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bonus from 150 -> 75 feet. These updates are dragging on. - Added Crystalize. Heavy Armor - Added Redundant Upon Me. - Removed Curse. Heavy Armor - Added Weighs the Tapestry: changed level requirement from 80 -> 90. Sneak - Resisted temptation to change the effect names of all trick roll perks into Never Gonna Give You Up. Two-Handed - Cleaned up skill tree. Smithing - Smithing Mastery: second level no longer allows improving iron and hide items twice as much, but improves all items by 10%. However, the fact that Earthquake Drum is useless until you get the upgrade is not intentional. - Magnetize: cleaned up script. Sometimes they have a point. Enchanting - Added Time Stands Still to the perk tree. Alteration The replacement of Energy Shield didn't go through yet. - Renamed Kiss of Mephala -> You Saw Nothing (and added more immersive description). Compatible with nearly all mods! View mod page View image gallery Tropical Skyrim -- A Climate Overhaul This mod is a complete overhaul of skyrim's climate, from a snowy wasteland to a tropical paradise. - Bite Marks: removed attack damage reduction. - World in Flames: reduced level requirement from 90 -> 80. - Wild Shrines: fixed description. Perk descriptions can fix that to a point. - Under my Wings: increased radius from 12 -> 20 feet. Conjunction - Ghost Armor: reduced armor bonus from 25 -> 20. - Robes of Power: now grants +0.5% damage per Destruction skill level, up from a flat 50%. Destruction - Flash Fire: reduced damage bonus from 200% -> 100%; corrected issue with flee component. - Added Deadeye. Nope! Face? In vanilla, taking the pickpocketing perks tends to peg your chance to pickpocket most generic items at 90%. - Two-Handed Mastery: reduced damage bonus from 30/60% -> 25/50%. This update fixes compatibility issues with the smithing tree. (Mana drain is not retroactive. - Crown of the False King: now correctly doesn't work on nonliving allies. - Renamed Heavy Impact -> Staggering Impact. (Your perk point is transferred to the Light Armor tree.) - Removed perk: Nosebreaker. - Renamed Gladiator -> Warrior Epic. (Sneak attack for runes is moved to Demolition Job in the Sneak tree). Destruction - Force of Nature: the extra magnitude bug is now a feature, but reduced from 25% -> 10%. - Mutiny: is now a lesser power (no cooldown); reduced radius from 200 -> 75 feet; reduced duration from 60 -> 30 seconds. Restoration Spirit Tutors is OP, but it pretty much has to be, otherwise no one would bother finding the tutors. There has been lots of praise for the Path of Sorcery perk (in stark contrast to the rivers of QQ the Ordinator version received until it was removed in 2.00), and the reason this perk is not available in the perk tree is because being forced into RPing to make the best possible items is not necessarily fun. - Maul: no longer requires the follow-up attacks to be specifically a greatsword: updated description for improved immersion. Enchanting - Arcane Nexus: disassembly message is now only displayed if sneaking when activating the device; no longer allows you to spend Gem Dust while sneaking. - Renamed Rapture -> Evangelist. Restoration - Burns the Sun: now grants attack damage instead of just weapon damage. - Distorted Shape: clarified description. Customizable health & damage variables, new dragon types, and widely compatible. - (Pickpocket) The Tail: periodically summons assassins that track you down, but drop nice loot; cancelled because constant attacks while waiting was annoying. - Backup Plan: now requires 80 sneak -> 70 sneak. Illusion Some people have requested a "force surrender" perk. Lockpicking - Bear Traps: following reports of crashes in classic Skyrim as well as SSE, the Drop Bear Trap power has been removed in both versions. - Removed Cold Cathode. One-Handed - Aftershock: the aftershock power attack is now also a guaranteed critical hit for 5x critical damage. Archery - Snipe: increased damage bonus from 15% -> 20%. Alteration - Resonance Cascade: magic resist debuff changed from 10% for 10 seconds -> 30% for 5 seconds and no longer stacks. - Shatter: duration in mod description is now correct. (Oops.) Alteration - Aurification: there was no actual bug with this perk but the CK seems to break Activate perks for no good reason if anything about them is modified without recompiling them, so that's what I did; added to description that it doesn't work on essential actors. One-Handed - Crimson Glory: reduced percentage from 5% -> 4%. - Serpent's Betrayal: changed damage bonus from 1%\*sneak -> 50%, but also adds 50% sneak effectiveness, improved graphics, added Behind Enemy Lines as optional prerequisite. Restoration - Added Sealed Doom. Sometimes a lot of people complain about the same things. - Renamed Scorn the Beast -> Annoying Mosquitoes. - Spellscribe: can now only store projectile, contact and actor target spells. Ceremonial Enchanter is a perk that is not available in the actual tree, but can be given to the player using the console (ID \*\*058F80). - Ravage: its ability EDID is now vanilla, meaning changes by other mods (usually in the context of fixing the attack speed "bug") will be carried over. - Trickster: can now pickpocket any equipped item if the target is sleeping. 50% and level 1 Mastery becomes 60% instead of 70%. -- Smithing Mastery no longer increases all tempering effectiveness. - fDetectionSneakLightMod: 5 to 10 (vanilla 15). (This was ridiculous.) Note about perks that require "all heavy armor": they don't actually check if your body, gloves, boots and helmet are heavy armor, they check if those slots are armored and you are not wearing any light armor. - (Sneak) Rappel: the ability to pull yourself up on a rope to become undetectable but immobile; cancelled because no good animation. Conjunction - Bone Collector: you can now loot bones from kills made by your skeletons (as well as conjured minions, but not followers); you can now loot bones from enemy skeletons; changed "Push Aside" use option to "Shove" to reduce the size of the dialog box. Heavy Armor - Sovereign: now reduces damage by 100% -> 50%. - Removed The Power is Mine. - Reworked White Lion: instead of granting a flat 15% critical strike chance, now improves power attacks with -25% cost and 25% critical strike chance for 5 seconds after parrying an attack, changed prerequisite from Ramming Speed -> Death or Glory. - Exhausting Assault: No longer drains 2/3/4 Stamina per second but reduces Stamina regeneration by 8/10/12%. Note that all bound weapon effects with a duration are affected by Conjunction Mastery. Two-Handed - Renamed Throw to the Wolves to Maul (thanks Katiekat). Two-Handed A major overhaul to most weapon types. - Avalanche: the damage and critical damage bonus now only applies to warhammer attacks instead of any attack. - Recycle Materials: fixed missing script property causing the effect to persist if attempting to use a crafting object that is in use. The problem is that it doesn't cost magicka (again, no SKSE) and therefore has the potential to turn into an unlimited Vancian Magic. - Stormblast: now has a cooldown, but deals 20 -> 80 damage; no longer damages allies. - Stormblast: increased shock splash damage from 25 points -> 30 points. - Zealot's Ward: increased timed ward duration from 1 -> 2 seconds; description now admits that it is "almost" instantly at full strength. - Demolition Job: reduced spell damage bonus from 3% (5% for runes) -> 1% (2% for runes), Alteration - Cleaned up the tree. (If it hits a location without any locked chests, it tries again after 5 seconds.) Sneak - Behind Enemy Lines: no longer displays an ability in your effects list. - Hotwire: reduced level requirement from 60 -> 50. Lockpicking - Added Percussive Maintenance. Music video: Alchemy - Advanced Lab: fixed missing script property causing the effect to persist if attempting to use a crafting object that is in use, regenerated script. - Hailstorm: added As The Wind as an optional prerequisite. Conjunction - Edge of Oblivion: now has "is player" condition for nabs who don't read the instructions about ASIS. - Speak With Animals: no longer suppresses the notification that a power has been added, in the (vain) hope that people will notice. Also one of the more broken schools, with several overpowered multipliers that needed a strong nerf. - And the Universe Listens: improved script speed by 1 frame if you have two points in Force Redoubled. - Conflagration: added condition to ensure the hazard only affects hostile targets. Pickpocket - Thief's Eye: now correctly throws a message when the debuff is removed or the actor enters a building. Don't use it if you don't like it, okay? What choice did I have? I got rid of some perks that give ammunition to haters - Rat King and the basic sword perks. --- Removed Soul Squeezer. Restoration Strength of Druids is a perk that is not available in the actual tree, but can be given to the player using the console (ID \*\*014913). - Horn of Sovngarde: no longer blocks scenes from running on affected actors for its duration. - Daedric Plaything: gain extra conjured atronachs at the cost of random bad luck that would occasionally befall you (temporarily lose a spell, can't open inventory, HUD disappears, teleported naked in front of Ulfric, etc). Alchemy Archery - Perfect Draw: now re-registers on race switch. - Undead Crown: corrected description. Just a quick bugfix patch. - Heart of Creation: reduced light brightness from 2.5 -> 1.5 and reduced light radius. - Nullifier: debuff now has a proper description. - The Monarch: increased Magicka loss from 5 -> 10 points per second, but now correctly drains 25 points per second from each target as intended instead of 15 points. - Updated perk tree layout: the perks are mostly in the same place, but the tree has more distinct branches. - Bisect: increased damage cap from 112.5 -> 150. - Initiative: no longer triggers during brawls, while invisible or while ethereal. - Rise Above: standardised description. Two-Handed - Unlinked Weaponmaster. Enchanting - Miracle: explosion no longer applies a force push to nearby objects. - Removed Robes of Power. - The 'um of War: updated description. One-Handed - Coiling Python: increased critical strike damage bonus from x5 -> x9. - Hotwire: now correctly requires 80 lockpicking instead of 30. - (Destruction) Signature Spell: increased the power and mana cost of any chosen spell to master level. - Renamed Overpower -> Exhausting Assault to make it more obvious why it is draining Stamina. - Thermal Shock: increased bonus damage from 25% -> 30%. --- Unlock perks removed and replaced with \*Smithing perks (eg. However, if your character makes extensive use of the One-Handed or Two-Handed trees, you may want to take a look at the new trees and what your perks actually do before blithely continuing your playthrough. Restoration - Removed self damage from Gods and Mortals Blessing of Arkay, preventing it from blocking fast travel even when inactive. - Removed Mind Killer. - Renamed Scepter of Authority to Wizard's Staff. I tried Arcane Archer, a perk that adds elemental damage of your choice to arrows. - Flee Fool: increased damage bonus to fleeing targets from 40% -> 50%. - Added Into the Dust. - Signed in Blood: no longer permanently drains your Health regeneration. - Added Grindhouse. - Added They Shall Know. - Enduring Ideal: reduced bonus to Wheel of Life from 150% -> 50% (lol). - Death Adder: increased armor pierce from 75% -> 100%. Pickpocket - Thief's Eye: now uses a keyword check instead of a magic effect check. - One-Handed Mastery: reduced damage bonus from 30/60% -> 25/50%. Illusion - Added Unto The Masses. - Removed Momentum. - Ramming Speed: updated description. - Removed Cripple. - Lightwielder: increased damage bonus from 15% -> 20%. Conjunction - Necromaster: now works on all reanimated undead humanoid (workaround for a vanilla bug where Dread Zombie/Dead Thrall buffs disappear on worldspace transition, which made the perk not work anymore). \*Lore-friendly option is available! T3nd0s Skyrim Redone This mod offers a complete, semi-modular gameplay overhaul of Skyrim. I broke my vow not to update any more perks, due to one perk being broken and the other being utterly unwanted. - Man O'War: changed each stack from 2% attack damage -> 1% attack damage and 1% attack speed. - New perk: Iron Fist. Duplicate priorities would prevent one of them from working EVEN when the other one doesn't activate because its conditions are not met. You do NOT need to respec or start a new save. - Renamed Razor Wind -> Decimate. - Stimulants: improved effect from 1% -> 2% per second. - Renamed Ruthless -> Furious Strength. Block - Quick Reflexes: added watchdog timer to fix Skyrim bug. Pickpocket - Thief's Eye: now only activates when you are in a city worldspace (sorry Open Cities!), preventing the scenario where it activates when you approach the gates and never marks a target inside the city. - Reap the Whirlwind: increased damage bonus from 100% -> 150%. --- Renamed Battlemage -> Thunderstruck; moved from level 70 -> 30; changed bonuses from 25% magnitude/50% duration -> 30% both. Destruction - Harsh Lesson: now correctly requires Destruction Mastery instead of Destruction Dual Casting. Currently filtering by: categories. Discarded because it doesn't appeal to any build. Speechcraft - Added Hurricane Force. - Dimension Door: now correctly destroys its animation. - Witchmaster: increased chance from 10% -> 50%.



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