

Requiem - The Roleplaying Overhaul

Changelog - version 1.9.4

The Requiem Dungeon Masters

available on [Skyrim Nexus](#)

Contents

1	Requiem 1.9.x	5
1.1	Requiem 1.9.4 - Chasing the Dragon	5
1.1.1	New Features	5
1.1.2	Tweaks and Balance Changes	6
1.1.3	Bug Fixes	7
1.2	Requiem 1.9.3 - Unofficial Skyrim Patch Compliance	9
1.2.1	New Features	9
1.2.2	Tweaks and Balance Changes	10
1.2.3	Bug Fixes	12
1.3	Requiem 1.9.2 - The Shadow of Death	13
1.3.1	New Features	13
1.3.2	Tweaks and Balance Changes	14
1.3.3	Bug Fixes	16
1.4	Requiem 1.9.1 - Reqticator Update	17
1.4.1	Tweaks and Balance Changes	17
1.4.2	Bug Fixes	18
1.5	Requiem 1.9.0 - The Compatibility Inquisition	18
1.5.1	New Features	18
1.5.2	Tweaks and Balance Changes	20
1.5.3	Bug Fixes	22
2	Requiem 1.8.x	25
2.1	Requiem 1.8.2 - Illusion and Archery Rebalancing	25
2.1.1	New Features	25
2.1.2	Tweaks and Balance Changes	26
2.1.3	Bug Fixes	29

Contents

2.2	Requiem 1.8.1 - Hotfix for 1.8 release.	31
2.2.1	Tweaks and Balance Changes	31
2.2.2	Bug Fixes	31
2.3	Requiem 1.8.0 - Requiem for the Indifferent	31
2.3.1	New Features	31
2.3.2	Tweaks and Balance Changes	33
2.3.3	Bug Fixes	34
3	Requiem 1.7.x	37
3.1	Requiem 1.7.3 - The Mass Effect (Vilja and Friends)	37
3.1.1	New Features	37
3.1.2	Tweaks and Balance Changes	37
3.1.3	Bug Fixes	37
3.2	Requiem 1.7.2 - Mass Effect/New Derived Attributes	38
3.2.1	New Features	38
3.2.2	Tweaks and Balance Changes	40
3.2.3	Bug Fixes	41
3.3	Requiem 1.7.1 - Minor Bugfix Release	41
3.3.1	Tweaks and Balance Changes	41
3.3.2	Bug Fixes	42
3.4	Requiem 1.7.0 - A Mod Configuration Menu (MCM)	42
3.4.1	New Features	42
3.4.2	Tweaks and Balance Changes	43
3.4.3	Bug Fixes	44

1 Requiem 1.9.x

1.1 Requiem 1.9.4 - Chasing the Dragon

This update started as a minor fix for the infamous bug where dragons drop dead near burning carts. But it has grown considerably to fix more issues and add many more goodies.

1.1.1 New Features

- The forge and the smelter have for many eras helped to steer the fate of empires and kingdoms, and now the books which teach the skills reflect that. Follow the journey of the smiths of the ages, reading their stories from venerable crafting guides through legends of fame, infamy and intrigue. Just remember to keep your hands away from the flames, and hold on tightly to your soul.
- Killmove edits have been replaced with a single, user configurable, health percentage threshold. If the character's health (either PC or NPC) is under that threshold, then she's prone to getting killmoved. The Vexing flanker perk allows characters to always avoid getting killmoves.
- Recognizing the importance of finding good trainers, yet striving for reduction of meta-gaming, Requiem introduces a small guide to all well known trainers.
- Valtheim Keep has a new leader. If you're happy to pay for the privilege of passage. she's happy to keep her fighters in line... most of the time.
- The "Corpses in the aftermath of a dragon attack" random encounter is modified to start later in the game and appear more convincing. In the vanilla encounter, dragons are meant to be dead really. In Requiem dragons are so powerful that even the idea of them being killed by some cart travellers was dismissed as a bug.

1 *Requiem 1.9.x*

- Vigilant Tyranus now has a journal that sheds some light on his past.
- The Reqtificator now fails when it tries to import a mod that seems to be corrupt, instead of silently skipping it after writing a note to the logfile.
- The Reqtificator now supports priority edits for Leveled Lists merges. Requiem patches that require exclusive rights on a given leveled list can add the record to the FormLists "REQ_FL_LLMerge_MediumPriority" [xAD36E6] or "REQ_FL_LLMerge_HighPriority" [xAD36E7]. If multiple patches request exclusive edit rights for the same list, the last loaded mod with the highest priority takes precedence.
- Our crossbow & exploding bolt additions have been fully blended with the Ancient Technology quest from Dawnguard. The changes range from adding faction crossbows and modifying game scenes to fully perked and properly outfitted Dawnguard NPCs who might prove to be excellent followers in your vampire-hunting adventures.
- Leather can now be made into leather strips without any specialist knowledge.

1.1.2 Tweaks and Balance Changes

- Instead of just saying "missing masters", the Reqtificator will now analyze what exactly is wrong with your load order and tell you how to fix it.
- The Reqtificator now adds all imported mods as masters to the SkyProc patch. Especially for large mod lists, this should speed up the export process a lot. If you do not want this feature for whatever reason, you can disable it in the "Other Settings" panel.
- The experience granted by all Conjunction spells has been corrected and rebalanced. The higher level spells are almost always the most efficient options for improving your experience.
- The warning about races that fail to meet Requiem's requirements is now clearly marked as an error you need to fix.
- To prevent the use of random horses as pack-mules, horse saddlebags can only be accessed on purchased or special horses.

- Participating with the Companions in their fight against the giant outside of Whiterun is now much safer. Not only does the fight take longer, but the Giant is obviously too tired to fight properly.
- The power and range of NPC absorb essence is greatly reduced. High level magic users will no longer be oneshotting the player and as a bonus side effect, they will also use more varied spells from their repertoire.
- The health regeneration of Dragon priests is rebalanced and fire damage will now suppress some of it.
- Zephyr is now actually faster than similar bows, rather than just saying it is.
- Auriel's bow is no longer something he crafted last thing on a Friday, but a glorious and desirable weapon, properly capable of turning any arrow into a missile of death.
- Savos Aren no longer keeps a spare set of clothes lying around, and has arranged for his hood to be detachable.
- Explosive arrows disappear when they explode instead of falling on the ground.
- Sunhallowed arrows are much more potent, especially vs undead, while Bloodcursed arrows are much more piercing.
- The Martial Arts perk no longer affects weapon damage, but it has also been tweaked to provide a more substantial bonus to fist damage.
- All explosive arrows and bolts are now using a common naming scheme, without the "explosive" prefix.

1.1.3 Bug Fixes

- The Reqticator no longer considers the Bugsmasher plugins as Requiem patches, which could give rise to unexpected leveled list merge results in rare cases.
- The Spectral Arrow killcam no longer causes a crash to desktop.
- The Reqticator now correctly detects the language from your Skyrim.ini even if there are spaces in the line. Comments and wrong sections will no longer confuse language detection.

1 *Requiem 1.9.x*

- Rank I & II runes have been rebalanced so that Rank II are more powerful than Rank I runes.
- Transforming into a werewolf while in low health will no longer cause death due to the removal of a health fortification ability. Werewolf stats are not modified.
- Enthir no longer stocks unrealistic items when he becomes a fence, nor does he lose the items he had before. The additional items he'll be selling to thieves are those he kept in stock just for members of the Guild.
- The descriptions of the leveled list merging options have been rewritten to clarify some past confusion about them.
- The error message pointing you to the Confluence Wiki page now points to the correct page.
- The quick shot perk no longer increases crossbow reloading speed when taken while having a bow at hand.
- Requiem and the Bugsmashers are updated to the latest USLEEP 3.0.3 fixes.
- The guard patrolling the road next to Cicero is no longer invisible.
- It is no longer possible to acquire human hearts by teleporting the vitals out of summoned creatures... especially when they weren't even human in the first place!
- Soul Tomatoes now keep their juicy filling when you move them to other containers.
- Akatosh no longer withholds his empowered blessing after you've saved the whole world from doom.
- The ring of Peerless Lockpicking is fixed to have the same enchantment with the necklace of the same tier, instead of a weaker one.
- Dart traps were using old Requiem 1.7.x data that, when processed by the Reqtificator, resulted into 300 pts damage each. They are now fixed to be correctly processed by the Reqtificator for a normal physical damage with a bit higher poison damage. They should still be lethal to lightly armored characters, but heavily armored veterans will be able to withstand a few hits.

1.2 Requiem 1.9.3 - Unofficial Skyrim Patch Compliance

This update focuses on restoring relevant fixes from the Unofficial Skyrim Patch project to Requiem. Furthermore, many of the tweaks from Axonis'fixpack have been integrated into the main mod. Since most of the non-USKP fixes in this update are from his fixpack, we did not mark them explicitly.

1.2.1 New Features

- Training costs have been revised. At lower levels training will be much cheaper than before, but at higher levels the training sessions will now be much more expensive.
- The MCM has now a feature to reset the Mass Effect. If you still manage to break it, you can use this feature to remove all effects and then compute the whole effect from scratch again.
- Many more poisons and diseases now use Requiem's new script for the visual effects. Thus the intensity of the visual distortion will scale with your poison or disease resistance. Furthermore they now also obey the MCM option to disable the visual effect.
- Daedric crossbows and battlestaves can now be crafted at the Atronach Forge.
- Requiem now ships as a FOMOD-ready archive. You can now choose options like the Unofficial Patch version, the guard armor textures or the font at installation time.
- Requiem is now fully compliant to the unofficial Skyrim and Dawnguard patches. Most of their fixes have been included directly in the 'Requiem.esp'. A few fixes that require an explicit dependence on the Unofficial Patches have been included in the 'Requiem - Bugsmasher Edition.esp' (depends on the old Skyrim and Dawnguard patches) and the 'Requiem - Legendary Bugsmasher Edition.esp' which depends on the legendary edition of the unofficial patches. This restores many important fixes from the USKP that were previously overshadowed by Requiem.
- Several specialized vendors now sell crossbows (and bolts) or battlestaves. When you visit the right vendor, you might even spot a glass or ebony copy from time to time. Common blacksmiths will now also sell standard quality bolts.

1.2.2 Tweaks and Balance Changes

- The range of unarmed attacks has been reduced. This will reduce the number of "air punches" that count as hits and it discourages dagger-using NPCs to show their fists instead at larger distances.
- Vilkas should no longer kill the player by accident during the initiation rite of the companions.
- The NPC-version of the mass effect will no longer write harmless error messages in the papyrus log.
- All changes/fixes from the latest Update.esm and the Dawnguard.esm are now incorporated into Requiem.
- All unwanted Identical to Master records have been removed from the plugin. The most important consequence is that alternate start mods no longer require a specific load order. Note that a few ITMs remain on purpose.
- Requiem no longer provides any additional character generation presets. In the age of the Race Menu mod there is no more need for such features. This change removes all edits from several dozen unique non-combat NPCs that had no other changes and thus no longer blocks USKP edits on them.
- Food items added by Requiem are now tagged with the correct vendor keywords.
- Greatswords have received a slightly higher attack speed, as it was suggested by the Unofficial Patches.
- Circlets can no longer be worn with hoods. They can still be worn in combination with hooded robes. This change is necessary to ensure that the number of available enchantment slots remains the same.
- Minor issues with the stats and keywords of several rarely used weapons and armors have been fixed.
- Several missing as well as new recycling recipes have been added.
- Khayla now wears light armor, as it is appropriate for a sneak trainer.

1.2 Requiem 1.9.3 - Unofficial Skyrim Patch Compliance

- Balbus is now set as coward to prevent him from foolish displays of bravery.
- Changed mass of chickens, foxes and rabbits to lower values.
- The base health of dogs has been raised to 150.
- The Dawnguard will no longer try to recruit you before level 30, but you can still start the questline manually at any time.
- "Magelight" and "Firebolt" have been reverted to their old names to their usage in dialogues.
- Several minor issues in Helgen have been fixed. Lokir will no die due to a heartattack and Hadvar and Ralof will no longer be prevented from using some custom dialogues.
- "A Daedra's Best Friend" now has a minimum level requirement of 25.
- The opening scenes with the companions has been changed such that the player now has a chance to participate in the giant-slaying, but beware it is still a dangerous endeavour.
- The werewolf rampage now starts outside of Whiterun at the Underforge exit.
- All deleted records have been recovered are now disabled instead.
- The Ghostly Wraith no longer leaves an unusable ice pile behind when dying.
- The racial exclusion constraints for vampiric drains have been changed, only automatons are now naturally immune to them.
- The basic destruction spells "Flames", "Frostbite" and "Sparks" now state explicitly that they do not stack with themselves.
- The optional plugins featured in the FOMOD-installer now have a dependency on the Requiem.esp to enforce the correct load order.
- The Helgen Dragon no longer has a fireball shout, which greatly reduces the risk of killing the player during the intro. These changes affect the Helgen scene only.
- The "Necromancy" perk no longer prevents your reanimated corpses from decaying to dust. You will need the "Dark Infusion" now to achieve this.

1 *Requiem 1.9.x*

- The spider "Nimhe" will no longer spawn as medium sized specimen.
- The Atronach stone now negates the instant magicka-regeneration from food items as well as all their long-term benefits. Furthermore its description has been improved to make the severity of the drawbacks clear before you choose the stone.
- Elsweyr Fondue no longer restores 2 magicka per second, instead it now regenerates magicka 25
- Helgen has been slightly tweaked. The scene with the spiders has been tweaked, an optional key has been removed, some lost dialogue has been recovered and Ralof/Hadvar won't suggest as frequently to fetch some gear.
- The changes from the Dragonborn DLC required to make dragons rideable have been backported to Requiem.
- The "Elemental Binding" perk now states explicitly that only summoned thralls will be immune to hostile control.
- The Reqticator now points you to the Service Central instead of pastebin and the Nexus comments if any unexpected error occurs.

1.2.3 Bug Fixes

- Accessing the inventory or magic menus while the script init is running will no result in multiple initializations running in parallel.
- Closing a warning from the Reqticator that requires an answer with the X button in the window header will now abort the patching process gracefully instead of triggering a cryptic Java exception.
- Horses now receive the proper falling damage.
- Several previously disabled hand-to-hand killmoves are now available again if you have the Martials Arts perk.
- Horses are now safe storage containers and and the proper Requiem horses will respawn at the stables if your horse dies and you need to buy a new one.

- Giant Slaughterfishes move slower to prevent them from hovering above the water surface.
- Thunder should no longer wipe out nearby villages.
- Aval Atheron is now a proper food merchant with an appropriate stock.
- The SkyUI config-file for the CAT Hohenzollern font has been updated for the latest SkyUI version 5.1.
- The spell tome for "Fiery Grasp" is now labeled with the correct spell name.
- "Arcane Resonance" and "Throw Voice" now feature voiced insults for all races.
- The "Windrunner" perk no longer provides bonuses when wearing any heavy armor.
- The Stone of the Lover no longer prevents experience bonuses from sleeping.
- If you start as a Vampire, friendly Vampires will no longer refer to you as "meat".

1.3 Requiem 1.9.2 - The Shadow of Death

Focusing on bug fixing and polishing, this release deals with a range of non-critical issues from combat, magic and economy to mechanisms, grammar and internationalization. Two points that may cause you to rethink your gaming strategy are enemies pursuing you through loading screens, and your attributes no longer refill on level-up. On the other hand, you'll find that knockdowns are now more balanced, random dragons will only appear later in the game and dead witnesses tell no stories anymore. Some spells and items are now easier to find or work better. If, despite those boons, you still die you'll be rewarded with a more immersive death scene that also works more reliably.

1.3.1 New Features

- There are now scrolls for the animate lockpick spell available for sale from your local court mage, the Khajiit caravans and from Enthir. They are available in three different versions, the least one opens up to adept locks, the medium one up to expert locks and the best version opens even master locks. The scrolls work like the spell but have no material component, i.e. you must still have lockpicks with you to use the scroll.

1 *Requiem 1.9.x*

- NPCs will now chase you beyond the level transistions into outdoor worldspaces. Note that this feature is part of the Reqtificator and thus also applies to areas from other mods. If required, Requiem patches can register specific zones as exceptions.
- The divines will no longer forsake you after escaping from Cidhna Mine. (This is not a general absolution, it only adjusts for the lifetime bounty you accumulate during this quest.)
- Requiem will no longer automatically reload the game immediately after you died. Instead, the game will now slowly fade out after your death and you must choose a save to load from the menu. This change is intended to improve stability of savegames, the automatic reload seems to corrupt data sometimes. Furthermore, it also prevents the endless death-reload loops that vampires sometimes experience. If you dislike the feature, it can be disabled via MCM.
- Random dragon encounters will only trigger once you finished the quest "A Blade in the Dark". You can now finish the dragon at the Whiterun watchtower to proceed with other questlines without fearing random dragon attacks.

1.3.2 Tweaks and Balance Changes

- Your health, magicka and stamina are no longer refilled when you level up. Upon leaving the perk menu, they will be reset to the pre-levelup values. You will keep any extra points you acquired by spending the levelup attribute bonus or by acquiring new perks.
- The (in)famous Stalker Goat is no longer used, we are now using a different mechanism to block fast travel. As a consequence, there should no longer be any goat noises when there is no goat around.
- Lokir and the player no longer wear prisoner clothes in the Helgen start. Lokir starts with common clothes and the player has a robe suitable for travelling.
- The prices for the Muffle, Invisibility and Shadow Stride spell tomes have been adjusted to be in line with other spells of the same tier.
- The Requiem-books in the College library have been relocated. Thus they will no longer lie on the ground if "Immersive College of Winterhold" is installed.

1.3 Requiem 1.9.2 - The Shadow of Death

- Elrindir no longer sells the goods of a blacksmith. His stock now focuses on hunting equipment.
- Blacksmiths will now sometimes sell silver weapons. Mostly they will offer swords, longswords and greatswords, but sometimes you might also find a silvered scimitar, katana or quarterstaff for sale.
- Blacksmiths will now sell woodcutter's axes.
- The MCM option to disable horse trampling has been replaced by an option that changes both the horse trample and the bull rush attacks such that they only affect hostile actors.
- Sybille Stentor's merchant chest has been moved to an accessible part of the Blue palace and is now locked with a master lock.
- All remaining damage scaling perks for NPCs no longer have any effects. Mods that rely on these hidden Vanilla perks should now provide a more consistent gameplay experience.
- The Redguard Scimitar and the Steel Scimitar have been merged into one item with the stats and visuals of the former Steel Scimitar. To improve compatibility, this new Steel Scimitar overwrites the record of the Redguard Scimitar and thus replaces such scimitars placed by other mods.
- The font installation process in the Rectificator has been tweaked to reduce compatibility problems with other font mods.
- Knockdown attacks have been reworked. Light-weight characters are now less prone to knockdown than before (heavy characters of course as well) and we incorporated the faster get up animation from Darkangel13.
- The descriptions of various perks have been improved and corrected.
- The weapon range modifiers have been adjusted to give a more consistent behaviour regarding the range of one- and two-handed weapons.
- The "Shadow Shield" spell now has a higher bonus to armor rating.

1.3.3 Bug Fixes

- Steel plate and honed draugr items no longer receive tempering bonuses from multiple perks.
- Killing the last witness of a crime will now remove your current bounty as it should.
- The East Empire Mercenaries from the quest "Rise in the East" finally remembered where their armory is. They will no longer walk around naked.
- Muffling Sphere will now finish correctly, when you are out of magicka, recast the spell or use the "Break Hiding" lesser power.
- Fatal sneak attacks against sleeping targets can no longer be dealt with bows or crossbows. Only melee attacks qualify for the bonus damage.
- The bandit at Robber's Gorge now has the correct voice type and asks you once again for your toll.
- Hajvar Iron-Hand no longer suffers from the gray face affliction.
- Hamelyn, the Skeeever Guy, is now a veteran trickster, instead of having a randomly chosen bandit class.
- The Circle of Palladium can no longer be absorbed by its caster.
- "Arcane Disjunction II" now has a base casting cost of 80 magicka/second, instead of 400.
- The bandit boss at Faldar's Tooth has his voice back.
- The Markarth guards in the museum and laboratory now have the correct equipment and the voice types required for their dialogues.
- Followers can now be commanded from afar again, just as in Vanilla Skyrim. (Look at the follower and hold the activate button for a short time to open the command mode.)
- Various smaller consistency issues among Requiem's battlestaves have been fixed. Mostly this affects the used sounds, but in some cases also the damage, range or speed have been adjusted.

- Reqtificator-support for non-English Skyrim versions has been restored.
- Enabling the protection of essential NPCs in the MCM will no longer prevent you from breaking the bows of your foes.
- The MCM option to make Dawnbreaker and the beacon usable for vampires now works as intended, regardless of when you become a vampire.
- The imperial guards in front of Castle Dour will no longer spawn with the wrong armor set.

1.4 Requiem 1.9.1 - Reqtificator Update

This update only changes the Reqtificator, most notably is the inclusion of the fix for the problems that arose from the Unofficial Skyrim Patch 2.1.2 and later releases. Furthermore, it also includes a few other minor bug fixes and the patch for the Book of Silence textures now includes the Vigilants' armors as well.

1.4.1 Tweaks and Balance Changes

- Several error messages and warnings of the Reqtificator have been improved.
- The debug log of the Reqtificator now displays its "build version", which allows us to directly differentiate between the original version and later released hotfix versions.
- The optional textures for Book of Silence compatibility are now also applied to the armors of the Vigilants of Stendarr.
- The subprocess-spawn (used to allocate the required memory) now checks if you are in the correct working directory and if the Reqtificator.jar is present. This should catch most of the generic "Subprocess Spawn failed" error messages and give you a more detailed version instead.
- The Reqtificator log now contains the date and time when it was called. This should help you to identify the correct logfile in Mod Organizer setups.
- The generic error message used for unknown errors now contains an explicit reference to Mod Organizer's overwrite folder.

1.4.2 Bug Fixes

- The test for LOOTed load orders no longer raises a NullPointerException exception if your plugins.txt contains empty lines.
- The SkyProc patcher can now parse the Unofficial Skyrim Patch 2.1.2 and later versions correctly.
- The error message triggered when the Skyrim.esm is not found at the expected location has been rewritten to remove a confusing reference to old Requiem versions.
- The test for LOOTed load orders no longer fails with NullPointerExceptions when you have a mod in your plugins.txt that could not be imported or is on the blacklist.

1.5 Requiem 1.9.0 - The Compatibility Inquisition

This update focuses on compatibility with other mods by providing improved Reqtificator features. The highlight feature is likely that the Reqtificator no longer requires any links and even better: We did not cut any feature to achieve this. Other important features are the automated merging of NPC/race visual overhauls with Requiem's gameplay changes and a Leveled List merger that will resolve conflicts among Requiem's compatibility patches and thus make a Bashed Patch unnecessary for most users. Furthermore this addon enables patch-makers to use previously shielded features like tempered items and ActorVariations to integrate their favourite mods even tighter with Requiem.

1.5.1 New Features

- Mods which only change the visuals of NPCs and/or races can now be merged automatically. The Reqtificator will combine their visuals with the appropriate stats from Requiem. To use this feature, you will need to configure the "Reqtificator.ini" for your setup.
- The tempered equipment system can now be used by compatibility patches and addons. A detailed documentation can be found in our Confluence Wiki.

1.5 Requiem 1.9.0 - The Compatibility Inquisition

- The Reqtificator now takes care of allocating enough memory on its on, the -Xmx1024m flag is no longer needed. In case SUM is used, the SUM parameters take precedence over this internal mechanism.
- Requiem now ships with alternative textures (aMidianBorn Book of Silence) for the robed plate armors of the hold-guards. You can choose your preferred textures in the "Other Settings" tab of the Reqtificator.
- The ActorVariations feature has been rewritten such that it is no longer necessary to create any FaceGen-data, without removing any features. Thus the Reqtificator no longer needs to create symbolic or hard links and thus also no longer requires administrative rights or a specific file system.
- The Reqtificator now provides HTML-formatted popups with hyperlinks to our Confluence wiki. In case you run into a known problem, the error will directly show you the way to the solution. Furthermore, the text in the popups can now be selected and copied to your clipboard.
- The Reqtificator now provides a detailed report, where the changes made to each record are logged. The verbosity of this log can be chosen in the "Other Settings" panel. On the most verbose level, it even prints out why a particular operation was not performed on a given record, which is helpful to identify problems you might experience with a particular mod.
- The Reqtificator now stores backups of the ActorVariations.txt in the same location where SkyProc saves its consistency files, which is usually in "My Documents/Games/Skyrim/Requiem". Furthermore, the Reqtificator will now explicitly search those files and prompt you to either import the backup (if any was found) or confirm that you are starting a new game if no ActorVariation was found anywhere.
- Members of the city guards now wear open-face helmets. (Resources have been provided by the THusky.)
- The Reqtificator now has a sanity test for races, similar to the ingame test. The Reqtificator test checks more conditions and also pinpoints exactly which race is rejected.

1 *Requiem 1.9.x*

- The Reqtificator now provides an option to hide the button icon next to tooltips like "Talk To" and "Activate". Please note that this will also affect the tutorial messages. (Resources have been provided by VinnytheShiv.)
- The Reqtificator now provides an option to switch the main font. In addition to the Vanilla Fonts and Kingthings Petrock (default Requiem font), it also offers the new "CAT Hohenzollern" font. It has been designed by Peter Weigel and was converted to Skyrim by Axonis.
- The "Compact Leveled List" feature can now be used by patch-makers. This feature facilitates the generation and maintenance of leveled lists with detailed spawn rate settings.
- The graphical interface and logfiles of the Reqtificator can now be translated to other languages.
- The "ActorVariations" feature of the Reqtificator can now be used by patch-makers. This feature allows them to greatly improve the visual variety of generic actors with little effort.
- The Reqtificator now provides a Leveled List merging feature. It is similar to a Bashed Patch, but merges changes from Requiem-patches only. This specialized version should remove the need to use a Bashed Patch in most use cases and has the advantage that it only incorporates Requiem-ready content.
- The Reqtificator now contains a few simple load order tests that should catch the most common mistakes when setting up Requiem. Some of these tests are warnings only, which you can choose to ignore.

1.5.2 Tweaks and Balance Changes

- Negative regeneration rates are now displayed as 0
- Bretons and Dark Elves (and their vampire variants) now have the "Advanced Avoidance" flag set, which according to Apollodown can help to improve pathfinding.
- The vampire ability "Champion of the Night" no longer has any confusing references to empowering illusion spells.
- Creatures with less than 30 base stamina or health are no longer subject to the low health/stamina movement speed penalties.

1.5 Requiem 1.9.0 - The Compatibility Inquisition

- The base price of orcish battleaxes has been reduced to 165 gold and is now in line with the prices for orcish warhammers and greatswords.
- "Dremora's Revenge" (also known as "Curse of Agony") no longer persists on your character after unequipping the cursed weapon when you have the Unofficial Skyrim Patch installed.
- The Vanilla perks "PerkSkillBoosts" and "AlchemySkillBoosts", which handle the bonuses from skill-improving enchantments and alchemy effects, are now distributed to NPCs via the Reqtificator. Thus NPCs will now also benefit from skill-enchanted gear.
- Actors that are used in Leveled Characters are no longer excluded from receiving the Requiem game mechanics scripts. The Creation Kit forbids this construction, but ingame tests showed no unexpected behavior. This change improves the Requiem-compliance of reqtified NPCs from other mods that are used in Leveled Characters and spawned directly in the world at the same time.
- Actors that inherit directly from a leveled Character now have their "use scripts" inheritance flag disabled and the Requiem gameplay scripts added. Since an actor cannot inherit any scripts from an leveled character, this fixes cases where NPCs did not receive the mechanics scripts due to incorrect inheritance flags.
- The X button in the Reqtificator main menu will now close the program as you expect it, instead of proceeding to the patch.
- Whenever the Reqtificator encounters an error, it will now properly log the original exception(s) in the logfiles, also if we think we know what happened.
- Silver weapons now deal 50
- The ActorVariations.txt now contains the timestamp of its creation as well as the list of the imported mods used to create it.
- The Reqtificator now tests the validity of the ActorVaritions. In case you used an unleveling script before running the Reqtificator, you destroyed some important meta-data for the patcher. In this case, the patcher will now abort with a detailed error message.

1 *Requiem 1.9.x*

- The Requiem.esp now contains bash-tags. Please note that this does not mean that you should use a Bashed Patch! It is only there to reduce the damage if you think you know better than us.
- The Windrunner perk no longer has any visual effects, i.e. it will no longer emanate a green glow whenever you stop running.
- Your Mass and effective mass, as well as the mass effect contributions to these values, are now displayed in the skills MCM.
- Bandit bounty quests are no longer replaced by giant or dragon bounties once you reach a given level. Instead, the bounty can now be of any type for which your character qualifies.
- The startup sanity checks of the Reqticator have been revised and their messages should now be clearer.
- "Devastating Cleave" and "Stunning Charge" now trigger mass-based knockdown attacks for the respective power attack types.
- The fear aura of dragons is now only active when they are either in combat or flying.
- "Sun Burst" is now a Dawnguard-exclusive spell and can no longer be learned by taking the Sophisticated Restoration perk.
- The Reqticator's debug log now contains additional information about your setup, namely the Java and operating system version.

1.5.3 Bug Fixes

- The "Curse of Agony" (also known as "Dremora's Revenge") can no longer be disenchanting.
- The "Shadow Simulacrum" now has a meaningful health regeneration when cast as empowered spell. When casted by a truly skilled mage, it can fully recover within a few seconds.
- The "Circle of Palladium" effects now have the duration indicated in the spell's description.

1.5 Requiem 1.9.0 - The Compatibility Inquisition

- The "Shadow Shield" spell will now dispel properly once you are out of magicka.
- Typos have been fixed in the names of "Farkas' sword", the "Blade of Haafingar" and the potions of ably blacksmithing.
- Dawnguard weapons are now classified as silver weapons to benefit from the modified silver weapons mechanics. The same holds true for Dawnbreaker, which now qualifies both as daedric and silvered weapon.
- The elemental mastery perks in the destruction perktree now give 25
- Lock-bashing now works as intended. You can no longer break any expert locks and all lesser locks now have the correct thresholds associated.
- Argonians no longer lose stamina when swimming, unless they wear heavy armor. Other races can no longer remove the swimming penalties with the "Focused Mind" and "Windrunner" perks.
- The Reqtificator will now automatically fix records that caused BufferUnderflows due to wrong keyword counts in the past.
- The Reqtificator now determines the used language from your Skyrim.ini and loads the appropriate string tables automatically. This takes care of the uncommunicative NPCs that appeared in localized versions of Skyrim.
- The "Phantasmal Miasma" now correctly reduces the movement speed of the target when it was cast empowered.
- The White Phial will now correctly refills itself, as it should.
- Silvered melee weapons now apply their extra damage against undead and ghostly targets also when used by the player.
- The Reqtificator now saves all your settings.
- Combat Training now negates heavy armor penalties for power attacks as intended, instead of reducing the stamina costs below the base value while wearing heavy armor.
- The Windrunner perk no longer allows you to regenerate stamina while running in heavy armor.

1 *Requiem 1.9.x*

- A flaw in the mass effect script which would have incorrectly updated speed and movement noise modifiers from versions 1.8.2 to 1.9 has been fixed.
- Mehrunes Dagon's shrine no longer has clipping issues with the floor.
- The hidden ability for the mass effect basevalues is no longer distributed twice. This does not affect normal NPCs, but improves compatibility with Vilja, who previously burned more stamina in combat than she should.
- The Blacksmithing tutorial quest now works again as intended and the Iron Dagger can be tempered with 15 skill points.
- Wrong values in the maximum tempering levels have been fixed (Legendary quality gave you 50 damage/armor points, but was supposed to give 60.) Furthermore, the base damage/armor shown in the Creation Kit and Tes5Edit is now consistent with the values of untempered ingame items.
- "Deft Strike" can no longer be used to score armor-piercing attacks against non-hostile NPCs that spotted you. You now must remain undetected to benefit from the perk's effect.
- The healing poultice now works as intended and is temporarily suppressed while being in combat, sprinting or swimming. Previously, these conditions were only checked once when you applied the poultice.
- Several missing spell tomes have been added to the vendor lists, among them are: Sun Fire, Healing Aura III & IV, Summon Ghostly Hound and the Mage Shield spells. Furthermore, the Absorbion spells have been moved to the correct vendor lists, where appropriate.

2 Requiem 1.8.x

2.1 Requiem 1.8.2 - Illusion and Archery Rebalancing

This updates focuses on the school of illusion and ranged combat. Illusion mechanics have been adjusted in Requiem 1.8 to provide for a much smoother progression. Archery has been further tweaked to make the different weapon kinds more balanced and their differences more pronounced. Furthermore, we have improved the compatibility. Most notably are: The infamous "new game" check should no longer cause any issues, ranged weapons from third-party mods are balanced better when skyproc-patched and the Reqticator now deals automatically with empty EditorIDs. (no more "Record lengths are off")

2.1.1 New Features

- Projectile weight is now a keyword-based mechanism and thus open for third-party plugins.
- New games are now determined by means of the skill-increments you had so far. If your character had more than two skill-increments before the scripts are started, the game will not be considered as a new one. This new condition restores compatibility with mods that change the starting date, as e.g. Wet & Cold - Holidays.
- The init of the core scripts can now be triggered by opening the inventory or magic menu. This is also hinted at ingame by the "A Requiem of better times" pseudo-quest. This new feature allows you to initialize Requiem's scripts e.g. before fighting your way out of the prison from "Live another Life".
- Bows and Crossbows now have more distinct playstyles. Draw/Reload times have been rebalanced in favor of the heavy weapons (light bow: 4sec, heavy bow: 4.5sec, light crossbow: 5sec, heavy crossbow: 6sec), which now however drain 50

2 *Requiem 1.8.x*

- The Debug Section of the MCM now has a switch to reset stamina drains without having to use console magic.
- Dual-wield sneak attacks are now allowed against sleeping targets. Furthermore, the MCM now has a switch to disable the dual-wield sneak attack constraints.
- Illusion spells from other mods can now be dualcasted once you have the general perk for their tier. (Note: The Apocalypse-Requiem patch will need a small update before this feature works.)
- MCM translation files with English texts are now supplied for all languages. This suppresses REQ_cat.0 and similar strings in the MCM when using a localized Skyrim without a Requiem translation.
- Vampire races have been adjusted according to MsLeeches' wishes to simplify compatibility with Vampiric Thirst. This mostly affects the underlying implementation. (See note about Vampire tweaks in "Races" section)

2.1.2 Tweaks and Balance Changes

- Reqtificator will now remember your preferences between patching sessions. No longer you need to point it to the correct folder each time or specify your preferred linking method.
- Reqtificator will now automatically deal with mods that have forms with empty EditorIDs, instead of throwing a cryptic error message that contained no usable information.
- Reqtificator now has custom settings for ranged weapons from third-party mods. These should now be much better balanced without manual tweaks and compare to heavy bows/crossbows.
- tga files for FaceGen Data are no longer included in the download or linked by the Reqtificator, because they are not used by the game. This both reserves some disk space and reduces the patching time.
- Attack speed modifying perks like Flurry, Sword Specialisation and Quick Shot now also work for NPCs.

2.1 Requiem 1.8.2 - Illusion and Archery Rebalancing

- Dummylists.esp is now known as ReqticatorVault.esp to reflect its new content. If this file is not found by the Reqticator, a reasonable error message will be shown instead of the underlying Bad Mod exception.
- The general error message of the Reqticator (i.e. anything not covered by more specific error handling functions) has been rewritten to point the user to the Debug Overview and requests him to upload it to pastebin before asking for help.
- Dragons (including Alduin) have no longer any inherent arrow resistance. In return, their base armor rating has been raised from 600 to 900 points (Alduin: 999 to 1200) to put a higher emphasis on armor piercing perks and equipment.
- "Martial Arts" now grants you a bonus of 5 damage points in unarmed and an additional bonus of 0.25 damage per one-handed skill point you have. It is no longer dependant on your current health value in any way.
- Crossbows from other mods are now recognized as such and properly flagged to benefit from Requiem's crossbow features.
- Illusion XP-rates for offensive spells have been rebalanced. They now include a higher base contribution and dynamic contributions from the target's level and his chance to break free from the spell. The more difficult the target is, the more XP you will gain for controlling its mind.
- Illusion resistances have been rebalanced to take the new attribute values of bandits into account. For the new formulas please refer to the pdf-manual.
- The Reqticator will now give you intermediate status reports between the import and export phases to show that it is still working.
- Arrows and bolts now have a unified gravity value, i.e. all Requiem-defined projectiles now have consistent ballistic flight curves.
- The "Quick Shot" perks have been remodeled. "Quick Shot" is now bow exclusive and an optional perk. "Improved Quick Shot" is now known as "Rapid reload" and only affects crossbows. It has been moved down in the perktree to the same level as "Quick Shot". The "Power Shot" now requires "Precise Aim" as a prerequisite and "Stunning Precision" as the new final perk also requires "Power Shot".

2 Requiem 1.8.x

- Spectral Arrow has been rebalanced. The base damage was raised, but the taper removed. This means it now only deals direct damage and the displayed damage is the real one. Also it now reduces the target's attack speed for a short time. The spell cannot be absorbed, but is affected by physical and magical resistance. Finally, it has 25
- Race descriptions have been rewritten. They are now containing more useful information and fit the text length constraints of the original character creation menu.
- Illusion immunity has been removed from various unique characters, like Tullius, Rikke, Galmar, Ulfrik, Tyranus and others. While these characters can now be affected by illusion spells, they are still mostly of high-level and thus will be a good challenge for experienced illusionists.
- Fear and Frenzy alchemy ingredients have been improved. The effect strengths now scale with your alchemy perks. Furthermore, the magnitude of various ingredients with these effects has been increased and the duration of frenzy alchemy effects has been raised to 20 seconds.
- Various alchemy ingredients have been tweaked: Several underpowered fortify illusion ingredients have been brought on par with other ingredients and fortify barter ingredients have been improved in magnitude. Furthermore, some other consistency issues have been fixed.
- A wooden crossbow and a quiver of iron bolts have been placed in the Helgen Keep to facilitate the start as an archer.
- Illusion spells are no longer subject to any tier-based constraints. All spells from Fundamental to Master degree can now affect all enemies, including Daedra, Undead and Automatons. Dragons and Dragonpriests remain immune in practice due to their huge magicka pools.
- Undead, Automatons and Daedra have received large racial illusion skill bonuses to improve their defenses against mind-affecting spells. This tweak prevents these foes from becoming easy prey now that they can be affected by all illusion spells.
- Wisp Mothers and Ice Wraiths are now classified as ghosts and as such they are now susceptible to silvered and daedric weapons. The Wisp Mother is no longer classified as undead, but anti-undead effects like the Sunfire spell have the same effect against ghosts.

2.1 Requiem 1.8.2 - Illusion and Archery Rebalancing

- The Reqtificator no longer gives you a confusing message mentioning the working directory, if the Skyrim.esm was not found at the expected location.
- The outdated optional plugins "Vanilla Guard Armors" and "Vanilla Time Flow" have been removed because they are obsolete.
- The Reqtificator now has an internal version stamp, which is compared to the one of the Requiem plugin to be patched. This check will prevent accidental versions mismatches and the resulting cryptic errors, like e.g. Nullpointer Exception when non-existent data is queried from the plugin.
- Guard and bandit ranged fighters now have either the Quick Shot or Rapid Reload perk, depending on their weapon focus.
- Light Crossbows now only have 10
- Some marksman perks have new skill requirements: "Advanced Ranged Combat Training" (formerly "Overdraw Rank II") now requires a minimum of 20 points, Point Blank Shot requires 40 points, and the Quick Shot/Rapid Reload perks now need skill 60.
- "Advanced Ranged Combat Training" (formerly "Overdraw Rank II") now grants a flat +20
- "Power Shot" now affects targets with up to 600 health. (was 400)
- "Stunning Precision" is now fully functional and has a 5
- The automatic locking of (Vanilla) player houses has been improved. You can no longer lock yourself out of your house, unless you loose the key outside the house. Furthermore this feature can now be disabled in the MCM.
- The carryweight and regeneration bonuses for vampire races have been unified. Previously some races had seemingly random bonuses, e.g. Bretons got more extra carryweight than Orcs.

2.1.3 Bug Fixes

- Silver bolts that miss their mark will now display the correct name before you retrieve them.

2 Requiem 1.8.x

- Slaughterfishes will now be populating the lakes again. They no longer get a lethal health debuff when leaving water, but instead they damage over time. This fix is based on a proposal by axonis.
- Equipping items in rapid succession can no longer cause a temporary mismatch between your speedmult actorvalue and your ingame speed, leading to too fast movements.
- Fixed a few tempered item lists with equipment that had a slightly lower tempering range than it should have.
- Fixed properties for a few unique ranged weapons that were forgotten in the original 1.8 version. Among them are e.g. Zephyr, Auriel's Bow and the Gauldur BlackBow, as well as a few rare crossbows.
- "Mysticism" now also works for the player, but only if he is not an undead himself.
- Kynareth's temple quest now affects her blessing as it was described in older versions. Doing the quest in the way Kynareth prefers will empower her blessing by 50 additional points of stamina bonus. Choosing the other path will put you into Kynareth's disfavour and she won't bless you any longer.
- The actor "LvlBanditMelee1HGuard" no longer contains invalid script data and is now correctly processed by Skyproc instead of being blocked.
- "Domination" now decreases the upkeep costs of the Phantasmal Miasma spell as intended.
- "Glass Smithing" now correctly requires "Elven Smithing" instead of "Advanced Light Armors" as a prerequisite.
- "Deft Strike" now correctly halves the enemy's damage resistance instead of setting it to 50
- Ghosts no longer take double damage from daedric weapons. Instead they now take 75
- Argonians can now perform powerbashes as any other race. (ported USKP-fix)
- Registrations for attack animations are now refreshed after loading to avoid rare cases where they got lost and stamina drain for attacks no longer triggered.

2.2 Requiem 1.8.1 - Hotfix for 1.8 release.

- All instances of the script "REQ_ClassSpecificEquipment" that were no longer necessary have been removed. This will prevent a very rare case of papyrus logfile spam.
- Bolts are now flagged correctly and have the same weight as their arrow counterparts instead of using the "normal" weight as a default value.

2.2 Requiem 1.8.1 - Hotfix for 1.8 release.

This fix add the missing mass effect abilities to the Redguard race.

2.2.1 Tweaks and Balance Changes

- Sunhallowed and Bloodcursed Elven Arrows now have the same stats as normal elven arrows.

2.2.2 Bug Fixes

- Added the missing Mass Effect Abilities to the Redguard races, both normal and vampire.

2.3 Requiem 1.8.0 - Requiem for the Indifferent

"Requiem for the Indifferent" is the first step in harmonizing leveling and combat rules for player and NPCs. This update completely revamps hold guards and bandits, leveling them according to the same rules as you do. Also this update distributes tempered equipment to these factions.

2.3.1 New Features

- Armor and weapon perks now affect the mass effect. Depending on your perk-set, only a fraction of your equipment weight will be used to determine your mass-derived penalties for movement speed, attack stamina drain etc.
- Selected NPCs now can use tempered weapons and armors. At present only bandits and hold-guards are equipped with tempered equipment.

2 Requiem 1.8.x

- Crossbows and bolts are now available for all common materials, thanks to assets from Jokerine, DJjojo and scot.
- Imperial Guards have new weapons at their disposal: maces, short swords and daggers, taken from PrivateEye's Heavy Armory.
- The mechanism to prevent armor changes in combat is now based on a keyword approach. As a consequence, other mods like Dual Sheath Redux can add the keyword to their items to explicitly allow their item to be (un)equipped during combat.
- Fan-made artwork from Vallen128, Metaseverity and Lazuri is now used to decorate some menus.
- The full set of exertion related stamina drains is now also implemented for NPCs, including heavy armor spellcasting penalties. The only exception are untrained heavy armor perk drains because there are many "non-combat" NPCs that wear heavy armor, like Ulfberth War-Bear from the Warmaiden's shop. These NPCs usually have no heavy armor perks and therefore would be permanently exhausted.
- All normal crossbows and bolts are now craftable with the respective smithing perks. Only the enhanced Dwemer/Steel crossbow and the explosive bolts still require joining the Dawnguard.
- Ulfric Stormcloak now wears the Stormlord Armor (courtesy by gechbal) instead of the Dragonknight armor, which had lore issues with the design and material.
- Generic NPCs (at the moment guards and bandits) now have much larger optical variety. The look of an NPC is no longer tied to his skill as it was in Vanilla. Instead skills and looks are now separate templates, which are cross-combined with SkyProc to yield all possible look-skill combinations.
- The script init is now more resilient than before and will detect the common pitfalls like missing/outdated SkyUI/SKSE, missing or outdated SkyProc patches, overwrites on playable races etc. During the SkyProc patch generation it will also be checked if your installation is correct, i.e. the Requiem-added textures are present.
- The strength of the magicka and stamina drain you suffer from taking hits is now decreased by your armor rating. Each point armor rating will reduce the effect strength by 0.1

- Housecarls now wear a robed steel plate emblazoned with the crest of their respective hold, instead of a common steel armor.
- Ranged combat has been rebalanced completely. The overall damage has been reduced to reflect the new stats of common NPCs and NPCs no longer deal double damage at short ranges. Requiem now knows light and heavy ranged weapons. The former can be drawn/reloaded fast, while the latter deal significantly more damage per shot. Furthermore the skill-dependent range scaling for the player has been revised to allow for a smoother leveling experience.
- The Mass effect has been rewritten and now takes virtually no time to update its variables for the player. For NPCs the mass effect no longer relies on a wide-ranged cloak spell.
- Selected NPCs (for now only guards and bandits) now have their stats, skills and perks determined with the same rules the player uses when leveling up. They have the same stats as you could have at their level and access to the same perks. And most importantly, they are now really specialized with their weapon, a crossbow marksman no longer has any training for warhammers and the like.

2.3.2 Tweaks and Balance Changes

- Stamina now grants a significantly lower movement speed bonus, instead you can use your perks to reduce the movement speed penalties from the mass effect.
- Barbaric Might now only requires 20 points in Two-handed combat.
- Scrolls of summoning atronachs now have a duration of 60 seconds and their value is increased.
- Ulfr the Blind in White River Watch is now really blind and no longer detects you automatically. With enough sneak skill you might pass him without talking to him.
- Followers no longer have their ever-respawning special bow and arrows.
- Meditating on Feim now grants a significantly higher regeneration while being ethereal. Under normal conditions the regeneration equals 4
- Shouting bonuses from the derived attributes system are now displayed as positive values in the Skills MCM.

2 *Requiem 1.8.x*

- Faleen no longer wears a helmet. Now she is unhindered in a specific quest scene.
- Steel and Iron bolts now have custom textures made by Chenoa for Requiem.
- Umlaute, accents and curly/square parantheses are now displayed correctly in Requiem's font. These fixes have been contributed by myzticrice.
- Hadvar and Ralof are now useful guides through the Helgen keep. Their skills, perks and equipment have been completely reworked and are now on par with a veteran city guard. Both can stand their ground in the tutorial fights instead of being in bleedout mode all the time.
- The latest textures for the Legendary Steel Plate Armor (aka Silver Knight Armor, courtesy of dopalacz) have been included. The armor now has a female mesh and texture and no more issues with low graphics settings.
- Talos will no longer deny to bless you when you join the imperial army.
- Followers that should be proficient with heavy armor, now have a selection of armor perks. This means they will no longer move at crawl speed while wearing their armor. They have not been reskilled completely like guards and bandits.
- Crossbows now use double the stamina while aiming and reloading, i.e. half of the stamina needed to keep a bow drawn while aiming.
- Tempered items now again have distinct names for each quality level.
- Aela and Farkas no longer a hidden perk that negated 80
- Armor-piercing properties from crossbows and projectiles can now also be used by NPCs.

2.3.3 Bug Fixes

- The Necromancer's Amulet no longer prevents you from sleeping or fast travel once you have overcome its curse. Note that you will have to reequip this item to make the change take effect.
- Alteration and conjuration spell tomes (advanced tier) are no longer dropped as stacks of all feasible tomes, instead a single tome is chosen randomly.

2.3 Requiem 1.8.0 - Requiem for the Indifferent

- Enraging Rune is now functional and also affects undead creatures, as it should.
- Horses are now affected by healing poultices.
- The safe in Proudspire Manor is no longer locked.
- Heavy shields are now correctly considered as heavy armor items. Their armor rating is now correctly calculated and wearing one causes the full range of heavy armor penalties.
- Shield bashes and knockdowns now work as intended.
- Tempering the Blade of Woe now requires a steel ingot.
- Meditating on Fus or Yol no longer grants you a passive health regeneration.
- Power attacks from exhausted NPCs now deal normal damage instead of no damage.
- Unarmed attacks from invalid actors (seemingly generated by some spells and often explosions) no longer trigger impact effects
- Enchanted crossbows from Dawnguard (steel and dwemer) can now be tempered normally.
- Two typos in the Bestiary of Skyrim have been fixed .
- Drawing a bow now drains your stamina again from the moment you start to draw, instead of triggering after the bow is fully drawn.
- Werewolf transformations no longer cause the player to move at crawl speed. The mass effect now takes notice of the different racial base masses.
- Sprinting on a horse no longer directly modifies your mass for the trample attack. As a consequence the infamous mass glitch should no longer occur.
- "Rune of Dampening" can no longer be absorbed.
- Weak poison damage over time effects (e.g. Chaurus poison) no longer amplify if the target has resistances. Their effects remain the same, but they now scaled down as intended with poison resistance and magic resistance has no influence on them.

2 *Requiem 1.8.x*

- Lingering fire damage effects from the cremation perk have been changed significantly to avoid amplification of their effects due to rounding errors in Skyrim's resistance engine. Cremation effects now cause 4 damage per second over a duration of 10 seconds and do no longer stack.
- Silver weapons are now also more efficient against undead in the hand of NPCs. Furthermore, their damage bonus was changed to 25
- Update flaws in the derived attribute script have been fixed and this script will no longer screw your derived attribute values when updating Requiem versions.

3 Requiem 1.7.x

3.1 Requiem 1.7.3 - The Mass Effect (Vilja and Friends)

Tweaks and Fixes, most notably the Mass Effect now works with complex followers like Vilja who tend to dispel all their magic effects from time to time.

3.1.1 New Features

- "The Break of Dawn" now has a tougher boss with a new special ability and an AI flaw of his minions was fixed. (Some of them were not able to perform melee attacks.)
- All shields included in Requiem are now considered as light or heavy armor pieces and will trigger all corresponding benefits and drawbacks.

3.1.2 Tweaks and Balance Changes

- Trainer dialogs for "Evasion" no longer contain references to Light Armor.

3.1.3 Bug Fixes

- NPCs no longer accumulate extra mass and speed penalties when changing equipment.
- NPCs who purge their active effects via scripts (like Vilja) are now compatible with the mass effect mechanic and will no longer end up with totally random masses and movement speeds. If these NPCs are already affected by random speeds/masses before you install this update, you still have to fix them by hand, as described in the forums.
- Bonus damage for bows, daggers and unarmed attacks derived from your stamina and health is now displayed correctly in the skills MCM. This is a purely visual fix, the bonus was already applied correctly before.

3.2 Requiem 1.7.2 - Mass Effect/New Derived Attributes

This version introduced the "Mass Effect" mechanic, which translates the weight of your worn equipment into gradually increasing penalties (and bonuses). This new mechanic is intended to replace the old "penalty for each piece of heavy armor worn" mechanics completely in the future. It also makes knockdown attacks dependent both on the attacker's and defender's mass. Furthermore, it features a new derived attributes system. The static "+X for each N points of health/stamina/magicka" bonuses from earlier versions have been replaced with a smooth function, where now every attribute point counts. Also some bonuses are now depend on two attributes.

3.2.1 New Features

- Character masses are now dynamic, determined by the worn equipment.
- Passive bonuses from your attributes to derived statistics (like carry weight or regeneration rates) have been completely reworked. The new light-weight script implementation features a different scaling and offers a smooth progress instead of 40 point intervals. Furthermore it now depends on your base actor values instead of the current actor values, therefore your stamina regeneration bonus will no longer vanish when you are out of breath and actually need it. Finally, daggers now also gain a damage bonus from this system.
- Knockdown chances from bull rush, trample, animal power attacks and deadly power bashes now have no more static thresholds, instead they are mass-dependent.
- Trample and bull rush attacks (riding and sprinting into an enemy without performing an attack) have been reworked completely to give a better experience. Apart from the mass-dependency you now require a minimal charge time and your charge ends after the first frontal collision (you can no longer knockdown enemies by glancing the enemy). If your bull rush fails, you also have a certain chance to fall down yourself.
- Casting penalties for armor are now depending on your mass as well, allowing a smooth scaling with your worn equipment, instead of the previously used static factors. While wearing only clothes costs scale linearly with the mass, with at most light armor they scale quadratically and with heavy armor they scale quintic with your mass. Having the corresponding armor perks reduces the mass-scaling significantly.

3.2 Requiem 1.7.2 - Mass Effect/New Derived Attributes

- Heavy armor penalties are gone in their old form. Instead you will now suffer debuffs on movement speed, movement noise (sneaking), stamina costs for attacks and the recieved falling damage depending on your mass, regardless of worn equipment type. Power attack costs in heavy armor scale linearly with the mass until you unlock the corresponding perk.
- "Unstoppable Charge" now significantly enhances the power of your bull rush attacks, if you charge with your shield raised into the enemy.
- A second MCM is used to display secondary skill stuff that cannot be shown in the primary skills menu. At the moment it features an overview of your resistances and all bonuses the passive attribute system grants you.
- "Conditioning (Rank II)" is now known as "Relentless Onslaught" and has the additional effect that it significantly reduces the damage taken from melee attacks while performing a bull rush attack. It is now a seperate perk in the perk tree and requires a minimum of 30 skill points.
- Thu'um mastery bonuses have been reworked. They now scale like the dervied attributes system and no longer depend on your player level. Instead your progress in learning the Dragon language, both in terms of known and mastered words, is essential. However, training with your Thu'um also helps.
- "Overpowering Bashes" (was known as "Deadly Bash") significantly increases the stagger and damage from your shield power bashes. Furthermore, the impact of your shield is so massive that it might even knock down the enemy. The chance to do so, is less than for a bull rush, but if you fail, you do not risk to be tripped yourself.
- Stamina costs for normal attacks now also apply to NPCs, especially archers will now no longer be fit as a fiddle, when you finally manage to reach melee distance.
- Enemy power attacks are now reduced to normal attacks (will still be displayed as power attacks) in terms of stamina usage and damage, if they are exhausted. Furthermore, their damage is also halved in this case.
- Mind-affecting illusion spells now only give away your presence if the target resists the spell directly, otherwise the spell will not trigger any combat/search behaviour against you. This allows you to actually sneak kill enemies with a spell combo like "Hibernation

Touch” with empowered ”Nightmare”. However keep in mind, that the enemy might still notice your spell projectiles and start searching for you.

- ”Powerful Bash” (was known as ”Power Bash”) allows you to perform power bash attacks. If executed with a shield or the pommel of a two-handed weapon, these attacks might stagger your target.
- Trolls now can knock you down with their power attacks.
- Shouts now have a 50

3.2.2 Tweaks and Balance Changes

- Jumping now has a base cost of only 10 stamina per jump, but is multiplied with the square of your mass.
- The influence of your weapon skills on the stamina costs for normal attacks has been doubled to counter-act mass-derived penalties.
- Carry weight is now by default not increased directly by choosing a stamina bonus on level-up. Instead your carry weight is now determined solely by the derived attributes system. The MCM-option to make the carry weight health-independent is no longer used and therefore removed.
- ”Light armor” is now known as the skill ”Evasion” and has a new description to indicate clearly that it works for light and no armor equally well.
- ”Rune of Dampening” is now presented by a hovering icegreen sphere to indicate the runes position.
- ”Shadow Shield” now has a more transparent particle cloud.
- Superior and masterly illusion spells that manipulate the mind (Mind Fog, Phantasmal Killer, Blackout, Phantasmal Miasma) have their base casting costs reduced by roughly 30
- ”Agility” now grants a 10

3.2.3 Bug Fixes

- "Dodge" now supports gamepad input and requires you to have at least 15 stamina remaining (the cost for one dodge-move).
- Default values for dualcasting non-illusion spells are now set-up correctly in new games. (In existing saves you should already have fixed it yourself.)
- Oengul's chest at the windhelm blacksmith is now properly marked as his property.
- "Agility" and the Khajiit racial speed bonus now function properly.
- "Rune of Dampening" and "Veil of Silence" are now always casted silently.
- "Arcane Resonance" is now functional again.
- "Hibernation Spray" now can affect undead creatures, as it should.
- "Transmute Muscles" is now correctly displayed as Transmute Muscles in the active magic effects menu.

3.3 Requiem 1.7.1 - Minor Bugfix Release

Nothing fancy, just a fixing a few bugs that sneaked into the 1.7.0 version.

3.3.1 Tweaks and Balance Changes

- Update messages now clearly state their business to avoid confusion for new players.
- The MCM title page now has some content and displays a warning if you try to access the MCM before the scripts have been initialized.
- Translations for the MCM can now be provided by the standard SkyUI approach.
- Jump button presses while riding or swimming no longer drain the player's stamina.

3.3.2 Bug Fixes

- Argonians no longer suffer from invisible equipment in their left hand.
- Heartbeat thresholds now behave as intended and no longer trigger the heartbeat at random.
- "Mind Maelstrom" no longer displays debug notifications.
- "Battle Mage" now correctly grants its casting cost reduction only if you wear a full suit of armor.
- Disabling the armor penalties for spellcasting in the MCM no longer causes perks which reduce these penalties to decrease the magicka cost below the magicka cost required with no armor equipped.
- Proudspire Manor now has a functional backdoor, which requires the correct key to open.

3.4 Requiem 1.7.0 - A Mod Configuration Menu (MCM)

This update introduces a MCM menu to toggle almost all of Requiem's customization options. No longer you need to activate additional esps or type cryptic commands into the console.

3.4.1 New Features

- XP rewarded for mind-affecting illusion spells are now scaled with the target level/10
- The second rank of Agility is now known as "Dodge" and gives you the ability to actively dodge attacks (by pushing sprint while moving sideward) at the expense of stamina. This only works if you wear no piece of heavy armor.
- The attack speed dummy can now be toggled off using the global variable "REQ_Compability_AttackS to achieve compability with other mods which add their own attack speed dummy.
- "Blur" and "Shadow Shield" now have visual effects.
- Jumping now costs stamina and blocks your stamina regeneration for a short duration. Wearing heavy armor while jumping significantly increases the effort.

3.4 Requiem 1.7.0 - A Mod Configuration Menu (MCM)

- Normal attacks now cost stamina, scaling with the time required for the attack and your weapon skill.
- The poisons from frostbite spiders, chaurus and spriggan claws no longer have a threshold poison resistance negating the effect. Instead, the strength of the visual effect is decreased proportionally to your poison resistance. This also applies to diseases and disease resistance.
- Blocking now again has a cost per second to complement with the new stamina costs for attacks.
- Books from Requiem now have their unique covers, inspired by the mod "Book Covers Skyrim". (The textures are courtesy by DanielCoffey.)
- MCM support now allows you to configure almost all options Requiem offers with a simple click instead of long console commands or additional esps.

3.4.2 Tweaks and Balance Changes

- Large animals like bears and sabrecats no longer knock you down with each power attack, but only have a certain chance to do so.
- Several illusion spells now have their restrictive effects for not empowering the spell correctly labelled as "(Not Empowered)" in the active effect menu.
- Combining the perks "Flurry" and "Agility" no longer decreases the attack time for daggers and swords below the minimal time required to execute a power attack.
- Power attacks and zooming for bows/crossbows now costs less stamina to compensate for the stamina cost of basic attacks and aiming.
- Killing an essential character will now show you a pop-up message box with a Morrowind-style notice to make sure you are aware of the possible consequences of killing this actor. It does however not work if the actor is designed such that he loses his essential status after being beaten in combat (to prevent him from dying in the fight) and is then killed.
- "Spellpower" enchantments now have additional sideeffects besides the magicka boost: Rank 1 will negate the regeneration penalty while running and Rank 2 will in addition negate the magicka drain when being hit.

3 *Requiem 1.7.x*

- Hagglng is now more influenced by your skill. The initial prices for selling/buying are about the same as before, but selling now also scales with your skill. Furthermore, the haggling perk no longer provides static benefits, but scales with your skill as well.
- "Dragon's Tongue" now has significantly shorter duration for the fire resistance effect.
- Sneak attacks are no longer possible while yielding a one-handed weapon in the left hand. This restriction is intended to prevent the exploit of dual-wield power sneak attacks counting as multiple sneak attacks in a row.
- Staggering an opponent with your attacks is no longer possible if you are out of stamina.
- The necromancer's amulet's curse now only affects you if you have less than 150 base magicka, no longer if it is equal 150.
- Dealing with the debts of Roggi or Ranmir no longer will give you a glass weapon and a scale/steelplate armor piece. Instead you will get a steel weapon and a steel or leather armor piece.
- Race descriptions no longer contain blank lines to avoid unnecessary font downscaling. This does not affect the RaceMenu Mod because this one handles font scaling by itself to obtain a fixed font size.
- Tullius' sword now has a description including the effect of the enchantment.
- The healing poultice now grants you a natural regeneration boost instead of granting a fixed 1HP/10sec healing effect.
- Empowering Illusion spells now has variable costs, ranging from 130

3.4.3 Bug Fixes

- restored part of the alchemy/enchanting menu strings to fix "floating :"
- "Blur" and "Hibernation Spray" now have the correct spell level association and behave correctly when empowered.
- Defensive illusion spells now have the correct casting sounds.

3.4 Requiem 1.7.0 - A Mod Configuration Menu (MCM)

- The perks "Metamagical Thesis" and "Metamagical Empowerment" no longer affect every magic effect, but only spells with a proper school association
- "Shadow Sanctuary" is now correctly classified as an master spell.
- The reflective wards feature and its corresponding perk are disabled for now, because they seem to be broken.
- Invisibility effects now behave as expected after taking the corresponding perks.
- The spell "Transmute-Muscles" now behaves correctly when it is first cast normal and then dualcasted before it expired.
- Bound arrows no longer have a weight.
- "Well Rested" now correctly grants a larger skill bonus than the "Rested" effect.
- Mixing light and heavy armor no longer results in not correctly applied spellcasting penalties.
- "Veil of Silence" now correctly states in the description that it only affects illusion spells.
- Eorlund Graymane's chest is now properly marked as his property and can no longer be looted without consequences.
- "Enraging Rune" is now correctly displayed as a sophisticated spell.
- Perk descriptions stating "empowering" where "augmenting" was meant, are now fixed.