Introduction

Welcome to the Diablo II Character Editor.

This editor has been tested with Diablo II Resurrected v1.0.1 as well as with Diablo II Classic v1.14b and the Lord of Destruction expansion set. Although, it has thoroughly been tested for any bugs, there may still be a few remaining.

This help file will highlight some of the various stats you can edit with the editor.   You can edit the following character stats:

- Class
- Dexterity
- Energy
- Experience
- Gold
- Level
- Maximum Life
- Maximum Mana
- Maximum Stamina
- Name

- Quests
- Skills
- Status
- Strength
- Title
- Upgrade Gems, Potions or Skulls
- Waypoints
- Upgrade Durability and Quantity of items.

When you highlight a control or stat, a hint will appear in the status bar and as a tooltip to display what the controls do or whether a character stat has any imposed limits.

How To Use

When you first run the editor, you will see the following screen:

Opening a character file

To edit a character, click on File, Open or press CTRL-O. A dialog box will appear and display any character files (with extension .d2s) in the current directory. If your character files are not in the current directory, change to the directory where your character files are stored, usually located in the "save" directory where you installed Diablo II.

Once you have opened a character file, you will see the following screen (see the image below). Note: your character's stats will be displayed, not the one shown.

Editing the character's stats

When you edit some of the items in the editor the edit boxes will change the font to bold to reflect that a change has taken place and an asterisk (*) will appear in the title bar next to the name

Editing character skills

When you want to edit your character's skills, press the "Skill Trees" button to bring up the skills list. You can perform a batch operation to set all your character's skills to a specific value.

Character Skills (Skill Choices Remaining 110) ✕

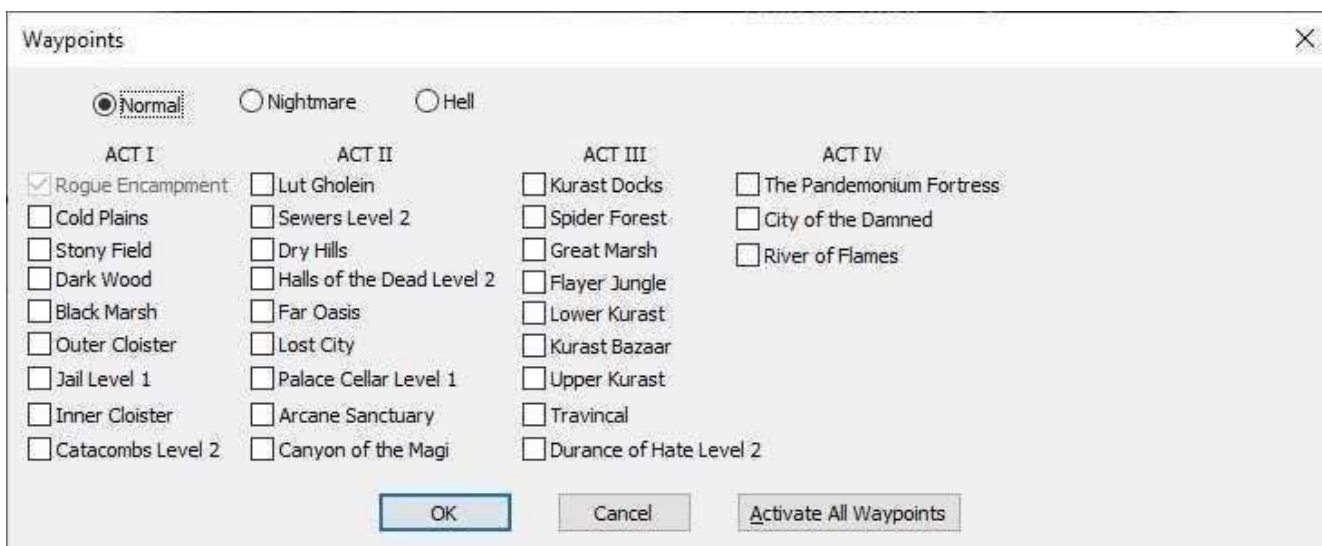| Javelin and Spear Skills	Passive and Magic Skills	Bow and Crossbow Skills
[0] Jab	[0] Inner Sight	[0] Magic Arrow
[0] Power Strike	[0] Critical Strike	[0] Fire Arrow
[0] Poison Javelin	[0] Dodge	[0] Cold Arrow
[0] Impale	[0] Slow Missiles	[0] Multiple Shot
[0] Lightning Bolt	[0] Avoid	[0] Exploding Arrow
[0] Charged Strike	[0] Penetrate	[0] Ice Arrow
[0] Plague Javelin	[0] Decoy	[0] Guided Arrow
[0] Fend	[0] Evade	[0] Strafe
[0] Lightning Strike	[0] Valkyrie	[0] Immolation Arrow
[0] Lightning Fury	[0] Pierce	[0] Freezing Arrow

Set all skills to: [0] Go   OK   Cancel

Editing waypoints

To edit waypoints, click on the "Waypoints" button to bring up the waypoints lists. Clicking on the Activate All Waypoints button will activate all waypoints for the currently selected difficulty level. When done, just click on the Ok button and save. Note: Act 5 waypoints are only available to expansion set characters.
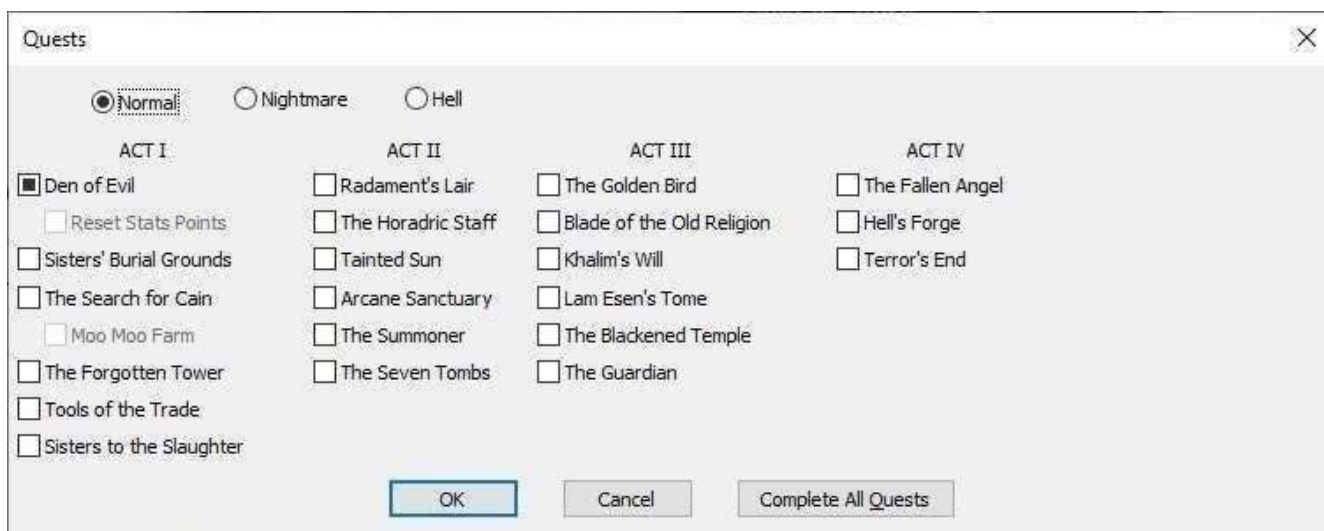

Editing quests

To edit quests statuses, click on the "Quests" button to bring up the Quest form. Here you can change the status of a quest to Not Started, Started/In Progress, or Completed. You can complete all quests for the current difficulty level by clicking on the "Complete All Quests" button. Note: Act 5 quests are only available to expansion set characters.

Saving an edited character

When you have finished editing and are ready to save, click File, Save or press CTRL-S to save the file. A message will appear in the status bar and a popup to let you know that the file has been saved.

Closing a character

To close the currently opened character, click on File, Close or press CTRL-C. If you have made changes to your character's stats, a dialog box will open to confirm whether you want to save the changes before you close the file.

This dialog box will also appear if you try to exit the program and have not currently saved your changes or selected the Undo option.

Undoing changes

To undo any changes made to the character, click on View, Reload or press F5. Using the Reload function undoes all changes made to your character since the last save.

Backing up a character

To create (or not to create) a backup of your character, click on Options, Backup Character Before Save(the default for this option is set to enabled). A checkmark will appear beside the "Backup Character" item to let you know that a backup of any character file you open will be created before the character is saved. The backup file (same name as your character file except with the extension .bak) will be saved in the same directory as your character file and overwrite any existing backup file.

Restoring a character from a previous backup
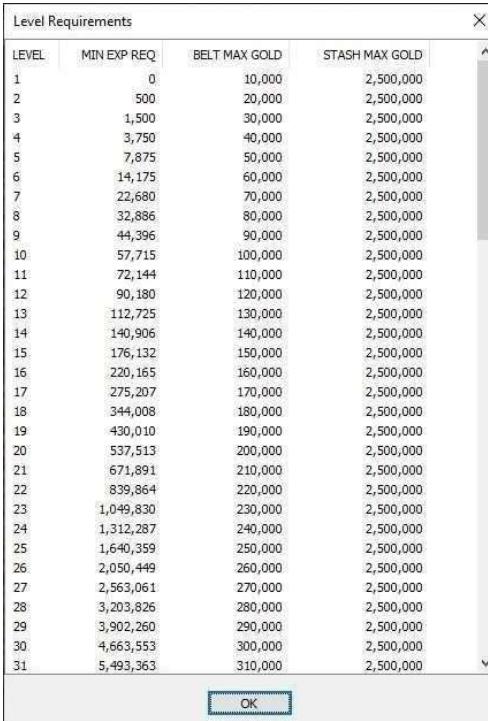
To use this option, open a character and then click on Option, Restore character. This option is only available if you made a backup of your character (i.e. there is a character file with the extension ".bak").

Checking your character for discrepancies

This option is best used for those who are adventurous enough to edit the character themselves using a hex editor. If you edited your character using a hex editor and for some reason it isn't working in Diablo II, you can use this option to check your character to make sure that it isn't violating some of the game's limits.

Viewing level information

Selecting this option displays a table showing various information for each level regarding minimum experience required and the maximum gold limits for a character's belt and stash. The version logic used for the limits is dictated by the loaded Character File. If one is not loaded then it is assumed Diablo II: Resurrected is being referenced.

LEVEL	MIN EXP REQ	BELT MAX GOLD	STASH MAX GOLD
1	0	10,000	2,500,000
2	500	20,000	2,500,000
3	1,500	30,000	2,500,000
4	3,750	40,000	2,500,000
5	7,875	50,000	2,500,000
6	14,175	60,000	2,500,000
7	22,680	70,000	2,500,000
8	32,886	80,000	2,500,000
9	44,396	90,000	2,500,000
10	57,715	100,000	2,500,000
11	72,144	110,000	2,500,000
12	90,180	120,000	2,500,000
13	112,725	130,000	2,500,000
14	140,906	140,000	2,500,000
15	176,132	150,000	2,500,000
16	220,165	160,000	2,500,000
17	275,207	170,000	2,500,000
18	344,008	180,000	2,500,000
19	430,010	190,000	2,500,000
20	537,513	200,000	2,500,000
21	671,891	210,000	2,500,000
22	839,864	220,000	2,500,000
23	1,049,830	230,000	2,500,000
24	1,312,287	240,000	2,500,000
25	1,640,359	250,000	2,500,000
26	2,050,449	260,000	2,500,000
27	2,563,061	270,000	2,500,000
28	3,203,826	280,000	2,500,000
29	3,902,260	290,000	2,500,000
30	4,663,553	300,000	2,500,000
31	5,493,363	310,000	2,500,000

Upgrading Gems, Potions, Skulls and Items.

The Upgrade sub menu under Options has the option to upgrade all gems and skulls that your character currently has in his/her inventory to their perfect state. Example: if your character has a chipped topaz and a regular diamond, they will be upgraded to a perfect topaz and a perfect diamond when this menu item is selected. The Upgrade submenu also allows to upgrade all potions to their highest quality or all potions to Full Rejuvenation Potions.

The Upgrade submenu also allows upgrading all weapons and armor to have the highest durability (255) as well as have all stackable items fully stocked (i.e 12 keys).

Converting Gems, Potions, and Skulls

The Gems, Potions & Skulls Converter can convert the selected item to another. For example: you can convert chipped sapphires to full rejuvenation potions and vice versa. When converting potions to gems or skulls, only potions that are not located in your belt are converted. When converting gems/skulls to potions, only gems/skulls that are not socketed in items are converted. You can find the GPS Converter in the Options menu and is only enabled if your character has any gems, potions, or skulls.

Hiring, resurrecting or changing Mercernary

When displaying the Mercenary Dialog, you are able to hire resurrect a Mercenary by unchecking the "Dead" checkbox or if one is not already hired, hire a new Mercenary by checking the "Hired" checkbox. If the Mercenary is not equipped with items, you are able to "fire" a Mercenary by unchecking the checkbox or change the Mercenary type via the Type combobox. You may also edit the level or experience for your Mercenary but the Mercenary can not be given a level higher than your character's level. All other stats shown in this Dialog are read only and derived from the Mercenary information and the equipped items.

Description

Below is a brief description of a few of the stats that some users may not understand.

Character Title

There are four character titles to choose from:

None   Your character has no title if you have not finished the game at least once. This option is available for both regular (non-expansion set) and expansion set characters.

The following titles are displayed only for non-expansion set characters:

Sir/Dame   This title is awarded once you have finished the game once. You can now play the game again and when you select your character you will be able to play up to Nightmare difficulty.

Lord/Lady   This title is awarded once you have finished the game at Nightmare difficulty. You will then be able to play the game in Hell difficulty.

Baron/Baroness   If you have finished the game on Hell difficulty, you will be awarded this title.

The following titles are displayed only for expansion set characters:

Slayer   Your character is given this title when Baal has been defeated at Normal difficulty.

Champion   Your character is given this title when Baal has been defeated at Nightmare difficulty.

Patriarch/Matriarch Your character is given this title when Baal has been defeated at Hell difficulty.

The following titles are displayed for regular non-expansion set characters:

Count/Countess   This title is bestowed when Diablo has been defeated at Normal difficulty.
Duke/Duchess   This title is bestowed when Diablo has been defeated at Nightmare difficulty.

King/Queen   This title is bestowed when Diablo has been defeated at Hell difficulty.

The following titles are displayed for hardcore expansion set characters:

Guardian   This title is bestowed when Baal has been defeated at Normal difficulty.

Destroyer   This title is bestowed when Baal has been defeated at Nightmare difficulty.

Conqueror   This title is bestowed when Baal has been defeated at Hell difficulty.

Difficulty

This field displays the last difficulty level your character was playing at.

Starting Act

This option allows you to change which act start off in. This option does not complete any quests or activate any waypoints. This is useful if you want you want to see what the later acts and levels are like even though you have not completed previous acts.

Note: You will not be able to complete any later quests or finish later acts if you have not completed the previous act. Example: If you are on Act 1 and you decide to skip to Act 4, the game will not allow you to complete any quests, though you can still do them, but you will not be able to finish the game.

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Send comments, suggestions, bug reports to https://github.com/WalterCouto/D2CE. Special thanks go to Stoned2000 and Burton Tsang for making his source available to the public.