

Vilja in Skyrim



Guide to Vilja's OUTFITS AND WARDROBES



pdf-version



ABOUT THIS GUIDE:

This guide is a pictorial guide that contains a number of in-game screenshots. All screenshots are formatted to optimize readability.

Also, the guide describes the most convenient way of accessing some of the options based on continuity in the configuration process. There are other ways to access some of the options, please refer to [Appendix A](#) for the Map of Configuration Message-Boxes.

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.

FRIENDLY REMINDERS BEFORE YOU BEGIN:

- 1: Before you begin configuring Vilja's Outfits and Wardrobes, place in her inventory all the items you wish to include.**
- 2: Items you wish to allocate as clothing must have zero armor rating, or they will be treated as armor.**

To provide you with the best possible support please visit the address below

<http://emmates.proboards.com/>

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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.

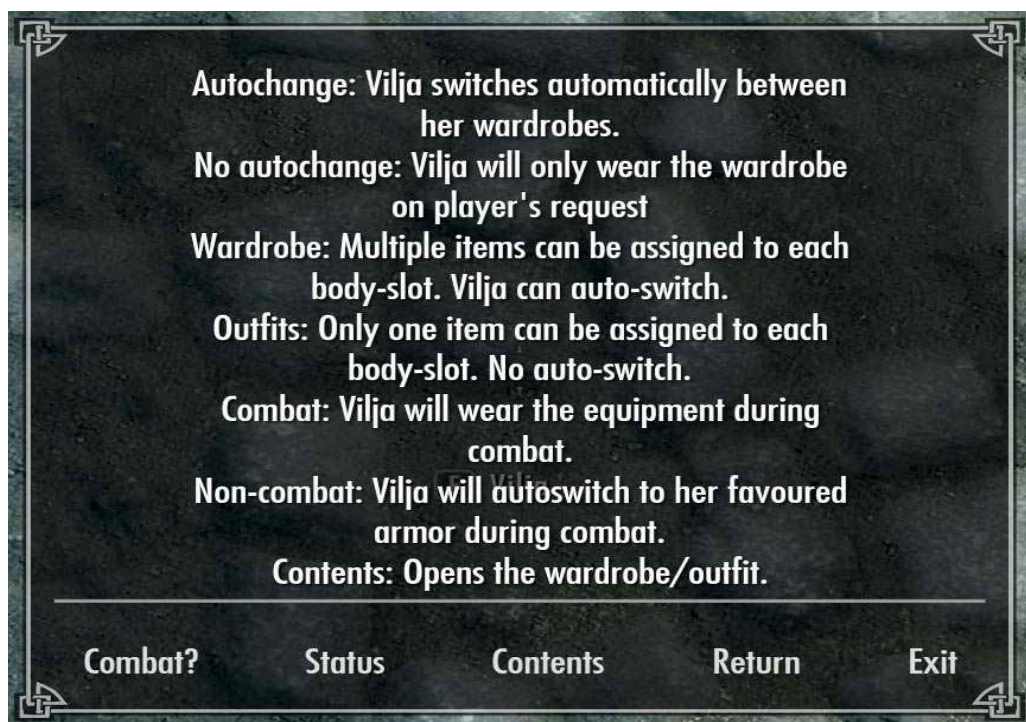
Once you have completed an outfit, you can repeat the process for the other outfits as you wish.

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 the following message box (main outfit interface message-box):



Selecting one of the outfit choices will bring up this following message-box (individual outfit interface message-box):



This offers the following main choices:

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 the following message-box showing what outfit or wardrobe she is wearing currently together with some other status settings.



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 start/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)”

Some Examples of Outfit Behaviour

Vilja is asked to wear an outfit:

Vilja will wear the chosen outfit until you tell her to wear something else. This means that she will also sleep and swim in this outfit. To restore her action to automatically equip her sleeping and swimming outfits, ask her to stop using an outfit.

Vilja is wearing an outfit and she is asked to wear armor:

She will ignore an order to wear armor, though she will equip her weapon if not equipped already. She will continue to wear any pieces of armor and clothes that are already part of that outfit, even if the outfit consists of clothes only. Unless this outfit is set to Combat, when entering combat, Vilja would automatically changed into the best armor according to the specified class available in her inventory. She will re-equip the outfit on exiting combat.

Vilja is asked to wear a wardrobe as an outfit:

You can also make her wear an individual wardrobe as an outfit under "Regarding your outfits..." (e.g. "Wear your Elegant Wardrobe," "Wear your Urban Wardrobe" etc.). The different in using a wardrobe as an outfit is that she will change between armor and clothing, using the standard dialogues. If she is told to wear her armor, she will respond by equipping the armored items assigned in this wardrobe, as long as they are of the specified class. If she has been set to allow mixing clothing with armor, then she will continue to wear some clothing in those body slots not already occupied by armor.

WARDROBES

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.

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).

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)

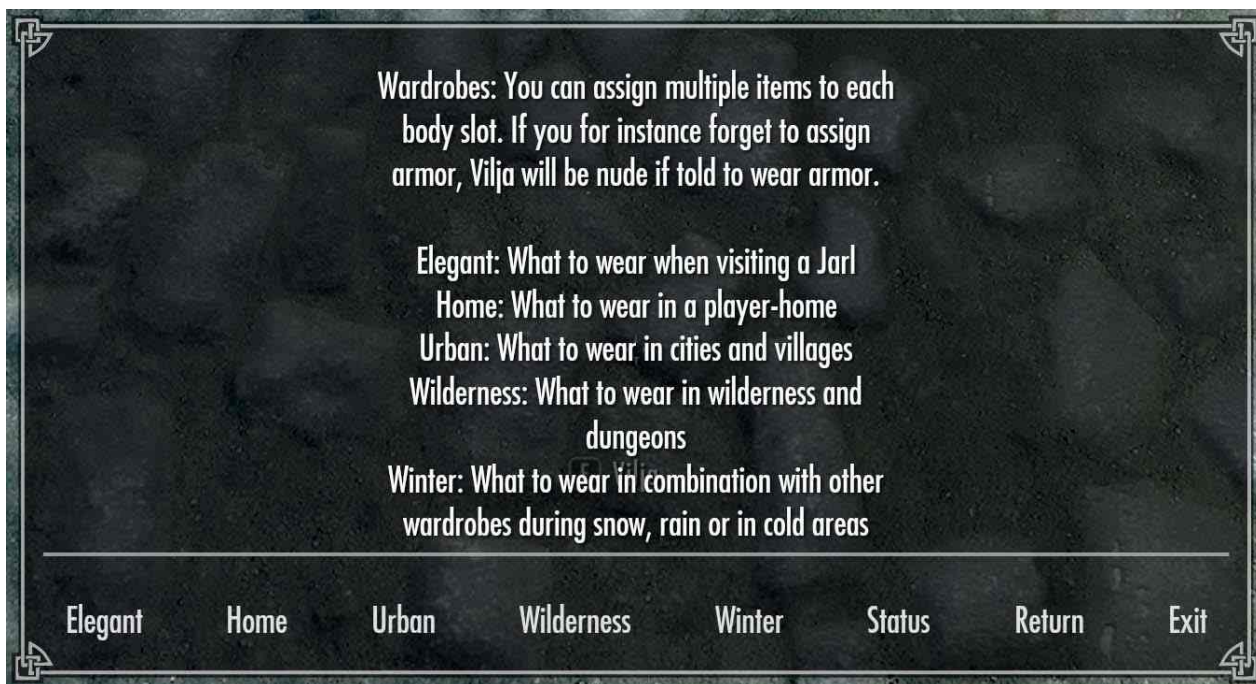
Please note that the Winter wardrobe behaves in a different way to the others, i.e. it provides additional clothing that's worn with other wardrobes when the weather is snowing or raining, or the area is cold (for instance, ice caves)

ACCESSING THE WARDROBE CONFIGURATION INTERFACE

Talk to Vilja:

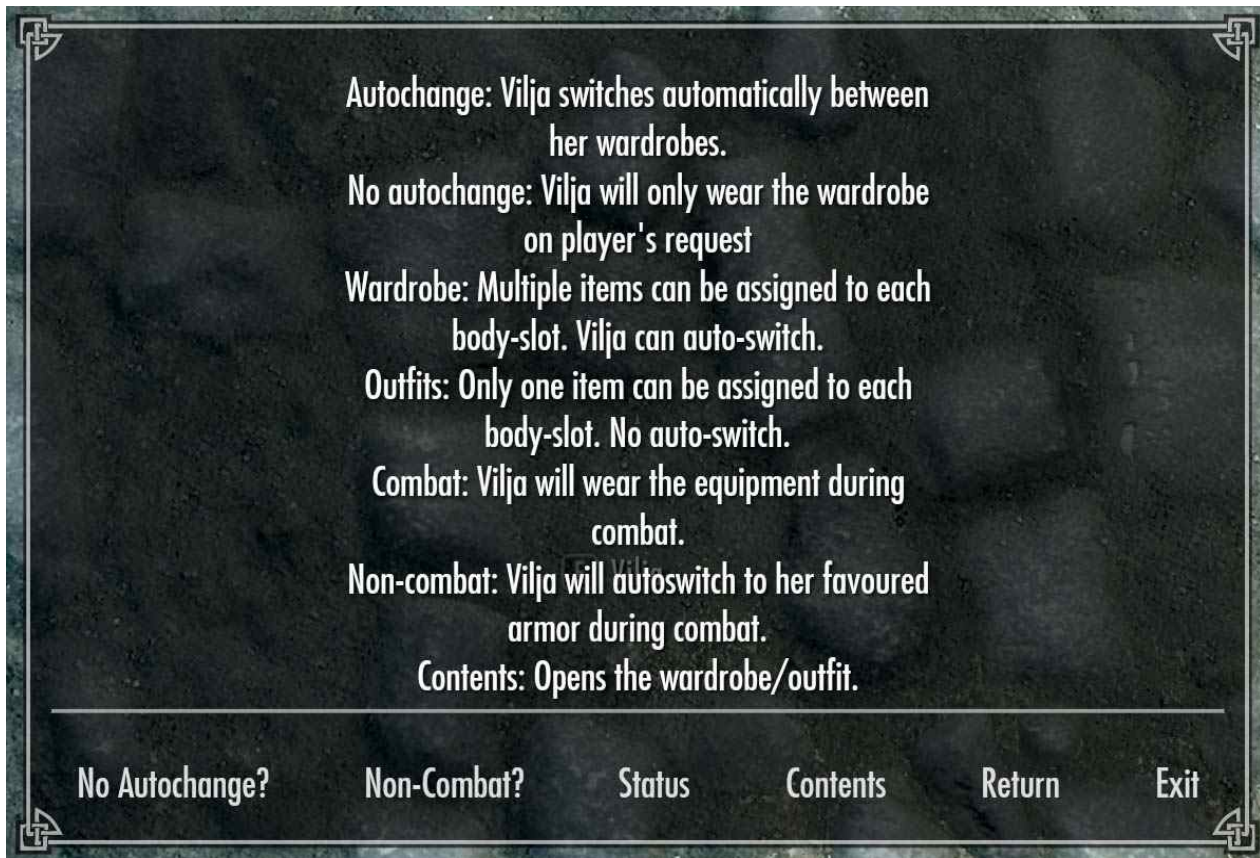
"Regarding your outfit..." → "Let's select your various outfits..." → "Let's look at your wardrobes..."

This will bring up the following message box (main wardrobe interface message-box), from where you can select the particular wardrobe you want to configure.



Overview of the Wardrobe Configuration Interface

Selecting the particular wardrobe you want to configure from the above message-box will bring up the following message-box (individual wardrobe interface message-box):



This 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, as discussed above .

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..."

Some Examples of Wardrobe Behaviour

Vilja is set to autochange into her wardrobes, and is set to use her current wardrobe in combat:

When she is not required to wear armor, Vilja will wear the more expensive clothes available for each body slot allocated in this wardrobe. If the weather is raining or cold, she will also put on winter items for any body slots that has nothing allocated. As she is set to use this wardrobe in combat, then when she is in the relevant area for this wardrobe, she will equip the assigned armor when required, as long as it is the class you've specified, regardless of

whether she has any better armor elsewhere in her inventory.

Vilja is set to autochange into her wardrobes, but is not set to use her current wardrobe in combat:

When she is not required to wear armor, Vilja will wear the more expensive clothes available for each body slot allocated in this wardrobe. If the weather is raining or cold, she will also put on winter items for any body slots that has nothing allocated. As she is not set to use this wardrobe in combat, then when she is in the relevant area for this wardrobe, she will equip the best armor available in her inventory that is in the class you've specified, regardless of any armor that is allocated in this wardrobe and even if there is no armor allocated in this wardrobe.

Vilja is set to autochange into her wardrobes, but no clothing has been allocated to her current wardrobe:

Vilja will be nude if she has no clothes allocated to her current wardrobe, even if some armor has been allocated to this wardrobe. She will not automatically wear this armor instead. She will only put on this armor if she is required to (e.g. entering combat, current situation matches to the setting "When to use armor," or you ordered her to wear armor). However, if she no longer needs to wear armor, she will become nude again.

Vilja is set to autochange into her wardrobes, but no armor has been allocated to her current wardrobe:

When she is required to wear armor (e.g. entering combat, current situation matches to the setting "When to use armor," or you ordered her to wear armor):

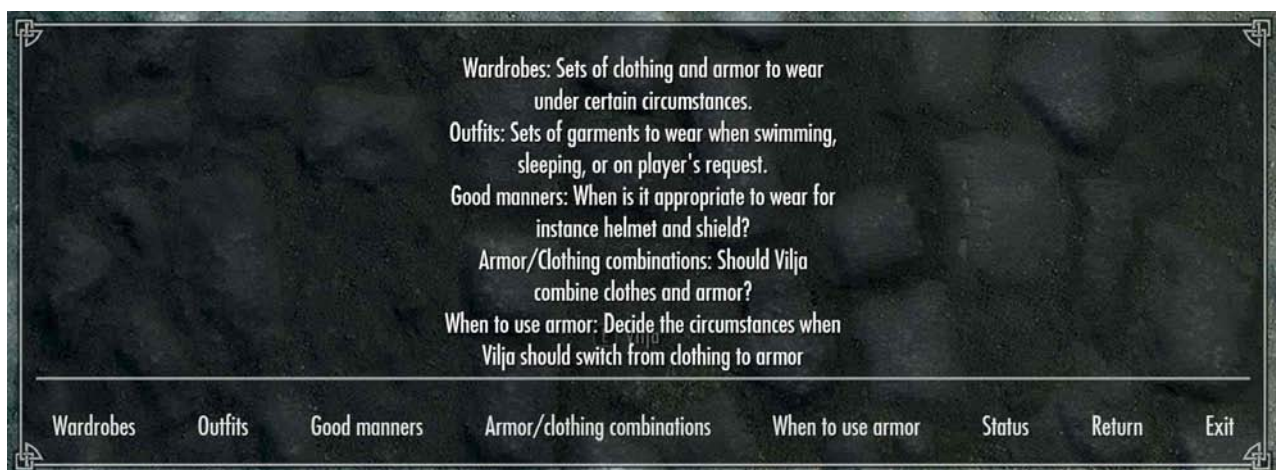
- *If her current wardrobe is set to Non-Combat, then she will equip the best armor available in her inventory that is in the class you've specified.*
- *If her current wardrobe is set to Combat, then she will have nothing equipped unless she is allowed to mix clothing with armor.*

ADDITIONAL SETTINGS THAT COMPLEMENT VILJA'S OUTFITS AND WARDROBES

This section discusses 6 additional settings:

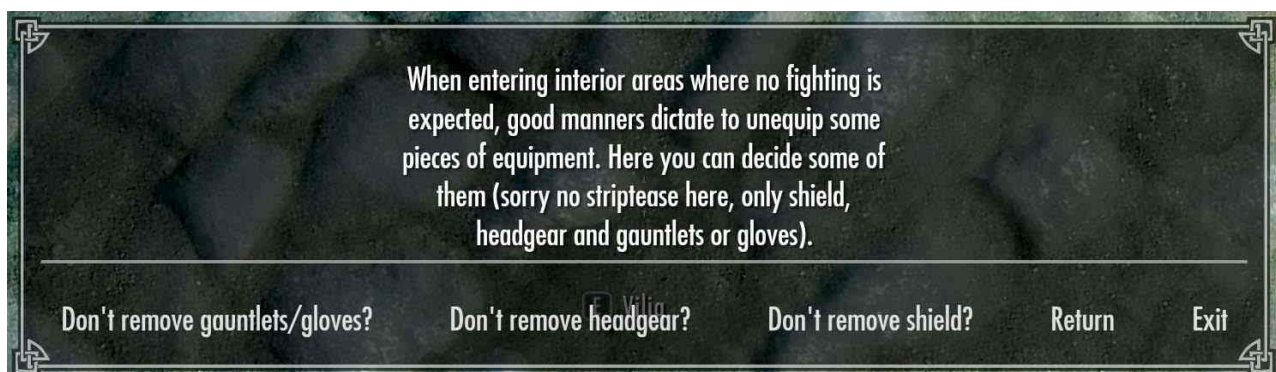
1. Good manners in safe interiors (message-box)
2. Mixing armor and clothing in wardrobes (message-box)
3. When Vilja should put on her armor automatically (message-box)
4. Ask Vilja to stop using her swimming outfit (both dialogues and message-box)
5. What class of armor should Vilja use (dialogues)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

Select *Return* from the main outfit or the main wardrobe interface message-box will open the following message-box:



To make these further configurations, select the following three additional screens from this message box. They are largely self-explanatory. Remember that all options marked with a question mark are toggles. They are asking if you wish to change the current setting to what is displayed.

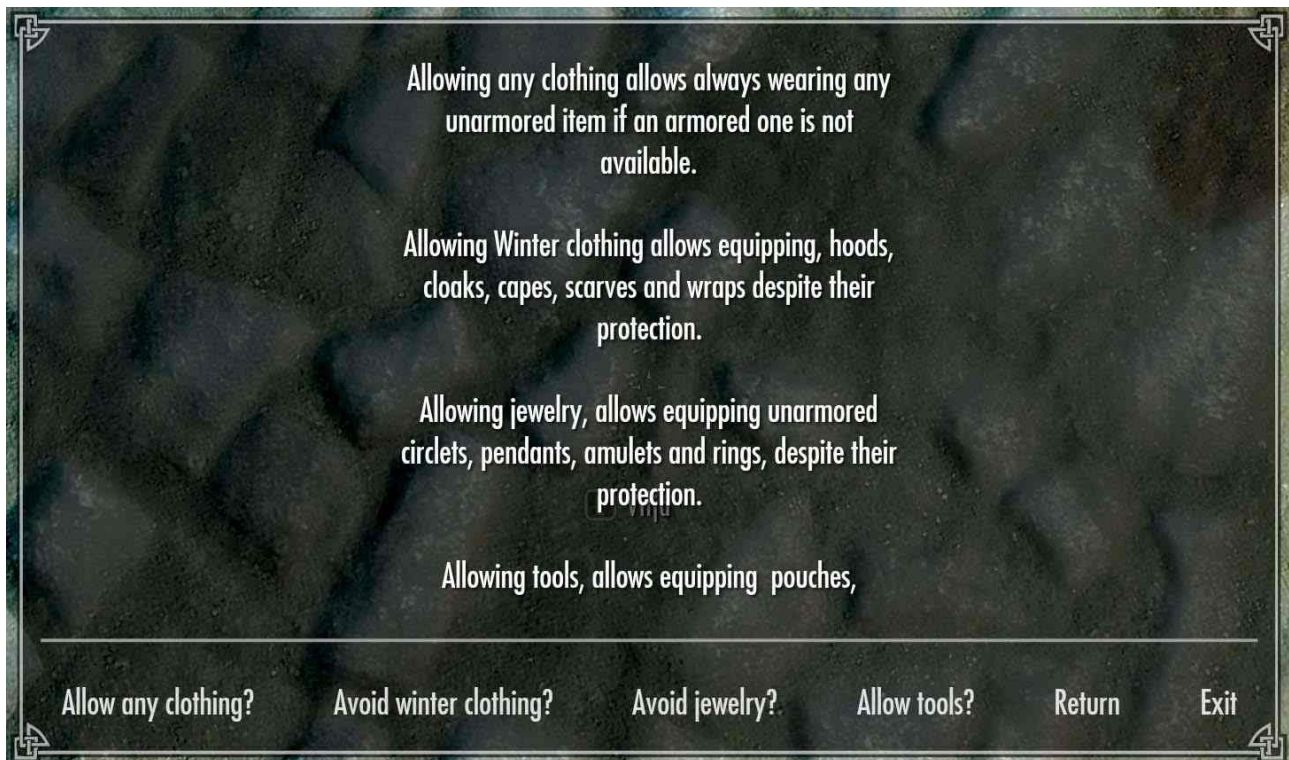
When she should wear a helmet, shield and gloves in safe interiors (Good Manners):



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.

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



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.

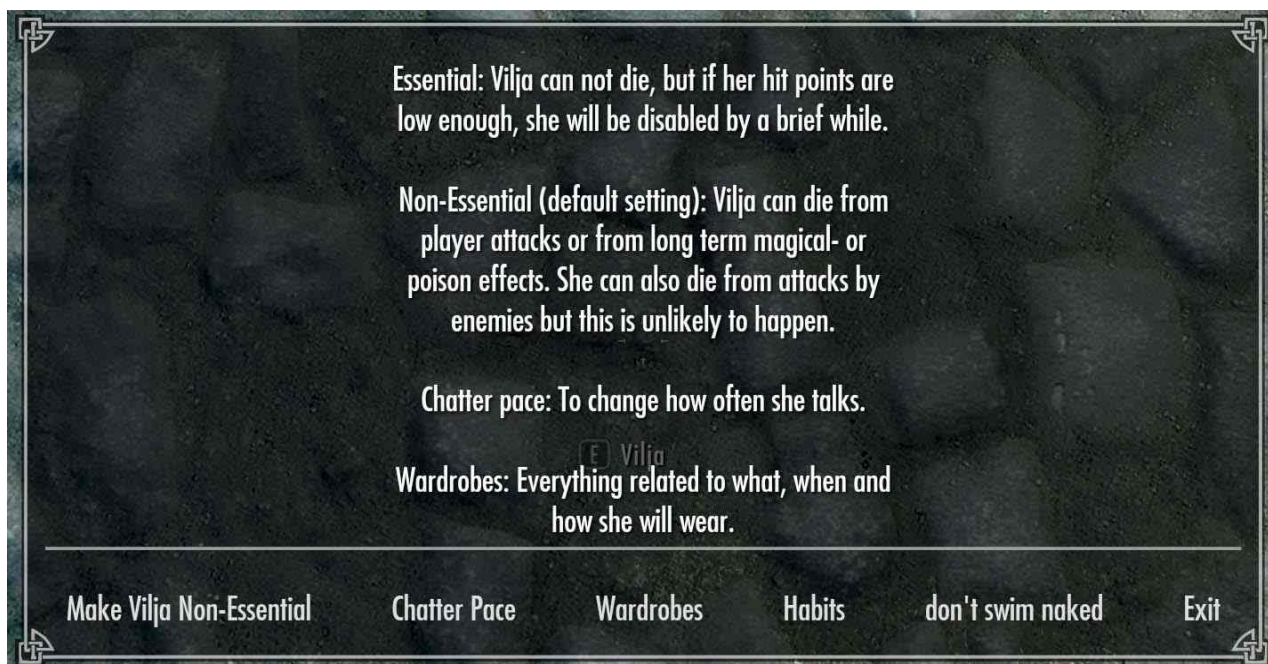
When to use armor:



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:

If you *Return* to the previous message-box and press *Return* again from there (for more clarification, please see [Appendix A](#)), it will take you to the following message-box which allows some further configuration options for Vilja:



The option *"don't swim naked"* is available here in this message-box, when selected, Vilja will stop autochanging into her swimming outfit while swimming.

Please note that this option is also available in dialogue: *"Regarding your outfits..."* → *"Don't undress when you swim."*

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 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 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.

FAQ FOR VILJA'S OUTFITS AND WARDROBES

Q: The game lags/freezes when Vilja autochanges or enters combat.

A: This may be due to lag caused by the clothing, armor, or weapons you have given Vilja being graphically intensive, causing your computer to becoming overloaded when trying to render the change. Try giving Vilja something less-demanding to wear and wield.

Q: The outfit/wardrobe inventory has duplicated items.

A: This is a formlist corruption. Please use "Fix for Corrupt Form Lists" (available [here](#)). Instructions are included within the download.

Q: The outfit/wardrobe inventory shows items that don't exist in her normal inventory.

A: This is also a symptom of formlist corruption. Please use "Fix for Corrupt Form Lists" (available [here](#)). Instructions are included within the download.

Q: The outfit/wardrobe inventories are lagging.

A: This is normal, there are a number of edits to various formlists going on in the background. Be patient, wait for all movement to stop and select one item at a time.

Q: The items (and a gold coin) in outfit/wardrobe inventories are disappearing and reappearing later.

A: This is normal. There are a number of edits to various formlists going on in the background. Be patient, wait for all movement to stop and select one item at a time.

Q: The tempered upgrades or enchanted statuses are not being shown in outfit/wardrobe inventories.

A: This is normal. Although the interface looks like a normal inventory or container, it's not and won't reflect the upgrades or enchantments.

Q: What is a formlist?

A: A formlist is simply a list the game uses for various purposes. Skyrim can access defined formlists very quickly, which is why formlists are used to allow quick autochanging. However, Skyrim is very slow at editing formlists, which is what's going on when you are selecting items in outfit/wardrobe inventories.

Q: What is formlist corruption?

A: As Skyrim is not very good at editing formlists (thus editing at a relatively slow speed), the process is prone to errors. It is unclear how these corruptions occurs, but here are some common causes for formlist corruption in the wardrobe system:

1. You are selecting items in succession too rapidly.
2. You took away items designated in wardrobes from Vilja's normal inventory
3. You emptied out Vilja's inventory and used the reset spell, which may have respawned her original equipment.
4. You have removed a mod that contains item(s) assigned to Vilja's outfits or wardrobes.
5. You have recently re-installed Skyrim and continued with your previous savegames.

Q: I am not sure if I have formlist corruptions, what do I do?

A: Please use "Fix for Corrupt Form Lists" (available [here](#)), carefully following the included instructions. The only negative consequence about this fix is that you have to configure Vilja outfits and wardrobes again. Therefore, it is safe to use this fix first to troubleshoot problems with Vilja's outfits and wardrobes.

Q: Vilja is naked and she is getting mad at me, what do I do?

A: Please check Vilja's wardrobe/outfit status first to see what she is wearing currently, and make sure that particular wardrobe/outfit has items assigned appropriately. If re-configuring her wardrobes/outfits didn't help, then this can be caused by:

1. Vilja is supposed to wear clothes, and there are no clothes available in her inventory or current wardrobe.
2. Vilja is supposed to wear armor, and there are no armor available in her inventory or current wardrobe.
3. Formlist corruption
4. Vilja is affected by some other mods' auto-unequipping scripts
5. You have only just changed or created a wardrobe or outfit and the game may not recognize the changes yet. Try asking her to play music or travel to another location.

Q: Vilja is refusing to put on a certain piece of clothing or armor, and she just stay naked instead. However, she can put on other things properly.

A: This is a case of formlist corruption. "Fix for Corrupt Form Lists" (available [here](#)). Instructions are included within the download.

Q: No matter what I am telling Vilja to wear, she stays naked.

A: This is a case of formlist corruption. Please use "Fix for Corrupt Form Lists" (available [here](#)). Instructions are included within the download.

Q: When Vilja is playing music, she turns naked.

A: Vilja will always remove her armor and put on clothes when she is supposed to play music, as this is a reliable method to make her remove her shield for the animations. If she has no clothes assigned in her current wardrobe, then she will undress and start playing.

Q: Vilja is temporary naked when changing cells.

A: This can be caused by the following:

1. This may be due to lag caused by the clothing or armor you have given Vilja being graphically intensive, causing your computer to becoming overloaded when trying to render the change. Try giving Vilja something less-demanding to wear.
2. If the problem persists even when Vilja is told to wear something simple, then this may also be a case of formlist corruption. Please use "Fix for Corrupt Form Lists" (available [here](#)). Instructions are included within the download.

Q: I have tried using "Fix For Corrupt Form Lists" (also known as "A fix for chargia"). The fix didn't work or the problem has worsened, what do I do?

A: Under "Regarding your outfits..." tell Vilja to "wear whatever you like (default - no wardrobes)" and try using the fix again. If the problem persists, then try to ask Vilja to wear the best possible armor ("Regarding your outfit..." → "When you are wearing armor..." → "Regarding your choice of armor..." → "Use the armor that will protect you best"). Ask her not to use armor and then to use armor again. Then use the reset spell on her.

Q: Would Vilja put on anything that is stolen?

A: Although Vilja doesn't like thieving, she will do as you please.

Q: Vilja's head is invisible.

A: This is most likely because you have given her a mask and a hood (or a hooded clothing/armor) that takes up two different body slots and can be equipped at the same time (for instance, the modular [Arise](#) armor mod). This is a Bethesda's bug. Try taking those items from Vilja, then cast her reset spell on her.

Q: I am using version 1.8 of Skyrim, but I really want to use the wardrobe system.

A: If you are using version 1.8 of Skyrim (which is a common choice, because of the lip sync bug introduced in the 1.9 patch), then formlists will become corrupted when a form is removed and there is no way to fix it. "Fix For Corrupt Form Lists" (a.k.a. "A fix for chargia") won't help. You will have to choose between using the wardrobe system or version 1.8 of Skyrim.

Q: What's the difference between "Fix For Corrupt Form List" and "A fix for chargia"?

A: There is no difference; they are the exact same file. Emma made it available under Main Files on Nexus for easier access, and also kept the original one under old files for those who has been using it and knew where it was perfectly. The name changed is only because there can't be two files with the same name on Nexus.

Appendix A:

Map of CONFIGURATION MESSAGE-BOXES

This map shows how the all message-boxes relating to Vilja's outfits and wardrobes are linked to each other.



Please note the following consistencies with all message-boxes:

- Select **Return** would go up a level to the message-box above.
- Select **Exit** would return directly to the game.
- Select **Status** from any of the message-boxes would shows the Status message-boxes as discussed above.

The top message-box is the main configuration message-box that contains most of Vilja's configurable options, which can be accessed via "Travelling together" → "Off topic - configurations and setting" → "Messagebox version of configurations."

Please note that although the message-boxes are intended as alternatives to alleviate the hassle of maneuvering different options via dialogues, they do not encompass all options Vilja has; some options are only available via dialogues.

Appendix B:

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