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Alternate start - live another life slave

Главная Аорумы Игры Скаримм LE Прошу помочь [CRDE]: имрок в сіене, занят Posted by Alternate Start Skyrim Se Nexus Morthal 1 year ago Here's what I know about: Escape the Cell - Add a little more backstory to some Alternative Start scenarios to help you with your roleplaying. Example (I am a patron at an inn - Bee & Barb Inn began: 'You are finally aging and free from that terrible orphanage and its cruel matron! But what are you going to do now? Find your friend Arentino? Or maybe walk across Skyrim to find a family you've never known?' New Beginnings – Living Extensions of Other Lives – This one adds a dozen or so Alternative Start options ranging from being a humble pilgrim, a dirty skooma addict, or even a Thalmor prisoner. Death Alternative - Alternate Start Addon - This mod combines some difficult scenarios from the Mods Death Alternative - Your Money or Your Life and Death Alternative - Captured into Alternate Start options for players looking for a challenging way to start their Skyrim game. These options include being Falmer's prisoner at Blackreach, being arrested by bandits or Forsworn and being held for ransom, and several other horrific situations. Although the Death Alternative mod is a necessary installation to use the ASLAL option, their basic mechanics can be disabled to avoid affecting your gameplay past the initial scenario. (As Phunkie_J, 'Some captured scenarios cannot escape if you play with the controller. For some reason they need a keyboard gesture key.') Start Alternative Consumer Content (LoversLab) – Add 49 New Alternative Beginnings from different levels of depravity. Some are quite interesting, such as 'I am a witch from the wild', 'I am an aspiring witch who has been stuck in Oblivion', 'I am an ancient Nord Queen', 'I am a sexbot waking up in the forging of Dwemer', etc. But given the context, it should come as no surprise that most scenarios revolve around slavery, prostitution and a surprising amount of bestiality (i.e. 'I am the Bitch Meeko'). There is also more than one scenario about being an incubator for chaurus eggs, if that's what you're into. Mods require Sexlab as a difficult requirement. Some scenarios that bind other LL mods will also require it. ImmerSlave (LoversLab) - Another Alternative Start Mod focusing on slavery associated with various other LL bondage mods. Allows you to start either as a slave in some ASLAL scenario or as a slave in coordination with a mod that lets you capture NPCs. The difficult requirements of other LL mods to run this make this the best for its hardcore to make bondage a core part of their roleplay. Alternative Start - Bruma - Gives you 2 options to get started in Bruma, as added by the mod Beyond Skyrim - Bruma: 'Patron at the Jerall View Inn' or 'Investigate' Investigate Destruction. Joopvande border mod: Nyhus and Cyrodiil Borders (SSE) Alternative Start Extensions for Nyhus and Cyrodiil People's Borders and Hammerfell Borders (SSE) Alternative Start Extensions for Folkstead and Hammerfell Haafta and Border Borders of High Rock (SSE) Alternate Start Extension for Haaftad and the Border of High Rock Legacy of the Dragonborn - Allows you to start your game at Solitude pier as a relic hunter on your way to meet the curator of the Dragonborn Gallery museum in Solitude. White River Priory - This one is intended to allow players to use the White River Priory (which is a nice Oblivion-themed priory house) as a starting location. Unfortunately this patch is broken and needs repair. The cloak that the player gave at the beginning of the game could not be removed, which is quite problematic. (Per thegit94, you can drop the robe to take it off. Thank you!) Salmon Shack - Gives you the option to start your game as the owner of a simple mannyGT Salmon Shack player house near a Solitude saw. Know another mod that offers the Start Alternative option – Turn On Another Life? Link in the comments below! 29 comments Macho Dragons - Author: gir489 Mods that load at the bottom of the list are more likely to work than mods at the top of the list because it loads later, which overrides the mods higher in the list. (preloaded). Finally, on Crash Issues There are many things that can crash into the game: Mods are just in the wrong fit order from the top of the list down. Mods that contradict each other even a little or little. If an author explicitly says that their mod is not compatible with the others. If you have a mod loaded on top of unofficial Skyrim Special EditionPatch which is not Falskaar or Campfire: Complete Camping System and Climates of Tamriel. You have two mods that say that it should be loaded at the bottom or top of the screen and you save both. If you have Open Cities installed with any mod that affects cities in anyway, such as Skyrim Sewers, JK City Overhaul and more, with additional mods explicitly stating that they are incompatible and sometimes also with home mods like the one affecting Breezehome, the game will crash. Patches are often out for comability for mods that are too opposed to each other as with mods like this with Open Cites. Crashes can occur if a patch is placed incorrectly in the order of load (of the several patches available for one of the current mods, they will specifically tell you how to order them, just look at the two guides on the first page to better interpret what they have to say to get their placement description correctly). can happen because Bethesda needs to update games that can patch the problem (as we all experienced on 11/11/16 on Xbox, PS4 and PC). Crashes can be caused by outdated mods (left sitting in the mod archive) This game may crash due to mods that need to be updated to be compatible with the latest version of Skyrim Special Edition. Mods like Frostfall installed w/o dependent mods like Campfire, can destroy the game. Less Likely The Reason Crashes Crashes can be caused by the fact that this is a big game by Bethesda. Crashes can be fixed by restarting the console. Crashes can be fixed by uninstalling and then reinstalling the game. The Worst Crashes The worst accident that many players experience because the mod comes from a broken rescue. Gameplay storage can be damaged by uninstalling / disabling mods incorrectly, simply removing mods, changing the order of loads slightly or drastically or various possible reasons. Changing the order of load and uninstall, disabling, and installing mid-game mods can cause the game to break down. There were two opportunities for a broken rescue that I realized: If you can get into the game and it gets stuck immediately after starting your game, Bethesda recommends immediately making a new rescue after loading in [the second time after the first accident] and using that stash to continue in the future. If your problem is solved by this, then you should be fine. If you try to load the game when installing a new mod and get crashes directly to the desktop / main menu of the console or some time later in play-through, then you should try loading the previous saved after removing the mod correctly. If you saved the previous load, then follow the first possible steps. If that one also crashes – you should probably actually restart your character/game. I'm not entirely sure about everything that has to do with the broken rescue. I highly recommend creating a solid foundation for your mod before jumping into the game with new characters. Once you've created this foundation, then you can add most of the mods later into the game, mid-save. Unless a mod writer says otherwise, you should be able to load most mods like player houses, weapons, armor, some search mods (maybe even bigger), followers etc. If you have damaged storage, restarting your game is the easiest thing and least wants to do. Make sure that before starting a new game, have your load sequence in the right order from the top of the screen (loading last) to the bottom of the screen (loading first). Restart a & Game Load Order correctly To restart the game properly cleanly and restart creating your mod load order (especially, if you have added and removed the mod too You need to do the following: First disable all mods from the load order. Then you need to remove all mods from the load order. Next, you want to go to Games & My Apps. Then click the menu/options button to press manage the game. From here, open the saved data. Manually delete each file on the right by clicking menu/menu/options/options and press delete everywhere. After doing this, uninstall the game. Turn off xbox completely (reboot if you have to). Then turn it on, reinstall it and update it next. Start over. It's all a long process, but it's important to insure no problem. There are two known patches for Open Cities for Xbox now. There are patches available for Holidays and Immersive Citizens – AI Overhaul. While Open Cities is a phenomenal mod by esteemed mod writer Arthmoor, the mod itself is highly incompatible with a wide variety of mods. With this in mind, if you plan to use it, I recommend only playing the game with texture overhaul, weather remodeling (except it is not compatible with Open Cities), weapons mods, armor mods, follower mods and specific search/home mods. In other words, while I tip my hat to this writer for a fantastic and immersive mod, I elaborate that it limits sadly. It is important to note that I strive to be generous and respectful to the author and mod of its size (as I most install). He stated in his Bethesda mod page, Make sure you load [the Open City] as [high on the screen] as you can. There should be no mod editing the city anywhere [higher on the screen above it], except for my Alternative Start mod [- Live Another Life], which still has to load [on the screen above the Open City]. If you don't get this right, many things will SEEM broken, but they are easily fixed by fixing the load sequence. 1st | 2 | 3 | 4 | 5 | 6 | 7th | 8 | 9 The Special Edition ad includes critically acclaimed games and add-ons with new features such as art and remastered effects, volumetric god rays, dynamic depth of field, screen space reflections, and more. Released: 2016 Genre: RPG Engine: GameBryo Tips and tricks for creating Wiki mods for your favorite mods Advice and load list for users All about the basic game See errors or something missing? Contact the Community Manager. This wiki is designed to be your one-stop shop for all the information about Skyrim Special Edition and its modding scenes. Most of the content here is created by you, the user. If you want to contribute, sign in using your Nexus Mods account and start writing. We've prepared a number of guides and templates that will help you quickly set up a new page: Adding a new Mod List Adds a new Info Page Taken from ' Does anyone know if there is a way to continue the civil war search without having to choose more than Hadvar or Ralof? With Alternate Start - Live Another Life mod, find both dying in caves, and you can only give one of those health potions. Others will be crushed by the rock by doing this. I felt bad enough to leave the cave with just one of them, especially after the one I saved asked what happened to Hadver/Ralof. You can't he that his childhood friend just crushed to death, and it was written rather blatantly whereas it is clear that by saving one, you indirectly kill the other. In vanilla, both will live and can be found later in the game regardless of who you choose to go with. Does going directly to the city to warn residents result in them living? - On the second though, they both have to live, because if you leave them both in the cave, you haven't picked a side in the war yet. If and when you cooperate with Stormcloaks or the Imperials, don't you meet with Hadvar/Ralof again? I think this might happen. I'll try this later and post the results to anyone who feels the same way about this moral dilemma. One of the biggest points of contention for Skyrim fans is the fact that even if you have The Elder Scrolls V: Skyrim Special Edition on PC already, you still need to buy it again at full price to play it in VR. In short, Skyrim VR is treated as a separate game in your Steam library. You can do a few tricks to make the mod work, but mostly it is a separate thing. Until now. Reddit user _sekans_ found a way in which you can not only use your non-VR SE saving Skyrim VR and vice versa, but also find a way to link two save files together in your directory so that no matter which version you play, all storage files can be accessed at any time. Here's a video on how to do it: For this to work Skyrim VR and Skyrim Special Edition must be completely unmodded or have the exact same mod list. If they differ in mod then you will likely have problems. And since this is a new solution that just came out today, it could have a problem that hasn't been documented yet. Since my copies of Skyrim VR and Skyrim Special Edition are so dramatically different in terms of mod listings I haven't tested this myself, but it seems to work. Does it attract you to get more Skyrim VR now? You still need to buy a copy to play it, but the fact that you can transfer and access storage between the two versions is certainly shocking news. Let us know what you think in the comments below! 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