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// Log of Currently Installed WeiDU Mods
// The top of the file is the 'oldest' mod
// ~TP2_File~ #language_number #component_number // [Subcomponent Name -> ]
Component Name [ : Version]
~A7-CONVENIENTEENPCS/A7-CONVENIENTEENPCS.TP2~ #0 #2 // Modify Enhanced
Edition NPCs -> Make all NPCs passive: v4.3
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #60 // Weapon Animation Tweaks: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #110 // Icon Improvements: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #130 // Force All Dialogue to Pause Game: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #140 // Fix Boo's Squeak: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #160 // Make Magic Shields Glow
(plainab/grogerson): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #190 // Use Character Colors Instead of Item
Colors -> For all shields and helmets: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1010 // More Interjections: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1036 // Make Cloakwood Areas Available Before
Completing the Bandit Camp -> All of Cloakwood Except the Mines: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1060 // Breakable Iron Nonmagical Shields,
Helms, and Armor: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1075 // Send BioWare NPCs to an Inn
(DavidW/Zed Nocear): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #1270 // Change Cloakwood Mine Chapter End
Change Trigger to Non-TotSC Behavior (plainab) (BETA): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2090 // Change Experience Point Cap ->
Remove Experience Cap: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2152 // Wear Multiple Protection Items -> Allow
Armor Plus One Protection Item (Angel): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2160 // Alter Weapon Proficiency System ->
Rebalanced Weapon Proficiencies: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2170 // Cast Spells from Scrolls (and Other
Items) at Character Level: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2191 // Limit Ability of Storekeepers to Identify
Items -> Identification Ability is Based on Storekeeper's Lore: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2200 // Multi-Class Grandmastery (Weimer): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2210 // Change Grandmastery Bonuses -> True
Grandmastery (Baldurdash): v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2220 // Change Magically Created Weapons to
Zero Weight: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2240 // Un-Nerfed THAC0 Table: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2250 // Un-Nerfed Sorcerer Spell Progression
Table: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2260 // Alter Mage Spell Progression Table ->
Un-Nerfed Table (Blucher): v9
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~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2270 // Alter Bard Spell Progression Table -> Un-Nerfed Table (Blucher): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2280 // Alter Cleric Spell Progression Table -> Un-Nerfed Table (Blucher): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2290 // Alter Druid Spell and Level Progression Tables -> No Level Progression Changes, Un-Nerfed Druid Spell Table Only (Blucher): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2353 // Alter Multiclass Restrictions -> Allow non-humans access to a multiclass only if they can access the single-classes: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2371 // Alter Dual-class Restrictions -> Allow non-humans to dual-class: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2390 // Paladins Use Icewind Dale-Heart of Winter Spell Tables (grogerson): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2400 // Rangers Use Icewind Dale-Heart of Winter Spell Tables (grogerson): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2500 // Exceptional Strength Weight Limit Changes: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #2520 // Allow Mages to Use Bucklers and Thieves to Use Small Shields (Angel): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3011 // Maximum HP for NPCs (the bigg) -> For Non-Party-Joinable NPCs Only: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3070 // Change Effect of Reputation on Store Prices -> Low Reputation Store Discount (Sabre): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3083 // Increase Ammo Stack Size -> Stacks of 120: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3092 // Increase Gem and Jewelry Stacking -> Stacks of 80: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3102 // Increase Potion Stacking -> Stacks of 80: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3112 // Increase Scroll Stacking -> Stacks of 80: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3125 // Neutral Characters Make Happy Comments at Mid-Range Reputation: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3195 // Alter Hostile Rest Spawns -> Decrease frequency by 50%: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3200 // Sellable Items (Icelus): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3230 // Taerom Makes Additional Ankheg Armor (Icendoan/grogerson): v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3264 // Recoverable ammunition -> 25% chance to recover after a successful hit, vs. enemies only: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3274 // Recoverable throwing weapons -> 25% chance to recover after a successful hit, vs. enemies only: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3294 // Personalize automatic save names -> Use scheme: 00000000-[Protagonist]-Save-Name: v9

~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3300 // Death Cam: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3310 // Start New Games with Party AI Turned Off: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #3340 // Increase party movement speed outside combat -> By 50 percent: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4031 // Consistent Stats: Edwin -> Use BG2 Values: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4041 // Consistent Stats: Jaheira -> Use BG2 Values: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4061 // Consistent Stats: Minsc -> Use BG2 Values: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4071 // Consistent Stats: Viconia -> Use BG2 Values: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4110 // Give Kagain A Legal Constitution Score of 19: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4120 // Give Coran A Legal Dexterity Score of 19: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4160 // Allow Yeslick to use axes: v9
~CDTWEAKS/SETUP-CDTWEAKS.TP2~ #0 #4140 // Don't Auto-Assign Advanced AI Scripting to Party: v9
~PPE/SETUP-PPE.TP2~ #0 #0 // Portraits Portraits Everywhere (PPE) - core component: 1.02
~PPE/SETUP-PPE.TP2~ #0 #100 // Category Portraits (Recommended) -> Sequenced: 1.02
~THEPICTURESTANDARD/THEPICTURESTANDARD.TP2~ #0 #1500 // Main -> Lore Alternative: 0.71
~THEPICTURESTANDARD/THEPICTURESTANDARD.TP2~ #0 #2300 // Followers -> Variant A: 0.71
~THEPICTURESTANDARD/THEPICTURESTANDARD.TP2~ #0 #80600 // Standardized Edwin -> Variant A: 0.71
~THEPICTURESTANDARD/THEPICTURESTANDARD.TP2~ #0 #81500 // Standardized Iomen -> Immersive Iomen Variant: 0.71
~THEPICTURESTANDARD/THEPICTURESTANDARD.TP2~ #0 #82600 // Standardized Jaheira -> Variant: 0.71
~THEPICTURESTANDARD/THEPICTURESTANDARD.TP2~ #0 #83500 // Standardized Minsc -> BG2 Minsc: 0.71
~THEPICTURESTANDARD/THEPICTURESTANDARD.TP2~ #0 #84400 // Standardized Viconia -> Variant B: 0.71
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #1500 // Include arcane spells from Icewind Dale: Enhanced Edition: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #1510 // Include divine spells from Icewind Dale: Enhanced Edition: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3010 // Replace +1 arrows and other projectiles with nonmagical "fine" ones: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3022 // Replace many +1 magic weapons

with nonmagical "fine" ones -> Fine weapons are affected by the iron crisis: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3040 // Reduce the number of Arrows of Dispelling in stores -> Remove Arrows of Dispelling from stores: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3505 // Wider selection of random scrolls: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3540 // Reduce the power of Inquisitors' Dispel Magic -> Inquisitors dispel at 1.5 x their level (not twice their level): 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3550 // Increase the power of Cure Wounds and Cause Wounds spells to the level found in 3rd Edition D&D -> Spells heal or inflict a random amount of damage (1d8 per level of the spell, plus 1 point per caster level, to a maximum of 5 points per spell level): 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #3580 // Restoration and Lesser Restoration spells heal ability-score damage: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4000 // Faster Bears: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4020 // More realistic wolves and wild dogs: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4030 // Improved shapeshifting: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4051 // Decrease the rate at which reputation improves -> Reputation increases at about 1/2 the normal rate: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #4145 // Skip the Candlekeep tutorial sections -> Remove the tutorial NPCs from Candlekeep: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #5900 // Initialise AI components (required for all tactical and AI components): 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6000 // Smarter general AI: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6010 // Better calls for help: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6030 // Smarter Mages: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6040 // Smarter Priests: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6100 // Potions for NPCs: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6200 // Improved Spiders: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6300 // Smarter sirines and dryads: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6310 // Slightly smarter carrion crawlers: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #6320 // Smarter basilisks: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7000 // Improved doppelgangers: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7010 // Tougher Black Talons and Iron Throne guards: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7020 // Improved deployment for parties of assassins: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7030 // Improved kobolds: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7040 // Relocated bounty hunters: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7050 // Improved Ulcaster: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7060 // Improved Balduran's Isle: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7070 // Improved Durlag's Tower: 34.3

~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7080 // Improved Demon Cultists: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7090 // Improved Cloakwood Druids: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7100 // Improved Bassilus: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7110 // Improved Drasus party: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7130 // Improved Red Wizards: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7140 // Improved Undercity assassins: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7150 // Improved Carsa/Kahrk interaction:
34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7200 // Tougher chapter-two end battle: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7210 // Tougher chapter-three end battle:
34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7220 // Tougher chapter-four end battle:
34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7230 // Tougher chapter-five end battle: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7250 // Improved final battle: 34.3
~STRATAGEMS/SETUP-STRATAGEMS.TP2~ #0 #7900 // Improved minor encounters: 34.3