

# Babo Dialogue Manual 5.0V

## © The Goal of the mod

The ultimate goal of the mod is to improve overall reality and immersion of Skyrim. Especially of all sorts of immersion elements, I wanted to aim for immersive lines and various events that would both potentially and broadly interest you into it and make you feel like you are actually playing a female character. Skyrim was not meant to be like merely completing quests and have a sex when you are pleased. No... Skyrim is not supposed to be a playground. It is much more dangerous even perilous for a woman. The mod will make your PC, sometimes, trapped, get in trouble either actively or passively. In various situations you need to choose what to do and cope with the dangers which may harm you.

## © Features

So-called immersive sexist mod I would say. As already I mentioned, the mod is oriented to female protagonist game play. It is not for a male character. The mod will not be functional or will be erroneous if you play a male character. There are too many features in this mod to list them all so I will sum it all up in three things.

1. Depending on the degree of PC`s skin exposure(skimpy clothes), NPCs around you will react differently(Damage calculation, Dialogues, Events, etc.)
2. Depending on the degree of PC`s reputation and level, NPCs around you will react differently(Dialogues, Events, etc.)
3. NPCs will react differently according to PC`s physical shape features(Breasts, Butts, Beauty)

Of course beside these three things, the mod has a lot more contents in it but I am not going to get in more details. For example, a certain type of foe will take your armor parts more easily or give you some more damage when you wear skimpy clothes.

The guard will give you a piece of advice or a warning if you are too careless about your wearing.



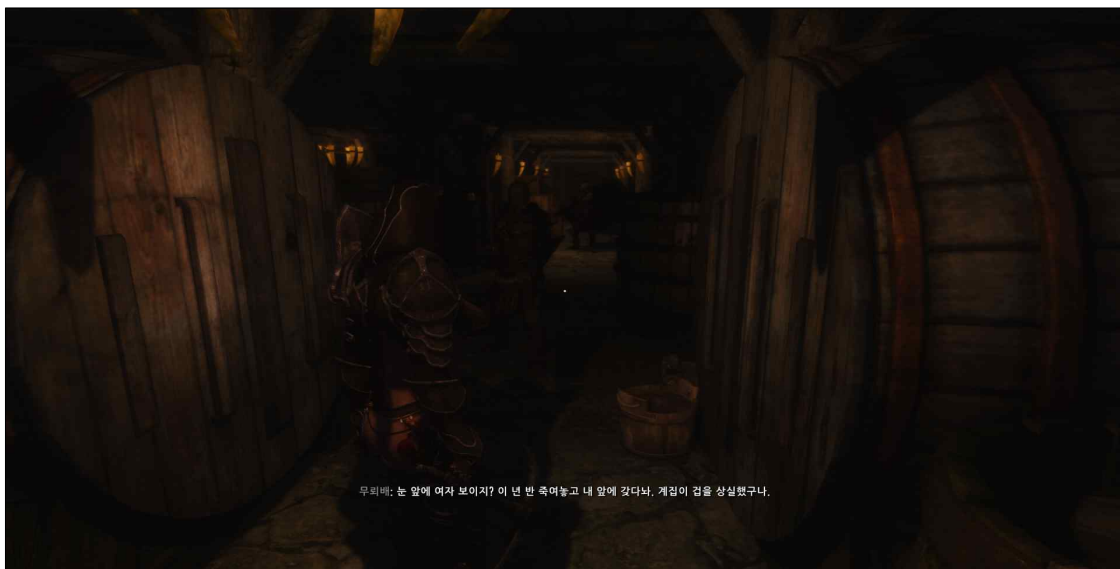
*Player: Is there any advice that you can give?*

*Whiterun Guard: What are you thinking? I don't know why you are wearing such a suggestive clothes but you'd better stop wearing that.*

The guard's duty is to protect citizens and they are somewhat ready for the better service so they are rather responsible and moral so that they become worried about your safety whenever you wear suggestive clothes, and at the same time they scold you for carelessness. Be warned when you enter the city lack of security. They won't be kind to you at least.

Such as this, the mod will provide thousands additional lines so it will fix their dullness. This is not the end. Various mini quests are waiting for you.

For example when you enter the certain inn far from the town in careless pretty outfit(Let's say skimpy), the event is going to happen.



*You are surrounded by outlaws who want to make you their sex slave.*

*outlaw: You see this bitch? Beat her to the ground and bring her to me. I gotta taste her little pussy.*



*If you are defeated, you will be sexually humiliated, get raped and ended up with slave market.  
Outlaw: Now we have a juicy desert for a drink.*

### © Installation & Requirements(LE)

- Skyrim All DLC
- FNIS
- [Sexlab Framework V1.62](#)
- [Sexlab Aroused Redux \(bakafactory modified version\)](#)
- [Zaz Animation 8.0+Pack](#)
- [FNIS LE](#)
- [Dynamic Animation Replacer](#)
- [BakaFactory SLAL Animation](#) or Aggressive SLAL Animation
- [Baka Motion Data Pack](#)
- Tes5edit(for adding keywords)

### © Installation & Requirements(SE)

- Skyrim SSE All DLC
- [FNIS SE](#)
- [Sexlab Framework V1.63 SE](#)
- [Sexlab Aroused Redux Baka](#) or [OSL Aroused](#)
- [Zaz Animation 8.0+Pack](#)
- [BakaFactory SLAL Animation](#) or Aggressive SLAL Animation
- [Baka Motion Data Pack](#)
- SSEedit(for adding keywords)

There is no automatical detecting algorithm of what kind of armor you are wearing in Skyrim. NPCs react differently based on the keywords that embeded in vanilla armors. Hence, unless you add some keywords by yourself, the mod will not work as it should.

© MCM

## Appearance Setting



Player Appearance – Face beauty / Breasts size / Buttocks size, these are the elements you should care about. These values are quite subjective but not objective. That being said, no matter how many times you change your face through showracemenu, these values will not be changed. Considering many external uncontrolled elements such as bodyslide or one`s subjectivity, I leave these settings for you.

Pubic hair – You set it when you have pubic hair. If toggle is off, NPCs will think you have no pubic hair.

Realistic Armor Setting – The more you expose your skin, the more incoming damage you will take. If you like hardcore, I recommend it. This is for those who love high leveling gameplay.

Loading Screen Toggle – During moving cell loading screen, it will show you some tips for the events

## Event Setting



**Road Event Percentage** – You can set the percentage how many times road encounters will occur. From 0 to 100 you can set.

**Change Location Event Percentage** – When Player moves to a certain spot, an event will occur. Most of these events will start in town. From 0 to 100 you can set.

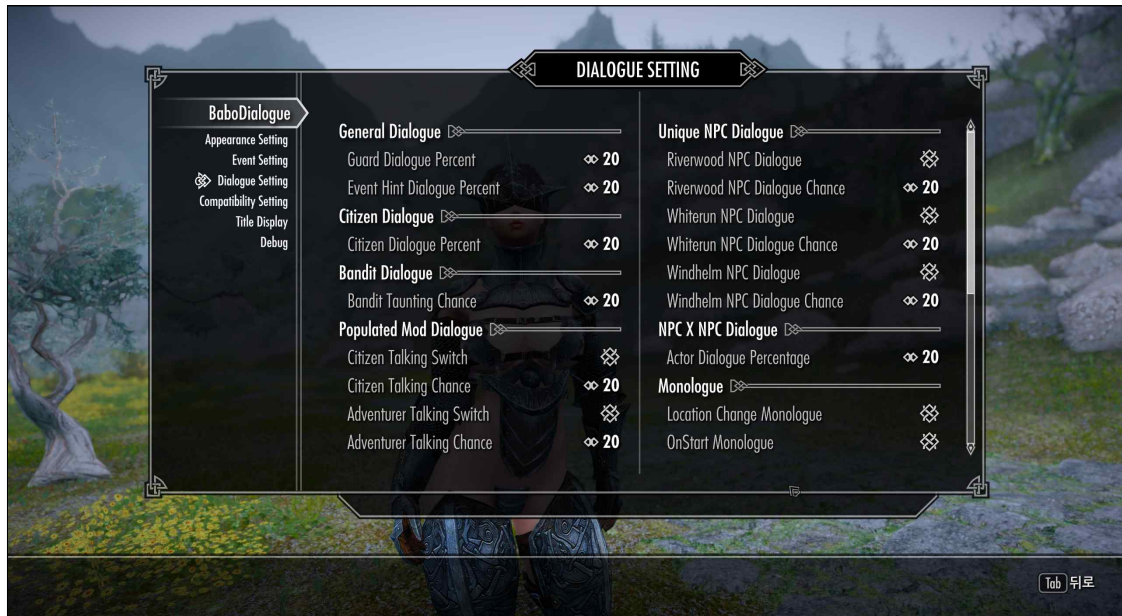
**Spectator Switch** – This function handles the npcs reaction during events. When certain conditions are met during an event, npcs gather around you. You can see this function, for example, during the change location event 01

**Essential Switch** – It makes you keep alive even if your HP hits 0 during certain events. And when the events end, the essential switch also stops.

**Maximum Health Percentage / Minimum Health Percentage** – You can set the criterion of HP point which indicates your defeat during combat. When your HP point reaches between maximum and minimum, the mod considers you are defeated.

**Hireing Setting** – The value when you use your attraction to discount a fee to hire sellswords. Seducing Failure Chance indicates the probability of failure when trying to seduce him. Refusal Failure Chance indicates the probability of failure that when you succeed to seduce him but you just change your mind not to hire, the sellsword refuse to let you go. The seduced sellsword will try to rape Player. If you have SLHH mod, instead of having sex instantly, SLHH will be triggered.

## Dialogue Setting



General Dialogue – Just general dialogue probability. Not much to explain.

Citizen Dialogue – Not for the guards. This one is for those who wear clothes not armor.

Bandit Dialogue – For the npc who belongs to bandit faction.

Populated mod Dialogue – You can add additional dialogues for Populated mod npcs. You need to get my modified version to work this function properly.

<https://www.patreon.com/posts/populated-skyrim-17337823>

Unique NPC Dialogue – It adds additional dialogue lines for unique npcs. Right now we have Riverwood, Whiterun, and Windhelm.

## Compatibility Setting



**Simple Slavery** – If you want to integrate the mod with Simple Slavery, check it.

**Babo SLHH Check** – If you have SLHH Expansion and you want to integrate the mod with SLHH Expansion, check it.



## Title Display



Through mini events, you can earn your own titles. After you complete the event, the display will show you acquired titles. Acquired titles will be changed to `acquired`, if not `not acquired`.

## © Event Encounters

Please know that you need to wear a piece of armor that contains at least one of the following SLA keywords.

SLA Keywords:

EroticArmor / SLA\_ArmorLewdLeotard / SLA\_ArmorSpendex / SLA\_ArmorHalfNaked /  
SLA\_ArmorCurtain / SLA\_ArmorTransparent / SLA\_ArmorHalfNakedBikini

## ○ Road encounters



Technically it's not just 'road' encounters. There are six different types of environment: **Road**, **Forest**, **Plain**, **Mountain**, **Coast**, **Marsh**. Some of encounter events will be filtered out at certain areas; you may find a horny troll at forests or mountain tops but not at plains. Road will be much safer compared to wild territories.

The Encounters are likely to happen when you are near the trigger boxes of which places are marked on the map like above. If you think the spoiler may interrupt your immersion, do not read it.

Encounter conditions:

	Condition	Misc.
Road Encounter 01	Above Appearance 60	Available
Road Encounter 02	No condition	Available
Road Encounter 03	Above merchants` disaffection 500	Available
Road Encounter 04	No condition	Available
Road Encounter 05	Above Breasts size 80	Available
Road Encounter 06	When you fail to repay your debt from Loanshark Organization	Available
Road Encounter 07	No condition	Available
Road Encounter 08	No condition	Available
Road Encounter 09	No condition	Available
Road Encounter 10	No condition	Available
Road Encounter 11	Above Appearance 90 / Wolfqueen Quest Completed(Only to killing summoners in the cave.) / From 7:00 AM to 8:00 PM	Available
Road Encounter 12	Rescued over 30 slaves.	Available
Road Encounter 13	No condition	Available

○ Change Location Encounter

※ To prevent glitches when road encounters 3, 8, 11, 12 proceed, change location encounters will not happen.

Basic Condition	SLA_ArmorPretty / EroticArmor /SLA_ArmorSpandex / SLA_ArmorHalfNakedBikini / SLA_ArmorHalfNaked You need to wear an armor that contains at least one of these keywords.	
	Condition	Misc.
Encounter 01	Only in Falkreath, Morthal, Riften / Above Appearance 60, Above Reputation 50	Available
Encounter 02	No condition	Available
Encounter 03	Only at Nightgate Inn	Available
Encounter 04	At each shop in Whiterun / Only after you have been through Whiterun Orc Visiting Breezehome Event(After you are raped by orcs.)	Available
Encounter 05	Only after you have been through Whiterun Orc Visiting Breezehome Event / After acquiring Whiterun Orc Fucktoy Title / At random each shop in Whiterun	Available Integrated with SLHH Expansion mod
Encounter 06	Only at night / in holds(Riften, Windhelm, Solitude, Whiterun, Markarth), not towns / SLHH 3.2V or above must be installed	Available Integrated with SLHH Expansion mod
Encounter 07	Only at night / in inn(Morthal / Rorikstead / Dragons Bridge)	Available

○ Normal Events

	Condition	Misc
Whiterun Orc Trio visiting	After purchasing Breezehome, you ask the innkeeper of Whiterun about current events.	Available
	Sub story: Whiterun`s vice captain makes PC his slave. You must be raped a couple of times by orcs first and then get the title. / You must finish Whiterun Battle Quest. And then you talk to the Whiterun captain.	
Windhelm Argonians' menace	You ask the master of Newgnisis Cornerclub, Ambarys Rendar or Malthyr Elenil, about current events. PC must not be a Darkelf or a Argonian. Rescue Whole Count must be above 30.	Available
Solstheim Thirsk Riekling Event	You must stand for the rieklings and wipe out the Nords first. After you obtain the position of chief, you talk to one of Thirsk rieklings. He may say 'Female Chieftain Strong! Not livestock! Survive!' which triggers the quest.	
Dibella's Apprentice	You can learn how to tempt someone into doing something for you. To learn this technique, above Speech 40 and above Appearance 70 are required.	Currently only merchants and mercenaries can be seduced
Markarth Guards' Inquiry	You ask the innkeeper in Markarth about current events. He may talk about the guard patrol and their forcing inquiry, which triggers the event. Additional guards will be spawned over the city.	
Solstheim Loanshark Morgul	You may want to borrow some money from Morgul in Raven Rock. But he doesn`t want to lend his money to you. He suggests prostitution instead.	Just for a simple prostitution
Bad End	Triggered by the specific script command. Road Encounter 06, 08, 10 use the feature.	Available
Kidnap Quest	Only triggered by specific quests(Road Encounter 05, Road Encounter 05, Change Location Encounter 07)	Available

## © Change Log

<b>2.81V</b>	<ul style="list-style-type: none"><li>▪ Changed the mechanism how merchants react when you try to seduce them. Now they won't hold you even if you don't buy anything.</li><li>▪ Improved the seducing motions when you try to seduce.</li><li>▪ Fixed the bug during Argonian in Newgnisis Club event.</li><li>▪ Added some lines for Monologue for testing. Still WIP but it's functional.</li><li>▪ Partially English—translated. Still WIP</li><li>▪ Fixed the issue that even when the loading screen toggle was off, loading screen still persisted.</li></ul>
<b>2.9V</b>	<ul style="list-style-type: none"><li>▪ Whiterun Vice Captain's Plaything story has been completed. (It will work with SLAP Redux and SLHH Expansion pretty well) After the event is triggered, he will stay in Breezhome. While he stays, Orc Visitors Event can't be seen. He will constantly sexually harass you and even attempt to rape you. SLAP Redux will make him do so. Even if you left your house for some time(You can set the interval on MCM), he would want you to account for your absence or rummage your chest for some coin. If you have only Breezhome.. then it will be a nightmare.</li><li>▪ Fixed Windhelm Argonian quest script that was missing.</li><li>▪ English translation 30% Complete.</li><li>▪ Edited script codes for integration with SLAP Redux, SLHH Expansion.</li><li>▪ Added some lines for monologue.</li><li>▪ Animations added for Whiterun Vice Captain Event.</li></ul>
<b>2.95V</b>	<ul style="list-style-type: none"><li>▪ Fixed SLHH integration fail issue in Whiterun Vice Captain quest.</li><li>▪ Fixed Whiterun Vlce Captain's dumb AI which he never turns back home.(I hope...)</li><li>▪ Fixed the animations, which were supposed to play on the scene, to play properly at the right time.</li><li>▪ Optimized some codes not to stack as the time goes.</li><li>▪ Some monologue lines are added.</li><li>▪ Translated Road Encounter 2, 3</li><li>▪ Translated Change Location Event 05</li><li>▪ Translated Some guards' lines</li><li>▪ Translated missing merchant's lines.</li></ul>

<p style="text-align: center;"><b>3.0V</b></p>	<ul style="list-style-type: none"> <li>▪ Fixed the issue vice captain was stuck in the inn forever.</li> <li>▪ Now you can ask vice captain to come back home when he kills his in the inn. But he will fuck you for that.</li> <li>▪ After several times of being harassed by vice captain(More than 3 times), you can talk to vice captain that you will report his despicable crimes to captain.</li> <li>▪ Duel with vice captain is now available. If you beat him, you can get away with his grip.</li> <li>▪ After–his grip story is complete.</li> <li>▪ Edited the condition of NightgateInn Event to trigger the event more easily.</li> <li>▪ Translation Progress 50%</li> <li>▪ Translated Bandit taunts</li> <li>▪ Translated NightgateInn Event</li> </ul>
<p style="text-align: center;"><b>3.1V</b></p>	<ul style="list-style-type: none"> <li>▪ Fixed the wrong position of camera when playing breasts exposing motion.</li> <li>▪ Added a kissing motion for seducing.</li> <li>▪ Fixed minor issues with vice captain quest line.</li> <li>▪ Added new features for mercenary. the quest starts when you hire a sellsword by seducing him into getting hired with discounted price. For now, you are not able to have more than one mercenary. It is a different mechanism from the normal follower system. It is independent.</li> <li>▪ When you hire a seduced mercenary, Babodialogue will give him a random personality(1.A man of word, opportunist, criminal) Depending on his personality his reaction varies.</li> <li>▪ Whenever your seduced mercenary enters the bleedout state or you hit him, his complain count stacks. When it reaches to a certain point, he may turn against you.</li> <li>▪ Translated mercenary' s dialogues, Road Encounter 11</li> </ul>
<p style="text-align: center;"><b>3.2V</b></p>	<ul style="list-style-type: none"> <li>▪ Added –Bad End Event–. This event quest will be expanded in future contents but for now only road encounter 08 uses it, or you can test it through MCM debug function. Please keep it mind that if you want to try this debugging test, save your save file first just in case things get ugly.</li> <li>▪ Road encounter 08 is revised and edited. Now you don' t have to enroll in the army to see this encounter. However, if you are already in the army, the enemy will appear trickier and stronger. If you are defeated by the challenger, you will get raped and be displayed so that people could see you.</li> <li>▪ High Hrothgar road encounter is under WIP.</li> <li>▪ Fixed both major and minor bugs(Some said they couldn' t start sex, mercenary glitch included)</li> <li>▪ Added a bunch of soliloquy dialogue lines!</li> <li>▪ Translated about 1,000 lines! Too many...</li> <li>▪ Made a new motion replacer for ZazAnimation TorturePole03 because the old one had the error.</li> </ul>

<p style="text-align: center;"><b>3.3V</b></p>	<ul style="list-style-type: none"> <li>▪ Fixed the issue when you lose the combat, the event scenes were tangled up.(Vice Captain' s duel)</li> <li>▪ Road Encounter 08 is now fixed.</li> <li>▪ Bad End furniture motion' s camera will be aligned properly.</li> <li>▪ Added Coman the alchemist. He is waiting for you in Ivarstead. When you try to climb High Hrothgar, he will warn you and try to help you with his potion that will molify trolls' aggression.(SLHH is required)</li> <li>▪ The potion has a side effect. Use it wisely. Troll might see you as their mate partner.</li> <li>▪ Some minor bug issues have been fixed</li> <li>▪ Edited Hirling mercenary feature. A seduced mercenary is no longer independent follower. The mercenary will be added to CurrentFollower faction. I changed it to make it more compatible with other mods. But you have to say goodbye to him twice.</li> <li>▪ Soliloquy is now working as it should be.</li> <li>▪ Translation Progress 80%</li> <li>▪ Translated Riekling Thirsk Event</li> <li>▪ Translated Encounter Event 09, 12</li> </ul>
<p style="text-align: center;"><b>3.31V</b></p>	<ul style="list-style-type: none"> <li>▪ Fixed the issues that some of sxx scenes didn't work in Whiterun Vice Captain events.</li> <li>▪ Translated 5% into English</li> <li>▪ Tweaked some of the scripts for compatibility with my other mods.</li> <li>▪ Current translation WIP Progress 85%</li> <li>▪ Created Slave outfit bodyslides for both BHUNP and CBBE 3BBB</li> </ul>
<p style="text-align: center;"><b>3.40V</b></p>	<ul style="list-style-type: none"> <li>▪ Fixed the issue that NPCs were spawned too far from Player in Bad End scenes</li> <li>▪ Both Sexlab Aroused Redux LE and SE by Bakafactory are newly updated for compatibility with SLAX. The factions and keywords that were added in SLAX are now also available in my version. Epecially for se users, if you are playing se, please download it now.</li> <li>▪ [Appearance, Boobs, Ass] keywords, factions will be assigned to Player depending on the value in MCM.(For compatibilty and utility for other mods)</li> <li>▪ Fixed the bug of a helper kept chasing Player even after she rescued Player in Bad End</li> </ul>
<p style="text-align: center;"><b>3.41V</b></p>	<ul style="list-style-type: none"> <li>▪ Fixed the issue that MCM mesnu didn't show up</li> <li>▪ Fixed script codes for EFF compatibility</li> </ul>



<p style="text-align: center;"><b>3.42V</b></p>	<ul style="list-style-type: none"> <li>▪ English Translation 100%(Thank you ABBBF). Many of the lines are still machine–translated.</li> <li>▪ Fixed a bug: An enemy chases ambient creatures while he`s supposed to be a part of a scene.</li> <li>▪ Changed the invincible mechanism. When the ‘essential player’ is on, player will be defeated only she is in state of bleedout.</li> <li>▪ Added a compatibility list for SL Survival. Currently no contents.</li> <li>▪ Added options to manipulate the dialogue chances for Merchants, Followers</li> </ul>
<p style="text-align: center;"><b>3.5V</b></p>	<ul style="list-style-type: none"> <li>▪ Script Encounter 09 - Now falmers are gonna get advantage of their slave as soon as they spawn.</li> <li>▪ Bug Fix - No more event actors chasing docile creatures like rabbits</li> <li>▪ No more hostile actors chasing you even when you are in a cell.</li> <li>▪ Added new stats for Player(Trauma, Lewdness, Corruption, Exhibitionist, Bikini Experience)</li> <li>▪ Added a new change location event - The quest needs the latest SLHH version to activate</li> <li>▪ Added many new dialogue lines about your status(Exhibitionist level)</li> <li>▪ Remove the spell buff(Speechcraft) added when you are given the blessing of Dibella by Sena. You can take advantages only when you seduce merchants.</li> </ul>
<p style="text-align: center;"><b>3.6V</b></p>	<ul style="list-style-type: none"> <li>▪ Bug Fix: Forcegreet in events even when Player is mounted on a horse.</li> <li>▪ Added Free Monologue: Pressing hotkey will play Monologue Scene about My Status(PC will talk about her thoughts about her current status(Depending on her Corruption intensity), Also it currently supports Fill Her Up, which means if your belly is bloated with cum PC will talk about her belly. Other compatible mods will be added to the feature. More dialogue lines will be added additionally to the scene for substantial improvements for immersion.</li> <li>▪ Bug Fix: Mercenary's spamming dialogues even after the check box is off in MCM.</li> <li>▪ Added an Actor x Actor dialogue scene event in Nightgate inn. Actors will talk about different subjects and opinions based on PC's decisions made in NightGate Inn Event.</li> </ul>

<p style="text-align: center;"><b>3.7V</b></p>	<ul style="list-style-type: none"> <li>▪ Added a new feature: Now you can lend some amount of gold from Loanshark organization(The idea from loansharks of Skyrim). But the rate of interest is so high that you need to take it seriously.</li> <li>▪ You can visit Loanshark Organization by speaking to the messengers located in both Solitude and Riften Inns.</li> <li>▪ If you fail to repay your debt in time, you will have to talk to the owner of the organization and decide how to compensate your fault.</li> <li>▪ Added a new road encounter: If you keep persisting and never visit the organization, hired thugs will come and try to teach you a lesson.</li> <li>▪ Added a new road encounter: Bandits are trying to rape a poor woman. You have to save her from the evil. However if you are defeated, you are gonna end up being their plaything.</li> <li>▪ Fixed few minor bugs and issues such as A.I problems.</li> <li>▪ Bug fix: You can't hire mercenaries that you seduced and hired him with discounted price before.</li> <li>▪ You can now adjust the chance of being sent to Simple Slavery Market in MCM.</li> <li>▪ Added new bad ending motions.</li> </ul>
<p style="text-align: center;"><b>3.8V</b></p>	<ul style="list-style-type: none"> <li>▪ Bug Fix: Night stalker's AI didn't work properly(Change Location Event 06)</li> <li>▪ Bug Fix: Road Encounter 10 didn't start</li> <li>▪ Bug Fix: Hired mercenaries fight each other once they are spawned.(Road Encounter 06)</li> <li>▪ Bug Fix: Thugs doing nothing after sex(BaboBadEnd)</li> <li>▪ Bug Fix: A Troll was invisible and did nothing(BaboBadEnd)</li> <li>▪ Bug Fix: Cleaned old properties that are not used anymore</li> <li>▪ Bug Fix: Challengers and outlaws spawned at the same time(Road Encounter 08)</li> <li>▪ Optimized and solved minor issues</li> <li>▪ Once your service is done, you can now prepare for another reception other than selecting skill the rest.(LoanShark Organization)</li> </ul>
<p style="text-align: center;"><b>3.9V</b></p>	<ul style="list-style-type: none"> <li>▪ Added new 50 dialogue lines for Solitude npcs</li> <li>▪ Fixed machine translated dialogue lines(Populated Adventurer)</li> <li>▪ Diversify pubes style and different dialogue branches according to it[Bare, Natural, Landing Strip, Heart, Mohawk, Bushy]</li> <li>▪ You can now export and import MCM setting</li> <li>▪ Reorganized fundamental script mechanism to prevent possible interferences.(Some reported that while they were doing a quest, unrelated quests were activated out of blue that shared the same script. The reason why is unknown. I couldn't figured it out for most of users had no problem with it. Honestly I have no idea but I know how to solve it. It took way more than I expected but I hope it's worth it.)</li> <li>▪ Minor bug fixes, improved optimization</li> </ul>

<p style="text-align: center;"><b>4.0V</b></p>	<ul style="list-style-type: none"> <li>▪ Organized strings for the most of quests</li> <li>▪ Bug Fix: Road Encounter 11(Devious Noble) didn't stop even though you got away from the scene.</li> <li>▪ Bug Fix: Riverwood quest(A Lovely Letter Quest) didn't work as intended.</li> <li>▪ Added missing cummesh and textures for torturepole.</li> </ul>
<p style="text-align: center;"><b>4.1V</b></p>	<ul style="list-style-type: none"> <li>▪ Bug Fix: Some stats were not updated after sex</li> <li>▪ Bug Fix: OnCellLoad Event was not called and changelocation monologue didn't play because of it.</li> <li>▪ Different sex stats for different creature races.(They are used as dialogue condition)(Support SLSO)</li> <li>▪ Added monologue lines about creature sex(depending on the creature sex stats)</li> <li>▪ Bug Fix: Road Encounter 08 Defeat scene didn't trigger restrained motions.</li> <li>▪ Bug Fix: A falmer's slave kept following her master.</li> <li>▪ Bug Fix: Road Encounter 04 scene didn't end. And AI got messed up.</li> <li>▪ Bug Fix: Road Encounter 08 / Two separate commands played the motion simultaneously which leads to no motion play.</li> </ul>
<p style="text-align: center;"><b>4.2V</b></p>	<ul style="list-style-type: none"> <li>▪ If you have ever experienced assault, you can tell guards about the night crimes(Change Location Event 06). If he's convinced, that city will be free of night crimes. If he's not convinced because of your low reputation or your improper dress, they might ask you for something(you-know-what) for return. Either way, if the guard decide to help you, the night crimes will never happen unless you ask a guard for lowering security.</li> <li>▪ Now you have a chance to escape from Nords in Road Encounter 02 if SLHH expansion is installed. SLHH Expansion 3.65V is required.</li> <li>▪ You can meet Sylvia at Dibella Temple in Markarth. She sells special potions related to arousal.</li> <li>▪ Now at the end of LoanShark sex scens, if you have Fill Her Up baka Edition is installed, your belly will be bloated with cum.</li> <li>▪ Increase the chance that merchants ask you for sex if you seduce them.</li> <li>▪ Bug Fix: Troll's Essence didn't work properly.</li> <li>▪ Bug Fix: Seduced mercenaries didn't have dismiss dialogue option.</li> </ul>

<p style="text-align: center;"><b>4.3V</b></p>	<ul style="list-style-type: none"> <li>▪ Rename the titles with simple descriptions</li> <li>▪ Bug fix: Change Location Event 06 didn' t work in Whiterun</li> <li>▪ Added Change Location Event 07 – The event starts in Morthal' s inn. Two travellers notice your visit while they are drinking. You can join them for a drink.</li>   <li>▪ Spoiler Change Location Event 07 – There is a chance that travellers have bad intention in their minds. You can see the difference with the way they talk to you. Also, if they are bad guys, you can see few skoomas in their inventory.</li> <li>▪ Once you decline their offer and they started to assault you, QTE starts and you will be able to resist. If you fail to escape, the event links to 'Kidnap Sequence' .</li> <li>▪ If the travellers happen to be good guys, they will take you to a bed after you are completely blacked out.</li> <li>▪ If you have a follower with you, the follower will stop them from taking you to somewhere else for malicious intention.</li> </ul>
<p style="text-align: center;"><b>4.4V</b></p>	<ul style="list-style-type: none"> <li>▪ Added new dialogues(new 350 lines): New dialogues for Morthal Guards / New dialogues for Self Comments</li> <li>▪ Added two new scenarios for Bad Ends: Farmer and Guard encounters</li> <li>▪ Made Change Location Self Comments to function regularly and more often.</li> <li>▪ Farmer(Villager) has one of 4 characters in random and these charaters affect how farmer reacts to Player. Farmer could just run out of fear or help you or call guards. Also he might think of something nasty in his mind...</li> </ul>
<p style="text-align: center;"><b>4.5V</b></p>	<ul style="list-style-type: none"> <li>▪ A new road event added. Road Encounter 13: The mercenaries hired by Loanshark syndicate threaten a farmer who borrowed money from them. You can help the farmer or just pass by and ignore the farmer. There are several ways to help the farmer. Intimidating the merceanries, paying off the debt instead, simply killing the mercenaries, or ignoring the entire situation.</li> </ul>
<p style="text-align: center;"><b>4.55V</b></p>	<ul style="list-style-type: none"> <li>▪ Change Location Event 13 occurs now at both Rorikstead inn and Dragons Bridge inn. Unlike that of Morthal' s case, the actors could take advantage of you even if they didn' t plan to depending on your attractiveness and the obscenity of your attire.</li> <li>▪ Remade Road Encounter 11. Created a new stage(Solitude Blue Palace cell) separated from the vanilla cells to prevent possible glitches from interfering in the scene and to solve unwanted any incompatibility problems.</li> <li>▪ Bug Fix: Sending inflation data to Fill Her Up was not functional.</li> </ul>

<p style="text-align: center;"><b>4.70V</b></p>	<ul style="list-style-type: none"> <li>▪ Move actors who don' t show up in BadEnd scenes to Player after a a certain amount of time.</li> <li>▪ Babo Encounter 5(Serial Killer) event has been improved. If you are defeated, you will be kidnapped by a notorious killer.</li> <li>▪ New Kidnap Quest is added. This event can only be triggered by Babo Encounter 5</li> <li>▪ Kidnap Quest: When you are kidnapped, there are several ways to escape the kidnapper based on Player' s skill levels.</li> <li>▪ Kidnap Quest: When you press the hotkey, you can select those escape ways.</li> <li>▪ Kidnap Quest: Make sure you are not spotted by the kidnapper.</li> <li>▪ Bug Fix: Some of soliloquy monologue were ignored.</li> <li>▪ Many minor bug fixes</li> </ul>
<p style="text-align: center;"><b>4.80V</b></p>	<ul style="list-style-type: none"> <li>▪ Revamp overall Whiterun Vice Captain Scenarios.</li> <li>▪ There is a chance that 'Big' Orcs come to Breezehome. These Big Orcs are 1.15x bigger than the common orcs. They are definitely far stronger. They will use BigGuy motions in their SLAL scenes.(BigGuy SLAL – Anub, Bakafactory)</li> <li>▪ If you ask the orc who would come to warn you more about orcs' descriptions, he will tell you about these 'Big' orcs. If you don't ask more about them, 'common' scaled orcs will visit your house.</li> <li>▪ Whiterun Orc Visitors event will now occur in a duplicated cell of Breezehome to prevent unwanted interruption from happening.</li> <li>▪ If you let the orcs get to you and let them leave, there will be some chance that the same orcs, who harassed you in past, may stop by again.</li> <li>▪ In Change Location Event 06(Lowlife at night), Vice Captain would protect you from getting harassed when he's around you.</li> </ul>
<p style="text-align: center;"><b>4.90V</b></p>	<ul style="list-style-type: none"> <li>▪ Added more of encounter spots all across Tamriel.</li> <li>▪ Revamp encounter features. Each encounter could occur if it makes sense in the region. For instance, you don't expect frost trolls to appear at plains or on the roads because they live at snow mountains or snow forests.</li> <li>▪ More diverse creatures will now appear depending on the region.</li> <li>▪ Improved Road Encounter 09. Now you can be defeated by the falmers.</li> <li>▪ Minor bug fixes(Whiterun Orc Visitors dialogue condition required Player to equip Yoke, Change Location Event 06 with Vice Captain didn't properly work. Hopefully...)</li> </ul>

5.00V

- Added Road Encounter 07 Event.
- New kidnap scenario added. You can access this scenario through Road Encounter 07. 'Bandits captured Player'
- Remade some of old animations. Ex) Markarth Investigation motion.
- Bitch Reputation is added. This reputation will be increased depending on choices you make and your attire.
- Bug Fix: Player was stuck after you untie the rope in Kidnap Event
- A lot of minor bug fixes which I don't remember.