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## Skyrim se high level enemies redux

The main files: Adds 708 new opponents to the world of the game, which you will start to meet after the 10th level. MOD fully supports Dawnguard and Dragonborn. In fashion, there are optional files (Scaled), which in addition to adding new enemies change the levels of all the opponents already available in the game according to your level! All the main types of enemies in Skyrim are affected, including bandits, draugrs, dragon priests, Falmers, Rogues, Talmorians, Dwemer automatons, vampires, sorcerers, trolls, coruss, spriggans, vorots, spiders, skeletons, witches, ice ghosts, mammoths, dremor and wild animals. All the main types of dawnguard opponents, including vampires, vampire hunters, falmers, gargoyles, trolls, hounds and hunter-hunters, are also affected. Finally, all the main types of Dragonborn adversaries, including members of the cult, ricklings and ash generation, are affected. For each type of opponents, the maximum possible level is calculated according to the level of the player, so at high levels the game will no longer be an easy walk! I spent many hours balancing parameters, skills, perks, and spells on all the added enemies and creatures to prevent the game from being reduced to high-level characters. The growth of the level is non-linear and in the calculation is based on the fact that the character developed at least one of the three craft branches of perks (blacksmithing, enchantment or alchemy). Optional files: Includes an optional file to increase complexity at all levels. Includes optional file to increase maximum protection rate of up to 90% and maximum possible resistance to magic up to 90%. Includes an optional file to increase the level of spells of illusions, resurrection and scare the undead, calling creatures and shouting werewolf, in order to maintain their demand and at high levels. There are many great mods that affect the leve and the parameters of many creatures and enemies in the game. Some of them complicate the game for low-level characters, others for high-level, but in each of them there is a certain peak of complexity, after which the game becomes easier and easier. Mods that remove the binding of the level of creatures to the level of the player, usually make the game very difficult at the initial levels, while for a high-level character calls in the game will not. The mods that impose the dependence of the enemy level on the level of the player, usually do not take into account the fact that the increase in the level of the player is not linear, so the game still becomes an easy walk at high levels. And finally, fashions that simply add high-level creatures are quite capable of supporting your interest, but sooner or later your character will overtake in the development of the enemies added by such mods. High Level Enemies (HLE) has absorbed the best of these three concepts. MOD adds to the world of games high-level opponents, while controlling their level and parameters, perks, spells, damage and defense in such a way that the complexity is maintained high even at the most recent levels of character development. I'm waiting for your feedback and hope you enjoy it! Basic High Level Enemies files: in the world of games of new opponents, meet which you will start after the 10th level. Almost all types of enemies in the game are affected, including bandits, draugrs, dragon priests, Falmer, Rogue, Talmorians, Dwemer automatons, vampires, sorcerers, trolls, coruss, spriggans, vorns, spiders, skeletons, witches, ice ghosts, mammoths, dremor and wild animals. Their settings, skills, perks, spells, damage, and armor metrics have been modified to include calls for high-level characters. The last group of each type of opponents will continue to grow the level with you. For example, in the original game the maximum level of bandits is 25 (and 28 for bosses). HLE adds gangster levels of 30, 40, 50 and 60 (66 for bosses). Anyway, after overcoming the 60th level, the game will not be an easy walk. The highest-level group of each type of adversary will continue to grow level with you. This means that you will continue to meet strong bandits, albeit not so often. That is, for example, on the 70th level you will meet bandits 30-50 levels, but sometimes you will come across bandits from the last group, whose level will be 70 (previously it was 60). Scaled version: Includes all changes from the main HLE file, and introduces a level fit for all your opponents in the original game. Dawnguard High Level Enemies - Dawnguard: Adds new Dawnguard opponents to the world of the game, which you'll start to meet after level 10. Almost all types of DLC enemies, including vampires, vampire hunters, falmers, gargoyles, trolls, hounds and Their settings, skills, perks, spells, damage, and armor metrics have been modified to include calls for high-level characters. The last group of each type of opponents will continue to grow the level with you. Scaled version: Includes all changes from the main HLE file to Dawnguard, and introduces a level fit for all opponents in Dawnguard. Dragonborn High Level Enemies - Dragonborn: Adds new types of cult members, ricklins, ash creatures and bandits you'll start to meet after level 10. Their settings, skills, perks, spells, damage, and armor metrics have been modified to include calls for high-level characters. The last group of each type of opponents will continue to grow the level with you. Falskaar High Level Enemies - Falskaar: Adds New Types of Enemies to Falskar: Bandits and Necromants. Their settings, skills, perks, spells, damage, and armor metrics have been modified to include calls for high-level characters. The file is fully compatible with the main HLE module. Scaled version: Includes all changes from the main HLE file to Falskaar, and introduces a level fit for all opponents from Falskaar. Optional Files Increased Max Resists: Most high-level characters eventually reach the maximum possible values of damage resistance and magic. This negates the incentive for further growth because you feel that you can't get stronger anyway. This optional file increases the maximum possible resistance to damage and magic to 90%. Changes the parameters of the damage done and received for all the complexities in the game, as well as the levels of enemies in random events. Complexity - Rookie - Apprentice - Adept - Expert - Master - Legendary Player Damage - 100% - 75% - 50% - 33% - 25% - 20% Player Damage - 100% - 150% - 200% - 300% - 400% - 500% Raised Ability Caps: One of the biggest problems of high-level gameplay - the lack of demand of a number of spells, because. they stop acting on their opponents. These include spells of illusions, lifting and scaring the undead, calling creatures, and the cries of werewolves. This optional file adds a fit of spell parameters to the player level, which will make them relevant against high-level opponents. The spell fit is only introduced for a high-level player, if you are at the beginning of your journey, this file will not have any effect yet. Compatible with any mods that change perks or spells. The spell of the undead will begin after level 35. The spell of illusions will begin after level 40. The spell-adjusting spells of call trels and the rise of the undead will begin after level 40. After levels 56 and 66, the player will be available new dream-lords. The werewolf's shouting will start after level 25. To recover, lift the undead, and spell illusions, the fit is calculated as a skill level of 0.2, i.e. with the skill of 100 spells will act on creatures whose level is 20 higher than for the original spell. If you use an Elys Uncapper-type mod, you can increase the maximum resistance values even more. Maximum level, on affected by the cry of the werewolf, begins to change after the 25th level on formula 1 to 1. This optional file does not affect the original PCs, so it must be compatible with any mods. Skyrim: 199 bandits 104 draugr 60 witches 24 Outland 20 Sorcerers (non-scrends, pyromaniac, cryomants, electromen) 20 Talmortsev 18 Skeletons 13 Falmer 10 Dragon Priests 10 Vampires 9 Dwemer Automaton 6 Dremor 1 6 Spiders 6 Mud Crabs 4 Ice Cast 4 Vorozhey 4 zlororacha 3 Giant 3 Mammoth 2 Corus 2 Troll 2 Spriganna 2 Bears 2 Sabresub 2 Dawnguard Wolf : 28 Vampire Hunters 13 Vampires 12 Death Hounds 6 Falmer 2 Gargoyles 2 Trolls in Armor 2 Corus-Hunter Dragonborn: 88 Bandits 28 Ricklings 12 Members of the Cult of 6 Ashes Births Falskaar: 136 Bandits 6 Necromants only add new ones. The names of all the added creatures correspond to the style of the original game. Bandits can now use glass weapons, but their armor remains the same. It is compatible with most mods, including affecting companions, perks, interface, weapons and armor. Below is a list with a quick guide. Ace - Athyra's Comprehensive Enhancements is pretty well balanced. It has a modular structure. Flexible settings. Asis - Automatic Spells, Increased Spawns Adds Perks, Spells, Potions and Improved AI to the game and the actors from HLE are perfectly compatible with HLE! Once HLE is installed, start the ASIS patcher. CCO - Character Creation Overhaul Reshapes the abilities and skills of each race. Allows you to choose, create or class in the process of playing. Each class has the most preferred skills. Deadly Dragons adds a large number of new dragon species to the game. The new dragons are stronger and have a whole set of different types of spells and attacks. Duel - Combat Realism Makes the Fight More Exciting. Improves enemy AI. Remaking the concept of using a reserve of strength in combat. ERSO - Erkeil Real Skyrim Overhaul changes a huge number of aspects of the game. It has a modular structure. Skyrim Immersive Creatures Adds a Lot of New Creatures to the World of the Game. Version 5.1 and above is compatible with HLE. Requires the creation of a Bashed patch with the Relev tag applied to SIC and HLE. SkyRe - Skyrim Redone completely recycles the perks system in the game. Adds perks with increased skill requirements (100 degrees), which is ideal for HLE. Reworks races facing stones, AI, etc. The standard version of HLE is fully compatible with SkyRe Enemy Scaling if you create a Bashed patch with the Relev tag. Scaled version of HLE is incompatible with SkyRe Enemy Scaling, because in fact they have the same goal. Skyrim -Community - Uncapper Plug-in, most strongly affecting high-level gameplay. Allows you to increase the threshold of maximum skill, as well as adjust the growth of levels. Note that these mods are compatible with HLE, but may be incompatible with each other! If any of your mods affect the parameters and levels of creatures, then use the Bashed Patch with the Relev tag. Some opponents freeze on the spot or appear without clothes. A: This is a long-standing bug of the game itself, which appeared before the release of patch 1.6. Temporary removal of mods affecting animation can solve the problem. In: At what level I meet new opponents? A: After level 10. What is the maximum level of the enemy in HLE? A: One of the vampire bosses in Dawnguard has a level of 75. Either way, many groups of enemies have added a level fit, so the player will never outgrow them. In: Why are there different groups of bandits 30-40-50-60 levels, with further fit level specified only for the last group? A: This made the bandits meeting the player more individual, separately adjusting the parameters of each group. In: Do I need a Wrye Bash and what exactly do I need to do? A: Add the Relev tag to all HLE files, as well as any mods that affect leveling, and then create Bashed Patch. The ARCHIVE contains several groups of sub-packages: 00 - HLE for the original game. Copy the contents of the 00 Main folder in Skyrim/Data, and then if you want to use the Scaled version, use an esp file from 00 Main - Scaled esp. Copy the contents of 01 Dawnguard in Skyrim/Data, and then if you want to use the Scaled version, use the esp file from 01 Dawnguard - Scaled esp. 02 - HLE for Dragonborn. Copy the contents of the 02 Dragonborn folder in Skyrim/Data, and then, if you want to use the Scaled version, use an esp file from 03 Falskaar - Scaled esp. 03 - HLE for Falskaar. Copy the contents of the 03 Falskaar folder in Skyrim/Data, and then, if you want to use the Scaled version, use an esp file from 03 Falskaar - Scaled esp. When using Wrye Bash, simply copy the skyrim Mods/Bash Installers fashion archive, then open the tab and install the HLE package by selecting the right packages. Once installed, it's a good idea to create a Bashed Patch (as recommended from compatibility section) and run BOSS. Translation: Tamriel Tamriel Chronicles

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