Derat's Modding Thingies

When I released The Interplan v8, the Olobïnn sword included in the store conferred 5 attacks per round. Of course, this wasn't intentional; it was a parameter I'd included to test its "5% chance of hitting" effects. It was not until v8.1 that I corrected this oversight. So to make sure it doesn't happen again, I've created some tools so that I can test all my spells, all my items, and lots of other stuff without modifying anything in the modules I'm creating.

What do these tools do? Well, they're jewels that you can give to your characters via BG2Keeper or EEkeeper or ingame with the console to make them infinite mages, immortal victims or infallible hitters.

The PXXATTCK ring confers 10 attacks and To Hit +20, for testing all "on hit" effects.
The PXXVICTM ring confers 1 point of minimum life, regeneration of 10 hp/second, all saving throws always failed, and in EE editions automatic resurrection in case of death. Ideal for giving to your victims: you can cast any spell you like, and they'll always fail the roll and survive no matter what. You can attack them as much as you like, but they won't die.
The PXXCASTR ring confers Aura cleansing, casting time fixed at 0, restoration of all spells every second and double the number of memorable spells. Test your new spells instantly, without limit, without reloading and without sleeping.
Ioun's stone PXXTOUT allows the use of all items and, for a mage, the wearing of armor without preventing spell casting.

And only for EE editions: amulets designed to trigger on-hit effects.
PXXCRIT: To Hit +20 and all attacks are critical hits (for effect #341 "Cast spell on critical hit").
PXXRATE: To Hit +20 and all attacks are critical misses (for effect #361 "Cast spell on critical hit").
PXXSOURN: To Touch +20, the character can make sneak attacks x5 and all attacks are sneak attacks (for effect #340 "Cast spell on backstab").