

VERSION 5.1

- Renamed Steel Crossbows and enchanted steel crossbows (added "Steel" to the name).
- Removed VendorItemClothing keyword from the Dawnguard Vampire armors.
- Corrected spelling mistake in DLC1ArmorDawnguardCuirassLight3 ("with" Sleeves).
- Corrected keywords used on unplayable versions of Ancient Nord Armor, as well as the DraugrHelmet01-03.
- Modified values for Shrouded Armor & TG Armor, and stats for the Blackguard Armor.
 - Also changed the "regular" (lower-ranked) versions of Shrouded and TG Armors to get improvement bonus from Basic Smithing perk instead of

Advanced.

- Updated a number of the "unique" items to reflect changes made to the generic base weapons
 - Adjusted stats: Nettlebane, Alessandra's Dagger, Miraak's Sword (weight), Zephyr (weight/speed), AurielsBow (dmg), BlackBowofFate, Shagrol's

Warhammer, and The Longhammer.

Keyword Changes: Red Eagle's bane/fury, Drainheart Sword, Pale Blade, Gauldur Blackblade, AurielsBow, and Drainblood Battleaxe.

- made Falmer weapons lighter. They are now lighter than Dwarven, but do same damage as Elven.
 - Honed Falmer weapons do same damage as Glass, but weigh less (now also benefit from Ebony perk)
 - These changes bring the Falmer weapons more in line with the relative value of the Falmer armor:
 - Armor (light) is Lighter than Elven (same weight as leather) with armor rating of elven Light
 - Armor (heavy) is between Dwarven & steel plate..or has armor rating of Dwarven but weighs less.
 - Armor (hardened) is ebony quality but weighs less.

- changed Forsworn weapons to same damage as Dwarven but lighter (also made them faster than normal weapon)

- also had to change Hack & Slash and Limbsplitter to adjust for this change.

- also changed stats for forsworn and falmer arrows

- adjusted stats for many of the light armor items in order to be more consistent both among items of the same type and relative to other similar items.

I also feel the new values balance a bit better (for example the worn shrouded is now similar in stats to leather, and scales Worn Shrouded --> Shrouded

--> Ancient Shrouded in a manner similar to the regular TG armor --> Improved TG --> Guild Master).

- Tweaked the values for some of the shields. Also made Shield of Solitude and Auriel's Shield "light" and Dawnguard Rune Shield "heavy".

- Adjusted the weights for some of the light armor pieces in order to have a bit more difference between various items, and to more closely approximate

the material/appearance distinction between items.

- created new keyword "CraftingDisabledRecipe_WAF" and used this as workbench keyword on Morokei mask and Cultist Gloves temper recipes. Current

conditions weren't hiding this recipe as intended.

- Fixed ThievesGuildLeaderCuirassAA (female first person was brown instead of black)

- Fixed world model for female guild leader boots (was gray variant, not black)

- Changed the summerset shadows armor to use gray variant of guild armor (similar to Linwe's, but with sleeves).

- Fixed brown "variant" Thieves Guild Hood... added normal to ground model so it wouldn't appear shiny.

- added falmer supple bows to EncFalmer05Missile and DLC1EncFalmer06Missile

- Added script that will replace the DBArmorWorn with the WornPlayable versions when picked up by the player (this is to avoid duplication with CCO

recipes)

- Removed enchantment from DBArmorGlovesWornPlayable

- Renamed "Shrouded Cowl" --> "Shrouded Masked Cowl" and renamed "Shrouded Cowl Maskless" --> "Shrouded Cowl"

- Updated keywords on Axe01 and Pickaxes

- Added missing VendorItemDaedricArtifact keyword to Zakriisos, Dukaan, and Miraak

- Changed weapon Leveled Lists added by DLCs to reflect correct "True Weapons" progression.

- Renamed Dawnguard cuirasses (reversed some of my previous changes concerning the light/heavy naming), also added color descriptors to names

- Changed Dawnguard shields to light shields instead of heavy, after further review I think this is most likely Bethesda's original intention

- lowered price of Chitin shield

- adjusted some of the shield weights, also ebony, falmer hardened, daedric, dragonplate cuirass

- altered the weight/damage for some of the Ancient Nord & Nord Hero weapons (and unique weapons based on these)

Ancient Nord = Dwarven weight, damage same as Steel

Ancient Nord Honed = Dwarven weight, damage same as Elven (or between Dwarven and Elven)

Nord Hero = Dwarven weight, damage same as Nordic

- Adjusted keywords used by the following perks: BasicSmithing, AdvancedArmors, EbonySmithing, OrcishSmithing)

Changed Skyforge weapons so they could be tempered using either Advanced Light or Advanced Heavy (if SPO is installed)

Falmer Hardened Armor and Honed Weapons now gain improvement bonus from Ebony perk.

Renamed generic weapons with Turn Undead enchantment...

- Blessed --> of Dismissal
- Sanctified --> of Rebuke
- Reverent --> of Aversion
- Hallowed --> of Repulsion
- Virtuous --> of Turning
- Holy --> of Holy Light / the Undead (daedric)