

Philos' Henchmen System.
06.07.2025

This is the read me document for Philos' henchmen system.

******* Acknowledgements *******

Bioware - We build upon the shoulders of giants!

Beemdog - I never would have thought it could get better, but it did!
clippy, Daz, Jasperre, Liareth, niv, shadguy, Soren, Squatting Monk,
tinygiant, virusman - Keep up the great work!

Special thanks to Jasperre - This project would not be as good as it
is without the work on the spell scripts and other AI type
improvements within the core game.

******* Description *******

The Henchmen system allows a player to manage his party by saving
them to a database, removing them from the party, or adding them to
the party. You can also change their portrait, sound set,
description, name, and level.

******* Installation *******

- Must be running version v89.8193.37-15 of the game.
- This installs with Philos PEPS and requires PEPS to be used.

******* Starting *******

This can only be used by loading it via the plugin menu.

1. Use PEPS and load it via the plugin menu. See PEPS for usage.

******* How to use *******



Once you have loaded the henchmen menu you should see the above menu:

- **Party #:** You may have up to 8 parties saved at one time. Each party consists of any number of creatures that you have saved from the game that were either your player or an associate.

- **Clear Party:** Clears the currently saved party members.
- **Party Join:** Adds all saved party members to your current party.
- **Create NPC Henchman:** This will allow you to select any creature in your current game. Once selected it will make a copy of that creature and then add them to your party!
 - You cannot copy and add a henchman you already have.
 - Make sure you have enough henchmen slots free!
- **Save Party:** Saves your current party to the Party save #.
- **Remove Party:** Removes your entire current party and deletes them!

Left Saved Character Box

Selecting a character from the left list will display them in the left character box and allow you to use the below buttons on them.

- **Join:** If the selected henchmen in the left box is not in your current party they will join your current party.
- **Remove:** Removes them from the saved party #.

Right Current Character Box

Selecting a character from the right list will display them in the right character box and allow you to use the below buttons on them.

- **Save:** Saves them to the save party #.
- **Remove:** Removes them from the current party and deletes them!
- **Edit:** Takes you to an Edit menu for that character.

***** Character Editor *****

Tomi Undergallo's Character editor

Tomi Undergallo

po_ha_m_07_



<

Set

>

Sound Set

Tomi ?Grin? U 

CN Male Halfling

☐ Rogue 10

☒ Fighter 3

☐ Empty

☐ Empty

Level Up

Reset Character

Fighter 

Fighter, Finesse 

This halfling scrutinizes his surroundings with a mischievous look that, given time and opportunity, could only mean trouble.

Save Description

This menu allows you to edit various things on a current character.

- **Name:** The top left box displays the character's name. You may change this to your liking.
- **Portrait name:** Displays the current portrait's name. If you have a specific name you may type it in to load the portrait.
- **Portrait arrows:** You can select an in game portrait by using the right and left arrows.
 - Hit the Set button to select the current portrait.
- **Sound Set:** The drop down menu lists all the available sound sets in the game.
 - If the name has (part) at the end then it has a partial set of voices. Usually for basic NPC's.
 - If the name has (full) at the end then it has a full set of voices. Usually a voice set for a player character.
 - If the name doesn't have anything at the end then it only has the basic set of voices. Usually for monsters.
 - Right clicking on the drop down menu will play a random voice from the currently selected set.
- **Description:** You may change the character's description and then hit the save Description button at the bottom to finalize it.
- **Leveling:** You can have up to 4 classes (3 if the number of classes has not been increased).
- **Level Up:** This will level up the character in the currently selected class and package.
 - You cannot add the same class to a new slot.
 - You cannot add a class where the character does not meet the requirements such as level, feats, or alignment.
 - You cannot add a class that does not have any packages created for the class.
- **Reset Character:** This will reset the character to level 1 in the top most class of the character. This removes all other classes and levels from the character!
 - Does not work on a player character.
- **Class:** This drop down menu allows you to select any class that is within the game as long as the class slot you have selected is empty. If the slot already has levels in a class it will show the class in the drop down menu.
- **Package:** This drop down menu allows you to select any package for the currently selected class as long as the class slot you have selected is empty. If the slot already has levels in a class it will show the package selected in the drop down menu.

******* TROUBLESHOOTING *******

This section will go over some issues and how to resolve them.

- **Not loading:** If you cannot get the script to run, PEPS cannot find the script then make sure you have all of the files and they are being loaded by the game.
 - You need two ncs files for it to work. pi_henchmen.ncs, pe_henchmen.ncs, must be in either the a hak, override or development folders.

******* CHANGES *******

06.07.25

* Released to the public.