

(1.0.1)

[Requiem Update]

- Updated for Requiem 6.0.2.
- New trait changes updated.
- Dodge won't activate while standing still.

[Bug Fixes]

- The undead don't take reduced damage from non-silver ammo. The change was intended to be in 1.0 but wasn't actually applied.
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(1.0)

[Bug Fixes]

- Conditions for knockdown (stagger) work properly.
- Disarming Blade disarms the target when they're attacking, as intended.
- Throwing knife stamina cost scales with mass.
- Paddings reduce movement speed by mass effect.
- New weapon variants distributed to bandits are properly tempered.
- Patched non-playable and unique variants of bows.

[Mechanics Changes]

- **(Two-handed)**
 - Quarterstaves (battlestaves) are considered 'light two-handed weapon' and cost half the stamina with light/power attacks and blocking (effectively same as one-handed), like daggers and hand to hand for one-handed.
- **(Block)**
 - Reduced the cost of light/power bashes from 20/40 to 10/20.
 - Bash damage formula is adjusted. Players and npcs have the same multipliers and now have higher base multipliers. Shield bashes are more powerful than before.
 - * Weapon multiplier : 0.1 ~ 0.5 □ 0.25 ~ 0.5
 - * Shield multiplier : 0.1 ~ 0.25 □ 0.25 ~ 0.5
- **(Marksman)**
 - Silver ammo deals 50% more damage to undead who have weakness to silver.
 - Throwing knives are silent at the spot where thrown (only the projectile makes noise).
 - Throwing knives cost half the stamina compared to bows.
 - Crossbows cost 50% more stamina compared to bows.
 - Added Formlist *REQ_List_ThrowingKnife_PoisonDosePerks* for perks that increase poison dose count. Each perk in the list will increase the dose count for throwing knives by 1 if the player has the perk.
- Applied new physical damage spell modifier rule, allowing physical damage effects to be

recognized by perks or traits that reduce incoming physical damage.

- Various abilities, perks, and traits that affect physical attacks are patched to affect throwing knives and physical damage magic effects. Those that increase sneak attack damage with throwing knives will not change the multiplier displayed on the notification message (only regular sneak perks are considered), but actual damage will be increased properly.

[Leveled Bonus Changes]

- Leveled bonuses are no longer capped at 100 skill level.
- Added new powerful leveled bonuses. To prevent side effects, some bonuses are unlocked by the first perk in the skill.
- **(One-handed/Two-handed)**
 - Each level reduces light attack stamina cost by 0.75% and power attack stamina cost by 0.5%.
- **(Marksman)**
 - Each level reduces draw/reload/throw stamina cost by 0.75%.
- **(Block)**
 - Each level reduces blocking stamina cost by 0.75% and increases bash damage by 1%.
- **(Heavy Armor)**
 - (Conditioning) Each level reduces physical/elemental damage taken by 0.3%.
- **(Evasion)**
 - (Agility) Each level reduces physical/elemental damage taken by 0.2% and increases movement speed by 0.1% while wearing light armor (at least one).
 - (Agility) Each level reduces physical/elemental damage taken by 0.1% and increases movement speed by 0.2% while wearing no armor (unarmored).

[Perk Changes]

- **New Perks**
 - **(Two-handed)**
 - * **Crushing Blow (50)** : +10% armor penetration with two-handed weapons.
 - * Flurry counterpart for Two-handed, adds more distinction between the two skills.
 - **(Heavy Armor)**
 - * **Rugged (50)** : 25% less physical damage taken in full heavy armor
 - * **Elemental Defense (75)** : 25% less elemental damage taken in full heavy armor
 - * Defense dedicated perks in contrast to evasion's offensive bonus perks.
- **(One-handed)**
 - **Weapon Mastery (0/20)** : 25/50% more damage.
 - * Increased from 20/40% to 25/50%.
 - **Disarming Blade (50)** : Power attacks with swords disarm attacking targets by 10% chance and reduce target's attack damage by 10% for 10 seconds.
 - * Added attack damage debuff.
 - **Armsbreaker (50)** : Power attacks with war axes reduce target's armor rating by 100 and blockable damage by 80% for 10 seconds.
 - * Replaced attack damage debuff in previous version with armor rating debuff.
 - **Grappling (25)** : Unarmed power attacks stagger targets by 50% chance, disarm by 10% chance, reduce target's attack damage by 10% for 10 seconds.
 - * Added attack damage debuff.
 - **Takedown (50)** : Unarmed power attacks knock down targets by 10% chance and reduce target's armor rating by 100 for 10 seconds, +5% armor penetration with unarmed.
 - * Added armor rating debuff and armor penetration.
 - **Unarmed Stance (50)** : +5% movement speed, 5% chance to avoid physical damage,

- +25 mass for each hand empty.
- * Added 5% dodge chance for each empty hand.
- * Mass bonus no longer requires both hands empty but given for each hand.
- **(Marksman)**
 - **Ranged Combat Training (0)** : 25% more damage, ammunition grants armor penetration.
 - * Increased from 20% to 25% (becomes 50% with Precise Aim perk).
- **(Two-handed)**
 - **Great Weapon Mastery (0/20)** : 25/50% more damage.
 - * Increased from 20/40% to 25/50%.
 - **Shield Breaker (50)** : Power attacks with battleaxes reduce target's armor rating by 100 and blockable damage by 90% for 10 seconds.
 - * Replaced attack damage debuff in previous version with armor rating debuff.
- **(Block)**
 - Block perks are overhauled to work with weapons for half the effect/chance.
 - **Improved Blocking (0)** : Block 25% more damage, take 25/12.5% less fire, frost, and shock damage when blocking with a shield/weapon.
 - **Strong Grip (25)** : Block 25% more damage, +25% shield armor rating, take 50/25% less damage from ranged attacks while blocking with a shield/weapon, deflect ranged attacks with a shield.
 - **Elemental Protection (50)** : Take 50/25% less fire, frost, and shock damage when blocking with a shield/weapon (overwrite).
 - **Defensive Stance (75)** : Blocking does not slow you down, block 50% more damage (overwrite), +50% shield armor rating (overwrite).
 - **Unstoppable Charge (100)** : Sprinting with a shield raised knocks down most targets and reduces incoming physical/elemental damage by 50%, 50% chance to deflect ranged attacks with a weapon.
 - **Overpowering Bashes (50)** : Power bashes with shields/weapons reduce armor rating by 200/100 for 10 seconds and can knock down.
 - **Disarming Bash (75)** : Power bashes with shields/weapons reduce attack damage by 20/10% for 10 seconds and disarm attacking targets by 20/10% chance.
- **(Heavy Armor)**
 - **Fortitude (50)** : increases health and stamina by +20.
 - **Power of the Combatant (75)** : daily power removed, increases health/stamina by +20 and health/stamina regeneration by +40%.
 - **Juggernaut (100)** : reduces physical/elemental damage taken by 25% and incoming stagger by 50%, increases mass by 50.
 - * Used to be insignificant armor rating bonus and armor inventory weight reduction. 90% stagger resistance is changed to 50% resistance and +50 mass.
 - **Spellcasting Perk Changes**
 - * Reduced spellcasting perks to two ranks, Battle Mage remains as separate bonus on top.
 - * **Combat Casting (25)** : removes the casting penalty up to adept level.
 - * **Combat Meditation (50)** : removes the casting penalty up to master level.
 - * **Battle Mage (100)** : halves the penalty from worn armor weight.
- **(Evasion)**
 - **Finesse (25) / Dexterity (50) / Vexing Flanker (50)** : bonuses are simplified to 5% x 4 = 20% total.
 - **Dexterity (50)** : also reduces light attack & ranged weapon stamina cost.
 - **Dodge (20)** : stamina cost is reduced by 10 and grants physical damage immunity for 0.5 seconds on activation.

* Due to script latency, you'll have to predict attacks ahead to fit the timing.

- **(Smithing)**

- Heavy/light smithing branches are exchangeable. For example, you can take Dwarven Smithing (25, heavy), then Elven Smithing (50, light), then Ebony Smithing (75, heavy). Armor recipe restriction for Draconic Blacksmithing remains, and Daedric Smithing requires Ebony Smithing.
- Perks increase tempering strength by 60/70/80/90/100% depending on their level requirement (0/25/50/75/100).

* Used to have nonorganized multipliers.

[Ranged Weapon Rework]

- **Stat Rebalance**

- Bows, crossbows, arrows, and bolts are completely rebalanced with linear progression.
- Heavy/light bows have 0.4/0.5 speed, and heavy/light crossbows have 0.5/0.6 speed. It used to be 0.3704 / 0.4167 / 0.4445 / 0.5333, so they are faster than before.
- Heavy/light bows share weight and value with war axes/swords, and heavy/light crossbows share weight and value with maces/war axes.
- Arrows and bolts worth 1/100 of war axes/maces, and throwing knives are worth 1/10 of daggers.
- Armor penetration of ammunition increases linearly. Armor penetration of throwing knives is increased to half the AP of arrows (used to be a quarter).
- Added iron light crossbow, added iron/steel light crossbow into leveled lists.
- Added quicksilver bolts, stalhrim crossbow and stalhrim bolts. Quicksilver bolts use steel bolt models, stalhrim uses retextured vanilla steel crossbow and bolt models.
- Stalhrim ammo has damage and armor penetration of ebony but lighter (heavy instead of massive), and their elemental variants have tier 4 explosions (ebony has tier 3).
- Breakable bows are limited to steel tier and have half the weight to compensate. Improved variants of the breakable bows (e.g. ancient nord honed) have the same weight but do not break.
- Falmer bow is changed to light bow and supple falmer bow is changed to heavy bow, to match ancient nord / supple ancient nord.

[Bomb Rework]

- Bombs (normal) have 30% armor penetration and cost 50 gold.
- Shock bombs deal triple damage to dwemer automatons, same as other shock effects.
- Added silver bomb craftable with Advanced Blacksmithing, which deals 150 sun (magical) damage to undead and lycanthropes (no damage to others).
- Recipes are changed, all bombs require 1 steel and 2 dwarven oils and use iron/silver/elemental salts (normal/silver/elemental) as additional material.
- Number of bombs crafted increases with smithing skill level : 6/9/12 at smithing skill 50/75/100.

[Padding Rework]

- Mass penalty (effective mass) of paddings is twice their weight. High mass penalty will work as tradeoff for the extra damage resistances.
- Paddings also reduce ranged damage taken by percentage.
- Light paddings are renamed to medium padding, and new light paddings are added which count as clothing. Stats and ranged damage resistance ranks are redistributed.
 - Light paddings will appear as Evason type in UI but are considered clothing.
 - SkyUI Icon color will also appear as light armor, but if you have Inventory Interface Information Injector (I4) installed, the color will change to clothing.

- **(Clothing) Light Mail/Padding/Plates**
 - (Tier 1) Armor rating 25, weight 2.5, value 50, reduces slashing/blunt/piercing and ranged damage taken by 2%, grants 50 ranged damage resistance.
 - (Tier 2) Armor rating 50, weight 5, value 100, reduces slashing/blunt/piercing and ranged damage taken by 3%, grants 100 ranged damage resistance.
- **(Light) Medium Mail/Padding/Plates (tier 1/2)**
 - (Tier 1) Armor rating 50, weight 5, value 100, reduces slashing/blunt/piercing and ranged damage taken by 4%, grants 150 ranged damage resistance.
 - (Tier 2) Armor rating 100, weight 10, value 200, reduces slashing/blunt/piercing and ranged damage taken by 6%, grants 200 ranged damage resistance.
- **(Heavy) Heavy Mail/Padding/Plates (tier 1/2)**
 - (Tier 1) Armor rating 100, weight 10, value 200, reduces slashing/blunt/piercing and ranged damage taken by 6%, grants 250 ranged damage resistance.
 - (Tier 2) Armor rating 200, weight 20, value 400, reduces slashing/blunt/piercing and ranged damage taken by 9%, grants 250 ranged damage resistance.
- Tier 2 paddings require Advanced Blacksmithing perk (instead of elven/orcish), and recipes are changed to use quicksilver ingots (mail/plates) or chitin plates (padding).
- Padding recipes use primary/secondary components like Requiem's armor recipes. Breakdown recipes yield the primary component.
 - Tier 1 : steel + iron / leather, leather strips.
 - Tier 2 : quicksilver + steel / leather, leather strips.
- Bandit bosses, forsworn briarhearts, and warlock bosses (who wear expert robes) have 25% chance to equip tier 1 paddings of matching armor type.

[Extra Item Changes]

- Dawnguard ammo (added by WAR) are remade as quicksilver + silver, sharing model with silver counterparts.
- Wooden weapons have increased damage (now -2 from iron) so that they aren't completely trivial.
- Iron/Steel Spiked Club are renamed to Iron/Steel Club for consistency.
- Enchanted bows have light/heavy type in their names.
- Upgrade Kit starts with 5% bonus at 0 Smithing but requires Craftsmanship to use. Added short notification message when used.

[New Bandit Variants]

- Two new bandit variants under melee category : dual-wield and throwing knife.
- **Dual-wield** : uses two random sword/war axe/mace, wears light armor. Has Flurry perk instead of Block perks.
- **Throwing Knife** : uses a shortsword and throwing knives (from 5 to 10 by tier), wears light armor. Has Marksman perks instead of Block perks.

[Leveled List and Minor Changes]

- Minor leveled list and vendor stock changes for Requiem 6.0 update
- New heavy/light bows/crossbows, throwing knives, and bucklers can be found in more places, along with the default variants.
- High level loot list (mid-high level dungeon boss chests) now contains all types of glass/ebony weapons and tier 2 paddings.
- Reduced chance of buckler spawns from 50% to 33%.
- Argonians have 15 unarmed damage and Khajiits have 20 unarmed damage.
- Khajiit Physique 25% unarmed armor penetration is changed to +10 unarmed armor penetration stacking with one-handed armor penetration. Argonians also get +5 unarmed

armor penetration.

- Charge animation for throwing knives changed to on-self casting animation.

[Compatibility and Patches]

- **(WAR Bigger Bucklers)** For those who don't like the small buckler models with 50% size, optional install replaces them with bigger (75% size) models, still smaller than shields.
- **(Alchemy Requires Bottles Redux)** Added a patch to return a bottle after poisoning throwing knives. When using Requiem - Alchemy Redone, use WAR AR Alchemy Requires Bottles Redux merged patch.
- **(Description Framework)** Added a patch to add descriptions for misc items.
- **(I4/AIT)** Assigned icons (I4) and type/class columns (AIT) for items added/patched by WAR : elemental ammo, bucklers, bombs, throwing knives, paddings.
- **(Requiem - Stealth Redone)** Trapper perk also increases the damage of bombs by 50%.

[Requiem - Weapons and Armor Redone (1.0 / 1.0.1)]

- Changelog : <https://docs.google.com/document/d/1deFPCuNHBiShlxA0F56tPTRobdjuxL1i/>

Overhauls combat skills, weapons, and armors, adding new items.

Combat skills provide more powerful and significant bonuses to their roles. Perks are rebalanced and new perks are added to grant each weapon type more distinctive traits and strengths.

Throwing knives are added under Marksman as single-handed ranged weapon. They can combo with melee and quickly deliver poisons and elemental damage.

Various weapons are rebalanced, and new weapon/armor variants are added. Bows/Crossbows and shields have both heavy and light variants, bucklers are added, armor paddings provide extra protection, throwable bombs and upgrade kits can be crafted. New weapon types integrated into Requiem are rebalanced as my Requiem - Heavy Armory Patch.

[One-handed]

Mechanics Changes

- Daggers and unarmed are considered light one-handed weapons and cost half the stamina with light/power attacks and blocking.
- Katana, tanto, and wakizashi do less damage (-6) but attack faster (+0.10).
- Each skill level reduces light attack stamina cost by 0.75% and power attack stamina cost by 0.5%.

Unarmed Overhaul

Unarmed combat is supported with under One-handed skill with its own hand-to-hand perk branch.

- A pair of 'Unarmed' weapon is added to inventory. You can see the damage on the UI and add them to the favorites menu for hotkeys. Perks that apply additional effects on hit (e.g. Stunning Charge) require this unarmed weapon to be equipped.
- Unarmed attacks increase One-handed skill XP, scaling with unarmed damage.
- One-handed perks work for unarmed, except for type-specific perks.
- One-handed armor penetration applies for unarmed attacks.
- Dual-unarmed power attacks do 1.5x damage with 0.5x stamina cost per hit.
- Sneak attacks do 0.5x damage with both hands unarmed.
- Critical attacks do half the unarmed damage.
- Several animations are enabled for unarmed. You can use left/right hand power attacks while sneaking and use sprinting power attacks with Powerful Charge perk.
- Argonians/Khajiits have +5/10 unarmed armor penetration as racial bonus.
- Fortify Unarmed enchantment can be placed on neck, hands, finger, and feet slot.

Perk Changes

Each weapon type has more distinctive traits and critical strike is put into use again.

- Weapon Mastery (1/2) (0/20) : 25/50% more damage.
- Sword Focus (1/2/3) (25/50/75) : +10/20/30% attack speed, +5/10/15% armor penetration.
- Mace Focus (1/2/3) (25/50/75) : +10/20/30% more power attack damage, +15/30/45% armor penetration.
- Dagger Focus (1/2/3) (25/50/75) : 2/3/4x irresistible sneak attack damage, +15/30/45%

armor penetration.

- Powerful Charge (50) : Able to do sprinting power attack which deals critical damage.
- Powerful Strike (50) : 20% more power attack damage, +10% critical hit chance.

New Perks

New perks that add unique bonuses and effects to each weapon type are added.

- Disarming Blade (50) : Power attacks with swords disarm attacking targets by 10% chance and reduce target's attack damage by 10% for 10 seconds
- Armsbreaker (50) : Power attacks with war axes reduce target's armor rating by 100 and blockable damage by 80% for 10 seconds
- Stunning Blow (50) : Unblocked power attacks with maces knock down targets by 10% chance
- Puncture (50) : 2x critical damage and +20% critical hit chance with daggers

Unarmed gets its own perk branch focusing on strong debuffs and unarmed defense.

- Hand to Hand (0) : +15 unarmed damage, unarmed attacks damage target stamina by half the unarmed damage.
- Unarmed Defense (25) : 15% less physical damage taken for each hand empty.
- Unarmed Stance (50) : +5% movement speed, 5% chance to avoid physical damage, +25 mass for each hand empty.
- Grappling (25) : Unarmed power attacks stagger targets by 50% chance, disarm by 10% chance, reduce target's attack damage by 10% for 10 seconds.
- Takedown (50) : Unarmed power attacks knock down targets by 10% chance and reduce target's armor rating by 100 for 10 seconds, +5% armor penetration with unarmed.

[Two-handed]

Mechanics Changes

- Two-handed weapons cost twice the stamina with light/power attacks and blocking.
- Quarterstaves are considered light two-handed weapons and cost half the stamina with light/power attacks and blocking (same as one-handed).
- Dai-katana does less damage (-6) but attacks faster (+0.10).
- Each skill level reduces light attack stamina cost by 0.75% and power attack stamina cost by 0.5%.

Perk Changes

Each weapon type has more distinctive traits and critical strike is put into use again.

- Great Weapon Mastery (1/2) (0/20) : 25/50% more damage.
- Devastating Charge (50) : Able to do sprinting power attack which deals critical damage.
- Devastating Strike (50) : 20% more power attack damage, +10% critical hit chance.
- Greatsword Focus (1/2/3) (25/50/75) : +10/20/30% attack speed with greatswords, +5/10/15% armor penetration.
- Mace Focus (1/2/3) (25/50/75) : +10/20/30% more power attack damage, +15/30/45% armor penetration.
- Quarterstaff Focus (1/2/3) (25/50/75) : +5/10/15% attack speed with quarterstaves, +10/20/30% armor penetration.

New Perks

New perks that add unique bonuses and effects to each weapon type are added.

- Reverse Slash (50) : Sideways power attacks with greatswords do 20% more damage and

ignore 10% of armor.

- Shield Breaker (50) : Power attacks with battleaxes reduce target's armor rating by 100 and blockable damage by 90% for 10 seconds.
- Onslaught (50) : Power attacks with warhammers knock down targets by 10% chance.
- Defensive Strike (50) : Quaterstaves block 50% better, and bashes do twice the damage.

New perk to increase armor penetration is added to compete with One-handed Flurry perk (attack speed).

- Crushing Blow (50) : +10% armor penetration with two-handed weapons.

[Block]

Mechanics Changes

- Light/power bashes cost 10/20 stamina.
- All perks affect weapon blocks but have half the effect and/or chance.
- Each skill level reduces blocking stamina cost by 0.75% and increases bash damage by 1%.

New Shield Variants

- Added missing light/heavy variants of shields that have both variants for armors. Names include heavy/light for distinction.
- Added bucklers which have half the value/weight/armor rating but do 50% more bash damage and cost half the stamina while blocking compared to shields. Bucklers need half the material to craft.
- New shield variants can be found on npcs and vendor stocks.

Perk Changes

All block perks are buffed greatly, weapon blocking gets similar bonuses with reduced effects.

- Improved Blocking (0) : Block 25% more damage, take 25/12.5% less fire, frost, and shock damage when blocking with a shield/weapon.
- Experienced Blocking (20) : Block 50% more damage (overwrite), recover some stamina when blocking a hit.
- Strong Grip (25) : Block 25% more damage, +25% shield armor rating, take 50/25% less damage from ranged attacks while blocking with a shield/weapon, deflect ranged attacks with a shield.
- Elemental Protection (50) : Take 50/25% less fire, frost, and shock damage when blocking with a shield/weapon (overwrite).
- Defensive Stance (75) : Blocking does not slow you down, block 50% more damage (overwrite), +50% shield armor rating (overwrite).
- Unstoppable Charge (100) : Sprinting with a shield raised knocks down most targets and reduces incoming physical/elemental damage by 50%, 50% chance to deflect ranged attacks with a weapon.

Power bashes apply powerful debuffs that can combo with melee combat. Weapon bashes get the same effects with reduced strength.

- Powerful Bashes (25) : Able to do a power bash, power bashes with shields stagger targets, half the strength with weapons.
- Overpowering Bashes (50) : Power bashes with shields/weapons reduce armor rating by 200/100 for 10 seconds and can knock down.
- Disarming Bash (75) : Power bashes with shields/weapons reduce attack damage by 20/10% for 10 seconds and disarm attacking targets by 20/10% chance.

[Marksman]

Mechanics Changes

- Crossbows cost 50% more stamina to reload compared to bows.
- Each skill level reduces draw/reload/throw stamina cost by 0.75%.

Bow/Crossbow Rework

Bows and crossbows are completely rebalanced with linear progression by material tier, same as melee weapons.

- Most bows and crossbows have both light and heavy variants added. Heavy variants have twice the damage compared to light variants but are slower. Bows and crossbows include heavy/light in their names for distinction.
- Crossbows and bolts have 20% more damage compared to bows and arrows.
- Heavy/light bows have 0.4/0.5 speed, and heavy/light crossbows have 0.5/0.6 speed. It used to be 0.3704 / 0.4167 and 0.4445 / 0.5333, so they are a little faster than before.
- Heavy/light bows share weight and value with war axes/swords, and heavy/light crossbows share weight and value with maces/war axes.
- Breakable bows are limited to steel tier and below. They have half the original weight as tradeoff. Higher tier bows that are based on breakable bows (e.g. Supple Ancient Nord Heavy Bow) keep the same weight as the original breakable bows.
- Added stalhrim crossbows using retextured vanilla steel crossbow model.

Ammunition Rework

Arrows and bolts are rebalanced with linear progression. Damage and armor penetration of ammunition increase linearly by material tier, regardless of ammo weight.

- Arrows/bolts have the same damage as heavy bows/crossbows.
- Bolts have 50% more armor penetration compared to arrows.
- Tier 1/2/3/4 elemental ammunition deals 25/50/75/100 damage in 150/300/450/600 radius.
- Arrows/bolts worth 1/100 of war axes/maces.
- The undead (except ghosts) do not take reduced damage from non-silver ammunition.
- Silver ammunition does 50% more damage to those with weakness to silver, same as melee weapons.
- Silver ammunition gets 25/35/50% extra armor penetration (multiplicative) against the undead with Ranged Combat Training / Piercing Shot / Penetrating Shot perks.
- Added quicksilver bolts using steel bolt models and stalhrim bolts using retextured vanilla steel bolt model.
- Dawnguard ammunition can be after completing improved crossbow and elemental bolts schematics quests. They are quicksilver ammunition flagged as silver and require Advanced Blacksmithing to craft.

Throwing Knives

Throwing knives are added for single-hand Marksman skill. Throwing knives function the same as ranged weapons (ammunition) for damage type and resistances.

- Throwing knives benefit from Marksman perks and effects, including marksman armor penetration.
- Throwing knives are technically scrolls, so you equip and cast them like magic.
- Throwing knives can be crafted with one primary component and one secondary component for 15 knives.
- Throwing knives have the same damage as daggers, and half the armor penetration

compared to arrows. Elemental throwing knives have the same explosion as arrows/bolts.

- Throwing knives cannot deal critical strikes.
- Sneak attack with throwing knives share the same multiplier with other ranged weapons. It has limited range and has half the multiplier when dual-wielding throwing knives (same as dual-wielding one-handed weapons).
- Throwing knives weigh 1/10 of daggers and are worth 1/10 of daggers.
- Throwing knives cost stamina to throw, scaling like other weapon attack costs.
- You can poison throwing knives using Poison Throwing Knives lesser power (requires powerofthree's Papyrus Extender for SSE). Activating the power opens up a gift menu. Put a poison you want to use (it'll only take one from a batch and give you back anything else you put in by mistake), and next attacks with throwing knives will be poisoned. The number of doses applied to throwing knives can be increased by Concentrated Poisons perk. Due to technical limitations, missed shots won't count for a dose.
- Throwing knives can be bought from vendors who also sell bolts.
- Various unique npcs and followers use throwing knives.

Perk Changes

Level requirements are adjusted, and critical strike chance is added.

- Ranged Combat Training (0) : 25% more damage, ammunition grants armor penetration, silver ammunition ignores 25% of armor against the undead.
- Piercing Shot (40) : +50% armor penetration from ammunition, silver ammunition ignores 35% of armor against the undead (overwrite).
- Penetrating Shot (80) : +50% armor penetration from ammunition, silver ammunition ignores 50% of armor against the undead (overwrite).
- Marksman's Focus (50) : Time slows down while zooming, +10% critical hit chance.
- Quick Shot (50) : +50% draw speed with bows.
- Rapid Reload (50) : +50% reload speed with crossbows.

New Perks

Added Ranger perk counterpart for heavy bows.

- Sniper (15) : 1.5x irresistible sneak attack damage with heavy bow or crossbow.

Added specialization perks for throwing knives.

- Hidden Blade (15) : Throwing knives reduce armor rating by 50 for 10 seconds and stagger by 25% chance.
- Sharp Throw (50) : 50% more damage with throwing knives.

[Heavy Armor]

Mechanics Changes

- (Conditioning) Each skill level reduces physical/elemental damage taken by 0.3%.

Protection Perks

Perks are overhauled to provide much better protection using heavy armor as opposed to the damage bonuses in Evasion.

- Fortitude increases health and stamina instead of just stamina.
- Power of the Combatant increases health/stamina and their regeneration, instead of a daily power.
- Juggernaut greatly improves protection and grants extra mass against knockdown.
- Two new perks are added to improve physical/elemental protection.

Armored Spellcasting

Spellcasting perk for Heavy Armor is reduced to two perks, Battle Mage a separate bonus on top.

- Combat Casting (25) removes the penalty for up to Adept spells.
- Combat Meditation (50) removes the penalty for up to Master spells (all tiers).
- Battle Mage (100) halves the spell cost penalty from worn armor weight, reducing the penalty as much as when wearing light armor.
- Fortitude (50) prevents magicka loss on hit.

Perk Changes

Perks improve health, stamina, and their regeneration. Juggernaut greatly reduces incoming damage.

- Combat Training (25) : Gauntlets increase unarmed damage by 2/4/6/8/10 depending on tier.
- Fortitude (50) : +20 health, +20 stamina, +20 carry weight, no magicka loss on hit, -10% armor weight penalty.
- Power of the Combatant (75) : +20 health, +20 stamina, +40% health regeneration, +40% stamina regeneration, -10% armor weight penalty.
- Juggernaut (100) : 25% less physical/elemental damage taken, 50% less stagger, +50 mass when wearing all heavy armor: head, chest, hands, feet.

Heavy armor spellcasting perks are reduced to two and one bonus perk.

- Combat Casting (25) : No spell cost penalty for casting up to Adept spells in heavy armor.
- Combat Meditation (50) : No spell cost penalty for casting up to Master spells in heavy armor.
- Battle Mage (100) : 50% less spell cost penalty from worn armor weight.

New Perks

New perks improve protection in contrast to the damage bonuses in Evasion.

- Rugged (50) : 25% less physical damage taken when wearing all heavy armor: head, chest, hands, feet.
- Elemental Defense (75) : 25% less elemental damage taken when wearing all heavy armor: head, chest, hands, feet.

[Evasion]

Mechanics Changes

- (Agility) Each level reduces physical/elemental damage taken by 0.2% and increases movement speed by 0.1% while wearing light armor (at least one).
- (Agility) Each level reduces physical/elemental damage taken by 0.1% and increases movement speed by 0.2% while wearing no armor (unarmored).

Perk Changes

Various bonuses are distributed to perks and the numbers are increased overall.

- Agility (0) : worn clothes provide armor rating by 20/50/15/15 for head/chest/hands/feet.
- Dodge (20) : Sprint key activates dodge (avoid physical damage within 0.5 seconds), 10% chance to avoid physical damage (only works for the player) when wearing no heavy armor: head, chest, hands, feet.
- Agile Spellcasting (25) : No spell cost penalty for casting spells in light armor.
- Finesse (25) : Up to 20% more power attack and ranged weapon damage when wearing no heavy armor: head, chest, hands, feet.
- Dexterity (50) : Up to 20% less light/power attack stamina cost when wearing no heavy

armor: head, chest, hands, feet.

- Vexing Flanker (75) : Up to 20% more melee attack damage when running and wearing no heavy armor: head, chest, hands, feet, immune to finishers.
- Meteoric Reflexes (100) : 50% chance avoid physical damage when wearing no heavy armor: head, chest, hands, feet.

[Smithing]

Armor Paddings

Armor paddings are invisible armor pieces that can be worn over other armors, improving protection in cost of increased weight penalties. They can be tempered, but not enchantable.

- Paddings are invisible (no equipped model) and can be worn over other armors.
- Paddings have small armor rating, ranged damage resistance (armor rating and % resistance), and extra resistance to specific damage type. Mail/padding/plates grant slashing/blunt/piercing damage resistance.
- Light/medium/heavy paddings are treated as clothes / light armor / heavy armor, and count towards related penalties. Light paddings will appear as Evasion light armor in the UI but the icon will appear as clothing with Inventory Interface Information Injector installed.
- Each type has two tiers, default and advanced.
- Paddings have double the impact on your effective mass (e.g. increased stamina/magicka cost), as tradeoff for the extra protection.
- Tier 1/2 armor paddings can be crafted with Craftsmanship / Advanced Blacksmithing perks.
- Paddings can be tempered with half the armor rating increase compared to cuirasses.
- Paddings can't be enchanted.
- Paddings can be found worn by general boss npcs or sold by blacksmiths. Advanced paddings can only be crafted or rarely found in high level loot.

Armor Padding Stats

Light (Clothing)

- Light Mail/Padding/Plates : armor rating 25, weight 2.5, value 50, reduces slashing/blunt/piercing and ranged damage taken by 2%, grants 50 ranged damage resistance.
- Advanced Light Mail/Padding/Plates : armor rating 50, weight 5, value 100, reduces slashing/blunt/piercing and ranged damage taken by 3%, grants 100 ranged damage resistance.

Medium (Light Armor)

- Medium Mail/Padding/Plates : armor rating 50, weight 5, value 100, reduces slashing/blunt/piercing and ranged damage taken by 4%, grants 150 ranged damage resistance.
- Advanced Medium Mail/Padding/Plates : armor rating 100, weight 10, value 200, reduces slashing/blunt/piercing and ranged damage taken by 6%, grants 200 ranged damage resistance.

Heavy (Heavy Armor)

- Heavy Mail/Padding/Plates : armor rating 100, weight 10, value 200, reduces slashing/blunt/piercing and ranged damage taken by 6%, grants 250 ranged damage resistance.
- Advanced Heavy Mail/Padding/Plates : armor rating 200, weight 20, value 400, reduces slashing/blunt/piercing and ranged damage taken by 9%, grants 250 ranged damage resistance.

Armor Padding Recipes

Light (Clothing)

- Light Mail/Plates : 1 Iron Ingot, 1 Steel Ingot, 1 Leather Strips.
- Light Padding : 1 Iron Ingot, 1 Leather, 1 Leather Strips.
- Advanced Light Mail/Plates : 1 Steel Ingot, 1 Quicksilver Ingot, 1 Leather Strips.
- Advanced Light Padding : 1 Steel Ingot, 2 Leather, 1 Leather Strips.

Medium (Light Armor)

- Medium Mail/Plates : 2 Iron Ingot, 2 Steel Ingot, 2 Leather Strips.
- Medium Padding : 2 Iron Ingot, 2 Leather, 2 Leather Strips.
- Advanced Medium Mail/Plates : 2 Steel Ingot, 2 Quicksilver Ingot, 2 Leather Strips.
- Advanced Medium Padding : 2 Steel Ingot, 4 Leather, 2 Leather Strips.

Heavy (Heavy Armor)

- Heavy Mail/Plates : 2 Iron Ingot, 4 Steel Ingot, 3 Leather Strips.
- Heavy Padding : 2 Iron Ingot, 4 Leather, 3 Leather Strips.
- Advanced Heavy Mail/Plates : 2 Steel Ingot, 4 Quicksilver Ingot, 3 Leather Strips.
- Advanced Heavy Padding : 2 Steel Ingot, 8 Leather, 3 Leather Strips.

Bombs

- Bombs are throwable explosives that deal damage in an area with a 50% chance to stagger.
- Bombs are technically scrolls, and you cast them like magic.
- Bombs can be crafted with Advanced Blacksmithing / Arcane Craftsmanship.
- Bombs can be bought from vendors who also sell elemental arrows.

Bomb Stats

- Bomb : 100 physical damage ignoring 30% of armor, 50% chance to stagger.
- Silver Bomb : 150 sun damage to undead and lycanthropes, 50% chance to stagger.
- Fire/Frost/Shock Bomb : 100 fire/frost/shock damage, 50% chance to stagger.

Bomb Recipes

- Bomb (x6) : (Advanced Blacksmithing) 1 Iron Ingot, 1 Steel Ingot, 2 Dwarven Oil.
- Silver Bomb (x6) : (Advanced Blacksmithing) 1 Silver Ingot, 1 Steel Ingot, 2 Dwarven Oil.
- Fire/Frost/Shock Bomb (x6) : (Arcane Craftsmanship) 1 Fire/Frost/Void Salts, 1 Steel Ingot, 2 Dwarven Oil.
- The number of bombs crafted increases from 6 to 9/12 at 75/100 Smithing.

Upgrade Kits

Upgrade kits are temporary buffs using Smithing skill. They don't directly affect items and are independent from tempering (can stack together).

- Upgrade kits increase weapon damage, damage blocked, and armor rating based on your Smithing skill level and perks.
- Upgrade kits have 5% base bonus, and each Smithing skill level increases the bonus by +0.05% (10% at 100 Smithing and goes beyond with Fortify Smithing).
- Advanced Blacksmithing / Legendary Blacksmithing increase the bonus by 1.5/2.0x.
- Upgrade kits can be used out of combat and lasts 1800 seconds (30 minutes). Requires Craftsmanship perk to use.
- Upgrade kits can also be bought from blacksmiths.

Upgrade Kit Recipe

- Upgrade Kit (x3) : (Craftsmanship) 1 Iron Ingot, 1 Steel Ingot, 1 Leather, 1 Leather Strips, 1 Firewood.

Perk Changes

- Level 0/25/50/75/100 perks increase tempering strength by 1.6/1.7/1.8/1.9/2.0x.

[New Bandit Variants]

Two new bandit variants under melee category : dual-wield and throwing knife.

- Dual-wield : uses two random sword/war axe/mace, wears light armor. Has Flurry perk instead of Block perks.
- Throwing Knife : uses a shortsword and throwing knives (from 5 to 10 by tier), wears light armor. Has Marksman perks instead of Block perks.

[Misc Tweaks]

Weapon Types and Materials

- Clubs, quarterstaves (battlestaves), and shortswords have stats matching Requiem - Heavy Armory Patch.
- Wooden weapons have -2 damage compared to iron.
- Iron/Steel Spiked Clubs are renamed Iron/Steel Club.

Weapon Tweaks

- Fork/Knife : count as dagger for perks.
- Pickaxe : counts as war axe for perks, deals piercing damage, has minor stagger (0.6).
- Woodcutter's Axe : counts as war axe for perks, has minor stagger (0.6).

[Compatibility Patches]

Alchemy Requires Bottles Redux

- Returns empty bottles after using Poison Throwing Knives.

Requiem - Alchemy Redone

- Oils are properly recognized by Poison Throwing Knives.
- If also using Alchemy Requires Bottles Redux, merged patch will be selected.

Requiem - Creation Club

- Alikr Buckler and Netch Lether Buckler use CC models.
- Crossbows use CC models.

Requiem - Heavy Armory Patch

- Dawnguard ammo are removed in favor of polished silver.
- Heavy Armory keywords distributed to Requiem-integrated weapons, to use the new animations with OAR.
- Merged leveled lists.

Requiem - Races Redone

- Argonians/Khajiits have +5/10 unarmed damage and +5/10 unarmed armor penetration.
- Makes Armored Spellcasting mechanic compatible with both Races Redone (Breton race) and WAR (Battle Mage perk).

Requiem - Resist and Regen Tweak

- Overrides the traits with Resist and Regen Tweak's changes.

Requiem - Small Tweaks**Requiem - General NPC Tweaks**

- WAR's armor padding/buckler/throwing knife distribution forwarded to NPCs.
- Patched the new NPC traits to work with throwing knives.

Requiem - Vendor Tweaks

- Vendor stocks and leveled items patched.

Requiem - Special Feats

- Merged skill trees.
- Hunter perk works for throwing knives.

Requiem - Stealth Redone

- Throwing knives are compatible with Stealth Redone's sneak attack changes.
- Trapper perk increases the damage of bombs.
- Elemental arrow / bomb / trap leveled list merged.