

Warning! This manual has nudity and sexual content. It is meant for adults only.

Prologue

First of all: I fell in love with ***The Elder Scrolls V: Skyrim!***

There are three main reasons for it:

1. I am relatively free to decide what to do. Nonlinear story, free choice of profession and character development independent from my first choice, independent quest running,
2. it is interesting and thrilling to me as it is in its original version from Bethesda (regarding the storyline - I mean they gave me pins and needles in my belly when I first heard one of Whiterun's guards saying: "*You must be the Dragonborn!*" - lol!, diversity of the quests and so on) and
3. we have thousands of mods at **Nexus** and **Steam** and somewhere else in the internet ...

I usually run **Steam** in offline-mode and really don't like (but hate) it ... unfortunately I cannot avoid it. However, what I know about Skyrim mods comes from **NexusMods**:

<http://www.nexusmods.com/skyrim/> (You should have an account there)

At least the main thrill is, to be able to customize my character and living circumstances in Skyrim as I want. And beside the original options the mods enable me to do this in a wide range. Big fat "**THANK YOU ALL!**" to all the modders who put so much effort into it and made the game at least as twice better than the original ... if not three or four times better. I will paste the corresponding names and links into the story and probably make an appendix, listing all of them one day ... I don't know yet. Let's see. It is a work in progress.

So, what is the purpose of this undertaking?

Well, during the past year I tested a lot, deleted a lot as well and ended up with an unplayable deranged installation of all the mods I like. Crashes to desktop, vanished features because of incompatibility and changes of my mind. So far I used Nexux ModManager. I started again from scratch (because my harddrive gave up one day and I made a fresh installation of Windows7 at my 64bit computer on a new virgin harddrive). Fortunately I had screenshots and savegames! That was a really good new start. The fresh installation with most of the former mods ran perfectly smooth without any problems. My character was back with old skills, appearance and inventory ... only a few minor things were missed. That was exciting!

Meanwhile - with tons of new mods installed - I got into the same situation again (still with NNM). It crashes often and some features vanished or don't appear after installation. And I want to bring the game back to the same

smooth experience I once had when I started again after the harddrive crash.

I don't know much about how to install and configure mods in a proper way, what to care for when installing "special" mods and so on. I am just a consumer who wants to enjoy a nice game. I am too old and too lazy for all this special knowledge. I am not interested in details. Most modders put effort into a good advice how to install their mod properly. But no one - out there in the cruel and cold darkness - cares for guys like me ... ingenuous and lazy folks ... (does anyone remember the old song "Lazy at a sunny afternoon" from the Australian band "The Kinks"? <http://www.youtube.com/watch?v=plKsHh3BFPI>)

Well, what I can do is, to show how I create the environment I love from the scratch. It's up to you to play around with it if you want. I am pretty sure you won't be the same like me. Well, be yourself! I cannot explain what to do to customize all this issues. I can show you only how it works for me.

What are we up to create?

A tank.

A one- and twohand swordswoman with heavy armour and heavy weapons - neither much magic nor crafting and alchemy skills - using Dragonborn's shouts and some additional useful features. Just running into dangerous places and use all her brute force in close combat with heavy armor and heavy weapons. After the adventure/quest enjoying a life in luxury places, get tons of money, doesn't fear any enemies anymore (after skilling a bit of course).

We talk about a good looking lesbian mighty swordswoman (greetings to *Lydia* ***grin***). We don't talk about a Vampire, Werewolf, Mage or whatever.



It will be "Ulla Braun", warrior name "Jamira". A relaxed badass.

And again: it's not about how to reach it but about how to install Skyrim and all the mods to get the environment and the appearance I love. Not more. Not less.

This "Jamira" - I prefer her forename "Ulla" - came from another game, which I played for more than eight years (since 2005) as a melee hunter. At that world (an online-game) Ulla was one of the highest skilled melee hunters worldwide. Easy, because not many love to use blades in a sci-fi-game with guns and rocket-launchers LOL!

Let's begin.

The rough order will be:

1. The User Interface
2. The appearance (body, clothes, animations etc.)

3. Luxury places to live at (wich all offer special features such as more money and raw materials, changes of face etc.)
4. Fine-tuning. Some additional nice stuff and mods that need content wich is only available after special quests. It isn't possible to install them before.

We start from scatch. I deinstalled it more or less completely. After download the game again from Steam (to make sure to have all DLC and patches) and registration we begin the very very long start sequence. We create a female Imperial and set the weight to 0. We don't care much for the appearance. We will do this later.

Finally we reach the first village *Riverwood* and get a new quest to visit the Jarl of *Whiterun*. We save the game and leave it.



The Installation Begins

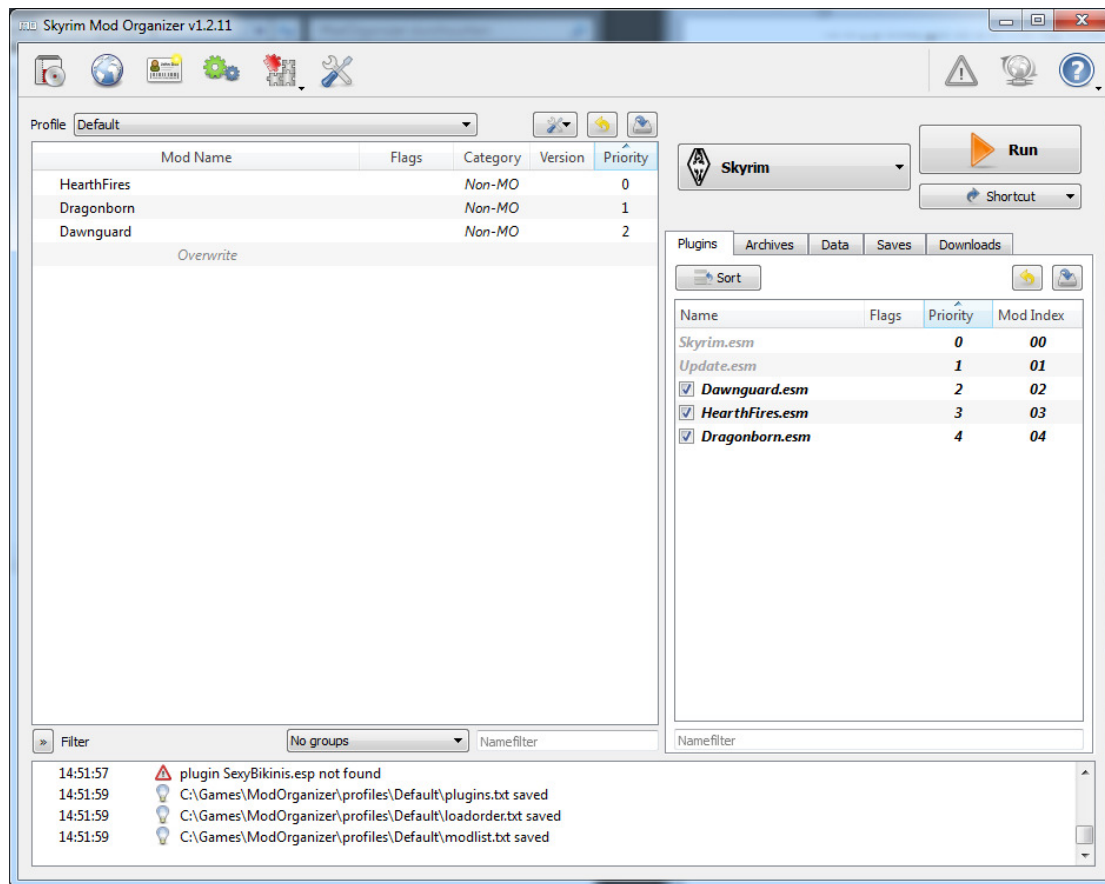
Before we start with the mods we will install a nice helper. **Mod Organizer** by Tannin:

<http://www.nexusmods.com/skyrim/mods/1334/>

Tannin made a very good description of it and additionally there is a useful wiki for it:

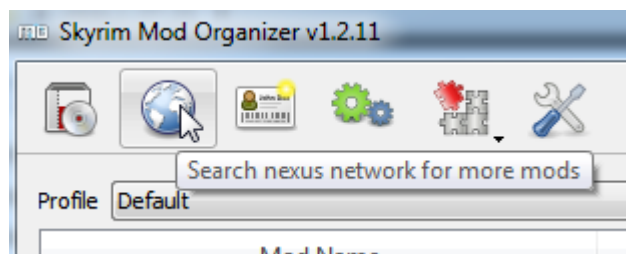
http://wiki.step-project.com/Guide:Mod_Organizer

I couldn't do it better. No need to copy/paste that. I extracted the program to C:\Games\ModOrganizer and ran it. Here you go!



We will try to install every mod via *Mod Organizer* (MO). The main reason for that is, that MO puts each mod into a separate folder (that's the difference to *Nexus ModManager*). This way we can avoid overwriting other files and will be able to switch back to former settings without any trouble. This will not work at 100% - but nearly. As you can see, MO has already found the game and the DLC.

The first mod to install is **SkyUI** by *SkyUI Team* - a massive improved user interface. Use the globe icon in MO to open *NexusMods*:



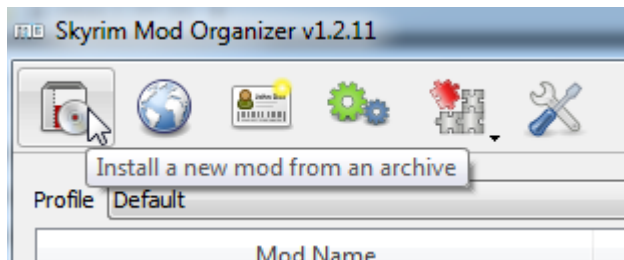
and search for SkyUI. There will be several search results. Use this one:

<http://www.nexusmods.com/skyrim/mods/3863/>

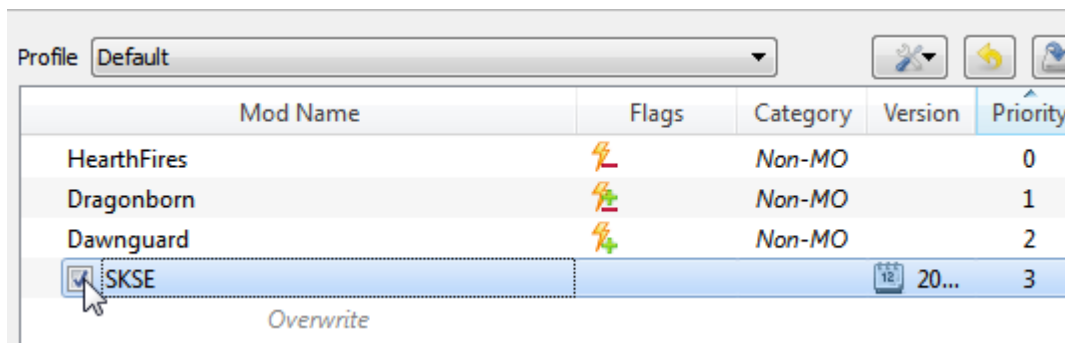
Under "requirements" we read that we need ***Skyrim Script Extender (SKSE)*** by *Ian Patterson, Stephen Abel and Paul Conelly*. Many mods use it. So we will install it first. Just via the link at *Nexus* or this one:

<http://skse.silverlock.org/>

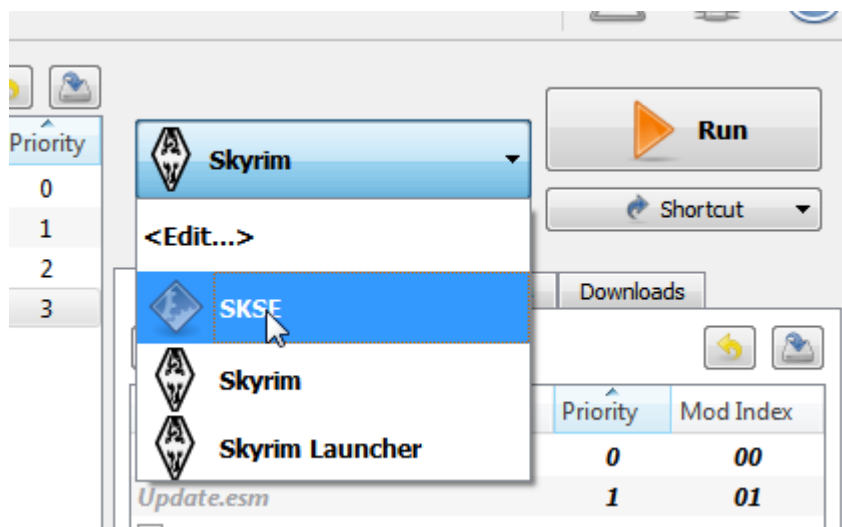
Well, it looks a bit ... uhhhm ... a bit simple. LOL! Don't worry. It's worth it, believe me. Also you find a link for a step-by-step video-tutorial for the installation. Very helpful! So I will not explain the installation here with my own words again except that we don't use the *Nexus ModManager* as mentioned in the video but our MO. Just watch the video. When it comes to *Nexus ModManager* just do the same in MO:



Activate SKSE:



Back to the video we skip the part *making of a desktop icon*. We will (and have to) start Skyrim from MO in the future and don't need any other desktop icons to do this. We close MO and restart it. Now we have a new entry in MO next to the Run button:

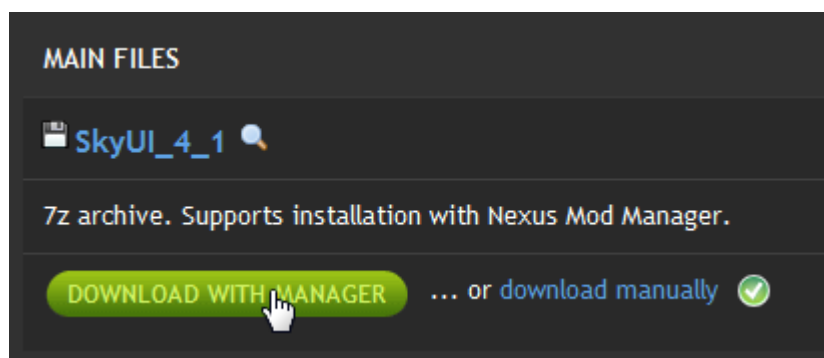


We choose **SKSE**, hit "Run" and continue with the video (... we can set the game to window-mode before). We check the console part of the video, we do as we're told and check if **SKSE** is running. We start the game by "Continue" after leaving the console-mode - just to check if it works properly. We hit "Esc" and got a new point *MOD-CONFIGURATION* in the system menu:



Nothing behind so far. Leave the game.

Now back to MO and *SkyUI* and download it:



Notice

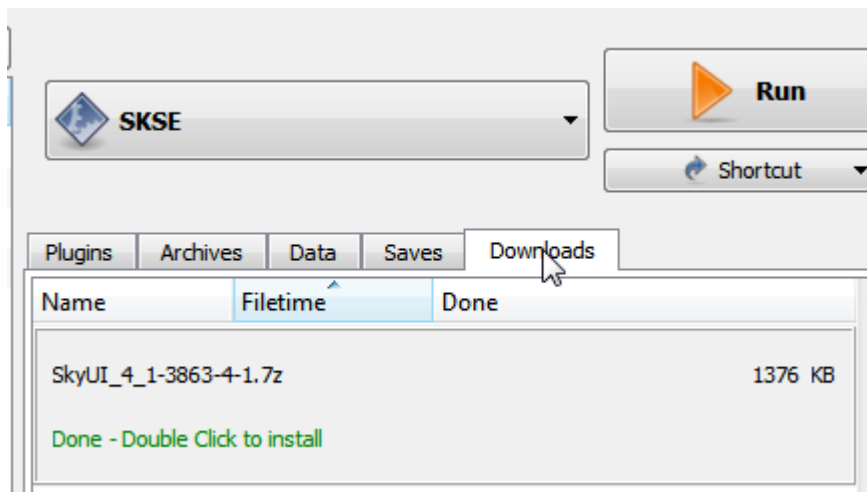
The author of this file has indicated that it requires one or more other files in order to work properly. The files needed in order for this file to work are as follows:

- [Skyrim Script Extender \(SKSE\)](#)

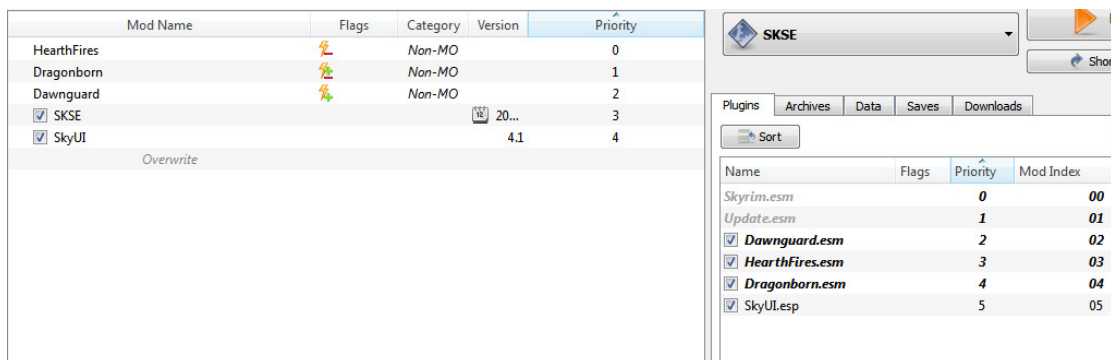
If you do not download and install these files as per the author's instructions then it's extremely likely that it will not work for you and that'll be no one's fault but your own.

[CONTINUE WITH MY DOWNLOAD](#)

Yes, we got SKSE. Go on! We check the download section at MO:



I got a strange message that SKSE scripts were not installed (Others report the same). To be safe I did it again manually. But I got the same message when I double clicked. This time we ignore the message



SkyUI appears in the list. We hit the checkbox next to the mod name to activate it. To check out if it works we run the game again. Important: We have to wait a bit until we get a message at the upper left corner:

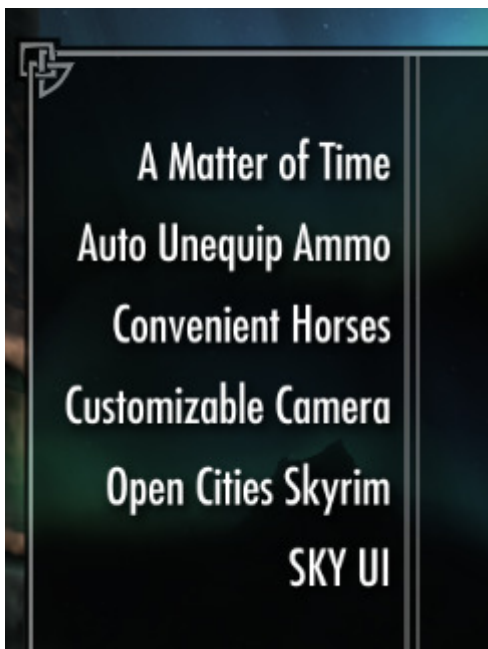


Now "Esc" again and MOD-CONFIGURATION. Aaaaaand ... **TAHHDAHHH!**



We got it. We leave it as it is for now. You may read about it in the description from the authors. We hit "F5" for a new quicksave and leave the game.

At the end of the day we want to get the following list:



For now we will install two of them only. I live in Germany and have massive problems with the english time setting. 6.30 PM is 18.30 for me. I often jump to other places to visit a trader at the wrong time. The shops are usually open from 8 to 20 ... 8 am to 8 pm even. Sometimes I have to wait (hitting "T") until 8 or 9 am. Or I simply want to start a journey in the morning, not in the evening. Best solution is: see the current ingame time with 24-hours notation. We will install ***A Matter of Time - A HUD clock widget*** by SkyAmigo.

We start the search from MO as described above. That's what we want to find:

<http://www.nexusmods.com/skyrim/mods/44091/>

We click "DOWNLOAD (NNM)"

A Matter of Time - A HUD clock widget by SkyAmigo

Skyrim » User interfaces

Added: 10/10/2013 - 04:04PM
Updated: 21/08/2014 - 09:05AM

[DOWNLOAD \(NNM\)](#)

Three screenshots showing the mod's interface: a clock widget, a town scene, and a night sky scene.

18,259 ENDORSEMENTS	2.0.7 LATEST VERSION	298,941 UNIQUE D/LS	359,214 TOTAL D/LS	907,705 TOTAL VIEWS
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ACTIONS: [LOGS](#) [REPORT](#) [ADD](#) [REQUIRED](#) [PERMS](#) [TRANSL](#) [CONTACT](#)

Uploaded by SkyAmigo

Notice

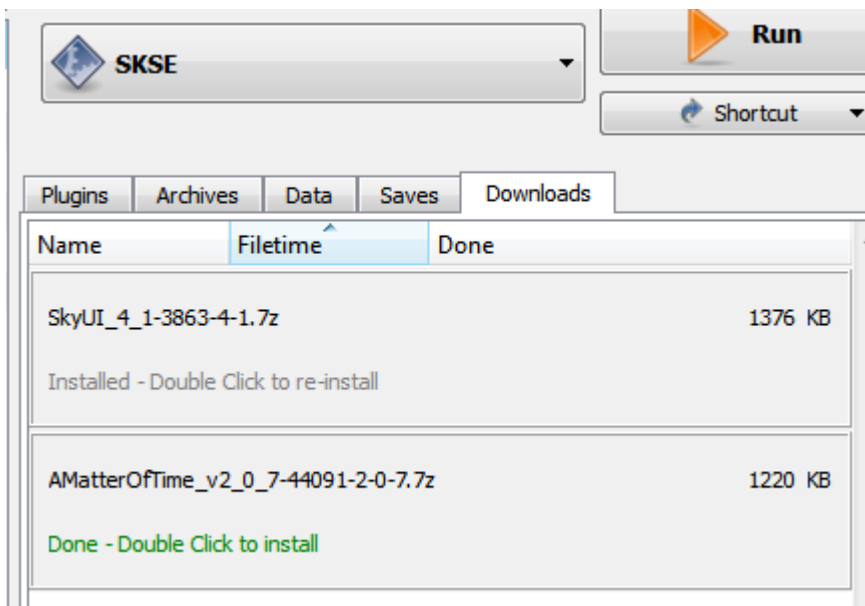
The author of this file has indicated that it requires one or more other files in order to work properly. The files needed in order for this file to work are as follows:

- [SkyUI](#)

If you do not download and install these files as per the author's instructions then it's extremely likely that it will not work for you and that'll be no one's fault but your own.

[CONTINUE WITH MY DOWNLOAD](#)

Wow great! We installed **SkyUI** already - lol! Is it cool or is it cool? Continue. Back at MO we'll find the download:



We install and activate it and run the game.



We set it to show the current ingame time (24-hours mode), the current ingame date and the current RL-time (24-hours mode).



We hit "F5" for a new quicksave and leave the game. The next one is **Customizable Camera** by Arindel:

<http://www.nexusmods.com/skyrim/mods/37347/>

Same procedure. DOWNLOAD (NMM) - Hurray, we got **SkyUI** and **SKSE** already! - CONTINUE WITH MY DOWNLOAD ... install and activate it at MO and run the game to check it out. Again we wait a few seconds until we get the

message that a new MCM menu was registered. Two main reasons for installing this baby:

1. We can position the camera focus to another direction than the default (we will learn more about the importance of this feature later - when it comes to customize our body and outfits).
2. We have a zoomout function by pressing "G". Very helpful for screenshots or to get an overview to find a good way through the wilderness - especially at mountains. To try it out set the *View Mode Distance* to something higher than 5.000 and hit "G" and move the mouse a bit until you get the free distance sight:



If we are in need for, we can set the distance to a higher value or even lower it if we are in snow drifting or fog. Let's hang out with this for now.

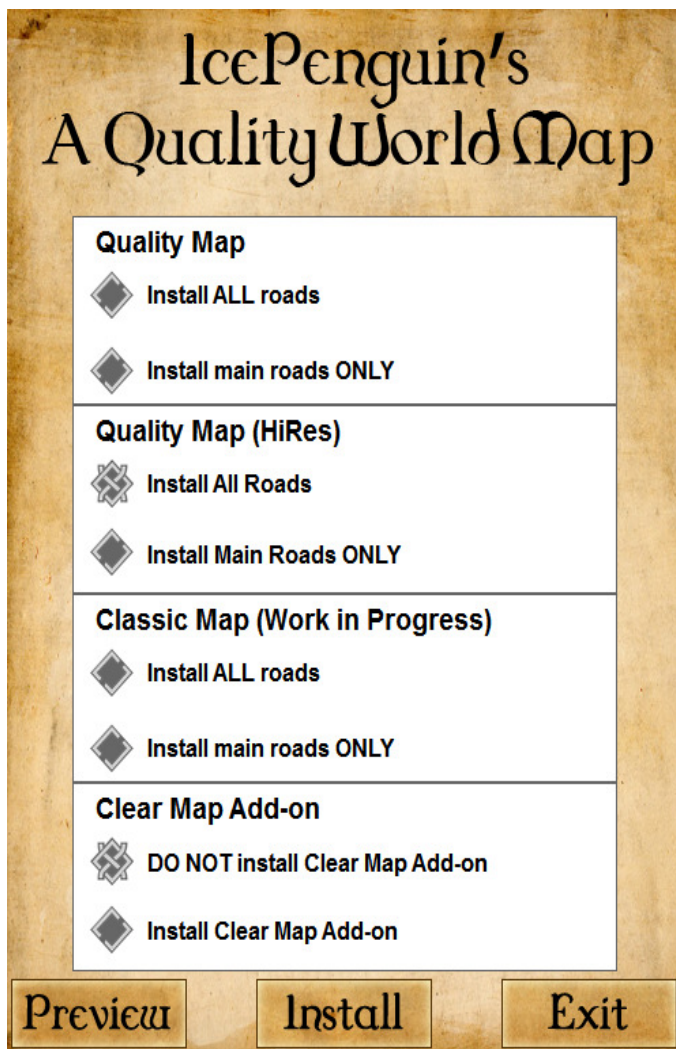
From now on we will always use the same procedure to install a new mod:

1. Run MO
2. Search Nexus Network for more mods
3. Login at NexusMods (if not done already)
4. Search the mod
5. Download the mod (DOWNLOAD (NMM), check if we miss required stuff)
6. Install and activate the new mod at MO
7. Run the game and check out if it works (wait a few seconds if it uses SKSE until its registered)

Well, we urgently need another mod wich will help us a lot with finding paths. The original map doesn't show many details - especially no roads and paths. So we will install **A Quality World Map - With Roads** by *IcePenguin*:

<http://www.nexusmods.com/skyrim/mods/4929/>

We choose



Well, that's all for now to improve our UI. Let's have some adventures first before we continue with the appearance section. We go to *Whiterun* and start the main Quest of the *Dragonborn*. The goal is to be allowed to buy *Breezehome* in *Whiterun* and *Lydia* as husecarl. That's the row of the quests:

- Before the Storm
- Bleak Falls Barrow
- The Golden Claw

Finally we know that we are **The Super-Hero ... The Dragonborn**. We became Thane of *Whiterun* and got *Lydia* as follower. We were offered to buy *Breezehome*. Unfortunately we own poor equipment only, have no skills and are poor at all. No chance to buy *Breezehome* right now for 5.000 Septimes. Not to talk about furnishing or better equipment. No place with storages to save the loot for further jobs like forging. We are at level 5 meanwhile, overburdened and have to come to a decision what mod to install next. Three options:

1. Hardcore: Continue as a poor learner with the next quest "Way of The Voice", trying to earn enough money

to buy *Breezehome* (always overburdened)

2. Medium: Get a pretty nice place with the ability to store items, some additional income, a basic amount of respawning raw materials for crafting and enchanting plus the ability to rest a while after adventures - including rich traders who can buy nearly everything we loot.
3. Easy: Become rich within one moment. Thousands of Septimes, 10.000 of all needed materials etc. (No cheating, but installing the right player home.)

Well, we choose *medium*. Remember the goal: a lesbian good looking woman with special interests. Sooo, ehrrm ... we will install a brothel. Okay okay, it's called Bathing Suite - but you and me know what it means. It is ***Bathing Beauties or Beefcake - Luxury Suite*** by *Migal*. Find it here:

<http://www.nexusmods.com/skyrim/mods/11427/>

No requirements so far. But to enjoy it better we have to install several mods later. We open MO and go with it as described above. We choose "7 female NPC's 1 male guard". Run the game and jump to the new entry at our map (either from *Whiterun* or *Dragon's Reach*):



We enter the Suite. We need to save the game and restart it before we get the correct dialogues. We look for one of two women:

Either *Leah Cimsussim* or *Elise Fortuna*. Both are in charge of the house and we can talk to them about how to run the establishment. We ask "Let's talk about what happens to the Suite." We choose both, accepting female and male customers. This will result in some additional income. The height of the income depends on our skill level. It will increase later dramatically (Lately I asked *Leah* with my former level 55 *Ulla Nova* and got ~65k Septimes - ROFL!). For now we won't get money but tons of storages and a nice lottery prize. We go to the bar and find the hatch to the basement behind it:



OMFG! We are rich! Well, slightly rich to be honest. It's a start and will help a lot. Even with buying something. This materials will respawn after some days or weeks ... I don't remember. So we grab them all and put them to one of the chests we own now. Three of them are right at the basement (For one of them we need a key wich can be found in a chest outside near the pool). Keep in mind that *Leah* and *Elise* have a big wallet ... kinda 11.000 Septimes and will buy stuff. That's the assets of the suite. We cannot get 22.000 Septime but only 11.000 at one time.

The Suit's Basement offers another really nice feature. We search a door and find *Bride of Migal* - lol! Pretty nice idea: the modder's bride.



We listen to the story and accept the bargain. It enables us to jump to our official houses later when we've got them. But much more important it gives us a spell to teleport back to this place from each location - from everywhere: dungeons, additional areas (like Solstheim or Falskaar) - even if we are overloaded. This is very helpful. (I didn't test it from a Black Book yet.)

That's all for now with our basic living conditions. Let's have a look at our

Appearance

now and improve it dramatically. What was the goal again? A sexy good looking lesbian woman! And what do we have so far?







Hmmm ... beautiful and sexy? Not really - LOL!

Before we continue we will change the setup of the camera. Here is the default view:



We want something like this:



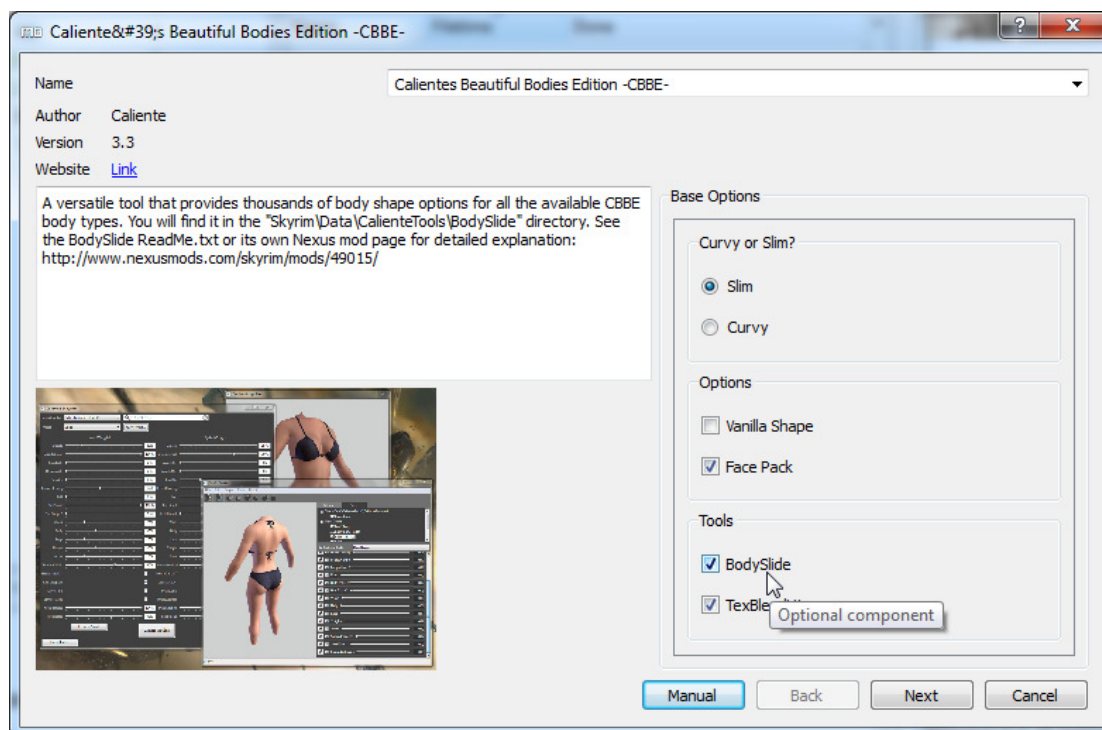
We want to inspect how Ulla's body looks like. Hit "Esc" than *MOD-CONFIGURATION* and open *Customizable Camera*. Set camera horizontal to 0, vertical to -25 and minimum distance to 75. Quicksave and leave the game.

What we see above is the original "Vanilla" body and outfit. Out there at *NexusMods* are several replacers. CBBE, UNP, 7Base, Manga dolly-birds with big balloons as tits and others. They are slightly different but all better than the Vanilla. The bad news are: they arn't compatible to each other ... especially regarding clothes, armour, jewellery etc. But exactly these are the things we aim for.

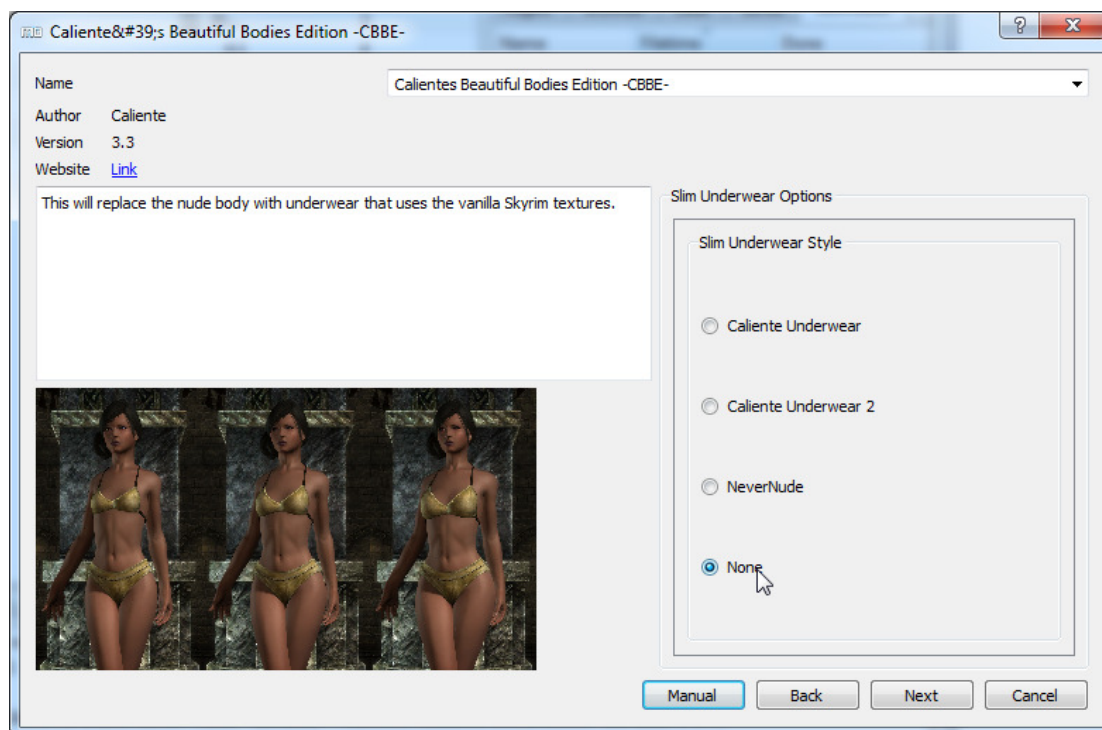
We make another basic decision: We choose CBBE! CBBE is ***Caliente's Beautiful Bodies Edition*** by *Caliente*. We open MO and search for it at Nexus:

<http://www.nexusmods.com/skyrim/mods/2666/>

After download and double click we see this:



Choose *Slim*, *Face Pack*, *BodySlide* (important!) and *TextBlendLite* and continue.



Choose *None* and go to next screen . Leave *Caliente Underwear Textures* empty. At the next screen we have to decide wich texture quality we want. Well, it depends to the hardware. We start with *Ultra* and will see if it works. If not, we can change it later. At the next screen we choose *None* and click *Install*. Activate the mod and run the game.

OHA! What a difference!





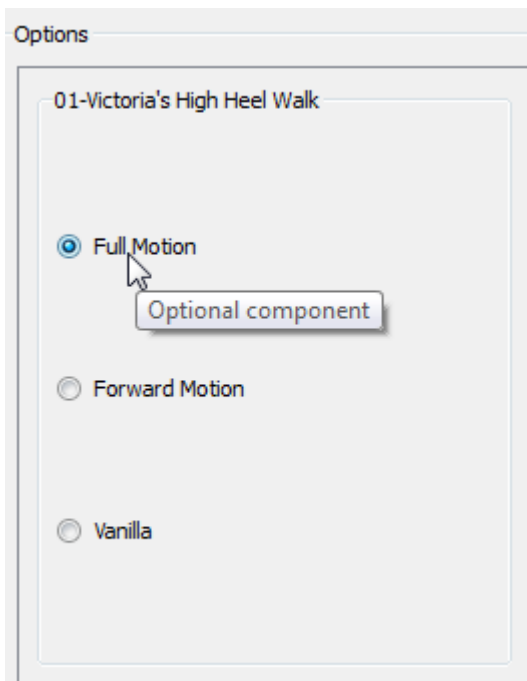
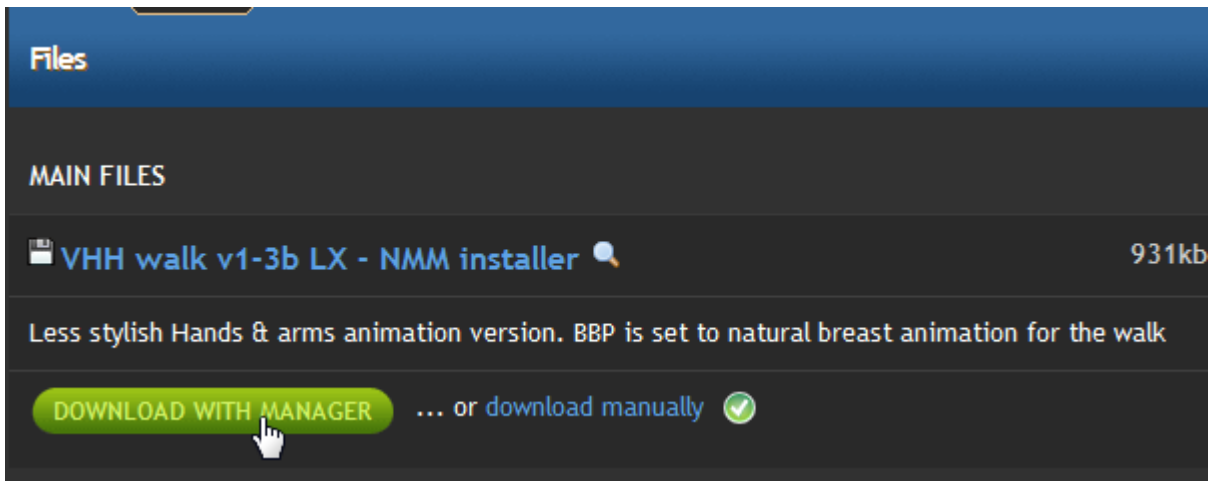
And it's just the start!

Now we'll make a change ingame. Since Ulla got Caliente's Slim body she looks like a thin teenager. Run the game and open the console (the ^-key left of the 1 at your keyboard). Point and click on her. Now type **setnpcweight 100**. This makes her shape more rounded without giving her big boobs. Press ^ again to leave the console. Quicksave and leave the game.

Next will be a sexy walk. It is ***Victorias High Heel walk Animation plus BBP*** by xp32:

<http://www.nexusmods.com/skyrim/mods/13272/>

Choose the first:



Run the game and let her walk (CAPS lock key). Use WASD and enjoy her.



We come closer to our goal. But there is still a lot to do.

For the next mod we need a lot of other mods before. We talk about ***Remodeled Armor for CBBE Bodyslide and TBBP HDT*** by ChronoTrigger77:

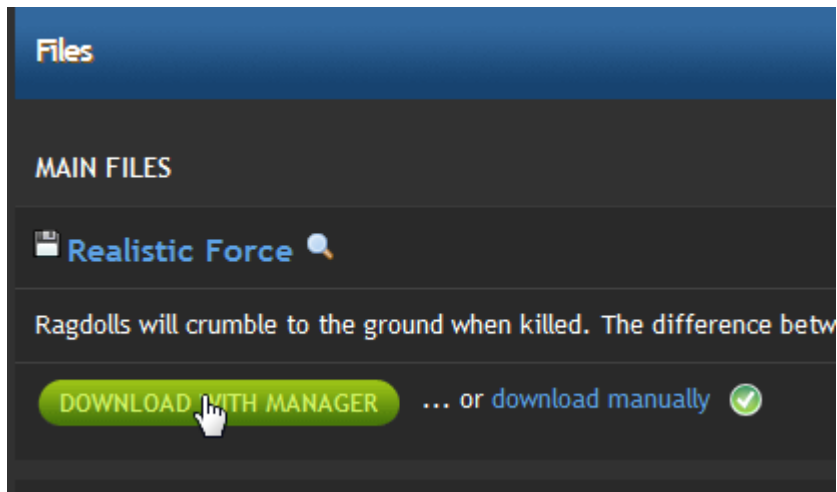
<http://www.nexusmods.com/skyrim/mods/25259/>

From CT77's Installation Instructions we learn which other mods we need before:

Realistic Ragdolls and Force by dDefender:

<http://www.nexusmods.com/skyrim/mods/601/>

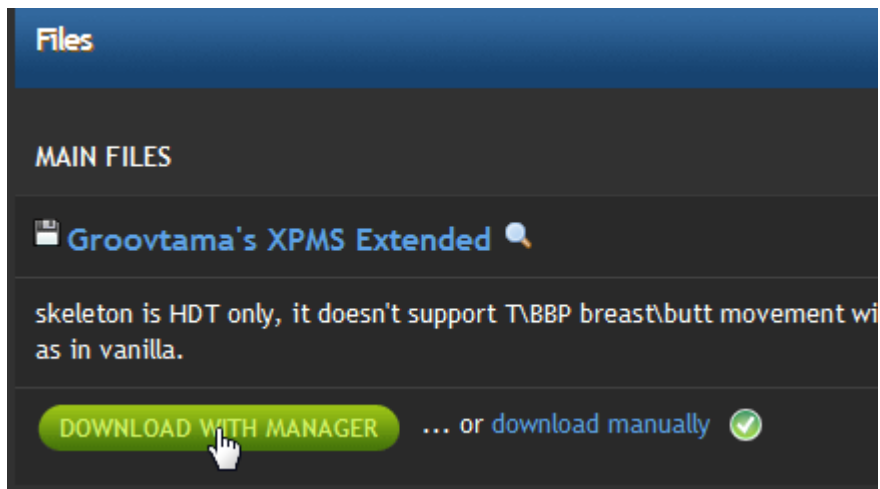
Choose the first one:



Now **XP32 Maximum Skeleton -XPMS** by xp32:

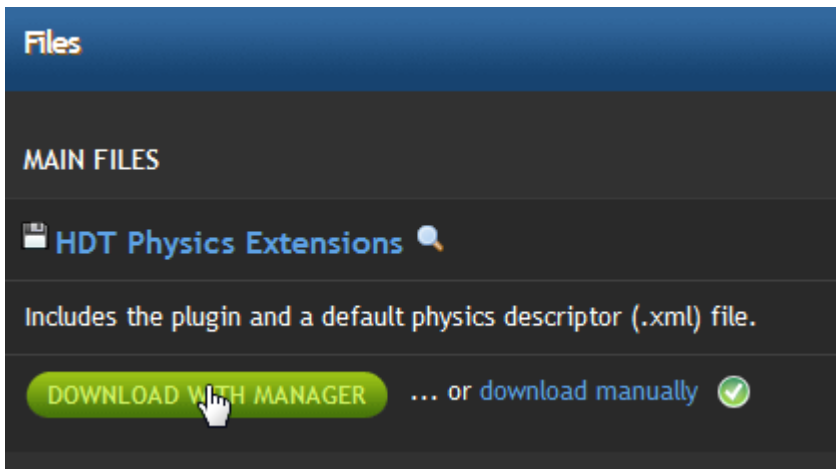
<http://www.nexusmods.com/skyrim/mods/26800/>

Again choose the first one:



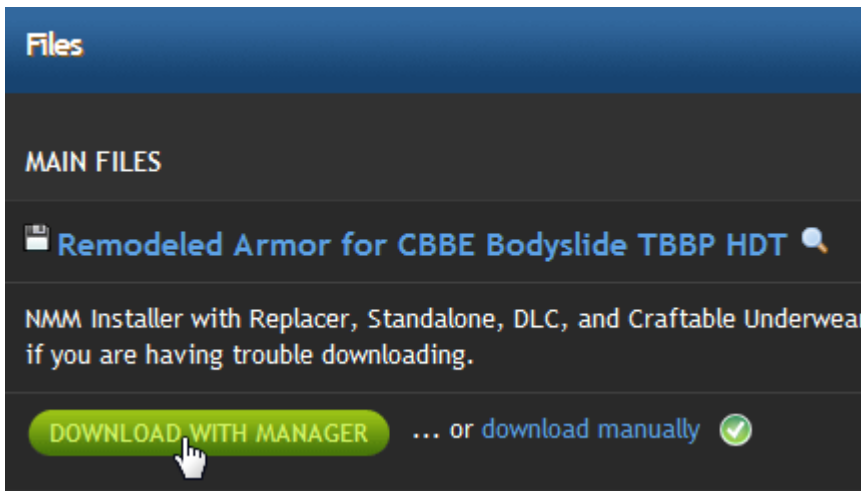
The last is **HDT Physics Extensions** by *HydrogensaysHDT*:

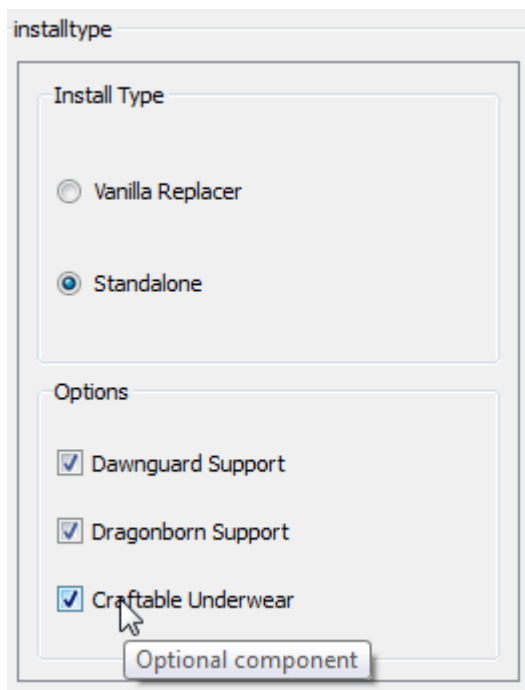
<http://www.nexusmods.com/skyrim/mods/53996/>



Leave everything at default during the installation.

Finally we can start with remodeled armor:

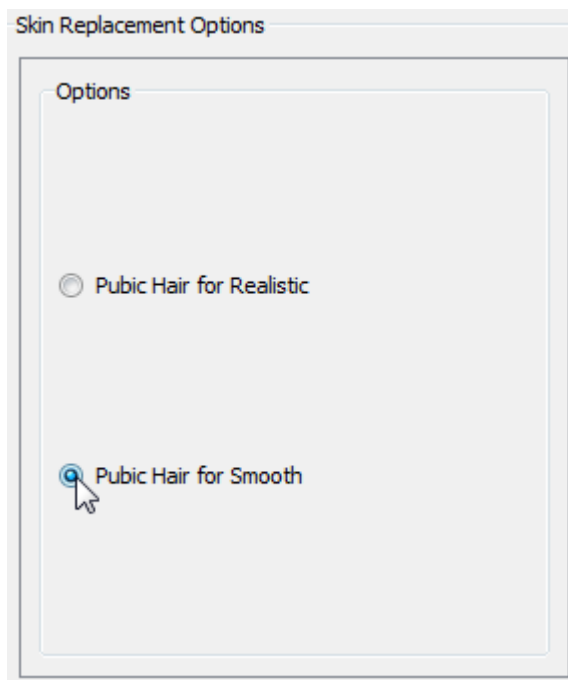


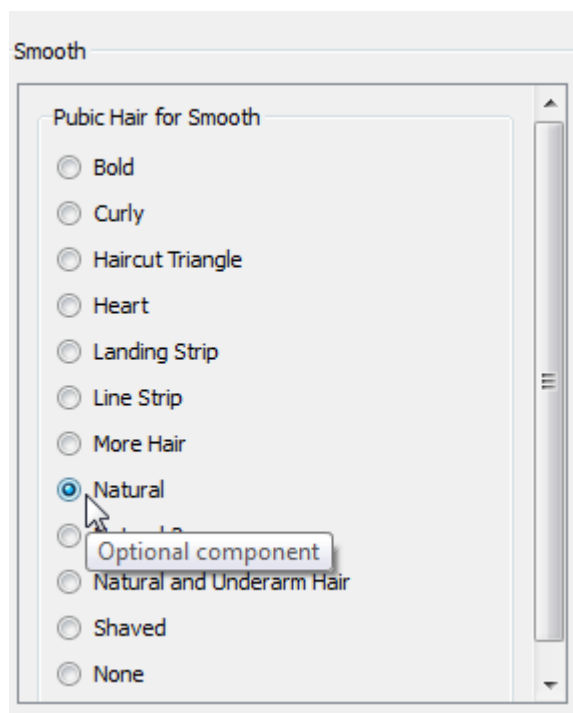


Choose *Standalone* and all of the Options. Install and activate all new mods and run the game. Aaaaaand we have shaking boobs and butt.

Now we need a bit more adult texture. We use **HighRes 4k CBBE Nude Female Re-Texture Mod** by Khajitsree:

<http://www.nexusmods.com/skyrim/mods/2841/>





Install, activate and run the game.



O Lord! What happened? We got another body with big boobs! That's not what we want.

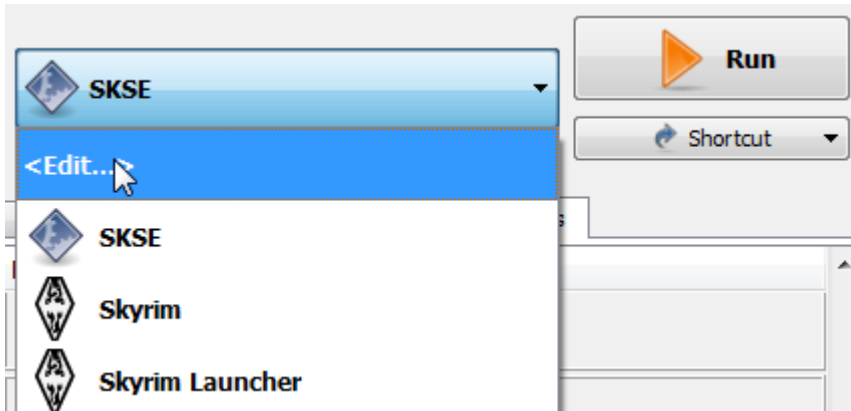
We continue with a very special chapter. We need to run **Caliente's BodySlide 2** to make the bodyshape we want for Ulla. MO created a new folder for this program when we installed CBBE:

C:\Games\ModOrganizer\mods\Calientes Beautiful Bodies Edition -CBBE-\CalienteTools\BodySlide.

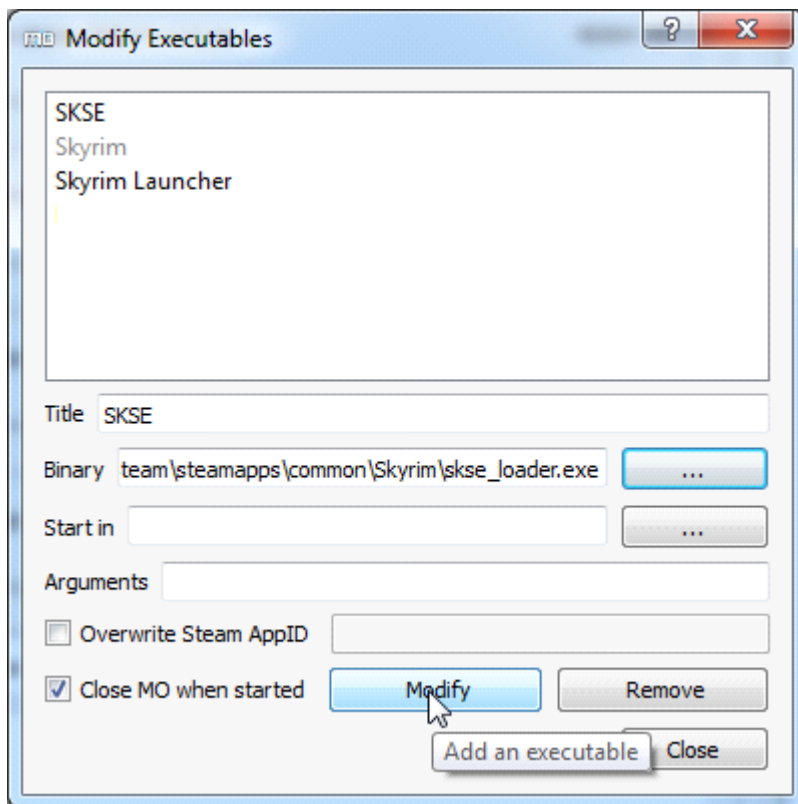
MO creates a separate folder for each mod. As explained above this prevents new mods overwrite other files. Usually

BodySlide sits in the standard Skyrim/Data folder and can handle everything automatically. The restrictions of MO require that we run BodySlide from within MO. So we have to do a small preparation:

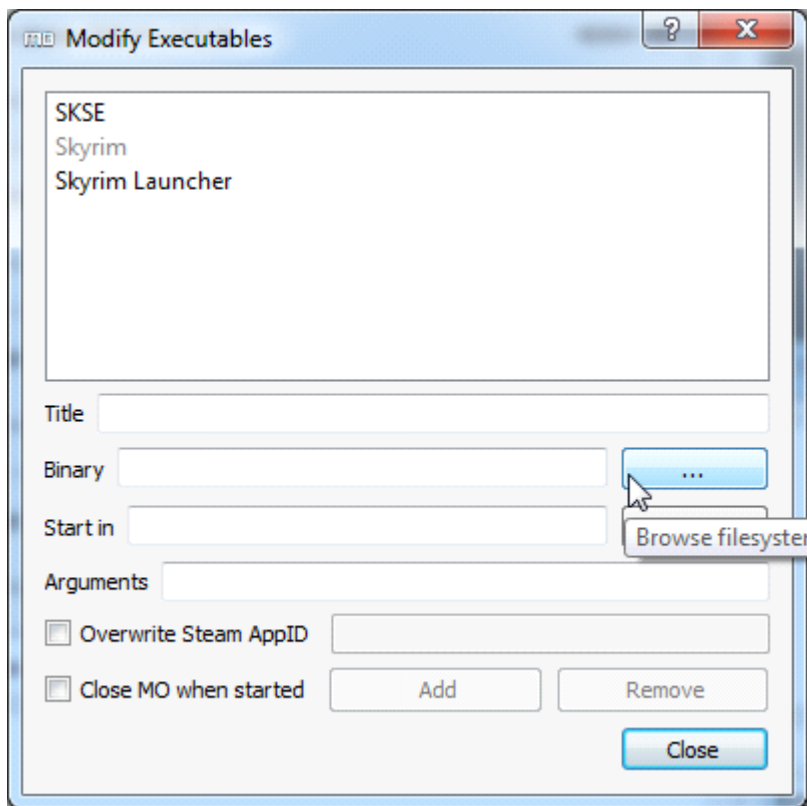
Keep in mind the place of BodySlide, run MO and go to the big button left of the Run-button. We used it already to set SKSE as start option. Click it and choose <Edit...>:



We get a new window and click the Modify-button.



At **Binary** click the search-button and find *BodySlide.exe* in the folder mentioned above.



Go to **Title** and name it e.g. "BodySlide2". Leave everything else empty. Click the Add-button. Done.

Now choose your new entry as start option and click **Run**.

Caliente's BodySlide

Outfit/Body: CBBE Body

Group Filter

Outfit Filter

Preset: CBBE

Save Preset...

Low Weight

High Weight

Breasts	0%	Breasts	80%
BreastsSmall	100%	BreastsSmall	100%
BreastsSH	0%	BreastsSH	0%
BreastsSSH	0%	BreastsSSH	0%
BreastCleavage	0%	BreastCleavage	0%
BreastGravity	40%	BreastGravity	70%
PushUp	0%	PushUp	0%
BreastHeight	0%	BreastHeight	0%
NippleSize	60%	NippleSize	80%
Arms	25%	Arms	100%
ShoulderWidth	65%	ShoulderWidth	75%
Waist	25%	Waist	100%
Belly	40%	Belly	80%
Butt	0%	Butt	100%
ButtSmall	100%	ButtSmall	100%
ButtShape2	0%	ButtShape2	0%
Thighs	10%	Thighs	30%
Legs	25%	Legs	100%

☒ Advanced

BreastsFantasy	0%	BreastsFantasy	0%
DoubleMelon	0%	DoubleMelon	0%
BreastFlatness	0%	BreastFlatness	0%
BreastPerkiness	0%	BreastPerkiness	0%
BreastWidth	0%	BreastWidth	0%
NippleDistance	100%	NippleDistance	100%
NipplePerkiness	0%	NipplePerkiness	0%
NippleLength	0%	NippleLength	0%
NippleAreola	0%	NippleAreola	0%
NippleUp	0%	NippleUp	0%
NippleDown	0%	NippleDown	0%
NippleTip	0%	NippleTip	0%

Preview Small

Build

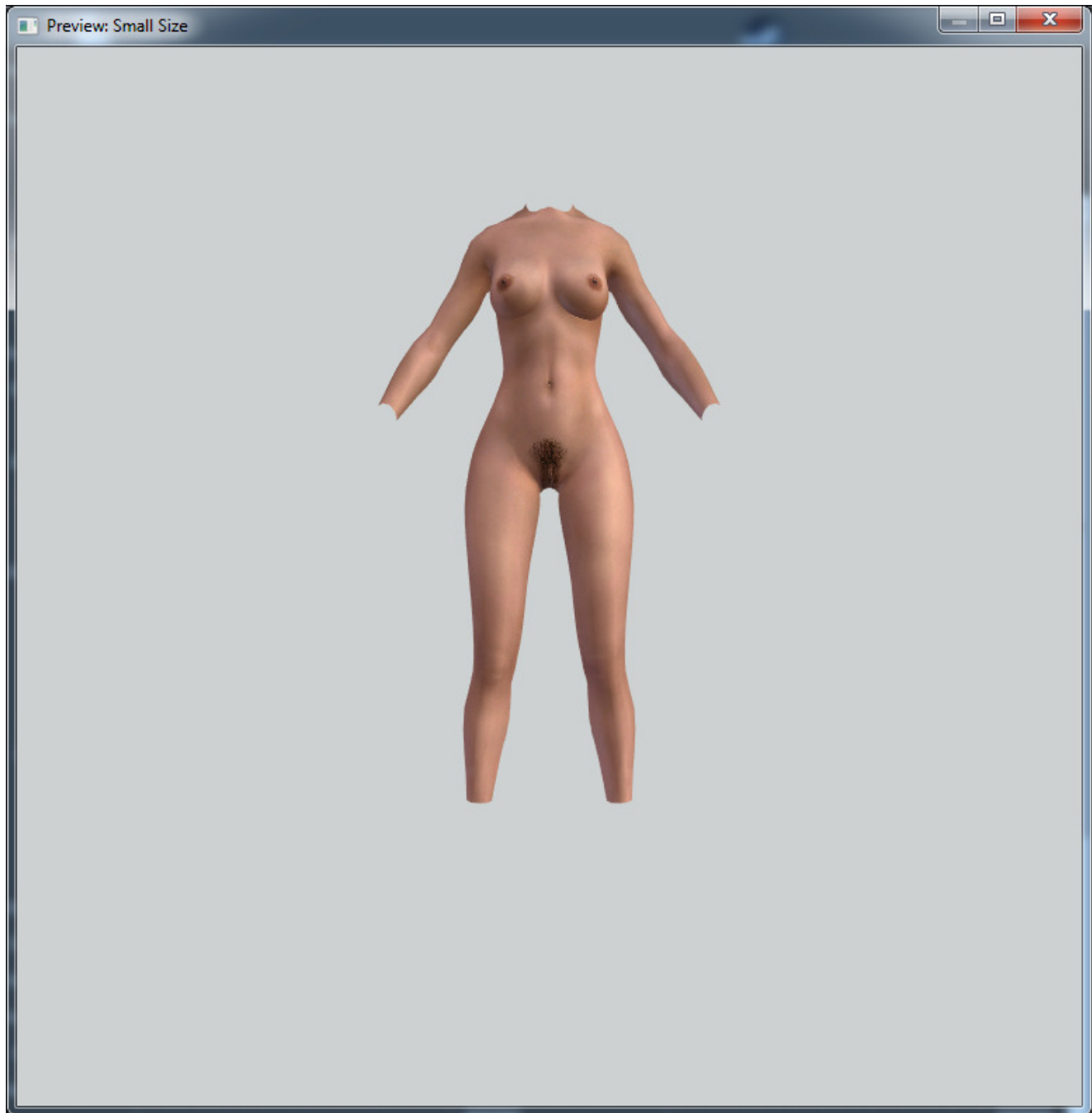
Preview Big

Batch Build...

Show a preview of the low weight mesh for this outfit

Open Outfit Studio...

Since we gave Ulla a CBBE Slim body click **Preview Small** under the "Low Weight"-section to get a 3D viewer window.



Usage:

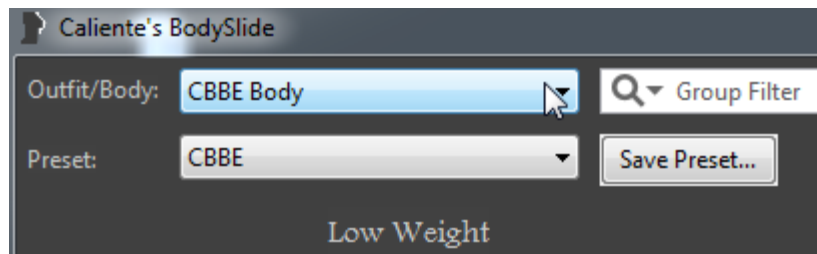
Left mousebutton: shift the model

Right mousebutton: turn the model around

Mouse wheel: zoom in and out

Don't worry about all the sliders. We will see what happens in real-time in the viewer.

First let's have a look for what we have:



Open *Outfit/Body*:. Here is a list with all the stuff we installed already during the process so far. Most of them are CT77's models. Remember, it was **Remodeled Armor for CBBE** by *ChronoTrigger77*. And we can see several entries with **CBBE** in the name. That's *Caliente's* stuff. To change every single outfit with all the sliders would be a pain in the arse. Fortunately nice Caliente added presets and the ability to save our own presets. Open *Preset*: and scroll down. Again a lot of stuff - lol! But since we are lazy customers (at least for now) we won't go too deep into details.

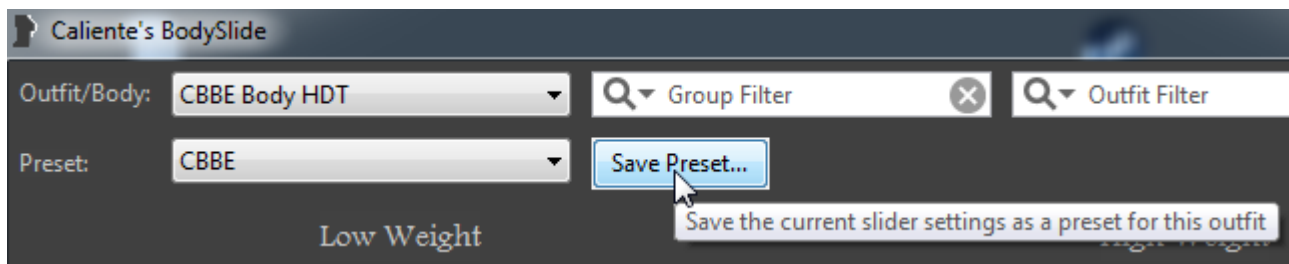
So don't panic!

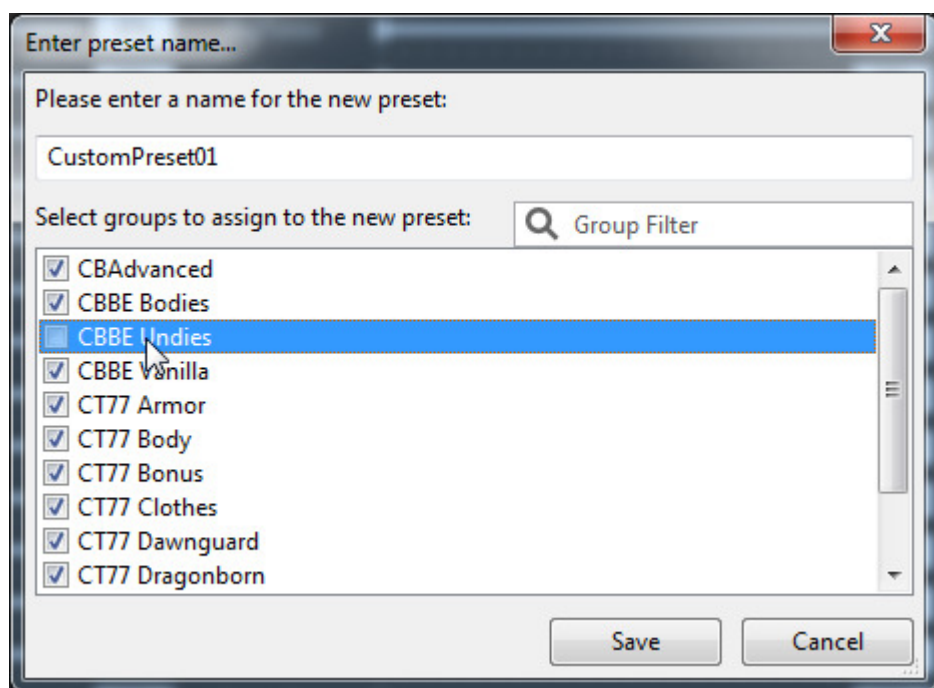
Well, let's start! First of all we make our own preset. It'll be the Ulla-preset of course! You can make other prestets later. Even for the High Weight section or both of them together. We set Ulla's body as follows:

Breasts	0
BreastSmall	20
BreastSH	0
BreastsSSH	0
BreastCleavage	0
BreastGravity	0
PushUp	0
BreastHeight	0
NippleSize	50
Arms	25
ShoulderWidth	100 (she shall become a mighty swordmaid!)
Waist	50
Belly	50
Butt	50
ButtSmall	50
ButtShape2	0
Thighs	50
Legs	50
BreastFantasy	0
DoubleMelon	0
BreastFlatness	0
BreastPerkiness	0
BreastWidth	0
NippleDistance	50
NipplePerkiness	0
NippleLength	20
NippleAreola	0

NippleUp	0
NippleDown	0
NippleTip	0
ChubbyArms	0
ShoulderSmooth	0
BigTorso	0
WideWaistLine	0
ChubbyWaist	0
BigBelly	0
PregnancyBelly	0
TummyTuck	0
Back	0
Hipbone	0
Hips	0
ButtCrack	100
ChubbyBut	0
AppleCheeks	0
RoundAss	0
Groin	50
SlimThighs	0
ChubbyLegs	0
KneeHeight	0
CalfSize	0
CalfSmooth	0
Ankles	100

Now save our setting:

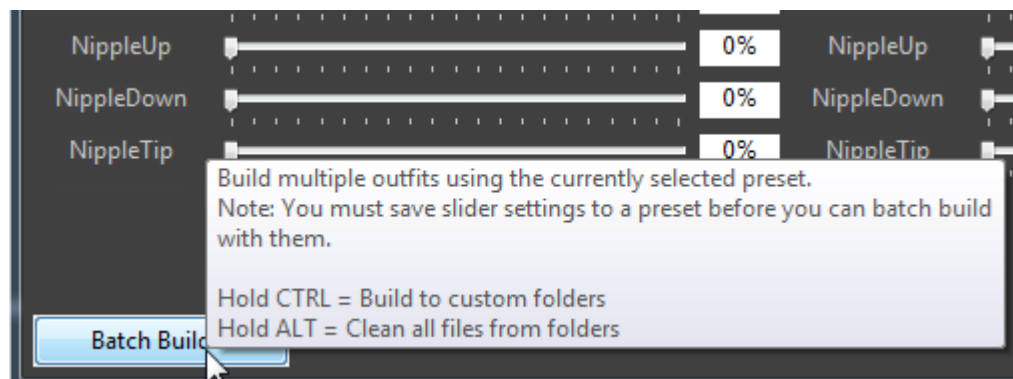


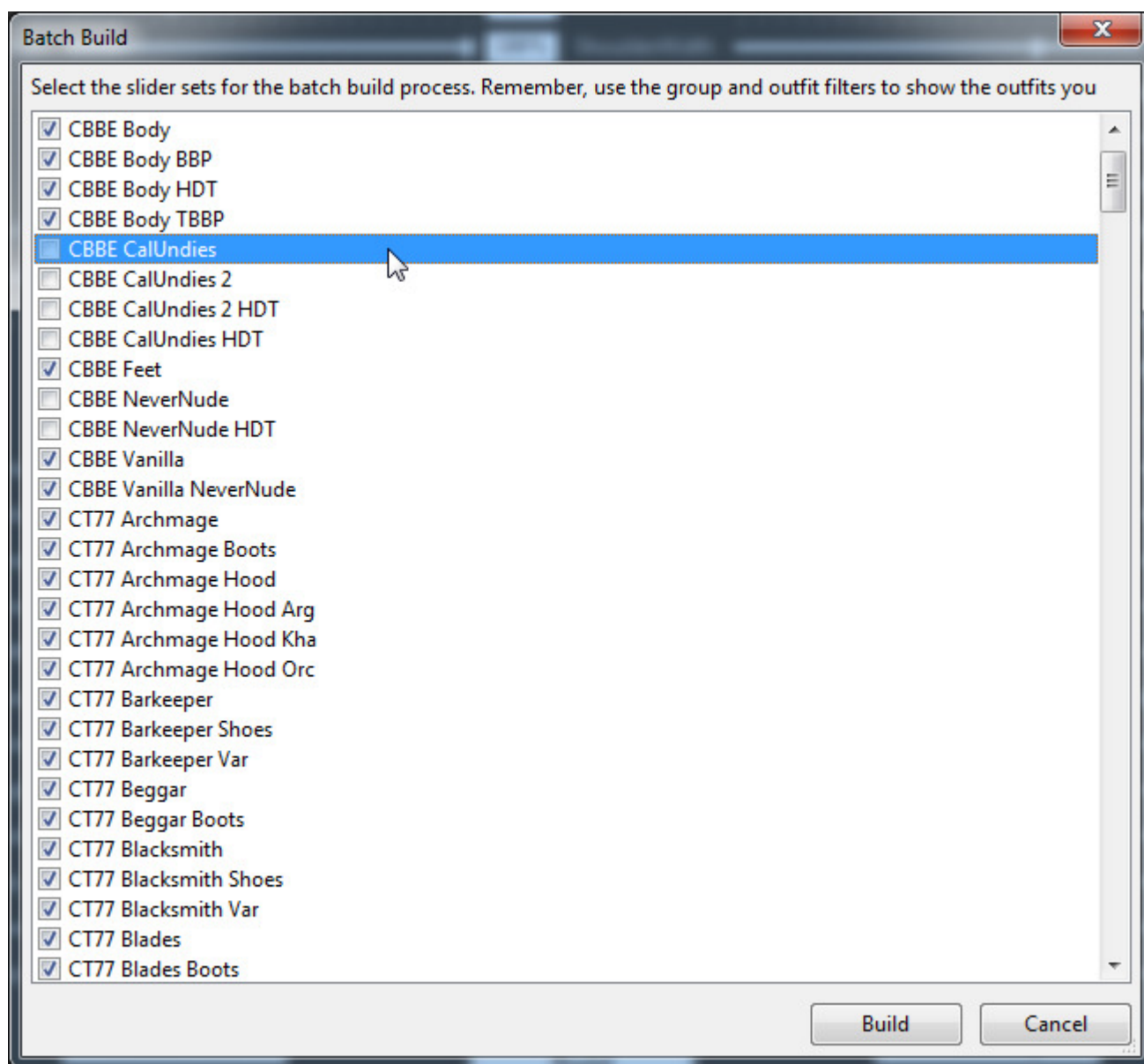


Name it *CustomPreset01* (01 for our first of several future presets)

Check everything except *CBBE Undies*. The reason is you may get nonude bodies ingame and have to work with BodySlide again to get rid of them. (I had the problem once. Not sure if it was this issue.)

Now we have to apply our presets. Go to the left lower corner:





Again: uncheck all *Undies* and *NeverNude* except the *Vanilla*. (I don't know details. Let's hope it works.) Click **Batch Build** and lean back for a while (since we included all of CT77's items it'll take a while.)

When it's done close BodySlide and run MO again. Switch back to SKSE as start option and run the game. It should look like this now:



YEAHHH! Customized body, adult skin, sexy walk, shaking breasts and butt ... great job!

But it's only another part of all the work to reach our goal. There are several things waiting to be done.

What about crafting some armour or cloth? Remember, we own a lot of material already. Let's have a look at the Suite's basement to find out what we can do. (There is another hatch to the basement outside the Suite btw.) Since Ulla is still at level 5 and has no forge skills we won't see everything that's possible. But we have some nice pieces at our list from CT77's remodeled armors already. Let's try to make one or two of them (especially because they use the extended skeleton (HDT) for the shaking butt and breasts - just to have more fun with Ulla). We start with *Chainmail Cuirass* at the Iron section and *Leather Bikini* at the Leather section at the forge. Well, we need iron barrels and leather stripes. Iron barrels aren't our problem, what about leather stripes? Probably we had some hides in our

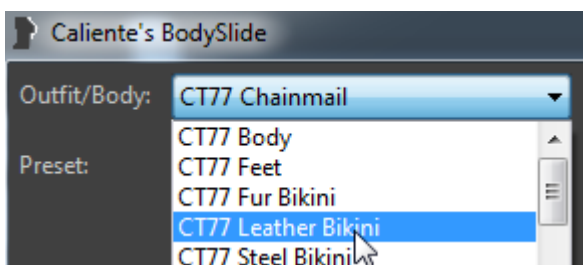
recent loot? If not, we ask *Leah* or *Elise*.



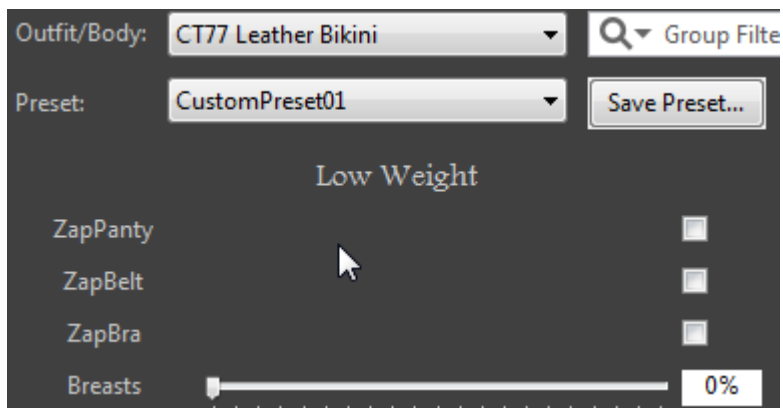
Not bad! But WTF is that big fat belt at the bikini good for?



Hmmm ... shall we remove it? What I want to say is: we CAN remove it ;-) Go on! Leave the game and run BodySlide. Choose *CT77 Leather Bikini* from the list.



Make sure we have our "CustomPreset01" under *Preset*:. Now we have a few new abilities. This cloth is zapable.

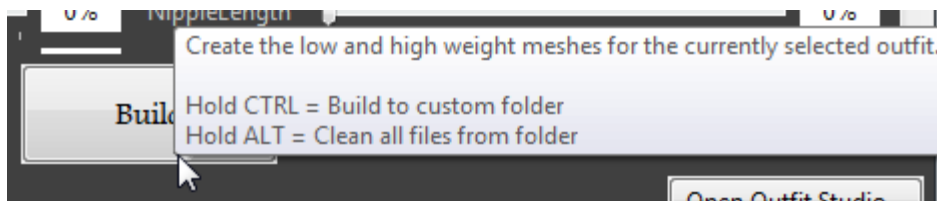


Let's zap the belt and leave all other things as they are.



We can start the 3D-viewer (Preview Small) to see what happens.

Now we need to apply the changes we've made. We go to the bottom and click the Build-button in the middle (not Batch Build this time!):



We leave BodySlide and run the game and check out our Leather Bikini:



Yep! The stupid belt has gone. Several clothes and armours offer such features meanwhile. And we can customize each of them separately with BodySlide. Even our general setting from *CustomPreset01* can be changed for single outfits. Have a look at Ulla's breasts. We wanted them small but not THAT small as with this bikini. We run BodySlide and do the same as above. Keep in mind that we didn't save our changes as a preset. So BodySlide "forgot" what we did and the CT77 Leather Bikini appears with the original setup from our *CustomPreset01*. We open the viewer to be sure to do the right changes. Zap the belt again. Set *BreastSmall* to 80 and click *Build*. Back to game!



Good! The breasts are bigger now. We take off clothes. The naked breasts are still as small as set up before. Same with the Chainmail Cuirass. Our last changes affects the Leather Bikini only.

WOW! That was alot of stuff, wasn't it?

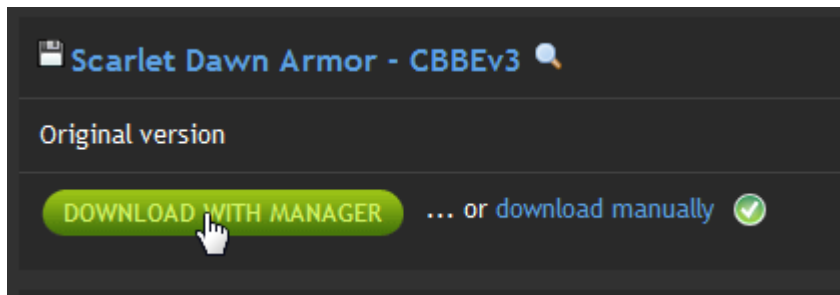
We should have a break, go out with Ulla and enjoy some adventures before we continue with the setup of her Skyrim life. The main reason for that is: We need more money - much more money. And money comes from adventures in Skyrim, not from hang out at bathing suites and take care for our beauty. To do this we will install two more mods: Two pretty nice armours. Both of them use the improved skeleton and HDT physics. So they will fit best

to Ulla's wardrobe. The first one is for Sundays and visits at official places like palaces of the Jarls and such. Just for an adequate and good look. I think we all know the process meanwhile good enough. So I will limit myself to special hints if necessary.

Again we need the original mod first of **Scarlet Dawn Armor - CBBEv3 - UNP - 7B Cleavage BBP - CBPE - UNPB BBP** by *BloodFree*:

<http://www.nexusmods.com/skyrim/mods/50814/>

Choose this one:



Now the HDT version **Scarlet Dawn Armor - Conversion for HDT body with Bodyslide 2 sliders set - TBBP and more** by *kalhohan*:

<http://www.nexusmods.com/skyrim/mods/51112/>

kalhohan made an update lately with more sliders for BodySlide. I didn't test it yet. So let's stick with the older version for now and test the new one later. Since we use MO it is sooo easy! Switch one mod to "off" and install another one. If it doesn't benefit, delete the new one and go back to the old one. Pretty comfortable. Btw. we should keep in mind that there are optional black textures for the original mod. Just for the records.

Okay, install and activate both of them. Now the next one. It is my favorite armour at all.

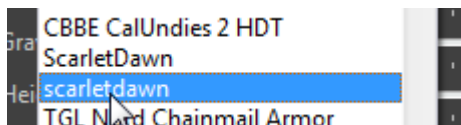
Ancient Nord Chainmail - CBBE Bodyslide TBBP HDT by *TheGreenLion* and *ChronoTrigger77*:

<http://www.nexusmods.com/skyrim/mods/26664/>

We need 10 (... in words: **TEN!**) other mods to run it smoothly. Sounds like a lot of work! Goddam! But vice versa! We got them all already and can start directly with the download and so on ;-)

Both of the new armours need special treatment in BodySlide. So we run BodySlide, find our new armours under *Outfit/Body*., select our *CustomPreset01* and click to *Build* for each of them.

I got a second entry at the list:



I don't know what it is. I checked it out and my Scarlet Armour was completely messed up. Just treat "ScarletDawn" - the entry above.

Done!

...

Done?

Ohh no! Unfortunately we have to craft them at a forge.

Scarlet Dawn Armor and *Ancient Nord Chainmail - Light* at Leather section and

Ancient Nord Chainmail - Heavy at Steel section (... wich won't be available yet for our poor unskilled Ulla ... we postpone it. Part of the installation process is smithing as well as combat.)

Well, let's consider it as part of the current break to enjoy some adventures and become a bit more skilled. Look out for animals to collect some hides and furs for making leather and leather stripes. Finally we want to become ***The Dragonborn*** officially (approved by the *Greybeards*). Did I mention, that I want a horse ... to be more precise: I want *Shadowmere*. I mean, what I want is to have a nice horseride - probably with Lydia or one of the Bathing Suite girls - more or less naked on a sunny afternoon :-) I guess we should contact the *Greybeards* and the *Dark Brotherhood* soon.





Part Two - kinda ...

During our adventures we immediately realize, that we urgently need this:

Auto Unequip Ammo by *Alek*:

<http://www.nexusmods.com/skyrim/mods/10753/>

And finally after the official approval by the *Greybeards* as ***The Dragonborn*** we need this one of course:

Robe of the Voice by *Icetroll64*:

<http://www.nexusmods.com/skyrim/mods/42630/>

Additional we must install a funny and sexy armour. ***Lady of Death Set for CBBE V3*** by *newermind43*:

<http://www.nexusmods.com/skyrim/mods/13761/>

To make it fit to Ulla's sexy body we need the HDT version as well. ***Lady of Death - HDT Conversation*** by *NerevarineKhajiit* and *newermind43*:

<http://www.nexusmods.com/skyrim/mods/57173/>

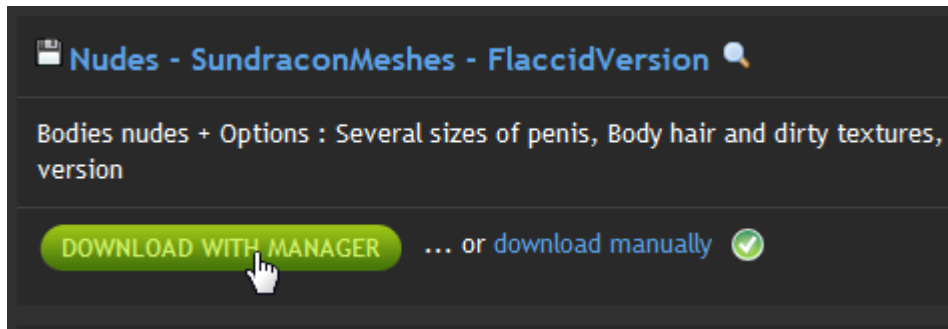
Don't forget to run BodySlide and apply our *CustomPreset01*. Best viewed without cloak and corset with prancing gait at catwalk. It's crazy, isn't it?



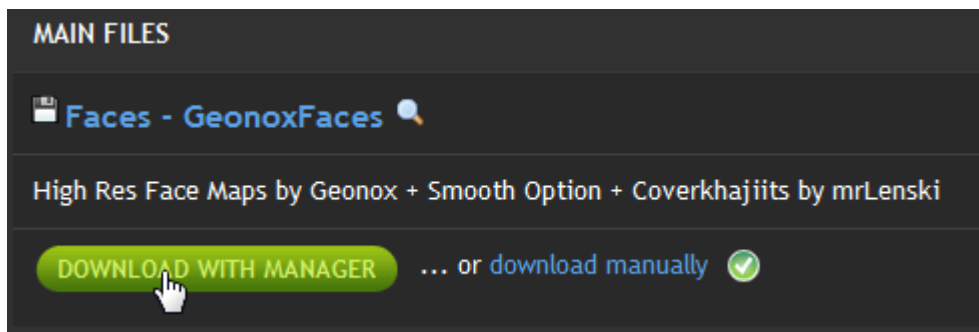
Best of all: The single parts work pretty good together with each other.

So far so good. We try to install: **Better males - Beautiful nudes and faces - New hairstyles** by Chris57 and FavoredSoul:

<http://www.nexusmods.com/skyrim/mods/2488/>



Unfortunately it isn't accepted by MO. Also if we try the very first of the "Main Files":



Too sad! We have beautiful naked and clean women at our *Luxury Suite* but ugly, dirty and not naked men with silly clothes (Vanilla even). However, since Ulla is a lesbian, she is not really interested in naked men - but in their money ;-).

Remark: Each time you sell stuff to *Elise* or *Leah* at the *Luxury Suite* you should ask them as well for the earnings from the Suite. You will learn, that the amount of money will increase slightly (and dramatically later) - regarding to your skills even.

Well, I deleted the download. Probably later the modders will bring up a version, that runs with MO. Or simply I have to put more investigation into how to run it ... too lazy atm.

As mentioned above, we need more skills in forging (*Ancient Nord Chainmail - Heavy* - is waiting). Since we have limited resources only we cannot make a grinding session by crafting *Iron Knives*. Let's stock up our money account - let's say to ~15k Septimes. To do this, it's enough to run with *Delphine* from the *Blades* faction until the quest *The Elder Knowledge* and combine it with *Septimus Signus'* quest *Discerning the Transmundane*. Since Ulla is still sooo unskilled, let's ask *Lydia* for some help and run it. Make sure to get every single loot above 2 Septimes. Atm you need

all money you can get (it'll dramatically change later - you can't avoid to become unbelievable rich until you stop the game itself -lol!). In case you both, Lydia and you, are full loaded, take all her stuff (accepting to be overloaded), tell her to wait here and use the spell *Teleport to Luxury Suite*. Put all the stuff to one of the chests and go back to her to continue with the quest. Finally sell all the stuff except of one of each kind of enchanted items (to learn enhancements from them later) and "very special items" - like *The Axe of Whithrun* and such. Finally you should have the scroll and ~13-15k Septimes.

Don't buy Breezehome yet!

Breezehome can (and should) wait. We will buy a better place first: *Lakeview Manor*. Meanwhile we should have recieved a letter from *Falkenrath's* Jarl, who invites us to pass by occasionally. Let's do this! We run the first of his quests and are immediatly allowed to buy an estate. Now start with building your own home. For now it's enough to have some chests for storage all of our stuff. The goal is to empty all the old chests at the *Bathing Suite* and bring it to *Lakeview*. Make sure you'll own at least a complete crafting and improvement enviroment (especially at the basement) and an *Arcane Enchanter* upstairs. In the end it'll take ~10-12k Septimes. Now it's time to tune it up!

Lakeview Extended - Hearthfire by Ac3s:

<http://www.nexusmods.com/skyrim/mods/31380/>

Install and activate it and run the game.



That's a great place to relax and store most of our stuff. It'll become the center of forging and enchanting as well. Let your staff kill attacking mobs, ask *Sheila* for trading (~2.000 Septimes each time you come back home). Just read the description for further details and explore the new designed estate. Go to the *Lakeview Villa* (the small new house in the right of the picture above) and grab the *Lakeview Gate Key*. Sometimes the mod will ask you for it.

Nice side-effect: We became a level 30 blacksmith during the process ;-)

There is an extension for this mod. A backroom replacer with additional mannequins. But we let it as it is. Later we'll have a larger showroom in another house with more mannequins.

Sooo ... for now you may continue with furnishing *Lakeview Manor*, learn and use enchantments or contact the *Dark Brotherhood*. Remember, to get that unique horse *Shadomere* is essential for Ulla! Other horses die when attacked by mighty enemies. *Shadomere* won't. Like *Lydia* won't. Either you kill her by yourself or she will survive.

Here we will continue with other things. *CT77's Remodeld Armor* comes with nice sexy panties. Remember we clicked *Craftable Underwear* during the installation. There is a small trick to use it. You need to have the materials in your inventory. Linen sheets and leather stripes. (You won't see the option to craft them at the *tanning rack* under fur if you miss linen.) They come without tops and we can combine them with other clothes:



Now we do something to equip Ulla with some lesser sexy but more serious accessoires. Just to enable her to appear at weddings, e.g. the wedding of the cousin of the Emporer ;-)

Ashara Imperial Outfit - UNP - 7B - Sundracon by SydneyB:

<http://www.nexusmods.com/skyrim/mods/51682/>

Age Of Empire by jacknifelee:

<http://www.nexusmods.com/skyrim/mods/57559/>

Dragonborn Necklace by jet4571:

<http://www.nexusmods.com/skyrim/mods/51771/>

Left Hand Rings by duggelz:

<http://www.nexusmods.com/skyrim/mods/21720/>

Piercing by nevermind43:

<http://www.nexusmods.com/skyrim/mods/13469/>



Unfortunately the *Imperial Outfit* is for UNP, not for CBBE. So Ulla has bigger breasts and HDT doesn't work. But this

time we accept it because it works without errors and it's a major improvement of Ulla's wardrobe. One thing we can't see at the picture above is:

SED7 Accessoire Piercingset for CBBE3 and Bettermales by Shazhar - SED7:

<http://www.nexusmods.com/skyrim/mods/20655/>



There are breast piercings as well. But they don't fit to Ulla's modified body. Look here:



ROFL! Must be some kind of magic ;-)

Most of the gems are enchantable - the panties as well btw. wich can be weared together with armours. A lot of nice little helpers ;-)

Finally we need some stuff for the gals at the brothel (Luxury Suite)! Sometimes it's hard to find *Leah* or *Elise* quickly. Since they are the women in charge we can make *Imperial Outfits* for them. The others should wear more erotic clothes. We need ***Sweet and Sexy Lingerie shop CBBE*** by *Nikita*:

<http://www.nexusmods.com/skyrim/mods/25389/>

Okay, big tits as well and these clothes are really expensive. ***roll eyes*** but they are worth it and we'll get all the money we need later.



There is one last step to finish the outfit section! We will install another very good player home. Atm we'll use it for

beauty purposes only. But it offers a lot more! **Silian Manor - Multiple Adoption Friendly** by Ld50365:

<http://www.nexusmods.com/skyrim/mods/57741/>

By the NINE! We got a bathroom with a shower! (next to the entrance to the left)

But the thing we are looking for is this baby:





Now we are able to change or remove our warrior makeup (and all other changes) each time we want. At home. For free. This is really close to reality - LOL!

One last word regarding all the efforts we put into things like a makeup mirror. Sure, one can do it as well by using console commands (*racemenu*). But I aim for the **feeling to live here**.

This said, we can continue with the announced

Fine-tuning

Let's enjoy a funny story and get another nice house: Guess what! Finally we will buy *Breezehome* ... and improve it immediately. Now we will meet an old former sailor - *Garath Greyhawk*. He and his boys offer some upgrades to Dragonborn's home. It is nearly a standalone story and we shouldn't miss one single of his letters - LOL! Great work! Just bring enough money (at least ~25k Septimes to enjoy it complete)!

Breezehome FullyUpgradable by *Sku11M0nkey*:

<http://www.nexusmods.com/skyrim/mods/11158/>

We meet *Garath* in the *Bannered Mere* in *Whiterun* and offer a drink to him ;-) And enjoy the dialogues as well as his

letters later. In Germany we call such folks "*spaßiger Baulude*". I am not sure if "*funny building- pimp*" will do it as translation.

Well, we now have a pretty nice living room for *Lydia* and our first target to jump to use the power of the *Bride of Migal* in our *Bathing Suite*.

Let's rest a moment and take another screenshot:



HA!

This looks damn close to the one we started with, doesn't it?

But what about all this ugly straw mannequins *Garath and his boys* placed into our sweet home? Let's replace them! ***Female Mannequins - Heartfires compatible*** by Shadread:

<http://www.nexusmods.com/skyrim/mods/28850/>

We choose the race we like to share our homes with us, obviously they should look familiar to **us** since they shall present all **our** fine gear.

Now ... the horse! There are tons of mods out there regarding *Shadowmere*. We could get it without running all the quests of the *Dark Brotherhood*. But again, let's have break. We need fresh money and shouldn't forget that everything was done to enjoy the game ;-) And we need skills as well as money and - of course - the cool armours of the assassins.

If it's done we can continue. Since we can ride now, poor Lydia must run behind us all the time. We should supply her with her own horse!

Convenient Horses by *Alek*:

<http://www.nexusmods.com/skyrim/mods/14950/>

A new entry at the Mod-Configuration menu let us tailor it for our benefit. And we got a "*horse call*" and a "*horse wistle*". And finally it is done:



Great! Ulla with *Leah* from the Bathing Suite as follower wearing slightly customized wardrobe ;-)

Well, now imagine both women have the terrific idea to have a ride to *Whithrun* on horseback and ride through the city to visit *Belethor's shop*. No problem!

Open Cities Skyrim by *Arthmoor*:

<http://www.nexusmods.com/skyrim/mods/8058/>

Et voilà:



While passing her *Breezehome* Ulla noticed cheerless that her balcony vanished. Don't worry, she will get it back when she try to enter it from inside the house. Probably there are patches meanwhile. *Sku11MOnkey* mentioned something if I remember right. We'll leave it as is for now.

Remark: *Open Cities* is an exciting mod. Although it seems to cause more trouble than the balcony at *Breezehome* only. Switch it to "off" at MO and load an old savegame if this happens to you. A good method for missing chests or barrels from other mods is to switch it off temporary. Grab the items from the regarding storages and switch *Open Cities* to "on" again after you get them.

Out there at Dragon's Reach a wonderful blade is waiting for our hero. The **Ebony Blade**. It comes from a daedric quest: *The Whispering Door*. We have to finish Dragonborn's main quest before we are able get it.

The End

Finally we came to an end with this (installation) story - or even to a stopover ... Have a look at our stylish and halfway well-skilled warrior with her **Ebony Blade**, **Nordic Chainmail - Heavy**, several gals from the Bathing Suite, a

small pool and some ... uhhh ... special stuff. ***grin***:



I didn't mention this place so far. And I won't do it now. Let's say it's a quest I offer to you. Find this place at *SkyrimNexus*! Write your own story. Or even live it. **There is soooo much more to discover!**

A few things to do before we close the file ...

Again:

A

BIG FAT THANK YOU!

**to all the modders who put so
much effort and love in details into
it and offer it all for free!**

- Everyone, who enjoyed all this unbelievable stuff, should **endorse the creators at NexusMods!**
- Investigations for the ability to run several other mods with or without MO. Probably by install them manually ... dunno yet, but I will try something later. If I succeed I will update this manual.
- Install some missing mods: Falskaar, Dwemer Compass, Draped clothes ... can't remember all of them ...
- At least there is probably a chance to convert other bodies (UNP, 7Base and such) to CBBE. I don't know much about all this issues but there are still **Caliente's Tools** waiting to be explored. All the nice UNP mods, **Temptrace Race** to name one of them.

I say:

Thank you for reading this! Have fun!

Appendix 1

Links for Ulla's Skyrim installation:

The Elder Scrolls V: Skyrim by Bethesda Softworks LLC http://bethsoft.com/de-de/games/skyrim_legendary_edition#

NexusMods by Robin Scott <http://www.nexusmods.com/skyrim/users/top/>

Mod Organizer by Tannin <http://www.nexusmods.com/skyrim/mods/1334/>

SkyUI by SkyUI Team <http://www.nexusmods.com/skyrim/mods/3863/>

Skyrim Script Extender (SKSE) by Ian Patterson, Stephen Abel and Paul Conelly <http://skse.silverlock.org/>

A Matter of Time - A HUD clock widget by SkyAmigo <http://www.nexusmods.com/skyrim/mods/44091/>

Customizable Camera by Arindel <http://www.nexusmods.com/skyrim/mods/37347/>

A Quality World Map - With Roads by IcePenguin: <http://www.nexusmods.com/skyrim/mods/4929/>

Bathing Beauties or Beefcake - Luxury Suite by Migal <http://www.nexusmods.com/skyrim/mods/11427/>

Caliente's Beautiful Bodies Edition and *Caliente's BodySlide 2* by Calient <http://www.nexusmods.com/skyrim/mods/2666/>

Victorias High Heel walk Animation plus BBP by xp32 <http://www.nexusmods.com/skyrim/mods/13272/>

Remodeled Armor for CBBE BodySlide and TBBP HDT by ChronoTrigger77 <http://www.nexusmods.com/skyrim/mods/25259/>

Realistic Ragdolls and Force by dDefender <http://www.nexusmods.com/skyrim/mods/601/>

XP32 Maximum Skeleton -XPMS by xp32 <http://www.nexusmods.com/skyrim/mods/26800/>

HDT Physics Extensions by HydrogensaysHDT <http://www.nexusmods.com/skyrim/mods/53996/>

HighRes 4k CBBE Nude Female Re-Texture Mod by Khajitsree <http://www.nexusmods.com/skyrim/mods/2841/>

Scarlet Dawn Armor - CBBEv3 - UNP - 7B Cleavage BBP - CBPE - UNPB BBP by BloodFree <http://www.nexusmods.com/skyrim/mods/50814/>

Scarlet Dawn Armor - Conversion for HDT body with Bodyslide 2 sliders set - TBBP and more by kalhohan
<http://www.nexusmods.com/skyrim/mods/51112/>

Ancient Nord Chainmail - CBBE Bodyslide TBBP HDT by TheGreenLion and ChronoTrigger77 <http://www.nexusmods.com/skyrim/mods/26664/>

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