*Blood graphics fit for a murderous psychopath*

*By: Magus,*

*Featuring scripts by Monkmidon*



* Weapon specific wounds for every weapon type, including variations between 1 handed, and 2 handed weapons.
* Pooling blood after particularly deep stabs and punctures, arterial leaking and spurting from finisher moves, power draw from arrows, and decapitations.
* Drippy transparent blood splatters on screen, small and un-intrusive – yet pleasantly gross.
* World placed blood, darker and drier less “shiny” normal maps separate from the hit blood from combat.
* To get a good idea take a look at the screen shots – they are all of natural occurrences of regular combat you would encounter on your travels.



* Crimson Tide **IS NOT** compatible with Enhance Blood, so choose!
* Crimson Tide **IS** compatible with *Bloodier Combat by Monkmidon*, so for special gore features related to spells (ice shattering ect.) you can load that up too. It is recommended you load Crimson Tide AFTER bloodier combat to avoid any complications.
* Anything else should be just fine, although certain ENB or FXAA mods may change the color of the blood.



INI tweaks to make blood stay long enough to enjoy

...\Documents\My Games\**Skyrim.ini**  
  
Find [Display] and add this line  
fDecalLifetime=900.0000 (or some other number, higher or lower

Then…

...\Documents\My Games\**SkyrimPrefs.ini**  
 iMaxDecalsPerFrame=500 (or some other number, higher or lower)