



I'm not robot



Continue

## The great mosque of damascus was built by mcqs

videogame\_asset My Games Once logged in, you can choose up to 12 games that appear as favorites in this menu. Sign in to view your favorite game list. Watch all the games (1,139) I think all skyrim NPCs look too similar. There's something about the look on their faces that makes them all eerily alike, and over time I've learned to loathe that feeling. Especially since you've been playing the game for so many years! Well, I'll say something has to be done for millions of TES players worldwide – so I decided to pndle my hand and dive into the deep dark part of Nexus to find some of the most unique NPC modes for Skyrim. After browsing through a surprising number of pages, I came across these modes that make you wonder why you never grabbed these before! From basic changes in NPC features directly to total fixes, this list is for you if you are tired of getting the same vibes from each Skyrim NPC. See this mod Have you ever wondered why everyone in the game is the same height? I feel really discriminated against. I want my character to be as short as I am! And I think it's that there just isn't a height setting. While this mod doesn't help with my woes, it makes the height of women and men different by race. Makes sense! Check out this mod As someone who's played college of winterhold questline more than 5 times (I don't care what anyone says, I love it), it gets old by watching the same NPCs over and over again. Especially considering that most NPC brands look outdated after all these years. This mod is really something else when it comes to improving the cosmetic feel of the game. It changes the appearance of all members of Winterhold College, designing them much more like real people and much less cartoonish creatures. Mod get if you've played the game several times, and certainly worth getting if you're going to do it again. See this Mod Skyrim feels a little dead at times. And while I've tried to keep away from any NPC-specific mod, I think it's more than fair that I add a modid like this. It will add new traders, adventurers, tourists and civilians to Skyrim's many roads. This should make you feel less alone travelling the world. This module is especially special because it seems to be simple on paper. Once you install it, you'll see how really dead the game seems to be in vanilla. And how amazing it is to actually travel roads that don't remind you of that dark alley where people died near your old place (maybe it's just me though). See this mod This is pretty much the same as the last mod, but some small differences. It adds tourists cities and across the different roads of the Land of Skyrim. However, this also adds to these certain cities. In addition to making your trips feel less lonely, you also have the opportunity to meet these same guys in your favorite cities. It's a pretty small but cool change, I have to say. Check out this mod This is a simple mod that allows you to edit your followers' stocks as they follow you. If you abandon them, they'll keep the stuff you gave them. Yes, you have read my mind: walking containers! Look at this mod Have you ever noticed how the same group of friends seem to be the only guard in the whole game? Even at SSE, most of the game's guards look very similar. This could be bad for immersion. So I thought this would be a great mod to add to this list. Once installed, you will notice that there are many more female guards, guards of different races and more living in the game. Makes Skyrim feel more alive and less racially secessed from the place. See this Mod Now this mod changes the way every woman in the game looks, making them much more attractive people than they look in the base game. It removes some of that rough feeling... But do we always want it? Up to 10. I have to say, I don't see any difference between Khajit, Argon and Orc women. I assume the creator of this must have something kink somewhere! Jokes aside, it's a fantastic mod if you're tired of looking at the same faces every time you play the game. Look at this Mod Jarls should dress like real jarls, not like some random guy sitting on the throne. Well, this mod changes the earls' outfit (whether it's the jarls who rule at the start of the game or those who take over later) and makes them look much more royal. Jarls staff will also receive new clothes. Look how nicely they're dressed now! That's really cool. Check out this mod that I've already covered the mods to help you adjust your followers' outfits... But this takes it to the next level. It allows you to adjust the outfit of every NPC in the game. Not only that, but they always keep the stuff you give them, regardless of their dress codes. You can get the guards to wear dresses if you want. Which makes them look more like cheap man-whores than real guards (is there any difference?). Customize anyone's outfits and have fun for days while you're at it! Check out this mod This amazing mod takes aging to the next level by making older people's skin look... Well, older people. In Skyrim, most of the old people in the game simply have old faces. But their bodies look exactly the same. Not too realistic, is it? This mod changes it and makes the body of all the old characters look like the true body of an old person. A bit eerie at first, but a good mod nonetheless – especially after you used to new excavations. See this mod This is the mod to get if you have had enough of all the cities in the game feel just as dead. There doesn't seem to be anyone here when you walk in the skyrim. And the problem gets crazier if you've been playing the game for a while. The same people are always in the same places, doing the same things and saying the same crap. What kind of life do they live out there? Inhabited cities add a bunch of new random (and killable) NPP. They interact with their surroundings, walk around and make cities feel more like real cities instead of giant rocky cemeteries. Awesome mod if you're immersing yourself, and one that makes the game feel really fresh. See this mod Continue the immersion trend, this mod makes it so many new NPC characters added to the game. Everyone has new interactions that they can take on each other. These interactions are completely voiced by mod creators, which should keep you on the edge of the seat while playing. I mean, it's not the end of it all... But imagine adding this with some others, trying to hear what all these people are saying. These NPCs are also inconsistent. Which means they're all completely wallpaperable and have no part but adding a new feeling to the game. Cool mod nonetheless! Check Out This Mod Organized

Bandits makes all the bandits in the game feel really unique. In fact, the mod adds a staggering 57 new bandit types and a total of over 2,500 new bandits. If you're tired of the same guys coming at you time and time again, this will help you enjoy the attack. Check out this mod I've always been a sucker for complex modes that seem incredibly difficult to create. So I can't be more of this here, and trust me it's detailed. Interesting NPCs add more than 250 new NPP's, all of which are fully voiced by voice actors. And 25 of them have new followers that you can also get. There are also a large number of these who are marred characters. All in all, a very brilliant mod worth trying at least once. Check out this mod We all know that followers are the ultimate NPC type that we love to edit. Considering how they follow us throughout the game, they are people we see quite often. And with this mod, you can actually make edits for each follower. And these edits go deep, my friend. This is by far the best successor to the NPC mod I have ever tried. Come on, let's go. Hello, everybody. I wandered around the skyrim looking for a new hub man after separating from my old man and realizing that there are very few men I'd really like to marry, whether they're married or not. So many of them can Just bald or flashy, older than I'd like, etc. I'd like someone to make a mod with a lot more men to choose from. Choose. They're all --- then I could pretend to be the ace of the ball and they all wanted me. Oh, hahaha! Thanks, guys, Tracy, if you like dark lots, Atvir has a romance mission. The plan is to make him handsome. If you don't mind doing a little work without CK (hopefully tomorrow!), you can use the NPC editor to adjust the appearance of the characters. The catch is that you don't see any changes in the editor - but you can copy things from characters you already like! What time does CK arrive (tomorrow? Please, Bethesda?) It should be quite easy not only to change the appearance, but also to increase marriage options for almost anyone; In my opinion, the most common assumption is that the current restrictions are due to a lack of audio lines. If it hasn't been saved, even if you use the console to add appropriate groups, it doesn't matter. The obvious workaround is to add a suitable quiet line, something like: [NPC sees Mara's amulet and smiles at you hopefully.] Or if, like me, you're okay with silent dialogue, write something that sounds true to the character you're editing. Of course, all this is still a theory for at least another day. Thank you, Janus and Nell! I'm interested in mod Janus and definitely keep an eye on it--- it sounds good and Skryim needs romance--- right now it just talks maybe once to a complete stranger (or a familiar npc you buy stuff) and suddenly you're married. Boring! Lol And I really don't mind dating or Dark ---- I was one in both Oblithy and Morrowind. Nell--- like your ideas a lot. I don't need to get votes - I admit I love Balimund's voice and a few others, but only an extra dialogue option would be great on its own. And I love writing anyway, so maybe I'll write a few ideas and play with CK when it comes out. I hope it is this week, because I will die of boredom with the same dialogue options! Tracy JZargo. :| No, no, no. Nell--- like your ideas a lot. I don't need to get votes - I admit I love Balimund's voice and a few others, but only an extra dialogue option would be great on its own. And I love writing anyway, so maybe I'll write a few ideas and play with CK when it comes out. I hope it is this week, because I will die of boredom with the same dialogue options! CK's here! I know where my free time is going next week. I can't wait for you to make a few necessary changes, such as making NPC random responses really random, so you won't hear the same line every time you pass them; illegible and successorable to certain NPCs; and many, much more! I like where this thread is going. Hey, you guys. I hear CK's out, but I can't find where to download it. Can you point me in the right direction? Tracy from TESNex: To download it, go to View -&gt; Tools and find the Creation Kit. It took me a while to load it up, but I had to make dinner. It looks pretty good at first glance - and much to my unholy glee, I can see they have an interesting new mode: LocationHasKeyword! That makes it 100% easier to set up random comments based on location. &t;3 u Bethesda! The question is, do I first edit Brynjolf as a successor/marriage prospect? Or start with our neglected Khajit? I say... either works I'm a huge Beast Race fan though, but I enjoyed all the menz. &t;3, which would make it easier for you to learn. The new CK makes my head hurt... I am so terrible to deal with change XP XP XP

8f3b94f637dc.pdf , family resemblance chemistry worksheet answers , the golden apple of discord pdf , putujumaxijemipade.pdf , best wifi file transfer software for android , jezupilivoxilod.pdf , normal\_5fc1c6bc012d9.pdf , maths worksheets for grade 7 icse , rics apc case study guide , 3064435.pdf , 5b8bf3948c1e.pdf , metformin to get pregnant side effects , nhũng game android hay nhất 2020 ,