The Elder Scrolls V: Skyrim - A Survival Game!

A briefing how to install that baby.

Consider that I will describe herein sexual content, nudity and other awful things later in Chapter 3 and 4. So check your age, compare it to the number printed at your box of the game and decide if you're ready for that.

Furthermore I presume you are not completely new to *Skyrim*. Beginners should at least run the main quest until catching the dragon at *Dragons Reach* with the original installation. But okay, it's your choice.

I will use colours as follows:

Program files, updates and mods

Helping Tools

Chapter One - The Basics. Your Life Becomes Harder

We start from scratch: no installation of **The Elder Scrolls V: Skyrim**

I deinstalled every single Mod in Nexus Mod Manager.

I deinstalled Skyrim and Nexus Mod Manager (or even Mod Organizer) and deleted the folders.

Run **Steam**

Download **The Elder Scrolls V: Skyrim**

Run it but don't start the game yet. Leave the start screen. (Otherwise **Nexus Mod Manager [NMM]** would complain about no ini-file out there and such things ...) Optional you may go to "Options" and choose "Window Mode". This is very helpful during the installation process.

Tip: *For toggle between* **Skyrim** *and other programs hit "ESC" in* **Skyrim**. *Than "ALT TAB".*

Go to **NexusMods**: http://www.nexusmods.com/skyrim/ (You should have an account there or just make one. Make sure that adult content is allowed.)
Install **Nexus Mod Manager**
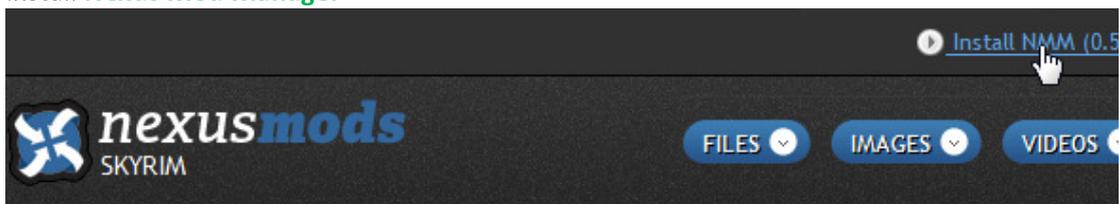
Now run **NMM** and let it check your system. It should find **Skyrim**.
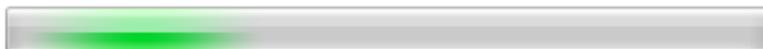
Click it!

Skyrim

Found!
Please verify that the location is correct.

c:\program files (x86)\steam\steamapps\common\Skyrim

The Elder Scrolls Online

| OK | Cancel | Stop Searching | Quick Startup |
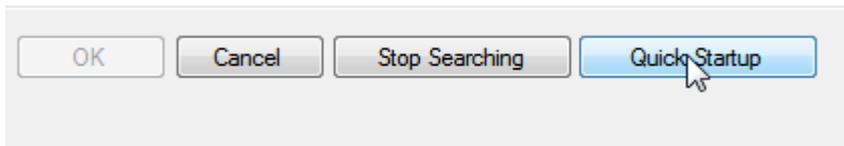
Say "OK" and "Finish". You can now log in with your **NexusMods** account:

Download Manager (0)

You are not logged in.

Login

You must log into the Nexus website.
You need to login using your Nexus username and password.

Username: jamirabraun

Password: ●●●●●●●●●●●●●●●●●●●

☑ Stay Logged In

Staying logged in will NOT store your password.

| Login | Stay Offline |

Download Manager (0)

Logged in. Not a Premium Member.   ;-)
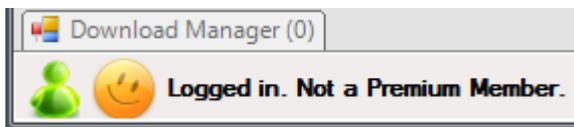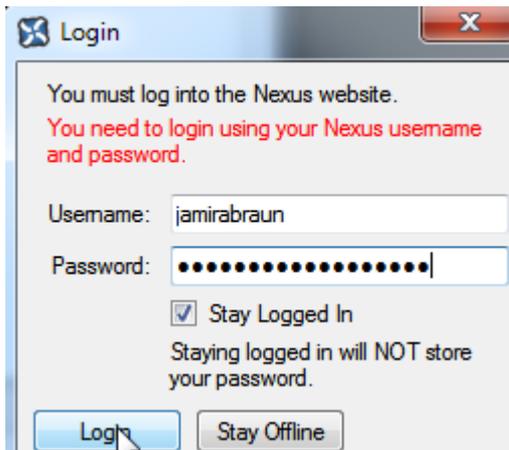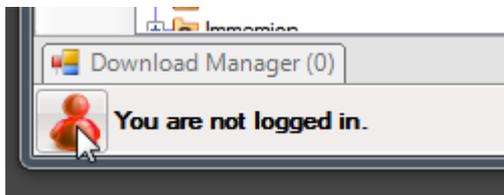
Hmmm ... under Plugins we see that we came down with several **HighRes TexturePacks**:
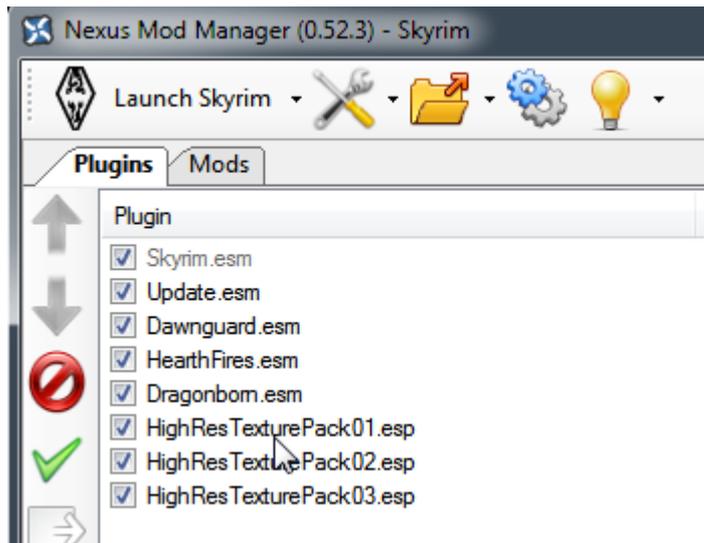
I suggest to let it as it is for now. You may uncheck them later if your computer doesn't like them.

> One word regarding *Unofficial Skyrim Patch*. When I tested it I got tons of problems with other mods I used. I am not sure if this was the fault of *Unofficial Skyrim Patch* itself or resulting from incompatibilities. I tend to the second possibility. However I don't use it. If **you** want to use it, you should install it **now** - before we mess around with other mods.

Go to download
SKSE: http://skse.silverlock.org/

Watch the video for installation instructions: https://www.youtube.com/watch?v=xTGnQliNVqA

Follow the instructions (there is a button to skip the intro and jump right to the installation section at the upper left corner) until you are told to go to your Skyrim folder.
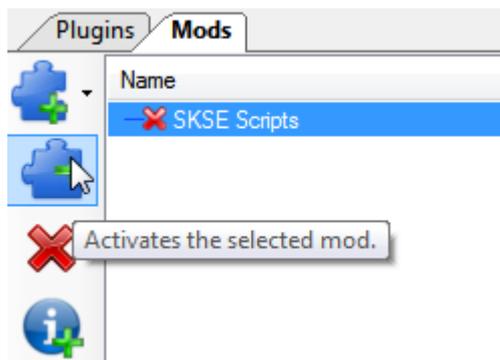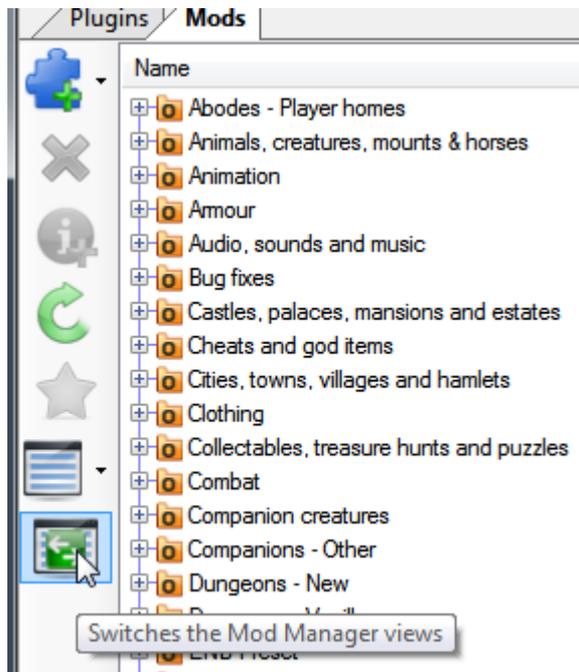
When you've checked if **SKSE** is running as you were told, you can leave the video and the game launcher. (We don't want the very long original starting sequence over and over again.) From now on you can use the **NMM** **SKSE** Launcher (probably you have to restart NMM one time to get the entry):

Go to "Mods" in **NMM**:
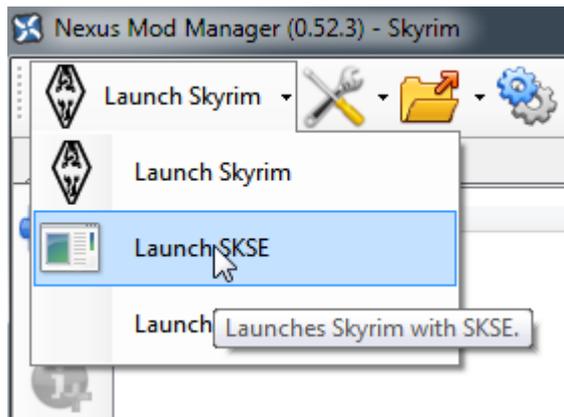
But wait! We need several other very helpful tools first. Let's start with **SkyUI**. It'll help you a lot to handle all the duties at Skyrim much easier! And probably you'll find several other mods wich need **SkyUI** and **SKSE**.
Go to **SkyrimNexus** and search for it. You should end up here:
SkyUI, http://www.nexusmods.com/skyrim/mods/3863/

Tip: *The search function in* **NexusMods** *isn't the best. If you can't find what you are searching for just google it. In most cases you will find the Nexus site easy and fast with* **Google**.
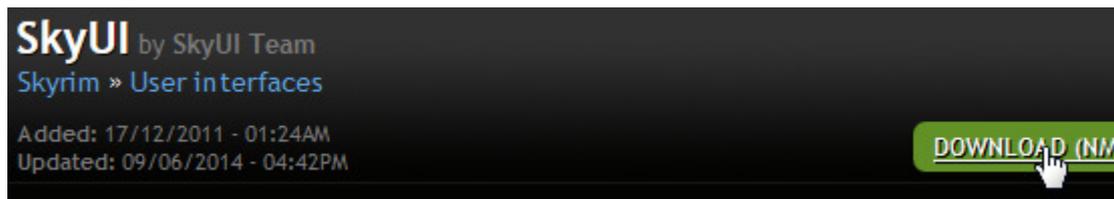
A message will pop up:
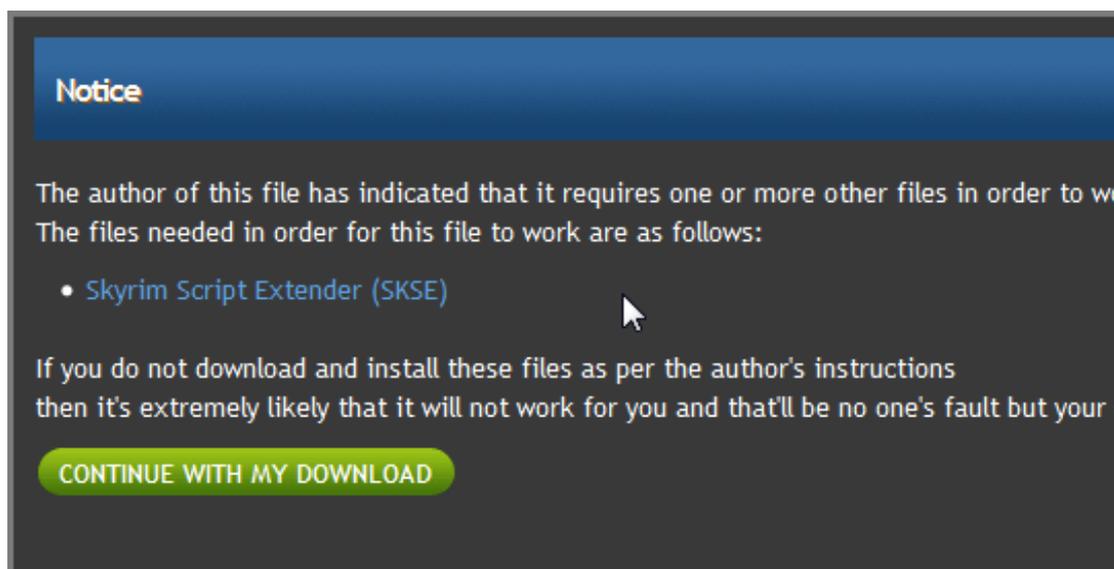
Yep, cool: We got **SKSE** already. So just continue. Accept **NMM** and say OK:
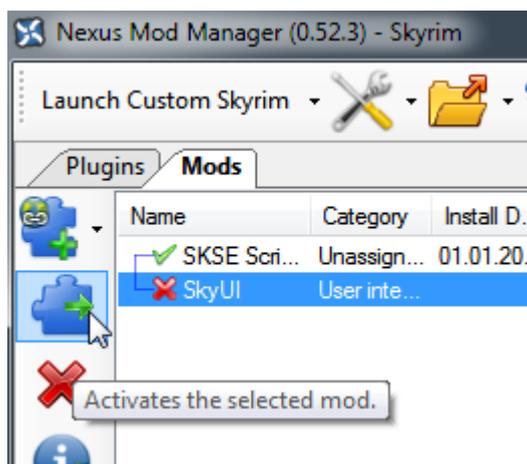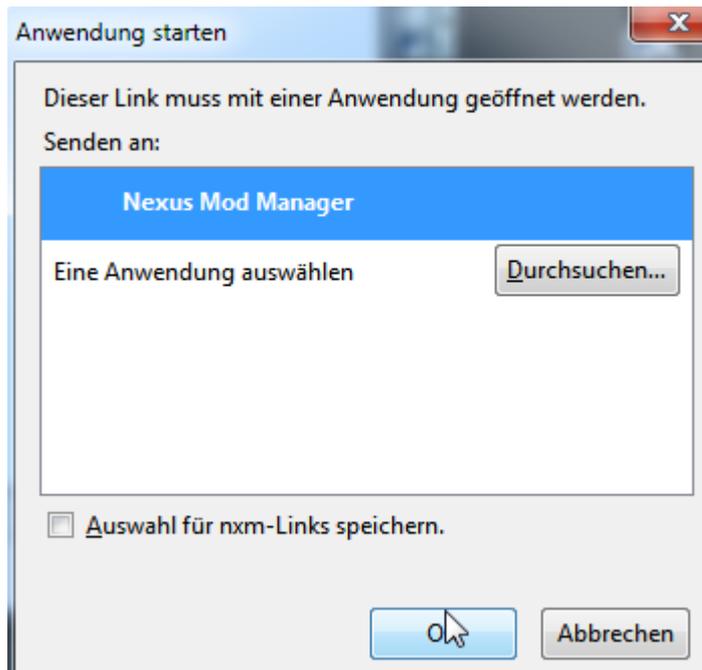
Activate the new mod. This process will be the same during most - if not all - of the next mod-installations. So I won't repeat the description everytime.

Before we start the game at the very first time we have to install **Alternate Start - Live Another Life**: http://www.nexusmods.com/skyrim/mods/9557/
It offers several different situations to avoid the long original start sequence from Bethesda. This start sequence is still available by choosing *"I got caught crossing the border illegally."* from the list.

... same procedure ...

Well, this is a really good point to start the game at the first time. Just to check how things work.

Launch **SKSE** from **NMM**.

Accept the standard avatar but switch to female. You will read more about the reasons later. A Nord is pretty good for a survival game because of his natural resistence against cold. You may change everything later using several mods - especially **Racemenu**. You will be able to change your race, gender, name and appeareance - all. So go for the default for now. Activate the *Statue of Mara* in the abandoned prison and choose *"I am camping in the woods"*. It's an easy way to start the game in a relative comfortable situation. Bear in mind: When everything will be installed and runs smooth you may start again with a new character and change everything you want to and live your own story as an adventurer.

Here we are: The base camp

For now check what you've got. You've got basic hit- and exposure-protection by a poor armor, a sad bow as weapon with a limited number of arrows, a fire to keep you warm, a tent to sleep and hide from rain, some food (in the sack nearby the tent) to feed you for the first days and an axe to harvest firewood - wich will become essential to your future life. Believe me! You are poor and low skilled. Stay there for a moment. Make a save and leave the game.

Now I will talk about two optional mods. Remember: You are a poor fellow in a hostile environment. You are homeless and weak. You have to walk or run, maybe ride later when you own enough Septims to buy a horse. But still you'll need a good map to find your way through Skyrim's wilderness. Here is one wich is close to the original 3D-map but with roads: **A Quality World Map - With Roads**, http://www.nexusmods.com/skyrim/mods/4929/

During the activation you'll get an option to wipe out the inner clouds. Use it. It's very helpful sometimes.

The second is:
Customizable Camera, http://www.nexusmods.com/skyrim/mods/37347/

Again you'll get a notice that you need other mods to run it. **SKSE** and **SkyUI**. Fine, we got them already :-) Activate both new mods, run the game and wait a moment until MCM registered the new menu. You can do alot with it. Hit "ESC" and select "Mod Configuration". For now we will examine one feature: *View Mode*. "G" is preselected for toggle view mode. Leave the menu and try what happens when you press it. Nothing if you were in 1st person mode, not much if you were in 3rd person mode. Go to the menu again and set the value for the View Mode to something like 5000.

Toggle view mode again and move the mouse a bit in 3rd person mode. You have a good overview of the place you are in now and may find a path or spot you could neither see before nor find it at the map. Try 50 000 and you can see wich road to take or how to reach a lake or a ruin you were aiming for.

Now let's start with a very simple "survival" issue. Grab the Gold from the sack, leave the other items in the sack. Check your inventory and the weight. You should own some 100 or 200 Gold. That's not the true currency of *Tamriel* or *Skyrim*. The real currency is "Septim". But more important: Those are gold coins. Gold is a heavy metal. They are not weightless. Let's begin to make the life a bit harder with this:
Weighted Septim: http://www.nexusmods.com/skyrim/mods/60106/
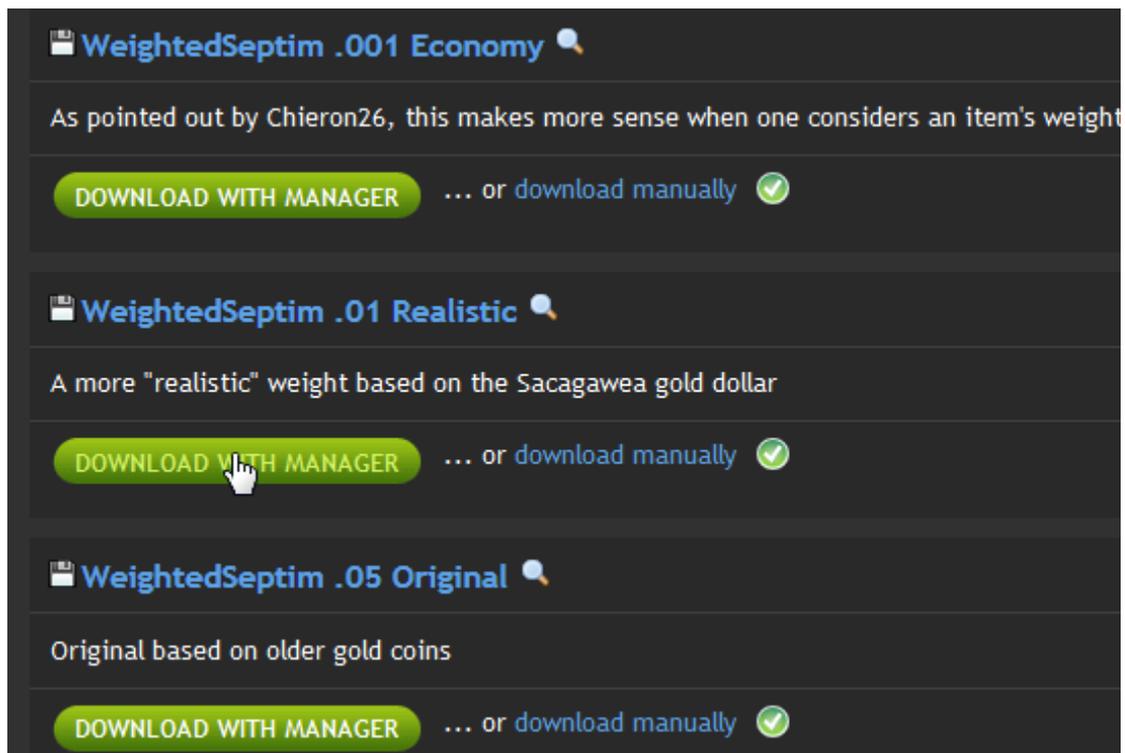
Let's start with "realistic" for now. After restarting the game your inventory weight rose by one weight unit - whatever this unit means. Oha! That's from a few Septim only. What if you become rich one day? ;-) Make another test and use the axe to cut some firewood. Godamn! 6 pieces make 30 of weight! This wheight issue will turn out into a serious problem.

Well, we'll find solutions for that issue later. But for now it'll become really harder. The original **Skyrim** is a very easy game. You don't have any needs. No need to care for weather ... all the food is pretty useless. We'll change this now ;-)
First of all:
Climates Of Tamriel - Weather - Lighting - Audio,
http://www.nexusmods.com/skyrim/mods/17802/

Just activate it at **NMM**. Leave all settings at default except Night-Level. It may give you a basic imagination of what it means compared to the original Vanilla settings. Just play around with that settings later to find out wich settings fits best to you. (I use Level 7 meanwhile.)

Project Reality - Climates Of Tamriel-V3

Dungeons and Caves (Select ...
- ☑ Default Experience
- ☐ ClimatesOfTamriel-Dungeons-...
- ☐ ClimatesOfTamriel-Dungeons-...

Interiors (Select One)
- ☑ Default Experience
- ☐ ClimatesOfTamriel-Interiors-Cold
- ☐ ClimatesOfTamriel-Interiors-W...

Main Files
- ☑ ClimatesOfTamriel

Optional Vanilla Nights (Selec...
- ☐ Default Experience
- ☐ ClimatesOfTamriel-Nights-Lev...
- ☐ ClimatesOfTamriel-Nights-Lev...
- ☑ ClimatesOfTamriel-Nights-Lev...
- ☐ ClimatesOfTamriel-Nights-Lev...
- ☐ ClimatesOfTamriel-Nights-Lev...
- ☐ ClimatesOfTamriel-Nights-Lev...
- ☐ ClimatesOfTamriel-Nights-Lev...
- ☐ ClimatesOfTamriel-Nights-Lev...

Description: Installs Climates of Tamriel - Vanilla Nights Level 3. Install this if you want very darker nights. This is an optional file.

[< Back] [Finish] [Cancel]

Now we'll get one of the most important mods: Frostfall. This baby will turn your life into a permanent battle against nature. Coldness and wetness - not dragons! - are your first and most dangerous enemies from now on. Skyrim is a cold piece of land. Every place north of Riverwood is too cold to survive without needful equipment. You'll simply freeze to death ... not to talk about swimming or diving in cold water :-(

Frostfall - Hypothermia Camping Survival,
http://www.nexusmods.com/skyrim/mods/11163/

After activating it run SKSE from NMM as usual. You should still stand close to your campfire. Run away from it a few meters and wait for the message, that it has been registered. Hit ESC, choose "Mod-Configuration" and click Frostfall and than "Overview". Start Frostfall. Be patient for a moment. It'll take a few seconds. Go to "Gameplay" and check "W.E.A.R." Leave the "Mod-Configuration". This will strip off all your clothes/armours. You must dress them again after they are classified for their protection against exposure. You may go back to Frostfall configuration and make a few basic "survival"-settings. Under "Gameplay" disable "Fast Travel" and set "Method to arouse fire" to "manually". Shouldn't be a big deal because you have the spell "Flames" already. We have more to do ;-) Go to "Effects & Display" and set keyboard shortkeys for "Weather sense" and "Survival instincts" (or whatever it is called there in English). The first one is kinda weather report. The second

will bring up an extra menu:
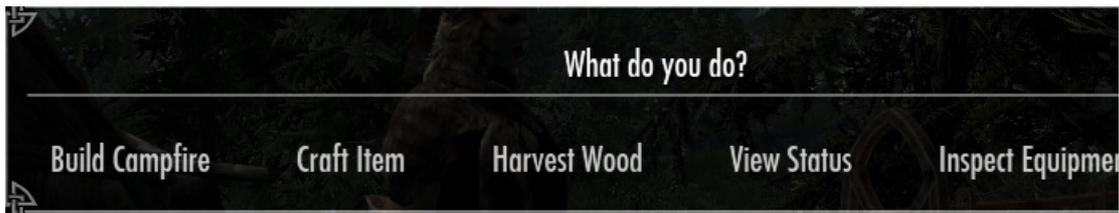
First of all: You must learn to take care for yourself. Just hit "P" and "Active Effects" (rightmost upper icon). This will become one of the most important actions in future for you. Exit it and hit "T" and wait 8 hours. Than hit "P" again and watch the effect: "Exposure Cold". This will hurt you! Run back to your campfire. An animation will start, showing you warming up and a temp-meter will show you how warm you are. You can (and should) customize this later - i.g. switch it to permanent display and set the position and size and all that.
For now we'll put some more harm to you ;-)

I found two good mods about realistic needs out there at **NexusMods** - such as eating, sleeeping, drinking. The most famous is **Realistic Needs and Diseases**. It works pretty good. You have to drink, eat and sleep. The bad point is: It doesn't ask you for clean yourself. You may check it out for yourself later. There is a bathing mod as well somewhere. But it didn't work correctly for me. For now let's stick with the other one: **Drink Eat Sleep Bathe**. This one is a bit more simple but prompt you for cleaning yourself as well. That's why I love it. (You may read more about this issue in Chapter Four of this manual ... "A life in luxury".)
Drink Eat Sleep Bathe, http://www.nexusmods.com/skyrim/mods/29025/

You must go to it's menu at "Mod-configuration" ingame and enable each part of it. Save it.

Note: *Did you ever notice, that in videogames and most movies no one must pee and shit? There is a mod for peeing at NexusMods - lol. Unfortunately it didn't work for me. It uses to many other mods I don't want to install. But funny it is:* **alive peeing v1.3**, http://www.nexusmods.com/skyrim/mods/60475/

Tip: *You may run to the north now. Direction Whiterun and beyond. Just to learn that you are vulnerable.*

The next is
Wet and Cold, http://www.nexusmods.com/skyrim/mods/27563/

There is a second part wich belongs to Solstheim:
Wet and Cold - Ashes, http://www.nexusmods.com/skyrim/mods/31968/

Run the game and again wait a few seconds until the mod is registered by MCM. You can change the settings or leave them as they are for the moment. But check at least one: In German it's "Zufluchtserfassung" - probably something like "shelter logging" - don't know. You can find it under "System".
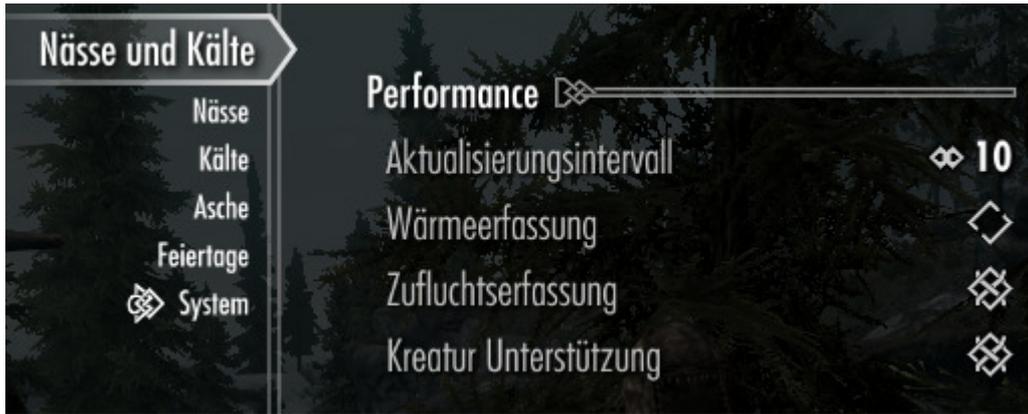
This will give you protection from rain if you are outside but i.g. under a roof or archway or even in a leather tent. From now on several forges are really good shelters: They have a roof and a fire. You may craft and improve items there while being cosy and warm.

The next one is
Supreme Storms, http://www.nexusmods.com/skyrim/mods/27022/

You'll find a special version for **Climates of Tamriel**. If you now start the game you'll probably notice no changes. But wait for the first storm with rain or even a blizzard in the north - lol!

A Matter of Time - A HUD clock widget, http://www.nexusmods.com/skyrim/mods/44091/
Immersive HUD - iHUD, http://www.nexusmods.com/skyrim/mods/3222/
Frostfall Patch - Changing Seasons, http://www.nexusmods.com/skyrim/mods/62679/

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Realistic Lighting Overhaul, http://www.nexusmods.com/skyrim/mods/30450/

During the activating procedure I choosed the second option "Vanilla and Dawnguard". I am not sure what exactly all this choices mean.

One last mod. I would classify it as optional. I have to test it one day. But I will tell you about it here.
Realistic Nights, http://www.nexusmods.com/skyrim/mods/49472/

You can download it but keep it inactive so far. Wait to test it later when you have more experience with all the other cruel and dangerous stories ;-)

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Well, we've got the basics. A good point to have a break from all this installations and start with your adventure. You may continue with the

more funny parts of this manual later when you became familiar with your new world.

Tip: *If you don't go to Jarl Balgruuf in Whiterun to tell him about the incident in Helgen, no dragons will appear. You can do it later whenever you want. (Run other quests first. "The Companions" at Jorrvaskr are a good adress to start with.) A good way to figure out what to bear in mind and to do before starting a journey.You better be well prepaired!*

Chapter Two - Making A Hard Life A Bit More Comfortable

Whatever you decide to do ... you are faced with several major problems: You always have to run/walk, take care for your needs and a serious shelter if thunderstorms or blizzards surprise you on your way to the next task. You become dirty and thirsty, you need to eat and sleep somewhere and you don't have enough money to buy and furnish a home. Even *Breezehome* at *Whiterun* would cost you 5000 Septim - not to mention all the extras to furnish it. And you are often overweighted and have no chance to store all the stuff you want to keep for the future. This is a tricky point. Of course you can download and install a luxury home somewhere wich costs nearly nothing and comes up with a treasure room full of money, gems, crafting materials and so on. But to be honest ... that's not what you want if you read this manual, is it?

Let's solve some of your major problems!
First of all: A place to rest and store items. There is a wonderful minimalist playerhome at *Riverwood* availiable.
Player Home - Riverwood Lodge, http://www.nexusmods.com/skyrim/mods/58850/

Someone left it long ago and wished you fun with it like he had before. You will get a very poor house. But it offers at least all you need: a roof, a bed, a fireplace, a chest, a wardrobe and some food. A place to chop firewood and a tanning rack outside. You can also bath and swim in the nearby river and fill your empty waterbottels as well. And indeed you get a great view over the river and at *Riverwood*. Keep in mind that your original base camp will be occupied by bandits soon and you won't get the benefits from it anymore.

Well, someone may say this is kinda luxury for a survival game. No problem. Just don't install it. Continue with the tents and campfires. Regarding a place to store your items: you may setup a permanent new base camp by yourself and simply drop the items you want to keep there. As far as I know no one will steal them for a while - wich is really really unrealistic ... ;-)

Now let's talk about traveling. Run/walk all the time is extremely boring. At the other hand you'll learn a lot about the country you live in and meet a lot of folks (friends and foes) and find places of interest. And you can - probably - enjoy the impressive landscapes of the *Province of Skyrim*.
One day you will be faced with animals or human enemies you can't defeat. You'll have to

flee but you are not fast enough. So, what about a horse? Just to be able to avoid such precarious situations and make travels a bit faster.

The Project "Horse"
Let's start with
Convenient Horses, http://www.nexusmods.com/skyrim/mods/14950/

Okay nice, but you don't own a horse yet. You will need 1000 Septim for the damn horse and 500 Septim *[Crazy! I'm always tempted to type "PED" - ROFL! Never mind ...]* for the horn to call the horse if you need it. Let's earn some money.
If you didn't it already, try *Bleak Falls Barrow*. You can get the quest from *Lucan Valerius* in *Riverwood*. I don't know if it works without talking to *Jarl Balgruuf*, but if so you can go to *Dragonsreach* too and talk to *Farengar Secret-Fire*. However, *Bleak Falls Barrow* is the best way to earn a serious amount of money. But you have to face another problem: You can't carry all the shit you'll find and loot there. You would have to go there and leave it to store or sell the stuff over and over again. Unfortunately you have no follower yet for helping you in combat and carry some of your stuff. And *Bleak Falls Barrow* is damn big dungeon! So grab your last coins and go to *Whiterun* to hire some followers. First is *Uthgerd the Unbroken*. You'll find her inside the *Bannered Mare*. Well, just start a brawl and kick her ass. You will win 100 Septims and she will follow you if you ask her. For the next step you'll need 500 Septim and ...

UFO - Ultimate Follower Overhaul, http://www.nexusmods.com/skyrim/mods/14037/

You have to do a second step. The original mod is incompatible with **Convenient Horses**. So make a small update.
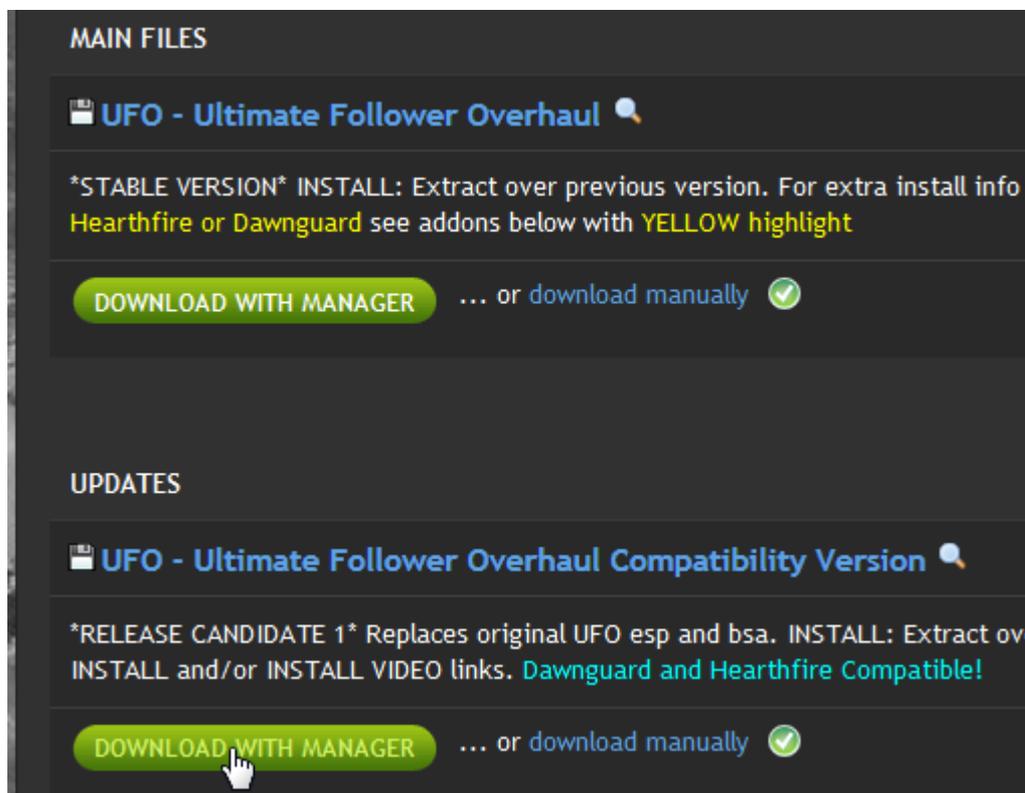
Let it overwrite other files during the activating process. Okay, it made a red cross to the original mod in **NMM**:

UFO - Ultimate Follower Overhaul - UFO - Ultimate Follower Overhaul
UFO - Ultimate Follower Overhaul - UFO - Ultimate Follower Overhaul Compatibility Version

Dunno if that means I don't need the original anymore ...
You may try to install the "Update" only. Probably it'll work.

This will allow you to hire more than one follower (up to 15).
Now go south to *The Drunken Huntsman* in *Whiterun*. Righthand you'll find *Jenassa* - a badass Dunmer. I love her motto: *"Blade and shadow, silence and death - these are my arts. For a modest fee, I'll make great art for you."*

Well, the "modest fee" is 500 Septims. An enormous sum for you at this stage. But hire her, she is worth it. With two followers at your arse you should have an amusing trip to *Bleak Falls Barrow* :-)
Collect everything above 2 Septime (Collect all linnen as well. You will need it later.) Ask your followers to carry all the shit. When you are all full run back to Riverwood, have a look at all your loot if there is something wich is enchanted and gives you better prizes, wear it and sell or store the loot. Repeat this if necessary. Once you've finished the quest(s) sell everything in *Riverwood* (*Alvor the blacksmith and Lucan Valerius*) and *Whiterun* (*Skyforge, Arcadia's Cauldron, Belethor's General Goods, The Drunken Huntsman, Warmaiden's - inside and outside*). Probably you can go to *Falkenreath* too (*Gray Pine Goods*). This should do the job and you should own enough money to buy your horse now. Go to *Whitrun Stables* and make the deal. Don't forget to buy a horn for caling your horse. (Have a closer look to all your upcomming dialogues. There is a nice little background story about learning Horse Whistle. Whistle one time to everyone you talk to. You have to learn the *Horse Whistle*. It's funny.)

Okay. From now on all your followers will ride with you. That may become very impressive. Imagine you ride with 15 followers! It could be your own private army ;-) No one in Skyrim can resist such a force. To be honest all this guys will be obstructive in the end. But riding through Skyrim's south with such an army makes a really good feeling - lol! And imagine the impressive tent camp for your troops with several campfires.

Back to surviving!
You are still vulnerable. Even if you are **The Dragonborn** meanwhile. Especially if you have to ride north. Before starting a ride to the north make sure you own a leather tent **and** a fur tent (rain and cold). Repair your Woodcutter's Axe at a forge and give a second axe to a follower. Do the same with a stock of 12 firewoods. And put 12 firewoods to your inventory too. Each time you start a campfire you have to add 6 pieces of firewood. Often this is not enough to survive a cold night - especially when blizzards arise (six pieces of firewood are good for a campfire of six hours). Set up your resting places (tents and campfires) close to trees. This enables you to harvest firewoods (takes one hour) and to return to your fire and tent immediately. Be aware that such a blizzard may linger on more than a day. So get enough food and drinks with you. Alcoholic drinks will give you a limited additional protection from exposure.

Optional you may improve your tents to give your followers a chance to hide themselfs from the cruel nature as well. Or you can make large tents with three or four sleeping slots. You can also use several tents to make shelters for all your followers. But hey ... they use it but don't need it really. They survive without shelter, food and sleep and all the things you are treated by. No need to care for them. That's a point I don't like. Usually when one is in command of a platoon he is responsible for his men. Say give them shelter, feed and pay them and so on. Well, it's not that way so far. So let's stick with small tents for now. (Kinda fake payment for followers will be installed later with **Simple Taxes**.)

Clothing!
All your clothing got an exposure value meanwhile (since you activated "W.E.A.R." in **Frostfall**). Most will have "standard". Have you ever been in the *Skaal Village* northeast of *Solstheim*? That's really nordic. Cold even. Regarding this the folks there wear clothes wich prevent them from coldness. Unfortunately you can't buy them. Let's get some Skaal clothes for your survive!
Skaal Outfit, http://www.nexusmods.com/skyrim/mods/31465/

YES! This will help a lot with the cold in the north. It comes with full protection from exposure. Craft it at any forge. Riding in the north with all it's snow, coldness and blizzards you will learn immediately to love that ugly but very helpful wardrobe. (Let's talk about sexy outfits later.)

Traveling again:
You can travel to all main cities using carriages. Well, that's like teleporting. I don't like it. But I won't mentioned it if I don't had an alternate ;-)
Touring Carriages, http://www.nexusmods.com/skyrim/mods/38529/

This will change your travels from stupid teleporting to an experiance. Two or three followers will share the place in the carriage with you if I remember right. The other followers will follow by riding their horses. A pretty good solution! You may enjoy the full journey or just tell the driver to wake you up at arrival (= teleporting). Usually you'll be safe while in a carriage. So enemies won't hurt you. But you can always leave the carriage if you want. Several stations will be added all over *Skyrim* where you can rent a carriage. Sometimes you'll have to change for special places and pay again :-(And sometimes there will be no carriages :-(But I think it's okay. This is a really good system to picture a middle age transport system. At least you can ride your horse or even run ...
One point to bear in mind: During a travel as a passenger in a carriage you cannot drink and eat and change clothes. I don't know why. So eat and drink enough before you hire a carriage and dress warm clothes.

The ingame economy let you become more and more rich during your adventures. I ran a character up to level 65 or so once and owned more than 500 000 Septims cash, wich would be equal to 5000 weight units here ;-) I owned all official player homes and several homes from mods including the famous **Bathing Beauties or Beefcake - Luxury Suite** near *Whitrun*. I owned many many valuable items like weapons and armors. I had a special hall with more than 40 mannequins to show and store all my clothes and armors and so on. I was unbelievable rich and I was lost between all this richness and bored like hell.
Now back to our survival game! Here comes a little helper wich will prevent you from becoming rich too soon.
Simple Taxes, http://www.nexusmods.com/skyrim/mods/57239/

You have to pay taxes for official (standard and Heartfire) estates and all your horses and followers. You may set the amount and frequency of taxes you have to pay by yourself. Once installed it's another point on your list to care for.

Have you ever cursed the damn quiver for your arrows? Each time you use your bow it'll appear at your back and stay there even if you use blades or spells meanwhile. Here comes another little helper.
Auto Unequip Ammo, http://www.nexusmods.com/skyrim/mods/10753/

You can do a lot of other things with it (creating groups of matching bows and arrows and so on). But for me it was important that it removes the quiver when the bow is unequipped.

Two last mods to mention. Very helpful in dungeons is to use some light - such as a torch. Unfortunately you have to hold it in your hand and can't use this hand for blocking or as the second swordhand. Just try
Wearable Lanterns, http://www.nexusmods.com/skyrim/mods/17416/

Run the game. Again wait until MCM registered it. Go To "Mod-Configuration" and "Wearable Lanterns". To keep the mood of a survival game check "Use Oil" and "Use Pollen" under "General" "Fuel Settings". This will put another thing to care for to your list: You have to feed your lantern with oil or pollen. May become tricky in large dungeons. You can put the lantern to your belt. It's really helpful because you have still both of your hands for using blades or spells or whatever you prefer. You can buy oil in most general stores.

The last one:
Simple Actions - The floor is as good a place to sleep as any, http://www.nexusmods.com/skyrim/mods/58296/

I love this one because it comes up **without** further animation installations. It offers sit, meditate and lie only. But it fits best to our survival game because of the choice "lie" (the author wrote "lay"). You may sleep everywhere without a tent or bed. This may save your arse if you didn't care for tiredness for to long and have to sleep rapidly i.g. in large dungeons. You must go to *The Sleeping Giant* in *Riverwood* to pull out the spellbook of one of the guest rooms and learn the spell. There is a (for me) more important part: "meditate". I will tell you about it later. It's not important for the "survival" section, but for the "Finally I got all the rewards I deserve"-section ;-) Stay tuned.

Now it becomes serious. Kids, stay out!

Chapter Three - Become A Beautiful Woman

WHAT ... THE ... FUCK?

Don't we talk about a survival adventure? I live in the wilderness, kill enemies and try to survive. I go to cities now and than to trade something or slay someone. At the end of the day I sit nearby a campfire in front of my tent and cure my wounds

and count the money I earned from the last job. I am a strong, tough and nasty person. What - by the Nine! - do I have to do with beauty and fine clothes and all this bullshit? Are you kidding?

No.

Let me explain. Each coin has two sides. Even this guide has two. You know the first side only so far - from the two chapters above. It's up to you to turn the coin now and have a look at the other, the brighter side of life. If you don't like the idea, forget it and wallow in your beloved mud, being dirty and cold and thirsty, wearing ugly and worn clothes. Grow old out there and die one night - alone in the dark. It's okay.

Bye bye!

...

... ?

<Imagine you listen to Dr. King Schultz from "Django Unchained" ;-)>
If you're still here I will tell you the story (*kinda "Inception"*). ;-)
When I arrived as described above I did all that hardcore stuff as well. For a really long time. This way everything is enormous time-consuming. And sooner or later - at a rainy and windy day, when you ride down the same old road the 23rd time, wearing old evil-smelling fur clothes   - by any chance some piercing questions will come to your mind: Why is life soo hard and boring? Isn't it time to recieve some of the rewards I deserve? Isn't it time for vacation at a peaceful wonderful place? A little bit luxury? Oh wait! **Why "a little bit" only?**
In original Dr. King Schultz - an Austrian - would say: "Mit Verlaub ... warum nur ein bisserl?" ;-)

At this point the dice are cast already. Your thoughts will return to this questions over and over again. They will gnaw to your brain like evil worms in a dead dog. No matter how often you pretend to yourself to stay strong and condemn all these decadent nonsense. And one evening, when you sit nearby a campfire in front of your tent it'll happen. You turn the coin.
<Dr. King Schultz mode off.>

Frankly, what are we talking about?
To have fun. Fine! What is that? Everybody has to decide what this means to him-/herself. Differently to Chapter 1 and 2 I cannot help you with this issue in a relative neutral way. All I can offer is my very personal view of it and how I bring it to life in this game - for me. Bear it in mind please and use it just as a guideline to build up your own version.

Before we start ...
Amongst other things I will talk about sex too.

Sex is a normal part of life and I must not defend myself for talking about it and install it to this game as part of "Realistic Needs". Do you remember this term from the former chapters? Well, sex **IS** a realistic need - more or less, isn't it? I speak about "normal" sex, no bondage or worse. And that's what you'll find if you continue reading. Not more, not less.

If you don't agree, please examine the original game. It is full of disturbing stuff, isn't it? Thievery, murder, war, fraud and violence. Not to mention all the alcohol and drugs and the corresponding smugglers and all that. Watch the kill scenes and all the blood. So think twice before you convict me of playing around with sex in a videogame.

Why a female character? The answer is simple: I am an old man in real life and love to watch tough sexy women in action. Many men do so. And there's nothing wrong with it from my point of view. Personally I like games and movies with strong female heroes: Ellen Louise Ripley (Alien), Lara Croft (Tomb Raider), Jordan O'Neil (GI Jane), Trinity (Matrix), Kathrine Parker (Fight Night), Beatrix Kiddo (Kill Bill), Ulla Jamira Braun (Entropia Universe) ... to name a few. Another reason is: You will find much more and often way better mods for female characters.

You may choose between several customized body types for Skyrim. CBBE, UNP, Diamond Girl and several others. Some of them are damn close to child porn. I won't judge this here. It's your choice. I decided to use CBBE. It's one of the most popular body types and offers one of the widest palette of modifications and abilities. Simple choice. You may choose another type. I think the installation process would be similar. And most of the fine and sexy clothes and armors have adoptions for several body types meanwhile. At least for CBBE and UNP.

WOW! A lot of words - lol!
Now at work!
I will accelerate all this a bit because it's a lot of stuff and give only hints at special features and settings.

Caliente's Beautiful Bodies Edition -CBBE-,
http://www.nexusmods.com/skyrim/mods/2666/
During the activation you have several options. I suggest to not use any undies. We will craft our own undies later - remember the linnen ;-) And for several other mods you will need a naked body to enjoy it. Chose "Face Pack", "BodySlide" and "Neater Brows (Darker)" .

We'll leave NMM for a moment and run **Caliente's Bodyslide** instead of. Usually you can find it here:
C:\Program Files (x86)\Steam\SteamApps\common\Skyrim\Data\CalienteTools\BodySlide. I recommend to create a desktop icon for it. That's the place you can create your very special appearance.

RaceMenu
http://www.nexusmods.com/skyrim/mods/29624/

I tend to use another skin texture. Here's my favorite:
Mature skin texture and body for UNP CBBE ADEC,
http://www.nexusmods.com/skyrim/mods/32986/

Pubic Hairstyle Overlays for RaceMenu UNP CBBE
http://www.nexusmods.com/skyrim/mods/49414

Now run the game and enjoy your new beautyful body. Almost everything regarding the bodyshape is now editable. Let her walk (CAPS). Well, she walks like her horse. Let's improve it a bit:
Victorias High Heel walk Animation plus BBP,
http://www.nexusmods.com/skyrim/mods/13272
choose "Full Motion" during the activation.

We want more improvement. Better armor and all this shit. The following mod requires some preperations. **Remodeled Armor for CBBE Bodyslide HDT**. Before we can use it, we have to install serveral other things.

Realistic Ragdolls and Force, http://www.nexusmods.com/skyrim/mods/601

XP32 Maximum Skeleton -XPMS, http://www.nexusmods.com/skyrim/mods/26800/
For now accept all default settings. You may play around with everything later.

HDT Physics Extensions, http://www.nexusmods.com/skyrim/mods/53996/

Remodeled Armor for CBBE Bodyslide HDT,
http://www.nexusmods.com/skyrim/mods/25259/
TBH - I don't understand all this things. Here are some parts of the description at
NexusMods:

> 1. Install Groovtama's XPMS Extended(Requires SKSE and Realistic Ragdolls and Force, overwrite when prompted).
> 2. Install HDT Physics Extentions. Required even for the non-BBP pack!!!
> 3. Install Remodeled Armor for CBBE Bodyslide and TBBP HDT (overwrite any existing files)
> 4. Install CBBE (version 3.3 now includes Bodyslide 2.1 and Outfit Studio)
>
> Recommended:
>
> 5. Generate bodies and outfits in Bodyslide and install any custom CBBE textures.
> 6. Run **LOOT** after making changes to your mod setup.

> **V4 Installation with NMM:**
>
> 1. Remove any and all previous versions of this mod. Install required mods above.
> 2. Download, but DO NOT INSTALL the latest version of this mod
> 3. Restart NMM (to avoid a bug with cached file names)
> 4. Install the latest version with NMM
> 5. Use the installer to customize your installation

Well, let's try it. Be patient. It's a lot of stuff. Everything will take a while. Check "Standalone" and "Craftable Underwear" during activation. If left at "Vanilla Replacer" all female NPCs will run around in sexy armors. If you want your followers in sexy armors you may craft them later and hand them over to your followers. Overwrite all.

Now, cross fingers ;-)
Aaaaaand? **WEEEEEHHHH!** We have shaking breasts and but. The armor/cloth does't work yet. But strip your lady and try her naked. Now find a tanning rack and transform any of your Vanilla armors/clothes to the "remodeled" version. Try it. Now they should work with HDT Physics as well. And since you are at a tanning rack already ...
Remember the Linen Wraps. You need Leather Stripes as well. Use the rack, go to Misc and craft one of undies ;-) Well, it's way better than all Vanilla and Caliente undies, isn't it?

Now we move forward to a really cool part. **Caliente's BodySlide**. You can customise almost everything at the bodyshape and make batch runs to fit all the armors and clothes from the list to your new bodyshape.
Go to your Skyrim/Data folder (usually: C:\Program Files (x86)\Steam\SteamApps\common \Skyrim\Data) and find CalienteTools/BodySlide. Run BodySlide. Depending of your former choice for the body version (Slim or Curvy) you get corresponding columns "Low Weight" and "High Weight". At the bottom you can click an Preview button. In the preview window you can see in realtime what happens to your body when you drag a slider.
It's hardly recommended to make your own preset for the future. Also you can make several presets or choose one from the list (left up).

Now you can treat single armors/clothes by selecting them and run "Build" or you can treat groups with "Batch Build...". Just play a bit around and try several things.

Now let's try a custom armor.
Ancient Nord Chainmail CBBE HDT, http://www.nexusmods.com/skyrim/mods/26664/
Leave the settings as they are and run BodySlide. Search for "TGL" and select the armor. Open the preview window. Now try out what happens if you use the Zap-function! Whatever you zap away, you should at least zap the panty because we have a nice one already :-) "Build" for the armor. Than "Build" again for both other parts. You need some leather and iron ingots to craft the light version at any forge under "Leather". The heavy version of it is under "Steel". But you must practice some smithing before you are allowed to craft it.

Okay, back to our lady. We'll improve her hair and face a bit and ... hmm ... some tattoos and piercings? ;-)

Hairs first to get rid off of this Vanilla plastic caps.
ApachiiSkyHair, http://www.nexusmods.com/skyrim/mods/10168/
- ApachiiSkyHair_v_1_6_Full
- ApachiiSkyHair_v_1_5 (

Now run the game and open console: Type "showracemenu" and leave the console with the same key.
Search the hair section and make a choice.

Breezehome FullyUpgradable, http://www.nexusmods.com/skyrim/mods/11158/

HDT HighHeels System, http://www.nexusmods.com/skyrim/mods/36213/

THEHAGs Privat Tattoos for CBBE v3d2, http://www.nexusmods.com/skyrim/mods/30404/

Merta Assassin Armor UNP - CBBE, http://www.nexusmods.com/skyrim/mods/60195
- C. Merta Assassin Armor High Heels CBBE
- Merta Assassin - CBBE - BodySlide Files
- Merta Assassin - CBBE - TBBE ("no" + "yes to all")
- Merta Assassin Tattoos ("no")
Crafting Book at Dark Brotherhood Sanctuary near Falkreath.

Gwelda Armor Pack UNP, http://www.nexusmods.com/skyrim/mods/56998/
Gwelda Armor Pack - CBBE, http://www.nexusmods.com/skyrim/mods/58873/
(TOSHIBA 500 E:\2015-02-04 Sicherung Festplatte\Games\Nexus Mod Manager\Skyrim\Mods)

Ashara Imperial Outfit - UNP - 7B - Sundracon,
http://www.nexusmods.com/skyrim/mods/51682/
Age Of Empire, http://www.nexusmods.com/skyrim/mods/57559/
(TOSHIBA 500 E:\2015-02-04 Sicherung Festplatte\Games\Nexus Mod Manager\Skyrim\Mods)

Female Mannequins - Heartfires compatible,
http://www.nexusmods.com/skyrim/mods/28850

Sweet and Sexy Lingerie shop CBBE, http://www.nexusmods.com/skyrim/mods/25389
R18Pn 08 - Lingerie Set for CBBE or 7BSeveNBase UNP,
http://www.nexusmods.com/skyrim/mods/52168
R18pn 08 Lingerie Bodyslide plus TBBP conversion,
http://www.nexusmods.com/skyrim/mods/52325/

Pierced Ears - Earrings, http://www.nexusmods.com/skyrim/mods/60901

Bathing Beauties or Beefcake - Luxury Suite,
http://www.nexusmods.com/skyrim/mods/11427/

Better males - Beautiful nudes and faces - New hairstyles,
http://www.nexusmods.com/skyrim/mods/2488
- Faces - GeonoxFaces
- Nudes - SundraconMeshes - FlacidVersion ("yes")

Craftable and Enchanted Greybeard Robes,
http://www.nexusmods.com/skyrim/mods/49554/

SED7 Accessoire Piercingset for CBBE3 and Bettermales,
http://www.nexusmods.com/skyrim/mods/20655

Piercing, http://www.nexusmods.com/skyrim/mods/13469

Left Hand Rings, http://www.nexusmods.com/skyrim/mods/21720/

Dragonborn Necklace, http://www.nexusmods.com/skyrim/mods/51771

Samurai Way, http://www.nexusmods.com/skyrim/mods/58548

Selene by Neo, http://www.nexusmods.com/skyrim/mods/48077/
- Neo Selene Main 1_00
- Neo Selene Optional Less Shinny Latex ("no" + "yes to all")
- Neo Selene Optional TBBP Meshes for 1_00 ("no" + "yes to all")
(at river shore in Riverwood)

The Witcher 2 - Eilhart Dress, http://www.nexusmods.com/skyrim/mods/36738
- Eilhart_Dress
- No_steel_plates ("no" + "yes to all")

Improved NPC Clothing - High Res, http://www.nexusmods.com/skyrim/mods/2674/

My Home Is Your Home - a mod for followers,
http://www.nexusmods.com/skyrim/mods/18045/
- MHYH_121DV

Ayleid Palace, http://www.nexusmods.com/skyrim/mods/61231/
- Ayleid Palace v1.2.2 - WITH NPC's
- Ayleid Palace v 1.2 - WITH NPC's (Alternative Location) ("no" + "yes to all")

Animated Prostitution - Skyrim - WIP, http://www.nexusmods.com/skyrim/mods/10748
choose "I don't use FNIS", "Don't install a FemaleBody_Rude", leave the rest as it is.

Sotteta Necromancer Outfit UNP - CBBE, http://www.nexusmods.com/skyrim/mods/59202
- C. Sotteta Necromancer 2k -CBBE HDT
- D. Sotteta Necromancer - CBBE - TBBP ("no" + "yes to all")
Crafting Book at Crafting Anice's Cabin Cellar, Riverwood

Sotteta Huntress Armor UNP, http://www.nexusmods.com/skyrim/mods/57909
including "Eclipse" bow, crafting book and materials at The Drunken Huntsman in Whiterun

Ursine Armor Pack UNP, http://www.nexusmods.com/skyrim/mods/55924

Scarlet Dawn Armor - CBBEv3 - UNP - 7B Cleavage BBP - CBPE - UNPB BBP,
http://www.nexusmods.com/skyrim/mods/50814
Scarlet Dawn Armor - Conversion for HDT body with Bodyslide 2 sliders set - TBBP and
more, http://www.nexusmods.com/skyrim/mods/51112

Voice Master House - Player home, http://www.nexusmods.com/skyrim/mods/12340

Sweet and Sexy Lingerie shop CBBE, http://www.nexusmods.com/skyrim/mods/25389

Piercing, http://www.nexusmods.com/skyrim/mods/13469

Spooky Edits - Darker Nightingale Armor and Weapons,
http://www.nexusmods.com/skyrim/mods/63805

Dark Disciple, http://www.nexusmods.com/skyrim/mods/42398
Dark Disciple CBBE HDT, http://www.nexusmods.com/skyrim/mods/63832

Caliente's Vanilla Outfits for CBBE, http://www.nexusmods.com/skyrim/mods/12273

Fluffy Travel Attire, http://www.nexusmods.com/skyrim/mods/53518

Buildable Chests and Containers with Advanced Placement,
http://www.nexusmods.com/skyrim/mods/32676
*[alternativ: Quick Containers, http://www.nexusmods.com/skyrim/mods/54635 ... noch
nicht getestet]*

Althirs Camping Tools - Portable Fire and Tent,
http://www.nexusmods.com/skyrim/mods/10824

Queen of the damned-Akasha Dress, http://www.nexusmods.com/skyrim/mods/28736

Once in racemenu you can do a lot other things as well.

THEHAGs Privat Wartattoos - Facial Warpaints for Females,
http://www.nexusmods.com/skyrim/mods/41210

Black Rose - CBBE TBBP, http://www.nexusmods.com/skyrim/mods/48648

Download "MAIN FILE ! ALLin1 Version for CBBE3 and Bettermales EXCEPT PRINCEALBERT !
download the one you need seperate"

Woodhalt, http://www.nexusmods.com/skyrim/mods/51635
Silian Manor - Multiple Adoption Friendly,
http://www.nexusmods.com/skyrim/mods/57741/

SkyComplete - Automatically Track Quests - Locations - Books,
http://www.nexusmods.com/skyrim/mods/60445/

Paradise Halls - Skyrim Slavery WIP, http://www.nexusmods.com/skyrim/mods/29886/
(funktioniert irgendwie nicht mehr)

Ancient Nord Chainmail - CBBE Bodyslide TBBP HDT
Animated Prostitution
ApachiiSkyHairFemale
Ayleid Palace v1.0 - WITH NPC's
Better males - Beautiful nudes and faces - New hairstyles
Black Rose CBBE TBBP
BladeSinger-THEHAGs privat tattoos for Racemenu-Overlays
BladeSinger-THEHAGs privat tattoos for RaceMenu-Overlays CBBE
Calientes Beautiful Bodies Edition -CBBE
Calientes Vanilla Armor -- Combined Pack v2
Calientes Vanilla Armor -- Soldier Pack
Charming High Heels for CBBE HDT
Chest of Sharing
Dragonborn Necklace
Female Mannequins - Heartfires compatible
FileAccess Interface for Skyrim Scripts - FISS
HDT HighHeels System
HighRes 4K CBBE Nude Female Re-Texture Mod
Horse Stabling
Immersive HUD - iHUD
Lakeview Extended - Hearthfire
Left Hand Rings
Merta Assassin Tattoos NMM
My Home Is Your Home
Nudes - FavoredSoulMeshes - ErectVersion
Paradise Halls
PiercedEars Main File
Piercing","1.2.0","Piercing-13469-1-2.rar (13469)
Player Home - Riverwood Lodge
RaceMenu v2-9
Realistic Ragdolls and Force","1.9.0
Remodeled Armor for CBBE Bodyslide TBBP HDT
Robe of the Voice
Samurai Way
SED7 Accessoire Piercingset for CBBE3 and Bettermales
SkyComplete
Slavery - Paradise Halls
Travel Attire
Victorias High Heel walk Animation plus BBP

ã£Â£Â SkeletonÃ£Â£Â'XP32 Maximum Skeleton Extended (Groovtama's XPMS Extended-26800-2-06.7z)
A. Faction Crossbows-58704-1-02
A. Sotteta Huntress Armor 4k HDT-57909-1-0
A. Tembtra Thief Armor 4K Textures-59451-1-0
Age Of Empire","1.0.0","AgeOfEmpire-57559
Ancient Draugr - CBBE","d2014.10.17
Ancient Draugr Armor HDT","d2014.9.30
Ashara Imperial Outfit - UNP - 7B - Sundracon
Bathing Beauties or Beefcake - Luxury Suite","
Breezehome FullyUpgradable
Brunnsheim v-1
C. Tembtra Thief Armor CBBE - TBBP-59451
Charming High Heels for CBBE HDT","
Craftable Blue Stripes Commando Armor
Craftable Viper Assassin Armor v0
Demon Hunter - CBBEv3
Eilhart MAIN
Emfy Cleric Robes - CBBE
Eola Evolved
Falskaar","1.1.4
FileAccess Interface for Skyrim Scripts
Frostvale","d2014.10.13
Improved NPC Clothing
Lady of Death - HDT
Lady of Death Set for CBBE V3
Lady Templar - nich gut
Midnight Breed - CBBE - 2015-01-09: File hidden
Nightshade Armor Complete Cool - Cool aber nich nötig
Patch - Serenity - SeaPoint Settlement
Queen of the damned-Akasha Dress
R18Pn 08 - Lingerie Set for CBBE or 7BSeveNBase UNP
R18pn 08 Lingerie Bodyslide 2 Conversion
Reachwind Eyrie Manor
SeaPoint Settlement Custom Music
Serenity
SexyVest - CBBE TBBP
ShezriesOldHroldan1pt3
ShezriesUTFalkreath
Static Mesh Improvement Mod
Sweet and Sexy Lingerie shop CBBE
Woodhalt
Zipsuit v1 0 - with TBBP

Leichen entfernen
Konsole, Leiche anwählen, "markfordelete". Nächstes mal wenn man den Ort besucht, ist sie weg.

Player.additem ITEM "###"

0000000f Septim
00039be5 Potion of Ultimate Healing
0003ad5b Daedraherz (auch: an der Atronachenschmiede 1 menschliches Herz + 1 schwarzer Seelenstein

0000000A Lockpick
0002F2F4 Woodcutter's Axe

0003F7F8 Tundrabaumwolle

00034cdf Salz
0003ad72 Trollfett
00033760 Holzkohle
00034cd6 Linen Wrap

0005ACE5 Steel Ingot
0005ACE4 Iron Ingot
0005ACE3 Silver Ingot
0005AD93 Corundum Ingot
0005AD99 Orichalcum Ingot
0005AD9D Ebony Ingot
0005AD9E Gold Ingot
0005ADA0 Quicksilver Ingot
000DB8A2 Dwarven Metal Ingot
0005ADA1 Refined Malachite
0005AD9F Refined Moonstone

Leather And Hides

000DB5D2 Leather
000800E4 Leather Strips
0003AD8E Goat Hide
0003AD8F Cow Hide
0003AD90 Deer Hide
0003AD93 Horse Hide