This is the read me document for Philos' automatic buffing 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 **********

Automatic Buffing allows a caster to save any defensive "buff" spells to a menu to be cast at a later time in quick succession when not near enemies.

- The spells are cast in the order saved, from left to right.
- The target of these spells can be the caster or any associate such as familiars, animal companions, summoned creatures, and henchmen.
- Allows up to four lists of spells to be saved at a time.

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

- Must be running version v89.8193.37-15 of the game.
- **Option #1)** User patch:
    - Add the pi_buffing.hak file to your patch folder located where your Neverwinter Nights document files are.
    Default folder is: Documents/Neverwinter Nights/patch
    - Change the userpatch file to the following:
    PatchFileXXX=pi_buffing where XXX is the next number in the patch sequence.
- **Option #2)** Use the override folder:
    - Copy all the ncs files from the zip's override folder to the documents override folder.
    Default folder is: Documents/Neverwinter Nights/override
- **Option #3)** Add to your module:
    - Copy all of the nss files from the zip's module folder into your module.
    - Compile the modules scripts.
    - Decide where you want the players to access the buffing from your module and then add ExecuteScript("pi_buffing", oPC);

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

There are two ways to start using this plugin.

1. Use PEPS and load it via the plugin menu. See PEPS for usage.
2. Run the script via the debug mode.
    a. Once in the game hit [Ctrl + Shift + F12] to load the debug menu.
    b. Select NWScript to pull up the NWScript menu.
    c. Type pi_buffing in the Run Script box at the bottom and hit the Execute button to the right. This must be done on each load.

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

Fast Buffing Spells

Save | Clear | Buff | List 1 | List 2 | List 3 | List 4

☒ Buff Widget ☒ Lock Widget ☒ Don't Check for Monsters

Barskin (Clr / 2 / Domain) ShadowPriest

Once you have loaded the buffing menu you will have the following options:

- **Save:** Click to tell the buffing menu you want to save spells to the current list.
  Note: You must have all associates you plan on casting your spells on near you when you hit the save button. Click the save button again when you are done, this tells the menu to stop saving spells.
  There are some checks to remove the save feature if harmful spells are cast or spells cast by other casters are detected.
- **Clear:** Clears the current list of all saved spells.
- **Buff:** Attempts to cast the current list of saved spells on all targets starting from the left most spell. If a target is not available the spell will not be cast or if the spell is not memorized the spell will not be cast.
- **List #:** There are 4 lists you can save spells in. Click each list button to make it show the current spells for that list.
- **Buff Widget:** This creates a small widget where you can click one of four buttons to quickly cast from any of the lists. If a list has no spells it will instead open the buffing menu.
- **Lock Widget:** This will lock the fast buff widget into place making it take up less space on the screen.
- **Don't Check for Monsters:** This will remove the restriction of monsters having to be at a certain distance away from the player. This distance is the same amount that is required to rest.
- **Spell Buttons:** Highlighting a spell will give more information about the saved spell. Spells name (Class used / Level of spell cast / Domain or Metamagic) Name of the Target. Clicking a spell will remove it from the list.

********** 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, or it is not saving spells then make sure you have all of the files and they are being loaded by the game.
  ○ You need three ncs files for it to work. pi_buffing.ncs, pe_buffing.ncs, pc_savebuffs.ncs must be in either the override or development folders.
- **Spells not saving correctly:** Some spells have errors in the original code that signal the spell as a different spell and will either save as an incorrect spell or not save at all. The two spells below have fixed scripts in this package.
  ○ **Shield of Faith:** Saves as Camouflage. You can fix this spell by editing the spell by changing the following line changing 421 to 450.
    SignalEvent(oTarget, EventSpellCastAt(OBJECT_SELF, 450, FALSE));

- **Keen Edge:** Signals the event on the weapon instead of the creature. This can be fixed by changing oMyWeapon to OBJECT_SELF.
  ```
  SignalEvent(oMyWeapon, EventSpellCastAt(OBJECT_SELF, GetSpellId(), FALSE));
  SignalEvent(GetItemPossessor(oMyWeapon), EventSpellCastAt(OBJECT_SELF, GetSpellId(), FALSE));
  ```

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

03-30-25

- Domain spells are now cast when buffing.
- Added Shield of Faith and Keen edge fixes into the package.
- Added Don't Check Monsters check box.

02-24-25

- Metamagic spells are now cast for sorcerers and bards.
- Subspells can now be saved and used to quickly buff.