

# Guide to Vilja's Outfits and Wardrobes (No Images)

**About this guide:** This is designed as a printed source of information for the ease of access during the game. Hence, it only contains key information on how to configure Vilja's outfits and wardrobes. For more information and examples, please refer to the online guide.

**Please Note** that this document is in **A4 size**, if you are using **US letter**, please make sure to **uncheck "Choose paper source by PDF page size"** under "Page Handling" in the Print interface.

## Default Behaviour

By default, Vilja's outfits and wardrobes are **OFF** and contain nothing, except for her sleeping and swimming outfits. When it is Vilja's bedtime and Vilja is relaxing at her designated home, then she will autochange into her sleeping outfit, which by default contains her nightgown. When Vilja is swimming, she will autochange into her swimming outfit, which by default contains nothing, thus Vilja will take off her clothes when swimming. At all other times, what Vilja wears depends on what is available in her main inventory. When she has various items available for the same body slot, she will use the more expensive clothing if she is not told to wear armor. If she is told to wear armor, she will use the best armor in the class you've specified, and she won't mix clothing and armor unless she has been told. If there are multiple items with the same armor rating, Vilja will use the more expensive armor.

## OUTFITS

Outfits are freely configurable sets of clothing OR armor which Vilja will wear on request. You can define 7 different outfits for Vilja:

1. Outfits A-E (Vilja will wear these when the player requests her to)
2. Swimming Outfit (Vilja will wear this when she is swimming)
3. Sleeping Outfit (Vilja will wear this when she goes to bed)

## Accessing the Outfit Configuration Inventory Interface

**Talk to Vilja and select "Regarding your outfit..." → "Let's select your various outfits..." → "Let's look at your outfits..."** From here, you can choose the outfit you wish to configure from the displayed list.

When you choose an outfit to configure, this will take you to an inventory interface, where you can view all the armor and clothes that Vilja currently has in her inventory. Select the items you want her to use. An arrow will show up next to each one, confirming that they have been selected.

**With outfits, you can only assign ONE item (clothing or armor) to each body slot**, i.e. only one pair of boots, only one cuirass or dress, only one headpiece, only one necklace and so on. If you don't assign anything, Vilja will of course be naked when ordered to wear this outfit. For instance, if you only assign an amulet, she will be naked with just an amulet.

**Please note** that although you can view what is in your own inventory from this interface, you cannot transfer items to Vilja from here.

## Advanced Options for Outfits

Once you have the outfits' contents configured, you might want to look into the "Advanced options", which you can also reach from the "Let's look at your outfits..." topic. This will display a message-box that allows you to select which outfit you want to configure. Selecting one of the outfit choices will then bring up another message-box that allows you to customize options specific to that outfit:

1. **Combat?/Non-combat?** - If you choose "Combat?", Vilja will wear this outfit during combat instead of changing into her best combat armor  
**Please note:** Keep in mind that this is a toggle button. The displayed label is a question asking if you want to change to that setting. For example, when "Non-combat?" is displayed, it means *Do you want to toggle (change) the current setting from Combat to Non-combat?*
2. **Status** – This will open another message-box showing what outfit or wardrobe she is wearing currently together with some other settings, including Good Manners, Mixing Clothes with Armor, and When to Use Armor (see Additional Settings for more information).

3. **Contents** - This will also give you access to the inventory interface, where you can view all the armors and clothes that Vilja currently has in her inventory and from where you can select the items you want her to use, as described above.

## How to ask Vilja to use/stop using an outfit

### To have Vilja wear an outfit:

Talk to Vilja and select "Regarding your outfit..." then scroll down and select any topic that begins with "Wear..." to make her equip that particular defined outfit (e.g. "Wear Outfit A," "Wear your Elegant Wardrobe," "Wear your swimming outfit" etc.).

### To have Vilja stop wearing an outfit (there are 2 options):

1. You can change her behaviour back to default: Talk to Vilja: "Regarding your outfit..." → "Wear whatever you like (default - no wardrobes)".
2. You can tell her to autochange according to your wardrobe configuration: Talk to Vilja: "Regarding your outfit..." → "Wear your wardrobes (autochange)"

## WARDROBES

The Wardrobe system will only work properly with Skyrim version 1.9 or higher. If you are using an earlier version of Skyrim, you should leave the wardrobe at the default setting (OFF).

Wardrobes are freely configurable sets of clothing AND armor which can either be: (1) automatically equipped OR (2) worn on player's request as an outfit. You will be able to tell Vilja what to wear and when to wear it. You can decide if you want to be in control (she will switch outfits and wardrobes only when you specifically tell her to do so) or if you want her to auto-switch between her wardrobes during pre-defined circumstances and in different locations.

**The difference between outfits and wardrobes is that with the wardrobes, you can assign multiple items to each body slot (clothing and armor).** For instance, you can assign multiple cuirasses and dresses, boots with armor value and boots without armor value, helmets and circlets, and so on. With multiple items assigned for the same body slot, Vilja's AI will decide what to equip for the situation. Although it is possible to allocate two or more similar items to the same body slot, e.g. two items of armor, Vilja's AI will choose the best item of the two.

You can define 5 wardrobes for Vilja:

1. Elegant (worn in Jarl's halls)
2. Home (worn in any of her homes)
3. Urban (worn in towns, villages and inns)
4. Wilderness (worn outside of the urban areas)
5. Winter (items worn together with other wardrobes when it is cold or raining).

**Please note** that the Winter wardrobe behaves in a different way to the others, i.e. it provides additional clothing that's worn with other wardrobes when the weather is snowing or raining, or the area is cold (for instance, ice caves).

## The Wardrobe Configuration Interface

Talk to Vilja "Regarding your outfit..." → "Let's select your various outfits..." → "Let's look at your wardrobes..."

This will bring up a message box where you can select the particular wardrobe you want to configure. Selecting the particular wardrobe you want to configure from the above message-box will bring up another message-box, which offers the following main choices:

1. **Autochange?/No Autochange?** - If you choose "Autochange?", Vilja will automatically change into this wardrobe when she is in the corresponding locations. In the default setting, Vilja will not autochange into any wardrobes. **Please note:** Keep in mind that this is a toggle button. The displayed labels are questions asking you if you want to change to that setting, i.e. when "No Autochange?" is displayed, it means *Do you want to toggle (change) the setting from Autochange to No Autochange?*
2. **Combat?/Non-combat?** - If you choose "Combat?", Vilja will wear the pieces of armor you have assigned within this wardrobe during combat instead of changing into her best available combat armor. **Please note:** Keep in mind that this is a toggle button. The displayed labels are questions asking you if you want to change to that setting, i.e. when "Non-combat?" is displayed, it means *Do you want to toggle (change) the setting*

*from Combat to Non-combat?*

3. **Status** – This will show you Vilja’s current status and behaviour regarding her wardrobe/outfit behaviours and what she is supposedly wearing at the moment.
4. **Contents** - This will give you access to the inventory interface, where you can view all the armors and clothes that Vilja currently has in her inventory and will show via arrow markers any items you have already selected for that wardrobe.

Once you are finished allocating items to body slots via Contents, press *Tab* to return to the message-box. Select *Return* to go back to the main wardrobe interface message-box or select *Exit* to return directly to the game.

## How to ask Vilja to start/stop using her wardrobes

### To have Vilja to start using them automatically:

Talk to Vilja and select the topic “Regarding your outfit...” and then select “Wear your wardrobes – autochange.”

**Please note** that if you haven’t configured a wardrobe for a particular area, she will become naked when she enters that area.

### To stop Vilja from using the wardrobe system (there are 2 options):

1. You can change her behaviour back to default: Talk to Vilja: “Regarding your outfit...” → “Wear whatever you like (default - no wardrobes)”.
2. You can ask Vilja to put on one of her outfits: Talk to Vilja: "Regarding your outfit..." → “Wear...”

## Additional Settings that Complement Vilja's Outfits and Wardrobes:

This section discusses 6 additional settings:

1. Good manners in safe interiors (message-box)
2. Mixing armor and clothing in wardrobes (message-box)
3. When Vilja should put on her armor automatically (message-box)
4. Ask Vilja to stop using her swimming outfit (both dialogues and message-box)
5. What class of armor should Vilja use (dialogues)
6. Ask Vilja to put on armor on player's request (dialogues)

### When she should wear a helmet, shield and gloves in safe interiors (Good Manners)

To access these settings, talk to Vilja, “Traveling together...” → “Off topic – configurations and setting” → “Messagebox version of configurations.” Select *Wardrobes* from the opened message-box, then select *Good Manners* from the next message-box. These settings are always in effect, regardless if Vilja is in her default behaviour, wearing an outfit, or autochanging her wardrobes. Some examples of safe interiors include player homes, buildings inside cities, inns and taverns, and Jarls' halls, etc. Your preference will be reflected in the status message-box.

### Whether or not to mix armor and clothing (Armor/Clothing Combinations)

To access these settings, talk to Vilja, “Traveling together...” → “Off topic – configurations and setting” → “Messagebox version of configurations.” Select *Wardrobes* from the opened message-box, then select *Armor/Clothing Combinations* from the next message-box. From here, you can ask Vilja to use clothing for body slots that have no available armor when she needs to wear her armor. In addition, you can also tell her not to remove jewelry and tools (backpacks, satchels, bandolier bags, etc.) when she changes into armor. The winter clothing here is equivalent to the items assigned to her winter wardrobe. If Vilja is allow to equip her winter items, she would only equip winter items for the body slots that have no available armor items from the set of armor she is wearing.

### When to use armor

To access these settings, talk to Vilja, “Traveling together...” → “Off topic – configurations and setting” → “Messagebox version of configurations.” Select *Wardrobes* from the opened message-box, then select *When to Use Armor* from the next message-box. By default, Vilja wears her armor when entering combats. This setting also dictates when to change into armor if Vilja is wearing an outfit or wardrobe that is set to *Combat*.

### Don't swim naked

This is an option that ask Vilja to stop autochanging into her swimming outfit when she swims. There are two ways to access this option: in dialogues or in message-box. To access this option in dialogues, talk to Vilja, "Regarding your outfits..." → "Don't undress when you swim." To access this option in message-box, talk to Vilja, "Traveling together..." → "Off topic – configurations and setting" → "Messagebox version of configurations." Then select *Don't Swim Naked* from the opened message-box.

## The class of armor

There is a dialogue option that ask Vilja to wear a specific class of armor. This dialogue is available by talking to Vilja and select "**Regarding your outfit...**" → "**When you are wearing armor...**" → "**Regarding your choice of combat armor...**" Which results in the following options:

1. "**Use the armor that will protect you best.**" - This is the default setting. Vilja will put on the armor with highest armor rating. Armor rating is based on the item's base armor rating, its tempering quality, wearer's skills, and wearer's perks. In the case of two armored items for the same body slots have the same armor rating, Vilja will choose the item with higher monetary value.
2. "**Use light armor.**" - Vilja will only put on light armor. If there are multiple sets of light armor available, Vilja will put on the armor with highest armor rating, and in the case of same armor rating, Vilja will put on the more expensive one. In the case of mixing clothing and armor, Vilja will completely ignore heavy armor and use clothing to fill the remaining available body slot(s) that don't have light armor equipped already.
3. "**Use heavy armor.**" - Vilja will only put on heavy armor. If there are multiple sets of heavy armor available, Vilja will put on the armor with highest armor rating, and in the case of same armor rating, Vilja will put on the more expensive one. In the case of mixing clothing and armor, Vilja will completely ignore light armor and use clothing to fill the remaining available body slot(s) that don't have heavy armor equipped already.

## "You'd better wear your armor."

This is a dialogue option that orders Vilja to wear the best armor that matches the specified class of armor available in her inventory or in her current wardrobe if the wardrobe is set to *Combat*. This dialogue can be accessed from:

1. Vilja's main list of dialogues
2. Under "Let's talk about fighting strategy..."
3. Under "Regarding your outfits..."

After you have selected this option, "You don't need to wear your armor." will appear in its place to allow you to toggle off this option.

## Appendix: Vilja's Automatic Weapon-Unequipping Behaviour

When Vilja enters a safe area (such as urban areas, player homes, and Jarls' halls), her weapon will be automatically unequipped so it is no longer visible. This is entirely safe as she will always re-equip her weapon when entering combat.

**There are certain circumstances when her weapon may be automatically re-equipped again when she is still in a 'safe' area. These include:**

1. If you draw your own weapon
2. If Vilja is asked to wear her armor
3. When Vilja takes the lead
4. When Vilja rises from sitting
5. When Vilja is told "Let's go" after relaxing
6. When entering combat

**Any time you wish Vilja to unequip her weapon again when you are in a safe area, you can force her to do so by using one of the following methods:**

1. Open and close Vilja's inventory
2. Ask Vilja to play some music
3. Ask Vilja to wear another outfit
4. Pass through a door or enter a new cell

**Please note** that if Vilja is currently taking the lead or in combat, you may not be able to use these methods to force her to unequip her weapon.