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Skyrim aela the huntress stats

Archery trainingFollowerSpouseAd lycanthropyJoined the blades before the companions quest line is completed For other purposes, see Aela the Hunter. Something's changed in the moons, brother. —Aela, the Huntress[source] Aela, is a Nord werewolf, thief, and partner. He's one of five members of the Circle. He lives in Ajorrvaskr with his other companions, salantropy in the depths of the faction's mission. In addition, he is an expert-level Archery trainer, as well as a candidate for marriage and a follower after the companions' main questline. Background When asked, Aela explains her argument for joining The Companions: My mother was a companion. And his mother. And all the women in my family, back to Hrotti Blackblade. I stayed in the woods with my father until I was old enough to negotiate. We hunted down everything we had... Good training. Mom didn't live long enough to see me join her, but I'm fighting to honor her and all my Shield sisters in time. Relationships are rumored between His Companions that he and Skjor have a very intimate relationship with each other; Njada Stonearm's conversations with Aela reveal this. However, Aela hastily and vehemently denies the relationship, to the point that she threatens even Njad if she listens to them. [1] Other environmental dialogues between him and Skjor show that they go out hunting at night in the form of wild animals. [2] This discourages the Companions, which is the source of their secrecy and rumors about them. He's angry when he finds Skjor's body when Dragonborn attacks the Silver Hand in Gallows Rock and tries to avenge his death. It was never confirmed that he and Skjor were romantically involved. Interactions It is possible to meet Aela before she is aware of the Companions acquired. He may be fighting a giant at Pelagia Farm on the outskirts of Whiterun, along with Ria and Farkas. He approves or disapproves of dragonborn action to help kill the giant, depending on how much help they provide to defeat him; All it's going to take is a successful strike to win his favor. Regardless, he recommends visiting Jorrvaskr and talking to Kodlak Whitemane about R to join The Companions. [3] Archery Training After Dragonborn becomes a full member of The Companions, Aela offers archery training for a fee. He is an expert trainer and can train up to archery level 75. He'll still be training when he gets married. Lycanthropy Aela, partner. In order to complete the Companions quest line, dragonborn must initiate the circle by becoming a werewolf. Aela willingly donates blood while in her Beast Form, which should be drunk. During the transformation, the Dragon birth has a few minutes to run in Whiterun. Both the guards and civilians will be hostile, but there are no consequences. Someone. After the transformation, the Dragon Parents wake up next to Whiterun as Aela stands over them. [4] I congratulate him, noting how difficult it was for Dragonborn to control and release information about the Circle's rivalry with the Silver Hand, a fierce group of werewolf hunters. Along with Aela, nearby, they raided the nearby Silver Hand camp, which is on Caste Rock. However, the raid is not proceeding as planned, as Skjir was massacred before the raid and found dead in the last chamber with Silver Hand commander Krev the Skinner. Aela vows to kill the man who killed her. From that point on, Dragonborn can get special assignments from Aela, who sends them on a series of missions to quell the dramatically escalating feud. [4] After the Silver Hand kills Kodlak Whitemane in a raid on Jorrvaskr, resulting in them stealing wuuthrad's pieces, the Companions agree that the Silver Hand must be destroyed, and Vilkas and the dragon births travel to driftshade shelter to completely destroy the Silver Hand and reclaim wuuthrad's shards. In order to purify Kodlak's spirit from the beast's curse following the burial of Skyforge, Aela is accompanied by Vilkas, Farkas, and dragonborn ysgramor tomb, where he helps redeem Kodlak's spirit. The promotion Harbinger receives from Dragonborn after completing this mission. [5] Returning to Lycanthropy in Dawnguard, Aela is able to give lycanthropy again if Dragonborn decides to cure it in favor of vampirism. Points turned toward the werewolf skill tree cannot be undone or moved to other skill trees, which includes the Vampire Lord skill tree. But he's only going to do it once. After destroying silver hand Aela, he prayed at the altar of Hircine. After destroying the Silver Hand, he becomes his follower and candidate while wearing the marriage amulet in Mara's presence. It then offers the repeatable Animal Destruction missions as well as the ability to collect mythical Totems from Hircine, but only if the player's character is still werewolf and cannot be cured during Glory of the Dead or Purity. Blades After escorting Delphine and Esbern to Sky Haven Church, Aela can be drafted into the Blades. Along with two others, he sharpens up and fights the dragons. After becoming Blade, Aela's default armor changes to blade armor, and her residence changes from Jorrvaskr to Sky Haven Temple. [6] Aela, a follower, shoots an arrow from her bow. As a follower, Aela tolerates the theft and killing of innocents. When trespassing, he says that Dragonborn can not be here, but otherwise does not turn hostile. Skills Aela is a special and highly skilled archery. Its primary capabilities are Light Armor and Sneak. His secondary skills are One-Handed and Speech. It should be noted that he is not good at shielding, and rarely uses one if it's in the inventory. Equipment Aela is equipped with the following items when he first becomes a follower: Weapons Aela accepts and equip all melee weapons and shields that are better than his default equipment. He's the most qualified with bows and one-handed weapons. Aela can use sticks and pick them up with corpses. At higher levels, he replaces the Hunting Bow with an Imperial bow. Armor Aela default armor ancient Nord Armor. If you are married, a copy can be purchased from her store. Aela installs all armor better than its default set. Just like the other followers, Aela will examine armor better if the default value is higher. Like other followers, Aela won't install updated versions of her default armor, regardless of statistics or spells. Despite his default armor heavy armor, he is unprofessional in heavy armor usage and gets minimal protection from it. He is highly skilled in light armor, and has significant benefits from Light Armor. Clothing Aela can be forced to wear clothes, although the process must be repeated every time a new area has entered. First, armor should be forced onto shop inventory by giving him a better suit. Proceed to buy both sets of ancient Nord Armor to finally replace the armor that got him first clothes. If Aela is dismissed as a follower, she will return to Jorrvaskr by default. If you've been asked to move into a home through marriage, you'd rather go back there. If he was hired for the Blades, he'll return to Sky Haven Church. When Aela returns to her home, she will put up all the weapons and armor she has received and instead keep them in the inventory. Your inventory needs to be changed to re-equip the items. Quests Dialogue If you want to hunt with me, your feet should be fast and your eyes faster. How are you doing with the war? Kodlak tells me not to worry about him. I'm worried a bunch of snowwings are going to dig for glory while we stay out of it. But I'll follow the old man's example. As always. Why did you join The Companions? My mother was a partner. And his mother. And all the women in my family, back to Hrotti Blackblade. I stayed in the woods with my father until I was old enough to negotiate. We hunted down everything we had. Good training. Mom didn't live long enough to see me join her, but I'm fighting to honor her and all my Shield sisters in time. Who are the Partners? He's an outsider, right? You've never heard of Partners? Order of warriors. We're respectable brothers. And we'll show up to solve the problems if the coin is good enough. Can I join Partners? We don't just take a milk drinker who stumbles upon it. Talk to Kodlak if you think you have what it takes to be a partner. Show: Take Up Arms Inside Jorrvaskr: you wouldn't have the patience to deal with all the mobs around here. I I shields. Oh, that's good. I've been waiting for this. Are you new here? After talking to Skjor: Do you think to handle Vilkas is a real fight? I don't like to brag. Ah, a man of action. I'd kill him before he took out his sword. Oh, relax up there. We're tough, but you don't have to kill a Shield brother for an argument. But I like your fire. You're going to be a wild partner. Let's hunt together sometime. Here, let us show Wolf where you rest your head. After joining the Companions: Blood runs hot? What does it mean to be a partner? That means you're resting whiteruni haunches like I'd like. But when it's time to take a blood, there's no one in Skyrim who'd prefer my back. It means waking up every day and you know you can die, and you have to earn your life if you're going to take every breath. I don't know how these intimate gentlemen drag themselves out of bed every day. Why bother if you're not alive? Show: Animal Destruction, Jarl I've heard is actually stronger than you look. Maybe one day we can hunt together. I'm looking for a job. The Rabbit's Earl asked for our help. The Earl of Haafingar has asked for our help. The Earl of Hjaalmarch has asked for our help. The Earl of Falkreath has asked for our help. The Earl of Whiterun has asked for our help. The Pale Earl asked for our help. The Earl of Eastmarch has asked for our help. The Earl of Winterhold has asked for our help. Citizens skyrim has asked for our help. Looks like a predator has invaded their home, and someone's going to have to evacuate the monster. I'll take that job. Be careful. Wild animals are not nearly as predictable as men. Give him a quick death. Okay, okay, but it's not my fault. Okay, okay, but it's not my fault. It's just a wild animal, but be careful. Skyrim's animals are made of tougher material than most. I knew we could count on you. Take care of it right away. No one wants an animal wandering around in its place. I'd rather not take that job. You're not afraid, are you? Animals? Come back when you find your spine. It's unfortunate, but someone else will take care of it. Okay, I see it. Well, if you change your mind, the contract will be available for a while. After completing the mission: The Troll (Beast) is dead. Good job. It's a simple task, but it holds the coin. Here's your share. I'm sure the owner of that place is relieved. They certainly came over with the coin. Good job. Here's your gold. Show: The Silver Hand Near Gallows Rock: Are You Awake? I was beginning to think you'd never come back. Yours wasn't an easy transformation. But you're still alive, so congratulations. We even planned a celebration for you. There's a group of werewolf hunters camped nearby at Gallows Rock. The Silver Hand. I think you've met them. We'll slaughter them. All of them. Drive. Skjor is already looking forward. What just happened? You were born into the pack, brother. I almost envy you. The first time is always the most... Intense. You've caused us more trouble than wolves than you did in the first round. Am I a werewolf now? You have the wolf's blood in you. You're going to need to build up your power before you can call him again. Just be careful where you do it. Some cowards on this earth can't stand the sight of glory. What does it mean to be a werewolf? Nothing until you decide to use it. Then, well... You have taste. Harder, faster. But it won't take long. The blood of your enemies can sustain you. If you're willing to eat. The more we feed, the more courage we'll have. Maybe we can discover more gifts from Hircine. Is there a cure? Cure? Hah. You sound like the old man. I shouldn't say that. I love Kodlak. I respect him and follow him. But that's where you're wrong. It's not a curse. We are the greatest hunters in the world. If you're worried about the mead afterlife in Sovngarde, you're free to continue. This is where I take over the glory of the hunt. Where are we going? The Silver Hand has taken over the old fort at Gallows Rock. It's always this easy prey. Inside Gallows Rock: Look at this. The cowards must have closed the place after Skjor insidid it. You can feel the fear. Skjor is somewhere in front of us. We need to find him. What's this place? It's an old fortress. It's been abandoned for years. The place is worthy for a little while. Go ahead. I'll be back. You pass through the fortress: There is a dead one, not there. Thought. No one we knew because of the smell. Some people can't separate the animal from themselves. Go wild. This poor thing could have been anyone. We have to keep moving. There's nothing we can do about it now. I don't even want to know what those creeps did to them before they died. We're getting closer. Be careful. Their leader is tricky. His name is Skinner. I don't think I need to tell you why. After Skjor was found dead: The bastards... Somehow they managed to kill Skjor. He was one of the strongest, but the numbers could cover him. You shouldn't have come without a shield brother. Get out of here. I'll make sure we catch the last one, see if there's any information on the bodies. We've got a big job to do. The Silver Hand will tremble at the sight of our eyes. Show: Stealing Plans for Jorrvaskr: Were you bringing the battle to the Silver Hand, my friend? I wish I could be there with you. Soon. What's our first target? It's a good thing you're so enthusiastic. I got wind of one of the brighter Silver Hands snooping around eastmarch. If you can sneak into their camp and steal his plans, we'll have an advantage. After acquiring the Silver Hand stratagem: I hope the hunt goes well, brother. Now the cowards are on their heels. I've got the plans. Perfect. Hopefully this will let us know more about the movement. I think they're on the run! Show: Striking the heart of Jorrvaskr: Blood running hot? What's the next target? I've heard rumors of silver hand activity. A group of them were hiding in Whiterun. Run fast, my friend. After killing the leader of the Silver Hand: Have you brought the battle to the Silver Hand, my friend? I wish I could be there with you. Soon. I've taken care of the Silver Hand group. You're in a very good place. Looks like they're really hiding. Keep it up. We'll wipe them out. I'm looking for a job. And there's still a lot of work to be done, but I'm afraid Kodlak got wind of our recent efforts. He wants to see you. My advice? Always be honest with the old man, but don't tell him anything he doesn't need to know. Show: Glory of the Dead inside Ysgramor's Tomb: Well Heard? Did he say you run the Partners? That's true. You've earned the right. Your strength and honor are obvious to everyone. Does that upset you? I'm just surprised. But your strength and honor are obvious to everyone. And it's an honor to be the first to call you. Let's go tell the others. If I approach you again, do you have any guidance for me, Messenger? Are you going back to Jorrvaskr? After all, I'm sorry. But it's... it's not a This is Ysgramor's grave. I think I'm just... for a little while. This place is worthy for a little while. Go ahead. I'll see you there. Kodlak told me to lead the Companions now. I'll be honest. I didn't expect it. But maybe it's just because I remember when you were just a whelp begging to join. The old man trusted you, I trusted you. I cured Kodlak. And that's exactly what the old man wanted. I'm glad we were able to give it to him. Show: Totems of Hircine Inside Jorrvaskr: Is there guidance for me, Harbinger? Is there still work to be done? Mr. Harbinger, I'd be honored if you'd join me in the search. I finally tracked down the last Totems, I guess. The information was not easy to come, but everyone has a price. And a pain threshold. Don't you want to come with us? C'mon. We hunt together. You'd better take care of this yourself. And here I thought you'd enjoy our special gifts. I think I was wrong. Along the way: Find it Totem, Shield-Brother (or Shield-Sister). The spirit of Skjor is with us on this assignment. I can feel him. Hircine blesses us for finding her Totem. The Second Totem: Do you have guidance for me, Harbinger? Is there still work to be done? Mr. Harbinger, I'd be honored if you'd join me in the search. I think I found another Totem. Come with me and we'll write our way into their history. Don't you want to come with us? C'mon. We hunt together. You'd better take care of this yourself. And here I thought you'd enjoy our special gifts. I think I was wrong. The third Totem: Do you have guidance for me, Harbinger? Is there still work to be done? Mr. Harbinger, I'd be honored if you'd join me in the search. I finally tracked down the last Totems, I guess. The information was not easy to come, but everyone has a price. And a pain threshold. Don't you want to come with us? C'mon. We hunt together. You'd better take care of this yourself. And here I thought you'd enjoy our special gifts. I think I was wrong. After you find the Totem: Do you have it? Is that what we're looking for? This is definitely the same as the totem of the old book of skjor. Let's take him to Underforge. Take Arms Skjor: I told you this whelp that Vilkas mentioned. Aela: Ah, yes. I heard you beat him up. Don't let Vilkas catch you saying that. [After Aela] Skjor: Wolf! Wolf: Did you call me? Aela: Of course it was icebrain. Show this new blood where the other whelps sleep. Wolf: New blood? Oh, hello. I'm a wolf. Come on, follow me. Kodlak's funeral in Eorlund: Who will start? Aela: I'll do it. Before the ancient flame... Bereaved family We are deeply

saddened to let all those who knew him and Eorlund: We mourn. Wolf: We mourn. Vilkas: We mourn. Eorlund: In this loss... We're crying. Aela: We're crying. Wolf: We cry. Vilkas: We cry. Vilkas: For the fallen... We're yelling. Aela: We're yelling. Eorlund: We're shouting. Wolf: We're shouting. Wolf: And for ourselves... We. Eorlund: We're leaving. Aela: We're leaving. Vilkas: We're leaving. Aela: His spirit is gone. Members of the Circle, let's retreat to Underforge to bereare the last of our lives. The Glory of the Dead Vilkas: The old man had a wish before he died. And he didn't get it. It's as simple as that. Aela: Being a moonborn isn't as much of a curse as you think, Vilkas. Vilkas: That's ok. But he wanted to be clean. He wanted to meet Ysgramor and know the glory of Sovngarde. But they took all that away from him. Aela: And you avenged it. Wolf: Kodlak didn't care about revenge. Vilkas: No, Wolf, he didn't. And that's not what this is about. We have to respect Kodlak, no matter what we think of blood. Aela: You're right. That's what he wanted, and he deserved to be. Vilkas: Kodlak spoke of a way to purify his soul, even death. You know the legends of the tomb of Ysgramor. Aela: Harbingers' souls will hold the call of northern steel. Even without Wuuthrad, we can't enter the grave, and it's in pieces like it was a thousand years ago. Eorlund: And the dragons were just stories. And the elves once ruled Skyrim. Just because there's something doesn't mean it has to be. The blade is a weapon. It's a tool. Tools must be broken. And they fixed it. Vilkas: Is it? Did you fix the blade? Eorlund: This is the first time we've got all the pieces, thanks to our Shield-Brother here. The flames of a hero can re-forging the crushed. Kodlak's flames fuel Wuuthrad's rebirth. And now you're going to meet him again. As the one who wore the fragments, I think (referring to Dragonborn) should be one to prepare Wuuthrad for battle. The rest of you, prepare for the tomb of Ysgramor. Kodlak. In Aela's spare time, Aela: Did you want to see me? Kodlak: I'm worried you've spent too many nights outside. Aela: Where I'm going is my business. If you're worried about my honor, take it to the Circle. Kodlak: Forget yourself, young man. Aela: I'm sorry. I didn't want to go crazy. Only... These hunters. We're all nervous. Kodlak: That's why it's best not to confuse recklessness with courage. Glorious Hunt for Kodlak: How to Go Aela: Skjor heard rumors about a bear the same as a mammoth in Hammerfell. We're going to find him. Kodlak: What glorious prey. Come back alive and tell stories. Aela: Always. Crazy Young Skjor: These youngsters are scampering around. Aela: Worried one of them will take his place? Skjor: Some of them may try. But that's not what I'm worried about. Aela: What about then? Skjor: So they can kill themselves. Aela: Is it you? Skjor: They must be so lucky. Tonight's hunt for Skjor: Are you ready for tonight's hunt? Aela: I was thinking more... Discreet. There's nothing wrong with what we're doing. Aela: You know the old man doesn't like it. Let's just not be too obvious. Njada whispers of intimacy: I've heard some rumors... about you and Skjor. Aela: And if you keep having ears, you pretend you didn't. Njada: Is this not allowed? Aela: It's not exactly forbidden, but even so ... It's not true. So that's it. Steadfast defense of Aela: How do you manage to keep it on the ground like this? Njada: Remember, this isn't about strength. It's about influence. Aela: But strength doesn't hurt. Njada: Well, no. I'm just saying, defense is about more than muscle. To quote: Blood runs hot? Are you hunting? Happy hunting. These two aren't a problem anymore. - Under Blood's Honor By Kodlak! - Under Glory of the Dead Trivia Aela in battle. Aela, Leggate Rikke, and several other female characters voice Claudia Christian. As a follower, when asked to do so, he will not steal. Similarly, this is the case even when ordered to attack non-aggressive characters, which according to do not do. He's the only member of the Circle who refuses to recover from the Lycanthropy after the glory of the Dead. Aela appears as the spouse in the trailer for Hearthfire. When dragon parents become vampires, sometimes they'll say, Something's shifted in the moons, brother. That could be the case even if he turned back into a werewolf. When he gets the final stage of the Hircine Totems questline, he claims that everyone is available for purchase and that everyone has a pain threshold that indicates that he tortured someone to get his last Totem seat. Errors This section contains errors in Aela the Huntress (Skyrim). Before adding an error to the list, consider the following: Please reload an old backup to check if the error is still happening. If the error still occurs, please post the error report with the appropriate system template 360 / XB1 , PS3 / PS4 , PC / MAC , NX , depending on which platform(s) the error has already encountered. Be descriptive when listing errors and fixes, but avoid having to have conversations in the description and/or using first-person anecdotes: such on the appropriate forum board. Click here to see a list of errors occurring in Aela that may disappear randomly. You will not return to waiting or quick travel to another place. Activating the mixed mission Talk to the Leader of Companions shows a mission marker pointing to your body. PC (Fix) Typing: prid 0001A697, followed by moveto player on console. The mission indicator may point to the wrong place when your shield needs to be returned. He was found behind the left door in Jorrvaskr in his room. During the Glory of the Dead mission, Aela may get stuck on the stairs after fighting kodlak's wolf spirit. Solution: Either you ask him to follow you after you become Harbinger, or you wear a Marai amulet and ask for your hand. After turning every totem into the Totems of Hircine quest, Aela prays for the statues. After turning into the final totem, he returns to pray when asked to follow. Once the totem is on the altar, the waiting function for 24 hours makes Aela walk out of underforge. If you wait a few more minutes, you'll go back to Jorrvaskr, ready to pick him up again. Solution: Dismissing him also works as he'll have to walk out of Underforge. In addition to Underforge, dragon parents should immediately ask him to rejoin them, then through the Do Something command and tell him to go somewhere. Drawing and wrap a weapon and then exit the command mode should get Aela to start walking again in the Underforge. He talks to her before she enters and asks her to follow the Dragonborn again to have her behave normally again. All followers, including Aela, sometimes switch back to the default bow. Even if it is removed from the pool through console commands, you will revive it. When Aela gets married, can you prepare me some food? conversation may disappear. Aela is constantly trying to start a dialogue. Solution: recruit, go out, discharge, wait an hour and then pick it up again. Solution: Paying out of mind the tart fixes this. Aela randomly starts running in place until the follower, parting ways, solves this. He simply slips around and gets stuck in another place. As a follower, even if given gloves are better at their core value, Aela has been found to constantly use her starting gloves instead. It may start to slide on the ground, fly and sink. His shield can be obtained by accident if he is bought and sold several times as a spouse. You may be able to buy loot from your spouse without having to plunder your financial reserves. If he is a follower and another Companions quest account, he is waiting back in Jorrvaskr and cannot rejoice in the party until the mission is complete. If the mission is one that is impossible to complete (e.g. killing a dragon that is already dead), he may be went as a follower. When you walk to a wedding in Aela, Vilkas can wait for the altar instead. After killing the Silver Hand forces Gallows Rock and trying to complete the mission by talking about Aela, the only dialogue option will be the one who calls for archery training, and that dialogue can only be repeated without the training window appearing, so the mission can not be completed, archery training and marriage is impossible. Under the glory of the Dead, Aela disappears if the cave is emptied before she arrives. Later, a courier brings information about his death. After Totems of Hircine, if she spoke as she exits the Underforge, she quit while still talking. Later, a courier brings information about his death. When you bring Aela's shield from Skyforge, it's outside dragonsreach. If we give him the shield, you won't finish the mission. If Aela's head is cut off on Dragonborn after he has acquired her as a follower, there is a rare chance that she is still alive but unable to speak. When married, when asked what is for sale, the dialogue does not play, but the player can still buy from him. Aela as a wife can cook as much food as desired, regardless of what day it is or how many times she asked. If Dawnguard is installed, Aela can allow dragon parents to regain lycanthropy indefinitely, provided the Dragon's parents are cured. Posted references * Disclosure: Some of the links above are affiliate links, which means at no additional cost to you, Fandom will earn a commission when you click on and make a purchase. Social content is available under CC-BY-SA, unless otherwise stated. Noted.

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