells cast on targets affected by "Calm" last twice as long. Only works if they were actually calmed with "Calm".
Zealous Charge	Subjugation	100	Targets affected by "Fury" gain a 25% boost to weapon damage and movement speed. Only works if they were actually enraged with "Fury".
Vessel	Zealous Charge	120	Enemies affected by "Calm", "Fear" or "Frenzy" can be used to trigger "Phantom Image" based spells, such as "Feint Shift".
Puppeteer	Apprentice Illusion	30-50-70	Phantom Images last 5/10/15 seconds longer and can be summoned 20/30/40 feet further away. Does not affect Split Images.
Clockwork Dreams	Puppeteer	60-100	While wearing between one and three pieces of Dreamcloth, each Illusion spell has a 5/10% chance to spawn a Phantom Image right next to you. So, you essentially get a free Phantom Image, in addition to any other spell effects.
Charade	Puppeteer	50	Upon dying, a Phantom Image spawns a smaller Split Image. The Split Image does not count towards your summoning limit. It can be used for Phantom Image based spells.
Decoy	Charade	75	Whenever a Phantom Image is hit, there is a 15% chance to paralyze the attacker for one second. Does not affect Split Images.
Retaliating Echoes	Decoy	95	When killed, a Split Image damages the killer's health by 5%. Dragons only take 2.5% health damage.
Adept Illusion	Apprentice Illusion	50	Adept level Illusion spells cost 50% less magicka to cast.
Expert Illusion	Adept Illusion	75	Expert level Illusion spells cost 50% less magicka to cast.
Master Illusion	Expert Illusion	100	Master level Illusion spells cost 50% less magicka to cast.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
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Table 21: Illusion perks

3.18 SKILL TREE: RESTORATION

Very similar to Alteration. Can do few things only, and anti-undead spells suck. Also, wards are boring "x is just better than y" spells.

My vision is closer to a DnD-style cleric and shaman, with some paladin mixed in, and that's why I introduced a bunch of new archetypes - auras, curses, and plagues.

New anti-undead spells have been created as well, and a very special reanimation spell completes the school.

Each skill level of Restoration passively grants 1% spell magnitude for all healing spells and all wards that actually use magnitude ("Shield Ward", "Deflective Ward" and "Fortress Ward").

New spells

- **Stream Of Life:** Strong concentration-type healing spell that needs to charge up. Adept.
- **Cure Disease:** Take a rough guess at what this spell does. Adept.

That's it for new healing spells.

- **Aura - Oversoul's Protection:** Aura that provides 10% protection against ranged weapons and spells. Reduces magicka by 25 while active. Apprentice.
- **Aura - Armored Ascension:** Aura that provides 10% more melee weapon damage and 10% less incoming melee weapon damage. Reduces magicka by 25 while active. Apprentice.
- **Aura - Grand Blaze:** Aura that reduces fire resistance by 10% and deals 4 fire damage per second. Reduces magicka by 50 while active. Adept.
- **Cryomancer's Sight:** Aura that reduces frost resistance by 10% and deals 4 frost damage per second. Reduces magicka by 50 while active. Adept.
- **Aura - Upcoming Tempest:** Aura that reduces shock resistance by 10% and deals 4 shock damage per second. Reduces magicka by 50 while active. Adept.
- **Aura - Thorn's Embrace:** Aura that reflects 50% weapon damage taken. Reduces magicka by 75 while active. Expert.
- **Aura - Soul Consumer:** Killing someone an enemy restores 20% health, magicka and stamina, and souls can't be trapped. Both enemies and allies are affected. Reduces magicka by 75 while active. Expert.

Auras are toggleable area-of-effect buffs and debuffs. You can toggle them on and off by casting them again, or by casting another aura while one still active. Only one aura may be active at any time. Positive auras affect every non-hostile actor in a 20 feet radius, while negative auras affect all hostile actors in that area. The magicka reduction mentioned refers to maximum magicka.

- **Kingsbane:** Plague that stops stamina regeneration, and drains 7% stamina per second. Apprentice.
- **Brainmelt Syndrome:** Plague that makes spells cost an additional 50 Magicka. Adept.
- **Thornswreath:** Plague that has a 50% chance to stagger every 4 seconds. Expert.

Plagues work in touch range initially. After the first hit, they spread to nearby targets. Initially, they try to spread to two targets within 100 units range every 3 seconds. Note that the initial target is the epicenter of the plague, and the only one that will carry it to other targets. Therefore, it is wise to not focus all fire on it. The caster can not be infected.

- **Bloodcaster's Curse:** Curse that causes 15% health damage when the target casts spells. Adept.
- **Curse Of Infestation:** Target takes 1 point of poison damage per second for 60 seconds. If it dies while this spell is active, three small spiderlings that fight for the caster are spawned at the corpse. The spiderlings are at 40% of the caster's level, and can be infected with the curse. Apprentice.
- **Curse of Greed:** Curse that causes the target to absorb life from nearby creatures and explode once a threshold is reached. Once per second, the target tries to absorb 10% health from a nearby actor (may be the caster). This value is permanently added to its maximum health. If the target manages to absorb 60% of its original health that way, it explodes for 120 non-elemental damage. The explosion is strong and send nearby actors flying. Expert.
- **Curse of Roots:** Curse that causes the target to turn into a plant when struck. Every hit has a 20% chance to trigger said effect. The plant is randomly chosen among three variants. Master.

Curses are strong debuffs that last 60 seconds. Just like plagues, they can jump between targets, but they'll only do so once the initial target dies. They can win matches, but beware of them jumping to your followers or innocent villagers...

- **Chastise:** Stops all regeneration on the target and deals 1 damage per second. Very low cost concentration spell. Apprentice.
- **Cleansing:** Target creature dies if its health is below 30%. If not, its health is reduced by 100. Only works on undead creatures under the influence of "Chastise". Apprentice.
- **Purgatory:** Target creature dies and explodes if its health is below 50%. If not, its health is reduced by 250. Only works on undead creatures under the influence of "Chastise". The explosion causes 120 points of non-elemental damage and sends nearby actors flying. Adept.

The new anti-undead spells; "Chastise" only deals minor damage and stops regeneration, while the other spells cause havoc among undead, but require "Chastise" to be active. So, keep "Chastise" aimed at the target while you fire the other spells with the second hand.

- **Spell Ward:** While active, all incoming spells are 90% weaker, and all outgoing spells are 50% weaker. Does not affect shouts. Charges fast (0.2 sec). Novice.
- **Breath Ward:** While active, all incoming spells and shouts are 90% weaker, and all outgoing spells are 50% weaker. Charges fast (0.2 sec). Apprentice.
- **Shield Ward:** Increases armor by 80 while up. Charges instantly and can perform timed blocks. Adept.
- **Fortress Ward:** Absorbs 120 points of spell damage and reduces incoming weapon damage by 50%. Feels a lot like a vanilla ward. Needs to charge up and can break. Expert.

- **Repulsive Ward:** Increases armor by 100 and strikes any melee attacker to the ground. Whenever someone is struck down, it consumes 15% of the caster's magicka. Needs to charge up. Master.

My new wards. One ward for one use, and even the lowest wards remain useful. Note that "Fortress Ward" is the only ward that can break the conventional way.

- **Spirit Guide:** A unique reanimation spell. No level limitation, but only works on animal-like creatures. While its active, you gain a boost based on the race of the creature you resurrected. If the resurrected creature dies, you suffer 50% health damage. Base duration is 20 minutes.

Fancy, is it not? Here's a table with possible effects.

RACE	EFFECT
Cave Bear	30% health and stamina regeneration, 60% magicka regeneration after standing still for at least 4 seconds
Bear	30% magicka and stamina regeneration, 60% health regeneration after standing still for at least 4 seconds
Snow Bear	30% magicka and health regeneration, 60% stamina regeneration after standing still for at least 4 seconds
Chaurus	Poisons last for one more hit
Chaurus Reaper	Poisons last for three additional hits, but beneficial potions are 50% less effective
Chicken	When you start sprinting, you are immune to missile damage during the first two seconds
Cow	Giants and mammoths consider you an ally.
Deer	50% chance to create an additional potion/poison when doing alchemy
Dog	50 armor. Additional 50 armor when accompanied by a follower
Elk	When harvesting ingredients, you get one more ingredient
Fox	75 magicka, but -25 health
Frostbite Spider	40% resistance against poison and disease
Large Frostbite Spider	70% resistance against poison and disease
Giant Frostbite Spider	100% resistance against poison and disease
Frost Troll	80% health regeneration, -30% fire resistance
Goat	-50% incoming stagger, +100% outgoing stagger

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RACE	EFFECT
Hare	+25% critical hit chance, +100% critical hit chance
Horker	+50% power attack stamina cost, +100% power attack damage
Ice Wraith	+30% frost spell damage, -20% fire spell damage, +20% incoming fire damage
Mammoth	-15% incoming fire and frost damage
Mudcrab	50% better blocking while sneaking
Sabrecat	Activate dead animals to eat them. Eating animals gives 25% better light and heavy weapon damage for 10 minutes.
Snowy Sabrecat	Activate dead animals to eat them. Eating animals gives 20% better light and heavy weapon damage and 20% frost resistance for 10 minutes.
Skeever	20% better sneak attack damage with light and heavy weapons
Venomfang Skeever	30% better sneak attack damage with light and heavy weapons, -20% power attack damage
Troll	40% better health regeneration, -15% fire resistance
Wolf	Every incoming hit with a melee weapon has a 30% chance to call a wolf to your side. No summoning limit.
Default (other)	+50 health

Table 22: Spirits Guide effects

Altered spells

None

Removed spells

- Repel Undead
- Repel Greater Undead
- Turn Lesser Undead
- Turn Undead
- Turn Greater Undead
- Bane Of The Undead
- Lesser Ward
- Steadfast Ward
- Greater Ward

Note that a certain removed ward spell might still be obtained during a specific quest.

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Novice Restoration	-	-	Novice level Restoration spells cost 50% less magicka to cast.
Restoration Dual Casting	Novice Restoration	20	You can dual cast Restoration spells. Healing spells get greater magnitude and plagues get doubled spread radius.
Avoid Death	Novice Restoration	70	Once a day, heals 250 points automatically if you fall below 10% health. Does nothing if you go from more than 10% health straight to zero.
Apprentice Restoration	Novice Restoration	25	Apprentice level Restoration spells cost 50% less magicka to cast.
Carrier	Apprentice Restoration	30-50	"Plague"-type spells now spread within a 20/30 feet radius.
Plaguelord	Carrier	60-120	Plagues spread twice/three times as fast.
Auramancer	Apprentice Restoration	40-70	Auras have doubled/tripled radius. Not displayed in the spell description.
Life And Death	Auramancer	60-100	At rank 1, damaging auras deals x% more damage, where x is your Restoration skill level. At rank 2, they additionally deal y% more damage, where y is your Destruction skill level.
Adept Restoration	Apprentice Restoration	50	Adept level Restoration spells cost 50% less magicka to cast.
Meditation	Adept Restoration	50-80-110	Health regenerates 25/50/75% faster.
Breaching Darkness	Adept Restoration	60-120	The threshold for "Chastise" based instant kill effects is lowered by a flat 10/20%. If a spell would kill an undead below 50% health, said undead would get killed below 70% health with two perk points invested. Not displayed in the spell description.
Expert Restoration	Adept Restoration	75	Expert level Restoration spells cost 50% less magicka to cast.

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PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Marked	Expert Restoration	80-130	Curses have an increased chance to jump to a new target, and can jump within a wider radius. Usually, curses will try to find a new target once, and if they either find nobody or find somebody inappropriate (like the caster), the chance for spreading is gone. "Marked" adds a second/third chance. The radius increase is 200/400 units.
Patron	Expert Restoration	85	"Spirit Guide" is permanent.
Beacon Of Light	Patron	115-150	Creatures raised by "Spirit Guide" suffer 15/30% less damage from weapons and 30/60% less damage from magic.
Master Restoration	Expert Restoration	100	Master level Restoration spells cost 50% less magicka to cast.
Ward Deflect	Novice Restoration	40-70-100	Wards negate 15/25/35% of all incoming arrow damage.
Insomnia	Ward Deflect	80	While wearing at least 2, but no more than 3 pieces of Dreamcloth, the effects "Spell Ward" and "Breath Ward" have on your own spells are reduced by half. For Dreamcloth info, see 3.7 .
Ward Absorb	Ward Deflect	60	Expert and Master level wards recharge your magicka when hit with spells. You get 25% of the original spell's cost.
Respite	Novice Restoration	40	Healing spells also restore stamina - by half the amount they restore health. A spell that restores 50 points of health additionally restores 25 points of stamina with "Respite".

Table 23: Restoration perks

3.19 SKILL TREE: ENCHANTING

Overpowered. Yay!

Still strong, but less overpowered and more fancy. Contains perks necessary to craft spell scrolls. Scrolls do NOT require you to know the spell; all you need are the related perk, paper rolls, ink, and a quill (serves as a portable crafting station - activate in inventory). Note that crafting scrolls gives access to otherwise removed spells, but many spells remain unavailable vial scrolls. This is intended. Scroll strength scales with Enchanting skill level, and using scrolls grants Enchanting experience.

When actually enchanting, more perk investment is needed, "Extra Effect" comes at a cost, and perks have been rearranged. Also allows you to craft the exploding elemental bolts from Dawnguard and elemental traps (see [3.13](#)).

Some enchanting lists have been modified, so that you'll not be able to place certain enchantments on as many pieces as before, and the "crafting cycle" enchantments have been replaced. They still appear on certain quest reward items, but should not be obtainable.

Even without any perks, enchantments placed on heavy weapons are 33% stronger than normal; this partially makes up for the reduced number of total enchantment slots.

The following enchantment effect replacements were done:

- Fortify Unarmed → Damage Reflection (the old enchantment would not be supported by the unarmed weapon)
- Fortify Alchemy → Fortify Movement Speed
- Fortify Lockpicking (certain armor related to Thieve's Guild) → Fortify Blocking
- Fortify Lockpicking (gauntlets/gloves) → Fatespinner (Illusion spell cost reduction and chance to ignore incoming damage)
- Fortify Lockpicking (rings) → Deadly Touch (Melee damage and ignore armor)
- Fortify Lockpicking (amulets) → Prism (Armor and incoming spell magnitude nerf that works on top of resistance)
- Fortify Pickpocket → Fortify Fingersmith (covers both picking locks and pockets)
- Fortify Smithing → Fortify Damage Resistance

Detailed perk descriptions

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Enchanter	-	0-20-40-60-80	All enchantments are 15/30/45/60/75% stronger.
Soul Squeezer	Enchanter	20	Soul gems recover 250 more enchantment charge.

Continued on next page

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Soul Siphon	Soul Squeezer	40	If you kill a creature with an enchanted weapon, 20% of that creature's soul is used to refill the weapon's enchantment instantly.
Defensive Enchanter	Enchanter	30-60	Defensive enchantments on armor are 25/50% stronger. This covers enchantments that provide resistance and armor rating.
Corpus Enchanter	Defensive Enchanter	70-110	Health, Magicka, and Stamina enchantments on armor are 25% stronger. Covers boosts to attributes and to regeneration.
Extra Effect	Enchanter	40-80-120	Can put two enchantments on the same item. All enchantments are 40/20/0% weaker.
Basic Scripture	Enchanter	30	Using a quill, you can create scrolls of selected Novice and Apprentice level spells.
Advanced Scripture	Basic Scripture	60	Using a quill, you can create scrolls of selected Adept level spells.
Elaborate Scripture	Advanced Scripture	90	Using a quill, you can create scrolls of selected Expert level spells.
Sage's Scripture	Elaborate Scripture	120	Using a quill, you can create scrolls of selected Master level spells.
Dreamweaver	Enchanter	20-50	Enchantments on Dreamcloth gear are 15/30% stronger. For notes on Dreamcloth, see 3.7
Elemental Enchanter	Enchanter	30-60	Fire, Frost and Shock enchantments on weapons are 25/50% stronger.
Elemental Bombard	Elemental Enchanter	35-55	At rank 1, you can enhance bolts to add elemental explosives. Rank 2 unlocks the "neuralgia" enhancement that damages magicka by 10 per second and doubles spell casting cost for 10 seconds within an area. See 3.5 for more information.

Continued on next page

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Arcane Archery	Elemental Enchanter	35	Grants you three toggleable abilities; only one may be active at any time. Each of these abilities causes you to automatically cast a spell whenever firing an arrow that is fully drawn back - as long as your magicka is above 50%. The spells cast are "Winter's Breath" (20 frost damage to health and stamina, 3 second slow), "Great Fireball" (30 fire damage) or "Thunderstrike" (20 damage to health and stamina, chain-lightning area of effect). They do scale in damage with everything that boosts destruction spell damage, trigger spell sneak and work with "Elemental Ram". They do not gain secondary effects from other perks and level "Enchanting" when used. All spells consume 30 magicka per cast. Their cost is only affected by "Enchanted Quiver".
Enchanted Quiver	Arcane Archery	50-70-90	"Arcane Archery" spells cost 3/6/9 less Magicka to cast and can be used while above 40/30/20% Magicka.
Arcane Burst	Elemental Enchanter	60	You can enhance bear traps with fire, frost and shock explosives. Explosion strength scales with Enchanting skill level. These enhancements are done at the forge. Triggered explosive traps are always destroyed.
Insightful Enchanter	Elemental Enchanter	70-120	Skill enchantments on armor are 25/50% stronger. This covers enchantments such as "Fortify One-Handed" and "Fortify Sneak".

Table 24: Enchanting perks

3.20 ARTIFACTS

Oh yeah, the main module also contains artifact changes. Everything has been leveled (so no need to delay quests to get stronger versions anymore), and unless stated otherwise, daedric artifacts have unlimited charge. Here's a list with all changes:

- **Auriel's Longbow:** Infinite charge
- **Dawnbreaker:** Doubled strength of fire enchantment, doubled chance for "Meridia's Retribution"
- **Keening:** Infinite charge, increased value, greatly buffed "Mortal Wound". After the related quest is done, buffs Stamina by 25 and movement speed by 10%.
- **Mace of Molag Bal:** Deals 30 damage to Magicka and Stamina, while absorbing half as much.
- **Mehrunes Razor:** Increased chance for instant kill to 2%, slightly increased attack speed.
- **Skull of Corruption:** Fixed damage for both powered and unpowered version, powered version absorbs health now
- **b:** Fixed effect
- **Volendrung:** Added 20% chance for 3 second paralysis
- **Wuuthrad:** Boosted bonus damage to elves to 50%, and included vampire variants
- **Tsun's Battle Axe:** Lol, it's unplayable and unobtainable.
- **Briarheart Geis:** Boosted bonus damage to Nords to 15
- **Hevnoraak:** Immune to disease and poison, 50% resistant to stagger, 15% damage reflected.
- **Konahrik:** When struck, has a 15% chance to heal wearer and damage nearby enemies, and a 5% chance to summon a powerful Dragon Priest defender.
- **Krosis:** 15% bow/crossbow damage, 15% faster movement
- **Morokei:** Magicka regenerates 50% faster. at full health, Destruction spells are 25% stronger.
- **Rahgot:** Increases Stamina by 25. Grants a 2% chance to instantly kill a target with any two-handed weapon.
- **Volsung:** Light armor protects 15% better, + 30 carry weight and can breathe underwater.
- **(Archmage's) Boots:** renamed to "Archmage's Boots", 10% resistance against all elements, poison and disease
- **Archmage's Robe:** Increased effect magnitudes to 20%
- **Ebony Mail:** 70% fire resistance, 20% magic resistance
- **The Gaudur Amulet:** Increased stat boost to 50, added 25% regeneration boost for all attributes
- **Locket of Saint Jiub:** Increased armor rating to 25
- **Masque of Clavicus Vile:** Boosted Magicka regen to 25%, and works with all "Masquerade" factions (see 3.8).

- **Necromancer's Amulet:** Health and Stamina regenerate 75% slower. pells cast while "Blood Magic" is active cost 5% less Health. Summoned skeletons have 100 more Health.(see [3.16](#) and [3.14](#)).
- **Ring of Hircine:** Grants 250 armor and 30% magic resistance while in werewolf form
- **Ring of Namira:** Added 25% damage reflection
- **Savior's Hide:** 25% resist magic, 75% resist disease and poison
- **Shield of Ysgramor:** Incoming elven attacks are 25% weaker. Ignore 50% armor against elven enemies.
- **Spellbreaker:** Greatly buffed strength of ward effect
- **Targe of the Blooded:** Bash deals 4 damage/second for 20 seconds and debuffs movement speed by 20% for 20 seconds. Bleeding damage counts for "Pierce" perk (see [3.2](#)).
- **Helm of Yngol:** Greatly buffed frost resistance

4

MODULE: SKYRE-RACES

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4.1 GENERAL DESCRIPTION

Apart from optics, what's the main difference between a Khajiit and a Breton in vanilla Skyrim?

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The correct answer: Khajiit need an additional piece of "Resist Magic" gear to be at their strongest. Kinda sad, isn't it?

Racial abilities were just not good enough overall. Orcs had a nice activated effect, Bretons a decent (yet extremely boring) passive ability. And the rest? Imperials find a few extra coins that don't make any difference in a game where it's so easy to become rich, High Elves have a good magicka potion, Argonians have a good health potion, Nords cast an Illusion spell once a day, and so on. The vast majority is boring, weak, generic, or any combination of that.

Thus, I tackled racial abilities. I wanted to give each race tools that make them good at something, potentially better than everyone else. What's the use of an ability that becomes negligible as the game progresses?

The new racials should either allow multiple uses or be worthwhile enough to make even one use a decent move, they should relate to lore and possibly expand on it, and above all, they should be fun.

This module overhauls the playable races' abilities, their descriptions in the race selection screen and related loading screens. NPCs will use passive abilities and the adjusted Dunmer

racial, but will not use activated abilities and spells.

4.2 RACE: IMPERIAL

In-game description

These cosmopolitan natives of Cyrodiil are shrewd diplomats and traders, and their military might is the cornerstone of the Empire. With their civilian armies, Imperials tend to be trained in tactics and leadership, able to quickly take control of combat situations. During the Great War of thirty years ago, the High Elven Thalmor brought the Empire to its knees; though the war officially ended in a truce, the Empire is now struggling to hold itself together.

Racial abilities:

- **Imperial Charisma:** 25% better buying and selling prices
- **Tactician:** Whenever successfully blocking an attack, you drain the attacker's stamina by 10%.
- **Attack Order:** Followers deal 25% more spell and weapon damage, but also suffer 25% more spell and weapon damage. They move and attack 25% faster.
- **Guard Order:** Followers deal 25% less spell and weapon damage and take 50% less damage from spells and weapons.

NOTES : Tactical combat, social skills and orders for followers. Each "order" ability lasts 5 minutes. One order may be used every ten minutes (real time). Both orders share their cooldown. Orders do not affect summoned/reanimated creatures.

4.3 RACE: BRETON

In-game description

The Bretons of High Rock have the mixed blood of Men and Elves, the product of intermingling millennia ago. All Bretons have an affinity to magic as well as an innate resistance to it; their twin blood can prove a dangerously potent mixture, allowing them to achieve seemingly impossible feats of magic or summoning. In Skyrim, the Forsworn of The Reach are of largely Bretonian descent, and claim to be the original settlers, rather than the Nords.

Racial abilities:

- **Mixed Blood:** 15% magic resistance
- **Twin Blood Eruption:** For 60 seconds, all spells are twice as strong and cost half as much magicka, while health and stamina take continuous damage and "Mixed Blood" is negated.
- **Twin Blood Summoning:** For 60 seconds you can summon without limits, while health and stamina take continuous damage and "Mixed Blood" is negated.

NOTES : The old abilities focused on increased defences due to the man/mer blood mixture. I decided to go with a twist - a weaker passive protection remains, but it may be negated for a short time to unleash tremendous offensive potential.

The "Twin Blood" abilities are actually spells with a long casting time (10 seconds), so pulling them off is not easy. They consume no magicka and can be used multiple times a day, but one must rest between uses. The damage caused to health and stamina is 3% of your base value every 1.2 seconds.

4.4 RACE: NORD

In-game description

Natives of Skyrim, the Nords have built up a natural resistance to cold from living in the harsh northern environment. They make for ferocious warriors, becoming more and more enraged with each blow; and they tend to treat magic and magic-users with disdain. Fiercely proud of their heritage, and traditionally staunch supporters of the Empire, the Nords have become embroiled in a brutal civil war in recent years, as calls for independence have increased.

Racial abilities:

- **Warrior Heart:** As your health decreases, your weapon damage grows.
- **Last Stand:** When activated, you take no damage and regenerate no health for seven seconds. Once it runs out, you lose all your stamina.

NOTES : Fierce warriors, eh? "Warrior Heart" provides a non-linear bonus that grows faster as you approach death. The maximum is doubled damage between 5 and 0% health. "Last Stand" is meant to be combo'ed with "Warrior Heart". Activate it just as you're about to die to enjoy a few raw damage seconds of ultimate slaughter that can turn the tides in many battles. It is usable once after resting, multiple times a day.

4.5 RACE: REDGUARD

In-game description

Sharing no common ancestry with the other human races of Tamriel, the Redguards of Hammerfell are excellent warriors with hardy constitutions, having a battle sense which seems to allow them to anticipate an opponent's blows. Always fiercely independent of spirit, the Redguards refused to submit to the terms of the truce which ended the Great War thirty years ago; they ultimately repelled the Thalmor from Hammerfell, though it cost their land dearly.

Racial abilities:

- **Desert Training:** +50 stamina

- **Sandstorm Charge:** For 15 seconds, time is slowed down by 25% and you move 15% faster. Usable every 2 minutes.

NOTES : The stamina bonus is boring, but pretty useful, especially when using combat mods that rely on it (such as my own 6). "Sandstorm Charge" is a powerful ability that perfectly suits a dervish-like, skilled warrior.

4.6 RACE: WOOD ELF

In-game description

The Wood Elves - or "Bosmer" - of Valenwood are the best archers in Tamriel, crafting the deadliest of arrows, and able to anticipate where hostile shots will fall. The Green Pact prohibits them from harming the vegetation of their homeland (though importing produce is permitted), making them religiously carnivorous, and supreme hunters. They can often be found hunting and poaching in Skyrim, though a settlement in the southern forests is rumoured to exist.

Racial abilities:

- **Wild Hunt:** Increases bow damage against non-playable races by 25%.
- **Wild Companion:** Can be used every 10 minutes and calls an animal companion. The summoned companion is leveled, behaves like a summoned creature (but doesn't count towards summon limit), and varies depending on the location you are in. In snowy regions, snow bears appear, in caves you call a chaurus, and everywhere else wolves come to help you out. Lasts five minutes.
- **Wood Lore:** You can enhance arrows with magical explosives at forges. Enhanced arrows paralyze for one second and nerf light and heavy weapon damage by 30% for ten seconds. This effect affects an area.

NOTES : Lore-wise, they are supreme hunters and are one with nature. So I went with abilities that add some special oomph to bows and call animals to help. Sounds reasonable?

4.7 RACE: HIGH ELF

In-game description

Calling themselves "Altmer", the High Elves of Summerset Isle consider themselves to be the most civilized and cultured race of Tamriel. They are certainly the most gifted in the arcane arts: able to exert strict control over the flow of magic within them, Altmer make for strikingly versatile spell-casters. Many of those found in Skyrim are representatives of the Thalmor, the instigators of the Great War which brought the Empire to its knees thirty years ago.

Racial abilities:

- **Highborn:** +50 magicka
- **Channel Magicka:** Toggleable power. While active, both spell cost and magnitude grow dependent on your current magicka.

NOTES : I really wanted to give these legendary spellweavers an interesting, active way to manipulate the flow of magicka. "Channel Magicka" essentially allows you to power up your spells at will. If you, after charging a spell, have 50% magicka left, the spell will cost 50% more and be 50% more powerful.

This only applies to spells that actually have a magnitude (summoning spells, for example, have not), so make sure to toggle the ability off when casting a spell that won't profit from it.

"Channel Magicka" can only be toggled if your weapons are sheathed.

4.8 RACE: DARK ELF

In-game description

Also known as the "Dunmer" in their home of Morrowind, Dark Elves are a proud and aloof race noted for their stealth and magic skills, as well as their natural resistance to fire. The hereditary animosity of their ancestors still boils within their blood, making them dangerous when wounded and angered. The eruption of the Red Mountain some 200 years ago led to a great exodus, bringing many Dunmer to the neighbouring Skyrim, and Windhelm in particular.

Racial abilities:

- **Dunmer Heritage:** 50% fire resistance
- **Ancestor's Wrath** [NOT PLAYER]: Flame cloak triggers automatically, once they get hit and drop below 50% health, and is not limited to one use per day. In addition to the flame cloak spell, it also adds 25% additional strength to fire-based spells. The flame cloak effect starts at a damage of 5 per second, but grows by 3 every 10 levels, up to a maximum of 17 (before bonuses are calculated in, including it's own).
- **Ancestor's Wrath** [PLAYER]: The same as above, but no flame cloak is cast; instead, you get a 15% chance to ignore incoming melee attacks.
- **Ancestor's Fury:** Once per day, if your health drops below 30%, you trigger a huge explosion and two angry Dunmer ancestors arrive to aid you. They are leveled and use strong weaponry.

NOTES : For Dunmer, I decided on an approach that differs from other races. They do not have any activated abilities, but instead rely on their ancestors for protection. All abilities are strong, but you have no real control over them.

4.9 RACE: ORC

In-game description

Hailing from the mountainous regions around the oft-disputed Orsinium, the Orcs - "Orsimer" - have Elven blood, supposedly being transformed along with the spirit Malacath when Boethiah defeated him. They are feared warriors, able to harness a berserker rage, and excellent smiths, factors which led to Orcs becoming respected members of the Imperial army. In Skyrim, many Orcs live in strongholds, while others seek employment appropriate to their skills.

Racial abilities:

- **Orcish Smithing Lore:** 25% better tempering
- **Berserker Rage:** You can sacrifice 25% of your current health to rapidly increase your damage output and decrease all incoming damage for 60 seconds. While Berserker Rage is active, potions you consume are highly inefficient.

NOTES : Probably my favourite vanilla racial ability - yet, I think it was too much of a controlled boost for something called "Berserker Rage". Thus, I added some gambling into the mix. The ability does double outgoing and halve incoming damage, but in exchange it demands a little health and reduces potion strength by 50% while active. Also, it may now be used once after resting, like a few other racial abilities.

4.10 RACE: KHAJIIT

In-game description

Hailing from the deserts and jungles of Elsweyr, these feline humanoids are typically fleet of feet and deadly of claw, possessing an innate survival instinct and ability to see in the dark. Khajiit are said to take their humour very seriously, and seem to delight in confounding the rules others seem to relish. Other races regard them with unconcealed suspicion; in Skyrim, Khajiit are usually seen in trade caravans, though few are permitted to enter cities.

Racial abilities:

- **Night Eye:** Toggleable night vision
- **Feline Athletics:** Khajiit move 20% faster than other races, take only half falling damage, and jump 50% higher.
- **Survival instinct:** Once per day, if your health drops below 25%, your movement and attack speed increase by 25% for 30 seconds.
- **Claws:** Unarmed attacks gain bonus damage. It starts at 10 with 100 stamina, and grows by 1 for each ten points of stamina you have. Maxes out at a bonus of 30.

NOTES : I want Khajiit to feel like agile cats. Fast, deadly, with some feral instinct thrown in.

"Claws" is more useful than it used to be, and it does work with the unarmed weapon from the main module.

The "higher jumping" part of "Feline Athletics" only works with SkyRe-Main active. This slightly reduces script load.

4.11 RACE: ARGONIAN

In-game description

Hailing from the swamps of Black Marsh, this reptilian race has evolved to suit the harsh demands of its homeland. The ability to breathe underwater, protective scales which deflect blades as well as any armor, and razor-sharp claws have made Argonians excellent hunters, while their bond with the ancient Hist trees allows them to manipulate their regenerative abilities. In Skyrim, Argonians are very much outsiders, often engaging in low-paid manual labor.

Racial abilities:

- **Resist Disease:** 50% disease resistance
- **Waterbreathing:** Breathe under water
- **Protective Scales:** Argonians take 15% less damage from daggers, swords, waraxes, greatswords and battleaxes.
- **Claws:** Unarmed attacks gain bonus damage. It starts at 10 with 100 stamina, and grows by 1 for each ten points of stamina you have. Maxes out at a bonus of 30.
- **Histskin-Magicka:** Triple magicka regeneration, reduce health and stamina regeneration to zero.
- **Histskin-Stamina:** Triple stamina regeneration, reduce health and magicka regeneration to zero.
- **Histskin-Health:** Triple health regeneration, reduce magicka and stamina regeneration to zero.
- **Terminate Histskin:** Return to default regeneration.

NOTES : I picked up the original, regeneration-boosting idea and evolved it into something more active. The new "Histskin" set of powers is completely toggleable and allows you to get whatever you need at the moment.

A lot of versatility here. Argonians do not have a distinct role they excel at, but instead gain bonuses that make life easier for everyone.

5

MODULE: SKYRE-STANDING STONES

Probably my least like module, heh.

I completely revamped what Standing Stones do - instead of a free bonus, most of their effects have been greatly empowered, but come at a cost.

...

Now that think about it, that's exactly how the "Atronach Stone" worked. It's all a give and take now. Choose a stone that suits your style, or chose none at all.

This module alters all Standing Stone abilities, as well as the related loading screens.

STANDING STONE	EFFECT
Warrior	Warrior skills except Marksmanship level 20% faster.
Thief	Thief skills and Marksmanship level 20% faster.
Mage	Magic skill level 20% faster.
Apprentice	50% magicka regeneration, 25 magicka , -25% magic resistance.
Serpent	50% bonus to sneak attacks, but 20% malus on all attacks if target is alerted.
Lord	25% magic resistance, increases damage from non-magical attacks by 25%.
Atronach	150 magicka, 50% spell absorption, -95% magicka regeneration

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STANDING STONE	EFFECT
Lady	50% stamina and health regeneration, -50% magicka regeneration
Steed	100 carry weight, 15% frost resistance, -30% fire resistance
Lover	+50% physical damage, +50% incoming physical damage
Tower	Unlock any expert or lower level lock. No downside.
Shadow	25% boost to pickpocket chance, 25% higher buying prices
Ritual	Triples duration of summons, -25% spell magnitude for other spells

Table 25: Standing Stones

6

MODULE: SKYRE-COMBAT

Combat in vanilla Skyrim basically consisted of spamming power attacks with an "Absorb Stamina" enchantment or vegetable soup. No tactic was required, and stamina did virtually nothing.

Thus, I decided to make a new combat system that heavily relies on stamina (and, to a lesser extent, on health) and forces you to use more tactic, especially when using the other enemy boosting modules [EnemyAI \(8\)](#), [EnemyScaling \(7\)](#) and [EncounterZones \(9\)](#).

- Added debuffs that kick in on direct, unblocked weapon hits.
 - Weak:
 - * 1 bleeding damage/sec for 4 seconds
 - * -20 armor for 4 seconds
 - * applied on unblocked normal dagger hits
 - Light:
 - * 1 bleeding damage/sec for 5 seconds
 - * -40 armor for 5 seconds
 - * applied on unblocked normal sword/mace/waraxe hits and unblocked dagger power attack hits
 - Medium:
 - * 1 bleeding damage/sec for 6 seconds
 - * -60 armor for 6 seconds
 - * applied on unblocked power attack sword/mace/waraxe hits
 - Heavy:
 - * 2 bleeding damage/sec for 7 seconds
 - * -80 armor for 7 seconds
 - * applied on unblocked normal two-handed weapon hits
 - Devastating:
 - * 2 bleeding damage/sec for 8 seconds
 - * -100 armor for 8 seconds
 - * applied on unblocked two-handed weapon power attacks hits
- Reduced reach for melee attacks and bashes (141→100)
- Blocking attacks costs stamina, but absorbs most damage.
- Attacking costs stamina. The stamina cost depends on weapon type; See table [26](#)

Since the cost is flat, more stamina actually helps.

- Per default, stamina regenerates 100% faster. While standing still, the bonus grows by another 100%. While not blocking, the bonus grows by another 50%.

WEAPON TYPE	STAMINA COST
Unarmed	3/second
Dagger	3/second
Sword	4/second
Waraxe	5/second
Mace	6/second
Greatsword	8/second
Battleaxe and Warhammer	9/second
Bow	6/second
Crossbow	4/second
Dual Wield	Cost of right handed weapon + 2/second

Table 26: Attack stamina cost for each weapon type

- Stamina now regenerates at full speed, whether you're in combat or not.
- Added buffs and debuffs based on current stamina level. See table [27](#)
- Added buffs and debuffs based on current health level. See table [28](#)
- To keep power attack useful, some adjustments have been done:

WEAPON	ADJUSTMENT
Light weapons without dagger	+25% damage while above 10% stamina, 25% reduced stamina cost
All heavy weapons	+50% damage while above 10% stamina, 20% reduced stamina cost
Dagger	35% reduced stamina cost

Table 29: Power Attacks

- Armor protects from arrows, with a chance based on the number of pieces you wear. In full heavy armor, you're almost unbeatable with bow and arrow. Bolts are only affected to a lesser extent and can still kill you fast.
- Heavy armor slows you down by up to 5/8/12/16% when wearing 1/2/4/4+ pieces.
- Heavy armor additionally protects against all bladed weapons; light armor protects against everything, but to a lesser extent.
- Heavy armor provides 2 points of flat damage reduction per piece worn. If small foes deal virtually no damage to you, this is likely the cause.
- Getting hit without blocking might cause stagger. Chances are based on weapon types.

STAMINA LEVEL	EFFECT
100-95%	+10% weapon damage, -10% spell casting cost, +3% movement speed
94-80%	(nothing)
79-65%	- 8% weapon damage, +10% incoming weapon damage, +5% spell casting cost, -10% blocking effectiveness
64-50%	- 16% weapon damage, +15% incoming weapon damage, +8% spell casting cost, -15% blocking effectiveness, -5% movement speed
49-35%	- 24% weapon damage, +20% incoming weapon damage, +11% spell casting cost, -20% blocking effectiveness, -10% movement speed
34-20%	- 32% weapon damage, +25% incoming weapon damage, +14% spell casting cost, -25% blocking effectiveness, -15% movement speed
19-5%	- 40% weapon damage, +30% incoming weapon damage, +17% spell casting cost, -30% blocking effectiveness, -20% movement speed
4-0%	- 50% weapon damage, +40% incoming weapon damage, +25% spell casting cost, -50% blocking effectiveness, -30% movement speed

Table 27: Effects based on the level of stamina

WEAPON TYPE	POWER ATTACK	STAGGER CHANCE
Dagger		15
Dagger	✓	25
Light weapons other than daggers		20
Light weapons other than daggers	✓	40
Heavy weapons		40
Heavy weapons	✓	80
Bows and crossbows	-	40

Table 30: Chance of stagger based on weapons

- Being staggered also reduces magic resistance by 20% and armor by 25 for 2 seconds.

HEALTH LEVEL	EFFECT
100 - 95 %	+ 5% spell magnitude, +5% weapon damage, -5% incoming weapon damage, +3% movement speed
94 - 70 %	(nothing)
69 - 50 %	- 5% spell magnitude, +5% incoming spell damage , -10% weapon damage
49 - 30 %	- 10% spell magnitude, +10% incoming spell damage , -20% weapon damage, -15% movement speed, +20% blocking effectiveness
29 - 10 %	- 15% spell magnitude, +15% incoming spell damage , -30% weapon damage, -20% movement speed, +20% blocking effectiveness
9 - 0 %	- 30% spell magnitude, +30% incoming spell damage , -50% weapon damage, -30% movement speed, +10% blocking effectiveness

Table 28: Effects based on the level of health

- In addition to regular stagger, heavy weapons have a 15% chance to send the target flying if they hit with an unblocked power attack. This also reduces magic resistance by 25%, armor by 125, and health, magicka and stamina regeneration by 50% for 8 seconds.
- Being hit by close combat weapons while aiming with a bow will always cause stagger, but without further debuffs.
- Cell respawn time has been reduced by 50%.

All changes apply to all actors; they dynamically spread as you approach someone. They can be toggled on/off using Skyrim's console. You need the command "set x to y". y can either be o ("off") or non-o ("on"). x is one of the following:

VARIABLE	EFFECT
xxxCMMainLogic	On-hit-stagger, direct hit debuffs + bleed
xxxCMHeavyArmorBase	Absolute and relative protection bonuses to all heavy armor
xxxCMHeavyArmorSpeed	Speed malus while wearing heavy armor
xxxCMLightArmorBase	Absolute and relative protection bonuses to all light armor
xxxCMStaminaLoss	Stamina loss from attacking
xxxCMStaminaRegen	Boost to stamina regeneration while standing still etc.
xxxCMPowerAttack	Tweaks to power attacks
xxxCMStaminaInfluenceSpeed	Stamina influence on speed
xxxCMStaminaInfluenceMain	Stamina influence on everything but speed
xxxCMHealthInfluenceSpeed	Health influence on speed
xxxCMHealthInfluenceMain	Health influence on everything but speed

Table 31: Console commands for the SkyRe-Combat module

7

MODULE: SKYRE-ENEMY SCALING

Enemies don't scale well above level 50, and generally suffer from a lack of perks and spells. Since Skyrim Redone promotes high level gameplay, adjustments were made.

7.1 HUMANOID ENEMIES

Enemy leveling

- Enemies of vanilla level x now vary between $2/3x$ and $4/3x$, for example: Level 10 (vanilla) → Level 5 - Level 15 (modded)
- High level enemies and boss level enemies scale up to level 100
- Enemies at vanilla level 1 scale between 1 and 3.
- Thieves and random assassins have a new max level of 100, and level at the same speed as the player.

Enemy stats

In vanilla Skyrim, some enemies gain huge, free boosts to health, magicka and stamina. In Skyrim Redone, they start at 100, just like you, and gain more with every level - just like you. This makes gameplay fair and opens up new tactics - you can avoid spells and make mages run out of magicka, for example.

This feature is somewhat experimental; it does not cover Forsworn yet, but if it is well adopted, it will at some point.

Spells and perks

Enemies carry more perks and spells, including the new stuff from Skyrim Redone. The distribution is not as thorough as ASIS does it, though, so you might take a peek at [12](#).

7.2 CREATURES AND ANIMALS

- **Frostbite Spider:**
 - Increased poison duration, 35% chance to slow (duration grows with spider size) with spit attack
 - Linked Large Frostbite Spider to correct ability
 - Increased health by 50/100/200 (normal/large/giant)
 - Increased melee damage for Giant Frostbite Spider
 - Added 80% poison resistance to all spiders

- Increased frost resistance by 10/20% for large/giant variant
- Added fire weakness (15/20/30%)

- **Troll:**
 - Doubled health regen bonus
 - Reduced fire weakness to 30%
 - Added 20% resistance to frost and shock
 - Added 10 unarmed damage
 - Increased health by 100
 - Added 20% weakness to swords, greatswords and bows
 - Added 25% resistance to maces and warhammers
 - Added 50% resistance to disease and poison

- **Frost Troll:**
 - Added health regen bonus, 50% stronger than regular troll
 - Added 20 unarmed damage
 - Increased frost resistance to 50%
 - Increased health by 100
 - Added 20% weakness to swords, greatswords and bows
 - Added 25% resistance to maces and warhammers
 - Added 70% resistance to disease and poison

- **Udefrykte:**
 - Same as Frost Troll, AND...
 - Levels with player, instead of fixed level 22, up to level 60

- **Giant:**
 - Increased magic resistance to 50- Added small combat health regen boost (0.3)
 - Added 15% resistance to fire and frost
 - Increased health by 250
 - Added 60% resistance against daggers
 - Added 30% resistance against other one-handed weapons
 - Added stagger to hand swipe attack
 - Added heavy stagger to all regular club attacks
 - Immune to stagger

- **Chaurus:**
 - Doubled strength of poison, both bite and spit
 - Both bite and spit also deplete magicka and stamina; half as much as health
 - Increased armor by 50
 - Increased Health by 60
 - Added 25% weakness to daggers and 15% weakness to swords
 - Added 5% chance for 500% dagger weakness and 250% sword weakness on hit
 - Added 15% resistance to warhammer and mace

- **Chaurus Reaper:**
 - Doubled strength of poison, both bite and spit
 - Both bite and spit also deplete magicka and stamina; half as much as health
 - Increased armor by 150
 - Increased Health by 120

- Added 25% weakness to daggers and 15% weakness to swords
- Added 5% chance for 500% dagger weakness and 250% sword weakness on hit
- Added 15% resistance to warhammer and mace

- **Chaurus Hunter:**
 - Increased movement speed by 25- Increased health by 150

- **Frozen Chaurus:**
 - Doubled strength of poison, both bite and spit
 - Both bite and spit also deplete magicka and stamina; half as much as health
 - Increased armor by 250
 - Added 25% weakness to daggers and 15% weakness to swords
 - Added 5% chance for 500% dagger weakness and 250% sword weakness on hit
 - Added 15% resistance to warhammer and mace

- **Wolf:**
 - Added 25% resistance to fire and frost
 - Increased Health by 50
 - Increased damage by 15
 - Can cause 5 bleeding damage per second for 5 seconds with power attacks (30% chance)

- **Ice Wolf:**
 - Increased Health by 50
 - Increased damage by 15
 - Added 15% fire weakness

- **Dwarven Spider:**
 - Removed generic "resist magic" effect
 - Added 30% resistance to fire and shock
 - Added 30% resistance to sword, dagger, bow and greatsword
 - Added 15% resistance to waraxe and battleaxe
 - Added 350 armor
 - Added 30% weakness to frost

- **Dwarven Sphere:**
 - Removed generic "resist magic" effect
 - Added 40% resistance to fire
 - Added 45% resistance to shock
 - Added 30% resistance to sword, dagger, bow and greatsword
 - Added 15% resistance to waraxe and battleaxe
 - Added 200 armor
 - Added 45% weakness to frost

- **Dwarven Centurion:**
 - Removed generic "resist magic" effect
 - Added 100% resistance to disease
 - Added 70% resistance to fire
 - Added 60% resistance to shock
 - Added 30% resistance to sword, dagger, bow and greatsword

- Added 15% resistance to waraxe and battleaxe
- Added 500 armor
- Added 60% weakness to frost
- Increased unarmed damage by 20
- Can stagger with regular attacks
- Can ragdoll with power attacks

- **Sabre Cat:**
 - Can cause 5 bleeding damage per second for 10 seconds with any non-power attack (30% chance)
 - Added 25% resistance to fire and frost
 - Increased Health by 40
 - Added 50% weakness to poison

- **Snowy Sabre Cat:**
 - Can cause 7 bleeding damage per second for 10 seconds with any attack (30% chance)
 - Increased Health by 80
 - Added 50% weakness to poison
 - Added 20% weakness to fire

- **Snow Bear:**
 - Added 25% fire weakness
 - Increased Health by 100
 - Added 25% poison resistance
 - Increased damage by 25

- **Cave Bear:**
 - Added 25% resistance to poison, frost and fire
 - Increased Health by 100
 - Increased damage by 30

- **Bear:**
 - Added 25% resistance to poison and frost
 - Increased Health by 60
 - Increased damage by 20

- **Spriggan** (all types):
 - Added 30% weakness to waraxes and battleaxes
 - Added 30% resistance against all other weapons
 - Increased health by 50
 - Added 15% weakness to frost

- **Mammoth:**
 - Immune to stagger
 - Increased frost resistance to 66%
 - Added 30% resistance against all weapons

- **Horker:**
 - Increased frost resistance to 100%

- Added 25% fire resistance
- Increased damage by 20
- Increased health by 100
- Added 10% resistance to maces and warhammers

- **Skeever:**
 - Increased Health by 30
 - Increased movement Speed by 10- Added 100% disease resistance
 - Added 75% poison resistance
 - Added 20% weakness to maces and warhammers

- **Venomfang Skeever:**
 - Increased Health by 60
 - Increased movement speed by 15- Added 100% resistance to disease and poison
 - Added 15% resistance to fire, frost and shock
 - Added 20% weakness to maces and warhammers

- **Hagraven:**
 - Added 100 armor
 - Increased health by 100
 - Added 60% resistance to fire
 - Added 20% weakness to frost, shock and poison

- **Ice Wraith:**
 - Increased fire weakness to 50- Increased Health by 100
 - Added 50% poison resistance

- **Skeleton:**
 - Added 50% weakness to mace and warhammer
 - Added 50% resistance to dagger, sword and greatsword
 - Added 80% resistance to bows
 - Added 25% resistance to crossbows (requires main module)
 - Added 50% resistance to fire and shock
 - Increased life by 60/100 (normal/black)

- **Skeleton Priest:**
 - Added 50% weakness to mace and warhammer
 - Added 50% resistance to dagger, sword and greatsword
 - Added 80% resistance to bows
 - Added 25% resistance to crossbows (requires main module)
 - Added 50% resistance to fire and shock
 - Added 100% resistance to poison and disease
 - Added 25% resistance to frost

- **Mudcrab:**
 - Added 20% resistance to sword, dagger, greatsword and bow
 - Added 10/20/30% chance to ignore weapon damage (normal/large/giant)
 - Increased damage by 10/15 (large/giant)
 - Added 100/200/300 armor (normal/large/giant)

- Added 30% resistance to fire
- Added 15% weakness to shock
- Added health regen (0.2/0.4/0.6) (normal/large/giant)
- Increased health by 70

- **Draugr:**
 - Carry Rattles and Bone Break Fever
 - Increased frost resistance by 10- Added 20% fire weakness
 - Added 20% shock resistance
 - Added 30% weakness to silver and daedric weapons
 - Added 30% resistance to non-silver, non-daedric weapons

- **Ghosts:**
 - Materialize only when attacking; invulnerable when not

- **Lurker:**
 - Increased poison resistance to 80%
 - Increased armor to 300

- **Riekling:**
 - Added 50% chance to ignore heavy weapon hits
 - Increased frost resistance to 50%

- **Mounted Riekling:**
 - Increased frost resistance to 50%

- **Seeker:**
 - Increased shock resistance to 66%
 - Immune to Illusion spells (duration and magnitude zero)

- **Dwarven Ballista:**
 - Added 35% shock resistance
 - Added 30% frost weakness
 - Added 70% fire resistance
 - Added 100% poison resistance

- **Ashspawn:**
 - Increased strength of firebolt

This module also adds a few loading screens that explain the new resistances in-game.

8

MODULE: SKYRE-ENEMY AI

Originally, many enemies spend a considerable amount of time doing nothing, waiting for a beating. A few tweaks to give them some more brains were made. Instead of standing around in combat gazing at the sky, now...

- Enemies attack more often, especially when you are staggered
- Enemies block more often
- Enemies get a lot more aggressive when ganging up on someone
- Enemies are a lot better at bashing while you power attack

Zero scripting involved, since it works with so-called "Combat Style" records, and pays off well. HIGHLY recommended.

9

MODULE: SKYRE-ENCOUNTER ZONES

In vanilla Skyrim, most zones adjust to your level completely. This makes it easy to beat any dungeon, whenever you may reach it.

This little plug-in assigns minimum levels to many zones, quite a few being rather high, That means you will come in situations where enemies might just be too strong to beat for the moment... but it also means that you might just get a sweet piece of loot when beating a high-level dungeon early.

If you don't use this module, you're a wussy.

Also, forget it - I'll not do an exact list of zone levels. There's hundreds, and this guide is already getting long. You wouldn't read it anyway lol.

If you prefer to randomize your experience, use the WTF tool instead ([12](#)).

10

MODULE: SKYRE-SURVIVALISM

This module is different from all others. It requires the main module to be loaded, and it also requires Chesko's Frostfall-Hypothermia (12). It will not run with old Skyrim Redone versions that didn't require Dawnguard.

It alters and adds upon Skyrim Redone's "Wayfarer" perk tree, enhancing it with perks that revolve around wilderness survival. In the future, it is planned to also include perks that support Chesko's upcoming "Last Seed" basic needs mod.

Here are the altered and new perks:

PERK	REQUIRED PERK	SKILL LEVEL	EFFECT
Traveller	-	0-20-40-60-80	Campfires burn 20/40/60/80/100% longer While in the wilds, travel 5/7/10/12/15% faster.
Forestry	Immunization	35-70-105	Gather 1/2/3 additional pieces of firewood or 1 to 2 / 1 to 3 / 1 to 4 additional pieces of deadwood when harvesting wood.
Windbreaker	Forestry	60	All cloaks keep you dry 25% longer.
Glacial Swimmer	Windbreaker	80	Cold water no longer saps your Stamina. Swim in frigid water for twice as long.
Well Insulated	Glacial Swimmer	120	25% Exposure Protection bonus if wearing a matched set of armor.

Table 32: SkyRe Survivalism perks

11

COMPATIBILITY PATCHING TOOL: THE REPROCCER

This program is my attempt at solving the everlasting "How can I make this armor/weapon mod work with SkyRe?" issue. On top, it also handles alchemy and missiles.

This is what the ReProccer can do automatically:

- Categorize weapon types, based on names (a "Katana" in mod XY will be recognized by SkyRe after running the patcher)
- Categorize weapon types, based on an override list (force weapons into categories, in case the name check fails)
- Adjust weapon stats to SkyRe levels - or to anything one wishes, due to configuration. Based on material and type.
- Rename any vanilla-like sword to "Broadsword"
- Assign any bow to either the "shortbow" or "longbow" category, depending on material or name, and rename it accordingly
- Create SkyRe crossbow variants off of any mod-added crossbow. So, if a mod adds a Dragonbone Crossbow, the ReProccer can create Recurve, Silenced.... versions that work with the perks. This includes crafting, tempering and meltdown recipes.
- Create "Refined Silver" variants of any silver weapon. This includes crafting, tempering and meltdown recipes.
- Adjust gravity influence, speed and damage of ammunition and projectiles, based on type and material
- Create ammo variants used in SkyRe (explosive, timebomb, lightsource...) off of any base ammo
- Adjust armor stats to SkyRe levels. Again, slot multipliers and material influence are fully modifiable
- Assign shields to the categories "light" and "heavy", depending on material, and rename them accordingly
- Set new cap for maximum armor protection
- Set new value for "protection gained per armor"
- Let mod-added armor work with "Masquerade"
- Force vanilla armor material keywords upon mod-added armor
- Add crafting requirements to any leather material armor
- Add meltdown recipes to any armor/weapon
- Add material perk requirements to any tempering recipe
- Make all ingredient effects work over time, based on effect name. Highly customizable.

- Optionally force minimum/maximum values on the patched ingredients, to prevent ingredients from becoming worthless or too expensive

But really no need to copy-paste the documentation here. Just visit the page to read more.

The ReProccer can be found here: <http://skyrim.nexusmods.com/mods/28467>

12

RECOMMENDED MODS AND VARIOUS LINKS

12.1 ESSENTIALS

- **Skyrim Redone**: The overhaul this document is about
- **SKSE**: Script extender needed by Skyrim Redone
- **Elys' Community Uncapper**: Stat uncapper utilized by Skyrim Redone; the SkyRe downloads section also holds an optional custom ini file that is recommended by me.
- **Guide to Skyrim Redone**: This document's "official" site
- **ReProccer**: Not really vital, but still kinda useful
- **TES5Edit**: Also kinda useful to track conflicts
- **Nexus Mod Manager**: Makes handling mods a lot easier

12.2 TRANSLATIONS

- Japanese: <http://skyrim.nexusmods.com/mods/34115>
- Russian: <http://tes.riotpixels.com/mods/skyrim/overhauls/skyre>
- Chinese: <http://skyrim.nexusmods.com/mods/20962>
- Spanish: <http://skyrim.nexusmods.com/mods/24596>
- Brazilian Portuguese: <http://skyrim.nexusmods.com/mods/21245>
- Polish: <http://skyrim.nexusmods.com/mods/32004>

12.3 RECOMMENDED MODS

- **WTF**: Encounter Zone randomizer
- **Locational Damage**: Adds even more depth to combat
- **Character Creation Overhaul**: More character customization, fully compatible with my race module
- **1st person camera height change**: Adjusts camera height in first person view
- **No Skill Limit**: Uncaps skill levels for NPCs
- **Apocalypse Spell Package**: F*cking magic by a mad script wizard. :D SkyRe patch is in the working.
- **More Dynamic Injuries**: Contributes realism and more results in a more deadly combat.
- **BYOG**: This little mod helps you to tweak everything to your needs and comes with a nice interface

- **SkyTEST**: More realistic animal behaviour. SkyTEST is just awesome - do yourself a favor and get it.
- I left Dragons untouched. Use any combination of the following:
 - **Enhanced Mighty Dragons**
 - **Deadly Dragons**
 - **Dragon Combat Overhaul**
- **iHud** I highly recommend to at least disable the crosshair. Reducing the hud contributes a lot to atmosphere.
- **Dual Wield Parrying** Helps your dual wielder/spellblade to survive in SkyRe's harsh combat.
- **Climates of Tamriel** Good lighting contributes a lot to your experience, and this mod brings GREAT lighting and weather. Also nice with the Sneak changes.
- **ASIS** ASIS can do quite a few things, including increased spawns and distributed spells/perks, making encounters harder and funnier. Note that a few SkyRe perks should be excluded from the distribution process. Here's a list:

xxxDESGeomancy0
 xxxDESGeomance1
 xxxSNESharpshooter1
 xxxSNESharpshooter2
 xxxLIWOnslaught0
 xxxLIWOnslaught1
 xxxAlterationAnimunculiPassive
 xxxAlterationAnimunculi0
 xxxAlterationAnimunculi1
 xxxAlterationAnimunculi2
 xxxCONBoneMastery0
 xxxCONBoneMastery1
 xxxCONBoneMastery2
 xxxCONBoneMastery3
 xxxCONBoneMastery4
 xxxCONBoneMastery5
 xxxCONTheUnending
 xxxFINTreasureHunter1
 xxxFINTreasureHunter2
 xxxSPETradesOfWar
 xxxSNEAmbush0
 xxxSNEAmbush1
 xxxHIWReapersVerdict0
 xxxHIWReapersVerdict1
 xxxMARFlanking0
 xxxMARFlanking1
 xxxMARFlanking2
 xxxMARProminentFlanker0
 xxxMARProminentFlanker1
 xxxMARProminentFlanker2
 xxxMARPrey0
 xxxMARPrey1
 xxxMARPrey2

xxxLIWHornetsSting0
xxxLIWHornetsSting1
xxxLIWHornetsSting2
xxxHIWImpale0
xxxHIWImpale1
xxxHIWImpale2
xxxSPEMasquerade
xxxALTBloodMagic
xxxALTBloodSacrifice
xxxALTBloodWound
xxxENCArcaneArchery
xxxALTMassProduction

- **SUM - SkyProc Unified Manager** An interface that simplifies running multiple SkyProc patchers (ReProccer, ASIS, WTF ...).

13 | FAQ

Q: What exactly does each module contain?

A: Read the goddamn PDF

Q: Oh noes, my game crashes when starting Skyrim!

A: Check for DLCs you (don't) have, missing masters in Wrye Bash, conflicts in TES5Edit.

Q: Do I need the SkyRe_Main.esp for the rest to work?

A: No. The modules are independent.

Q: I think I've found a bug! How do I report it in a most helpful way?

A: Tell me which modules you are running, which other mods you are running that might conflict, and try to give a detailed report. "Bandits are buggy" is not helpful, "Bandits are not aggressive enough and aren't lootable, tested at Embershard Mine" is helpful. Use the bug report thread to help keeping clutter away from the comment topic.

Q: Can you make your mod less modular?

A: No. SkyRe used to be one big mod, but the esp became too big, which caused severe issues (CTDs and save file corruption).

Q: Can you make your mod more modular?

A: No. This is the limit. If I go any further, the overall quality will suffer. I might change that later though, once SkyRe is close to finished.

Q: I have a bow added by [insert any mod without compatibility patch]. Is it a shortbow or longbow in SkyRe?

A: All bows default to shortbows.

Q: Can you include mod XY into SkyRe?

A: I only include a mod if it opens up new possibilities for the perk system. Generally, if you can instantly come up with 2-3 ideas for perks, it's probably worth suggesting the mod. If a compatibility patch is all it needs, and/or the mod is purely for visuals, I will not include it.

Q: I have a decent suggestion for a new feature. Shall I PM you?

A: I answer almost all PMs, but I prefer suggestions to be in the respective thread (SkyRe Brainstorming), so that people can discuss them in public. Also, since we're at 1.0 now, I will not do anything "huge" any more.

Q: I like SkyRe, and I'm good with 3d art/2d art. Would you like help?

A: Sure! PM me asap.

Q: I remember your old mods. Is SkyRe_Races the same as RaRe?

A: Yes.

Q: I remember your old mods. Is SkyRe_StandingStones the same as StaRe?

A: Yes.

Q: What is a clean save?

A: A rumor.

Q: Oh wow, you seem to know a lot! I want to do something similar to [cool stuff from SkyRe]. Can you help me?

A: Sure. PM me for modding questions. As long as you bring the basics, I gladly share what I know.

Q: Is picking locks supposed to level Fingersmith?

A: It is.

Q: Is opening a lock with a key supposed to level Fingersmith?

A: It is. Blame Bethesda.

Q: I like some specific part of a module, for example the "Wayfarer" perk tree. Can I use only that?

A: No. The reason the perk trees are somewhat interesting is that they are entwined with many other areas of the game. If one tried to rip a certain part out, the mod would implode.

Q: Is mod XYZ compatible with SkyRe? **A:** I only know very few mods, and therefore can't help you. I suggest using TES5Edit to check.

Q: You told me to send Papyrus logs. How do I create them?

A:

1. Go to /Documents/MyGames/Skyrim
2. Add the following lines to you Skyrim.ini:

```
[Papyrus]
bEnableLogging=1
bEnableTrace=1
bLoadDebugInformation=1
```

3. Play
 4. After playing, go back to the mentioned folder.
 5. A new subfolder has popped up, "Logs"
 6. Paste the content of the Papyrus log either in a PM to me, or at <http://pastebin.com/>
 7. PM me
-

Q: Where are my unarmed weapons?

A: Should be added automatically. If Skyrim decided not to add them (happens), type

help "unarmed"

in the console to get the ID, then

player.additem ID 2

Q: What does your custom ini for the community uncapper do?

A: It gives you an additional perk point every 5 levels, and it gives you a decreasing number of attribute points per level on high levels than early on.

Q: The combat module drains stamina based on weapon types, but doesn't mention the specific types from SkyRe (like katanas). How is their stamina drain determined?

A: Specific types drain the same amount of stamina as their "base types". Yaris, battlestaves, halberds and glaives count as battleaxes, nodachis and bastard swords count as greatswords, longmaces count as warhammers, shortswords, longswords, scimitars, katanas and wakizashis count as swords, tantos count as daggers, hatchets and shortspears count as waraxes, mauls and clubs count as maces.

Q: My skill tree names are messed up and look like FFFFFF crap or something. HAAAAAAAAAAAAALP!

A: Not SkyRe, but see: <http://forums.nexusmods.com/index.php?/topic/955584-ffffff-perk-names/>

Q: How do I open SkyRe.Main.esp in the CK? Enabling multiple masters and unpacking the Dawnguard/Dragonborn bsa stuff doesn't seem to be enough.

A: To open SkyRe Main, you need to locate the key to the forgotten valley of mist, at the bottom of the skypiercer mountains. Said key is guarded by an elder venomancer that leads a forbidden cult in the city of Vildrenhall. Bring gear that protects against all forms of poison, and consider bringing a witch. If you grind her to level 21, she'll be able to cast stone curse; a popular tactic against venomancers involves drawing their aggro, then cursing your own char; the stone form makes all their poison useless, and gives the rest of your troop all the time you need to take the casters out while they waste their spells.

Once you have said key, prepare for a ride. The valley of mist is full of lucent scatterflies, small crappy insects that only become visible when they're already in your face, ready to explode. They wil respawn indefinitely until the area boss is dead, so I suggest bringing a full stack of Bell of Clarity (BoC helps avoiding random encounters, and gives +1 visibility range in the valley's mist) and just rush to the boss. The boss (broodmother) is just a huge scatterfly factory that becomes partially visible after every three groups of summoned flies, so go all out whenever possible. If you manage to cause bleeding damage, you'll even be able to track her while she's invisible by following the blood.

Loot her body for lucent scatterwings; you'll need them to craft a set of great gliders, a story item you can use to reach the next huge dungeon.

So track back to the small village of Allbrew Garden, and let Hubert craft the gliders. If you let your sibling live in chapter 1.1, he'll craft them for free; if not, he'll ask for 12k ezrels first.

With the gliders in your backack, fast travel (or walk if you feel like fighting weak enemies) to the top of the Great Eye Watch, then activate them from your inventory. If you haven't killed the Roc during your first visit, now it's the time to do so. You should be able to kill it easily by now, so I'll not talk about strategy. Just don't get you entire party silenced at once and you'll be fine.

The gliders will carry you through a series of QTEs and a minute later, you're at the entrance of Rizwald's Floating Fortress. Save and enter.

If you didn't kill your sibling already, he or she (depending on your gender choice) will now engage you. This battle is tough; after all, Oswald / Caithlin have been trained by Rizwald himself after leaving the organization you just entered; they share all of your PC's skills in their final form, and bring in dark magic that deals hefty AoE and poison, confusion and sleep. Avoid the Dark Binding spell like the plague, and activate the Eternal Barrier as soon as you see the skill charge bar appearing!

Once your sibling runs out of mana, it'll switch to different types of bombs from the fortress' armory. Bombs deals medium to high damage, may be single target or AoE, and may bleed. Buff up your defense to live through that. As long as you play it save, you should be fine.

Your dying sibling reveals that SPOILER BEGIN Rizwald is actually your own son that time travelled back to prevent the future to come SPOILER END, and with that knowledge, passes away. Finally!

Save, enter the first room, and open the metallic chest.

Congratulations, you can now open SkyRe Main in the CK.

Q: I already endorsed and donated/ don't have the money to donate. I want to support you more. What can I do?

A: Depends. Are you between 18 and 24 years old, female, and somewhat good looking, preferably with red hair?

Just kidding. :P Tell others you enjoy it. Spread the word!

Q: Are you insane?

A: Are you?

14

THANKS AND CREDITS

Uber thanks to people that decided to support my hard work with a donation; there's not many things that feel as rewarding as realizing that some people are willing to pay for your work, even if it's available for free.

Thanks to all the guys and gals that help me with useful feedback and bug reports, especially the following:

TheThirdRace, seandavid, ragnarr, knac, CloudR, ArchXeno, Hyet, shiaun, Slayer3010, Crashloop, MsLeeches, Aknevrec, eskmul, Sir Vinnie, mjharper, MarekWie3, desuzakido, Nowhereville, konrad1703, Starlight14, DanAgile, ivatheseeker, Fearil, Toffer90, RisingManes, Krhanal, Lokiron, vegeta0585, obdown666, Blake81, Athyra, Oogee, Kazekage1, Timarot, Metal-Gear REX, dmsmikhail, trickssss, Omenpapa, Stardust, Akratenn, ThyHarrowing, tktk1, ExlmlleR, whismerill

...and whomever I may have forgotten.

Oh, especially mcdraken.



Credits and thanks go to the following modders for allowing me to include their work in Skyrim Redone:

- 747823 - Weapons of the Third Era
- jonwd7 - Brawl Bugs Patch
- PrivateEye - Heavy Armory¹
- Borgut1337 - Sneak Tools²
- Grantiz - Recurve Longbows³

¹ <http://skyrim.nexusmods.com/mods/21120>

² [url=http://skyrim.nexusmods.com/mods/19447](http://skyrim.nexusmods.com/mods/19447)

³ [url=http://skyrim.nexusmods.com/mods/29950](http://skyrim.nexusmods.com/mods/29950)

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