

Alien vs Predator Races



I'm remaking this mod as playable races now.

Featuring:

- Playable Xenomorph and Yautja races
- Both genders available for both races
- Functional working heads with facial morphs (expressions) (instead of helmets and suits, like it worked in previous mods)
- Custom bodies, using Blockhead's body swap functionality, gender choice greatly affects looks of the races
- A complete set of Predator armors and gear located in the testing hall.

Requirements

- BBB Compatible Skeleton (I recommend the one from LAPF)
- [Blockhead](#)
- Custom Race Fix, also present in Unofficial Oblivion Patches
- Robert's male Body and an HGEC based female one.

Issues (HEEEEEELP):

This mod is still in an experimental phase, which means a lot of functions aint working as I would like, such as:

- I haven't assimilated the gear swap functionality, or scripts that make possible the illusion of predator cannon working with Midas magic spell, or cloaking device, or thermal vision, or shurikens and other fancy gear stuff the other Predator race mod has
- Same goes for Xenomorph race, Blockhead's body swap function only works with naked bodies, and I dont yet know a way to prevent a race from equipping items (WHICH IS WHY ONE SHOULD PLAY AS A NAKED ALIEN - Unless you wanna wear clothes, and look like a *complete abomination*). The other Alien Race mod works by adding suits and helmets and preventing them to be unequipped, but that's not the way of this mod.
- I still haven't paid much attention to stats and playability. I've only been focused on looks and consequence for now, so playability might not be as immersive as one would wish.

Future plans

- Making Xenomorph-specific animations... with any luck, running on 4 legs, swimming like a snake etc...
- Merging functionality of this into Divine Avenger and Pred team's Predator Race, and The_Philantropy and AlienSlof's Xenomorph Race. Though that is a mayor endeavor because of scripts and complex functions both mods have; specially regarding suit-equipping scripts and stuff that in this version is no longer necessary.
- Adding variations to the races

Custom Body Details

- Robert's Male Heavy Muscular for Yautja males
- ZKEC, normal lowerbody, wide upperbody D cup (custom made) for Yautja females
- Special Feet for Yautjas
- Alien Warrior and Jungle Alien for Xenomorphs

Credits:

- Rebellion Developments and Sega for Alien vs Predator 2010
- ShadeMe for Blockhead
- BlackDragon66 for the head model
- JDayT for the original feet models
- Kapaer for the Blender tri import/export script
- The_Philantropy for original Xenomorph Race mod and sound files
- Software used: CS Construction Set, Blender, Nifskope, Noesis, Photoshop, Conformulator
- My internet friends for making a community where we've all grown as modders. In this mod, to Room207 for helping me figure out an issue when making functional Oblivion heads, and thanks to that, we now actually know how.
- I as Myst42 AKA El Alquimista, can only take credit for porting most of the models and textures, making them playable and putting all of this together as a mod. I also made all heads' facial morphs and remade the textures for Yautja Race

I'm deeply sorry if I'm forgetting anyone, but this is not a "regular mod". It's a "mashup". Which means it's made with several stuff I've gathered along my modding life. And I'm a messy modder, so I tend to forget where I actually got the stuff. If anyone has the right, and thinks that's a problem this can be solved in 2 ways: Either I formally ask permission and you allow me to keep this mod public with a big thank you and you flashy name in credits Or you can be an asshole and I would have to take this mod down. However, you're not harming me, I'll keep working on this privately anyway.

If somehow I manage to put this together with the old mods, I might have to credit a whole lot more of people involved in the development of those. Specifically, Divine Avenger and Pred Team, with all the people who is also credited on his credit list.

This is unstable ground, but it was already unstable since this was a port to begin with. I only hope this can continue to be public as I try to be as respectful as possible. Most of the old modders have gone missing by now.

Keep always in mind that this mod is *by no means a way of profit*. This mod is provided **FREELY** for the intent of personal fun and enjoyment in TES 4 Oblivion only.