## THE BALDUR'S GATE II TWEAK PACK

**A Gibberlings Three Mod**
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**On the web: Home page and discussion forum**

**Version 16 - Check for the most recent version**
**Languages:** Chinese, Czech, English, French, German, Italian, Korean, Polish, Russian, and Spanish
**Platforms:** Windows, Mac OS X, Linux

## OVERVIEW

The BG2 Tweak Pack is a WeiDU compilation of fixes, cosmetic changes, and tweaks. Some of these were fan requests, others are needed fixes, and others simply make dealing with the more irritating aspects of the game engine easier. Each component can be installed separately so the player can pick and choose only which ones they wish to install.

## COMPATIBILITY

This mod includes and deprecates three other mods: the G3 Tweak Pack, the Tutu Tweak Pack, and Wes Weimer's Ease of Use mod.

This mod works on normal Baldur's Gate II games (the expansion Throne of Bhaal is not required) as well as BG1Tutu (Tutu), Baldur's Gate Trilogy (BGT), Icewind Dale in Baldur's Gate (IWD-in-BG2), Baldur's Gate: Enhanced Edition (BGEE), and Baldur's Gate II: Enhanced Edition (BG2EE). Every component in this mod makes interactive changes and should, in general, be compatible with other mods. Except where noted, the tweaks adjust items or dialogues added by other mods. As such, it is highly recommended that you install this mod last if you wish to take full advantage of it. For example, installing a mod that adds weapons after you install Alter Weapon Proficiency System from Tweaks will mean that the mod's weapons may not use the new system.

- The Can't Kill Romance option of Romance Cheats should be used with caution with third-party NPC romance mods.
- Multiple Strongholds (either variant) may not work correctly with Oversight's Cleric Kits component
- The changes to Cromwell's dialogue in the Allow Cromwell to Upgrade Watcher's Keep Items component should play nicely with other mods, provided the other mods don't mangle his dialogue (older versions of Item Upgrade, for example)
- Certain mod items may not be affected by the item tweaks--in some cases, the tweak can not be made on the fly, so items to be modified are kept on static lists rather than a list made at installation time. If you find items not being modified by a certain tweak please report it to the Tweak Packs forum.
- As of version 10, the mod is intended to be fully compatible with Baldur's Gate: Enhanced Edition and Baldur's Gate II: Enhanced Edition
- As of version 15, the mod will also work on Icewind Dale: Enhanced Edition.

## INSTALLATION

**Windows**
The Baldur's Gate II Tweak Pack is packaged and installed with WeiDU and is distributed as a self-extracting archive. To install, simply double-click the archive and follow the instructions on screen.

Alternatively the files can be extracted from the archive using WinRAR. If properly extracted, you should have a bg2_tweaks folder and setup-bg2_tweaks.exe in your BG2 folder. To install, simply double-click Setup-bg2_tweaks.exe and follow the instructions on screen.

Please run setup-bg2_tweaks.exe in your BG2 folder to reinstall, uninstall or otherwise change components.

**Mac OS X**
*If the mod was previously installed, uninstall it before extracting the new version.* The Baldur's Gate II Tweak Pack is packaged and installed with WeiDU. To install, simply extract the contents of the mod into your BG2 folder. If properly extracted, you should have a bg2_tweaks folder, setup-bg2_tweaks, and setup-bg2_tweaks.command in your BG2 folder. To install, simply double-click **setup-bg2_tweaks.command** and follow the instructions on screen.

**Linux**
Download the latest version of WeiDU for Linux from weidu.org and extract (at least) the WeiDU, weinstall and tolower executables in a $PATH directory (E.G. /usr/bin). Following that, open a terminal, cd to your BG2 installation directory, run `tolower' and answer Y to both queries.

You can avoid running the second option (linux.ini) if you've already ran it once in the same directory. To save time, the archive is already tolowered, so there's no need to run the first option (lowercasing file names) either if you've extracted only this mod since the last time you lower cased file name. If you're unsure, running tolower and choosing both options is the safe bet.

After that, run 'weinstall bg2_tweaks' from your game installation directory to install or uninstall the mod.

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## CONTENTS

The Baldur's Gate II Tweak Pack has many components, which can be installed completely independently of one another. For convenience, they are grouped into five broad categories. At installation time, players can select or ignore entire categories to streamline the installation process.

### ■ COSMETIC CHANGES

This batch of tweaks generally changes the look and feel of the game, without making general rule changes or altering the underlying mechanics of the engine.

**Remove Helmet Animations**
Many don't like how any of the helmets look on the character avatars. Now they can't be seen at all - just like ioun stones. This component will affect *all* helmets in the game, including helmets introduced by mods.

**Imoen Avatar Change**
*BG2, BGT only*
This component will change Imoen's avatar from a thief to a mage.

**Nalia Avatar Change**
*BG2, BGT only*
This component will change Nalia's avatar from a mage to a thief.

**Viconia Skin Color Change**
A fan request, this component will change Viconia's in-game avatar to have dark blue skin to match her default portrait.

**Avatar Morphing Script**
This script allows you to select whatever PC avatar you wish for your character or any joinable NPC. Assign this script to the character whose avatar you wish to change. To change the avatar return to the game screen, ensure the party AI in on (and the game is not paused) and press 'S'. This will take you to the avatar selection screen. Once the morph is complete re-assign a combat script to the character. Please note that this component can cause slowdowns on older systems.

**Weapon Animation Tweaks**
By default, spears in BG2 use 33% overhead swings, 33% backhand swings and only 34% thrusting attacks. Wouldn't it make more sense to use the pointy end?

This component adjusts the attack animation balances of various weapons classes: spears, staves, short swords, and one-handed blunt instruments such as clubs and maces. Spears and short swords now primarily use thrusting attacks and staves are more consistent as a class and use more swinging attacks. A handful of clubs and maces were using thrust attacks; they now only use swinging attacks like all other one-handed blunt weapons. This component also changes morningstars to use a mace animation when attacking, instead of the flail-like ball-and-chain animation. Morningstars are depicted in inventory icons and description pictures as being closer to spiked maces. This component will affect *all* items in the game, including items introduced by mods.

**Icewind Dale Casting Graphics (Andyr)**
When your character casts a spell, you get a pretty sequence of colors swirling around their hand depending on the school the spell cast came from. A necromantic spell, for example, looks quite different from creating an illusion. The Baldur's Gate and Icewind Dale games use different sets of animations for the schools. This component changes the spellcasting animations to those of Icewind Dale. Note that this is purely a cosmetic change--the spells themselves function exactly as before. Screenshots for comparison are available in the Tweaks gallery.

**Restore SoA Load Screen Logo**
*BG2, BGT only, Requires Throne of Bhaal*
This component will restore the SoA logo to the load screens with Throne of Bhaal installed. On the left is the load screen with Throne of Bhaal installed; on the right is the restored Shadows of Amn screen with this component. This component will not work if you have biffed your override folder, a common practice for many large mods. Screenshots for comparison are available in the Tweaks gallery.

**Disable Portrait Icons Added by Equipped Items**
This component will prevent items from displaying the small icons (fire resistance, protection from charm) that appear on the character portrait while equipped. This will not affect the actual effects of the items, only the display of the icon. It will also not affect icons added by spells or other means.

**Commoners Use Drab Colors**
Unlike Icewind Dale, commoners in BG2 wear brightly colored clothes. This tweak changes the random selections of colors for commoners to a drab palette. The dress of noblemen and noblewomen are not affected.

**Icon Improvements**
This component uses a combination of BG, IWD, and BG2 icons to better differentiate armor when it is on the ground. It also restores the inventory icon to the Case(s) of Plenty. Screenshots for comparison are available in the Tweaks gallery.

**Change Avatar When Wearing Robes or Armor (Galactygon)**
This component will change characters' avatars to a mage if they equip a robe or a fighter/thief/cleric if they equip armor. This allows a thief/mage, for example, to equip a robe and look like as if he is actually wearing one, and then equip a piece of leather armor, and look like a thief. This component will affect all items in the game, including those added by mods.

**Force All Dialogue to Pause**
This component will change all dialogue to pausing. No longer will bandits attack in the middle of a conversation. This component will affect *all* dialogues in the game, including ones introduced by mods.

**Fix Boo's Squeak**
When you click on Boo in Minsc's inventory you're treated to a terrible, sped-up sound of someone saying 'squeak'. This component replaces this awful noise with an actual Boo squeak pared from one of Minsc's sound files.

## ■ CONTENT CHANGES

These components make alterations to content in order to provide a better player experience.

**More Interjections**
*Previously known as Valen/Solaufein-Style Interjections*
One of the more common triggers for dialogue interjections does not quite work as well as intended--Irenicus not realizing Yoshimo is in your party at Spellhold is a common example. This component will interactively replace these faulty triggers with a simple in-party check, similar to the Valen or Solaufein mods. The net result is that some characters may be chiming in on conversations from half-a-map away, but it also means no more silliness such as Irenicus missing Yoshimo when he's standing four feet away. If party members are in another area, this component could cause some dialogues to exit early. This component will affect *all* dialogues and scripts in the game, including ones introduced by mods that use the IsValidForPartyDialogue trigger, provided this component is installed after them.

**Alter HP Triggers for NPC Wounded Dialogues**
*BG2, BGT only*
Many NPCs have banters for when they are wounded. However, the triggers are typically for HP levels so low that many players never see them. This component will raise the HP trigger level so that the player has a better chance of seeing these dialogues.

**Reveal Wilderness Areas Before Chapter Six**
*BG2, BGT only*
This component will allow you to travel to the three wilderness areas from the City Gates area at any point in the game. Previously, the Small Teeth Pass, North Forest, and Forest of Tethyr areas were not available until chapter six. Please note that while not incompatible per se, this may cause conflicts with mods that set encounters in these areas that assume you've completed the story through chapter six.

**Make Cloakwood Areas Available Before Completing the Bandit Camp**
*Tutu, BGT, BGEE Only*
This component will allow you to travel to the Cloakwood forest from a nearby area prior to completing the Bandit Camp. This will allow you to explore, complete Cloakwood quests, and pick up Cloakwood NPCs earlier in the game. The component has two options: open up the first area only (with the lodge and Aldeth Sashenstar) or open up all four wilderness areas, leaving just the mines themselves inaccessible until after the Bandit Camp.

This functionality is also available from the BG1 NPC Project.

**Improved Athkatlan City Guard (Andyr)**
*BG2, BGT only*
The Amnish guards aren't really tough enough to keep the peace in the cities, what with all the thieves and vampires around. This component makes the various Amnish guards and the like slightly tougher, and gives them a chance of summoning backup in the form of either another guard, a Sanctioned Wizard or a Militia Cleric.

Please note that the guards aren't amazing killing machines, and this isn't aiming to make the game a hardcore battle experience. You won't get much XP or loot for randomly going around killing soldiers, either. But it might make such activities a little more interesting.

**Gradual Drow Item Disintegration**
*BG2, BGT only*
Rather than your drow items turning to dust immediately upon exiting the Underdark, they will gradually degrade over time. They also have a chance to break every time they are used in combat. Please note that this component adds a number of item checks to the main game script; as such it can cause slowdowns when you have a very large number of items in your inventory and bags of holding.

**Breakable Nonmagical Armor, Helms, and Shields**
*Tutu, BGEE Only*
The iron crisis in the Sword Coast means that nonmagical iron weapons can break when used in combat. This component will extend the same vulnerability to nonmagical iron armor, helmets, and shields to close an oversight by the game.

This tweak is not available for Baldur's Gate Trilogy as it contains this functionality by default.

**Improved Multi-Player Kick-out Dialogues (Weimer)**
This allows you to ask multi-player created NPCs to "wait here" or, if accessible, to go to the Copper Coronet (in SoA) or Pocket Plane (in ToB). For Tutu, BGEE, or the Baldur's Gate portion of BGT, the option to go to the Friendly Arm Inn is available. Without this they just disappear forever if you kick them out.

**Add Bags of Holding**
In the Shadows of Amn portion of the game, this component adds potion cases to the stores of Roger the Fence and Mrs. Cragmoon and ammo belts to the stores of the Trademeet blacksmith and Perter.

Bags will also be added to the Baldur's Gate portion of Tutu and BGT games. This component will add a gem bag to the Friendly Arm Inn store, a scroll case at the High Hedge, an ammo belt to Thunderhammer Smithy, a potion case to the Nashkel General Store, and a bag of holding at the Sorcerous Sundries in Baldur's Gate.

**Exotic Items Pack**
*Tutu, BGT, BGEE Only*
This component adds a handful of weapons and items available in Baldur's Gate II and scatters them throughout stores, creatures, and containers in the Baldur's Gate portion of the game. Items include katanas, wakizashis, scimitars, ninja-tos, bags/quivers of plenty, ioun stones, and a handful of spell scrolls. However, please note that the items have been placed with an eye towards balance and likelihood that they would be on the Sword Coast at all. The exceptions are scimitars, which are definitely less exotic than the other items and hence more plentiful.

This component also fixes a known bug in the game, in that the merchant at Gullykin and the Helm temple in Nashkel shared the same store file.

**Reveal City Maps**
*Tutu, BGEE Only*
In Baldur's Gate II, city maps were revealed as soon as you entered the area. This component will reveal the maps of Baldur's Gate, Nashkel,

Beregost, Candlekeep, and (if Tales of the Sword Coast is installed) Ulgoth's Beard. This tweak is not available for Baldur's Gate Trilogy as it contains this functionality by default.

### Do Not Reveal City Maps
*BG2, BGT Only*
In Baldur's Gate II, city maps were revealed as soon as you entered the area, and this idea was extended to BG cities in BGT. This component will change city maps (in both BG2 and the BG cities in BGT) to no longer be revealed, forcing exploration of the area.

### Add Map Notes
*Tutu Only*
This component will add map notes to many Baldur's Gate areas throughout the game, including some wilderness areas. This process is done interactively, so no areas are overwritten. This tweak is not available for Baldur's Gate Trilogy as it contains this functionality by default.

### Stores Sell Larger Stacks of Items
This component will alter all stores in the game to use higher stacks of arrows, bolts, bullets, darts, throwing axes and throwing daggers. This component will affect *all* stores in the game, including ones introduced by mods.

### Reputation Resets at Beginning of BG2
*BGT Only*
When making the transition from the end of Baldur's Gate to the beginning of Baldur's Gate II, this component will reset the party's reputation back to its default value (from 8-12, depending on the protagonist's alignment). It doesn't make sense that the party could emerge from the opening dungeon, head over to the Adventurer's Mart, and get hero discounts (or villain markups) from Ribald. Despite the events of Baldur's Gate, the protagonist and the party are more or less unknown in Amn.

### Gems and Potions Require Identification
This component assigns a lore value to gems and potions, meaning that they now require identification. Lore value is calculated by an algorithm based on the value of the item, but smaller gems and lesser potions should still be fairly easy to identify by the party.

### Shapeshifter Rebalancing (Weimer)
Please note that this is a legacy component from Wes Weimer's Ease of Use mod. Wes typically designed for balance under the assumption that people would have the Tactics mod installed, so this is probably overpowered for most normal games. The rest of the description is from Wes:

Shapeshifter abilities now create "symbolic paws". When you wield one you turn into a Werewolf, when you remove it you're human again. There are no possible exploits and you may choose whether to put the paw in your on-hand or off-hand. Since your off-hand THAC0 as a pure druid is, shall we say, sub-optimal, I recommend the on-hand. This fixes the bug where the Shapeshifter's paws could be dispelled and then any weapon could be put in their place. That exploit essentially gave you two extra attacks with whatever you wanted, plus all the werewolf powers.

This also fixes a "bug" where attributes of the CRE file for "PC polymorphed into a Werewolf" were not actually given to the PC by the Polymorph opcode. For a normal werewolf:

| You Were Supposed to Receive... | You Actually Received... |
| --- | --- |
| Base magic resistance 20% | Magic resistance locked at 20% |
| Immunity to normal weapons | Nothing |
| Paw does 1d12 slashing damage | Paw does 1d6 piercing damage |

For the greater werewolf:

| You Were Supposed to Receive... | You Actually Received... |
| --- | --- |
| THAC0 of 6 | Nothing |
| Saves 1/1/1/2/1 | Nothing |
| Base elemental resistance of 50% | Elemental resistance locked at 50% |
| Base magic resistance of 40% | Magic resistance locked at 40% |
| Immunity to normal weapons | Nothing |
| Paw is +3 weapon | Paw is +2 weapon |
| Paw does 2d8 slashing damage | Paw does 1d6 piercing damage |
| Regeneration of 3 HP per second | Nothing |

To see this for yourself, check out werewodr.cre, weregrdr.cre, brbrp.itm, etc.

The "Rebalancing" gives a greater werewolf shapeshifter the +7 HP per Level due to a fighter with 25 CON (before you just got +2). Most importantly, shapeshifters may now cast spells while shapechanged. Yuan-Ti, Githyanki, Sahuagin, etc. can all cast spells--why not wolfmen?

In addition, the Druid spell choices were a bit weak in some areas, so some Priest-only spells were made Priest-Druid: Sanctuary (sylvan sanctuaries abound), Chant (they got Bless, why not Chant?), Zone of Sweet Air (sounds nature-y to me!), Glyph of Warding (no excuse, but

they need a damaging spell here that isn't Call Lightning), Righteous Magic (listen to Jaheira for a while and tell me she's not Righteous ... more importantly, if they're going to tank around they need some extra help).

Finally, 99% of all sixth-level druid spell slots go to "Summon Fire Elemental". You can get a 24 hit dice monster with +4 claws that lasts for hours with that spell. It's so much better than the 7th level "Summon Earth Elemental" that it isn't funny. The other 6th-level summons just don't come close. To give you some actual choices, "Conjure Animals" has been changed to summon two 20 HD Greater Bearweres (they're like Greater Wolfweres). However, the duration remains 4 turns. Do you want Fire Elementals forever or Mighty Big Tanks for a short time? You decide.

**Multiple Strongholds (Sabre, Baldurdash, Weimer)**
*BG2, BGT only*
This component comes in two variants. The first is the original from Ease of Use, which allows any character, regardless of class, to acquire as many strongholds as wanted. The second variant is similar, but retains the class restrictions--so a fighter-mage can acquire the Planar Sphere and de'Arnise Keep, but would not be offered the Thieves' Guild or membership in the Noble Order of the Radiant Heart. In the original game, you were also not able to decline the Five Flagons Playhouse, the cabin in the Umar Hills, or the Druid Grove. In either variant of this component, the player can now decline these strongholds when offered.

**Bonus Merchants (Baldurdash, Weimer)**
*BG2, BGT only*
This adds Joluv and Diedre to the Copper Coronet and Ribald's Mart, respectively.

**Female Edwina (Davide Carte, Wendy Yung, Weimer)**
*BG2, BGT only*
This patch gives Edwina a female portrait to go with her female soundset and female paper doll. This patch was originally written by Davide Carte. This version includes Wendy Yung's "Edwina" portrait, a modified version of the original BG2 art (thus it looks seamlessly like part of the original game).

You can override the portrait by putting your own Royo4L.bmp and Royo4S.bmp files in the override directory.

**Romance Bug Fixes (Sabre, Richardson)**
*BG2, BGT only*
This module applies some bug fixes to the romance scripts. It's highly recommended that you at least install this module to fix a few glitches in the original game romance scripts. If the BG2 Fixpack is installed, this component will be skipped as this fix is already included in the Fixpack Core Fixes.

**Imoen ToB Dialogue Fix (jcompton)**
*BG2, BGT only*, *Requires Throne of Bhaal*
This fixes about 15 places where Imoen had banter dialogue in ToB but you couldn't see it because of a spelling error in the game. If the BG2 Fixpack is installed, this component will be skipped as this fix is already included in the Fixpack Core Fixes.

**Use BG Walking Speeds (BETA)**
From Tutufix, this will make folks walk slower, as they did in the original Baldur's Gate. While it's most useful for Tutu and BGT players, you will be able to install it on a bogstandard BG2 game. Since this component had some issues in Tutufix (notably when interacting with polymorph or haste/slow spells) it's being labeled a beta until the issues can be worked out.

**Allow Cromwell to Upgrade Watcher's Keep Items**
*BG2, BGT only; Requires Throne of Bhaal*
It's never made sense to me that Cromwell can forge armor out of red dragon scales, ankheg shells, and shadow dragon armor--but doesn't even acknowledge the white dragon scales you can acquire in Watcher's Keep. This component will allow Cromwell to forge items found in Watcher's Keep using the same formulae as Cespenar. (Note that only the formulae using items you can *legally* obtain in SoA are implemented; if you cheat in a component from Sendai's Enclave you'll still be out of luck.) This component will allow the party to obtain some high-level items in Shadows of Amn, so be warned that this may ruin the balance in SoA and make the remainder of the game fairly easy. The component will make one minor tweak to Cespenar as well--normally, he can only add the electric head to the Flail of Ages after the poison head has been attached. This component will allow him to add the heads in any order.

**Give Cespenar Cromwell's Recipes**
*BG2, BGT only; Requires Throne of Bhaal*
Much like the previous comonent, Cespenar's inability to forge shadow or red dragon scales into aromr is nonsensical. This component will allow Cespenar to forge the same eight items that Cromwell can, with the same components and prices. Also like the previous components, this will make one minor tweak to Cespenar as well--normally, he can only add the electric head to the Flail of Ages after the poison head has been attached. This component will allow him to add the heads in any order.

## ▌ RULE CHANGES

These components make alterations to rules, game mechanics, and other aspects of the underlying game.

**P&P Spell Progression Tables - DEPRECATED**
This component has been deprecated. If you wish to use P&P spell tables, use the Alter Mage Spell Progression Table, Alter Bard Spell Progression Table, Alter Cleric Spell Progression Table, and Alter Druid Spell and Level Progression Tables components instead.

**Two-Handed Bastard Swords**
It always seemed odd that the general description of bastard swords implied they could be wielded with two hands. This tweak adds an ability to all bastard swords that will create a two-handed version of the sword in your inventory. The one-handed version will be removed. The new sword will have the animation of a two-handed sword but, in all other respects, will be the same as the one-handed version. You can switch back to the one-handed version at any time. The ability is found behind the backpack icon, once the sword is equipped. This component will affect items introduced by mods.

*Note:* Instances may occur when a bastard sword appears to have a selling price of 1 gp. Resting will fix this.

**Two-Handed Katanas**
*Requires Exotic Items component on Tutu installs*
This tweak adds an ability to all katanas that will create a two-handed version of the sword in your inventory. The one-handed version will be

removed. The new sword will have the animation of a two-handed sword but, in all other respects, will be the same as the one-handed version. You can switch back to the one-handed version at any time. The ability is found behind the backpack icon, once the sword is equipped. Monks cannot wield two-handed katanas. This component will affect items introduced by mods.

*Note:* Instances may occur when a katana appears to have a selling price of 1 gp. Resting will fix this.

### Two-Handed Axes
A nod to Icewind Dale, this tweak adds an ability to all melee-only axes that will create a two-handed version of the axe in your inventory. The one-handed version will be removed. The new axe will have the animation of a two-handed halberd but, in all other respects, will be the same as the one-handed version. You can switch back to the one-handed version at any time. The ability is found behind the backpack icon, once the axe is equipped. This component will affect items introduced by mods.

*Note:* Instances may occur when an axe appears to have a selling price of 1 gp. Resting will fix this.

### Universal Clubs
From the description of a basic club in BG2: 'Anyone can find a good stout piece of wood and swing it'--so why can't mages use clubs? This tweak allows mages to wield clubs as well as gain a proficiency point in clubs. This component will affect *all* items in the game, including items introduced by mods. As of v8, all item descriptions will be patched in this component and the less-friendly and less-comprehensive description updating component will be skipped.

### Description Updates for Universal Clubs Component - DEPRECATED
This component has been deprecated. All description updates are now handled by the main Universal Clubs component.

### Weapon Styles for All
This allows all classes, not just warriors, to gain the maximum number of points in the various weapon styles. Some restrictions remain:

- Mages are not allowed Sword and Shield Style (they can't use shields anyway).
- Kensais are not allowed Sword and Shield Style (they can't use shields anyway).
- Monks are only allowed Single Weapon Style.

*Note:* This component affects weapon *styles*, *weapon proficiencies* remain unaffected.

### Druids Use Cleric Level and Spell Progression - DEPRECATED
This component has been deprecated. If you wish for druids to use cleric spell and level progressions, use the Alter Druid Spell and Level Progression Tables instead.

### Delay High Level Abilities
*BG2, BGT only; Requires Throne of Bhaal*
High Level Abilities start at level 21 for all classes.

### Change Experience Point Cap
In Baldur's Gate II, characters have a maximum experience point cap of 2,950,000 with Shadows of Amn or 8,000,000 with Throne of Bhaal. In Tutu (Baldur's Gate), these caps are 89,000 in the standard game and 161,000 with the Tales of the Sword Coast expansion. This component will allow you to alter the experience point cap in one of three ways:

- Remove completely (characters can advance without restriction up to level 50)
- Cap at level 20
- Cap at level 30

For a challenge, combine the level 20 cap with Delay High Level Abilities to never get access to UAI and Improved Alacrity.

### Allow Stealth and Thieving Abilities in Heavy Armor per P&P
In BG2, thieves and rangers are prevented from using stealth and thieving skills while in heavy armor. This component implements the P&P method of allowing these abilities in heavier armor, but at a penalty to the character. There is always a small chance of success or failure regardless of the adjustments below. Any armor above leather will impose penalties on these skills. This component will affect some mod items; if you find armor not affected by these tweaks, please report it at the Tweak Packs forums. The adjustment of the item descriptions to reflect these changes has now been incorporated directly into this component and is done on-the-fly, so it should also catch mod-added items and reduce conflicts. (Note that descriptions are only adjusted if there are translations available.) From the *Complete Book of Thieves*, by armor type:

| Armor | Pick Pockets | Open Locks | Find/Disarm Traps | Move Silently | Hide in Shadows |
|---|---|---|---|---|---|
| Leather Armor | -- | -- | -- | -- | -- |
| Robes or No Armor | +5% | -- | -- | +10% | +5% |
| Elven Chain | -20% | -5% | -5% | -10% | -10% |
| Studded Leather or Padded | -30% | -10% | -10% | -20% | -20% |
| Hide Armor | -60% | -50% | -50% | -30% | -20% |
| Ring or Chain Mail | -40% | -15% | -15% | -40% | -30% |
| Brigandine or Splint Mail | -40% | -15% | -25% | -40% | -30% |
| Scale or Banded Mail | -50% | -20% | -20% | -60% | -50% |
| Plate Mail | -75% | -40% | -40% | -80% | -75% |
| Full or Field Plate Armor | -95% | -80% | -80% | -95% | -95% |

**Descriptions Updates for Stealth and Thieving Abilities in Heavy Armor Component - DEPRECATED**
This component has been deprecated, as it is now included directly in the Allow Stealth and Thieving Abilities in Heavy Armor per P&P component.

**Allow Arcane Spellcasting in Armor**
This component will allow mages with access to armor the ability to wear it and cast arcane magic, though at a miscast penalty. It will not allow mages to wear armor they normally can not, but it will broaden the selection for multi and dual-class mages. The penalty will not affect divine magic. This component will affect some mod items; if you find armor not affected by these tweaks, please report it at the Tweak Packs forums. The adjustment of the item descriptions to reflect these changes has now been incorporated directly into this component and is done on-the-fly, so it should also catch mod-added items and reduce conflicts. (Note that descriptions are only adjusted if there are translations available.) The full tables of penalties are below (penalties from armor and shields are cumulative):

| Armor | Miscast Penalty |
|---|---|
| Buckler | 5% |
| Small Shield | 5% |
| Leather Armor | 10% |
| Medium Shield | 15% |
| Studded Leather | 15% |
| Hide Armor | 20% |
| Scale Mail | 25% |
| Chain Mail | 30% |
| Full Plate Armor | 35% |
| Plate Mail | 40% |
| Splint Mail | 40% |
| Large/Tower Shield | 50% |

**Descriptions Updates for Allow Arcane Spellcasting in Armor Component - DEPRECATED**
This component has been deprecated, as it is now included directly in the Allow Arcane Spellcasting in Armor component.

**Expanded Dual-Class Options**
This component will allow Barbarians and Wild Mages to dual-class to other classes. Barbarians will have the same dual-class options (cleric, druid, mage, and thief) with the same requirement (15 strength) as fighters. Wild Mages will have the same dual-class options (cleric, fighter, and thief) with the same requirement (15 intelligence) as regular mages.

**Wear Multiple Protection Items**
This component allows players to wear more than one "X of Protection" item at a time. Players have their choice of two different implementations (from Ease of Use and G3/Tutu Tweaks respectively):

- No restrictions. Players can wear as many items together as they wish.
- P&P Style: In Pen and Paper AD&D, characters are allowed to wear magical armor with Rings/Cloaks/Amulets of Protection, but only the armor class bonus from one item would apply. This component gives every ring/cloak/amulet of protection the ability to be worn with or without its Armor Class bonus. With the AC bonus, the items retain their usual restrictions from being worn with other protection items or magic armor. Without their AC bonus, they can be worn together. This allows players to gain the benefits of the saving throw bonuses from the items of protection. To toggle between the versions that offer armor class bonuses and those without, use the item's special ability--the new item will be created in your inventory.

**Alter Weapon Proficiency System**
This component provides three different options to allow you to change how the weapon proficiency system works.

The first option, Rebalanced Weapon Proficiencies, attempts to rebalance the groupings of weapons proficiencies. There are three main changes:

- Wakizashis move from Wakizashi/Scimitar/Ninja-to to Katana proficiency
- Ninja-tos move from Wakizashi/Scimitar/Ninja-to to Short Sword proficiency
- Morningstars move from Flail/Morningstar to Mace proficiency

Wakizashis are very similar to katanas in usage, and ninja-tos are straight, short blades. Morningstars, while there are several variations in definition, are essentially spiked maces in the game, and have been moved out of the flail category and grouped with maces. The proficiencies themselves get renamed to reflect these changes. Weapon descriptions also get updated (English only).

The second and third options are variants of using the old BG-style system of proficiencies. In BG, the weapons proficiencies were not as specialized (i.e. Large Swords covered bastard swords, two-handed swords, and long swords) and there were fewer categories. While mainly aimed at Tutu and BGT players to allow them to have a game experience closer to BG, these two options will work on a BG2 game. The two options only vary in allowing the weapon style proficiencies (i.e. Two-Handed Weapon Style, Single Weapon Style, etc.) to be included or not at the player's discretion. If you import your characters to another game without this component you will need to use Shadowkeeper to change their proficiencies to the standard BG2 set.

**Cast Spells from Scrolls (and Other Items) at Character Level**

Scrolls and a few other items allow your party to cast spells from the item. When cast in this fashion, the spell is cast as if the character using the item is at 10th level in terms of determining damages, durations, etc. This tweak will allow you to cast spells from items at your character's level, instead of the fixed value of 10. In the Baldur's Gate portion of the game, this will be a nerf of scrolls, whereas it will be more akin to a cheat in the Shadows of Amn and Throne of Bhaal portions of the game.

**Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression (Blucher, Weimer) - DEPRECATED**
This component has been deprecated. The THAC0 table changes are available in the new Un-Nerfed THAC0 Table component. Arcane spell progression changes are available in the Un-Nerfed Sorcerer Spell Progression Table, Alter Mage Spell Progression Table, and Alter Bard Spell Progression Table components and divine spell progression changes are available in the Alter Cleric Spell Progression Table and Alter Druid Spell and Level Progression Tables components. The saving throw changes are actually fixes and already included in the BG2 Fixpack and Baldurdash; the grandmastery changes have always been available as a separate component, True Grandmastery.

**Shopkeepers Have Limited Identification Ability**
This component makes the identification abilities of stores more in line with the shopkeepers' abilities. There are three ways to implement this, and players are given a choice:

- Only mages and bards can identify items. Any non-mage, non-bard shopkeeper can not identify items at all. Mages and bards can identify any item.
- Identification based on lore. Any shopkeeper can identify items up to their personal lore value, regardless of class. The shopkeepers are given a slight lore boost over normal characters to reflect their occupational experience with magical items. Items with exceptionally high lore may not be able to be identified at all by shopkeepers.
- Hybrid. Mage and bard shopkeepers can identify anything, and other shopkeepers have lore scores based on their character.

**Multi-Class Grandmastery (Weimer)**
This is for players who believe that AD&D's dual-class and multi-class system is inherently broken and that there is no conceptual reason for multi-class characters to be denied grandmastery. Multi-class characters can now put more than two pips in things. In effect, any multi-class character that could put two stars in anything can now put five stars in that thing.

**True Grandmastery (Schumacher, Weimer)**
This is the standard Baldurdash / TeamBG "un-nerfed" grandmastery patch. In IWD, BG and AD&D guidelines, going from four to five proficiency points in a weapon reduces THAC0 by one, adds one to damage rolls, and gives an extra attack per round to 5/2. In BG2, it only adds one to damage. Rather takes the "Grand" out of "Grandmastery" I think. Install this patch to restore Grandmastery to what it was.

**Change Magically Created Weapons to Zero Weight**
Nearly all magically created items in BG2 have zero weight, though there are a few exceptions. This component will change Melf's Minute Meteors, Jan's Flasher Master Bruiser Mates, weapons created by Enchanted Weapon, Shillelagh, and a few others to have zero weight. This component will affect items introduced by mods.

**Make +x/+y Weapons Consistent**
The engine does not handle weapons such as the Bastard Sword +1/+3 vs. Shapeshifters, Hammer +1/+4 vs. Giantkin, and Daystar +2/+4 vs. Evil Creatures consistently. In all but a few cases, the weapon uses the higher of the two bonuses as its enchantment level, which determines what the weapon can hit--for example, spell protections such as Mantle or creatures such as Kangaxx. This component will make all weapons of this nature use the higher of the two bonuses as their enchantment; i.e. Daystar will be treated as a +4 weapon. If the BG2 Fixpack is installed, this component will be skipped as this fix is already included in the Fixpack Core Fixes.

**Description Updates for Make +x/+y Weapons Consistent Component**
*Requires Make +x/+y Weapons Consistent*
This component will update the descriptions of items altered by the Make +x/+y Weapons Consistent component to reflect their adjusted enchantment level.

*Warning*: If another mod has altered one of the items, the descriptions added by this component may not be accurate as they are based on an unmodded game. This will not affect gameplay or the ability of the items, as the descriptions are purely cosmetic. This component will detect Ashes of Embers and adjust descriptions accordingly.

**Un-Nerfed THAC0 Table**
A spin-off of the deprecated Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression component, this allows the player to select the un-nerfed THAC0 table individually. THAC0 can now progress until it reaches zero instead of no longer improving once you hit level 20.

**Un-Nerfed Sorcerer Spell Progression Table**
This is the same table from the deprecated Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression component, now available individually. A comparison of the spell progression tables is available.

**Alter Mage Spell Progression Table**
This component offers two variants for mage spell progression. The first option is the same table from the deprecated Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression component and the second is the progression table from P&P, previously available in the P&P Spell Progression Tables component. A comparison of the spell progression tables is available.

**Alter Bard Spell Progression Table**
This component offers two variants for bard spell progression. The first option is the same table from the deprecated Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression component and the second is the progression table from P&P, previously available in the P&P Spell Progression Tables component. A comparison of the spell progression tables is available.

**Alter Cleric Spell Progression Table**
This component offers two variants for cleric spell progression. The first option is the same table from the deprecated Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression component and the second is the progression table from P&P, previously available in the P&P Spell Progression Tables component. A comparison of the spell progression tables is available.

**Alter Druid Spell and Level Progression Tables**
This component is actually the combination and streamlining of three different components: P&P Spell Progression Tables;, Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression; and Druids Use Cleric Level and Spell Progression. These are now combined and made more granular so that the player can select exactly which level and spell progression tables they wish to use. A

comparison of the spell progression tables is available.

**Triple-Class HLA Tables**
*BG2, BGT only; Requires Throne of Bhaal*
*Requires Change Experience Point Cap - Remove completely*
This component will max out the HLA tables for fighter-mage-thieves and fighter-mage-clerics. Throne of Bhaal originally used the fighter-thief table for fighter-mage-thieves and the fighter-cleric table for fighter-mage-clerics. Both the BG2 Fixpack and Baldurdash alter this so that the triple-classes have unique tables and add the three Extra 6/7/8 Level Spell HLAs from the mage tables. This component adds even more mage HLAs to the tables, at the expense of other HLAs from the other two classes. Fighter-mage-clerics lose access to Deathblow, Greater Deathblow, and War Cry and gain access to Improved Alacrity, Dragon's Breath, Summon (Dark) Planetar, and Comet. Fighter-mage-thieves lose access to Deathblow, Greater Deathblow, War Cry, Alchemy, and Scribe Scrolls and gain access to Energy Blades, Improved Alacrity, Dragon's Breath, Summon (Dark) Planetar, and Comet. Since triple-classes require 9 million XP to reach a level where they can use 9th level mage spells, this component requires removal of the experience point cap. This component will overwrite the HLA tables for the two triple-classes.

**Add Save Penalties for Spells Cast by High-Level Casters (BETA)**
By request, this component will adjust spells to have save penalties when cast by high-level casters. For every five levels over the minimum level required to learn a spell, a -1 to saves will be imposed.

For example, Hold Person is a second level cleric spell, and can be learned when a character hits level three. When the character hits level eight, the spell now has a -1 penalty to the victim's saving throw. At level 13 it's -2; at 18 it's -3, etc. all the way out to -9 at level 48. The penalties are extended out to level 50 in case players are playing an XP cap-free game or with one of the various level-50 rule sets.

The penalties will work against you for spells from enemies, but I expect this component will, in general, probably make the game a lot easier. You'll have the choice to add these penalties to divine spells, arcane spells, or both.

NOTE: This component has been flagged as beta. There have been sporadic reports of crashes with this component installed, but I have not yet been able to replicate and solve these issues. If you should encounter issues with this component, please file a bug report at the mod's forum--I really, really want to get this nailed down and fixed.

**Trap Cap Removal (Ardanis/GeN1e)**
Courtesy of Ardanis/GeN1e, this component will allow you to bypass the hardcoded limit of seven active traps.

**Remove Delay for Magical Traps (Ardanis/GeN1e)**
Also from Ardanis/GeN1e, this component will remove the triggering delay for skull trap, glyph of warding, and delayed blast fireball. This should make them more effective during fights.

**Remove Summoning Cap**
*Requires an Enhanced Edition game*
This component will remove the artificial limit of six summoned creatures from the game.

**Remove Summoning Cap for Celestials (Ardanis/GeN1e)**
*BG2, BGT only; Requires Throne of Bhaal*
Courtesy of Ardanis/GeN1e, this component will allow you to bypass the hardcoded limit of one active celestial (planetar or deva).

**Alter Multiclass Restrictions**
*Requires an Enhanced Edition game*
This component has three options for changing who can multi-class, though it remains limited by valid multiclass combos in the game. Valid combos are: fighter/mage, fighter/cleric, fighter/thief, fighter/mage/thief, mage/thief, cleric/mage, cleric/thief, fighter/druid, fighter/mage/cleric, and cleric/ranger.

- *Allow humans to multiclass:* This option allows humans to become multiclass characters in any of the allowed combinations.
- *Allow non-humans acces to all multiclass combinations:* This will allow any non-human class access to any of the valid combinations; e.g. dwarves can now be fighter/mages or half-orc fighter-druids.
- *Allow both:* All races have access to every valid multiclass combination.

In some cases (and especially without the **Remove Racial Restrictions for Single Classes** component) the entries for the multi-class combos may be missing words. You can select these entries and the text and description will remain correct, and it will work in game.

One other restriction is that any mage multiclass for gnomes will be replaced with illusionist, so a gnome will be fighter/illusionist/thief instead of a fighter/mage/thief.

**Remove Racial Restrictions for Single Classes**
*Requires an Enhanced Edition game*
This component will remove the racial restrictions for all single classes, allowing for halfling paladins and half-orc mages. This component will also change the maximum charisma for dwarves to 17, allowing them to be paladins.

*Please note:* the game will freeze during the ability score part of character creation if it reaches a point where a class or kit requires a minimum score in an ability that, due to racial limitations, can't be reached. The only potetnial instance of this in the unmodded game is the charisma requirement for dwarven paladins (which this component addresses) but it can not account for modded kits or requirements.

**Alter Dual-class Restrictions**
*Requires an Enhanced Edition game*
This component allows the player to change how the game handles dual- and multiclassing:

- *Humans can no longer dual-class:* This simply removes the ability of humans to dual-class.
- *Allow non-humans to dual-class:* This option will allow non-humans to option to dual-class. The actual requirements for dual-classing (stat requirements and the like) remain in place.
- *Change both:* This option disallows human dual-classes while allowing non-human dual-classing. In short, the opposite of how the game normally works.

**Remove Racial Restrictions for Kits**
*Requires an Enhanced Edition game*

This component will remove the racial restrictions for all kits though it will not remove the class restrictions (see the previous component). For example, if your selected race can not be a paladin, then the paladin kits remain unavailable. One hardcoded limitation remains--gnome mages must be illusionists.

*Please note:* the game will freeze during the ability score part of character creation if it reaches a point where a class or kit requires a minimum score in an ability that, due to racial limitations, can't be reached. The only potetnial instance of this in the unmodded game is the charisma requirement for dwarven paladins (which this component addresses) but it can not account for modded kits or requirements.

## ■ CONVENIENCE TWEAKS AND/OR CHEATS

These components seek to remove annoying aspects of the game or to make it easier.

### Higher HP on Level Up
This component provides the player with a choice of two options that will increase average HPs when characters level up.

- Maximum. This option will ensure that the dice roll will always be the highest available.
- NWN-style. This option will ensure that the range of possible HPs gained will always be in the higher half of the range, i.e. results will always be 4-6 on 1d6, 5-8 for 1d8, etc.

*Be warned: without an Enhanced Edition game or TobEx, barbarian characters will interact badly with this component* due to their hardcoded nature. The Maximum option will not affect them, and the NWN-Style will cause them to roll 5d12 for their hit points.

### Maximum HP Creatures (the bigg)
This component, based on code from the bigg, will alter creatures to have their theoretical maximum hit points. Creatures will get either a hit point total based on maximum hit dice rolls appropriate to their level, or their current hit point total--whichever is higher. The user has three choices with this component:

- All creatures
- Joinable NPCs only (cheating version of this component)
- Non-Joinable NPCs only (difficulty increasing version of this component)

### Identify All Items
Annoyed with having to identify items all the time? Now you don't have to. This component will affect *all* items in the game, including items introduced by mods, save one: an item from Shadows of Soubar will remain unidentified, as a quest revolves around it being unidentified.

### Easy Spell Learning
*Previously known as 100% Learn Spells*
This component makes it easier for arcane spellcasters to scribe scrolls to their spellbook. The player has a choice between two implementations:

- 100% Learn Spells. Scribing scrolls is always successful.
- 100% Learn Spells and unlimited spells per level. In addition to the above, this implementation removes the limits on the maximum number of spells learned per level.

### Bottomless Bags of Holding
This component will alter every bag of holding to have unlimited capacity. Scroll cases, ammo belts, gem bags and the regular bags of holding will be changed. This component will not affect what you can place in the bags, just the capacity. This component will affect *all* items in the game, including items introduced by mods. Please note that every time a script checks for an item, it'll have to parse everything you're carrying, so keep this in mind if you begin to experience slowdowns when carrying a lot of items. .

### Remove Fatigue from Restoration Spells
This component removes the fatigue that occurs when a character casts a Lesser or Greater Restoration spell.

### Shut Up "You Must Gather Your Party ..." (Weimer)
Disables the sound file played when you try to move less than a full party into or out of a party-required area.

### Change Effect of Reputation on Store Prices
*Previously Known As Low Reputation Store Discount (Sabre, Richardson, Weimer)*
This component has been broadened into a general alteration of how reputation affects store prices. The original variant, Low Reputation Store Discount, is unchanged: reputation values of 8-13 result in no discounts; items are sold at their original prices. Every point lower or higher then 8 or 13, respectively, gives the party a 5% discount. This reaches a maximum of 35% -- meaning that the party will only pay 65% of the item's original price -- at reputation values of 1 and 20.

Three new variants, courtesy of Luiz, remove the effect of reputation on storekeepers outright. The resulting prices can be set to 60%, 80%, or 100% of their listed values in general, but note that storekeepers will retain their original markups and buy discounts.

### Unlimited Ammo Stacks
This tweak will adjust the maximum number of ammo--bullets, arrows, bolts, darts, throwing axes and throwing daggers--in a stack to 9,999. This component will affect *all* items in the game, including items introduced by mods.

### Unlimited Jewelry and Gem Stacks
This tweak will adjust the maximum number of gems and jewelry in a stack to 9,999. This component will *not* affect magical rings or amulets. Bandit scalps and winter wolf pelts will also be affected by this component. This component will affect *all* items in the game, including items introduced by mods.

### Unlimited Potion Stacks
This tweak will adjust the maximum number of potions in a stack to 9,999. This component will affect *all* items in the game, including items introduced by mods.

### Unlimited Scroll Stacks
This tweak will adjust the maximum number of scrolls in a stack to 9,999. This component will affect *all* items in the game, including items introduced by mods.

**Happy Patch**
This provides many options for party unity. First, the player can control party complaints through one of three options:

- NPCs never get angry about reputation
- NPCs get angry, but never leave
- NPCs remain neutral, never getting happy or angry

Please note that installing Virtue with this component will essentially nullify it. Virtue changes reputation checks to check Virtue instead, so this component will be changed to prevent your party members leaving due to Virtue--but the kicker is that they'll now leave due to reputation.

**NPCs Don't Fight**
At certain points, stock BG/BG2 characters will get fed up with another and start fights, only ending when one or more of them are dead. This component will simply prevent the fights from starting.

**Prevent Aerie-Haer'Dalis Romance**
*BG2, BGT only*
This component will prevent the Aerie-Haer'Dalis romance from starting.

**Neutral Characters Make Happy Comments at Mid-Range Reputation (Luiz)**
Every joinable NPC has lines they say when they're happy, ambivalent, or upset about the party's reputation. In the original tables, neutral characters would never be happy--even at mid-range reputation values, they would remain ambivalent. This component alters the reputation table so that they are now happy at middle of the road values, so you can now hear lines from neutral NPCs which were previously not available. This component is completely compatible with any variant of the Happy Patch.

Please note that installing Virtue with this component will essentially nullify it.

**No Traps or Locks (Weimer)**
All floor traps that can be disarmed are removed from the game. All door and container traps are removed from the game. All locked doors and containers have their lockpick difficulty set to 0 (they can be bashed open by anyone in one blow). All hidden doors have their detect difficulty set to 0 (anyone will detect them by standing around long enough). "Special" traps remain. Note that since the traps are gone entirely you cannot get XP by disarming them. Note also that some doors that you "should not be able to open early" can now be bashed open early--don't do that if it will annoy you.

**Faster Chapter 1&2 Cut-Scenes & Dreams (Karzak, Blucher, aVENGER, Weimer)**
*BG2 only*
If you're replaying the game for the Nth time, this component saves precious minutes. In general this skips or shortens cut-scenes and dream sequences. You can also speed up your first encounter with Gaelan Bayle by saying (3) "Yes, show me to your home." and then (5) "Very well, I'll be back with the money."

There are two options for this component: the original cutscenes from the Ease of Use mod, and a non-silly version. The originals featured lines which really broke the fourth wall, such as the PC using lines from Neeber and Irenicus and Imoen leaving happily together after the party escaped to the Promenade.

**Invisible Cloak of Mirroring / Spell Trap and Physical Mirror (Weimer)**
*BG2, BGT only*
This turns off that huge glowing white wiffle ball animation for the ToB Cloak of Mirroring and the Spell Trap spell as well as the glowing disc for physical mirror effects (e.g. Balduran's Shield, Shield of Reflection).

**Keep Drizzt's Loot, Disable Malchor Harpell (Weimer)**
*BG2, BGT only*
If you kill Drizzt and take his stuff, Malchor Harpell appears and takes it back. This would make more sense in BG where his loot was actually powerful. By that point in SoA, Drizzt's loot is mostly worthless and Malchor feels heavy-handed and out of place.

**No Drow Avatars on Party In Underdark (Weimer)**
*BG2, BGT only*
Adalon the Silver Dragon normally changes the party to look like drow cosmetically. Unfortunately, the game engine has a number of bugs related to this that cause the PCs to "stutter" and "stop walking" and whatnot (especially if they have regeneration items). This disables the cosmetic drow avatar bit only: the plot remains unchanged.

**Romance Cheats (Sabre, Richardson, Weimer)**
*BG2, BGT only*
This component allows greater flexibility with the original BioWare romances. Please note that the multi-romance option may cause stuttering when used in conjunction with a third-party mod romance. The player can choose five parameters:

- No gender requirements (i.e. Aerie romances females)
- No racial requirements (i.e. Anomen will romance a half-orc)
- Multiple romances
- Nothing kills romance (requires multiple romances)
- Start romances for new games in ToB

These should provide 24 different variants of the romance options (12 for non-ToB games). The 'Start romances for new games in ToB' option is based, in part, upon the NPC Flirt Pack's version of same (and used with permission), but will also work in conjunction with the removal of gender and racial requirements and multiple romances. If all you're looking for is to start romances for new ToB games, use the Flirt Pack instead, as they provide a much more expansive treatment.

**Rest Anywhere (Japheth, Weimer)**
This component allows you to rest in any area. Inns and outdoor campsites are no longer required.

**Sellable Items (Icelus)**
*Previously known as Sellable Staffs, Clubs, and Slings*
Originally, this component made previously unsellable staves, clubs, and slings sellable for a single gold piece as well as restoring the Root of the Problem club to its original selling price from BG. It's been expanded to include other unsellable items, as well as introducing a store tweak: stores which buy arrows now buy bolts as well. The store changes will have little effect in BG2, but in Tutu games there are no stores that buy

bolts.

**Minimum Stats Cheat**
This component will let you set a universal minimum stat for all classes and kits. Minimum stats are a drawback in P&P, but in BG2 it just makes your stats move upward to always meet the minimum--essentially an unnatural boost to your dice rolls at character creation. This component will allow you to select a minimum stat value between 6 and 15. Note that at higher minimums, your flexibility in re-distributing the points can become more and more limited. Play around with the range to find a minimum that works for you.

**Sensible Entrance Points**
This component modifies a number of areas with suboptimal entrance points, e.g. when entering Beregost from the east in a BGT/Tutu/BGEE game the player will now enter closer to the Thunderhammer Smithy. For now most of the changes are on the BG side--the aforementioned Beregost change as well as changes to the zombie farm, farm north of FAI, shipwreck and lighthouse areas. One big change for BG2 content is a flipped interior map of the Noble Order of the Radiant Heart.

## ▌ JOINABLE NPC TWEAKS

Components in this category directly affect joinable NPCs.

**Adjust Evil Joinable NPC Reactions**
*Tutu, BGT, BGEE Only*
In Baldur's Gate, most NPCs use reaction rolls to determine their dialogue with the PC. Reactions rolls are d20 plus adjustments for charisma and party reputation. The problem is that the PC can get low rolls and evil joinable NPCs may refuse to join the party as a result--for evil NPCs this doesn't make a lot of sense, as a low-reputation party is probably what they would prefer. This component adjusts the reaction rolls of evil-aligned joinable NPCs to be more favorable. This doesn't mean that Viconia still won't leave without joining, but it makes it less likely.

**Improved Fate Spirit Summoning**
*BG2, BGT only; Requires Throne of Bhaal*
This component aims to make the Fate Spirit summoning a bit more consistent within the game world. An extra condition is added for summoning NPCs from the Fate Spirit in the pocket plane: you must have met them sometime in your travels in the Shadows of Amn portion of the game. If you never meet Mazzy, for example, you will not have the option to summon her. Like the existing Yoshimo option, the Fate Spirit will now comment appropriately if an NPC is dead and beyond its reach. This component will not affect games started in Throne of Bhaal, only games where you are continuing from the end of Shadows of Amn.

**ToB-Style NPCs**
This component will alter all joinable NPCs to join in the same fashion as Throne of Bhaal, where NPCs immediately level-up upon joining, with a caveat: all creature files are moved down to their lowest experience version, so if you pick up an NPC early enough they will not level upon joining. However, later in the game they will, allowing you to select weapon proficiencies, thieving points, and other goodies from the level-up process.

**Consistent Stats: Edwin**
A number of joinable NPCs that are in Baldur's Gate and Baldur's Gate II have slightly different stats in both games. This component allows the player to use either the BG or BG2 stats for Edwin for a consistent experience. The changes will only show up in your game if you have not met Edwin yet.

- Use BG stats - gives Edwin 9 Strength and 9 Wisdom, as he has in BG
- Use BG2 stats - gives Edwin 10 Strength and 10 Wisdom, as he has in BG2

**Consistent Stats: Jaheira**
A number of joinable NPCs that are in Baldur's Gate and Baldur's Gate II have slightly different stats in both games. This component allows the player to use either the BG or BG2 stats for Jaheira for a consistent experience. The changes will only show up in your game if you have not met Jaheira yet.

- Use BG stats - gives Jaheira 14 Dexterity, as she has in BG
- Use BG2 stats - gives Jaheira 17 Dexterity, as she has in BG2

**Change Jaheira to Neutral Good Alignment**
A player request, this component brings Jaheira's alignment to Neutral Good to better reflect her actions and attitude ingame. The changes will only show up in your game if you have not met Jaheira yet.

**Consistent Stats: Minsc**
A number of joinable NPCs that are in Baldur's Gate and Baldur's Gate II have slightly different stats in both games. This component allows the player to use either the BG or BG2 stats for Minsc for a consistent experience. The changes will only show up in your game if you have not met Minsc yet.

- Use BG stats - gives Minsc 15 Dexterity and 15 Constitution, as he has in BG
- Use BG2 stats - gives Minsc 16 Dexterity and 16 Constitution, as he has in BG2

**Consistent Stats: Viconia**
A number of joinable NPCs that are in Baldur's Gate and Baldur's Gate II have slightly different stats in both games. This component allows the player to use either the BG or BG2 stats for Viconia for a consistent experience. The changes will only show up in your game if you have not met Viconia yet.

- Use BG stats - gives Viconia 15 Wisdom, as she has in BG
- Use BG2 stats - gives Viconia 18 Wisdom, as she has in BG2

**Make Khalid a Fighter-Mage (Domi)**
*Tutu, BGT, BGEE Only*
This component will change Khalid into a multi-classed fighter-mage, and includes a short dialogue. The changes will only show up in your game if you have not met Khalid yet.

Note that the Level 1 NPCs mod can also do this, and probably in a much slicker fashion. At the time of this release, it's currently in beta.

**Make Montaron an Assassin (Andyr)**
*Tutu, BGT, BGEE Only*
This component changes Montaron into an Assassin. The changes will only show up in your game if you have not met Montaron yet.

Note that the Level 1 NPCs mod can also do this, and probably in a much slicker fashion. At the time of this release, it's currently in beta.

**Change Korgan to Neutral Evil Alignment**
*BG2, BGT Only*
A player request, this component alters Korgan's alignment to Neutral Evil to better reflect his actions and attitude ingame. The changes will only show up in your game if you have not met Korgan yet.

**Give Kagain A Legal Constitution Score of 19**
*Tutu, BGT, BGEE Only*
Just as the title implies, this component will lower Kagain's constitution from his current value of 20 to the dwarven maximum of 19. The changes will only show up in your game if you have not met Kagain yet.

## CONTACT INFORMATION

CamDawg and Idobek created this mod. You can find out more about the BG2 Tweak Pack by visiting the Tweak Packs forum or the project page. Visit the Gibberlings Three Forums for information on this and any other Gibberlings Three mods on which we may be working.

Many of these components were either contributed by others and we'd like to thank them: Andyr, Anomaly, Ardanis/GeN1e, aVENGER, the bigg, Blucher, Davide Carte, Domi, Kevin Dorner, Galactygon, icelus, japheth, jcompton, Luiz, Karzak, FredSRichardson, Miloch, Sabre, Salk, Schumacher, Wes Weimer, and Wendy Yung. I'd like to highlight Wes especially, for his permission to incorporate Ease of Use into this mod.

## THANKS AND ACKNOWLEDGEMENTS

First, a big thanks to the wonderful community at The Gibberlings Three. Many of the ideas leading to various components were suggested and/or improved by community involvement, and we hope to continue this collaboration.

Big thanks to Wes Weimer, who gave us permission to incorporate Ease of Use. Ease of Use has many authors and contributors, and I have endeavored to credit them appropriately--if we've overlooked someone or mis-credited their work, please let us know. In addition to Wes, Gebhard Blucher, Kevin Dorner (Baldurdash), jcompton, Schumacher, Kalthorine Ut Wistan, Karzak, Fred S. Richardson, and Sabre contributed to the old Ease of Use pack; translators for EoU were Antonio Favata, Thot, Bhasbuto of Clan DLAN, and Marco Ivezic.

Andyr was also kind enough to provide the Icewind Dale spell casting graphics and the Make Montaron an Assassin component. Thanks to the bigg, who provided the coding for the Maximum HP For Non-Party-Joinable Creatures (now Maximum HP Creatures) component. Thanks to icelus who provided code for Sellable Staffs, Clubs, and Slings (now Sellable Items). Thanks to Galactygon for the code for the Change Avatar When Wearing Robes or Armor component. Thanks to Domi for the Make Khalid a Fighter-Mage component. Thanks for Luiz for donating his Neutral Characters Make Happy Comments at Mid-Range Reputation and Change Effect of Reputation on Store Prices components. Thanks to Salk and Anomaly for variants of the Happy Patch. Thanks to Ardanis/GeN1e for the Trap Cap Removal, Remove Delay for Magical Traps, and Remove Summoning Cap for Celestials components. Thanks to jcompton for letting me scavenge the dialogue coding of NPC Flirt Pack for the Romance Cheats component.

Versions 7-10 owe a lot to the community who picked it up and made several updates: DavidW, Mike1072, berelinde, Wisp, and aVENGER.

Thanks to the folks at G3 who contributed ideas for the various components. Thank you as well to our translators:

- **Chinese**: Miranda
- **Czech**: Razfallow, Vlasák
- **French**: Elgaern the Dragon Slayer, elminster, Isaya, Anomaly
- **German**: Caswallon, jester, Leonardo Watson
- **Italian**: Marco Ivezic, Andrea C.
- **Korean**: web2air
- **Polish**: Artanis, dragionian, Evendur, Grjgori, Neminus, yarpen
- **Russian**: aerie.ru, Creepin, Domi, Kulyok, Serdrick, prowler
- **Spanish**: Bhasbuto and Clan DLAN provided the original Ease of Use translation, the rest (G3 Tweaks, Tutu Tweaks and the combined BG2 Tweaks) is from Immortality and Clan DLAN with some lines from Januszka. Revised text by Ghildrean.

**Tools Used in Creation**
WeiDU by Wes Weimer and the bigg
Near Infinity by Jon Olav Hauglid
ConTEXT Text Editor by Eden Kirin
WeiDU ConTEXT Highlighters by Idobek, updated by cmorgan
IESDP maintained by igi
DLTCEP by Avenger
BAM Workshop by Glenn Flansburg

## CREDITS AND COPYRIGHT INFORMATION

The modding community for the Infinity Engine has been going strong for more than 10 years now, and is the culmination of thousands of unpaid modding hours by fellow fans of the game. Modders produce their best work and players get the best, well-supported mods when we all work together.

There are two big ways to upset this harmony. One is to claim someone else's work as your own. The second is to host and redistribute a mod without permission from the author(s).

Be kind to your fellow players and modders. Don't do either.

## VERSION HISTORY

**Version 16 - October 13, 2014**

- Fixed a bug where Disable Portrait Icons Added by Equipped Items or Remove Fatigue from Restoration Spells would not work in 1% of circumstances
- Fixed a bug that prevented Remove Delay for Magical Traps (Ardanis/GeN1e) from installing
- Remove Racial Restrictions for Single Classes will now change the maximum charisma for dwarves to 17, allowing them to become paladins and preventing a freeze during character creation
- Reveal Wilderness Areas Before Chapter Six was not taking advantage of the fixed worldmap for BGIIEE games
- Modernized install for Sensible Entrance Points, specifically the tileset unpack for the changed NORH
- Added Jerrod's Mace to the Make +x/+y Weapons Consistent
- Removed internal debug code from Change Magically Created Weapons to Zero Weight
- Do Not Reveal City Maps missed a couple of area reveals via cutscene, notably Waukeen's Promenade being revealed during the Irenicus/Cowled Wizard cutscene

**Version 15 - September 21, 2014**

- Fixed bug with components that added strings for non-English installs on Enhanced Editions. New macros were coded and employed for components which update item descriptions (e.g. Allow Stealth and Thieving Abilities in Heavy Armor per P&P).
- Finally got Alter Weapon Proficiency System: Rebalanced Weapon Proficiencies to finally stop flubbing on replacing the ninja-to text. I think.
- NPCs Don't Fight already covered the new Enhanced Edition NPCs for BGEE; now it also does so for BGIIEE
- Romance Cheats was simplified and expanded to cover the Enhanced Edition NPCs
- Improved Fate Spirit Summoning also updated to cover the Enhanced Edition NPCs
- Added Give Cespenar Cromwell's Recipes, Remove Summoning Cap, and Do Not Reveal City Maps components
- Neutral Characters Make Happy Comments at Mid-Range Reputation now better accounts for the happiness setup in Enhanced Edition games
- Armor list used for various components now accounts for IWD armor for IWD-in-BG2 or IWDEE games
- Fully deprecated the Description Updates for Universal Clubs Component
- Higher HP on Level Up should be a little faster, as it'll no longer try to patch tables already patched
- Updated the Change Experience Point Cap - Remove Completely option to account for yet more tables softcoded by the Enhanced Engine series
- Change Magically Created Weapons to Zero Weight will now work on a dynamic search for magically-created items, instead of a fixed list. Since this now potentially reaches a broader list than the BG2 Fixpack, the Fixpack will no longer preclude this being installed.
- Unlimited Ammo Stacks will now cover spears, for mods which add them
- Added screening for components to detect upcoming IWDEE release and show/hide components as appropriate
- Exotic Item Pack now updates the proficiencies for creatures who have their weapons changed; on BGEE Krumm's magical club will be moved nearby instead of being overwritten
- ToB-Style NPCs will now try to detect NPCs on the fly instead of working from a fixed list, in theory providing better coverage for current and future mod NPCs
- All components restrictions have been updated with an eye towards the imminent IWDEE release. Explicit changes to the components themselves were made for Improved Multi-Player Kick-out Dialogues (Weimer)
- Two-Handed Axes will now adjust the contents of IWD Item Upgrade to account for the two-handed alternates on IWD-in-BG2 games

**Version 14 - September 30, 2013**

- All items added (Exotic Items, Bags of Holding components) now have item description images on EE games
- Fixed bug with the Two-Handed Bastard Swords, Two-Handed Katanas, Two-Handed Axes, and Wear Multiple Protection Items: P&P Style components where items available in stores were being sold for 1 gp
- Added new components for EE games: Remove Summoning Cap for Regular Summons, Remove Racial Restrictions for Classes, Remove Racial Restrictions for Kits, and Alter Dual/Multiclass Restrictions
- Sensible Entrance Points will no longer crash on some BG2 games
- Higher HP on Level Up will now account for custom HP tables on EE or TobEx-enabled games
- Updated armor lists for new BG2EE armor; also added sanity checks for any component that uses them as 1PP and Ashes of Embers both add items named BAND01-04, only one set of which is armor.
- Updated to WeiDU v232 for native installation on EE games
- Predicate structures that allow/disallow components were standardized

**Version 13 - July 21, 2013**

- Unlimited Jewelry and Gem Stacks was not installing on BGT/Tutu/BGEE games due to a typo
- Sensible Entrance Points will now detect Romantic Encounters and Ajantis BG2 and adjust them accordingly for the new NORH map
- Updated French translation thanks to Isaya

**Version 12 - July 19, 2013**

- Added two new components: Two-Handed Axes and Sensible Entrance Points
- Unlimited Jewelry and Gem Stacks now alters the Nashkel shopkeep to take the Winter Wolf pelts one at a time instead of the whole stack (only applies to Tutu/BGT/BGEE games)
- Shapeshifter Rebalancing will now add the new druid-available spells to joinable NPC spellbooks, precluding the wait for a level-up for them to become available
- Alter Weapon Proficiency System: Rebalanced Weapon Proficiencies should now be a lot more dynamic and (hopefully) work in other languages. This should also solve the bug of ninja-tos not getting their descriptions updated on BGEE.
- Fixed a bug where two High Watcher Oisigs could spawn in the Multiple Strongholds: No Restrictions component
- Various components now better account for new BGEE 2da files
- Cespenar and Cromwell now account for the alternate items in the various two-handed weapon components and the P&P protection items
- Exotic Item Component now adds Power Word: Sleep again

**Version 11 - December 10, 2012**

- Reputation Resets at Beginning of BG2 will now be suppressed if the same component from BGT Tweaks is installed
- Two-Handed Bastard Swords and Two-Handed Katanas were using a blank icon for the ability to change into two-handed swords
- Two-Handed Bastard Swords and Two-Handed Katanas will now set appropriate tooltips for their items
- Allow Arcane Spellcasting in Armor was causing 100% miscast on all items due to a typo
- Alter Weapon Proficiency System had a couple of bugs. The Rebalanced option was not updating item descriptions for scimitars, wakizashis, and ninja-tos while the two BG options would not install due to a removed library
- Unlimited Jewelry and Gem Stacks was not installing due to a really dumb typo
- Make Khalid a Fighter-Mage really should work for BGT and BGEE games. Really this time. Honest.
- Tsu-O-Shi no longer has a double unusable block in its description in BGEE
- Breakable Nonmagical Armor, Helms, and Shields now works on BGEE
- Ioun stones from the Exotic Item Pack will no longer protect from critical hits if the relevant TobEx component is installed
- Updated Russian translation (thanks prowler)

**Version 10 - November 28, 2012**

- Compatibility updates to work with BGEE
- A lot of code was streamlined with lessons learned from IWD Tweaks, a new function library, and new WeiDU functions
- Altered the greater werewolf item in Shapeshifter Rebalancing to close an HP exploit
- Compatibility updates:
  - For compatibility, the Multiple Strongholds variants no longer prevent the stronghold variable from being set
  - Avatar Morphing Script and Change Avatar When Wearing Robes or Armor (Galactygon) no longer install if Smart Avatar & Armour Switching from One Pixel Productions is installed
  - Faster Chapter 1&2 Cut-Scenes & Dreams is now skipped if BGT or Imoen Romance are installed due to compatibility problems
  - A copy of the Book of Infinite Spells created by BG2 Fixpack was not being patched by Sellable Items
  - Triple-Class HLA Tables component was relying on the presence of Fixpack code, and is now independent
  - The Higher HP on Level Up component will now check for and work with the barbarian HP table added by TobEx
  - Remove Helmet Animations will no longer conflict with the wing animation from One Pixel Productions
- Went through and purged tra files of old and deprecated strings
- The armor list used by the Allow Stealth and Thieving Abilities in Heavy Armor per P&P and Arcane Spellcasting in Armor components was rebuilt with a lot of help from a new tool and the community. It's now used by Icon Improvements as well to determine ground icons
- Two-Handed Bastard Swords, Two-Handed Katanas were recoded to generate their patch list on the fly.
- Allow Stealth and Thieving Abilities in Heavy Armor per P&P was recoded with lessons learned from IWD Tweaks; namely unarmored bonuses are now granted.
- Wear Multiple Protection Items now generates its patch list on the fly
- Higher HP on Level Up is a little more robust, a little more compact
- Add Save Penalties for Spells Cast by High-Level Casters (BETA) now uses the updated version from IWD Tweaks and no longer patches spells w/o saves.
- Allow Stealth and Thieving Abilities in Heavy Armor per P&P and the Change Experience Point Cap: Remove Completely components now extend the bard pickpocket tables and ranger stealth abilities to eventually cap at 200, instead of their current 99
- BG walking speeds was missing Aerie since she starts as an ogre (this really should pick up polymorphs/avatar changes, but no one uses this component anyway)
- Added the Fix Boo's Squeak component, something I've been meaning to do *forever*
- Avatar Morphing Script no longer leaves an unnecessary script in the override
- Fixed pink highlight outline for elven chain in Icon Improvements
- Hakt and Maneira had ranged weapons equipped, so Exotic Items now swaps their melee weapon instead of making them dual-wielders
- Added winter wolf pelts to Gem/Jewelry stacking
- Fixed some misindexed creature files in the Improved Athkatlan City Guard that could cause compatibility problems
- The Add Bags of Holding component was adding an ammo belt to the wrong store, which was not actually used in game
- Make Khalid a Fighter-Mage was not installing correctly for Tutu games
- Allow Cromwell to Upgrade Watcher's Keep Items had a couple of bad branches in his dialogue that are fixed
- Some of the descriptions in Description Updates for Make +x/+y Weapons Consistent Component were using THACO instead of THAC0 in their descriptions
- Unlimited stacking components are now capped at 999, which should still be more then enough

**Version 9 - May 1, 2010**

- New scrolls were being inserted into the wrong place in the Exotic Items Pack due to a typo
- The patch that prevented NPCs from fighting and the patch that prevented the romance between Aerie and Haer'Dalis from beginning are now separate components. They are no longer part of the Happy Patch.

**Version 8 - September 18, 2009**

- Updated German, Italian, and Spanish translations
- The following components now patch item descriptions: Universal Clubs, Wear Multiple Protection Items (P&P Restrictions), Two-Handed Bastard Swords, and Two-Handed Katanas

- Bottomless bags now have bottoms, stops items from falling out
- The Triple-Class HLA Tables component now patches the appropriate files instead of overwriting them for greater compatibility with other mods
- The components Make Khalid a Fighter-Mage and Make Montaron an Assassin now take the BG-Style Weapon Proficiencies component into account
- The Weapon Styles for All component now also affects mod-added kits
- Modified Improved Multi-Player Kick-out Dialogues component so it's no longer possible to tell the NPCs from Obe's warehouse in Candlekeep to wait at the Friendly Arm Inn
- Corrected typo in Improved Multi-Player Kick-out Dialogues component: Friendly Arm Inn, not Friendly Arms Inn
- Updated the classification of four mod armors for the Allow Arcane Spellcasting in Armor and Allow Stealth and Thieving Abilities in Heavy Armor per P&P components
- Fixed bugs in the Alter Druid Spell and Level Progression Tables component where the wrong tables were being installed
- Fixed a bug in the BG-Style Weapon Proficiencies component that sometimes caused wild mage proficiencies to be messed up
- Fixed a bug in the Maximum HP Creatures component relating to the Empathic Manifestation
- Added checks to prevent an installation failing if a file has been ALLOW_MISSINGed by another mod
- Updated to WeiDU v211

**Version 7 - February 20, 2009**

- Updated Italian translation

**Version 6 - December 16, 2007**

- Added Chinese translation; thanks Miranda!
- Fixed a bug with the Change Experience Point Cap: Remove Completely component to behave more sensibly for bards, clerics, monks, and thieves. These characters had an unnaturally large jump in XP needed to go from level 39 to 40 (the old default level cap) and this was being propagated through the XP tables out to level 50.
- Fixed a bug with Make Montaron an Assassin (Andyr) component; the highest level version of Montaron was flagged a player-created character
- Fixed a bug with the Improved Fate Spirit Summoning component that was preventing players in new ToB games from summoning any characters at all
- Fixed a bug with Allow Cromwell to Upgrade Watcher's Keep Items component; specifically there were errors when trying to upgrade the White Dragon Scales, Quiver of Plenty +1, and the Thieves' Hood
- Fixed a long-standing game bug that interfered with Anomen's romance and quests. Essentially, non-romanceable females could never start Anomen's family and knighthood quests, and the Romance Cheats: No gender requirements component was essentially extending this bug to males. This is now fixed by Tweaks, and the relevant fix has also been passed along to the BG2 Fixpack
- Fixed bug where potions in the Gems and Potions Require Identification component would sometimes use gem descriptions
- Fixed rare bug that could occur if you tried to install the Expanded Dual-Class Options component with the Refinements mod present in the BG2 folder but without the Refinements HLA component installed
- Added compatibility code for the Alter Weapon Proficiency System: Rebalanced component to work nicely with Maurolava's Samurai Kit
- Triple-Class HLA Tables requires the Change Experience Point Cap: Remove Completely component installed, but was giving a nonsensical message if this requirement was not met
- Fixed three bugs with Sellable Items: it would fail if older, BG-style store files were present (used by the Grey Clan and Secret of Bone Hill mods) or if installed without Throne of Bhaal. Also corrected the name of the component displayed during install
- ToB-Style NPCs would not affect Khalid or Montaron if the Make Khalid a Fighter-Mage or Make Montaron an Assassin components were installed after it. The dependency has been removed and these components can be installed in any order
- Corrected contact email address displayed if the mod fails to install
- Clarified various points in the readme; specifically balance concerns for Shapeshifter Rebalancing, the revised level cap for the Change Experience Point Cap: Remove Completely component, possible Happy Patch and Neutral Characters Make Happy Comments at Mid-Range Reputation conflicts with Virtue, and the possible use of Level 1 NPCs instead of the Make Khalid a Fighter-Mage or Make Montaron an Assassin components. Also flagged the Add Save Penalties for Spells Cast by High-Level Casters component as beta, as I still haven't been able to replicate or fix the reports of sporadic crashes with this component. Please keep the bug reports flowing in as I really want to get this one nailed down

**Version 5 - September 18, 2007**

- Altered the 'Start romances for new games in ToB' aspect of the romance cheats to work like the NPC Flirt Pack, as this seems a more streamlined and sensible approach
- The creature files used in the Make Montaron an Assassin component used an unconventional ordering inside the file itself--the game was fine with them, but they were causing issues with other mods
- Combined the two armor tweaks (Allow Stealth and Thieving Abilities in Heavy Armor per P&P and Allow Arcane Spellcasting in Armor) with their respective description updates. The descriptions are now updated on-the-fly (meaning mod items should also have their descriptions updated) and available in languages other than English. The separate description update components are now redundant and hence have been deprecated.
- Added a full Italian translation--this was a lot of work from Andrea C., so thanks!
- Readme now displayed at the beginning of installation, instead of after
- Four more new components were added: Make Cloakwood Areas Available Before Completing the Bandit Camp, Allow Cromwell to Upgrade Watcher's Keep Items, Remove Summoning Cap for Celestials (Ardanis/GeN1e), and the Minimum Stats Cheat
- Adjusted code for the Add Save Penalties for Spells Cast by High-Level Casters component to interact better with malformed spells
- Ardanis identified one more magical trap to be covered in the Remove Delay for Magical Traps component
- Omitted needed script for the Restore SoA Load Screen Logo component to work on OS X
- Thanks to the hard work of Caedwyr (and an assist from Shaitan), the Two-Handed Bastard Swords, Two-Handed Katanas, Allow Stealth and Thieving Abilities in Heavy Armor per P&P, and Allow Arcane Spellcasting in Armor components now cover many more mod items

**Version 5 Beta 1 - July 15, 2007**

- Added new grouping for components, Cam's House Rules, which is a collection of Tweaks preferred by CamDawg
- Four new components were added: Use BG Walking Speeds (BETA), Add Save Penalties for Spells Cast by High-Level Casters, Trap Cap Removal (Ardanis/GeN1e), and Remove Delay for Magical Traps (Ardanis/GeN1e)

- Weapon Animation Tweaks now adjusts one-handed blunt weapons such as clubs
- The Gems and Potions Require Identification component now requires items to be identified before being able to use them
- In Shapeshifter Rebalancing, the paws created were only usable by TN characters, though there are now a variety of mods which allow non-TN druids. The paws will now automatically detect allowed shapeshifter alignments at install and adjust the paws accordingly.
- Fixed bug with Two-Handed Bastard Swords in Tutu; normal bastard swords should be breakable due to the iron crisis but the changes to the items were preventing breakage
- Made under the hood changes to the Weapon Styles for All component so that it'll play nicer with other mods (thanks bigg)
- Updated Refinements compatibility code for the Expanded Dual-Class Options component (thanks bigg)
- Removed the option in Un-Nerfed THAC0 Table to allow THAC0 to progress to -10. There was a heretofore unknown hardcoded feature which caused THAC0 to wrap around to high values instead.
- Invisible Cloak of Mirroring / Spell Trap component expanded to include the physical mirror visual effect and renamed Invisible Cloak of Mirroring / Spell Trap and Physical Mirror
- Romance Cheats was completely revamped to provide greater flexibility to player. The previous four variants have been superseded by a five-question format with a resultant 24 unique variants.
- Some components were not being auto-skipped for Tutu games, though they would not affect Tutu games

**Version 4 - February 10, 2007**

- Fixed bug with Force All Dialogue To Pause component that was preventing the completion of the tavern challenges in Ust Natha
- The v3 documentation for Add Bags of Holding indicated that Roger was getting a potion case, though it was actually going to Mrs. Cragmoon. After discussion in the forums, it was decided to give potion cases to both of them. The documentation for the BG stores was also incorrect.
- Many bugfixes and enhancements to Multiple Strongholds, most notably a new second option to retain the class restrictions but allow multiple strongholds for dual-and multi-class characters. Fixed reported bugs with acquiring the Thieves Stronghold and Planar Sphere. Enhancements to the component include being able to decline the Playhouse, Ranger Cabin, and Druid Grove strongholds as well as being able to claim you are an agent of Talos (truthfully or not, as appropriate) to Borinall in the Dawn Ring quest.
- Deprecated P&P Spell Progression Tables, Druids Use Cleric Level and Spell Progression, and Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression components in favor of the new, more granular and individual components of Un-nerfed THAC0 Table, Un-Nerfed Sorcerer Spell Progression Table, Alter Mage Spell Progression Table, Alter Bard Spell Progression Table, Alter Cleric Spell Progression Table, and Alter Druid Spell and Level Progression Tables components (see main portion of readme for more details)
- Fixed bug with Shopkeepers Have Limited Identification Ability component. If a shopkeeper had a dialogue call to open a non-existent store, this component would fail because it would try to patch the store file. The patch will no longer try to patch files which do not exist.
- Low Reputation Store Discount has been rolled into a broader component, Change Effect of Reputation on Store Prices, and is available as one variant. Three new variants are introduced, allowing the player to remove the effect of reputation on stores entirely.
- Sellable Staffs, Clubs, and Slings (Icelus) has been expanded and renamed Sellable Items (Icelus). Several more items have been assigned prices, and stores which buy arrows are now altered to buy bolts as well--this will have little effect in BG2, but will make a big difference in Tutu, where no stores by default buy bolts.
- The Romance Bug Fixes (Sabre, Richardson) component was not being suppressed for Tutu games, as they are unnecessary
- Thanks to the hard work of the translators, all languages save Italian are now up to date.

**Version 3 - October 8, 2006**

- Czech, Polish, German, and Spanish translations are up-to-date, with thanks to Razfallow, yarpen, Leonardo Watson, and Immortality respectively
- Viconia Skin Color Change relies on matching creature names against known strings for Viconia; one string was not being accounted for and was used primarily by EasyTutu causing the component to sometimes not work on this platform
- Fixed bug where Weapon Animation Tweaks could cause crashes when used in conjunction with Weimer's Underrepresented Items mod. The component was not accounting for one-handed staves, assigning them a non-existent attack sequence
- Fixed bug where Restore SoA Load Screen Logo was failing to install due to bad paths to the shell scripts
- Shapeshifter Rebalancing will now work if installed after Divine Remix
- The readme listed a 'hybrid' option for Shopkeepers Have Limited Identification Ability, but no option was actually present. The option is now coded and available. The existing two options had their code tightened significantly.
- Added the Make +x/+y Weapons Consistent, Description Updates for Make +x/+y Weapons Consistent Component, Change Magically Created Weapons to Zero Weight, Imoen ToB Dialogue Fix (jcompton), and Romance Bug Fixes (Sabre, Richardson) components from the deprecated G3 Tweaks and Ease of Use. These have been integrated into the BG2 Fixpack as fixes, but they're still available separately for players who do not wish to use the Fixpack. The Shadows of Amn World Map Fixes component was not restored; the fixes are already included in Yacomo's worldmap as well as the Fixpack.
- Fixed yet another Imoen bug with ToB-Style NPCs: the Tutu versions of Imoen were being copied from an incorrect cutscene version of her
- Items from the Exotic Item Pack will now be usable by all if Ashes of Embers is installed
- Fixed bug with both of the BG-style options of the Alter Weapon Proficiency System component altering weapon descriptions incorrectly
- Shadow Armor +3 is no longer subject to the Allow Stealth and Thieving Abilities in Heavy Armor per P&P component

**Version 2 - September 18, 2006**

- Fixed crashing errors with Restore SoA Load Screen Logo
- Fixed bug with Change Avatar When Wearing Robes or Armor (Galactygon) preventing some protections from items from working
- Imposed stricter safeguards on the 'Remove Completely' option of Change Experience Point Cap as it could fail if mods referenced non-existent files
- Coded a better algorithm to extend the ability files of kits and classes for the 'Remove Completely' option of Change Experience Point Cap to extend ability tables to level 50
- Thanks to the bigg, added a new Alter Weapon Proficiency System component with three options: the formerly standalone component Rebalanced Weapon Proficiencies, BG-Style Weapon Proficiencies (with Weapon Styles), and BG-Style Weapon Proficiencies (without Weapon Styles)
- Added a non-silly option for the Faster Chapter 1&2 Cut-Scenes & Dreams component for those who are in a hurry and don't like breaking the fourth wall
- Fixed bugs with Faster Chapter 1&2 Cut-Scenes & Dreams not affecting the opening cutscene
- Added an 'Ignore Race' option to the Romance Cheats component
- Fixed bug with ToB-Style NPCs on BGT games where the Imoen in BG was being copied from her BG2 incarnation

- Fixed bug with Multiple Strongholds not allowing (under certain circumstances) the player to attain the paladin stronghold
- Added safeguard to Shopkeepers Have Limited Identification Ability so that it would still install even if other mods left 0-byte creature files in the game
- French translation is now complete--thanks Anomaly

**Version 1 - July 31, 2006**

- Fixed bug where Breakable Nonmagical Armor, Helms, and Shields was actually breaking cloaks when armor was supposed to break
- Fixed bug where Add Bags of Holding would fail to install on games with Throne of Bhaal installed
- Stores Sell Larger Stacks of Items is now available to non-Tutu games
- Made a first pass at addressing the issue of items having no charges; this affects the Two-Handed Bastard Swords and Two-Handed Katanas components as well as the P&P Restrictions option of the Wear Multiple Protection Items component.
- Reclassified the Red Dragon Scale as plate armor for the Allow Stealth and Thieving Abilities in Heavy Armor per P&P and Allow Arcane Spellcasting in Armor components
- Elven chain was mistakenly receiving a 50% miscast penalty in the Allow Arcane Spellcasting in Armor component
- Drow Adamantite Chain +5 was receiving an incorrect description in Descriptions Updates for Allow Arcane Spellcasting in Armor Component
- Fixed bug in Expanded Dual-Class Options where wild mages were erroneously unable to use several items including slings
- Un-Nerfed THAC0 Table, Saving Throws, Grand-Mastery, and Arcane, Divine Spell Progression will no longer overwrite changes from the P&P Spell Progression Tables component, allowing both to be used together
- Identify All Items should no longer show 'blue' items from drops and containers
- Faster Chapter 1&2 Cut-Scenes & Dreams was overwriting the dream script, causing incompatibilities with other mods
- Improved Fate Spirit Summoning now comments if an NPC is dead and beyond it reach
- ToB-Style NPCs was using the wrong version of Imoen as a template, resulting in Imoen having no proficiencies when she joined (either in Spellhold or the opening dungeon)
- Fixed bug where Make Khalid a Fighter-Mage would fail to install on Tutu games due to a bad string reference
- Czech translation is now complete--thanks Razfallow!

**Version Beta 1 - June 24, 2006**

- Initial release