

Latest Modlist Revision - Pre-Alpha WIP [3.0](#) 11/05 - [Changelog](#)

Please consider giving me a follow on [Youtube](#) or [Twitch](#) if you liked this modlist, it would help out a lot!

I'm also the dev of the [FalloutVR Essentials list](#)

GingasVR's



NEXUSMODS.COM PREMIUM ACCOUNT RECOMMENDED FOR FASTER DOWNLOAD SPEED

» SYSTEM SPECS

This Modlist Was Constructed On A PC With The Following Specs

- ❖ CPU - i9 9900KS Stock and Turbo-Boosted to 5GHz
- ❖ GPU - FE GTX1080ti 11GB GDDR5X VRAM Overclocked @ +150Mhz
- ❖ RAM - 32GB Hyperx DDR4 @ 4000 Mhz
- ❖ SSD - Game is installed SATA SSD
- ❖ VR HMD - Wireless OG HTC Vive (SS to 200%) - This is equivalent to around 140ish% SS on newer HMDS (Valve Index, HP Reverb ect)

I've tried to optimize this list for All system specs, so [the specs above are not required to play this](#). It's [VERY performance friendly](#). But it is also very difficult ;) It IS fairly RAM and CPU intensive however because of the added NPC's, so if you have 16GB of RAM or lower I could see that being too low to run this.

» GETTING STARTED

This automated modlist installer will not give you a working game out of the box, please follow all steps in this guide before attempting to play. [This process requires ~ 143 GB of free space \(75GB Install + 53 GB Downloads + 15GB of free space for SkyrimVR\)](#) and takes a few hours to install depending on your internet and computer speed. [Installing on an SSD is highly recommended](#). Due to its size and complexity this modlist may not even run properly off a HDD.

» Disclaimer - You're going to die. But that's a part of the fun!

This is an Extremely difficult Modlist. My goal here was to make this as close to a VR "lite" version of Dark Souls as physically possible given the dated engine. So if you're a Milk Drinker, stay FAR away.

Just so you're aware, here are some things you can expect:

- You will NOT be able to save freely in the menu.. AT ALL. You have to either find a Bed/Alter or make/buy an expensive rare item in order to save (The saves are new hard saves so you'll be good from autosave corruption, e.g FO4 Survival system but better, you'll also get an exit save if you need to quit the game) And if the game happens to crash.. Well... GG

- DEATH has consequences, you lose all your gear you were carrying. As well a 10% of your XP and Skills, and 1 dragon soul at an ash pile where you died. You then respawn in the closest hold temple and have to go and get it back Without dying again.

- There is NO location marker on the overhead map, No digital compass, No HUD You'll get stamina and HP Info in more immersive ways, NO enemy location, and fast travel will not work. You're going to have to use a physical in-game map, or buy an expensive compass item to get access to it. You'll also need to pay attention to quest information.

Good luck.

- The world is unleveled, There's TONS of Enemies, and they're hard AF, everything in the game is trying to kill you. This is not the happy go lucky Dovahkiin Skyrim you know and love. This version of Skyrim hates your guts and is out to make your life miserable at every chance it gets.

On top of all that, I have frostfall, immersive needs, enemy stalkers that will try to attack you on sight, along with a wide array of VR related gameplay improvements to make this an very immersive experience. So leave the real world behind, and get ready to survive If you can...

I'm also working on ways (potentially for the future and might not ever be in this list) to completely stop your ability from pausing the game. That way, every choice you make will have permanent consequences. No longer will you fall into the quicksave quickload routine. You'll have to act quickly if you want to live.

» Disclaimer - This is NOT really a tweakable list.

I'll be mentioning this a couple of times in the readme, but just so you're aware before you go ANY further into downloading and installing this. You have to understand **this mod list cannot be changed without potentially screwing it up completely**. (There are a couple of pre-included mod settings you can change however)

I'm not just saying that lightly. **Do to the way the death and saving system works, as well as a decent amount of Script heavy mods that add hundreds of NPCS. This is a HEAVY GAMEPLAY CENTERED LIST**. Because of that, I compensated in the graphical department.

There is a light overhaul of graphics here.. But the majority of the available space for mods went to overhauling the core gameplay and making it completely different.

Adding ANYTHING with an esp/esm or even texture or mesh mods has a HIGH likelihood of making the game more unstable.

Do not download this mod list if you plan on changing it. Think of this as its own complete overhaul of Skyrim.

Just to give you an example of some HARD incompatibles:

Wintersun - Alters are heavily edited for save spots, any religion mod will not work

DynDoLods - Not necessarily Incompatible, but will definitely lead to more crashing. Don't use it.

Xp32 Skeleton, and most animation mods - The Death system will screw this up and lead to CTD

FNIS - Again, not out of the box incompatible, but has numerous issues with VR

Immersive Armors Script heavy and armors will not be transferred correctly to NPCS

Most weapon mods, Will not be transferred to NPCS correctly unless you know what you're doing, also has the potential to screw up the level list edits I made to make the save system work. I have a couple of weapon mods, but I didn't add thousands.. Also What's the point? You're never going to need to use that many.

And quite a lot more.

ALRIGHT, if you're made it this far and I haven't scared you off yet, get ready to install an intense modlist that will make you hate Skyrim ;)

» FIRST THINGS FIRST

You'll need to get the files you require and your system prepped for installation.

First Join my Discord. Click [HERE](#) for an Invite

Do not join the official wabbajack discord on the website for support for this list.

I will provide 0 updates or support there.

Second Download Wabbajack itself

- Goto Github to obtain the currently supported version of Wabbajack.exe
<https://github.com/wabbajack-tools/wabbajack/releases>
- Place this EXE file in an empty folder by itself such as "C:/Wabbajack/" make sure that the drive containing this file has at least 30GB of free space (beyond the requirements for the fully installed list & downloads). It will need this space as temporary storage while it is unpacking and building files.
- **Now you'll need MY Modlist download** Which is not currently a part of the main Wabbajack build you can download it from
https://drive.google.com/drive/folders/1wsG12KunEQy_WVz5T-fpKccKG1vd0For?usp=sharing

Just place it in the same folder as the main wabbajack exe

» SETTING UP YOUR SYSTEM

Next, we're going to delete any files you may have still lingering from old installations or previous mod packs or mod lists. Cleaning your system of any Skyrim VR related files ensures that Wabbajack will run into as few problems as possible during installation.

Please delete the following directories if they exist:

- C:\Program Files (x86)\Steam\steamapps\common\SkyrimVR
- C:\Program Files (x86)\Steam\steamapps\common\Skyrim VR Mods
- %UserProfile%\AppData\Local\LOOT
- %UserProfile%\AppData\Local\Skyrim VR
- %UserProfile%\AppData\Local\Mod Organizer
- %UserProfile%\AppData\Roaming\Mod Organizer

Next Reinstall Skyrim VR making sure it **IS NOT** installed into a "Program Files" directory but in a Steam Library folder. See [HERE](#) for instructions on how to set-up a Steam Library folder.

Create an Empty Folder on the root of the same drive you installed Skyrim VR on

- Example Name "X:/SkyrimVR Dragons Die Twice/"

This is where you will point the Wabbajack Installer's "Installation Location"

- Make sure the drive has at least 88GB free for the MO2 setup

Additionally you may want to create a "MO2 VR Downloads" folder on another drive (like a storage HDD) if your main game drive is an SSD. That drive needs at least 57GB free. If both the Install and Downloads folder share a drive, you need at least 145 GB free in total.

Lastly before moving onto the bulk of this ReadMe you may want to do the following:

- If you have any Logitech Keyboard or Mouse "tray" applications running in the background of your computer, close them before launching Skyrim VR.
[It has been known to cause random CTD issues.](#)

DO NOT Put the Wabbajack.exe file or any manually downloaded "*.wabbajack" list files into your install folder.
Instead make sure they are placed somewhere else on your computer where you can easily find and access them as previously advised.

» STEP #1 – SETTING UP SKYRIM VR

Now you need to launch Skyrim VR directly from Steam at least once before moving any further in this Read Me. This will decrypt your newly installed game files, create the registry entries needed for Wabbajack to locate your game install, and allow you to set some initial settings that are not handled by the INI tweaks included with this list.

Once loaded into Skyrim VR open the menu and go to System > Settings > VR Performance and adjust the following settings listed below as instructed.

VR Performance

- Disable Dynamic Resolution
- Disable Foliage Shadows
- Set the Supersampling slider to all the way to the left
- Set the "Tree Lod" slider all the way to the right
- Set the Distance sliders for Items & Actors halfway to the right
- Set the Distance sliders for Objects Half-Way to the right
- Set the Distance sliders for Grass all the way to the right
 - (Adjust to the left as needed if you have framerate problems)

VR

- Adjust "FOV Filter while Turning" and "FOV Filter while Moving" to taste
 - (Tweaks black border vignetting to help combat motion sickness)
- Activate Realistic Bow Aiming
- Disable Physical Sneak

» STEP #2 – RENAMING BINK64W.DLL

Now you need to go into your freshly installed and configured SkyrimVR install folder and find a file named **"binkw64.dll"**.

Right Click this file, choose "Rename" and then change its name to **"binkw64_.dll"**

**DOUBLE CHECK THAT YOU HAVE COMPLETED THIS STEP
CORRECTLY BEFORE CONTINUING**

**ONCE YOU DO THIS SKYRIM VR WILL NOT BOOT UNTIL YOU
HAVE COMPLETED THIS README**

**IF YOU FORGET TO DO THIS SKYRIM VR WILL NOT BOOT
AFTER YOU HAVE COMPLETED THE README**

» STEP #3 – BEGINNING WABBAJACK INSTALLATION

We're finally ready to start installing the modlist. Open the **Wabbajack.exe** file you downloaded earlier. It will automatically update and launch the newest build of Wabbajack. Near the bottom of the window you can now click **Browse Modlists** to open the built-in Modlist Catalog, scroll down until you see **SkyrimVR:Dragons Die Twice** then **Click the Download Button**. **Not needed in Pre-Alpha, just double click on the Skyrim Dragons Die exe you downloaded (This is my mod list)**



After loading your modlist file the following screen should be displayed. At the bottom left of the new screen, set the **Installation Location** to the empty folder you were instructed to create earlier then (optionally) set the **Download Location** to the second folder you created on another storage drive (or leave it as it is). After you have completed these steps, click the **Play** button on the bottom right.

If you've never used Wabbajack previously it will now open it's internal browser and ask if you'd like to authorize it to use your Nexus Mods account. **Log in & Click Authorize**. Wabbajack will now install most of the modlist for you. This can take anywhere from 2-12 hours depending on your computer's specifications and internet speed. Be patient and let it do it's work to completion!



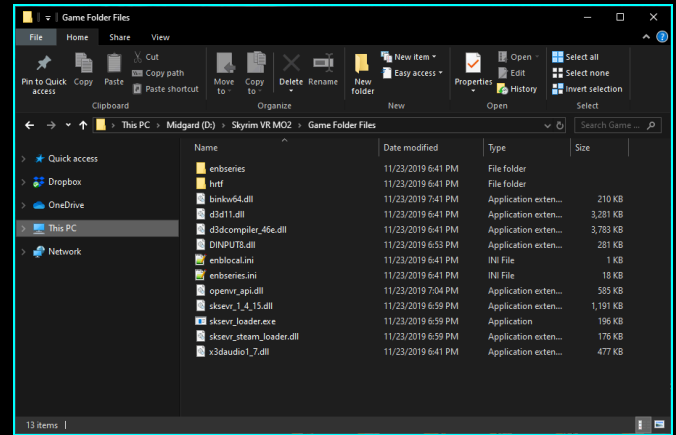
Once Wabbajack has finished installing, the screen will look similar to the screenshot to the left (the slideshow may still be running and cycling through mods) and the Log section of the screen to the bottom left will say:
You can safely close Wabbajack and move onto the remaining manual steps of the install.

Installation complete! You may exit the program.

» STEP #4 – COPYING OVER GAME FOLDER FILES

After Wabbajack has completed its full installation you must now do some manual file copying to make sure that SKSE, DLL Plugin Loaders, 3D Audio Fixes & the included ENB are properly setup in your Skyrim VR Install Folder. Navigate to **X:\SkyrimVR Dragons Die Twice** (Or whatever your decided to name your install folder) then into the **\Game Folder Files** folder.

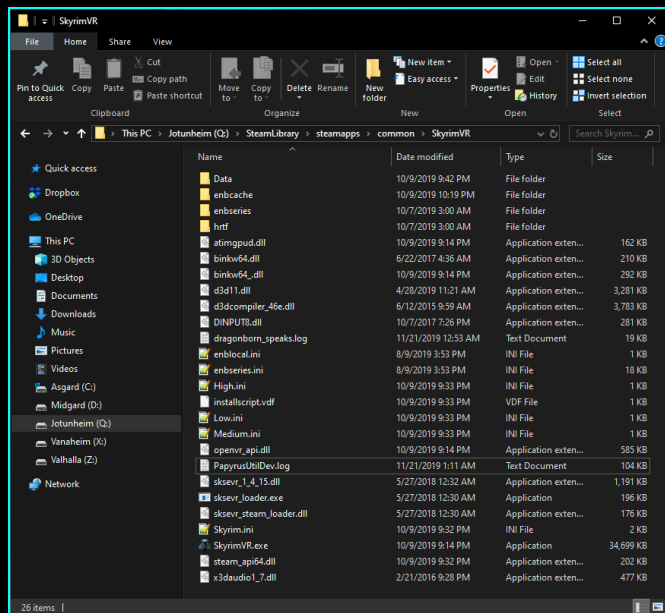
Copy all of these files over into your Skyrim VR install folder, if you set up a Steam Library for your fresh install like you were earlier instructed to it should be located in a folder named similarly to **X:\SteamLibrary\steamapps\common\SkyrimVR**



Once all the files have been copied over your Skyrim VR install directory should look similar to the screenshot shown to the left. If asked to overwrite any files when copying things over, choose YES. Additionally, make sure that both **BINKW64.DLL & BINKW64_.DLL** are present in this folder after you have copied everything over.

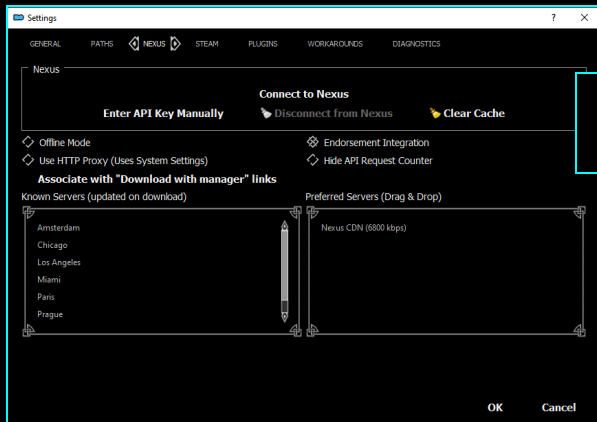
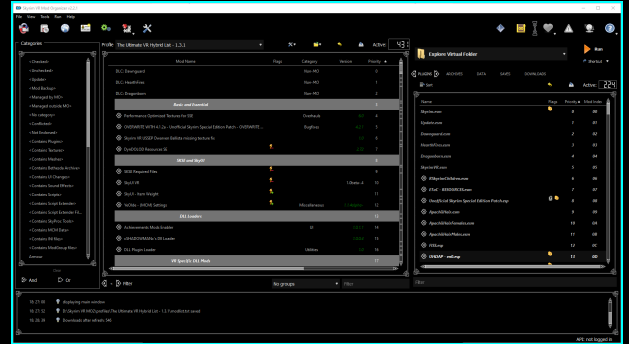
Binkw64.dll should be 210KB
Binkw64_.dll should be 292KB

If these sizes do not match on your system then you likely did not do Step 2 correctly and you may have to reinstall Skyrim VR again and repeat **Steps 1 & 2** in order to fix this error.



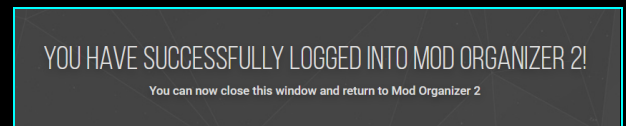
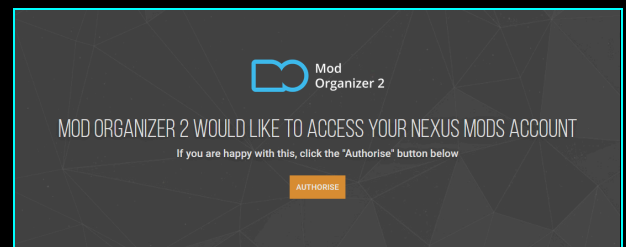
» STEP #5 – LAUNCHING & CONFIGURING MOD ORGANIZER 2

Now it's time to open Mod Organizer 2. Navigate to X:\Skyrim UVRE MO2\ (Or wherever you choose as your install location) and open ModOrganizer.exe. Your Mod Organizer window should look similar to (tho NOT EXACTLY like) the screenshot to the right



Next click the **Wrench and Screwdriver** icon on the top toolbar of Mod Organizer in order to open the settings window. Once this window is open the Nexus tab along the top of the window. Then click the **Connect to Nexus** button on the top middle of the screen.

Shortly after clicking, a window will open in your internet browser asking if you'd like to authorize Mod Organizer 2 to use your Nexus Mods account. **Click Authorize**. It will then show that it has successfully logged into MO2 and instead of Connect to Nexus MO2 will now say **Nexus API Key Stored**. Click OK, MO2 will now restart again just like before, if it asks you to choose an Instance choose **Portable**.



» STEP #6 – CUSTOMIZATION AND INDEX CONTROLS

There's a couple of settings you might want to adjust before you jump into the game, these include things like MageVR, Dragonborn speaks Naturally, FPS stabilizer.

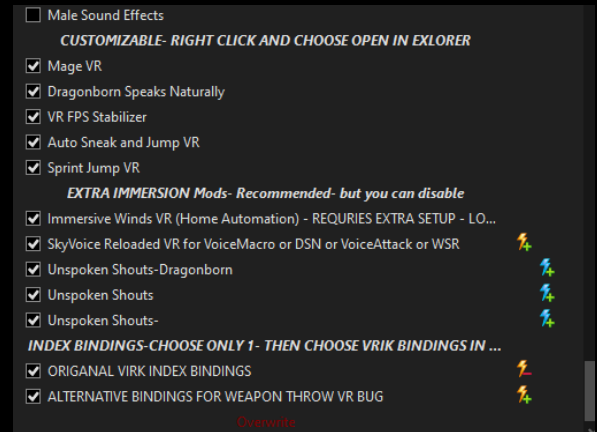
AS WELL as Extra Immersion stuff you MAY want to disable

You should have a section labeled CUSTOMIZABLE, you can right click on these, then choose Open in Explorer

Once you're in the folder find the section labeled SKSE/Plugins/Magevr,DSN ect FIND THE INI file and customize them.

For example, for MageVR, I ended up disabling a lot of the holster and extra features except for glyph drawing, the backpack and physical lockpicking in order to get it to work well with VIRK's Holsters and Simple realistic archery, but you may want to change that.

You may also want to adjust Dragonborn speaks Naturally or Auto Sneak and Jump VR for your specific Height



```
; 2 - grip
; 3,4,5,6 - DPAD left,up,right,down
; 7 - A
; 32 - touchpad/depress thumbstick
; 33 - trigger
DrawModeButton=2
PaintButton=33

HandposeModeButton=100

FirstHolsterButton=32
SecondHolsterButton=100
ThirdHolsterButton=100

SmartPotionButton=100
FirstPotionButton=100
SecondPotionButton=100

FirstItemButton=100
SecondItemButton=100

FirstShoutButton=100
SecondShoutButton=100
ThirdShoutButton=100

BackpackButton=2

; Set this to 1 if you are using left handed mode
```

You MAY want to run VR FPS Stabilizer if you're running an HMD on a different refresh rate- it's tuned for Medium at 90 FPS So if you're on a rift ect, Right click it and choose Reinstall Mod then go through the messagebox settings

YOU WILL ALSO see a section at the bottom labeled INDEX BINDINGS

The Alternate bindings are for a rare Weapon throw VR bug that can happen when using that permanently disables sprint, the original ones are the original VIRK bindings included with VIRK, you also have to select VIRK Bindings 2.1 in SteamVR

If you're on another controller scheme (E.g Oculus or WMR, Vive Wands)) Disable both of these.

» STEP #7 - EXTRA MODS- OPTIONAL MODS

There are some mods included here that you may want to disable because they require either a separate 3rd party program or a bit of extra setup, There is a section labeled **EXTRA IMMERSION**

The first is Immersive Winds VR

<https://www.nexusmods.com/skyrimspedition/mods/18346>

Which will realistically blow wind on you in game depending on where you are, it requires a Smart plug set up to your home network, you can check to mod page for details

The Second is Skyvoice Reloaded VR

<https://www.nexusmods.com/skyrimspedition/mods/17840>

Which will let you fire off shouts by Actually shouting with your own voice

To get that setup well it requires VoiceMacro and you need an extra file from the mod page.

I've also previously made a guide for training your PC to get voice commands close to 100% accuracy

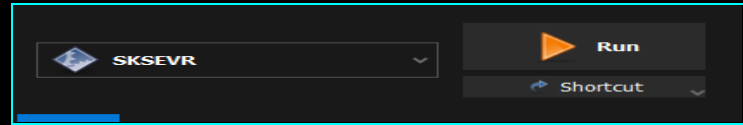
https://www.reddit.com/r/skyrimvr/comments/95oaim/guide_on_getting_the_best_experience_out_voice/

I've included Unspoken shouts as well which gets rid of the player voice during shouts so it It's more immersive.

IF you don't want these in your game, disable either all of them or some of them before starting. Just click on the checkbox to disable it.

» STEP #8 – BOOTING INTO MODDED SKYRIM VR

You are now ready to use your new modded Skyrim VR setup! First make sure MO2 is open. In order to play with mods you **MUST launch SKSEVR through MO2**. If you launch Skyrim VR directly through Steam it will still be 100% Vanilla. Make sure that your MO2 window looks like the screenshot to the left.



Next you're going to want to start up **Steam VR** the same as you usually do and wait until you load into either Steam VR Home or into an Empty Loading environment, this will depend on how you have Steam VR setup on your system.

Next you can either open your Steam VR menu and switch to your Virtual Desktop View or take off your headset and manually use your monitor and mouse to click the "Run" button in MO2, making sure that **SKSEVR** is the selected option.

Once you've booted to the Skyrim VR you will initially be floating in a black void as everything loads (the Skyrim Logo might appear to be floating slightly below you somewhere. Don't panic, this means that things are still loading). Eventually some smoke clouds will appear and the Skyrim Logo and main menu will pop into view directly in front of you.

Now you just need to **select "New Game"** and wait for the "Live Another Life" prison cell to load

» STEP #9 - MCM,VIRK

Once you're in the game, Wait for the Race menu to pop up

Design your character as you'd prefer and then name yourself as usual. (AIM the CONTROLLER OUTSIDE OF RACEMENU BOX)

Once you've finalized your choices and given control of your character you'll see a bunch of messages start popping up to the top left of you Field of View. These are the various Mods and MCM menus initializing and it may look somewhat similar (tho not exactly like) this screenshot to the Right from Skyrim SE.

You **MUST WAIT** until all of these messages stop popping up before you can continue onto your final MCM setup in the next step.

DO NOT PAUSE OR OPEN THE MENU DURING THIS WAITING PERIOD.

Doing so can cause some mods to not initialize correctly.

After the last mod has initialized, pause the game, goto the System menu, and then choose Mod Configuration Menu.

Then make sure that all the following settings are entered and altered as shown- DO NOT SKIP ANY OF THESE, you'll have a bad time.

This is temporary. I'm working on a way to have ALL of these pre-set with scripts so you won't have to do anything and can play straight away.

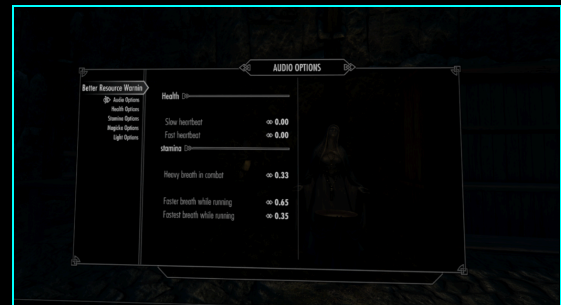
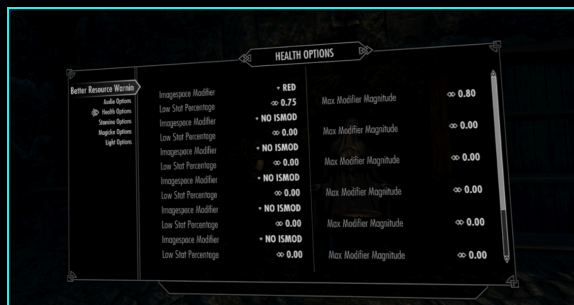
Better Resource Warnings

Audio Options - Slow Heartbeat 0 , Fast Heartbeat 0

Health Options - Imagespace modifier- **Red** Low Stat Percentage- .75 Max Modifier Magnitude - .8

Stamina Options ImageSpace modifier - **green** Low Stat percentage .75 Max modifier .35

Magica Options Imagespace modifier - Black and White Low stat percentage .75 Max modifier 1.0



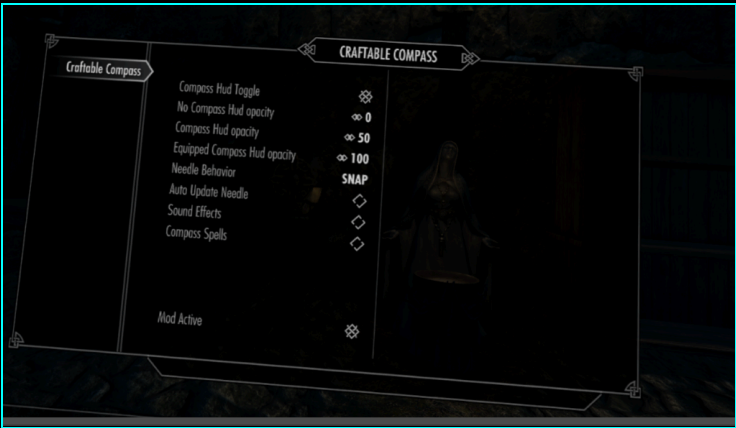
Campfire

Campfire Building - Quick, Advanced Object Placement - DISABLE



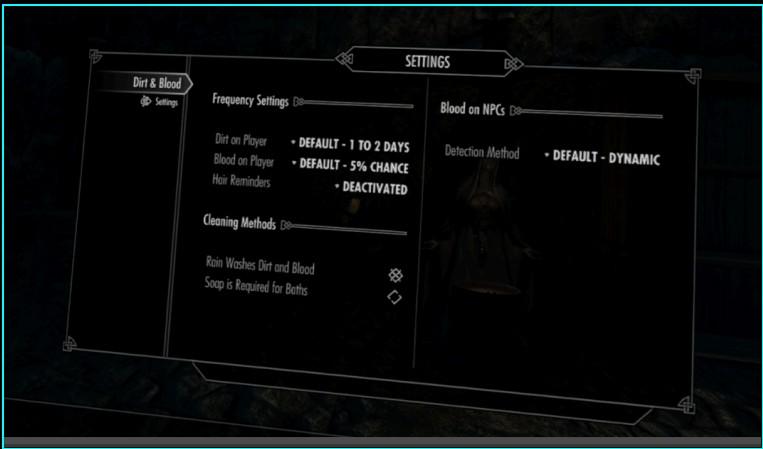
Craftable Compass

Audio Update Needle- Disable, Sound Effects- Disable, Compass Spells- Disable



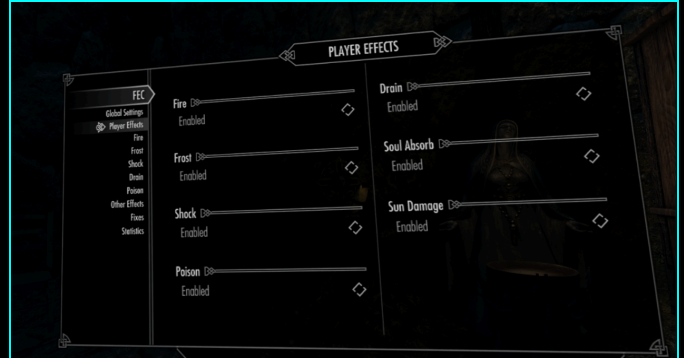
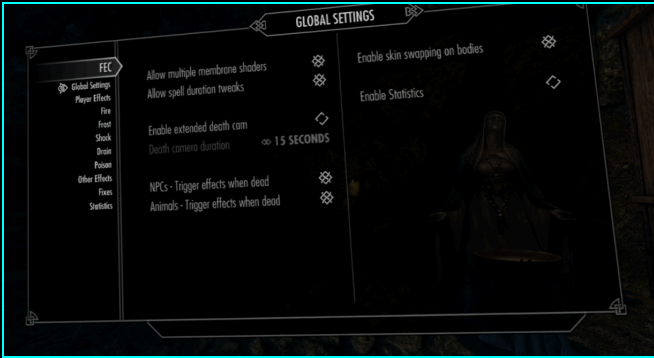
Dirt and Blood

Hair Reminders - Deactivated



FEC

Global Settings- Extended Death cam- Disable
Player effects - Disable everything on this page



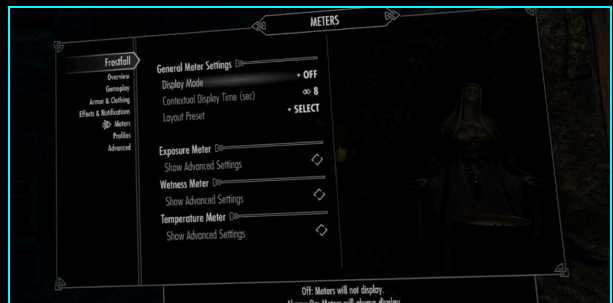
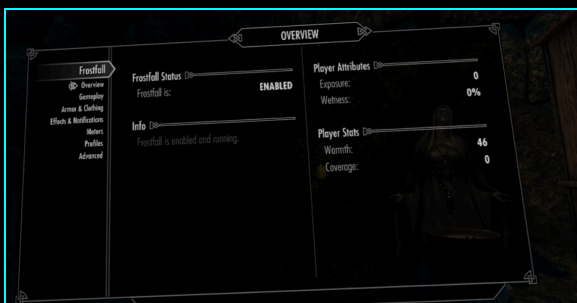
Imaginator

Contrast 5 Saturation 5, Nice Overall Enhancement, Customize to your liking



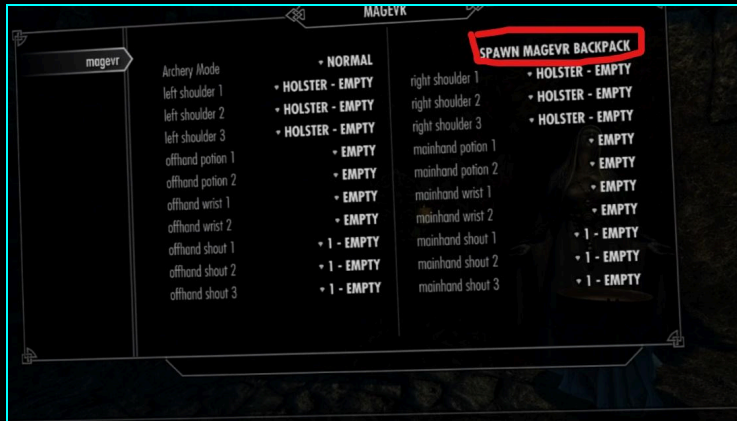
Frostfall

Enable it, Exit the MCM Menu- Wait a few minutes until you get a notification that it's complete
Then go into gameplay and Disable Fast Travel,
3rd, Turn off meters if you want (I find them annoying)



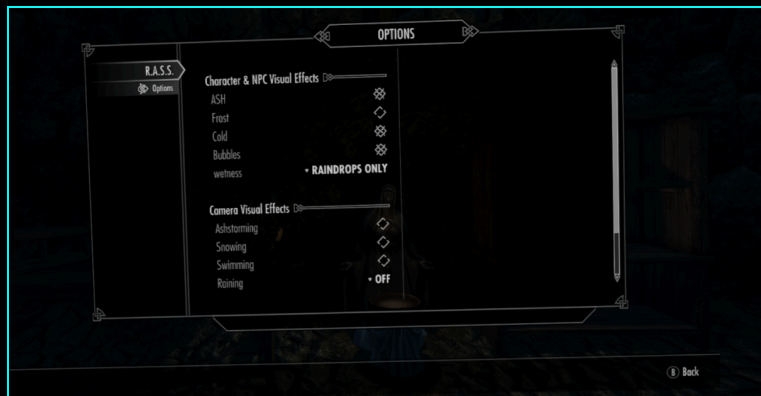
MageVR

Spawn MageVR backpack



R.A.S.S

Turn off Frost Effects, Set the Wet Shader to raindrops only and Disable all Screen Effects



Respawn: Death overhaul - IMPORTANT Should be set automatically in new version

Modes- Diablo Mode

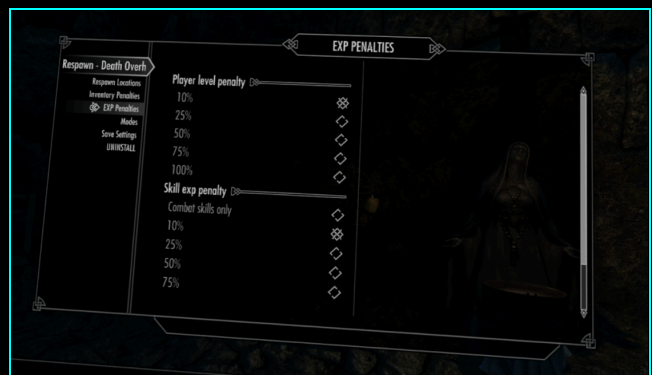
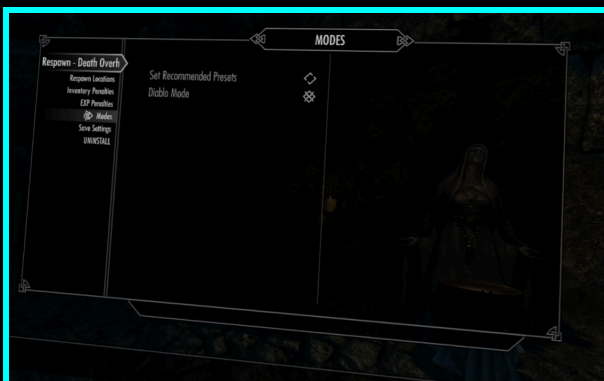
Save Settings - Disable Quicksaving

XP Penalties 10% for combat and skills

Only creatures - Disabled

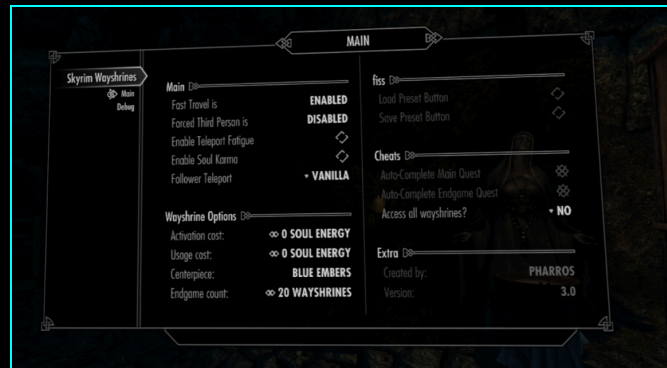
Inventory penalties - Scroll to the bottom and put entire inventory at 100%

Respawn Location - Choose Nearest hold, and Nearest home



Skyrim Wayshrines

Fast Travel- Disabled
 Forced Third Person- Disabled
 Activation Cost- 0 Soul Energy
 Centerpiece - Blue Embers
 Usage - 0 Soul Energy
 Auto Complete Main Quest - Enabled
 Auto Complete Endgame Quest - Enabled
 Access all wayshrines- No



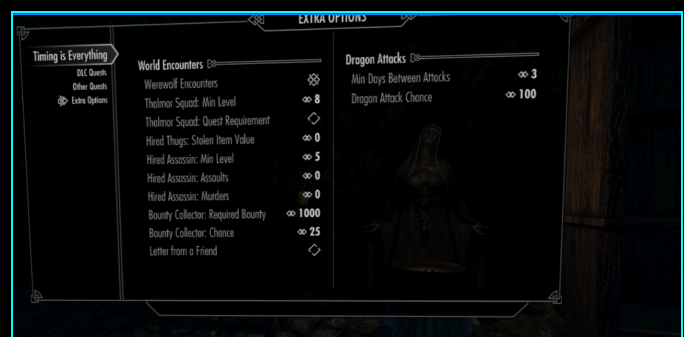
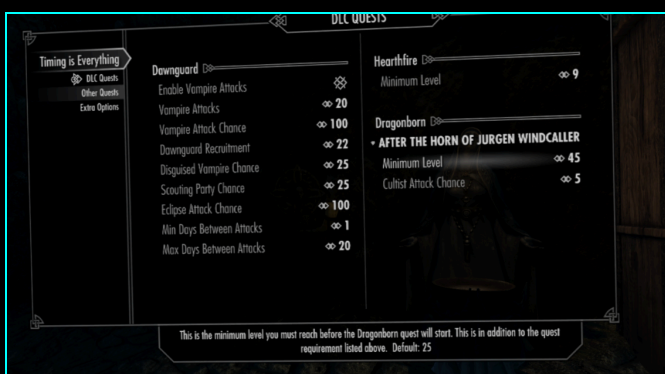
Storm Lightning

Set to Realistic



Timing is Everything

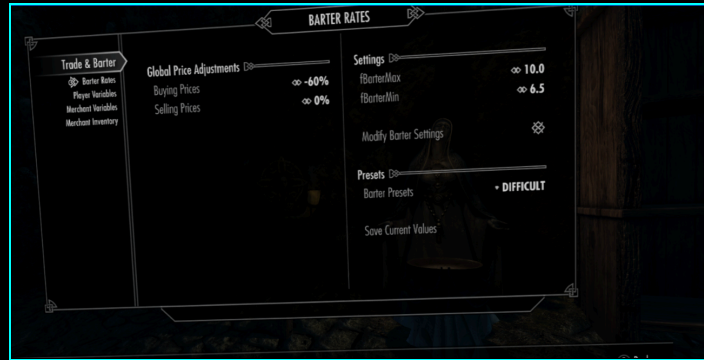
Enable Vampire Attacks - Attacks at 20
 Dawnguard Recruitment - 22
 Dragonborn- After Horn of Jurgen Windcaller Minimum level 45 Cultist Attack chance - 10%
 Extra Options- Werewolf encounters - Enabled



Trade and Barter

Modify Barter Settings- Enabled

Barter Presets- Difficult



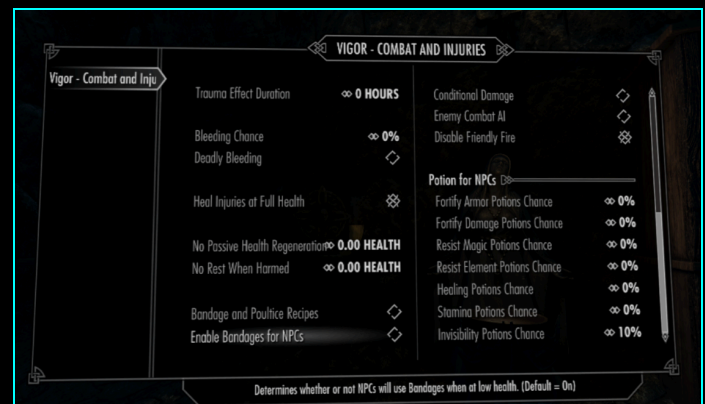
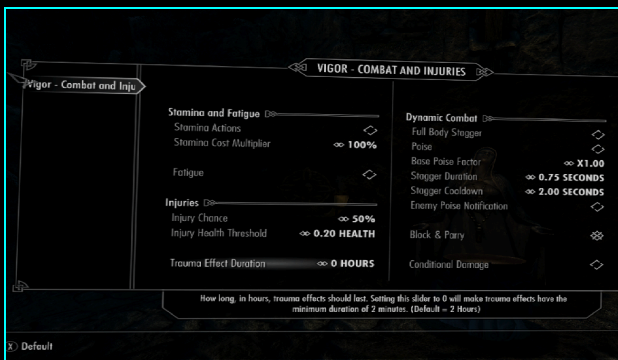
Vigor - Combat and Injuries

First Enable it, Exit the MCM Menu, the Go back to the MCM menu

DISABLE everything here except for Injury chance, Block & Parry, and invisibility potion, Keep

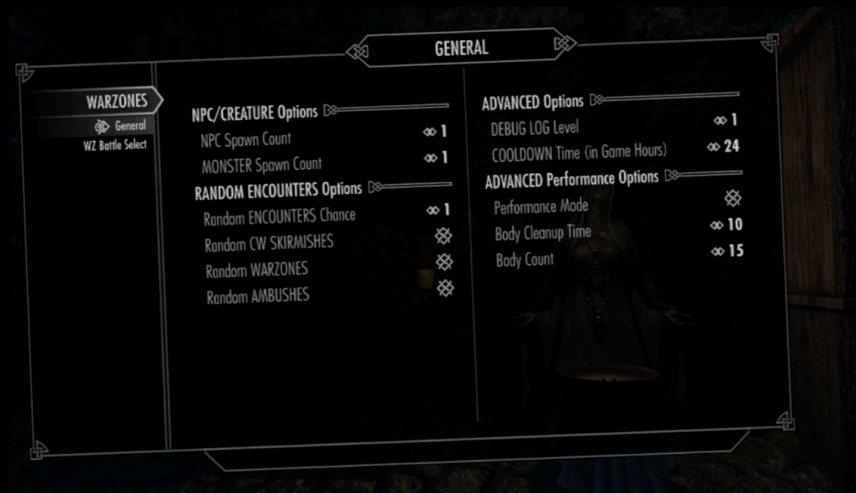
Heal Injuries at full health Enabled

Disable all enemy potion chance except for invisibility



Warzones

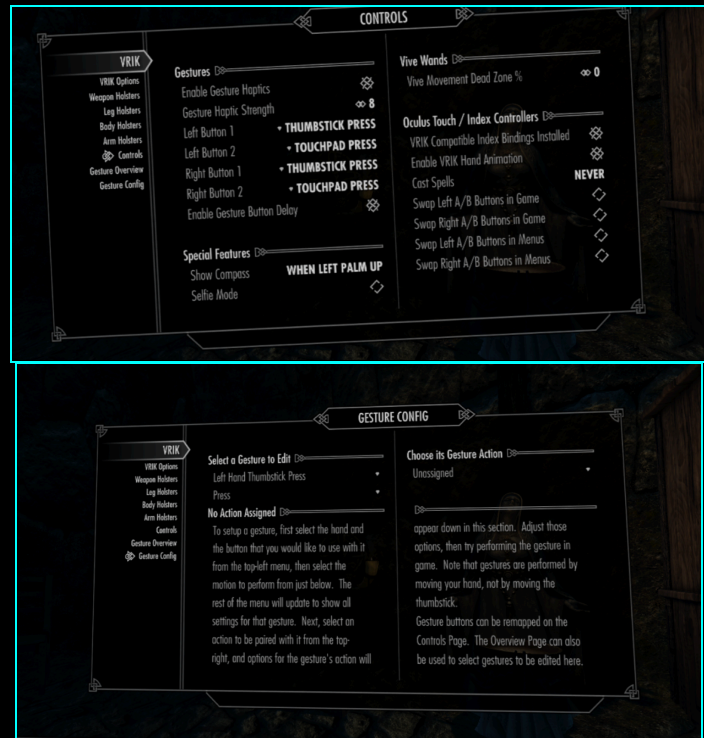
Performance Mode- Enabled



VIRK

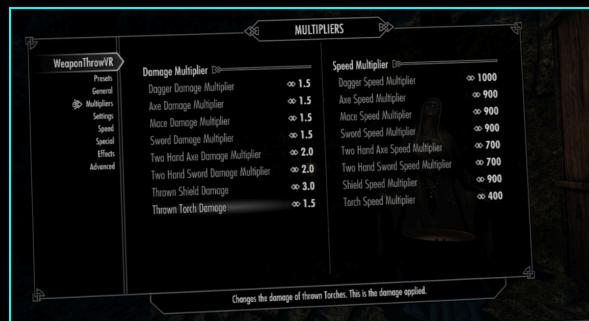
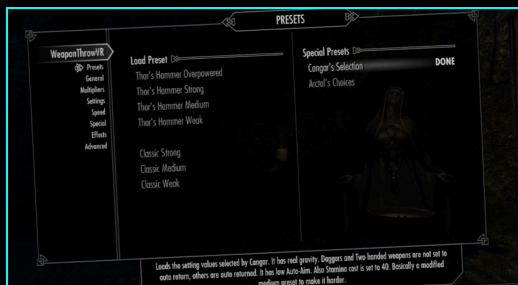
- 1) Adjust to your specific Height as needed, I set it a bit lower but you have to play around with this. Also make sure Comfort sneaking and physical is both set to 0
- 2) In the Control Section of VIRK, you can choose the compass placement (**WILL NOT BE ABLE TO SEE COMPASS until you have the compass item in your inventory**) and if you want selfie mode to be shown (See yourself in third person)
- 3) Gestures, you may want to change the gestures to what works for you, I have them set on quick inventory, quick magic, stats, and map ect matching the regular in between menu thing? It's on right thumbstick and depends on which way you swipe, you can adjust or turn this feature off
- 4) ONCE you have the VIRK MCM set up, Find the VIRK calibration power in your magic menu - FIRST click on default Height, then VR Scale, Finally click headset height ONLY.

Now your body should be set up :)



Weapon Throw VR

Cangars Selection- Enabled
Multipliers - Lower all Damage Multipliers by 1
Special - Dagger Auto Return- Enabled

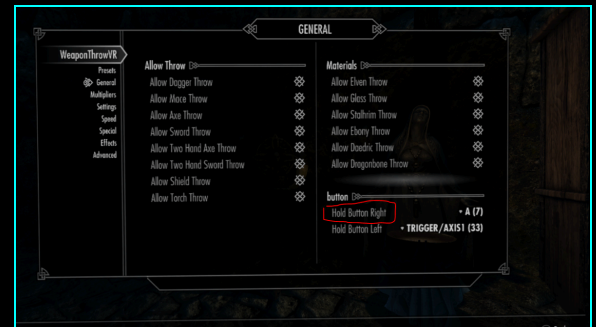


So this is totally optional but recommended, There is a rare bug that happens with weapon throw VR where it's possible it could permanently disable the ability to sprint if you use it with the trigger (Since trigger is also tied to power attacks)

To get around this problem, I made separate bindings that gets rid of the favorites menu and switches the power button to B on the index controller on the right (I'm right handed.. Sorry lefties)

If you bind the throw button to right hand A. you can Throw weapons all day long and not have to worry about losing your sprint

The trade off is that you lose your favorites menu, you can still summon anything you favorited either with the mageVR backpack, or using the equip/summon voice command with Dragonborn speaks naturally



Adding the Perception Spell

Optional but you want Perception which will give you some more info about enemy HP,

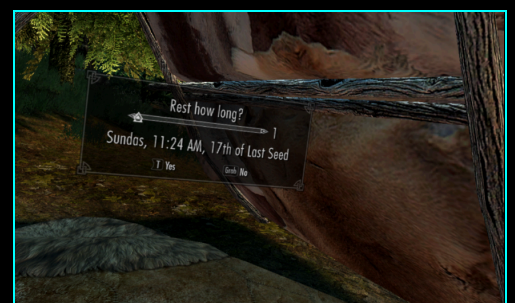
Open the console and type `player.addspell 95000d62`

In the future I'll be adding a book to the alternate start room so this won't be needed

» STEP #11 - CHECKING YOUR SETTINGS & CHOOSING YOUR START!

Before continuing on with your journey you may want to double check the settings you previously tweaked in **Step #1**. Due to a quirk in the way WJ sets up ini files SOME of these settings can get reverted after a new list is installed. You should refer back to **Step #1** and ensure that they are at either the recommended levels or tweaked to your personal taste.

Finally once all the required MCM configuration is complete you can go up to the Mara statue on the far wall of your Prison Cell and talk to it. I've taken away the ability to choose the normal Vanilla Start since it's broken AF So go nuts.



» STEP #12 – FIND A BED

THIS IS EXTREMELYYYYYY IMPORTANT

Find a bed.. FIND ONE AS SOON AS HUMANLY POSSIBLE after spawning in **You have to sleep in a bed once to get the item needed to SAVE YOUR GAME** If you don't do that... well.. You're screwed. GG

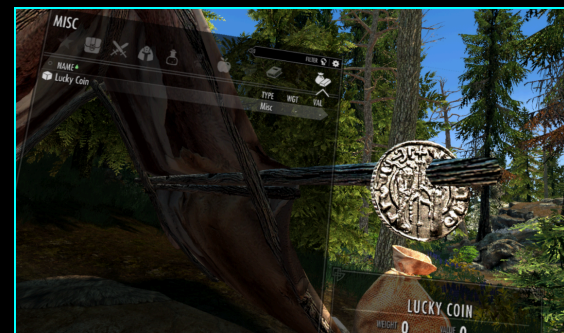
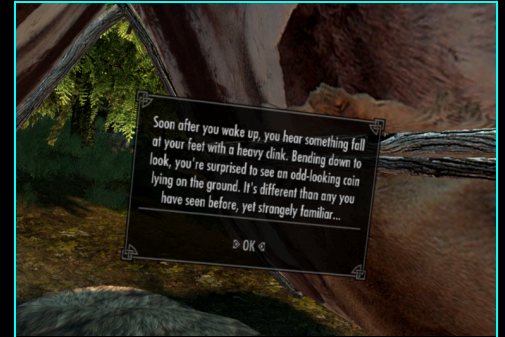
Go ahead and sleep for 1 hour. When you wake up, you'll see a message box, click ok.

Then you're gonna hear a coin dropping. Cool. Now FIND THAT COIN in the MISC section of your inventory (MageVR will not work for this)

Give it a click, Choose **ENABLE HARDCORE Saving** (i'm sorry Milk drinkers, theres no way to get around this)

Now sleep in that bed once more to make a save.

THAT coin will also be used for the EXIT save if you need to quit the game, click on it then choose Save and Quit.



That's it! Good Luck!

Try not to Die.

There is a Gameplay guide below to help get you started.

» GAMEPLAY Guide, Or Your First Steps on “Getting Gud”

Saving the game

Probably important to you yes? There are 4 Ways you can save your game:

- Sleeping in a bed for any amount of time
- Using any Alter that gives you a blessing
- Drinking the Saviors Brew, which is sold at every inn for a hefty price
- Using the Lucky Coin MISC item for an Exit save

In regards possible Crashes

There are some dungeons (Specifically Bleak falls Barrow) That can CTD if you exit after the Very first time you enter the cell (E.g if you fight the boss and leave immediately afterwards)

Now being able to do that in 1 go round for the first time you enter the final cell in BFB is pretty unlikely anyways with this difficulty.... But if you do, it has a high chance to CTD when you leave. I've placed a Saviors Brew In the boss chest so you can save your game. If you CTD, just reload and you'll be good. If you died and came back, it should NOT CTD.

I might actually end up going through all the dungeons in the future and placing a savior's brew in the chest as a reward item, but that's going to be a ton of work and record changes. If you DO happen to CTD on a cell leave, let me know and i'll place a saviors brew there so you can save.

HUD and Immersion

There are VERY little HUD elements in this list at the start, only notifications are on for important info like your warmth levels ect. You will get information in different ways.

Your HP levels will be shown by a red image effect on your screen, the darker the red, the more hurt you are. This effect will start if your HP gets below 75%

Your Stamina levels will be shown by a green image effect , The darker the green, the less stamina you have, this effect will start at 75% or lower.

Your Mana levels will be shown by a black and white image effect. The more saturated and black and white the game looks the less Mana you have. This will also start at 75%

You will have NO compass at the start of the game, you will need to buy a physical compass item and have it in your inventory. Belethor or Magnus should sell it to you. (For quite a high price) There is also an in-game physical map you can buy or craft.

Quest icons and floating quest markers will not be shown at first. To get access to that you'll need to get the spell Clairvoyance Which will show you quest targets as long as you're charging it (This was a useless spell in vanilla, so I've made it useful) You'll also have the Perception spell on you, this can show more detailed information about enemies.

Death

When you die, there is no reloading from the last save, you will lose all the gear, a portion of your gold and 10% of your XP. It will be left as an ash pile where you died. You will then respawn in the nearest Hold temple or player home if you own one and have to go back to retrieve your stuff (Or leave it it's up to you)

The main Mod I'm using the achieve this is

<https://www.nexusmods.com/skyrimspedition/mods/27546>

There IS quest protection built into this. In certain areas where you'd normally get locked out of a location, the game will NOT respawn you, you will then have to reload like normal. So either Stock up on saviors brews before venturing to those locations. Or Git Gud and try not to die.

At the moment, these are the areas excluded from the respawn mechanic

Halldir's Cairn, Dimhallow Cavern, Shroudhearth Barrow, Serpents Bluff, Thalmor Embassy, Kolbjorn, Gyldenhul Barrow, Ancestor Glave, Skuldafn, Volskygge, Folgunthr, Abandoned House, Azura's Star Interior

Fast Travel

Fast Travel is off by default. There are several things you can do to get around quickly.

1) There are wayshrines that you can use throughout the world to get around, You'll have to find them and they're hidden in the world. There should be a book in your inventory showing you the location of (SOME, not all) of the possible wayshrines you can find. I've also taken out the initial quest you need to do since it was convoluted and a bit pointless. If you find it, there's no cost to using them. They'll also go to modded locations like Darkend, Alika'r Desert ect.

2) If you get to the point to afford a horse, it's faster than vanilla and you can summon your horse from anywhere

3) You can use the carriage system, the carriage mod is not in here since it's old and hasn't been updated for years, so for the moment it's only the vanilla cities.

General Survival

There are 5 Main things you're going to have to manage.

Hunger You'll gradually get hungrier as time goes on. You'll never die from hunger but your stats will decrease when you're starving

Thirst Similar to hunger, as time goes on you will get thirsty, you'll never outright die but your stats will decrease, you can get clean water from wells in the cities

Fatigue You will need to periodically sleep to regain your strength

Warmth On Default, frostfall is on, you will need to wear warm clothes in cold environments, you can pass out from frostbite

Cleanliness Overtime you will acclimate dirt from traveling, and blood from fighting, If you let it get to the point that you're filthy, shopkeepers will charge you extra for their wares. You can get clean by jumping into a body of water and swimming for a couple of seconds.

This doesn't include extra things like diseases ect that could happen when playing.

WIP - I'll be adding more here in the future

» FAQ - Please Read

WHY is this SO HARD?! What the heck! I'm going to rage quit!

Good. If you can't stand the heat, get out of the fire. This is absolutely meant to be a grueling, difficult experience in the vain of Dark Souls. It'll make you cry because of the difficulty, But, it is fair. Use strategy, pick your battles wisely, run away if needed, you're NOT powerful enough to take on all a huge group of enemies.

You're not a god in Skyrim anymore. Any you never will be.

I will not be making this easier.

HOW DO I STOP DYING?! Why do you hate people?

I don't hate people.. But I do enjoy rage quitters because I think it's hilarious. Here's my motto. **Git Gud or Die.** In all seriousness, the world is unleveled, The game is now much more about your physical skill level instead of pure damage, you can't fus ro dah out every situation. Try running away.. Because if you die you lose all your shit to the person that killed you.. And **You Cannot save in the menu. You can only save at beds, alter, or saviors brew.** . So your choice is either buck and go get your stuff back, or ignore it and go in another direction. **Good luck Dovahkiin..**

What if I crash.. You took out saving! I lost progress!!

I've tried my damn hardest to make this as stable as possible, but the glorious Todd Howard can be a mean God.

If you crash... I'm sorry, you probably lost a bit of progress and I feel bad, I'm trying to mitigate this issue with periodically placed save points :(, **LET ME KNOW** if you CTD, I'll look into adding a save item in a chest near the exit or something

Hopefully it's infrequent enough that you can still have fun. Try to find a bed or alter at least every hour I'd say, just to be on the safe side. I've tested this quite a bit, but Skyrim will be Skyrim.

Will Quests break? How does the death overhaul affect that.

Quest items and some quests should be safe with the death stuff. But hey.. **Skyrim will be Skyrim and quests might break sure.** But that's why **you Should NOT play or download this list if you care in the slightest about the main quest line or want a VANILLAish game.** Nothing SHOULD go wrong **THERE IS QUEST PROTECTION built into this.** But I haven't tested every quest and I have no intention to.

If a quest breaks because you died and lost a quest item ect. **Well.. Tough luck bud.** GG. 1) **You can reload from the last bed, alter, or savior's brew save you made before you died,** and possibly lose hours of progress.

Or 2) **move on and go do something else,** and that quest will forever be uncompletable because you died... **So maybe don't die next time huh?**

Can I add mods to this list?

Short Answer No. Not without potentially causing issues.

Long Answer. Sure, But I will Not be helping you if you crash or face problems. I have no means to help someone who has a different load order then I do. I have spent countless hours testing and stabilizing this specific load order. You can add as many mods as you want, but you're on your own. Do not ask for help or troubleshooting from me.

And I don't mean this to sound like a bitch.. But there's just too many variables and I have no way to help you.. Especially for a free modlist that I'm making with my own time.

Stability here is key, ESPECIALLY with the saving and death overhaul Which this list is heavily based around. I've also EDITED a ton of scripts and records to get this to work in VR. Adding anything has an enormous potential to fuck it up. If you have a suggestion for a mod, tell me and I'll take a look.

I want to make you angry while playing this... but not unfairly frustrated by random crashing and losing hours of progress from crashing. So if you add mods you really better know what you're doing beforehand. Some Texture and sound mods are fine, but anything with an ESP poses a risk. Even then.. DON'T go overboard. A large portion of Skyrim crashing is due to it running out of memory from all those 4k/8k mods. There's a reason I went with the performance version of textures, even though I have a beefy rig with 11 GB of VRAM

WHY NO BOOBIE MODS like CBPC or Pwetty NPCS?! I want to touch Lydia with my VR handz!

I've talked about this in numerous threads on reddit ect. xp32 and DynDolod causes crashes and issues with large load orders. Use Wico, XLOD gen and maybe a few Light NPC overhauls instead (Which is included in this list) Not hundreds of boob mods and DynDolods.

I will not be sacrificing stability or FPS for Boobs. Get over it. Go somewhere else. Add these mods if you want but I will not help you in the slightest if there's problems.

DynDolods!? What the heck?! Why is that not in this list!! I WANT PWETTY GRAPHICS!

DynDolods causes issues in a large load order. I've done a lot to hide the bad LODs with fog or trees, I will NOT be adding DynDolods or making any guide on adding it to this list. It causes crashing effects FPS, I don't care if you have a 5080ti and 150 GB of ram, that will not help you with a large load order, it's an issue with the creation Engine.

This is a Gameplay centered mod list.. Not graphics.. High FPS Gameplay will ALWAYS come first. I play SkyrimVR as a GAME, not a walking simulator.. I could care less about pretty graphics or giant boobs. . That's not to say this doesn't have a graphical overhaul. It absolutely does and it looks great IMHO, But I went with performance textures for the majority of things to increase stability. Those pretty graphics are pointless if you're playing on a slideshow.

So to sum up.

Are you going to notice a bit of texture pop in?

Sure, I've hidden most of them with bigger trees and fog, but yeah ya might notice the slight texture pop-in or weird looking LODs in a few places

Will you be dying too frequently to care?

Also yes...Probably.

Spellsiphon?? Why is that not in here!

Spellsiphon is a good mod But for this particular aesthetic and game balance, I decided not to add it for now. *I'll potentially add it later But I need to figure out how to hide the book somewhere or make it difficult to Obtain.*

My reasoning is that most of the spells from Spellsiphon are more powerful than a vast majority of spells in the game. It also essentially gives you access to unlimited arrows at your leisure, which doesn't really fit into one of the core values of this modlist, which is a *heavy survival and dark souls inspired list, resources are hard to find for both you and NPCS.*

If you add it that's on you, *but as I've mentioned a couple of times, I will refuse to help you if you modify this list at all.*

I DO have Arcane Archery because I find that it's somewhat balanced with my death system, you need the arcane bow which is a physical item to actually use the spells.. So if you lose it on death.. *Well good luck.*

ENBs and Why did I not include one.

ENBs for SkyrimVR can look good But I did not include one. Here is my reasoning.

- 1) *Frankly... I just really just don't like the look of a lot of ENBs. I think they're unnecessary, they're pretty.. But don't do much from an actual GAMEPLAY perspective.* I think they make Skyrim look a little too bright and cheerful for my taste as well, and I've tried a bucketload and even tried customizing them... Didn't help much. *I like my Skyrim like I like my love life: Ugly, bitter, and out to kill you.*
- 2) *It hurts performance for what I like to do.* I like seeing *far distances crystal clear.* In fact TAA is off completely with this list because I hate playing the game like I need glasses. *ESPECIALLY IMPORTANT for this list, you have to be able to clearly see who's coming to kill you to avoid death. Survival is KEY if you want to have fun.*

To offset the annoying shimmer I crank my SS up to 11. Throw an ENB on there and it's a reprojection city at 45 or lower.. *And this is with a beefy PC (1080ti 9900KS) on an OLD GEN HMD.* Yes, you can run an ENB for this game.. But you'll have to compensate by lowering your SS and making Skyrim into a Blurry mess. Any Sharper or other mod isn't going to fix that core issue, the only thing that does fix it is by not using TAA and cranking up the resolution to reduce shimmering.

- 3) You can get a very similar effect (Not exact but close enough IMHO) to an ENB at 0 to no FPS loss with *Imaginator* Again.. Included this in the list, I have recommendations on what to set it at, but customize it to your heart's content.

If you MUST use an ENB (Not recommend since all of the mods here are OPTIMIZED for a Non-ENB playthrough, but everyone has their preferences)

- 1) You'll need to grab the ENB directory files from Here
http://enbdev.com/download_mod_tesskyrimvr.html

Just get d3dcompiler_46e.dll and d3d11.dll and place it in your SkyrimVR folder

- 2) Then you'll need to download an ENB preset

You have a couple of options.

Onyx weather ENB - from the file section - Best performing ENB IMHO, but nights are a bit bright

<https://www.nexusmods.com/skyrimspedition/mods/36227?tab=files>

High Fidelity ENB- Good ENB (bit too cheerful IMHO) but a medium performance Impact

<https://www.nexusmods.com/skyrimspedition/mods/27308>

Luminous ENB - Looks Great, but Very High Performance Impact

<https://www.nexusmods.com/skyrimspedition/mods/197>

+

Contrast Sharpner - This will help sharpen the image if you use an ENB.

<https://www.nexusmods.com/skyrimspedition/mods/38219>

It also might look weird.. Like I said, every texture, weather and lighting mod in this list is catered for NON-ENB stuff.

I added XX Mod to this list and Now I'm crashing and having problems, Plz fix it for me!

Nope, No. Nada.
Not my problem.

I have a problem with the list or I crashed or had FPS problems and I pinky promise I haven't done anything to change it.

Perfect! Message me on Discord and I'll try to help you out as much as I can! I want to try and make this list work as well as possible and I haven't checked every single place in Skyrim and this list is an Alpha WIP

» KNOWN ISSUES

Beyond Skyrim: Bruma Might have some problems, I didn't get a chance to fully test it, it's possible you might have some kids with the blackface bug or missing meshes, if it's problematic I might end up talking it out completely.

Any of the Other land mods/DLC stuff Will respawn you back to whiterun if you die, All of the other land mods HAVE a fast travel point through the wayshrines **EXCEPT Bruma**, Again this is a WIP and I'm working on a solution.. But it's going to require me editing a ton of records and scripts. For now stock up on savior's brews or just reload the game if you die.. Or travel all the way back it's up to you.

It's possible there might be crashing. This is Skyrim after all. A Lot of previous crashing that you might of had in other modlists or even vanilla actually WON'T happen with this (**E.g Reloading bug that happens when you die and the scripts have to re-initialize, but since you're technically being moved to another cell when you die it shouldn't happen**) **THIS is a WIP list. I cannot promise 100% stability at this time, the problems should be limited, but it might come up.**

Some of the level list edits Might not work? I tested the saviors brew and made sure it's possible to buy some at every inn, but the physical map and compass might not show up, you can craft it in the forge however.

Quests I mentioned this before, but Quests could break if you die. There is quest protection, but it's not perfect, so far I have NOT ran into an issue. Although this is ONLY for skyrim quests. As far as other locations like Grey Cowl, Bruma ect. I don't have enough data for that, you can always reload though.