

S.L.A.P.

Static Level, Attributes, & Perks

<https://docs.google.com/document/d/1aQ-uVwx7iGFCPTjptlwn8u09872EHHKZqPwGz2PLICc/edit?usp=sharing>

Philosophy & Goals

This is the part where the modder talks about his elaborate and carefully formed gaming philosophy, developed from decades of theory and honed by a total lack of practical experience.

Actually, this is the part where I talk a little bit about why I made this mod and how it is different from other, similar mods, in order to help you figure out if it is something you might like.

For me, Skyrim is a game where I want to grab a beer from the fridge, load it up, and sit back and chill for an hour before bed. I don't want to sit hunched over the keyboard furiously mashing buttons as I desperately try to survive every combat. Because of this, I also don't want to agonize over every perk choice, nor do I want to spend hundreds of hours leveling my character in order to acquire appropriate gear or reach a point where my character concept can finally be realized with appropriately effective abilities.

I also don't want to be bored by utterly mindless combat.

There are a number of mods out there that cater to people who want more perks and supremely complex combat, but I couldn't find the right combination of mods that accomplished what I want: fewer perks, less leveling, and quick yet diverting combat.

In SLAP, there are no perks to gain. Everything you need is handed to you right off the bat. There are no levels to gain. The world is as deadly as it is going to get. Attributes are determined by your behavior rather than by your level. Skills still increase normally, and their effects are noticeable, so you will still have a sense of character progression. Combat is fast, and governed by a few simple rules that make your gear choices far more meaningful. Nevertheless, if you want to try something new you can usually pick up a weapon and just start using it. If your skill is lower with the new weapon, you will be able to tell. But even with low skills you can usually have fun with just about any weapon in the game from the very beginning. Combat is intended to be fun, with combos consisting of 2-3 steps and relatively straightforward timing. Death will occur, but with even a hint of strategic thinking you can survive most encounters.

Basic Rules

SLAP has basic rules that govern most situations and special rules that are exceptions to those rules.

Skills

Skills continue to have their vanilla effects.

Perks

Using vanilla perks whenever possible increases compatibility with other mods. You gain the following vanilla perks instantly:

Warrior

One Handed

- Critical Charge
- Armsman, 2 ranks
- Savage Strike

Two Handed

- Devastating Blow
- Sweep
- Great Critical Charge
- Barbarian, 2 ranks

Marksman

- Eagle Eye
- Power Shot
- Overdraw, 2 ranks

Block

- Shield Charge
- Power Bash
- Shield Wall, 5 ranks

Heavy Armor

- Matching Set
- Juggernaut, 5 ranks

- Fists of Steel

Smithing

- Arcane Blacksmith

Mage

Alteration

- Alteration Dual Casting

Conjuration

- Conjuration Dual Casting
- Soul Stealer
- Mystic Binding
- Elemental Potency
- Oblivion Binding

Destruction

- Destruction Dual Casting
- Intense Flames
- Deep Freeze
- Disintegrate
- Impact

Illusion

- Illusion Dual Casting

Restoration

- Restoration Dual Casting
- Respite

Thief

Sneak

- Silent Roll

Pickpocket

- Poisoned

Speechcraft

- Investor
- Bribery

Light Armor

- Agile Defender, 1 rank

Armor

Light Armor

Light armor provides only minimal protection from direct blows, but it is molded to the body in order to support creeping through the shadows and, if necessary, dodging enemy attacks. It is virtually useless against arrows and bolts.

You gain the following benefits for each piece of Light Armor equipped (up to 4):

- +10 stealth
- -25% to the weight of heavy armor
- +25% chance to dodge regular attacks when circling or backing away from an enemy

Heavy Armor

Heavy armor is designed to provide maximum defense. While its great weight may slow the wearer, it can absorb even severe punishment from two handed weapons. It is far more effective than light armor against ranged weapons.

You gain the following benefits for each piece of Heavy Armor equipped (up to 4):

- +33% armor rating of light armor
- +5% damage reflection

When wearing heavy gauntlets, bashing damage is increased 5x. When dual wielding, attacks are more likely to stagger opponents and they take longer to recover from being staggered. In addition, heavy armor gauntlets reduce the stamina cost of power attacks by 25%.

Clothing

Clothing provides the freedom of movement to cast spells more easily and quietly.

When wearing clothing, the following benefits apply:

- When not wearing a helmet, magic armor spells are 50% more effective and spells cost 25% less magicka to cast
- When not wearing a cuirass, magic armor spells are 100% more effective and spells cost 33% less magicka to cast
- These benefits stack, so when wearing neither a helmet nor a cuirass armor spells are 300% more effective and spells cost 50% less magicka to cast.
- When wearing cloth gloves, spells can be cast silently

Shields

Shields are the most effective defense against ranged weapons, and a helpful defense against spells for warriors and thieves.

- Shields block up to 100 points of hostile spells.
- You will be less likely to be staggered and recover more quickly from being staggered when blocking an attack with a shield.
- Power bashing an opponent while they are power attacking disarms the opponent.

Weapons

The categories of blunt, bladed, one-handed, and two-handed weapons overlap by design. This way regardless of which skill you've chosen to train, you can still switch combat styles depending on your mood or as the situation demands.

Blunt Weapons

Blunt weapons focus on powerful attacks to knock enemies off their feet, stun them, or simply crush them outright.

Blunt weapons are Warhammers, Battleaxes, and Maces.

- Sideways power attacks knock enemies backwards.
- Reverse power attacks stun enemies and knock them down.
- Crouching and bashing an opponent's legs will trip them.
- Sprinting power attacks automatically critically hit for massive damage.
- Blunt weapons ignore 50% of the target's armor.

In addition:

- Dual wielding with a mace in your left hand increases the damage of power attacks with both weapons by 50%.

Bladed Weapons

Bladed weapons use power attacks or bashing to unbalance your opponent, then follow up with quick, precise attacks for massive damage.

Bladed weapons are swords, war axes, and greatswords.

- Hitting an opponent who is staggered or recoiling automatically critically hits for massive damage. Undead, daedra, and automatons are immune to this bonus (see special rules below).
- Power bashing an opponent while they are power attacking disarms the opponent.

In addition:

- Sideways power attacks with greatswords hit all enemies in front of you.
- When dual-wielding with a sword or war axe in your left hand, power attacks that strike a power attacking opponent disarm the opponent.

Daggers

Daggers are specialist weapons that are most effective when attacking unseen or patiently waiting for an opportunity to take advantage of an opponent dropping their guard. When fighting multiple opponents, daggers may require heavy reliance on poisons.

- Sneak attacks with daggers are 15x more effective. Undead, daedra, and automatons are immune to this bonus (see special rules below).
- Poisons applied to daggers will be effective for an extra hit.
- Dagger strikes against a power attacking enemy will automatically critically hit for massive damage. Undead, daedra, and automatons are immune to this bonus (see special rules below).
- When dual wielding with a dagger in the left hand, all attacks are 15% faster.

Bows & Crossbows

Bows and crossbows have some slightly different rules. Bows penetrate armor and reliably cause wounds, but it may take several of them (or a lot of patience) to fell a target. Crossbows combine high damage with enormous force to keep an opponent unbalanced, but are very slow to reload and less accurate.

Bows

- When an opponent is hit by an arrow, it will apply a bleed effect to them. The bleed will deal a very small amount of damage for a long time. Fortify Marksman enchantments increase the duration and potions increase the magnitude. Undead, daedra, and automatons are immune to this bonus (see special rules below).
- Bleeding targets are “tagged” and can be tracked through walls. Undead, daedra, and automatons are immune to this bonus (no exceptions).
- Bows deal 4x sneak attack damage to targets that are not running and 8x to targets that are not moving at all. Undead, daedra, and automatons are immune to this bonus (see special rules below).
- When zooming with a bow out of combat, time will slow by 75%.
- When crouched and zooming in combat, time will slow but you will consume much more stamina than zooming while standing.
- Crouching and bashing an opponent’s legs with a bow will knock them down.

Crossbows

- A target hit by a crossbow bolt will be knocked backwards with great force. That is all. (It’s all you need.)

Staves & Bound Weapons

Staves have new powers that make them more attractive to mages. All bound weapons count as staves and have the same effects as those listed below.

- Restoration and Destruction hostile Illusion spells will be 2x more effective.
- Alteration, Conjunction, and non-hostile Illusion spells will last 2x as long.
- Enchanted weapons, including staves, will consume fewer charges, scaling with your Enchanting skill, when a staff is equipped.
- The governing skill of the staff grants additional bonuses.
 - Alteration – +20% spell absorption
 - Conjunction – +1 additional summon
 - Destruction – deal double damage to targets afflicted by Deep Freeze, It Burns, or electrical knockback

- Illusion – Master of the Mind perk
- Restoration – Avoid Death perk

Other Equipment

Torches

Torches have been improved. They are a grave robber's best friend.

- Bashing undead with a torch will turn all of the undead in a wide area into spectral ghosts who cannot attack you or be harmed. These ghosts will attempt to follow you, staying out of the torchlight, until the torch is extinguished.

Scrolls

- Scrolls are improved by your lockpicking skill.

Food & Drink (& Sleep)

Eating cooked food will increase your stamina by 100 pts and carry weight by 50. You can do this up to 3 times, adding three stackable buffs, which will slowly expire. When you sleep, it is assumed that you also take care of your eating and drinking needs and the same buffs will be applied. Sleeping for 4 hours will apply the first level, 6 hours will apply the second, and 8 hours will apply the third. Eating or sleeping in a player home, inn, or guild hall will apply a 33% bonus to the duration of these effects. Using skooma will instantly apply all three levels of the effect. Werewolves and vampires follow special rules (see below).

Soul Gems

Soul gems can be distilled into powerful potions that will increase your Magicka. Drinking one of these potions will grant 100 magicka, but will remove one level of the Fed or Rested buff described above. Vampires and werewolves follow special rules (see below).

Dwarven Oil

Dwarven oil now explodes when struck by fire, and when dropping it from your inventory you can choose to light a short fuse.

Crafting

Smithing

Smithing perks are earned automatically as your smithing level increases. Tempering enchanted items is possible, but much less effective than improving unenchanted items.

Enchanting

Instead of improving the effectiveness of your enchanting effects, increasing your enchanting skill allows you to apply additional effects, up to 4 effects to each piece of gear at level 100. The percentage of a soul siphoned by enchanted weapon kills and the amount of recharge from soul gems also scales with your enchanting skill. Your ability to temper artifacts (see special rules below) also increases with your enchanting skill.

Alchemy

The number of ingredients harvested from plants increases with your Alchemy skill. When crafting a poison, you have a chance to create two doses of the poison that scales with your alchemy skill.

Cooking

Several new items can be crafted at the cookpot: unguents, explosives, and dwemer infusions. The benefits of these new potions scales with your lockpicking skill, as well as lockpicking potions and enchantments.

Unguents

Powdered silver is crafted at the cookpot from silver items lying around the game world (such as goblets, pitchers, and platters) combined with salt. Once crafted, it can be used to create unguents. Unguents can be applied to unenchanted bows to give them additional benefits.

- Silver Unguent can be made from powdered silver without any other ingredients. This will allow an otherwise mundane bow to inflict magical bleed-like damage on undead and daedra. The effect does not last as long as the effect inflicted by elven, silver, or daedric items. (See special rules below.)
- Fire Unguent can be crafted by combining 3 powdered silver with 1 fire salt. In addition to the effects of the silver unguent, the fire unguent deals fire damage to any target.
- Shock Unguent can be crafted by combining 3 powdered silver with 1 void salt. In addition to the effects of silver unguent, shock unguent deals bleed-like damage to dwarven automatons and shock damage to any target it strikes.

Explosives

Fire salts can be mixed into powerful explosives at the cookpot. Planting the explosives on an enemy will cause them to explode violently when struck by fire damage. Dropping the explosive from your inventory will allow you to light a short fuse.

Other Basic Rules

Magic

- Your Restoration skill increases the magnitude of any spells cast on the dead or undead.
- Magic Armor spells such as Oakflesh add 30% magic resistance in addition to their other protection, regardless of level.
- Ward spells absorb 50% of the magicka of a spell that hits them. This is similar to the vanilla Ward Absorb perk, but the player does not actually receive the original perk.
- While casting in combat, you can drop into a crouch to dramatically slow time, making targeting ranged spells easier.

Stealth

- When sneaking with your weapons sheathed, you move 50% more silently.
- When performing a silent roll, you can move through lit areas quickly and quietly, allowing you to briefly pass through an enemy's line of sight.
- When dropping into a crouch in darkness, you have a chance to lose any enemies tracking you. You lose this benefit if you pass through any well-lit areas before breaking line of sight with the enemies.

Special Rules

Items

Artifacts

Artifacts are armor and weapons that are enchanted and cannot be disenchanting, or unenchanted armor and weapons that cannot have enchantments applied to them. Artifacts can be tempered, but the ability to do so is dependent on both your enchanting skill and your smithing skill. Artifact bladed weapons and daggers can score critical hits and sneak attacks against undead and daedra, and artifact bows will apply a magical bleed-like effect to these creatures.

Bound Weapons

Bound weapons are considered both daedric weapons and staves for the purposes of these rules.

Daedric, Silver, & Elven Weapons

Daedric, silver, and elven weapons are imbued with magic that penetrates the resistance of undead and daedra. Like artifacts, bladed weapons of these types will score critical hits and sneak attacks against these creatures, and bows will apply a magical bleed effect.

Dragonbone & Blades Weapons

Dragonbone and Blades weapons deal an extra 20 damage to dragons (similar to the extra damage against undead from silver weapons).

Dwarven Armor

Dwemer infusions can be used to empower dwarven armor, temporarily granting additional benefits. These effects feed off your magicka, making dwarven armor a good alternative for battle mages. While empowered, dwarven armor also applies the following benefits for each piece equipped (up to 4):

- -25% falling damage
- -20% stamina cost for power attacks
- -25% armor weight for dwarven armor
- +10% chance to absorb the effects of any spells cast on you and recharge your magicka
- +50 carry weight
- 5 pts of magicka damage each second and no magicka regeneration. (Restore magicka potions still work.)

In addition:

- When wearing dwarven gauntlets, you can empower an unenchanted dwarven weapon (wielded in the right hand) to deal additional electrical damage and absorb a small amount of magicka from your targets.

Finally:

- When wearing at least 4 pieces of dwarven armor, you also gain a shock cloak that will damage all nearby enemies.

Dwarven Weapons

Dwarven automatons are immune to critical hits and bleed effects from most weapons, but Dwarven weapons are specially designed to penetrate their resistances.

Elven Armor

Enchantments applied to elven armor are 40% more effective than those applied to other light armors.

Falmer Weapons

Falmer weapons, including falmer honed weapons, are designed to carry and deliver poisons more efficiently. Poisons are effective for one additional dose when applied to these weapons.

Wooden Weapons, Tools, & Improvised Weapons

Damage dealt with tools and improvised weapons increases based on your pickpocketing skill as well as fortify pickpocket enchantments and potions. Tools are items that are used for chopping wood or mining ore. Improvised weapons are items that are not intended as weapons or made from scrounged materials, for example knives, forks, and shivs.

Creatures

Undead

Undead are not vulnerable to critical hits from daggers and bladed weapons, sneak attacks from daggers and bows, or bleed damage from bows. The following exceptions exist:

- Artifact weapons
- Silver weapons
- Elven weapons
- Daedric weapons
- Bows treated with unguents

Daedra

Daedra are not vulnerable to critical hits from daggers and bladed weapons, sneak attacks from daggers and bows, or bleed damage from bows. The following exceptions exist:

- Artifact weapons
- Silver weapons
- Elven weapons
- Daedric weapons

- Bows treated with unguents

Automata

Dwarven automatons are not vulnerable to critical hits from daggers and bladed weapons, sneak attacks from daggers and bows, or bleed damage from bows. In addition, they cannot be stunned or knocked down by blunt weapons or crossbows. The following exceptions exist:

- Dwarven weapons
- Bows with shock unguent

Monsters

Werewolves

Werewolves gain no benefits from sleeping and can only become fully rested by feeding in werewolf form.

Vampires

Vampires gain no benefit from eating food, but when they sleep they gain a buff to magicka instead of stamina. They must sleep for twice as long as humanoids in order to gain these buffs (buff levels gained at 8, 12, and 16 hours), but the buffs last twice as long.