

# Guide – Make or Convert Your Own Kidnap Scenarios

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With a few minutes spent in the Skyrim Creation Kit, you can very easily make your own scenario that SexLab Kidnapped Redux (SLKR) can immediately pick up on.

SLKR works by looking for three actors of a certain race or faction in the game, move these to the player. Once the player gets hit within 5 seconds, the three ambushers plus the players and any fellow victims get sent back to the first ambusher's "home" (editor location) and the orgy proceeds.

Therefore, you can easily make your own scenarios for SLKR by simply adding actors to the game of a certain race or faction and place them anywhere in the game (either vanilla or custom cells) – SLKR will then automatically be able to pick them up when it next searches for kidnappers and the hostage scene will happen wherever you placed the actor in the CK. I won't go into how to make an actor and place them in the game, but there are hundreds of tutorials for this already – a quick Google search will reveal them. The only requirements are that these actors need to be **unique** (it's a flag/ tickbox when you create the actor – can't miss it, you know you're doing it right if when you place the actor in a cell, they show up as actual person/ creature rather than a box like for levelled/ template actors) **or** have a **persistent location** (once you place the actor in a cell, right click on it and select Edit, go to the Persist Location tab and make sure you select an appropriate one). If you're using a custom cell, make sure that cell has appropriate Hold keywords (doesn't matter if the user has the MCM option "Current Hold Only" unticked).

That's all you need to do. You're more than welcome to share any creations you made with the rest of the community,