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Skyrim ps4 load order help

There's quite a handful of Skyrim load order guides around the 'net, but you need to cherry-pick through them as many can be outdated, or not comprehensive enough. That's why this guide will aim to be the most comprehensive Skyrim load order guide, with plenty of examples, screenshots, and recommended tools.Having a correct load order ensures that your Skyrim gaming experience is (almost) entirely crash-free - the only reason your Skyrim should crash is due to maybe RAM issues, or a bad mod. Having a correct Skyrim mod load order reduces conflicts and crashes by a significant amount, and if your Skyrim continues to crash, you can begin to isolate the problem to a troublesome mod.Nexus Mod ManagerLOOTNotepad++Before you begin, you should consult the list of dangerous and outdated Skyrim mods - this is a comprehensive list of mods that are known to introduce crashes or other problems to Skyrim. If you have any of the mods on this list, you should uninstall them and use an alternative (the list makes recommendations).Initial Mod Order Sorting (NMM + Loot)Next, launch NMM and point it to your LOOT installation path - or if you already have LOOT installed, go ahead and launch LOOT through NMM.Note: Make sure that you properly set up the Nexus Mod Manager to work with Skyrim.Launch LOOT from NMMFrom within LOOT, click the "Sort Plugins" button in the top right corner - this should automatically sort your mod list based on what LOOT thinks is the best practical load order, but it's not a good idea to follow LOOT's load order exactly. We will just use it as a sort of guideline.LOOT plug-in sortingAfter LOOT orders your mod list, scroll through the list of your mods and check to see if LOOT reports any mod conflicts or errors - in some cases it may recommend cleaning mods with TES5EDIT, but this is not recommended. The only reason you should ever clean anything with TES5EDIT isYou don't want to start a new game, but want to remove all traces of a mod's scripts from a saved game.Cleaning a mod with TES5EDIT was recommended by the mod author.Aside from those two situations, it is much better to just start a brand new game after installing or uninstalling a lot of mods.In any case, once LOOT has sorted your mod list, go ahead and close LOOT.Nexus Mod Manager - Export load order to text file.Now in Nexus Mod Manager, click the button "Export the current load order" - this will save your mod load order as a .txt file somewhere on your computer.Fine-Tuning Your Skyrim Mod Order in Notepad++Now open the loaderder.txt file with a text editor - we will recommend Notepad++, as it will make this next job easier, rather than regular Notepad.Now at the top of the loaderder.txt file, paste this before all of the mods;;Patches and Bug Fixes ;;Huge Mods and Overhauls ;:Quest Mods ;:Environment and Weather Overhauls (Not Plants or Foliage) ;:New Cities, Towns, and Lands ;:New Buildings in Existing Game Areas ;:Plant and Grass Mods ;:Gameplay Tweaks (Combat, Perks, Etc) ;:NPC Tweaks and Add-Ons ;:Texture and Visual Mods ;:Sound and FX Mods ;:Menu and Inventory Tweaks ;:Cheat Items ;:Character models and model replacements ;:Weapon, Armor, and Clothing Add-Ons ;:Crafting Mods ;:Misc. Mods ;:Weapon, Armor, and Clothing Tweaks (Texture replacements, etc) ;:Mods that remove graphical effects (Godrays disablers, etc)To quickly explain - the reason all of those lines begin with // is because they are commented out, those lines will be skipped over and not interpreted as part of the mod load order. We are going to organize your mods into sections, following all of those lines.So now here is where you need to do your diligent research - this is going to be very time consuming if you have a lot of mods, but the reward will be a significantly smoother gameplay experience, with far less crashes.Go to Nexus Mod Manager and open each mod's webpage one by one, and read the mod instructions for the recommended load order to see if the mod is recommended as being loaded last, or at the beginning, etc.Now begin copy/pasting your mod lines in the loaderder.txt to their corresponding section in the section list we created above.When you're finished, your loaderder.txt file should look like this:Skyrim mod load order.Now go ahead and save it, and in Nexus Mod Manager, click the "Import load order" button, and choose the loaderderder.txt file you just saved.Testing Your Skyrim Mod Load Order for CrashesSome people recommend starting a new game and playing for a while to test crashes and specific areas where Skyrim can crash. This is a good idea, but extremely time-consuming if you actually run around and play the game "normally", waiting for crashes to happen.There is a much faster and easier method of quickly testing Skyrim stability with a lot of mods.First, launch Skyrim, but do not load a game or start a new one. Simply open the developer console by pressing tilde - on your keyboard.In the developer console, type:ccc RiverwoodRiverwood is a well-known crash area for a few different reasons, so if your game loads to Riverwood fine, we're good so far.Next, open the developer console again and type these commands:player.forceav stamina 9999 player.forceav speedmult 1200 tcl tgmThis is going to allow you to fly around Skyrim at super speeds, and clip through objects.What we basically want to do is fly around the game while staying near the ground, so all textures and objects are loaded into your memory as fast as possible. This is going to "stress test" Skyrim's stability and the engine's ability to load things without crashing, at super speeds. Think of it like "benchmarking" your mod load order list.Sooner or later, Skyrim probably will crash - it used to crash a lot more frequently when running out of texture memory, but that doesn't really happen in 2018 with texture memory patches and all the updates to Skyrim over the years. But your game will crash after a while of flying around at Superman speeds and loading the whole game world as quickly as you can fly through it.The trick here is to figure outWhat game area you crashed inHow long you were flying around before you crashedIf you were flying around for a long time before you crashed, it was probably the engine running out of texture memory or similar. However, if you crashed immediately upon entering a certain area, that area could be the culprit. You'll need to experiment with this, and do several stability tests to determine if specific areas are causing crashes.Once you figure out which specific area is causing crashes, go back to your mod list and check them carefully, especially their descriptions on their mod pages. Are any of your mods adding spawn points (such as NPC patrols) or other scripts to that area? If so, disable those mods and add them back one by one, until you find the culprit. (A big thanks to @thefirebirdman @honorsbastion13 and @Poisd2Strike - These guys are knowledgeable and dedicated gentlemen that have provided a lot of excellent advice to many people on this thread. Think of them as load order moderators and take their advice seriously.)Skyrim SE has brought the unfathomable power of mods to consoles, and players couldn't be more thrilled. However, many console players have extremely little experience (or none at all) when it comes to downloading mods.This being the case, a plethora of players who are (relatively) new to downloading mods have encountered bugs, errors, glitches, and crashes that may be caused by a poor and unorganized mod load-order... and if you're reading this "how to" then there is a high likelihood that you are one of those players. BUT HAVE NO FEAR, in this thread I will be giving a quick explanation of what a load order is, how it works, and a general/optimal way to organize your load order.(if you're just hear for the load order organization, just scroll down just a little)What is a load order? If you thought "isn't it just the order in which your mods are loaded", then you were right... because that's exactly what a load order is... it's just the order that the game loads your mods. Every time you start/continue a game Skyrim loads all of your mods into its memory and then saves/new file. Your load-order determines in what order your mods are loaded into the game file.How does your load-order work?Your game loads your mods from top to bottom in regards to your load order. I'll use a quick example to illustrate what this means and why it's important. Let's say you have 3 mods: mod 1 (the mod that is on the top of your load-order) is a weather mod, mod 2 is a mod that changes the visuals for the forsworn armor, and mod 3 (the mod that is on the bottom of your load-order) is another mod that changes the visuals for the forsworn armor. Using this example your game will load mod 1 first, then mod 2, and finally mod 3. Now keep in mind that mods are considered incompatible when they affect and try to change the same thing with our scenario your weather mod will load and function perfectly fine, but mod 2 and mod 3 will clash and be incompatible. Your game will overwrite mod 2 with mod 3, meaning that only the forsworn armor from mod 3 will be used. This was a crude example with a best case scenario outcome. In reality, it can be much more difficult to tell whether or not two mods will affect the same thing and be incompatible, there is also a good chance that many mods will cause bugs, errors, and crashes instead of simply overwriting the previous mod if they are incompatible. Just keep in mind that if you two mods affect the same exact thing in a similar way, then the mod that is lower on the load-order will take priority over the mod that is higher on the load-order.What is a good general organization when it comes to load orders?One general rule of thumb is to organize your mods into "categories" and to place larger mods that affect more assets/aspects of the game ABOVE smaller things within the same "category" that affect less assets/aspects of the game. Keeping that in mind, here is a general guide/list to organizing your mod load-order.) Patches and bug fixes) Big mods and overhauls that affect the entire game) Quest mods (big or small) Environments/weather Overhauls) Large add-ons that add cities/towns/land masses) Adds buildings to current cities/towns) Plants and foliage mods for the entire game) Gameplay changes/tweaks/add-ons such as combat/magic/perks/etc) Changes/add-ons to NPCs) Visual/textural/atmospheric changes) Sound/audio/FX alterations) Sorting, menu, and player + NPC inventory) Cheat items) Character model replacements) Weapons/armor/clothing add-ons/additions) Crafting related mods) Misc. items, as well as small scale foliage) Weapon/armor/clothing alterations) Specific mods that need to be loaded at the bottom as directed by the mod author) Mods that remove graphical effects, like disabling godrays, to improve performance - this goes last, ensure that all mod added effects get disabled too.(Thanks to @honorsbastion13 for adding 19 and 20)@thefirebirdman @honorsbastion13 @Poisd2Strike and I are proud to present a comprehensive living library where you will be able to find the appropriate category for any mod we discuss in this thread. Keep in mind that this is a work in progress and will grow as we slowly (and manually) add more mods to it. 20Recommended%20Mod%20Load%20Order%20-%20Master.docx?dl=OPRO-TIPS:Just remember to keep in mind how your load order works when organizing your mods. Also, some mods need to go in a specific area of your load-order regardless of the category it belongs to, but usually mod authors will mention this in their mod description if it is necessary. Ones load order is a fickle thing that can get unorganized beyond belief very quickly if you don't regularly stay on top of it, this includes reordering mods when they update... because for some forsaken reason a mod is automatically placed at the bottom of your load-order when you download an update for it.(By @Poisd2Strike) - The OP should probably be updated to include a small section directed primarily at Console players (like myself). I am not sure if the issue is also relevant to PC. Basically, a recommendation should be added to do a hard reset (complete shutdown) of your Console anytime you add or remove larger mods or mods that have a large impact. This could potentially help with issues of not being able to download a mod, getting a discolored face / body or pixelation and not seeing changes in-game even though a new mod has technically been installed. Also, if you have two mods (Mod A and Mod and Mod B depends on Mod A and both have available updates, Mod A should be updated first followed by Mod B. For example, last night I noticed an update was available for two mods I have (USSEP and Cutting Room Floor). Cutting Room Floor requires USSEP. So, USSEP should be updated before Cutting Room Floor. Although it is generally not a good idea to remove mods during a playthru, since data can be left behind in your save game file (which could lead to issues), some mods are safe to remove. However, before removing (aka deleting) a mod deemed 'safe to remove' the following process should ideally be followed: Disable the mod (don't delete it), Load the game without the mod enabled. Do some testing to make sure the game is stable, if stable then create a new save file (don't save over an existing save), lastly Delete the mod. Lastly, some information about potential bugs or known issues. I can give 4 examples that will likely impact many people, that I was not initially aware of myself. --1) Help! I keep getting randomly attacked by guards and I don't have a bounty' - Deadly Civil Wars is known to cause this issue.--2) Help! My female PC vampire's face doesn't look right! - Eyeliner is known to cause this issue. Move the slider all the way to the left.--3) Help!! I can sell items to merchants but don't get any gold! - A merchant having more than 30,000 gold is known to cause the issue. --4) Help!! I get these wierd 'seams' in water! - Although it might not be obvious, Project Hippie is known to be one of the causes for this.If you have any questions regarding this list/guide or what category a specific mod falls into, just ask and I or (hopefully) any other players/modders that know the answer will help you out.P.S.A: BE COURTEOUS TO THOSE WHO ARE OFFERING YOU HELP. THIS THREAD IS NOT MEANT FOR PEOPLE TO DUMP THEIR ENTIRE LOAD-ORDER AND EXPECT OTHERS TO ORGANIZE IT FOR THEM WITH DOING LITTLE TO NO WORK AT ALL. THERE IS A 5-10 LIMIT ON THE NUMBER OF MODS YOU CAN REQUEST HELP WITH. ANY POST THAT IS INCONSISTENT WITH THIS IDEAL AND THE GOAL OF THIS DISCUSSION WILL BE FLAGGED FOR MODERATORS TO DELETE.(I've seen many players who are eager to bring their consoles to its knees. Consoles are only so powerful, they do have a limit. If you download a lot of script heavy mods and a million graphic overhauls YOUR CONSOLE WILL SUFFER FROM TERRIBLE F.P.S AND CRASHES! No guide can help players who simply over do it.) Thanks for creating this thread! I play Skyrim SE on Xbox One and understand the logic behind how load order works. However, the biggest problem I have is deciding which category a specific mod would fall under. I will give a few examples.SMIM which retextures many static objects - Category 2, Category 4 or Category 107 - My guess would be Category 2Nordic Snow - retextures all snow - Category 2, Category 4 or Category 107 - My guess would be Category 10Ordinator - perk overhaul - Category 2 or Category 8? - My guess would be Category 2Rich Merchants of Skyrim - increase merchant money - Category 2, Category 9 or Category 12? My guess would be Category 12While it might be obvious what category some mods fall under (Vivid Weathers, for example), many are somewhat ambiguous. Also, there does not appear to be a Category that would apply to Follower mods or Player House mods. You are absolutely right, some mods are quite ambiguous and it can be difficult to figure out where they belong, but I have your back.* Due to the mod description of realistic water, I personally place it at the very bottom of category 6. (However if the mod description hadn't mentioned anything specific about load order, I would have placed this in category 4, since water mods fall into the environmental mods category.)* Due to the description and general size of SMIM I place it quite high on my mod order: at the bottom of category 2.*Nordic snow is an environmental change (all snow mods are environmental) so it goes into category 4. Given the rather large nature of most environmental/weather mods, Nordic snow is comparatively small-ish. I would keep it at/near the bottom of 4.*Though Ordinator feels like an extremely large mod and it seems compelling to place it into category 2, you will want to keep this at the top of category 8.*Rich merchants is indeed a category 12 mod. It affects their inventory by adjusting the amount of gold/septim they carry.Follower mods go into 9, since followers are still just NPCs.Home mods go near the bottom of 6.I think that covers it Let me know if there's anything else I can do to help. No problem bud. I just figured that this thread could help a lot of people. I agree that putting them into categories, sometimes, feels a bit confusing due to perceived 'overlap'.Also, there are 'conflicting' messages of where certain mods belong. I just posted a long, (but hopefully 'clean') thread about my Load Order: thing that had me pondering was RDO, (Relationship Dialogue Overhaul), as people who add NPCs add their own dialogue, and perhaps RDO should be below this, though, with Sofia, I made sure she was under RDO so it wouldn't potentially affect her.Mods that have citizens running from 'this' and 'that' had me wondering as well.Do mods like Immersive Citizens, who make people run away from danger/conflict, do the same as: Run for your lives & When Vampires Attack? (same mod author for last two)Would one overwrite the other, or are they even necessary?Wet & Cold did not help with the above question either! Then magic... it seems Elemental destruction magic still works with earth blast, etc. - and does not conflict with Apocalypse.But even Apocalypse and Ordinator, from the same author, has a compatibility patch to help them work together!Also, housing mods... which add people - does this mess with RDO?Armor that goes to all Imperials in Skyrim, and to yourself - Imperial Outfits - does it conflict with Civil War Equipment Organized.And does this conflict with Diverse Guards! lol!!I'm almost finished modding - I would love to have RS Children, and some good face overhaul, that's not 'plastic'... but these authors are not posting, for the PC, their mods to Bethesda.net.Perhaps I can download it from the Nexus and put it in the folder where my other mods are and load it through Bethesda mod manager? (Really only want one place to manage mods.Thanks for your post!If you can, have a glance at my list, linked above... Thank you Right, I understand what I'm reading... sorta. I'm kinda lost in it.Who knew mods could be this complicated when it came to load order? That or I should start thinking about bleaching my hair (No offense to all the natural blonds out there).Anyway, if someone could please help me with my load order, it would be greatly appreciated. So I'll just post my mods down here and hope someone can help me out with this thing. Then I can go back to happily slaying dragons and Imperials.Opening Scene OverhaulImmersive CitizensWet and ColdHolidaysKarthwastenDarkwater CrossingWhistling MinelvarsteadShor's StoneKynesgroveSoljund's SinkholeDragonborn Crafting Hall Special EditionSkyfall EstateVampire Sucks: No Attacks in TownsBecome a BardPhendrax Magic EvolveOrdinator - Perks of SkyrimRotmullaag - Meditations on the Words of PowerSuper Simple BathingRS Children OverhaulLore and Gender HeightsRelationship Dialogue OverhaulUndying LoyaltyRich Merchants of SkyrimRing of increased Carry WeightUnlimited Rings and AmuletsPhendrix the Demigod ArtifactPhendrix the Archmage ArtifactsPerk Point Book's Hair's LiteAshara Followed FacesSeraphim Body Replacer ExtrasNatural EyesSeraphim Vanilla Armor and ClothesLady Justice and Lady TemplarKasai Eisen ArmorCatoma Leora ArmorNithorn Fur HoodsAshara Diamondized DressesAshara Princesses of the WoodsCirclet of the HoodsNocturnal's ClothesGreenhouse+Shezrie's Winstad Hearthfire KitchenShezrie's Winstad GreenhouseShezrie's Lakeweyd Hearthfire KitchenShezrie's Heljarchen Hearthfire KitchenHeathfire Building MaterialsDiamond SmithingAmber Armor and WeaponsGildergreen RegrownLampposts of SkyrimNoble DressAny help would be most welcome-That's a really good list but in my opinion, you're missing two categories.19) Specific mods that need to be loaded at the bottom as directed by the mod author20) Mods that remove graphical effects, like disabling godrays, to improve performance - this goes last to ensure that all mod added effects get disabled too.@Poisd2Strike SMIM: 10Nordic Snow: 10Realistic Water: 10Ordinator: 2Rich Merchants: generally, it'll be in 8 or 9 due to it editing an NPC data value and you don't want that to get overridden by another mod.For SMIM, go and check the original mod page and check the installation box. There are some specific mods that are named and where they should be installed before or after SMIM to get the best look. You mainly want to pay attention to what those mods do in general so you can get an idea of where other similar mods will get loaded in respect to SMIM. An example of this is Realistic Water TWO being loaded after SMIM. @honorsbastion13 said:That's a really good list but in my opinion, you're missing two categories.19) Specific mods that need to be loaded at the bottom as directed by the mod author20) Mods that remove graphical effects, like disabling godrays, to improve performance - this goes last to ensure that all mod added effects get disabled too.@Poisd2Strike SMIM: 10Nordic Snow: 10Realistic Water: 10Ordinator: 2Rich Merchants: generally, it'll be in 8 or 9 due to it editing an NPC data value and you don't want that to get overridden by another mod.For SMIM, go and check the original mod page and check the installation box. 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An example of this is Realistic Water TWO being loaded after SMIM. @honorsbastion13 said:That's a really good list but in my opinion, you're missing two categories.19) Specific mods that need to be loaded at the bottom as directed by the mod author20) Mods that remove graphical effects, like disabling godrays, to improve performance - this goes last to ensure that all mod added effects get disabled too.@Poisd2Strike SMIM: 10Nordic Snow: 10Realistic Water: 10Ordinator: 2Rich Merchants: generally, it'll be in 8 or 9 due to it editing an NPC data value and you don't want that to get overridden by another mod.Thanks, I really wasn't sure about Rich Merchants in particular.I haven't played Skyrim, since patch 1.1, was released on Xbox One, due to the issues I have read about (Crashes, still missing NPCs). I don't have the patch myself. My character is only level 3, and I will most likely start a new game once a more stable patch is available. So for now at least, I am in the process of creating an MS Excel spreadsheet, researching mods and coming up with a list of mods I plan on using. The Spreadsheet will eventually include Mod Name, Category (for load order), Version, Last Update, Author, File Size, URL on Bethesda.net, Dependencies, Known Conflicts, etc. I am looking into several other mods and would appreciate some help in properly categorizing. Some of them are as follows:Half-Breeds of Tamriel (- Category 2 or Category 8? - My guess Category 2Better Blessings (- My guess Category 8Better Horses (- My guess Category 9Merchant Death Prevention Project (- My guess Category 9BIG: More Kill Moves! (- My guess Category 8Perk Points and More Gold for Bounty Quests (- My guess Category 8Circlets under hoods (- My guess Category 18Equipable Tomes - Belt-Worn Books (- Cat 16 or Cat 18 - My guess Cat 16The Paarthurnax Dilemma (- My Guess Category 3Opening Scene Overhaul (- My Guess Category 3Please let me know if I put something in the wrong Category when you have some time. Thanks! @vtfrenchy: There seems to be virtually no order to your mods at all... You should at least match them as closely as you can to the list then people will be much more likely and able to actually help you..... I'm writing in hopes someone may help me with my mod order:*[XB1] Ashara paragon jewelry *Better vanilla perks for Xbox *reverse shout cooldown - Dawnward[XB1]*reverse shout cooldown - Dragonborn(XB1)*reverse shout cooldown(XB1)*apachii sky Hair SSE main XB1*Succubus Armor*increased follower limit(XB1) simple version 100 followers*better horses (Xbox one)*skyrim sizes Lore*Hateful wenches*[XB1]Ashara skyrim characters as presets*Deadly Wenches*immersive citizens - AI overhaul*[XB1] Ashara followers faces*Sofia - the funny fully voiced follower*[XB1] ashara erin and sienna followers *adorable females*natural Eyes*cheat run (xb1)*ks hairdos lite*immersive wenches*seraphim female body replacer extras*seraphim female body replacer *relationship dialogue overhaul - RDO*(xb1) hearthfire building materials god chests*the forgotten city*unofficial skyrim special edition patch*shezrie's old town*Marco's integrated leveled lists (xb1)This is not how I ordered them,I will do my best to organize them on my own until I can get help @Tenshi 1998 said:I'm writing In hopes someone may help me with my mod order:*apachii sky Hair SSE main XB1*Hateful wenches*Deadly Wenches*[XB1] Ashara followers faces *adorable females*natural Eyes*ks hairdos lite*immersive wenches*seraphim female body replacer extras*seraphim female body replacer *the forgotten city*unofficial skyrim special edition patch*shezrie's old townThis is not how I ordered them,I will do my best to organize them on my own until I can get help For the mods I left in the list immediately above, the order should probably be as follows:Unofficial PatchThe Forgotten CityShezrie's Old Hrodran TownImmersive WenchesDeadly WenchesHateful WenchesApachii Sky Hair SSEks Hairdos LiteAdorable FemalesAshara's FollowersSeraphim Female Body ReplacerSeraphim Female Body Replacer ExtrasNatural Eyes Okay... this thread wasn't meant for people to simply dump their entire load order and expect others to sort through the mess for them... No, this thread was meant to teach people why they need to organize their load order and how they should organize it on their own.Additional help is being offered for people with a few specific mods that they may feel are a little ambiguous and difficult to find the correct placement for, NOT for people who haven't even tried to organize their mods on their own, who have given up on doing it themselves, nor for people who are simply too lazy to do it.You are helping the tools to learn how to organize your load-order... just try to learn. The community and I will be eager to help those who show an effort and don't have a sense of entitlement.Sorry for the rant... but I'm willing to bet some of the other members of the community here were hoping someone was going to say something.@Poisd2Strike and @DhaylenI'll be getting to your questions soon, since those are actually reasonable requests/questions lol. However I'm probably going to get some shut-eye tonight. I'll try to find some time tomorrow to go through those mod's mod-descriptions to make sure I inform you guys of the proper category that they belong in and what not. @LukeKB said:@Poisd2Strike and @Dhaylen I'll be getting to your questions soon, since those are actually reasonable requests/questions lol. However I'm probably going to get some shut-eye tonight. I'll try to find some time tomorrow to go through those mod's mod-descriptions to make sure I inform you guys of the proper category that they belong in and what not.Ok, whenever you have some free time is fine. I am hoping to gradually become more proficient at determining proper category. Incidentally, I installed the 1.1 patch (for Xbox One last night) and was able to play fine for 2 - 3 hours without any hiccups / freezes or CTDs. After that, I went to bed. I avoided updating mods which would force me to reorder them, since I think that is where some people have experienced issues. Once I start to get more familiar with mod placement in load order, I will download 1 or 2 new mods at a time and do a hard reset when necessary (example: SMIM, The Forgotten City, Vivid Weathers, Nordic Snow, etc.). I would also keep a list of my LKs (Last Known Good) load order. Thanks again for all your help! I think modders should put what it would categorize as in their description. Some may think its pointless but some modders ask if we can give compatibility feedback how do we do that if we dont know if its compatability or load order?@Poisd2Strike Half-Breeds - 2, it looks like a major race overhaul so cat 2 makes more sense cat 8.Better Blessings - 8 or 9, depends on if you have other mods that affect horses, this one needs to load last out of all of them for it to work.Merchant Death Prevention Project - 9BIG: More Kill Moves - 8Perk Points and More Gold for Bounty Quests - 8Circlets under hoods - 18Equipable Tomes - 16 The Paarthurnax Dilemma - 3Opening Scene Overhaul - 19 as directed by the mod author. However, if you use Alternate Start, this mod is incompatible with it. skyrim ps4 load order. skyrim ps4 load order not working. skyrim ps4 mods load order

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