

Naked Defeat Guide



Naked Defeat Guide 1.3 - V5.2+

Feature List

Mod Keywords

Combat Defeat,
Death Alternative,
Continuituiy (No Death/Reload)

Core Features

These are the most advanced and complex features Naked Defeat has to offer.

Combat Defeat - Essential Player

Enter Bleedout (0 HP) get raped by enemies.

Combat Defeat - Critical Hits/Stripping

Get stripped and/or defeated from Hits.

Combat Defeat - Surrender

You can hit a Surrender key as in other Defeat mods.

Furniture Escape Game

Get bound in Furnitures/Devices after Sex and escape.

Sex Scenarios with Furniture

Coherend Scenarios where Idles and Sex Scenes match.
Pillory, XCross, Wheel, Stockade, Yoke, Armbinder etc.

Special Scenarios

Forced Girlfriend, Forced Masturbation, Golden Shower, Bukkake, Rodeo....

Simple Slavery Outcome

Get sold to random locations as a Slave and escape.

Naked Loot

Save your outfits, fight naked, make looting worthwhile again. Check out the Naked Loot guide in this PDF.

Public Punishment

Add a layer of mysogny and paranoia to the cities.

Follower Support

Up to 2 Followers have full support (Sex, Bondage)

Afterlife (Death Alternative)

Get executed, raped to death and raped in afterlife then "reincarnate" naked in the wild.

Extra Features

These additional Features make your game more challenging without needing Survival mods or other, more complex mods.

Devious Devices

Growing Integration with DD framework.

Poisoned Potions

Make drinking potions Risky.

Naked Falling

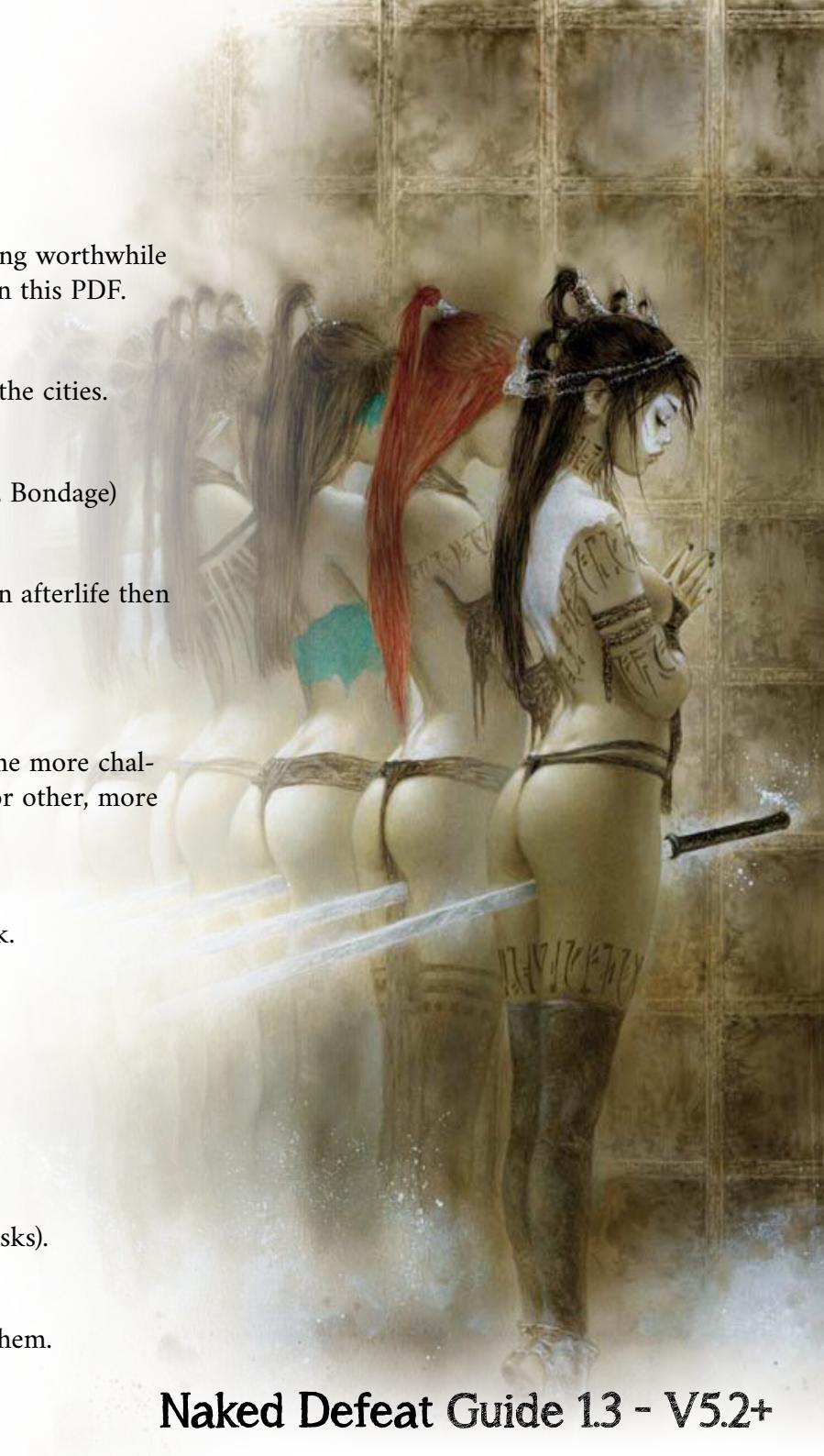
Make Falling more dangerous.

Naked Travel

Fast Travel requires a Sex Ritual (with Risks).

Naked Swimming

Swimming in heavy armor/boots strips them.



Combat

Defeat & Sex :Options:

IMPORTANT

Apart from these Options Naked Defeat does NOT interfere with Combat at all at the Moment.

The only thing combat relevant from this mod outside of this is making the Player Essential (**OnBleedout**).

Enabled [x]

Activates the following features (most can be then controlled by following options)

- Combat Stripping (Hits can drop/unequip/destroy your armor)
- **Critical Defeat (OnStrip Defeat)** Hits in Combat can directly down you, no matter how much HP you have left.
- Play Moans based on your Sexlab Player Voice when hit in Combat

Clothing strip chance %

Light armor strip chance %

Heavy armor strip chance %

Accounts only for the following slots:

Hair/Helmet (31) or Circlet (42), Body (32) or Bikini Bottom (52), Hands (33), Feet (37)

When hit (**OnStrip**) the script will randomly select one of the main slots (no other ingame things are considered)

If you wear armor on that slot of the given type, a D100 Dice Roll is performed against the strip chance. If the roll succeeds, your armor is stripped (drop/ unequip/destroy based on MCM).

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Defeat Chance (OnStrip) %

ALSO there is a second check to see if you are defeated. This is a second D100 roll against "**Critical Defeat (OnStrip) chance**". If the roll succeeds, you lose your weapon and go to the ground (no **OnBleedout** trigger here, so no other Defeat mod can start.)

Setting a value to 0% will prevent your armor from being stripped ever. 100% will always strip.

Defeat Chance (On Naked Hit) %

This setting only applies when you are hit on a slot with NO armor or clothing. D100 roll against your slider setting and if it is met, you go to the ground (same as (OnStrip))

Careful! Defeat chance is much higher with this slider, since it is only one roll. With OnStrip Defeat you have two dice rolls in succession (Strip Chance then Defeat Chance), so do not set this to high when you want some fair naked Combat action.

0% will prevent Defeat from starting from a hit on Naked Skin (On Bleedout Defeat can occur still).

Slippery [x]

When cum soaked your chance of getting stripped is doubled. But cum also can decrease the chance of getting defeated from Naked Hits!

Ripping Attacks [x]

Attacks from dogs, wolves, skeevers, spriggans and trolls and also power attacks from all sources have a higher chance to strip armor in combat and TWICE the chance for a critical defeat on strip (so if you set Critical Defeat chance to 5%, a Ripping Attack has 10% chance of starting the Defeat)



Combat

2/2

Stripped Item is...

Explains itself.



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Devious Devices

I plan to fully integrate Devious Devices Framework without ever making it a Hard Dependency.

Idea

Naked Defeat will make the Devices as PlayThrough compatible as possible. This means I will provide means to get Devices AND remove them without having to stop questing. This will ignore parts of the Frameworks functionality (Keys, locking, certain events), but slowly try to add them in a playful way.

These will never appear in Naked Defeat from DDs:

- PopUps
- the requirement to enter Inventory
- hour and daylong penalties/full bound gameplay

Naked Defeat NPCs can do with the devices what they want when they defeat you. Quest Items might be spared or added back afterwards, I still investigate the best approach (I dont want to mess up other ppls quests).

Naked Defeat will always try to add only immersive devices from its own scripts. Later customization is possible.

Phase 1 (NaDe 5.24)

Remove DD Chance

This is a chance that your enemies will remove the devices at the beginning of the Defeat Scenario.
0% to disable, 100% will always remove ALL devices.

Capture / DD-Weight

This will add a chance to get Devices equiped at random (from internal scripts) instead of beeing bound to a furniture.

Wiggle Free on Action Key

This % chance adds a “one beats all” option to remove Devious Devices when pressing the Action Key. You will start to wiggle and moan a certain amount of time, then a D100 is rolled against the Wiggle Chance. If you fail, there is currently a 5% chance to be enslaved or to die. So wiggling free this way is risky.

This is a quick and dirty implementation for phase 1.

DDs during Naked Defeat

If you get defeated and keep your devices OR when the NPC decide to put Devices on you (small chance for a DD scenario currently), Naked Defeat will profit from the ingenious DD-NG mod (0.4.0 following) to make cool Sex Scenes. You will be “free” to go afterwards, no escape game currently.

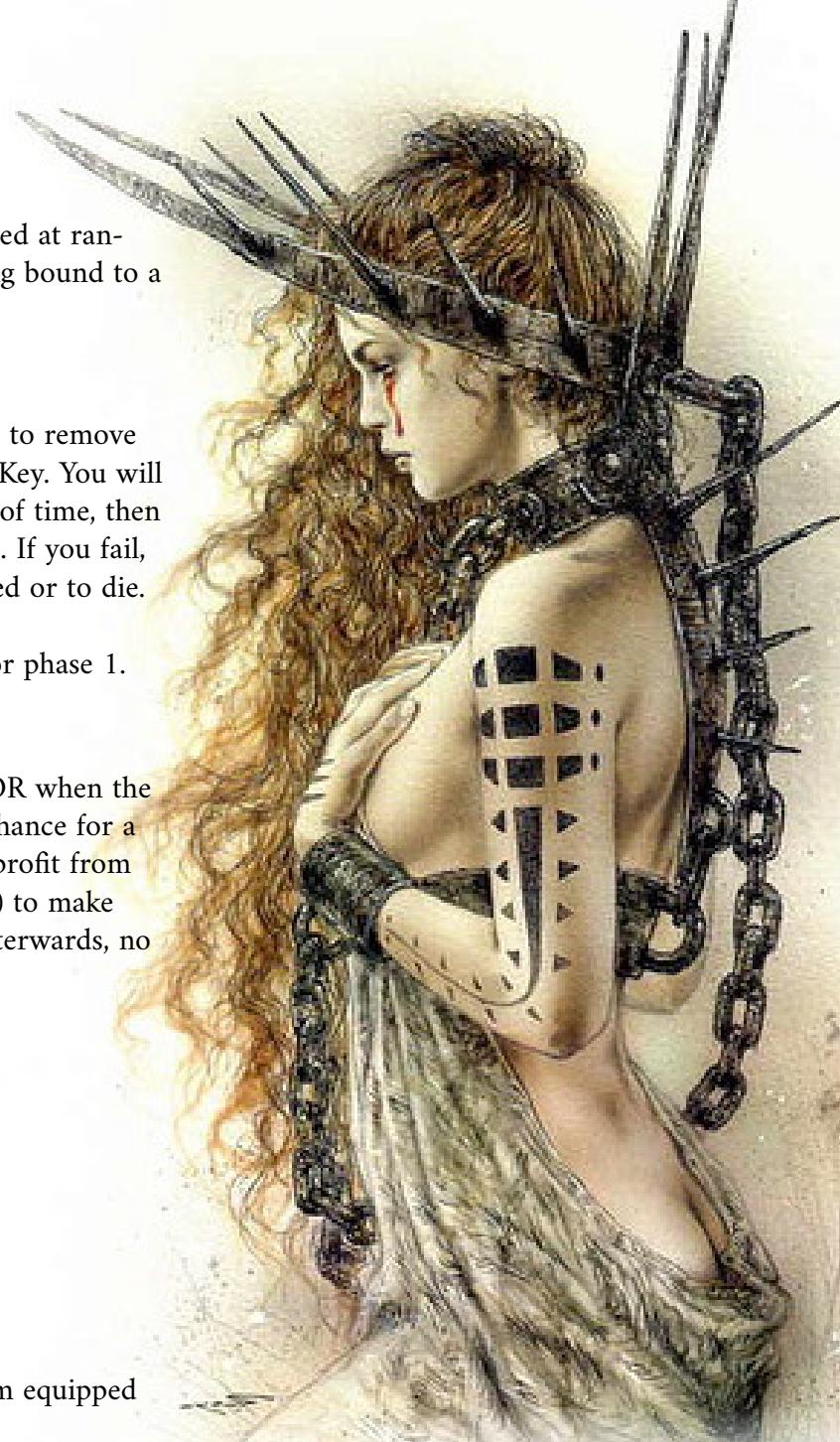
Phase 2 (Plans)

Wiggle Free:

- more elaborate Outcomes/Risks
- config option for Risk chance
- take keys and other stuff into account

DD Outfits:

save your favourite DD Outfits to have them equipped by Naked Defeat.



Public Punishment [X] 1/3

Public Punishment is meant to make Cities a less hospitable place and offer some paranoia and the requirement to sneak and behave or avoid guards and even citizens.

SETUP

For testing this feature I suggest enabling [x] the **InfoMessages** in Naked Defeat System MCM (orange colored). They will show how the exposure values are changing and why.

It is up to you to set up all values to work best for you. If you want the real hardcore experience I suggest:
Exposure Chance: 400, Loop time 4-5 seconds.

Naked Weight 400 Cumsoaked Weight 400 Running Weight 300, Sprinting 400.

The rest is up to you.

Exposure Chance [MCM setting]

This is the Dice you are using to roll against the weights of the offenses and also against your Public Exposure (short Exposure) value. The higher this number (1000 for example), the “easier” the game is, meaning a public punishment is less likely to happen.

Loop Time [MCM setting] - (Tick Frequency)

Determines how often the script will check if you can be seen and punished. I play with 5 seconds, but want to lower it even more to be more responsive.

Suggestion: the shorter the loop time is, the higher the Exposure Chance should be.

Punishment Weights [MCM setting]

These weights determine how likely you will get exposure for committing the respective offense.

If set to 0, you will never get exposure for this certrain thing (Naked Weight 0 -> you can be naked without beeing punished). If the Weight is as high or higher than the Exposure Chance, you will always increase your exposure when somebody sees you.

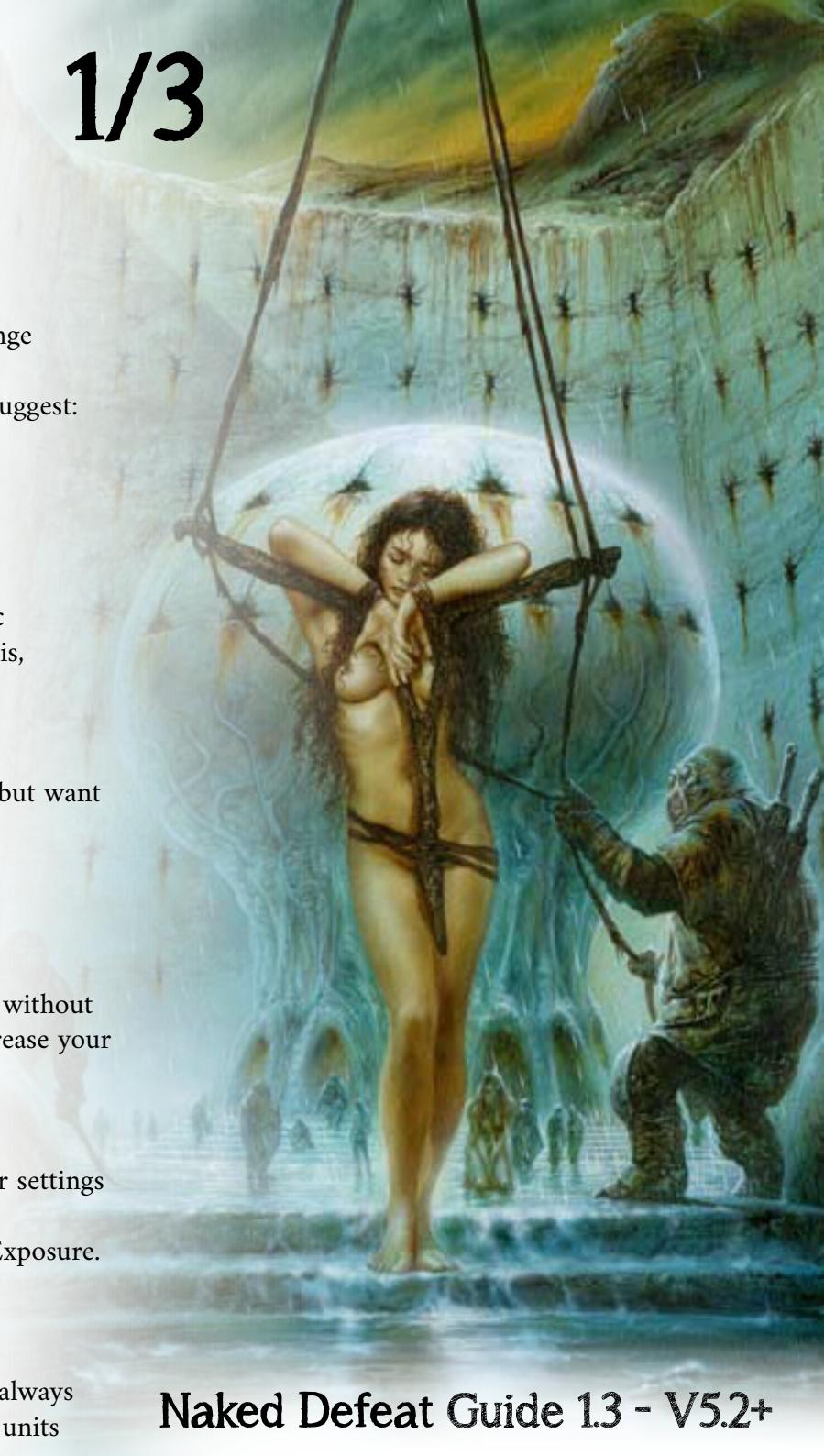
Public Exposure [Internal Value]

Whenever you are seen by a Civilian or Guard and you are in violation of one or more rules in your settings (beeing naked for example) your exposure will be increased.

Example: Exposure Chance 100, Naked Weight 50. ---> when you are seen, 50% chance to get +1 Exposure.
Exposure of 3 will mean a 3% chance to get punished per tick.

Proximity Scan [Internal Function]

Each time tick the Mod will scan for NPC and if they have Line of Sight (HasLOS). Line of sight is always checked for actors within 600 units radius and at a 30% chance also checked for actors up to 1200 units



Public Punishment [X] 2/3

away. If the game cannot get an LOS (the function is flawed), it will check for distance (only for actors within 600 units radius) and Field of View of the NPC (120° angle in front). So you can try to stay out of sight as good as you can. FOV has the downside of being able to see you through walls, so I kept the distance small.

Reducing Exposure (behaving or being alone)

If you follow all the rules there is a chance that your exposure is reduced by 1 per time tick.

Also, if nobody is seeing you, your exposure will be reduced even more, the longer you remain unseen.

For example: remain unseen 1 tick: no change

remain unseen for 2 ticks -1, remain unseen for 3 ticks, -2, remain unseen for 4 ticks, -3

Reducing Exposure (player homes and temples)

When entering a player home or a temple your public exposure will be set to 0, so these are save spaces.

For the duration of your stay the exposure will also not be increased and you will not be punished.

Hints

Undressing in Shops can increase your exposure for nakedness, beware :P

Inns are not save, but I'm working on special rules for them.

FAST TOGGLE: use Debug Wheel (alt+K) to disable/enable Public Punishment for quest or playstyle purposes (for example bathing houses or special quests that would not work otherwise). No Exposure will be gained and no punishment executed when using the fast toggle to switch Punishment OFF.

NAKED CRIME [x]: Random Bounty

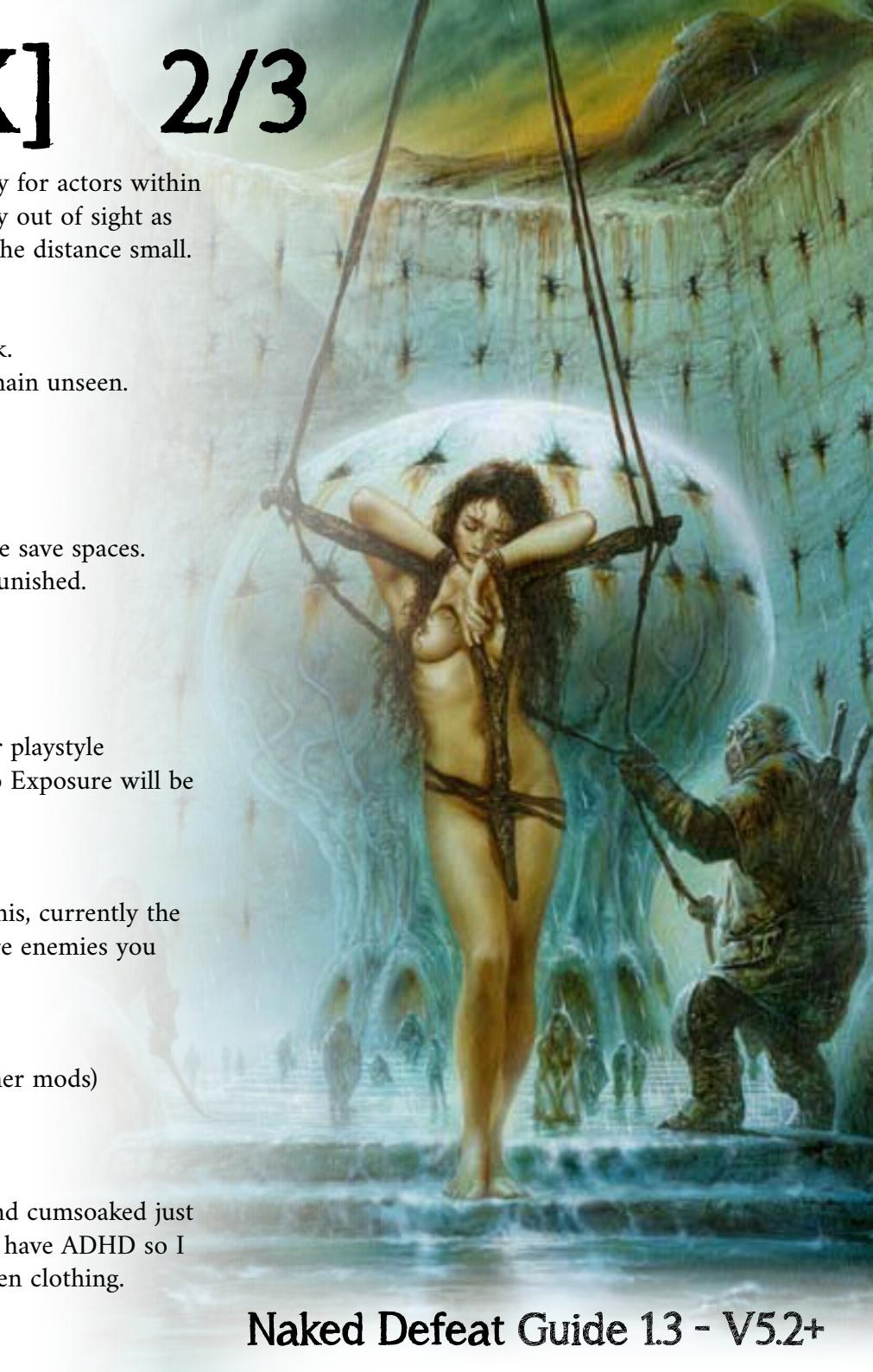
When entering a City, there is a chance to get a random bounty applied. I'm still refining this, currently the chance is based on the player level. The more reputation (level) your character has, the more enemies you have and the more ppl will try to get into the players pants.

Future Plans

- special rules for slaves (when wearing a collar/beeing in faction) and prostitutes (from other mods)
- more special handling for Inns, Palaces, bathing houses (mod added) etc.

If you behave...

I use Public Punishment for being forced to roleplay in cities. No sprinting naked, dirty and cumsoaked just to get a quest reward. So I need to make sure to follow the rules or face punishment. Ofc I have ADHD so I still try to run or even sprint on occasion or risk going without a weapon or sometimes even clothing. But yeah, if you behave correctly, at the moment, nothing bad can happen to you.



Public Punishment [X] 3/3

Balancing the values and my Suggestions

Good mods to use with this

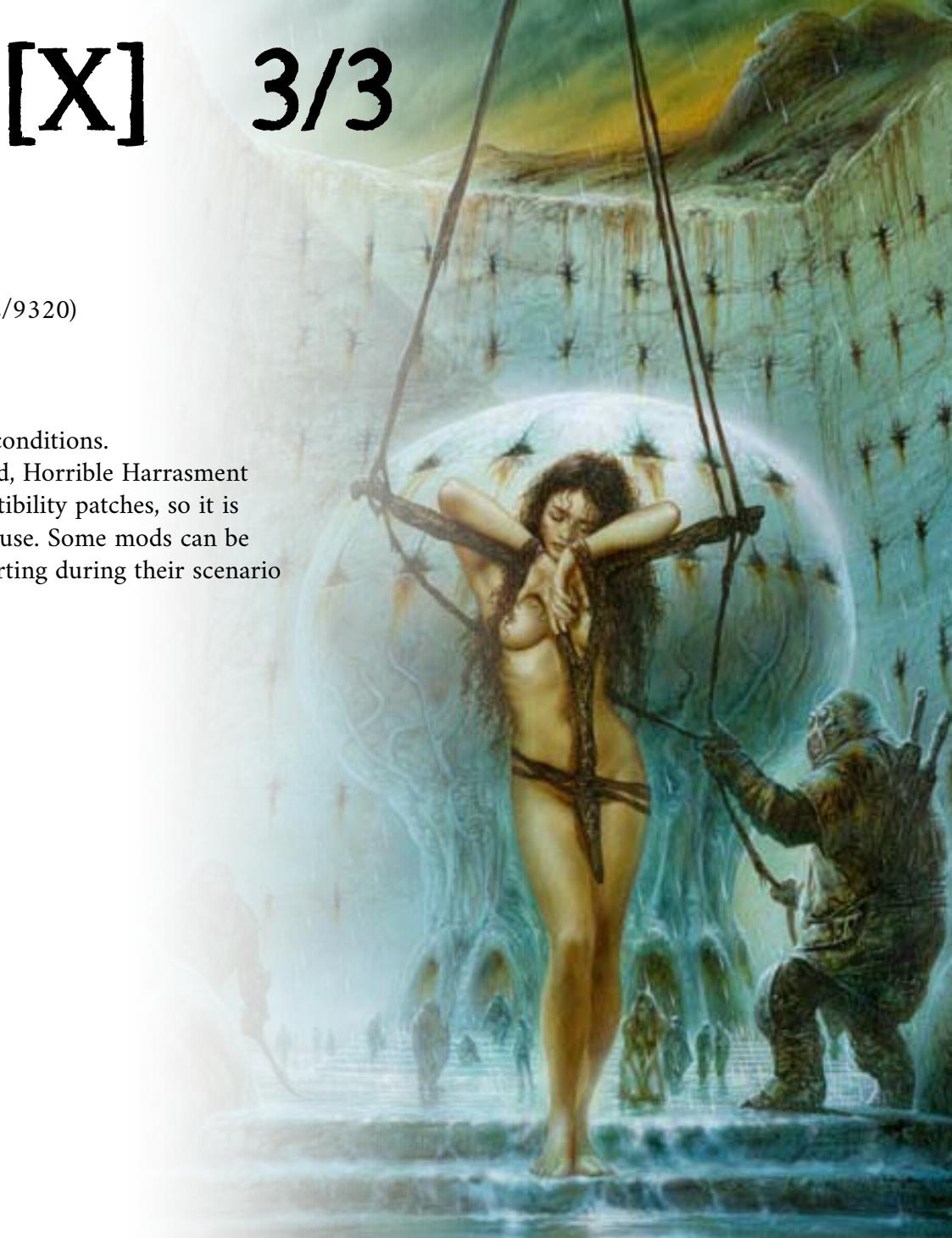
- any mod that increases citizens, adds more guards, patrols etc.
- Sewers of Skyrim mod (<https://www.nexusmods.com/skyrimspecialedition/mods/9320>) or any other mod that adds additional routes and tunnels to cities and holds

Compatibility

INCOMPATIBLE with all mods that can start their events in cities under similar conditions.

Sexlab Adventures, Babo Dialogue (not sure about this one tho), SlaveRun Reloaded, Horrible Harrasment and most likely some more that I forgot or dont know of. Its hard to make compatibility patches, so it is your responsibility as a user to identify those mods and then decide which one to use. Some mods can be configured to prevent DOUBLE STARTS (Double Start meaning Naked Defeat starting during their scenario and vise versa), but that is not always the case.

Spank that ass and Sexlab Survival are compatible for example.



Naked Loot [X]

1/2

Naked Loot is a complex system which aims on making Skyrim interesting again from both a fashion and gameplay aspect. It changes how you will dress and how you will loot.

IMPORTANT

- mostly works for clothing and armor. Weapons are respected but only those that are not enchanted.
- Basically when you find a 2H weapon that is not enchanted it will be transformed into your saved 2H weapon

Preparation [] (before enabling Naked Loot)

- make sure you have at least one (or more) "Saved Outfits" on "MCM / Outfits : Library : "
 - > one with clothing on the bodyslot (this determines the type of the entire outfit)
 - > one with light armor on the body slot
 - > one with heavy armor on the body slot.

Ideally an Outfit consists of a Head Piece (Helmet or Circlet), Gauntlets/Gloves, Shoes/Boots and Body Armor.
Additionally there can be all kind of items like jewellery and additional armor parts, collars, even wigs should work.
Everything you wear when saving is saved.

- ideally save your favourite weapons too (at least 1 2H and one 1H) you can also save shields.
- enable Combat Strip in MCM / Combat Option and set your strip probabilities.
 - > I recommend Heavy 1%, Light 4%, Clothing 8% Strip chance.
 - > these values also determine the "loot chance" (more later)

Highly Recommended

- Combat :Options: -> Stripped Armor is **destroyed**. Without this the system wont make much sense.
- High Robbery Chances (I play with 50%).

Restrictions [X] (when enabled)

- you will not be able to equip or change your armor or clothing during combat
- you will not be able to simply equip any looted armor or clothing

Benefits

- combine a sexy combat strip/robbery survival gameplay with the possibility to always wear your favourite armor
- make looting corpses and carry weight more strategic and important again.
- Traps are planned on Containers and Dead Bodies, including a Trap based Minigame



Naked Loot [X] 2/2

Looting Outfits

Whenever you equip a Armor(Body) or Clothing(Body) from your inventory, it will be checked if it part of one of your Saved Outfits. If not, it will be deleted as "This does not fit". Now there is a dice roll against the "Loot Chance" of the type of bodyarmor that you just tried to equip. If the roll succeeds, you will receive a **FULL Outfit** from your suitable Saved Ones.

In short: you can only equip what you have saved before. You have a chance to transform looted armor into your saved outfit.

Body armor will also transform into a full outfit.

Boots, Gauntlets, Helmets and Circlets will always only transform into their respective pieces.

All other slots are not supported.

Jewellery can always be equipped.

Player homes

Inside of a player home you can equip whatever you want whenever you want and that also stays on when you leave your home. This is to allow you to change existing outfits or make new outfits in your house or try on new pieces without having to disable Naked Loot before. It is also meant to give houses a gameplay value.

Shops and Workbenches

If you are near a workbench or inside of a shop, you can get a 100% "outfit" chance, but it costs money (fitting cost). So you could buy a light armor body piece for 135 gold and then equip it right in the shop, pay like a couple hundred extra and it turns into your favourite outfit.

so... say you are naked after robbery. Go to the dead bodies of your enemies, equip their body armor and pray that it fits. If you set the "Strip Chance Light Armor." to 5% I think you should have a 25% "Loot Chance" for Light Armor (the MCM should show).

So every Body armor you equip has a 25% chance to be transformed, for free, into a full saved profile.

Hotkeys

Shift + 1: Unequip all weapons and spells and fight Unarmed (raise fists) - built in camera bug fix function (WIP)

Shift + 2: Equip a random outfit from your saved outfits (light armor only), whatever you have in inventory
--> this is combined with a "dressing animation"

Shift + 3: Strip Naked (unequip all currently, working on more refined version)
--> this is combined with a short "stripping animation"



Naked Bathing [X]

Naked Bathing is a set of Animations that will play and then use Bathing in Skyriums “washing” function to remove dirt, rape tattoos, cum and the like.

To Start bathing with Naked Defeats animations, press Shit + K (Action Wheel) and select “Bathing”. You can abort with K. Combat will auto abort. Up to two Followers will also start washing themselves. Cleans to 0% Dirtiness. Does not require water.

Mod Requirements

- Bathing in Skyrim or Bathing in Skyrim Renewed / built in detection for those

Benefits

- Better selection of animations
- Follower Support (they start bathing with you) -> up to two followers supported right now
- Combat will auto abort Bathing (with **Naked Loot [X]** enabled you wont be able to redress!)
- no water required (might add an option for that later)

Naked Drowning [X]

Recommended

- play with Combat :Options: Stripped Items “**Destroyed**”

Gameplay

Before swimming, unequip boots and wear only clothing or light armor

Restrictions

- when swimming you will lose all equipped pieces of heavy armor (respects strip settings)
- when swimming you will lose equipped boots of all types

Future Updates

- will only allow “Bikini Armor” pieces to be equipped (Bikini Armor Keyword required).



Poisoned Potions [X]

Benefits

- Health Potions will add a **Strength Effect** against Critical Hits (from Naked Defeat Combat only)
- Stamina Potions will add a **Reflexes Effect** against Stripping Hits (from Naked Defeat Combat Strip)
- Magicka Potions will **only work when you already have an active effect** and then apply the missing one

Drawbacks

- Potions have a chance to be tempered with
- set the Poison Chance in the MCM. If the trigger is met, there is an additional dice roll:
 - > 1% chance to die (1% -> you are send to the Afterlife Setting)
 - > 5% chance to lose consciousness and wake up on the slavery auction of Simple Slavery
 - > 50% chance to be downed (if enemies are nearby the Defeat starts)
 - > rest is a Naked Curse that prevents you from wearing anything on the main slots until the duration wears off

Potions and Effects

- Potions/Draughts/Solutions/Philters of Health --> **Strength Effect (red glow)**
- Potions/Draughts/Solutions etc f Regeneration --> **Strength Effect (red glow)**
- Potions of Minor to Ultimate Healing --> **Strength Effect (red glow)**
- Potions/Draughts/Solutions of Enhanced Stamina --> **Reflexes Effect (green glow)**
- Potions/Draughts/Solutions etc of Vigor --> **Reflexes Effect (green glow)**
- Potions of Minor Stamina to Ultimate Stamina --> **Reflexes Effect (green glow)**
- Potions/Draughts/Solutions of Extra Magicka --> **whichever effect you dont have**
- Potions/Draughts/Solutions etc of Lasting Potency --> **whichever effect you dont have**
- Potions of Minor Magicka to Ultimate Magicka --> **whichever effect you dont have**

Strength Effect (red glow)

Depending on the quality of the Potion the effect lasts a certain amount of time.
Also the protection is not 100%. Protects against ONE Critical Hit and then fizzles off.
Drink a new potion to get the effect again (works in combat)

Stamina Effect (green glow)

Depending on the quality of the Potion the effect lasts a certain amount of time.
Also the protection is not 100%. Protects against ONE Stripping Hit and then fizzles off.
Drink a new potion to get the effect again (works in combat)



Recommended

Animated Potions Mod

Plans

I want to expand this at some point to give a lot of potions kinky extra effects

nadeConfig.json

1/2

You can now deep customize Naked Defeat from an external JSON ini.

This spares me hours of work with the MCM and allows me to put options in place that would never see the light of day otherwise.

SKSE/Plugins/Naked Defeat/nadeConfig.json

Changes apply when you load/reload a game.

Careful! JSON files are tricky. ONLY change the numbers, no space, no Tab, no nothing

Set to 0 to disable nade Collars.

```
"allow_collar_toggle": 1,
```

Set to 0 to disable the nade Fuck Belt (Dildo will still be equiped)

```
"allow_fuckbelts_toggle": 1,
```

Set to 0 to disable the nade Dildo

```
"allow_fuckdildo_toggle": 1,
```

Set to 0 to disable Hoods, Gags, Shibari Ropes. Cuffs/Yokes will still be equiped.

```
"allow_punishmentitems_toggle": 1,
```

Set the exposure gain per tick for Public Punishment. Handle with care. I dont recommend values above 5.

Setting to 0 essentially turns that particular condition off completely.

```
"exposurefrom_barefoot_value": 1,  
"exposurefrom_cumsoaked_value": 1,  
"exposurefrom_dirtiness_value": 1,  
"exposurefrom_nudity_value": 1,  
"exposurefrom_running_value": 1,  
"exposurefrom_sneaking_value": 1,  
"exposurefrom_sprinting_value": 1,  
"exposurefrom_unarmed_value": 1,
```

Set to 0 to disable Forced Bathing alltogether. Golden Showers not affected (can be controlled in MCM anyway).

```
"forced_bathing_toggle": 1,
```

Set to 0 to prevent Naked Loot from handling weapons at all (you can equip them any time)

```
"loot_handles_weapons_toggle": 1,
```

Set to 0 to disable the Line of Sight (LoS + Angle check) function for Public Punishment. Increases the chance to be punished.

```
"publicpunishment_los_toggle": 1,
```

Overrides Strip Item Options of the MCM for Enchanted Armor.

0 -> Unequip // 1 -> Drop // 3 -> Destroy // 404 to disable (MCM settings apply)

```
"strip_enchantedarmor_value": 404,
```

Overrides Strip Item Options of the MCM for Enchanted Weapons.

0 -> Unequip // 1 -> Drop // 3 -> Destroy // 404 to disable (MCM settings apply)

```
"strip_enchantedweapons_value": 404
```



nadeConfig.json

2/2

Careful! JSON files are tricky. ONLY change the numbers, no space, no Tab, no nothing

Set to 0 to disable Breathing and Heartbeat Sounds based when Public Exposure is increased.

“PublicPunishment_Sounds_TOGGLE” : 1,

Set the threshold above which the dirtiness will consider you as dirty. Lower values are ignored by the script.

Setting this to 0 will mean dirtiness 1 will start rolling if you are considered dirty. Value 100 is basically turning this feature off.

Recommended setting: a setting matching the value in your BiS MCM that lets your dirt textures appear.

“PublicPunishment_DirtThreshold_TOGGLE” : 30,

Customize the Naked Defeat Scenarios (from MCM Scenario Chance). 0 turns them OFF (never appear outside of scripted events that need them), 100 they will always have a chance to appear.

Weight means, the first step is rolling a D100 if the scenario is even considered.

Second Roll is then choosing one of the considered scenarios at random.

Lower Weight -> lower overall chance of this scenario happening.

If you set one scenario to 100 and the others to 0, you will always get THAT scenario.

Step 1: D100 roll against Scenario Chance

Step 2: D100 roll against each Weight if Scenario is considered

Step 3: DX roll against the X Scenarios that are considered to choose one of them.

“Scenario_XCross_Weight_VALUE” : 100,

“Scenario_Pillory_Weight_VALUE” : 100,

“Scenario_Wheel_Weight_VALUE” : 100,

“Scenario_Stockade_Weight_VALUE” : 100,

“Scenario_Arbinder_Weight_VALUE” : 100,

“Scenario_Cuffs_Weight_VALUE” : 100,

“Scenario_Rodeo_Weight_VALUE” : 100,

“Scenario_ChainRape_Weight_VALUE” : 100,

“Scenario_ForcedMasturbation_Weight_VALUE” : 100,

“Scenario_Bukkake_Weight_VALUE” : 100,

“Scenario_Girlfriend_Weight_VALUE” : 100,

Plans:

Custom Tags/Supressed Tags

Easier Hairstyle Management

Punishment Type weights



NymBETA [X]

NymBETA is an option to playtest some new features that are not ready for a full release yet.

If you try these, please give me feedback how you like them or what problems arise. I m always open for Suggestions.

Current BETA Features:

Naked Crime

Naked Defeat handles all CrimeGold. When you get CrimeGold it will be deleted and saved by Naked Defeats internal System.

CrimeGold will increase your PublicExposure and triggers a light weight Prison Scenario which is currently built and expanded (dont expect too much yet).

Benefits: get around the annoying Guard Dialogue!

Drawbacks: if you start a fight in the city against its inhabitants you will automatically surrender.

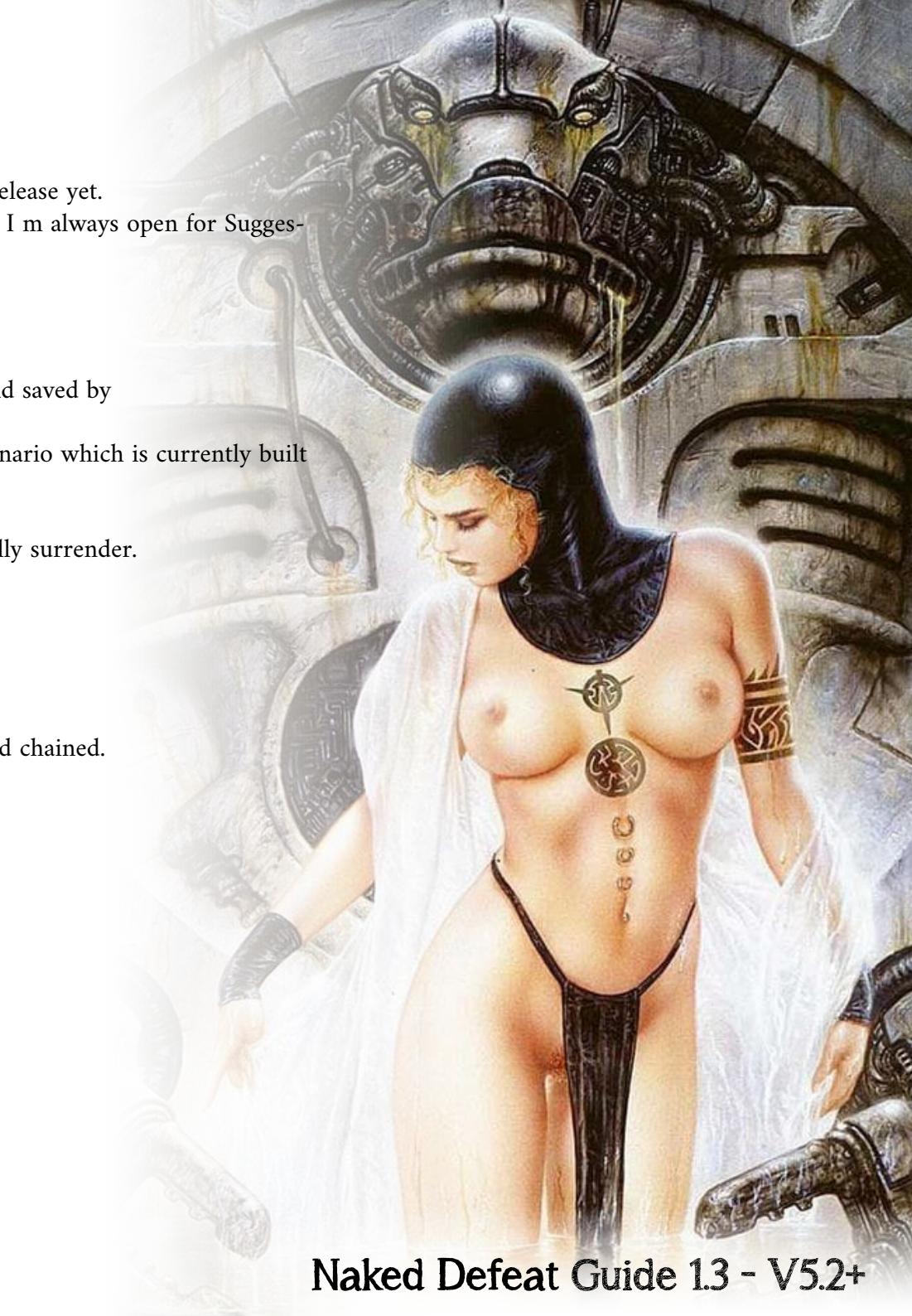
--> currently cannot detect legit enemies like vampires inside a city, working on it.

--> better avoid fights when you have comitted a crime before!

Naked Auction

Naked Defeat will play Expressions and moaning during the Slave Auction.

Up to two of your followers will also appear next to the plattform, equally naked and chained.



Nym Spawn Service [X]

NymSpawnService is aimed at making the game more interesting without the need of ExtraEncounters or the placing of NPCs in the world. It spawns extra NPC only during Naked Defeats Scenarios and removes them savely afterwards.

EXCLUSION NOTE 1: this does not include the spawned Actors during the “Fast Travel” and “Afterlife” Scenario. Those are always spawned.

EXCLUSION NOTE 2: the robbery Quest “Robbery At Location” spawns 1-5 Bandits that take your stuff and that are placed in random bandit caves. This option does not change that in any way.

EXCLUSION NOTE 3: when sold as a slave via SS++ to Naked Defeat and the landing cell is void of actors, the Mod will spawn suitable NPC to act as your owners. Currently those are removed again when you break free for savety reasons.

Principle

Spawn extra actors to add variety to otherwise boring scenarios (only 1 valid actor or actor type presen).

Extra Animals

This spawns suitable Extra Animals when you are defeated by Humans and they do not bring their own creatures already. Currently spawns: Dogs, Goats, Skeevvers (tame), Horse (only Outdoors), Tame Troll (rare).

Plans

- spawn Spriggans during Hagraven encounters, make them fuck the PC while Hagravens whip (**50% done**)
- spawn Chaurus Beasts/Insects for Falmer scenarios
- spawn Wolves during Werewolf Defeat
- spawn Skeletons for Necromancer/Undead scenarios

- spawn extra wild animals for Spriggan quests (**done**)
- spawn netch for Seeker Scenario
- Demonic Creatures Integration (spawn Demonic Creatures in all kind of suitable scenarios)

Extra Rapers

This spawns an extra Group of 2-4 Rapers of a random Race. (4 Orcs, 4 Redguard etc.) during Human Scenarios. They are considered “guests” (basically your Interracial kink here :D)

Plans:

- black cocks (4 black skinned actors, have not found suitable yet)
- fat cocks (spawn actors with overweight. might require external mods)
- big guys (spawn oversized actors to use corresponding animations, might require SexlabP+ to work as intended)

Known Issues

Sometimes actors still start to fight... despite all my efforts. Maybe scrabs papyrus extender can solve that, I m investigating :)

Its a not so nice but also not a critical issue.



Followers

Registering Followers to Naked Defeat:

- Press Alt+K to open the Debug Wheel Menu
- Select “Update Followers”
- Check the Names in the upper left corner if all followers are recognized
- You can also see the Names on Page 1 (System) on the left side

Registering Follower by Name

- Open MCM > Naked Defeat > System
- On the left side further down “Follower Management”
- Named Follower 1: enter the name of the unruly follower
- Exit MCM
- Press Alt+K (Debug Wheel) and select “Update Followers”
- > check the registered names. If this does not work, get a papyrus.0.log and report to me

Follower Support (2 Full + 3 Base)

2 Followers are fully recognized. They are placed on their own spots, get Sex Scenes, furnitures etc.
Currently they do not get foreplay and no whipping.

3 additional Followers are at least recognized by the scripts and just sit around doing nothing
Planned is a full support for up to 5 followers in the future

Serana as Follower

To register Serana as a Follower, try to stand close to her (below 500 units) and then use the “Update Followers” from above. It should now automatically recognize and register her. If not report back to me please.

Followers in Combat

- Guide WIP -

Followers FAQ

- Serana...? (see above)
- Follower not registering: Try “Registering Follower by Name”



Nymra's World [X]

NOTE: Forgot the MCM Option. This Feature will be added in the future.

This adds some hidden variables and features to the game which I am using for myself since implementing them all as MCM Options would be too much work and make the mod too complex too.

Current Nymra's World Features:

- Bandits have a 100% chance to rob you. When you dont have alot of money, they will sell you as a slave instead
- Bandits Spawner by the Mod "Enemy Encounter" (and only those) will have a 100% chance to sell you as a slave (I use them as slavers)
- Skevers, Caninens (Dogs, Wolves etc.) and Skeletons have a 25% additional chance to defeat you. Might even add more, since those enemy types seem to be too weak otherwise.

