**Combat Perks and Fixes**

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This mod fixes various problems associated with combat that have been left unaddressed for far too long. Fixes include but are not limited to adding in the proper critical hit scaling that bethesda left out, bleed damage that isn't worthless, fixing attack speed, and giving each weapon type a unique niche.

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**FAQs**

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**Warning**: This mod requires a new game to be used without any issues.

* If you wish to use this mod with your current save, then you'll need to first use a perk respec mod. After resetting your perks and making a new save then you're free to install this mod in your load order. You may or may not run into a few issues with npc's and their perks though depending on your other mods.
* I suggest using Ish's respec mod if you decide to use your current save instead of making a new one. <https://www.nexusmods.com/skyrimspecialedition/mods/1960>

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**So what does this mod even do?**

* It's a light combat perk tree overhaul. It makes changes to a several perks in each of the one-handed, two-handed, and archery perk trees in an attempt to improve gameplay.
* The main changes are fixing critical hits by giving them proper scaling, making bleed damage worth something, fixing attack speed effects when stacked, and changing weapon types to have different strengths. More info below.

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**Can I use this with other perk overhauls?**

* Yes you can, that's what the intention was to begin with. Just load this one after the overhaul in question and everything should work just fine.

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**Do NPC's take advantage of these changes?**

* NPC's will take advantage of crits, bleed effects, and any other changes if they have the perks associated with the changes, everything is acquired through perks.

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**Does this mod use a lot of scripts?**

* There is a single script in this mod. This script lets you use a mace to knock people unconscious for a little while when you hit them with a backwards power attack.
* The performance impact should be very little to nothing, your fps is safe.

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**What are the changes to attack speed?**

* In the base game bethesda forgot to set your attack speed to **1** and left it at **0**.
* Instead of fixing this problem and hard coding it to 1 or using some sort of game setting they opted to just use a work around which caused more problems than it fixed.
* Starting at **0** is a problem because you need a **100**% buff before anything benificial is applied to you and anything lower than **100**% actually slows down your attacks. For some reason **0** = **1** as far as the game is concerned so long as you have no buffs.
* That allegedly **30**% draw speed buff in the archery perk tree is actually **130**% in reality, the same goes for other buffs, they're much higher than they should be.
* This results in attack speed effects not stacking properly and turning you into some kind of speed addict with a blade whenever you have more than a single effect on you.
* Attack speed debuffs don't work either because you start at **0** unless you happen to have a buff on you at the time the debuff is applied.
* I changed the base attack speed to 1 and made the changes accordingly to every attack speed buff in the game so that they now play nicely with one another. This is distributed through combat perks.
* Attack speed buffs from other mods may or may not play nice with the ones from this mod, it all depends on their settings.

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**Any other attack speed changes?**

* The elemental fury shout should work with all weapons now, enchanted or not.
* The elemental fury and battle fury shouts now function with ranged weapons at half the effect.
* Battle fury now buffs any non hostile npc near you when you use it, living, undead, whatever. Start making friends.
* The duration for both shouts was changed to **20**, **25**, and **30** seconds.
* The cooldown period for both was changed to **30**, **45**, and **60** seconds.
* Battle fury had its effect magnitude lowered to **15%**, **25%**, and **35%**. This was done because battle fury outclassed elemental fury by leaps and bounds, now they're more even. Battle fury is equal to elemental fury with at least **2** friendly npcs near you and outclasses it when you have a group of **3** or more friendly npc's.
* If the npc doesn't have the weapon speed fix you don't need to worry about nerfing their damage output, the fix is applied to npc's when using the shout. Even random farmers can become killing machines now with battle fury active.

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**Why did crossbows get bleed damage but not bows?**

Like many other people I use the archery gameplay overhaul by DServant. Their mod adds many things to bows such as bleed effects and bonus charges of poison on arrows. Sadly those changes don't extend to crossbows so I added a perk in this mod to offset what I felt was a missed opportunity.

If you include the archery gameplay overhaul in your load order then all things should be equal, the bleed effects are identical.

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**Why do some crossbow features only work for the player?**

* If I made all of the changes available to npcs then they wouldn't function properly in every situation so I opted to make certain ones player only.

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**Why did the crossbow bash talents get a higher bonus than greatswords?**

* Melee weapons have access to power bashes where as crossbows do not, which is why they have a higher bash damage bonus.
* Crossbows reload far slower now so you'll want to bash more often if you want to survive in their effective damage range long enough for that sweet shotgun blast to the face.

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**Any other miscellaneous facts that didn't warrant their own section?**

* Steady shot was bugged and I fixed it.
* The steady shot perk slows down time by 50% at rank 1, 25% at rank 2 and then they stack with each other to get 75% total. This was just an odd way to do things in my opinion so I fixed the stacking issue and gave it a third rank so you could reach 75% without an over site.
* It's now an even progression of 25%, 50%, 75%.
* Elemental crossbow bolts can crit now.

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**Mechanics**

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**Critical hits**

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**Problem**

* In the base game crit damage hit for a low amount and doesn't scale, it was also limited to swords and bows for most of the game. With all of the relevant perks acquired you only did about **30** damage at most, which isn't great when your weapon is dealing around **100** damage per strike normally.

**Solution**

* All weapons now have a **5**% chance to critical hit. Crit damage now scales with weapon skill, perks, fortify damage enchants, alchemy potions, smithing, vanilla racials, quest buffs, and power attacks.
* As an example lets say your sword has **10** base crit damage. Raising your weapon skill can raise this to **15**. Get all the relevant perks and it becomes **90**. Power attacks double your multiplier for a **180** damage crit. If you want to use enchanting to buff your weapon you can get it to **1440** damage if you have **800**% of it. If you sell your soul to satan and then chug an alchemy potion you can reach **11520** crit damage with an **800**% buff. If you want to finish off the insanity loop and add in smithing then the final number becomes **17280** at **100** smithing. Now you can 1-shot Akatosh himself. Congratulations you've spent more time in town crafting than actually playing the game.
* For normal attacks the formula is: base crit damage x **1.5** x **6** = crit damage. This translates to critical hits dealing **150**% of your weapon damage when you crit instead of half base weapon damage.
* The **1.5** in the above formula represents your weapon skill andscales at a **0.5**% crit damage ratio for each point of your weapon skill. This can go past **100** with enchantments or mods but in the vanilla game **100** is the soft cap.
* The **6** is the basic attack modifier which accounts for weapon damage buffs from perks. This ranges from **3.6** to **6**, for power attacks this would double to **7.2** and **12**.
* Enchanting and alchemy add two more modifiers onto the above formula and scale at a **1**:**1** ratio. So if you wanted to calculate your damage output you would get: base crit damage x **1.5** x **6** x **R** x **R** = crit damage. For additional buffs such as the orc racial or seeker of might just keep adding multipliers and you'll get your answer.
* Smithing adds +**1** damage to your base crit damage for every **20** skill you have in smithing, smithing enchantments, or smithing alchemy potions.
* If you're a smith and you want to temper your weapon then the formula would look like this: (base crit damage + **R** + **R** + **R**) x **1.5** x **6** = crit damage.
* The reason the damage scales with smithing skill instead of how far your weapon is tempered is because at the moment I have no idea how to check for it, otherwise I would have gone with that route.

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**Bleed Damage**

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**Problem**

* Bleed damage does little to nothing in terms of damage and scales very little.

**Solution**

* Bleed attacks now scale with weapon type (1h/2h axe), weapon skill, perks, and power attacks. Bleeds start off weak and grow much stronger as you play the game.
* Bleed damage now deals significantly more damage, prevents health regeneration, and slows enemies.
* To balance out the changes to bleed damage it happens randomly like a crit would, they happen less often but they make much more of an impact.
* Bleed damage is no longer tied to your weapon's material, iron, steel, and so on. This means that dlc axes and modded axes that don't use vanilla material keywords will take advantage of the bleed mechanic like they should have in the first place.
* Bleeding from axes hurts quite a bit, has a slow attached to it, and prevents health regeneration. The effect lasts **4** to **6** seconds for axes.
* For crossbows the damage is very minor and prevents healing. The effect lasts **30** seconds.
* Bleed effects can be cleansed by using a healing spell.

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**Movement speed**

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* I wanted your choice of weapon to have more of an impact so I gave out movement speed buffs based on your choices.
* You gain **10**% movement speed when above **50**% stamina.
* You gain **5**% movement speed when inbetween **25**% and **50**% stamina.
* You lose your buff when below **25**% stamina.
* Depending on your choice of weapon you'll either gain a buff or debuff to your movement speed.
* Dual wielding weapons has an effect on this buff and will change the buff values depending on what combination of weapons you're using.
* Manage your stamina well and you won't experience any of the negative effects from heavy weapons.
* (**10**%) Unarmed / Unarmed + Torch / Dagger + Unarmed / Dagger + Torch / Dagger + Dagger
* (**5**%) Bow / Sword + Unarmed / Sword + Torch / Sword + Dagger / Axe + Unarmed / Axe + Torch / Unarmed + Shield
* (**0**%) Crossbow / Greatsword / Sword + Shield / Axe + Dagger
* (-**5**%) Battleaxe / Axe + Shield / Sword + Sword / Sword + Axe / Mace + Unarmed / Mace + Torch / Mace + Dagger / Axe + Axe
* (-**10**%) Warhammer / Mace + Shield / Mace + Sword / Mace + Axe / Mace + Mace

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**Weapon Overview**

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**1h Swords**

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* The skill based weapon. Control the battle with a few well placed strikes and keep your foe off balance.
* It has a higher general crit chance than other melee weapons.
* It deals more crit damage than any other melee weapon
* It uses less stamina for power attacks.
* Swords deal bonus damage against enemies who are attacking. This strike has an increased chance to stagger foes.

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**Daggers**

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* The agile weapon. Sneak attacks are already over powered and this mod has nothing to do with stealth so I didn't touch that at all. What I did was buff normal dagger combat with the theme of being an agile assassin.
* Daggers can ignore armor with power attacks.
* Daggers gain bonus charges of poison.
* You get an auto crit against targets at full health. It doesn't work while stealthed.
* You gain a bonus chance to crit when your target has low hp.
* Daggers give the highest movement speed bonus.

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**1h Axes**

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* The offense oriented weapon. You are a whirlwind of death, carving into your enemies with each strike and causing them to die of blood loss.
* Axes penetrate a percentage of armor.
* Bleed damage.
* Dual wielding an axe can increase your bleed uptime on enemies.
* The power attack of an axe deals more damage than any other melee weapon.
* Deals bonus damage to enemies with low health.
* You gain attack speed when your health is high.

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**1h Maces**

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* The control weapon. With this weapon you can shatter defenses, debuff enemy attacks, and knock people out.
* The mace reduces the armor of targets hit by it. This allows both you and your followers to deal bonus damage to enemies.
* It has a chance to knock people on the ground or put them to sleep for a decent amount of time.
* The mace can reduce an enemy's outgoing damage.

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**2h Swords**

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* The all purpose weapon. A sword can be used for both defense and offense.
* It has a higher crit chance than most other melee weapons.
* It blocks more damage than other weapons.
* It deals bonus damage with bash attacks.
* It uses less stamina for power attacks.
* You deal more damage when low on health

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**2h Axes**

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* The big dick damage weapon. You run in and hit things as hard as you can, cleaving them in two and leaving behind a bloody corpse.
* Battle Axes ignore armor.
* Bleed damage.
* The power attack of an axe deals more damage than any other melee weapon.
* You deal more damage to enemies with high health
* You deal more damage when your health is high.

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**2h Maces**

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* The heavy control weapon. Use this when you want completely to overwhelm your enemies.
* The mace reduces the armor of targets hit by it. This allows both you and your followers to deal bonus damage to enemies.
* It has a chance to knock people to the ground or put them to sleep for a decent amount of time.
* You deal bonus damage to enemies who have been knocked down.
* You deal bonus damage to enemies who are blocking.

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**Bows**

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* The classic ranged weapon. Use this to kite your foes and turn them into pin cushions.
* More mobile than the crossbow.
* Highest general crit chance in the game.
* Bows have a higher rate of fire than crossbows.
* Bows are silent.

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**Crossbows**

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* It's pretty much a shotgun now. Get in close and make your enemies regret saying hello.
* Crossbows penetrate armor.
* Deal up to **100**% bonus damage to targets within **12** feet. (**Player only**)
* Deal up to **50**% bonus damage to targets in between **12** - **24** feet. (**Player only**)
* Deal Increased bash damage.
* Crossbows reload **50**% slower than in the base game. (**Player only**)
* Crossbows are loud.
* Vanilla elemental bolts can crit

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**Perk Changes**

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**General 1-handed**

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**Armsman**

* One-Handed weapons do **20**%/**40**%/**60**%/**80**%/**100**% more damage.
* Your critical hits deal **150**% weapon damage.

**Critical Charge**

* Can do a one-handed power attack while sprinting that increases your critical strike chance by **25**% and your crit damage by **25**%.

**Dual Cyclone** (**new perk**)

* Performing a power attack while dual-wielding reflects **25**% of incoming damage back at the attacker and reduces incoming damage by **25**% during the power attack.

**Peak Performance** (**new perk**)

* When above **75**% health and stamina your attacks are **10**% faster, deal **10**% more damage, crit **5**% more often, and deal **10**% more crit damage.

**Paralyzing Stike**

* **25**% chance on sideways power attacks to paralyze an enemy. This can be blocked, targets who were blocking are staggered for 1 second instead of being paralyzed. Non-massive targets only.

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**Sword Perk Changes**

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**Bladesman**

* You gain **3**%/**6**%/**10**% bonus crit chance.
* Power attacks cost **5**%/**15**%/**25**% less.
* Your crits deal **20**%/**35**%/**50**% more damage.
* When you attack an enemy who is already attacking, you stagger them briefly and deal **20%/35%/50%** extra damage during the strike.

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**Dagger Perks**

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**Hitman (new perk)**

* You gain **5**% bonus crit chance.
* Power attacks with a dagger ignore **50**%/**75**%/**100**% armor.
* **3/6**/**9** extra charges of poison when applied to a dagger.
* When an enemy has **100**% health you have a guaranteed chance to crit chance against that enemy. Doesn't work while stealthed.
* When an enemy is below **35**% health you gain **5**%/**10**%/**15**% crit chance.

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**Axe Perk Changes**

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**Hack and Slash**

* Power attacks with axes deal **5**%/**15**%/**25**% more damage.
* Attacks with axes penetrate **20%**/**35%**/**50**% armor.
* Attacks with axes have a chance to cause an enemy to bleed.
* You deal **5**%/**10**%/**15**% more damage to enemies inbetween **25**% and **50**% health.
* You deal **10**%/**20**%/**30**% more damage to enemies below **25**% health.
* When above **75**% health you gain **10**%/**15**%/**20%** attack speed.
* When inbetween **50**% and **75**% health you gain **5**%/**7.5**%**10%** attack speed.

**Normal Bleed**

* **15**% chance to proc on a normal attack.
* (**1 - 10**) damage per second for (**4 - 6**) seconds.
* Slows enemies by **50**% for (**4 - 6**) seconds.
* Prevents health regeneration for **6** seconds.

**Power Bleed**

* **25**% chance to proc on a power attack.
* (**2 - 20**) damage per second for (**4 - 6**) seconds.
* Slows enemies by **75**% for (**4 - 6**) seconds.
* Prevents health regeneration for (**4** - **6**) seconds.

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**Mace Perk Changes**

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**Bone Breaker**

* Reduces enemy armor by **56**/**112**/**168** for **10** seconds.
* Normal attacks have a **10**% chance to paralyze for **2** seconds and deal **15**/**25**/**35** damage to health/stamina. Targets who were blocking are staggered for **1** second instead of being paralyzed. Targets who blocked with a shield ignore this effect entirely.
* Power attacks have a **20**% chance to paralyze for **2** seconds and deal **35**/**50**/**70** damage to health/stamina. Targets who were blocking with a shield are staggered for **2** seconds instead of being paralyzed.
* Normal attacks have a **10**% chance to reduce an enemy's attack speed by **10**%/**20**%/**30**% for **5** seconds. This can be blocked.
* Power attacks have a **20**% chance to reduce an enemy's attack speed by **10**%/**20**%/**30**% for **5** seconds. This can be blocked.

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**Paralyzing Stike.**

**25**% chance on backwards power attacks to put an enemy to sleep for **30** seconds.

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**2-handed**

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**Barbarian**

* Two-Handed weapons do **20**%/**40**%/**60**%/**80**%/**100**% more damage.
* Your critical hits deal **150**% weapon damage.

**Executioner** (**new perk**)

* Deal **25**% more damage and crit damage to targets below **25**% health.

**Sweep**

* Normal attacks and sideways power attacks with two-handed weapons hit all targets in front of you.

**Great Critical Charge**

* You can do a two-handed power attack while sprinting that increases your critical strike chance by **25**% and your crit damage by **25**%.

**Warmaster**

* **25**% chance on sideways power attacks to paralyze an enemy. This can be blocked with a shield, targets who were blocking are staggered for **1** second instead of being paralyzed.

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**Greatsword Perk Changes**

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**Deep Wounds**

* You gain **3%/6%/10**% bonus crit chance.
* Power attacks cost **5**%/**15**%/**25**% less.
* Bash attacks deal **5** more damage.
* Blocking reduces **5**%/**15**%/**25**% more damage.
* When in between **25**% - **50**% health you gain **20**% attack speed, **20**% crit damage, and take **20**% less physical damage.
* When below **25**% health you gain **40**% attack speed, **40**% crit damage, and take **40**% less physical damage.

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**Battle Axe Perk Changes**

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**Limbsplitter**

* Power attacks deal **15**%/**25**%/**35**% more damage and crit damage.
* Attacks have a chance to cause an enemy to bleed.
* Attacks with axes penetrate **50%**/**75%**/**100**% armor.
* You deal **10**%/**15**%/**20**% more damage and crit damage to targets over **75**% health.
* You deal **5**%/**7.5**%/**10**% more damage and crit damage to targets in-between **50**% and **75**% health.
* You deal **10**%/**15**%/**20**% more damage and crit damage when over **75**% health.
* You deal **5**%/**7.5**%/**10**% more damage and crit damage when in-between **50**% and **75**% health.

**Normal Bleed**

* **15**% chance to proc on a normal attack.
* (**1.5 - 15**) damage per second for (**4 - 6**) seconds.
* Slows enemies by **50**% for (**4 - 6**) seconds.
* Prevents health regeneration for (**4 - 6**) seconds.

**Power Bleed**

* **25**% chance to proc on a power attack.
* (**3 - 30**) damage per second for (**4 - 6**) seconds.
* Slows enemies by **75**% for (**4 - 6**) seconds.
* Prevents health regeneration for (**4 - 6**) seconds.

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**Warhammer Perk Changes**

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**Skullcrusher**

* You deal **15**%/**25**%/**35**% bonus damage and crit damage to prone targets that you knocked down or put to sleep with your weapon.
* Reduces enemy armor by **70**/**140**/**210** for **10** seconds.
* You deal **15**%/**25**%/**35**% bonus damage and crit damage against targets who are blocking or sleeping.
* Normal attacks have a **15**% chance to knock down enemies. This can be blocked. Targets who were blocking are staggered for **2** seconds instead of being knocked down. Blocking with a shield prevents the stagger. Non-massive targets only.
* Power attacks have a **25**% chance to knock down enemies. This can only be blocked with a shield. Targets who were blocking are staggered for **2** seconds instead of being knocked down. Non-massive targets only.

**Warmaster**

* **25**% chance on backwards power attacks to put an enemy to sleep for **30** seconds.
* Your sprinting forward power attacks with warhammers create shock waves that stagger nearby foes.

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**General Bow Changes**

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**Overdraw**

* Bows do **20**%/**40**%/**60**%/**80**%/**100**% more damage.
* Your critical hits deal **150**% weapon damage.

**Critical Shot**

* You gain **3**%/**6**%/**10**% bonus crit chance.
* Critical hits with bows deal **20**%/**35**%/**50**% more damage.

**Eagle Eye** (**3 ranks**)

* Pressing block while aiming will zoom in your view by **60**%, draining **10** stamina per second.
* Sneaking and pressing block while aiming will zoom in your view by **80**%/**100**%, draining **12**/**15** stamina per second.

**Steady Hand** (**3 ranks**)

* Zooming in with a bow slows time by **25**%/**50**%/**75**%.

**Sniper (new perk)**

* Attacks against targets at least **75** feet away deal **25**% more damage, have a **25**% crit chance, and deal **25**% more crit damage.
* You gain **10**% crit chance when out of combat and standing still.

**Kill Shot** (**new perk**)

* Attacks against targets with **25**% or less health deal **50**% more damage.

**Bullseye**

* **15**% chance of paralyzing the target for **3** seconds. This can be blocked with shields and wards.

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**Bow Specific Perk Changes**

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**Power Shot**

* Arrows stagger all but the largest opponents **50**% of the time. **It affects bows only.**

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**Crossbow Specific Perk Changes**

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**Heavy Bash (new perk)**

* Bash attacks with crossbows knockdown enemies **15**% of the time.
* Crossbows deal +**15** bash damage.

**Bleed Damage**

* **100**% chance to proc on attacks.
* **1** damage per second for **30** seconds.
* Prevents health regeneration for **30** seconds.

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Credits

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doctordarkspawn: For asking me to create the mod in the first place.

<https://www.nexusmods.com/users/6426034>

powerofthree: For their awesome sleep spell.

<https://www.nexusmods.com/skyrimspecialedition/users/2148728>