AddCurrency # 1 – # equals quantity of bits to add.

AddItemDebug PartNumber # – # equals quantity of item to add. **Weapons can only be added 1 at a time.**

GivePlayerAllItems – Adds Qty 1 of all items to inventory. **Quest items may break missions or game!**

# **CONSUMABLES**

**General**

AdditemDebug ArmorPart 9999 = Armor Parts

AdditemDebug Bypass\_Kit 9999 = Bypass Shunt

AdditemDebug ElectromagneticLockpick 9999 = Mag-Pick  
AdditemDebug WeaponPart 9999 = Weapon Parts

**Ammo**  
AdditemDebug Light\_Standard\_Ammo 9999 = Light Ammo  
AdditemDebug Heavy\_Standard\_Ammo 9999 = Heavy Ammo  
AdditemDebug ECell\_Standard\_Ammo 9999 = Energy Cell

**Consumables**

Drinks

AdditemDebug Drink\_CP\_MockAppleJuice 10 = Mock Apple Juice

AdditemDebug Drink\_GA\_GlacierWater 10 = Glacier Water

AdditemDebug Drink\_GA\_IcebergAgedWhiskey 10 = Iceberg Aged Whiskey

AdditemDebug Drink\_GA\_Tripistout 10 = Tripistout

AdditemDebug Drink\_HDF\_CacowMilk 10 = Cacow Milk

AdditemDebug Drink\_HDF\_HalfWoolyMilk 10 = Fresh Half-Wooly Milk

AdditemDebug Drink\_HDF\_MockAppleShake 10 = Mock Apple Shake

AdditemDebug Drink\_HDF\_PurpleberryShake 10 = Purpleberry Shake

AdditemDebug Drink\_HDF\_WoolyMilk 10 = Fresh Wooly Milk

AdditemDebug Drink\_Rizzo\_GigantaurEnergyDrink 10 = Gigantaur Energy Drink

AdditemDebug Drink\_Rizzo\_LemonSlapp 10 = Lemon Slapp

~~AdditemDebug Drink\_Rizzo\_MoApBrandy 1 = Invalid 1443 game/items~~

AdditemDebug Drink\_Rizzo\_MoApFizzyTea 10 = Mo-Ap Fizzy Tea

AdditemDebug Drink\_Rizzo\_MockAppleCider 10 = Mock Apple Cider

AdditemDebug Drink\_Rizzo\_NannerSpank 10 = Nanner Spank

AdditemDebug Drink\_Rizzo\_PurpleberryFizzyTea 10 = Purpleberry Fizzy Tea

AdditemDebug Drink\_Rizzo\_PurpleberryJuice 10 = Purpleberry Juice

AdditemDebug Drink\_Rizzo\_PurpleberryLiqueur 10 = Purpleberry Liqueur

AdditemDebug Drink\_Rizzo\_PurpleberryPunch 10 = Purpleberry Punch

AdditemDebug Drink\_Rizzo\_PurpleberryWine 10 = Purpleberry Wine

AdditemDebug Drink\_Rizzo\_RumAndSomethin 10 = Rum And Somethin’

AdditemDebug Drink\_Rizzo\_SpectrumVodka 10 = Spectrum Vodka (RED)

AdditemDebug Drink\_Rizzo\_SpectrumVodkaBlack 10 = Spectrum Vodka (BLACK)

AdditemDebug Drink\_Rizzo\_SpectrumVodkaBlue 10 = Spectrum Vodka (BLUE)

AdditemDebug Drink\_Rizzo\_SpectrumVodkaBrown 10 = Spectrum Vodka (BROWN)

AdditemDebug Drink\_Rizzo\_SpectrumVodkaGreen 10 = Spectrum Vodka (GREEN)

AdditemDebug Drink\_Rizzo\_SpectrumVodkaOrange\_C 10 = Spectrum Vodka (ORGANE)

AdditemDebug Drink\_Rizzo\_SpectrumVodkaViolet 10 = Spectrum Vodka (VIOLET)

AdditemDebug Drink\_Rizzo\_SpectrumVodkaYellow 10 = Spectrum Vodka (YELLOW)

AdditemDebug Drink\_RM\_AlgaeLager 10 = Algae Lager

AdditemDebug Drink\_SC\_2HourEnergyBrew 10 = 2-Hour Energy Brew

AdditemDebug Drink\_SC\_DehydratedWater 10 = Dehydrated Water Tablets

AdditemDebug Drink\_SC\_PlainNPureWater 10 = Plain n’ Pure Water

AdditemDebug Drink\_SC\_TripTeaz 10 = Trip-Teaz

AdditemDebug Drink\_SC\_ZeroGeeBrew 10 = Zero Gee Brew

Drugs

AdditemDebug Drug\_Cleo\_AuntieBioticsInhalant 10 = Auntie-Biotics Creme

AdditemDebug Drug\_Cleo\_EnergizingOintment 10 = Energizing Ointment

AdditemDebug Drug\_Cleo\_Immunosol 10 = Immunosol

AdditemDebug Drug\_Cleo\_LevelHead 10 = Level Head

AdditemDebug Drug\_Cleo\_LubrinesineSpray 10 = Lubrinesine Spray

AdditemDebug Drug\_Cleo\_MasqueSkinCreme 10 = Facial Masque Skin Creme

AdditemDebug Drug\_Cleo\_MetallisysGel 10 = Metallisys Gel

AdditemDebug Drug\_Cleo\_OxyCompAromatic 10 = Oxy-Comp Aromatic

AdditemDebug Drug\_Cleo\_VeritysBreathInhalant 100 = Verity’s Breath Inhalant

AdditemDebug Drug\_SC\_Adreno 10 = Adreno

AdditemDebug Drug\_SC\_Adrenastim 10 = Adrena-Time

AdditemDebug Drug\_SC\_Ambidextrine 10 = Ambidextrine

AdditemDebug Drug\_SC\_DervishMist 10 = Dervish Mist

AdditemDebug Drug\_SC\_FocusitolCapsule 10 = Focusitol Capsule

AdditemDebug Drug\_SC\_HardineramElixir 10 = Hardineram Elixir

AdditemDebug Drug\_SC\_OllieOllieToxifree 10 = Ollie Ollie Toxifree

AdditemDebug Drug\_SC\_PepPills 10 = Pep Pills

AdditemDebug Drug\_SC\_SkinTufSalve 10 = Skin-Tuf Salve

AdditemDebug Drug\_SC\_StimuLotion 10 = Stimu-Lotion

AdditemDebug Drug\_SC\_ThinkingCaplet 10 = Thinking Cap-let

~~AdditemDebug AI\_Drug\_Ampule\_RidOLife 1 = Invalid 672 game/items~~

Food

AdditemDebug Food\_Cleo\_CatchUp 10 = Catch-Up

AdditemDebug Food\_Cleo\_TobaccornEars 10 = Bag of Tobaccorn Ears

~~AdditemDebug Food\_Cleo\_TripicaleBread 1 = Invalid 122 game/items~~

AdditemDebug Food\_Cleo\_TripicalePasta 10 = Tripicale Pasta Pack

AdditemDebug Food\_CP\_BoarstBakedBeans 10 = Boarst ‘n Baked Beans

AdditemDebug Food\_CP\_BoarstPockets 10 = Boarst Pockets

AdditemDebug Food\_CP\_BoarstWurst 10 = Boast Wurst

AdditemDebug Food\_CP\_CystyChops 10 = Cysty Chops

AdditemDebug Food\_CP\_CystyTumors 10 = Cystypig Tumors

AdditemDebug Food\_CP\_ICantBelieveItsNotBoarst 10 = I Can’t Believe It’s Not Boarst

AdditemDebug Food\_CP\_NearMapleSyrup 10 = NearMaple Syrup

AdditemDebug Food\_CP\_Pancakes 10 = Pancake Mix

AdditemDebug Food\_CP\_WoolyFilet 10 = Wooly Filet

AdditemDebug Food\_HDF\_CacowRibs 10 = Cacow Ribs

AdditemDebug Food\_HDF\_WoolyCurds 10 = Wooly Curds

AdditemDebug Food\_RaptidonMeat 10 = Raptidon Meat

AdditemDebug Food\_Rizzo\_DarkMatterBar 10 = Dark Matter Bar

AdditemDebug Food\_Rizzo\_KnockYouOutBar 10 = Knock You Out Bar

AdditemDebug Food\_Rizzo\_PurpleberryBunch 10 = Purpleberry Bunch

AdditemDebug Food\_Rizzo\_PurpleberryCrunch 10 = Purpleberry Crunch

AdditemDebug Food\_Rizzo\_PurpleberryLunch 10 = Purpleberry Lunch

AdditemDebug Food\_Rizzo\_PurpleberryMunch 10 = Purpleberry Munch

AdditemDebug Food\_Rizzo\_RetroRockets 10 = Retro Rockets

AdditemDebug Food\_SC\_BredNoodles 10 = Bred Noodles

AdditemDebug Food\_SC\_BunchaNanners 10 = Buncha Nanners

AdditemDebug Food\_SC\_FastRationPill 10 = Fast Ration Pill

AdditemDebug Food\_SC\_FishStix 10 = Fish Stix

AdditemDebug Food\_SC\_FrozenDinner 10 = Frozen Dinner

AdditemDebug Food\_SC\_GourmetSaltunaFillets 10 = Gourmet Saltuna Fillets

AdditemDebug Food\_SC\_MockApple 10 = Mock Apple

AdditemDebug Food\_SC\_PreSlicedBred 10 = Pre-Sliced Bred

AdditemDebug Food\_SC\_TarmacAndCheese 10 = Tarmac & Cheese

AdditemDebug Food\_SC\_TartarusSauce 10 = Tartarus Sauce

AdditemDebug Food\_SotD\_CannedSaltunaInBrine 10 = Canned Saltuna in Brine

AdditemDebug Food\_Tile\_Tileritos 10 = Tileritos

AdditemDebug Food\_CP\_0206\_CystyBits 10 = Deep Fried Cysty-Bits

AdditemDebug Food\_SC\_0206\_Spratwurst 10 = Terra-Fried Spratwurst

Smokes

AdditemDebug Smoke\_Cleo\_PipePatch 10 = Pipe Patch

AdditemDebug Smoke\_SC\_NicoPad 10 = Nico-Pad

AdditemDebug Smoke\_SC\_SpacersCorona 10 = Spacer’s Corona

AdditemDebug Smoke\_SpacersChoice\_Chaw 10 = Spacer’s Chaw

~~AdditemDebug Smoke\_Tile\_BerryStogie 1 = Invalid 1365 game/items~~

AdditemDebug Smoke\_Tile\_CosmicSmoke 10 = Cosmic Smoke

~~AdditemDebug Smoke\_Tile\_JiffyCigs 1 = Invalid 55 game/items~~

AdditemDebug Smoke\_Tile\_SteadyHand 10 = Steady Hand

AdditemDebug Smoke\_Tile\_StogieSlims 10 = Stogie Slims

AdditemDebug Smoke\_Wentsworth\_HighSociety 10 = High Society Cigarettes

AdditemDebug Smoke\_WW\_Perfecto 10 = Perfecto

Junk

AdditemDebug Junk\_AshGorillianBrain 1 = Primal Brain

AdditemDebug Junk\_AshGorillianHide 1 = Ash Primal Hide

AdditemDebug Junk\_Bracelet 1 = Bracelet

AdditemDebug Junk\_BredWormBlood 1 = Bred Worm Blood

AdditemDebug Junk\_CanidMeat 1 = Canid Meat

AdditemDebug Junk\_CanidSkullFin 1 = Canid Skull Fin

AdditemDebug Junk\_CanidTail 1 = Canid Tail

AdditemDebug Junk\_ChickenFeathers 1 = Chicken Feathers

AdditemDebug Junk\_CigaretteLighter 1 = Cigarette Lighter

AdditemDebug Junk\_Compass 1 = Compass

AdditemDebug Junk\_CoolantTank 1 = Coolant Tank

AdditemDebug Junk\_CorporationServiceAward 1 = Corporation Service Award

AdditemDebug Junk\_CystypigHoof 1 = Cystypig Hoof

AdditemDebug Junk\_Earrings 1 = Earrings

AdditemDebug Junk\_EnergyCanister 1 = Energy Canister

AdditemDebug Junk\_Flywheel 1 = Flywheel

AdditemDebug Junk\_GorillianHide 1 = Primal Hide

AdditemDebug Junk\_JointActuator 1 = Joint Actuator

AdditemDebug Junk\_LeatherBoaHide 1 = Leather Boa Hide

AdditemDebug Junk\_MantiCarapace 1 = Manti-Carapace

AdditemDebug Junk\_MantiPoisonGland 1 = Manti-Plasma Gland

AdditemDebug Junk\_ModelSpaceship 1 = Model Spaceship

AdditemDebug Junk\_MusicBox 1 = Music Box

AdditemDebug Junk\_Necklace 1 = Necklace

AdditemDebug Junk\_Necklace\_2 1 = Necklace

AdditemDebug Junk\_PneumaticPiston 1 = Pneumatic Piston

AdditemDebug Junk\_PocketWatch 1 = Pocket Watch

AdditemDebug Junk\_PristineServo 1 = Shiny Servo

AdditemDebug Junk\_PterorayBeak 1 = Pteroray Beak

AdditemDebug Junk\_PterorayWing 1 = Pteroray Wing

AdditemDebug Junk\_RaptidonHide 1 = Raptidon Hide

AdditemDebug Junk\_Ring 1 = Ring

AdditemDebug Junk\_Ring\_2 1 = Ring

AdditemDebug Junk\_Ring\_Jeweled 1 = Jeweled Ring

AdditemDebug Junk\_SpratHide 1 = Sprat Hide

AdditemDebug Junk\_TCWC 1 = White Chocolate Yummies

AdditemDebug Junk\_TossballCard\_Aaron 1 = Tossball Card Aaron Dubois

AdditemDebug Junk\_TossballCard\_Aldo 1 = Tossball Card Aldo Vicente

AdditemDebug Junk\_TossballCard\_Brandon 1 = Tossball Card Brandon Rosser

AdditemDebug Junk\_TossballCard\_Bree 1 = Tossball Card B.R. Guthrie

AdditemDebug Junk\_TossballCard\_Kyle 1 = Tossball Card Kyle Radue

AdditemDebug Junk\_TossballCard\_Lattiere 1 = Tossball Card Glen Lattiere

AdditemDebug Junk\_TossballCard\_Loeu 1 = Tossball Card Thomas B. Henry

AdditemDebug Junk\_TossballCard\_Marina 1 = Tossball Card Marina Bekeshko

AdditemDebug Junk\_TossballCard\_Matt 1 = Tossball Card Matthew Singh

AdditemDebug Junk\_TossballCard\_Tyson 1 = Tossball Card Tyson Christensen

AdditemDebug Junk\_WoolyCowWool 1 = Wooly Cow Wool

AdditemDebug PQ0001\_AdelaidePocketwatchReward 1 = Adelaide’s Watch

# **MODS**

AdditemDebug ArmorMod\_Armor\_Corrosion 1 = Anodized

AdditemDebug ArmorMod\_Armor\_Corrosion\_T2 10 = Anodized

AdditemDebug ArmorMod\_Armor\_Energy 1 = Insulated

AdditemDebug ArmorMod\_Armor\_Energy\_T2 10 = Insulated

AdditemDebug ArmorMod\_Armor\_NRay 1 = Laminated

AdditemDebug ArmorMod\_Armor\_NRay\_T2 10 = Laminated

AdditemDebug ArmorMod\_Armor\_Physical 1 = Toughened

AdditemDebug ArmorMod\_Armor\_Physical\_T2 10 = Toughened

AdditemDebug ArmorMod\_Armor\_Shock 1 = Grounded

AdditemDebug ArmorMod\_Armor\_Shock\_T2 10 = Grounded

~~AdditemDebug ArmorMod\_Armor\_VisualNoStat 1 = Factory Stock Armor Plating (No Effect)~~

AdditemDebug ArmorMod\_Gadget\_ChronoField 10 = Chrono-Field Aggregator

AdditemDebug ArmorMod\_Gadget\_ElectroCharge 10 = Electro-Charged Surface

AdditemDebug ArmorMod\_Gadget\_ReactShield 10 = Reactive Kinematic Shield Projector

AdditemDebug ArmorMod\_Gadget\_SkelAdrenoStim 10 = Skeletal-Muscular Adreno-Stimulator

~~AdditemDebug ArmorMod\_Resistance\_VisualNoStat 1 = Factory Stock Gadget Mod (No Effect)~~

AdditemDebug ArmorMod\_Skill\_HunterKit 1 = Hunter Kit

AdditemDebug ArmorMod\_Skill\_HunterKit\_T2 10 = Hunter Kit

AdditemDebug ArmorMod\_Skill\_SilverTongue 1 = Silver Tongue Kit

AdditemDebug ArmorMod\_Skill\_SilverTongue\_T2 10 = Silver Tongue Kit

AdditemDebug ArmorMod\_Skill\_TechKit 10 = Tech Kit

AdditemDebug ArmorMod\_Skill\_ThugKit 1 = Thug Kit

AdditemDebug ArmorMod\_Skill\_ThugKit\_T2 10 = Thug Kit

~~AdditemDebug ArmorMod\_Skill\_VisualNoStat 1 = Factory Stock Skill Kit (No Effect)~~

AdditemDebug ArmorMod\_Utility\_KnockedDownDuration 10 = Leaper Injectors

AdditemDebug ArmorMod\_Utility\_Movement 10 = Geographic Scanner

AdditemDebug ArmorMod\_Utility\_NoiseReduction 10 = Nightingale Step

AdditemDebug ArmorMod\_Utility\_SprintSTACost 10 = Backpack

~~AdditemDebug ArmorMod\_Utility\_VisualNoStat 1 = Factory Stock Utility Mod (No Effect)~~

AdditemDebug MeleeMod\_ATK\_CorrodeDamage 10 = Mr. Acid

AdditemDebug MeleeMod\_Atk\_CritDamageBonus 10 = Invalid 17 game/items (10% Dmg)

~~AdditemDebug MeleeMod\_Atk\_KnockbackDist 1 = Invalid 693 game/items~~

AdditemDebug MeleeMod\_Atk\_NRayDamage 10 = Mr. N

AdditemDebug MeleeMod\_Atk\_OLDCrit\_Damage 10 = Invalid 16 game/items (25% Crit Dmg)

AdditemDebug MeleeMod\_Atk\_OLDEnergyDamage 10 = Mr. Power (Plasma, +10% Dmg)

AdditemDebug MeleeMod\_Atk\_PlasmaDamage 10 = Mr. Power

AdditemDebug MeleeMod\_Atk\_PostResistMultiplier 10 = Invalid 63 game/items (Armor Dmg 15%)

AdditemDebug MeleeMod\_Atk\_PwrAtkDmg 10 = Mr. Ouch

AdditemDebug MeleeMod\_Atk\_ShockDamage 10 = Mr. Zap

AdditemDebug MeleeMod\_Atk\_Stealth 10 = Invalid 19 game/items (Firing Noise -85%)

AdditemDebug MeleeMod\_Atk\_Stun 10 = Invalid 22 game/items (Stun Chance +10%)

AdditemDebug MeleeMod\_Grip\_Atk\_Speed 10 = SpeedGrip

AdditemDebug MeleeMod\_Grip\_CritChance 10 = PowerGip

AdditemDebug MeleeMod\_Grip\_Equip\_Speed 10 = Invalid 18 game/items (Equip Time -25%)

AdditemDebug MeleeMod\_Grip\_OnHitSpellChance 10 = Soft Speaker (Firing Noise -90%, Intimidate +10)

AdditemDebug MeleeMod\_Grip\_Toughness 10 = SureGrip

AdditemDebug RangedMod\_Barrel\_Accuracy 10 = Sure N’ Straight Barrel

AdditemDebug RangedMod\_Barrel\_CritDamage 10 = FunTimes Barrel

AdditemDebug RangedMod\_Barrel\_RateOfFire 10 = SpeedyMate Barrel

AdditemDebug RangedMod\_Barrel\_Silencer 10 = Whisper Quiet Muzzler

AdditemDebug RangedMod\_Barrel\_Stagger 10 = FunTimes Barrel

AdditemDebug RangedMod\_Magazine\_CorrodeDamage 10 = Mag-2-Melt

AdditemDebug RangedMod\_Magazine\_EnergyDamage 10 = Mag-2-Power

AdditemDebug RangedMod\_Magazine\_FireDamage 10 = Invalid 44 game/items (Plasma)

AdditemDebug RangedMod\_Magazine\_MagSize 10 = Mag-Num

AdditemDebug RangedMod\_Magazine\_NRayDamage 10 = Mag-2-Ray

AdditemDebug RangedMod\_Magazine\_ShockDamage 10 = Mag-2-Zap

AdditemDebug RangedMod\_Sight\_Aim 10 = Gyro Sight

AdditemDebug RangedMod\_Sight\_PostResistance 10 = Exact-O-Sight

AdditemDebug RangedMod\_Sight\_Range 10 = Extend-O-Sight

AdditemDebug RangedMod\_Sight\_Scope 10 = Super Scoper 2000

~~AdditemDebug RangedMod\_Sight\_Stamina 1 = Invalid 29 game-items~~

# **CLOTHES & ARMOR**

**Clothing**

AdditemDebug EliteRich\_01\_Var1 1 = ClassicWear Express

AdditemDebug EliteRich\_01\_Var2 1 = ClassicWear Express

AdditemDebug EliteRich\_01\_Var3 1 = ClassicWear Express

AdditemDebug EliteRich\_01\_Var4 1 = ClassicWear Express

AdditemDebug EliteRich\_01\_Var5 1 = ClassicWear Express

AdditemDebug EliteRich\_02\_Var1 1 = ClassicWear Umbra

AdditemDebug EliteRich\_02\_Var2 1 = ClassicWear Umbra

AdditemDebug EliteRich\_02\_Var3 1 = ClassicWear Umbra

AdditemDebug EliteRich\_02\_Var4 1 = ClassicWear Umbra

AdditemDebug EliteRich\_02\_Var5 1 = ClassicWear Umbra

AdditemDebug EliteRich\_03\_Var1 1 = Fall Plaid Collection

AdditemDebug EliteRich\_03\_Var2 1 = Fall Plaid Collection

AdditemDebug EliteRich\_03\_Var3 1 = Fall Plaid Collection

AdditemDebug EliteRich\_03\_Var4 1 = Fall Plaid Collection

AdditemDebug EliteRich\_03\_Var5 1 = Fall Plaid Collection

AdditemDebug EliteRich\_04\_Var1 1 = Classic Semi-Formal

AdditemDebug EliteRich\_04\_Var2 1 = Classic Semi-Formal

AdditemDebug EliteRich\_04\_Var3 1 = Classic Semi-Formal

AdditemDebug EliteRich\_04\_Var4 1 = Classic Semi-Formal

AdditemDebug EliteRich\_04\_Var5 1 = Classic Semi-Formal

AdditemDebug EliteRich\_05\_Var1 1 = Town & Country

AdditemDebug EliteRich\_06\_Var1 1 = Freeman Business Suit

AdditemDebug EliteRich\_07\_Var1 1 = Braxington Formal Wear

AdditemDebug EliteRich\_08\_Var1 1 = Night On The Town

AdditemDebug EliteRich\_09\_Var1 1 = Back To Basics

AdditemDebug EliteRich\_10\_Var1 1 = The Refined Byzantite

AdditemDebug EliteRich\_Hat\_Var1 1 = Fedora, Red-Banded

AdditemDebug Laborer\_01\_Var1 1 = Crew Outfit, Model H

AdditemDebug Laborer\_02\_Var1 1 = Crew Outfit, Model H

AdditemDebug Laborer\_03\_Var1 1 = Crew Outfit, Model H

AdditemDebug Laborer\_04\_Var1 1 = Crew Outfit, Model H

AdditemDebug Laborer\_05\_Var1 1 = Crew Outfit, Model H

AdditemDebug AdjutantOutfit 1 = Board Uniform, Adjutant Class

AdditemDebug ChairmanOutfit 1 = Chief Executive Suit, First-Class

AdditemDebug EllieOutfit 1 = Streetwear, Fancy [Ellie Clothes]

AdditemDebug EllieOutfit\_Generic 1 = Streetwear, Fancy

AdditemDebug FelixOutfit 1 = Streetwear, Basic [Felix Clothes]

AdditemDebug FelixOutfit\_Generic 1 = Streetwear, Basic

AdditemDebug HermitOutfit 1 = Hermit Outfit

AdditemDebug LucasTennysonOutfit 1 = Colony Ship Uniform, Captain

AdditemDebug NyokaOutfit 1 = Hiking Gear, Quilted [Nyoka Clothes]

AdditemDebug NyokaOutfit\_Generic 1 = Hiking Gear, Quilted

AdditemDebug ParvatiDateOutfit 1 = Fancy Evening Wear, Collarless

AdditemDebug ParvatiOutfit 1 = Mechanics Overalls, Junior Grade [Parvati Clothes]

AdditemDebug ParvatiOutfit\_Generic 1 = Mechanics Overalls, Junior Grade

AdditemDebug PhineasOutfit 1 = Laboratory Outfit, Extra-Fancy [Phineas Clothes]

AdditemDebug TA\_0202\_Uni\_CelesteSuit\_Chimaera 1 = Chimaera [Rare]

AdditemDebug VicarDreamOutfit 1 = Vestments, Blue with Piping [Spectral]

AdditemDebug VicarOutfit 1 = Vestments, Blue with Piping [Max Clothes]

AdditemDebug VicarOutfit\_Generic 1 = Vestments, Blue with Piping

AdditemDebug HeadGear\_Prison\_Hat 1 = Prisoner’s Cap

AdditemDebug HeadGear\_Prison\_Mask 1 = Prisoner’s Facial Restraint

AdditemDebug Prison\_01 1 = Inmate Uniform, Style T

AdditemDebug Prison\_02 1 = Plated Prisoner’s Jumpsuit

AdditemDebug Prison\_03 1 = Reinforced Prisoner’s Jumpsuit

AdditemDebug SmugglerOutfit 1 = Leather Gear, Casual

AdditemDebug SmugglerOutfit\_001A 1 = Leather Gear, Casual

AdditemDebug SmugglerOutfit\_001B 1 = Leather Gear, Casual

AdditemDebug SmugglerOutfit\_001C 1 = Leather Gear, Casual

AdditemDebug SmugglerOutfit\_001D 1 = Leather Gear, Casual

AdditemDebug Spacer\_01\_Var1 1 = Leather Gear, Business Casual

AdditemDebug Spacer\_01\_Var2 1 = Leather Gear, Business Casual

AdditemDebug Spacer\_01\_Var3 1 = Leather Gear, Business Casual

AdditemDebug Spacer\_01\_Var4 1 = Leather Gear, Business Casual

AdditemDebug Spacer\_01\_Var5 1 = Leather Gear, Business Casual

AdditemDebug Spacer\_01\_Var6 1 = Leather Gear, Business Casual

AdditemDebug Spacer\_02\_Var1 1 = Water Resistant Wear, Casual

AdditemDebug Spacer\_02\_Var2 1 = Water Resistant Wear, Casual

AdditemDebug Spacer\_02\_Var3 1 = Water Resistant Wear, Casual

AdditemDebug Spacer\_02\_Var4 1 = Water Resistant Wear, Casual

AdditemDebug Spacer\_02\_Var5 1 = Water Resistant Wear, Casual

AdditemDebug Spacer\_02\_Var6 1 = Water Resistant Wear, Casual

AdditemDebug Spacer\_03\_Var1 1 = Mixed Use Outfit

AdditemDebug Spacer\_03\_Var2 1 = Mixed Use Outfit

AdditemDebug Spacer\_03\_Var3 1 = Mixed Use Outfit

AdditemDebug Spacer\_03\_Var4 1 = Mixed Use Outfit

AdditemDebug Spacer\_03\_Var5 1 = Mixed Use Outfit

AdditemDebug Spacer\_03\_Var6 1 = Mixed Use Outfit

AdditemDebug Spacer\_04\_Var1 1 = Work Gear, Farm-Friendly

AdditemDebug Spacer\_04\_Var2 1 = Work Gear, Farm-Friendly

AdditemDebug Spacer\_04\_Var3 1 = Work Gear, Farm-Friendly

AdditemDebug Spacer\_04\_Var4 1 = Work Gear, Farm-Friendly

AdditemDebug Spacer\_04\_Var5 1 = Work Gear, Farm-Friendly

AdditemDebug Spacer\_04\_Var6 1 = Work Gear, Farm-Friendly

AdditemDebug Spacer\_05\_Var1 1 = Day Wear, Option 1

AdditemDebug Spacer\_05\_Var2 1 = Day Wear, Option 1

AdditemDebug Spacer\_05\_Var3 1 = Day Wear, Option 1

AdditemDebug Spacer\_05\_Var4 1 = Day Wear, Option 1

AdditemDebug Spacer\_05\_Var5 1 = Day Wear, Option 1

AdditemDebug Spacer\_05\_Var5\_Uni\_Scy\_SafecrackersJacket 1 = Safecracker’s Jacket [Rare]

AdditemDebug Spacer\_05\_Var6 1 = Day Wear, Option 1

AdditemDebug Spacer\_06\_Var1 1 = Day Wear, Option 2

AdditemDebug Spacer\_06\_Var2 1 = Day Wear, Option 2

AdditemDebug Spacer\_06\_Var3 1 = Day Wear, Option 2

AdditemDebug Spacer\_06\_Var4 1 = Day Wear, Option 2

AdditemDebug Spacer\_06\_Var5 1 = Day Wear, Option 2

AdditemDebug Spacer\_06\_Var6 1 = Day Wear, Option 2

AdditemDebug Spacer\_07\_Var1 1 = Work Vest, Style 7

AdditemDebug Spacer\_07\_Var2 1 = Work Vest, Style 7

AdditemDebug Spacer\_07\_Var3 1 = Work Vest, Style 7

AdditemDebug Spacer\_07\_Var4 1 = Work Vest, Style 7

AdditemDebug Spacer\_07\_Var5 1 = Work Vest, Style 7

AdditemDebug Spacer\_07\_Var6 1 = Work Vest, Style 7

AdditemDebug Townie\_01\_Var1 1 = Light Work Gear, Grade 1

AdditemDebug Townie\_01\_Var2 1 = Light Work Gear, Grade 1

AdditemDebug Townie\_01\_Var3 1 = Light Work Gear, Grade 1

AdditemDebug Townie\_01\_Var4 1 = Light Work Gear, Grade 1

AdditemDebug Townie\_01\_Var5 1 = Light Work Gear, Grade 1

AdditemDebug Townie\_01\_Var6 1 = Light Work Gear, Grade 1

AdditemDebug Townie\_02\_Var1 1 = Light Work Gear, Grade 2

AdditemDebug Townie\_02\_Var2 1 = Light Work Gear, Grade 2

AdditemDebug Townie\_02\_Var3 1 = Light Work Gear, Grade 2

AdditemDebug Townie\_02\_Var4 1 = Light Work Gear, Grade 2

AdditemDebug Townie\_02\_Var5 1 = Light Work Gear, Grade 2

AdditemDebug Townie\_02\_Var6 1 = Light Work Gear, Grade 2

AdditemDebug Townie\_04\_Var1 1 = Light Work Gear, Grade 3

AdditemDebug Townie\_04\_Var2 1 = Light Work Gear, Grade 3

AdditemDebug Townie\_04\_Var3 1 = Light Work Gear, Grade 3

AdditemDebug Townie\_04\_Var4 1 = Light Work Gear, Grade 3

AdditemDebug Townie\_04\_Var5 1 = Light Work Gear, Grade 3

AdditemDebug Townie\_04\_Var6 1 = Light Work Gear, Grade 3

AdditemDebug Townie\_03\_Var1 1 = Medium Work Gear, Grade 1

AdditemDebug Townie\_03\_Var2 1 = Medium Work Gear, Grade 1

AdditemDebug Townie\_03\_Var3 1 = Medium Work Gear, Grade 1

AdditemDebug Townie\_03\_Var4 1 = Medium Work Gear, Grade 1

AdditemDebug Townie\_03\_Var5 1 = Medium Work Gear, Grade 1

AdditemDebug Townie\_03\_Var6 1 = Medium Work Gear, Grade 1

AdditemDebug Townie\_05\_Var1 1 = Medium Work Gear, Grade 2

AdditemDebug Townie\_05\_Var2 1 = Medium Work Gear, Grade 2

AdditemDebug Townie\_05\_Var3 1 = Medium Work Gear, Grade 2

AdditemDebug Townie\_05\_Var4 1 = Medium Work Gear, Grade 2

AdditemDebug Townie\_05\_Var5 1 = Medium Work Gear, Grade 2

AdditemDebug Townie\_05\_Var6 1 = Medium Work Gear, Grade 2

AdditemDebug Townie\_Butcher 1 = Butcher’s Outfit

AdditemDebug TownLeader 1 = Business Formal, Tweed

AdditemDebug Worker\_01\_Var1 1 = Worker Outfit

AdditemDebug Worker\_02\_Var1 1 = Worker Outfit

AdditemDebug Worker\_03\_Var1 1 = Worker Outfit

AdditemDebug Worker\_04\_Var1 1 = Worker Outfit

AdditemDebug Worker\_05\_Var1 1 = Worker Outfit

AdditemDebug Doctor 1 = Laboratory Outfit, Splash-Resistant

AdditemDebug LabWorkerOutfit 1 = Laboratory Outfit, Splash-Resistant

AdditemDebug LabWorkerOutfit\_AC 1 = Laboratory Outfit, Splash-Resistant

AdditemDebug LabWorkerOutfit\_Uni\_Ros\_ResearchersScrubs 1 = Researcher’s Scrubs [Rare]

**Armor**

AdditemDebug Spacer\_Mardet\_Armor 1 = Colony Ship Guard Armor

AdditemDebug Armor\_CorpCommander\_Base 1 = Advanced Defensive Armor [NoImg]

AdditemDebug Armor\_CorpTrooper\_Base 1 = Standard Troop Armor [NoImg]

AdditemDebug Armor\_CorpTacOrdTech\_Uni\_RaptidonHander 1 = Raptidon Handler’s Armor [Rare]

AdditemDebug Armor\_CorpTrooper\_Cleo\_T1 1 = Standard Troop Armor

AdditemDebug Armor\_CorpCommander\_Cleo\_Phy\_T1 1 = Advanced Defensive Armor

AdditemDebug Armor\_CorpRecruit\_Cleo\_Phy\_T1 1 = Riot Control Armor

AdditemDebug Armor\_CorpRecruit\_Cleo\_Phy\_T2 1 = Riot Control Armor Gold

AdditemDebug Armor\_CorpTacOrdTech\_Cleo\_Phy\_T1 1 = Ordnance Control Armor

AdditemDebug Armor\_CorpTacOrdTech\_Cleo\_Phy\_T2 1 = Ordnance Control Armor Gold

AdditemDebug Armor\_CorpTrooper\_Cleo\_Phy\_T1 1 = Standard Troop Armor

AdditemDebug Armor\_CorpTrooper\_Cleo\_Phy\_T2 1 = Standard Troop Armor Gold

AdditemDebug Armor\_CorpUnitCommander\_Cleo\_Phy\_T1 1 = Elite Troop Armor

AdditemDebug Armor\_CorpUnitCommander\_Cleo\_Phy\_T2 1 = Elite Troop Armor Gold

AdditemDebug Armor\_CorpRecruit\_CP\_Phy\_T1 1 = Riot Control Armor

AdditemDebug Armor\_CorpRecruit\_CP\_Phy\_T2 1 = Riot Control Armor Gold

AdditemDebug Armor\_CorpTacOrdTech\_CP\_Phy\_T1 1 = Ordnance Control Armor

AdditemDebug Armor\_CorpTacOrdTech\_CP\_Phy\_T2 1 = Ordnance Control Armor Gold

AdditemDebug Armor\_CorpTrooper\_CP\_Phy\_T1 1 = Standard Troop Armor

AdditemDebug Armor\_CorpTrooper\_CP\_Phy\_T2 1 = Standard Troop Armor Gold

AdditemDebug Armor\_CorpUnitCommander\_CP\_Phy\_T1 1 = Elite Troop Armor

AdditemDebug Armor\_CorpUnitCommander\_CP\_Phy\_T2 1 = Elite Troop Armor Gold

AdditemDebug Armor\_CorpRecruit\_MSI\_Phy\_T1 1 = Riot Control Armor

AdditemDebug Armor\_CorpTacOrdTech\_MSI\_Phy\_T1 1 = Ordnance Control Armor

AdditemDebug Armor\_CorpTrooper\_MSI\_Phy\_T1 1 = Standard Troop Armor

AdditemDebug Armor\_CorpTrooper\_MSI\_Phy\_T2 1 = Standard Troop Armor [Cheat]

AdditemDebug Armor\_CorpUnitCommander\_MSI\_Phy\_T1 1 = Elite Troop Armor

AdditemDebug Armor\_CorpUnitCommander\_MSI\_Uni\_Mon1 1 = MSI Elite Armor [Rare]

AdditemDebug Armor\_CorpRecruit\_Rizzo\_Phy\_T1 1 = Riot Control Armor

AdditemDebug Armor\_CorpRecruit\_Rizzo\_Phy\_T2 1 = Riot Control Armor Gold

AdditemDebug Armor\_CorpRecruit\_Rizzo\_Uni\_Mon1 1 = Purpleberry Police Armor [Rare]

AdditemDebug Armor\_CorpTacOrdTech\_Rizzo\_Phy\_T1 1 = Ordnance Control Armor

AdditemDebug Armor\_CorpTacOrdTech\_Rizzo\_Phy\_T2 1 = Ordnance Control Armor Gold

AdditemDebug Armor\_CorpTrooper\_Rizzo\_Phy\_T1 1 = Standard Troop Armor

AdditemDebug Armor\_CorpTrooper\_Rizzo\_Phy\_T2 1 = Standard Troop Armor Gold

AdditemDebug Armor\_CorpUnitCommander\_Rizzo\_Phy\_T1 1 = Elite Troop Armor

AdditemDebug Armor\_CorpUnitCommander\_Rizzo\_Phy\_T2 1 = Elite Troop Armor Gold

AdditemDebug Armor\_CorpUnitCommander\_Rizzo\_Uni\_Mon1 1 = SugarOps Armor [Rare]

AdditemDebug Armor\_CorpRecruit\_SC\_Phy\_T1 1 = Riot Control Armor

AdditemDebug Armor\_CorpRecruit\_SC\_Phy\_T1\_LudwigNoDrop 1 = Riot Control Armor

AdditemDebug Armor\_CorpTacOrdTech\_SC\_Phy\_T1 1 = Ordnance Control Armor

AdditemDebug Armor\_CorpTrooper\_SC\_Phy\_T1 1 = Standard Troop Armor

AdditemDebug Armor\_CorpUnitCommander\_SC\_Phy\_T1 1 = Elite Troop Armor

AdditemDebug Armor\_CorpRecruit\_TL\_Phy\_T1 1 = Riot Control Armor [NoImg][Cheat]

AdditemDebug Armor\_CorpTrooper\_TL\_Phy\_T1 1 = Standard Troop Armor [NoImg][Cheat]

AdditemDebug Armor\_CorpUnitCommander\_UDL\_T1 1 = Elite Troop Armor

AdditemDebug Armor\_CorpRecruit\_UDL\_Phy\_T1 1 = Riot Control Armor

AdditemDebug Armor\_CorpRecruit\_UDL\_Phy\_T2 1 = Riot Control Armor Gold

AdditemDebug Armor\_CorpTacOrdTech\_UDL\_Phy\_T1 1 = Ordnance Control Armor

AdditemDebug Armor\_CorpTacOrdTech\_UDL\_Phy\_T2 1 = Ordnance Control Armor Gold

AdditemDebug Armor\_CorpTrooper\_UDL\_Phy\_T1 1 = Standard Troop Armor

AdditemDebug Armor\_CorpTrooper\_UDL\_Phy\_T2 1 = Standard Troop Armor Gold

AdditemDebug Armor\_CorpUnitCommander\_UDL\_Phy\_T1 1 = Elite Troop Armor

AdditemDebug Armor\_CorpUnitCommander\_UDL\_Phy\_T2 1 = Elite Troop Armor Gold

AdditemDebug Armor\_CorpUnitCommander\_UDL\_Phy\_Uni 1 = Nightfall Squad Armor [Rare]

AdditemDebug Armor\_CryoSuit 1 = Hibernation Suit

AdditemDebug Armor\_DissAgitator\_Phy\_T1 1 = Dur-A-Bull Guards

AdditemDebug Armor\_DissInsurgent\_Phy\_T1 1 = Leaded Armor

AdditemDebug Armor\_DissRevolutionary\_Phy\_T1 1 = Heavy Construction Gear

AdditemDebug Armor\_DissRevolutionary\_Phy\_T2 1 = Heavy Construction Gear [Cheat]

AdditemDebug Armor\_DissRevolutionary\_Uni\_Mon1 1 = Iconoclast Apostle Armor [Rare]

AdditemDebug Armor\_DissRioter\_Phy\_T1 1 = Anti-Riot Gear

AdditemDebug Armor\_DregLookout\_Phy\_T1 1 = Cobbled Exo-Suit

AdditemDebug Armor\_DregLookout\_Phy\_T2 1 = Cobbled Exo-Suit [Cheat]

AdditemDebug Armor\_DregLookout\_Uni\_Mon1 1 = Marauder Survivalist [Rare]

AdditemDebug Armor\_DregRingLeader\_Phy\_T1 1 = Retrofitted Heavy Power Armor

AdditemDebug Armor\_DregThug\_Phy\_T1 1 = Makeshift Low Pressure Suit

AdditemDebug Armor\_DregVandal\_Phy\_T1 1 = Rebuilt Mining Gear

AdditemDebug Armor\_SublightSmuggler\_T1 1 = Protective Clothing w/ Safety Harness

AdditemDebug Armor\_SublightSmuggler\_T2 1 = Protective Clothing w/ Safety Harness Gold

AdditemDebug Armor\_SublightSmuggler\_Phy\_T1 1 = Protective Clothing w/ Safety Harness

AdditemDebug Armor\_SublightSmuggler\_Phy\_T2 1 = Protective Clothing w/ Safety Harness Gold

AdditemDebug Armor\_SublightSmuggler\_VicePresident 1 = SubLight VP Armor [Rare]

# **HEADWEAR**

**Clothing**

AdditemDebug Spacer\_Eyewear\_01 1 = Opti-Goggles

AdditemDebug Spacer\_Eyewear\_02 1 = Space Aviator Glasses

AdditemDebug Spacer\_Eyewear\_Uni\_WeldersGoggles 1 = Welder’s Goggles [Rare]

AdditemDebug Spacer\_Helmet\_01 1 = Mark 7 Cranial Protector

AdditemDebug Spacer\_Helmet\_02 1 = Low Pressure Helm

AdditemDebug Spacer\_Helmet\_03 1 = Vac Helm

AdditemDebug Spacer\_Helmet\_03\_Uni\_Mon1 1 = Sublight Contractor Helm [Rare]

AdditemDebug Spacer\_Helmet\_04 1 = Enclosed Padded Helm

AdditemDebug Spacer\_Helmet\_05 1 = Padded Helm

AdditemDebug Townie\_Mask 1 = Gas Mask, Basic

AdditemDebug TownLeader\_Hat 1 = Bowler, Business Formal

AdditemDebug TownLeader\_Hat\_UNI\_BloodyHat 1 = Reed’s Hat [Rare]

AdditemDebug HeadGear\_BeanieThin\_Var1 1 = Beanie, Light-Weight

AdditemDebug HeadGear\_BeanieThin\_Var2 1 = Beanie, Light-Weight

AdditemDebug HeadGear\_BeanieThin\_Var3 1 = Beanie, Light-Weight

AdditemDebug HeadGear\_BeanieThin\_Var4 1 = Beanie, Light-Weight

AdditemDebug HeadGear\_BeanieThin\_Var5 1 = Beanie, Light-Weight

AdditemDebug HeadGear\_BeanieWide\_Var1 1 = Beanie, Thick

AdditemDebug HeadGear\_BeanieWide\_Var2 1 = Beanie, Thick

AdditemDebug HeadGear\_BeanieWide\_Var3 1 = Beanie, Thick

AdditemDebug HeadGear\_BeanieWide\_Var4 1 = Beanie, Thick

AdditemDebug HeadGear\_BeanieWide\_Var5 1 = Beanie, Thick

AdditemDebug HeadGear\_BillCapA\_Var01 1 = Cap, Billed, Style A

AdditemDebug HeadGear\_BillCapA\_Var02 1 = Cap, Billed, Style A

AdditemDebug HeadGear\_BillCapA\_Var03 1 = Cap, Billed, Style A

AdditemDebug HeadGear\_BillCapA\_Var04 1 = Cap, Billed, Style A

AdditemDebug HeadGear\_BillCapA\_Var05 1 = Cap, Billed, Style A

AdditemDebug HeadGear\_BillCapB\_Var01 1 = Cap, Billed, Style B

AdditemDebug HeadGear\_BillCapB\_Var02 1 = Cap, Billed, Style B

AdditemDebug HeadGear\_BillCapB\_Var03 1 = Cap, Billed, Style B

AdditemDebug HeadGear\_BillCapB\_Var04 1 = Cap, Billed, Style B

AdditemDebug HeadGear\_BillCapB\_Var05 1 = Cap, Billed, Style B

AdditemDebug HeadGear\_Chef\_Var01 1 = Chef Hat, Tall

AdditemDebug HeadGear\_Chef\_Var02 1 = Chef Hat, Tall

AdditemDebug HeadGear\_Cowboy\_Hunter 1 = Hat, Wide-Brimmed, Banded

AdditemDebug HeadGear\_Cowboy\_Hunter\_Uni\_CertifiedExplorer 1 = Certified Explorer’s Hat [Rare]

AdditemDebug HeadGear\_Cowboy\_Rope\_Var01 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Rope\_Var02 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Rope\_Var03 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Rope\_Var04 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Rope\_Var05 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Strap\_Var01 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Strap\_Var02 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Strap\_Var03 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Strap\_Var04 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Strap\_Var05 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Var01 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Var02 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Var03 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Var04 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_Cowboy\_Var05 1 = Hat, Wide-Brimmed

AdditemDebug HeadGear\_EyePatch\_Var01 1 = Eye Covering, Standard

AdditemDebug HeadGear\_EyePatch\_Var02 1 = Eye Covering, Standard

AdditemDebug HeadGear\_EyePatch\_Var02\_Uni\_Mon1 1 = Hemlock’s Eyepatch [Rare]

AdditemDebug HeadGear\_EyePatch\_Var03 1 = Eye Covering, Standard

AdditemDebug HeadGear\_EyePatch\_Var04 1 = Eye Covering, Standard

AdditemDebug HeadGear\_EyePatch\_Var05 1 = Eye Covering, Standard

AdditemDebug HeadGear\_Fascinator 1 = The Duchess

AdditemDebug HeadGear\_HalfMoonGlasses 1 = The Professor (Half Lenses)

AdditemDebug HeadGear\_HalfMoonSunGlasses 1 = The Professor (Half Lenses)

AdditemDebug HeadGear\_Iconoclast 1 = Folded Cap, With Ear Flaps

AdditemDebug HeadGear\_MiningHat\_Var01 1 = Mining Helmet, Grade 1

AdditemDebug HeadGear\_MiningHat\_Var02 1 = Mining Helmet, Grade 1

AdditemDebug HeadGear\_MiningHat\_Var03 1 = Mining Helmet, Grade 1

AdditemDebug HeadGear\_MiningHat\_Var04 1 = Mining Helmet, Grade 1

AdditemDebug HeadGear\_MiningHat\_Var05 1 = Mining Helmet, Grade 1

AdditemDebug HeadGear\_MiningLightHat\_Var01 1 = Mining Helmet, Grade 1, With Light

AdditemDebug HeadGear\_MiningLightHat\_Var02 1 = Mining Helmet, Grade 1, With Light

AdditemDebug HeadGear\_MiningLightHat\_Var03 1 = Mining Helmet, Grade 1, With Light

AdditemDebug HeadGear\_MiningLightHat\_Var04 1 = Mining Helmet, Grade 1, With Light

AdditemDebug HeadGear\_MiningLightHat\_Var05 1 = Mining Helmet, Grade 1, With Light

AdditemDebug HeadGear\_MoonMan 1 = MoonMan Helmet (Costume Accessory)

AdditemDebug HeadGear\_MoonMan\_Uni\_DefectiveMoon 1 = Defective MoonMan Helmet [Rare]

AdditemDebug HeadGear\_NoVisuals 1 = MoonMan Helmet (Costume Accessory)

AdditemDebug HeadGear\_OvalGlasses 1 = The Manager

AdditemDebug HeadGear\_OvalSunGlasses 1 = The Manager

AdditemDebug HeadGear\_RoundGlasses 1 = The Musician

AdditemDebug HeadGear\_RoundSunGlasses 1 = The Musician

AdditemDebug HeadGear\_TopHat\_Var01 1 = The Oxonion

AdditemDebug HeadGear\_TopHat\_Var01\_Uni\_Mon1 1 = A Nice Hat [Rare]

AdditemDebug HeadGear\_TopHat\_Var02 1 = The Oxonion

AdditemDebug HeadGear\_VeiledTopHat\_Var01 1 = The Oxonion

AdditemDebug HeadGear\_VeiledTopHat\_Var02 1 = The Oxonion

AdditemDebug HeadGear\_WrapGlasses 1 = The Aviator (Wrapped)

AdditemDebug HeadGear\_WrapSunGlasses 1 = The Aviator (Wrapped)

AdditemDebug Helmet\_Doctor 1 = Reinforced Headwear, Class S

AdditemDebug LabWorkerEyewear 1 = Precision Spectrum Magnification Mono-Lens

AdditemDebug LabWorkerHeadgear 1 = Lab Protective Monocle

AdditemDebug LabWorkerHeadgear\_Uni\_Scy\_ResearchersMask = Researcher’s Mask [Rare]

**Armor**

AdditemDebug Spacer\_Mardet\_Helmet 1 = Mardet Helmet

AdditemDebug Helmet\_CorpCommander\_Base 1 = Advanced Defensive Helmet [NoImg][Cheat]

AdditemDebug Helmet\_CorpTacOrdTech\_Base 1 = Ordnance Control Helmet

AdditemDebug Helmet\_CorpRecruit\_Cleo\_T1 1 = Riot Control Helmet

AdditemDebug Helmet\_CorpTrooper\_Cleo\_T1 1 = Standard Troop Helmet

AdditemDebug Helmet\_CorpCommander\_Cleo\_Phy\_T1 1 = Elite Troop Armor

AdditemDebug Helmet\_CorpRecruit\_Cleo\_Phy\_T1 1 = Riot Control Helmet

AdditemDebug Helmet\_CorpRecruit\_Cleo\_Phy\_T2 1 = Riot Control Helmet Gold

AdditemDebug Helmet\_CorpTacOrdTech\_Cleo\_Phy\_T1 1 = Ordnance Control Helmet

AdditemDebug Helmet\_CorpTacOrdTech\_Cleo\_Phy\_T2 1 = Ordnance Control Helmet Gold

AdditemDebug Helmet\_CorpTrooper\_Cleo\_Phy\_T1 1 = Standard Troop Helmet

AdditemDebug Helmet\_CorpTrooper\_Cleo\_Phy\_T2 1 = Standard Troop Helmet Gold

AdditemDebug Helmet\_CorpUnitCommander\_Cleo\_Phy\_T1 1 = Advanced Defensive Helmet

AdditemDebug Helmet\_CorpUnitCommander\_Cleo\_Phy\_T2 1 = Advanced Defensive Helmet Gold

AdditemDebug Helmet\_CorpRecruit\_CP\_Phy\_T1 1 = Riot Control Helmet

AdditemDebug Helmet\_CorpRecruit\_CP\_Phy\_T2 1 = Riot Control Helmet Gold

AdditemDebug Helmet\_CorpTacOrdTech\_CP\_Phy\_T1 1 = Ordnance Control Helmet

AdditemDebug Helmet\_CorpTacOrdTech\_CP\_Phy\_T2 1 = Ordnance Control Helmet Gold

AdditemDebug Helmet\_CorpTrooper\_CP\_Phy\_T1 1 = Standard Troop Helmet

AdditemDebug Helmet\_CorpTrooper\_CP\_Phy\_T2 1 = Standard Troop Helmet Gold

AdditemDebug Helmet\_CorpUnitCommander\_CP\_Phy\_T1 1 = Advanced Defensive Helmet

AdditemDebug Helmet\_CorpUnitCommander\_CP\_Phy\_T2 1 = Advanced Defensive Helmet Gold

AdditemDebug Helmet\_CorpRecruit\_MSI\_Phy\_T1 1 = Riot Control Helmet

AdditemDebug Helmet\_CorpTacOrdTech\_MSI\_Phy\_T1 1 = Ordnance Control Helmet

AdditemDebug Helmet\_CorpTrooper\_MSI\_Phy\_T1 1 = Standard Troop Helmet

AdditemDebug Helmet\_CorpUnitCommander\_MSI\_Phy\_T1 1 = Advanced Defensive Helmet

AdditemDebug Helmet\_CorpUnitCommander\_MSI\_Uni\_Mon1 1 = MSI Elite Helmet [Rare]

AdditemDebug Helmet\_CorpRecruit\_Rizzo\_Phy\_T1 1 = Riot Control Helmet

AdditemDebug Helmet\_CorpRecruit\_Rizzo\_Phy\_T2 1 = Riot Control Helmet Gold

AdditemDebug Helmet\_CorpRecruit\_Rizzo\_Uni\_Mon1 1 = Purpleberry Police Helmet [Rare]

AdditemDebug Helmet\_CorpTacOrdTech\_Rizzo\_Phy\_T1 1 = Ordnance Control Helmet

AdditemDebug Helmet\_CorpTacOrdTech\_Rizzo\_Phy\_T2 1 = Ordnance Control Helmet Gold

AdditemDebug Helmet\_CorpTrooper\_Rizzo\_Phy\_T1 1 = Standard Troop Helmet

AdditemDebug Helmet\_CorpTrooper\_Rizzo\_Phy\_T2 1 = Standard Troop Helmet Gold

AdditemDebug Helmet\_CorpUnitCommander\_Rizzo\_Phy\_T1 1 = Advanced Defensive Helmet

AdditemDebug Helmet\_CorpUnitCommander\_Rizzo\_Phy\_T2 1 = Advanced Defensive Helmet Gold

AdditemDebug Helmet\_CorpUnitCommander\_Rizzo\_Uni\_Mon1 1 = SugarOps Helmet [Rare]

AdditemDebug Helmet\_CorpRecruit\_SC\_Phy\_T1 1 = Riot Control Helmet

AdditemDebug Helmet\_CorpTacOrdTech\_SC\_Phy\_T1 1 = Ordnance Control Helmet

AdditemDebug Helmet\_CorpTrooper\_SC\_Phy\_T1 1 = Standard Troop Helmet

AdditemDebug Helmet\_CorpUnitCommander\_SC\_Phy\_T1 1 = Advanced Defensive Helmet

AdditemDebug Helmet\_CorpRecruit\_TL\_Phy\_T1 1 = Riot Control Helmet [Cheat]

AdditemDebug Helmet\_CorpTrooper\_TL\_Phy\_T1 1= Standard Troop Helmet [Cheat]

AdditemDebug Helmet\_CorpUnitCommander\_UDL\_T1 1 = Advanced Defensive Helmet

AdditemDebug Helmet\_CorpUnitCommander\_UDL\_Uni\_Byz\_NightfallHelm 1 = Nightfall Squad Helmet [Rare]

AdditemDebug Helmet\_CorpRecruit\_UDL\_Phy\_T1 1 = Riot Control Helmet

AdditemDebug Helmet\_CorpRecruit\_UDL\_Phy\_T2 1 = Riot Control Helmet Gold

AdditemDebug Helmet\_CorpTacOrdTech\_UDL\_Phy\_T1 1 = Ordnance Control Helmet

AdditemDebug Helmet\_CorpTacOrdTech\_UDL\_Phy\_T2 1 = Ordnance Control Helmet Gold

AdditemDebug Helmet\_CorpTrooper\_UDL\_Phy\_T1 1 = Standard Troop Helmet

AdditemDebug Helmet\_CorpTrooper\_UDL\_Phy\_T2 1 = Standard Troop Helmet Gold

AdditemDebug Helmet\_CorpUnitCommander\_UDL\_Phy\_T1 1 = Advanced Defensive Helmet

AdditemDebug Helmet\_CorpUnitCommander\_UDL\_Phy\_T2 1 = Advanced Defensive Helmet Gold

AdditemDebug Helmet\_CryoSuit 1 = Hibernation Helmet

AdditemDebug Helmet\_DissRioter\_Base 1 = Vented Mark 3 Helmet

AdditemDebug Helmet\_DissAgitator\_Phy\_T1 1 = Heavy Grade Face Mask

AdditemDebug Helmet\_DissAgitator\_Phy\_T2 1 = Heavy Grade Face Mask

AdditemDebug Helmet\_DissInsurgent\_Phy\_T1 1 = Leather Helm With Goggles

AdditemDebug Helmet\_DissRevolutionary\_Phy\_T1 1 = Full Cranial Helmet

AdditemDebug Helmet\_DissRevolutionary\_Uni\_Mon1 1 = Iconoclast Apostle Helmet [Rare]

AdditemDebug Helmet\_DissRioter\_Phy\_T1 1 = Vented Mark 3 Helmet

AdditemDebug Helmet\_DregLookout\_Base 1 = Reconditioned Exo-Helmet

AdditemDebug Helmet\_DregLookout\_Phy\_T1 1 = Reconditioned Exo-Helmet

AdditemDebug Helmet\_DregLookout\_Phy\_T2 1 = Reconditioned Exo- Helmet [Cheat]

AdditemDebug Helmet\_DregLookout\_Uni\_Mon1 1 = Marauder Survivalist Helmet [Rare]

AdditemDebug Helmet\_DregRingLeader\_Phy\_T1 1 = Overhauled Power Helmet

AdditemDebug Helmet\_DregThug\_Phy\_T1 1 = Patched Low Pressure Helmet

AdditemDebug Helmet\_DregVandal\_Phy\_T1 1 = Piecemeal Mining Helmet

# **WEAPONS**

**Guns**

AdditemDebug Joch\_BolterPistol\_Weapon\_UNI\_Byz\_TheNegotiator 1 = The Negotiator [Rare]

AdditemDebug Joch\_BolterPistol\_Weapon\_T1 1 = Bolter Pistol

AdditemDebug Joch\_BolterPistol\_Weapon\_T2 1 = Bolter Pistol 2.0

AdditemDebug Joch\_BolterPistol\_Weapon\_T3 1 = Bolter Pistol 3.0

AdditemDebug SC\_LightPistol\_Uni\_GB\_SalvagersHelper 1 = Salvager’s Helper [Rare]

AdditemDebug SC\_LightPistol\_Uni\_Mon1 1 = MSI Light Pistol

AdditemDebug SC\_LightPistol\_Weapon\_T1 1 = Light Pistol

AdditemDebug SC\_LightPistol\_Weapon\_T2 1 = Light Pistol Mk 2

AdditemDebug SC\_LightPistol\_Weapon\_T3 1 = Light Pistol Mk 3

AdditemDebug TL\_AutoMagPistol\_Uni\_Scy\_IrionsFlintlock 1 = Irion’s Flintlock [Rare]

AdditemDebug TL\_AutoMagPistol\_Weapon\_EllieCalledShot 1 = Automag Pistol [Ellie’s Gun]

AdditemDebug TL\_AutoMagPistol\_Weapon\_T1 1 = Automag Pistol

AdditemDebug TL\_AutoMagPistol\_Weapon\_T2 1 = Automag Pistol Ultra

AdditemDebug TL\_AutoMagPistol\_Weapon\_T3 1 = Automag Pistol Hyper

AdditemDebug Ham\_TheVermin\_Uni\_Byz\_Exterminator 1 = The Exterminator [Rare]

AdditemDebug Ham\_TheVermin\_Weapon\_T1 1 = The Vermin

AdditemDebug Ham\_TheVermin\_Weapon\_T2 1 = The Vermin 2

AdditemDebug SC\_Revolver\_Uni\_EV1\_Fiver 1 = Fiver [Rare]

AdditemDebug SC\_Revolver\_Uni\_Mon1 1 = Iconoclast Revolver

AdditemDebug SC\_Revolver\_Weapon\_T1 1 = Revolver

AdditemDebug SC\_Revolver\_Weapon\_T2 1 = Revolver Mk 2

AdditemDebug SC\_Revolver\_Weapon\_T3 1 = Revolver Mk 3

AdditemDebug Cleo\_Phlogisynchotron\_Weapon\_T1 1 = Ulti-Nature [Rare]

AdditemDebug FORCE\_Phlogisynchotron\_Weapon\_T1 1 = Ultimatum

AdditemDebug Joch\_Phlogisynchotron\_Weapon\_T1 1 = Ultimate Bolter

AdditemDebug Joch\_Phlogisynchotron\_Weapon\_T2 1 = Ultimate Bolter 2.0

AdditemDebug S\_ShrinkGun\_Weapon\_Base 1 = Shrink Ray [Science]

AdditemDebug Robot\_Companion\_Corrosive 1 = Corrosive Washer [Sam’s Gun][Cheat]

AdditemDebug Joch\_Flamethrower\_Uni\_Mon1 1 = MSI Saltuna Searer [Rare]

AdditemDebug Joch\_Flamethrower\_Weapon\_T1 1 = Flamethrower

AdditemDebug Joch\_Flamethrower\_Weapon\_T2 1 = Flamethrower 2.0

AdditemDebug Joch\_Flamethrower\_Weapon\_T3 1 = Flamethrower 3.0

AdditemDebug TL\_TeslaCannon\_Uni\_GB\_Montag 1 = Montag [Rare]

AdditemDebug TL\_TeslaCannon\_Weapon\_T1 1 = Shock Cannon

AdditemDebug TL\_TeslaCannon\_Weapon\_T2 1 = Shock Cannon Ultra

AdditemDebug TL\_TeslaCannon\_Weapon\_T3 1 = Shock Cannon Hyper

AdditemDebug Ham\_GrenadeLauncher\_Uni\_RW\_AnarchistsCookbook 1 = Anarchist’s Cookbook [Rare]

AdditemDebug Ham\_GrenadeLauncher\_Weapon\_T1 1 = Grenade Launcher

AdditemDebug Ham\_GrenadeLauncher\_Weapon\_T2 1 = Grenade Launcher II

AdditemDebug Ham\_GrenadeLauncher\_Weapon\_T3 1 = Grenade Launcher III

AdditemDebug Joch\_PlasmaLauncher\_Uni\_Mon1 1 = Purpleberry Launch [Rare]

AdditemDebug Joch\_PlasmaLauncher\_Weapon\_T1 1 = Plasma Launcher

AdditemDebug Joch\_PlasmaLauncher\_Weapon\_T2 1 = Plasma Launcher 2.0

AdditemDebug Ham\_HMG\_Uni\_Mon1 1 = Rapti-don’t [Rare]

AdditemDebug Ham\_HMG\_Weapon\_T1 1 = Heavy Machine Gun

AdditemDebug Ham\_HMG\_Weapon\_T2 1 = Heavy Machine Gun II

AdditemDebug SC\_LightMachineGun\_Uni\_Mon\_GoodWord 1 = The Good Word [Rare]

AdditemDebug SC\_LightMachineGun\_Weapon\_NyokaCS 1 = Light Machine Gun [Nyoka’s Gun]

AdditemDebug SC\_LightMachineGun\_Weapon\_T1 1 = Light Machine Gun

AdditemDebug SC\_LightMachineGun\_Weapon\_T2 1 = Light Machine Gun Mk 2

AdditemDebug SC\_LightMachineGun\_Weapon\_T3 1 = Light Machine Gun Mk 3

AdditemDebug SC\_LightMachineGun\_Weapon\_Uni\_EV\_OlReliable 1 = Ol’ Reliable [Rare]

AdditemDebug Unk\_GloopGun\_Weapon\_Base 1 = Gloop Gun [Science]

AdditemDebug Ham\_DeadEyeAR\_Uni\_Byz\_WidowerMaker 1 = Pink Slip [Rare]

AdditemDebug Ham\_DeadEyeAR\_Uni\_Mon1 1 = Sublight Sniper Rifle [Rare]

AdditemDebug Ham\_DeadEyeAR\_Weapon\_T1 1 = Dead-Eye Assault Rifle

AdditemDebug Ham\_DeadEyeAR\_Weapon\_T2 1 = Dead-Eye Assault Rifle II

AdditemDebug Ham\_DeadEyeAR\_Weapon\_T3 1 = Dead-Eye Assault Rifle III

AdditemDebug SC\_LightAssaultRifle\_Uni\_EV1\_Bursty 1 = Bursty [Rare]

AdditemDebug SC\_LightAssaultRifle\_Uni\_PhinsPhorce 1 = Phin’s Phorce [Rare]

AdditemDebug SC\_LightAssaultRifle\_Weapon\_T1 1 = Light Assault Rifle

AdditemDebug SC\_LightAssaultRifle\_Weapon\_T2 1 = Light Assault Rifle Mk 2

AdditemDebug SC\_LightAssaultRifle\_Weapon\_T3 1 = Light Assault Rifle Mk 3

AdditemDebug TL\_AssaultRifle\_Uni\_Mon1 1 = Iconoclast Assault Rifle

AdditemDebug TL\_AssaultRifle\_UNI\_Thunder 1 = Thunder [Rare]

AdditemDebug TL\_AssaultRifle\_Weapon\_T1 1 = Assault Rifle

AdditemDebug TL\_AssaultRifle\_Weapon\_T2 1 = Assault Rifle Ultra

AdditemDebug TL\_AssaultRifle\_Weapon\_T3 1 = Assault Rifle Hyper

AdditemDebug TL\_HuntingRifle\_Weapon\_EV1 1 = Long Ranger [Rare]

AdditemDebug TL\_Weapon\_HuntingRifle\_T1 1 = Hunting Rifle

AdditemDebug TL\_Weapon\_HuntingRifle\_T2 1 = Hunting Rifle Ultra

AdditemDebug TL\_Weapon\_HuntingRifle\_T2 1 = Hunting Rifle Hyper

AdditemDebug Ham\_FlechetteGun\_Uni\_EuthenasiaKit 1 = Euthenasia Kit [Rare]

AdditemDebug Ham\_FlechetteGun\_Uni\_Mon1 1 = MSI Shotgun

AdditemDebug Ham\_FlechetteGun\_Weapon\_T1 1 = Tactical Shotgun

AdditemDebug Ham\_FlechetteGun\_Weapon\_T2 1 = Tactical Shotgun II

AdditemDebug Ham\_FlechetteGun\_Weapon\_T3 1 = Tactical Shotgun III

AdditemDebug SC\_SawedOffFlechette\_Uni\_EV1\_Peacekeeper 1 = Peacekeeper [Rare]

AdditemDebug SC\_SawedOffFlechette\_Weapon\_T1 1 = Sawed-Off shotgun

AdditemDebug SC\_SawedOffFlechette\_Weapon\_T2 1 = Sawed-Off Shotgun Mk 2

AdditemDebug SC\_SawedOff\_Weapon\_MaxCalledShot 1 = Sawed-Off Shotgun [Max’s Gun]

AdditemDebug Joch\_PlasmaRifle\_Uni\_Byz\_PauperPopper 1 = Pauper Popper [Rare]

AdditemDebug Joch\_PlasmaRifle\_Uni\_Mon1 1 = MSI Plasma Rifle

AdditemDebug Joch\_PlasmaRifle\_Weapon\_T1 1 = Plasma Rifle

AdditemDebug Joch\_PlasmaRifle\_Weapon\_T2 1 = Plasma Rifle 2.0

AdditemDebug Joch\_PlasmaRifle\_Weapon\_T3 1 = Plasma Rifle 3.0

AdditemDebug TL\_PlasmaCarbine\_Uni\_Mon1 1 = Anti-Manti Ray [Rare]

AdditemDebug TL\_PlasmaCarbine\_Weapon\_T1 1 = Plasma Carbine

AdditemDebug TL\_PlasmaCarbine\_Weapon\_T2 1 = Plasma Carbine Ultra

AdditemDebug Unk\_DERPGun\_Weapon\_Base 1 = Mind Control Ray [Science]

AdditemDebug LiberationBot\_TeslaCannon\_Elite\_Weapon 1 = Shock Cannon [NoImg][Cheat]

AdditemDebug LiberationBot\_TeslaCannon\_Weapon 1 = Shock Cannon [NoImg][Cheat]

AdditemDebug ScrapBot\_PlasmaCannon\_Weapon 1 = Plasma Rifle [NoImg][Cheat]

**Melee**

AdditemDebug AB\_InfernoScythe\_Uni\_Mon1 1 = The Candy Cane [Rare]

AdditemDebug AB\_InfernoScythe\_Weapon\_T1 1 = Inferno Scythe

AdditemDebug AB\_InfernoScythe\_Weapon\_T2 1 = Inferno Scythe Gold

AdditemDebug AB\_PulseHammer\_Uni\_Mon1 1 = The Hammer of Olympus [Rare]

AdditemDebug AB\_PulseHammer\_Weapon\_T1 1 = Pulse Hammer

AdditemDebug AB\_PulseHammer\_Weapon\_T2 1 = Pulse Hammer Gold

AdditemDebug H\_PrismaticHammer\_Weapon\_Base 1 = Prismatic Hammer [Science]

AdditemDebug Imp\_Axe\_Weapon 1 = Axe

AdditemDebug Imp\_Pickaxe\_Weapon 1 = Pickaxe

AdditemDebug Imp\_Shovel\_Weapon 1 = Shovel

AdditemDebug SC\_TelescopingStaff\_Uni\_Mon1 1 = Soft Speaker [Rare]

AdditemDebug SC\_TelescopingStaff\_Weapon\_T1 1 = Telescoping Staff

AdditemDebug SC\_TelescopingStaff\_Weapon\_T2 1 = Telescoping Staff Mk 2

AdditemDebug SC\_TripBlade\_Weapon\_EV1 1 = Blad on Stik [Rare]

AdditemDebug SC\_TripBlade\_Weapon\_T1 1 = Trip-Blade

AdditemDebug SC\_TripBlade\_Weapon\_T2 1 = Trip Blade Mk 2

AdditemDebug TL\_SecurityBlade\_Uni\_Byz\_Latinus 1 = Latinus [Rare]

AdditemDebug TL\_SecurityBlade\_Weapon\_T1 1 = Security Blade

AdditemDebug TL\_SecurityBlade\_Weapon\_T2 1 = Security Blade Ultra

AdditemDebug TL\_TremorCleaver\_Uni\_EV\_LandingPadCutter 1 = Landing Pad Cutter [Rare]

AdditemDebug TL\_TremorCleaver\_Uni\_Mon1 1 = Iconoclast Cleaver

AdditemDebug TL\_TremorCleaver\_Weapon\_T1 1 = Tremor Cleaver

AdditemDebug TL\_TremorCleaver\_Weapon\_T2 1 = Tremor Cleaver Ultra

AdditemDebug Imp\_TossballStick\_Uni\_Rose\_RaptiProd 1 = Rapti-prod [Rare]

AdditemDebug Imp\_TossballStick\_Weapon\_T1 1 = Tossball Stick

AdditemDebug Imp\_TossballStick\_Weapon\_T2 1 = Pro Tossball Stick

AdditemDebug AB\_OfficersSpine\_Uni\_Mon1 1 = Supper Time [Rare]

AdditemDebug AB\_OfficersSpine\_Weapon\_T1 1 = Officer’s Spine

AdditemDebug AB\_OfficersSpine\_Weapon\_T2 1 = Officer’s Spine Gold

AdditemDebug AB\_PlasmaCutter\_Uni\_Byz\_IonizedPaperKnife 1 = Ionized Paper Knife [Rare]

AdditemDebug AB\_PlasmaCutter\_Uni\_Mon1 1 = Sublight Plasma Knife [Rare]

AdditemDebug AB\_PlasmaCutter\_Weapon\_T1 1 = Plasma Cutter

AdditemDebug AB\_PlasmaCutter\_Weapon\_T2 1 = Plasma Cutter Gold

AdditemDebug Imp\_ClawRake\_Weapon 1 = Claw Rake

AdditemDebug Imp\_Hatchet\_Weapon 1 = Hatchet

AdditemDebug Imp\_Shears\_Weapon 1 = Shears

AdditemDebug Imp\_Shears\_Weapon\_UNI\_BloodyShears 1 = Adelaide’s Gardening Shears [Rare]

AdditemDebug Imp\_Spade\_Weapon 1 = Spade

AdditemDebug SC\_ImpactHammer\_Uni\_Maxwell 1 = Maxwell [Rare]

AdditemDebug SC\_ImpactHammer\_Weapon\_ParvatiCS 1 = Impact Hammer [Paravti’s Melee]

AdditemDebug SC\_ImpactHammer\_Weapon\_T1 1 = Impact Hammer

AdditemDebug SC\_ImpactHammer\_Weapon\_T2 1 = Impact Hammer Mk 2

AdditemDebug SC\_SentrySabre\_Dreg\_Only 1 = Sentry Sabre

AdditemDebug SC\_SentrySabre\_Uni\_Mon1 1 = Clive’s Cleaver [Rare]

AdditemDebug SC\_SentrySabre\_Weapon\_T1 1 = Sentry Sabre

AdditemDebug SC\_SentrySabre\_Weapon\_T2 1 = Sentry Sabre Mk 2

AdditemDebug TL\_StunBaton\_Weapon\_EV1 1 = Shock-Stick [Rare]

AdditemDebug TL\_StunBaton\_Weapon\_T1 1 = Stun Baton

AdditemDebug TL\_StunBaton\_Weapon\_T2 1 = Stun Baton Ultra

AdditemDebug TL\_VortexMace\_Uni\_Scy\_Silencer 1 = Silencer [Rare]

AdditemDebug TL\_VortexMace\_Weapon\_T1 1 = Vortex Mace

AdditemDebug TL\_VortexMace\_Weapon\_T2 1 = Vortex Mace Ultra

AdditemDebug Imp\_TossballBlocker\_Uni\_PrimalTamerBaton 1 = Primal Tamer’s Baton [Rare]

AdditemDebug Imp\_TossballBlocker\_Weapon\_T1 1 = Tossball Blocker

AdditemDebug Imp\_TossballBlocker\_Weapon\_T2 1 = Pro Tossball Blocker

AdditemDebug TossballBlocker\_Uni\_GrimmsBlocker\_Weapon 1 = Grimm’s Tossball Blocker [Rare]

AdditemDebug Unk\_UglyStick\_Weapon\_Base 1 = Mandibular Rearranger [Science]

**Cheat Weapons**

**Do not add the below weapons, they do not work and/or will get stuck if used!**

~~AdditemDebug Unarmed\_CryoCrazyBP 1 = INVALID ITEM NAME~~

~~AdditemDebug Unarmed\_WeaponBP 1 = INVALID ITEM NAME~~

~~AdditemDebug Unarmed\_Weapon\_FelixCalledShot 1 = INVALID ITEM NAME~~

~~AdditemDebug Pteroray\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug CanidAlpha\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug CanidFeral\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug CanidHowler\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug CanidMongrel\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Canid\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Chicken\_Melee\_Weapon 1 = INVALID ITEM NAME~~

~~AdditemDebug Companion\_Bot\_Melee\_Weapon\_CalledShot 1 = Stun Baton~~

~~AdditemDebug Gorillian\_Boulder\_Weapon 1 = INVALID ITEM NAME~~

~~AdditemDebug Gorillian\_Hurler\_Boulder\_Weapon 1 = INVALID ITEM NAME~~

~~AdditemDebug Gorillian\_Hurler\_EV\_Boulder\_Weapon 1 = INVALID ITEM NAME~~

~~AdditemDebug Gorillian\_Hurler\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Gorillian\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Primal\_Behem\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Primal\_Ravager\_Melee 1 = Stun Baton~~

~~AdditemDebug LiberationBot\_MeleeBurstWeapon 1 = Shock Cannon~~

~~AdditemDebug LiberationBot\_MeleeChargeWeapon 1 = Shock Cannon~~

~~AdditemDebug Mantidon\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Mantisaur\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug MantiQueen\_Flame\_Weapon 1 = INVALID ITEM NAME~~

~~AdditemDebug MantiQueen\_MeleeWeapon 1 = Stun Baton~~

~~AdditemDebug Pig\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Raptidon\_Alpha\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Raptidon\_Baby\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Raptidon\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug SentryBot\_ScatterGun\_Weapon 1 = INVALID ITEM NAME~~

~~AdditemDebug Sprat\_Melee\_Weapon 1 = Stun Baton~~

~~AdditemDebug Sprat\_Melee\_Weapon\_Rabid\_Unique 1 = Stun Baton [Rare]~~

~~AdditemDebug MantiSwarm\_Melee\_Weapon 1 = Stun Baton~~

# **QUEST ITEMS**

**Add these items at your own risk!**

AdditemDebug 0002\_ReedKey 1 = Reed’s Key

AdditemDebug 0401\_Berthold\_Key 1 = Berthold Fox’s C3 Keycard

AdditemDebug 0402\_Braxton\_WorkID 1 = Braxton Hecht’s Work ID

AdditemDebug 0402\_Caffenoid 1 = Caffenoid

AdditemDebug 0402\_CannibalFamily\_KeyTortureRoom 1 = Mather House Key

AdditemDebug 0402\_PrescriptionRoomKey 1 = Dispensary Supply Key

AdditemDebug 0402\_TossballWinnings\_Bennet 1 = Broken Tossball Stick

AdditemDebug 0402\_VelmaCannery\_Key 1 = Velma’s Container Key

AdditemDebug 0406\_SecurityKeycard 1 = Devil’s Peak Environmental Control Keycard

AdditemDebug 0407\_FallbrookHouseKey 1 = Fallbrook domicile Key

AdditemDebug 0701\_ChairmanKey 1 = The Chairman’s Key

AdditemDebug 0701\_CryoKey 1 = Hibernation Chamber Key

AdditemDebug CQ\_0002\_VicarBook 1 = Journal of M Bokanu

AdditemDebug CQ\_Nyoka\_Animal\_Gland 1 = Pheromone Gland

AdditemDebug Food\_CP\_CliveBoarst\_A 1 = Clive’s “Special” Boarst A

AdditemDebug Food\_CP\_CliveBoarst\_B 1 = Clive’s “Special” Boarst B

AdditemDebug Food\_CP\_CliveBoarst\_C 1 = Clive’s “Special” Boarst C

AdditemDebug FQ0406\_SuckerBait\_Evidence 1 = Old Data Cartridge

AdditemDebug FQ\_0401\_PressParts 1 = Printing Press Parts

AdditemDebug FQ\_0402\_AmmoRoom\_Key 1 = ARMS Building Key

AdditemDebug FQ\_0402\_BOLT 1 = Bolt 52 cartridge

AdditemDebug FQ\_0403\_TraumaKit 1 = Iconoclast Trauma Kit

AdditemDebug FQ\_0404\_ArthurWill 1 = Arthur’s Will

AdditemDebug FQ\_0404\_GloopGunCodes 1 = UDL Lab Weapons Terminal Keycard

AdditemDebug FQ\_0404\_ResearchData 1 = UDL Research Data

AdditemDebug FQ\_0404\_UDLBaseCodes 1 = Chasity’s Hideaway key

AdditemDebug FQ\_0405\_CaptainsKey 1 = Gunship Captain’s Key

AdditemDebug FQ\_0405\_ShipCodes 1 = Cantankerous Canid Targeting Module

AdditemDebug FQ\_0405\_ZoraReview 1 = Zora’s executive review

AdditemDebug FQ\_0406\_Outpost\_AccessCodes 1 = Relay Station Access codes

AdditemDebug FQ\_0411\_Lockbox 1 = Weathered Lockbox

AdditemDebug FQ\_0411\_SafehouseKeycard 1 = Hunter Outpost Keycard

AdditemDebug FQ\_1002\_OverrideCartridge 1 = Override Cartridge

AdditemDebug MSQ\_0801\_AntonLabKey 1 = Anton’s Lab Keycard

AdditemDebug MSQ\_0801\_AntonPassCode 1 = Anton’s Passcode

AdditemDebug MSQ\_0801\_PorterOfficeKey 1 = Porter’s Office keycard

AdditemDebug MSQ\_0801\_Raptigas\_Canister 1 = Sedative Gas Cannister

AdditemDebug MSQ\_0801\_Rapt\_Musk 1 = Raptidon Musk

AdditemDebug MSQ\_0801\_ResearchData 1 = Auntie Cleo’s Research Data

AdditemDebug MSQ\_0801\_SecurityPasskey 1 = Covert lab security keycard

AdditemDebug PQ\_0001\_PowerRegulator 1 = Power Regulator

AdditemDebug PQ\_0002\_GeothermalPasscode 1 = Geothermal Passcode

AdditemDebug PQ\_0101\_JunleiRoomKey 1 = Junlei’s Keycard

AdditemDebug PQ\_0102\_RadiatorParts 1 = Radiator Parts

AdditemDebug PQ\_0106\_CommsPasscode 1 = Communications Terminal Passcode

AdditemDebug PQ\_0401\_Nyoka\_Journal 1 = Nyoka’s Journal

AdditemDebug PQ\_0401\_ThomasGIll\_Note 1 = Everitt Gill’s Note

AdditemDebug PQ\_0903\_BridgeKey 1 = Hope Bridge keycard

AdditemDebug SmugglerID 1 = Captain’s Identification

AdditemDebug SQ\_0234\_HortenseKey 1 = Docking Bay Terminal Codes

AdditemDebug SQ\_0407\_Hester\_Key 1 = Invalid 765 game/item

AdditemDebug SQ\_0408\_CliveOfficeKey 1 = Clive’s Office Key

AdditemDebug SQ\_0408\_FrontGateKey 1 = C&P Boarst Factory Key

AdditemDebug SQ\_0802\_JamesonID 1 = Jameson’s ID Cartridge

AdditemDebug SQ\_0802\_JamesonRoomKey 1 = Cleo Lab Office keycard

AdditemDebug SQ\_0804\_ArmoryKey 1 = Storage facility passcode

AdditemDebug SQ\_0804\_ArmoryNote 1 = Armory Note

AdditemDebug TA\_0202\_CelesteKey 1 = Celeste’s Key

AdditemDebug TA\_0202\_GorillianMaterials 1 = Primal Leather

AdditemDebug TA\_0202\_MantiMaterials 1 = Mantiqueen Chitin

AdditemDebug TA\_0202\_RaptMaterials 1 = Raptidon Flank Hide

AdditemDebug TA\_0202\_ParcelNotice 1 = HPS Delivery Unsuccessful

AdditemDebug TA\_0202\_WritOfConsent 1 = Writ of Consent

AdditemDebug TA\_0402\_TossballJerseys 1 = Tossball Jerseys

AdditemDebug TA\_0407\_SubLightTunnelKey 1 = Sublight storage Key

AdditemDebug 0004\_GeoEngineerPasscode 1 = Chester’s Passcode

AdditemDebug CQ\_Felix\_Records 1 = Stashed Receipts

AdditemDebug SQ\_0001\_AbernathyMeds 1 = Experimental Anthrocillin

AdditemDebug SQ\_0001\_FirstAidKey 1 = First Aid Room Key

AdditemDebug SQ\_0002\_GeoSecurityCard 1 = Geothermal Security Chief’s Passcode

AdditemDebug SQ\_0002\_LudwigBundle 1 = Sealed Bundle

AdditemDebug SQ\_0002\_RealLogicModule 1 = Corrupted Logic Module

AdditemDebug SQ\_0003\_DeputyBadge 1 = Junior Deputy Constable Badge

AdditemDebug SQ\_0003\_Marauder01Proof 1 = Guillaume Antrim’s Finger

AdditemDebug SQ\_0003\_Marauder02Proof 1 = Doc Maybell’s Finger

AdditemDebug SQ\_0003\_Marauder03Proof 1 = Bertie Cotton’s Finger

AdditemDebug SQ\_0004\_SerialEpisode 1 = The Masked Marketeer: Episode 38

AdditemDebug SQ\_0004\_ZoeItem 1 = Zoe’s Ring

AdditemDebug SQ\_0005\_ThomasBook01 1 = Guide to Mechanical Engineering: Vol 1

AdditemDebug SQ\_0005\_ThomasBook02 1 = Guide to Mechanical Engineering: Vol 2

AdditemDebug SQ\_0005\_ThomasBook03 1 = Guide to Mechanical Engineering: Vol 3

AdditemDebug TA\_0001\_AbernathyPaperwork 1 = Abernathy’s Gravesite Fee

AdditemDebug TA\_0001\_ConradPaperwork 1 = Conrad’s Gravesite Fee

AdditemDebug TA\_0001\_EugenesGoldTeeth 1 = Gold Teeth

AdditemDebug TA\_0001\_LudwigPaperwork 1 = Ludwig’s Gravesite Fee

AdditemDebug TA\_0001\_PhyllisPaperwork 1 = Phyllis’s Gravesite Fee

AdditemDebug 0008\_PhineasTerminalPasscode 1 = Phineas’ Terminal Passcode

AdditemDebug 0102\_Bar\_Keycard 1 = Lost Hope Bar Keycard

AdditemDebug 0102\_Board\_Elevator\_Keycard 1 = Elevator Keycard

AdditemDebug 0102\_Foodstand\_Keycard 1 = Auntie’s Kitchen Keycard

AdditemDebug 0102\_Guest\_Terminal\_Databank 1 = Groundbreaker Customs Databank

AdditemDebug 0102\_RestNGo\_Storage\_Keycard 1 = Rest-n-go Keycard

AdditemDebug 0102\_SciHammer\_Keycard 1 = Repair Hanger Keycard

AdditemDebug 0102\_Udom\_Terminal\_Passcode 1 = Udom Bedford’s Keycard

AdditemDebug 0103\_MedBay\_Keycard 1 = Medical Bay Keycard

AdditemDebug CQ\_Parvati\_Cleanser\_Apple 1 = Mock apple and synthamon Beauty Basket

AdditemDebug CQ\_Parvati\_Cleanser\_Plastic 1 = New Ship Beauty Basket

AdditemDebug CQ\_Parvati\_Cleanser\_Rose 1 = Classic Rose-ish Beauty Basket

AdditemDebug CQ\_Parvati\_Fancy\_Outfit 1 = Fancy Evening Wear (collarless)

AdditemDebug FQ\_0202\_ChartrandEstateKey 1 = Byzantium Estate Key

AdditemDebug MSQ\_0101\_Engineering\_Handbook 1 = Relay Diagnostics Manual

AdditemDebug SQ\_0101\_Distress\_AntonRecording 1 = Distress Call

AdditemDebug TA\_0101\_Balance\_BoardPapers 1 = Byzantium Travel Authorization Papers

AdditemDebug TA\_0101\_Balance\_BoardSeal 1 = Official Seal of Halcyon Holdings Board

AdditemDebug 0201\_MacRedd\_Finger 1 = MacReed’s Lighter

AdditemDebug TA\_0202\_CelesteShipment 1 = Gold Lapel

AdditemDebug 0202\_ContactNote 1 = Carmen’s Reminders

AdditemDebug 0202\_MinisterBackDoorKeycard 1 = Minister’s Estate Key

AdditemDebug 0203\_AdjutantElevatorID 1 = HHC Elevator ID

AdditemDebug 0203\_ChairmanBureauKey 1 = Ministry of Accuracy and Moral Key

AdditemDebug 0203\_MinisterOfficeKeycard 1 = Minister’s HHC Access Card

AdditemDebug PQ\_0201\_Chemicals 1 = [Full Dimethyl Sulfoxide Canister](https://theouterworlds.wiki.fextralife.com/Full+Dimethyl+Sulfoxide+Canister)

AdditemDebug PQ\_0201\_HibernationLabKey 1 = Hibernation Lab Keycard

AdditemDebug PQ\_0201\_MinisterPackage 1 = Parcel of Minister Clarke

AdditemDebug PQ\_0201\_PartiallyFullChemicals 1 = Dimethyl Sulfoxide Canister

AdditemDebug PQ\_0202\_BartenderNote 1 = Note to Mr. Billingsly

AdditemDebug PQ\_0202\_CartographerDocuments 1 = Lockwood’s Paper

AdditemDebug PQ\_0202\_OfficeKey 1 = Lockwood’s Office Key

AdditemDebug TA\_0203\_MinisterCartridge 1 = Minister Clarke’s Data Cartridge

AdditemDebug TA\_0204\_SpratCrate 1 = Sprat Crate Collection Crate

AdditemDebug TA\_0205\_TourItem 1 = Tour Registration Device

AdditemDebug TA\_0207\_Package\_02 1 = Alice’s Parcel (\*CHEAT ITEM)

AdditemDebug MSQ\_0205\_Harlow\_Emblem 1 = Harlow’s Emblem

AdditemDebug MSQ\_0205\_Trask\_Ring 1 = Trask’s Ring

AdditemDebug 0301\_HolographicShroud 1 = Holographic Shroud

AdditemDebug MSQ\_0301\_SciWeapon\_Clue\_GB 1 = Battered Mardet Datapad

AdditemDebug MSQ\_0301\_SciWeapon\_Clue\_Lab 1 = Sublight Datapad Rizzo

AdditemDebug MSQ\_0301\_SciWeapon\_Clue\_Scylla 1 = Hephaestus Mining – Archive Cartridge

AdditemDebug MSQ\_0301\_SciWeapon\_Clue\_UDLFac 1 = Damaged UDL Datapad

AdditemDebug FQ\_0404\_Isaac\_Passcode 1 = Bloody Note

AdditemDebug SQ\_0402\_Berta\_ToDoList 1 = Berta’s to-do list

AdditemDebug SQ\_0402\_FamilyMatter\_Tucker\_Ring 1 = Tucker Needham’s Ring

AdditemDebug SQ\_0402\_HerricksHandiwork\_Stash 1 = Herrick’s Stash

AdditemDebug TA\_0402\_BiggestGame\_Journal 1 = Mr. Picket’s Journal

AdditemDebug TA\_0402\_GrimmTomorrow\_Poster 1 = Signed Tossball poster

AdditemDebug 0403\_Bronson\_StorageKey 1 = Bronson’s Key

AdditemDebug CQ\_InsuranceOfficeKey 1 = Insurance Office Key

AdditemDebug FQ\_CatherineTerminalKey 1 = Catherine’s Terminal Key

AdditemDebug TA\_0407\_Drink\_Voucher 1 = Drink Voucher

AdditemDebug TA\_0407\_SublightDrug 1 = Nelson Mayson’s Drugs

AdditemDebug SQ\_0803\_Lillian\_Cigs 1 = Commemorative Cigarette Case

AdditemDebug SQ\_0804\_ForcePistolSchematic 1 = FORCE Pistol Schematic

AdditemDebug 0902\_Restricted\_Stock\_Keycard 1 = Invalid 1925 game/item

AdditemDebug FQ\_1002\_Electrical\_Control\_Key 1 = Electrical Control Room Keycard

AdditemDebug FQ\_1002\_Electrical\_Control\_Key\_Blank 1 = Blank UDL Keycard

AdditemDebug MSQ\_1004\_Relay\_Terminal\_Key 1 = Relay Control Terminal Passcode

AdditemDebug SQ\_0101\_SilentVoices\_TransmitterData 1 = Relay Transmitter Data

AdditemDebug GLB\_NavKey\_Byzantium 1 = Byzantium Navkey

AdditemDebug GLB\_NavKey\_Stellar\_Bay 1 = Stellar Bay Navkey

AdditemDebug GLB\_NavKey\_Tartarus 1 = Tarturus Navkey

# Decorations

additemdebug DI\_Ellie\_Medical\_Journal 1  
additemdebug DI\_Ellie\_Necklace 1  
additemdebug DI\_Ellie\_Poster\_Terra2 1  
additemdebug DI\_Ellie\_Saber 1  
additemdebug DI\_Felix\_Book\_Pile\_Pulp 1  
additemdebug DI\_Felix\_Book\_Systems 1  
additemdebug DI\_Felix\_Book\_Wrenches 1  
additemdebug DI\_Felix\_Cards\_Tossball 1  
additemdebug DI\_Felix\_Poster\_1 1  
additemdebug DI\_Felix\_Poster\_2 1  
additemdebug DI\_Felix\_Sign\_Danger 1  
additemdebug DI\_Felix\_Tossball\_1 1  
additemdebug DI\_Felix\_Tossball\_2 1  
additemdebug DI\_Felix\_Tossball\_3 1  
additemdebug DI\_Max\_Book\_Church 1  
additemdebug DI\_Max\_Book\_Jail 1  
additemdebug DI\_Max\_Book\_Minister 1  
additemdebug DI\_Max\_OSI\_Prayer\_Beads 1  
additemdebug DI\_Max\_OSI\_Pyramid 1  
additemdebug DI\_Max\_OSI\_Vial 1  
additemdebug DI\_Max\_Puzzle\_Cube 1  
additemdebug DI\_Max\_Watch 1  
additemdebug DI\_Nyoka\_Poster\_1 1  
additemdebug DI\_Nyoka\_Poster\_2 1  
additemdebug DI\_Nyoka\_Poster\_3 1  
additemdebug DI\_Nyoka\_Raptidon\_Steak 1  
additemdebug DI\_Nyoka\_Sign\_Monarch 1  
additemdebug DI\_Nyoka\_Snakeskin 1  
additemdebug DI\_Nyoka\_Wooly\_Rug 1  
additemdebug DI\_Parvati\_Petey\_Inactive 1  
additemdebug DI\_Parvati\_Poster\_Pistol 1  
additemdebug DI\_Parvati\_Seedling\_Tray 1  
additemdebug DI\_Parvati\_Sign 1  
additemdebug DI\_SAM\_HulaHoop 1  
additemdebug DI\_SAM\_Lights 1  
additemdebug DI\_SAM\_Sign\_KickMe 1  
additemdebug DI\_SAM\_Snowglobe 1

# DLC – Armor

GORGON MARAUDERS

AdditemDebug XFH\_Armor\_DregBerserker\_T1 1  
AdditemDebug XFH\_Armor\_DregColossus\_T1 1  
AdditemDebug XFH\_Armor\_DregCrackShot\_T1 1  
AdditemDebug XFH\_Armor\_DregPlunderer\_T1 1  
AdditemDebug XFH\_Helmet\_DregBerserker\_T1 1  
AdditemDebug XFH\_Helmet\_DregColossus\_T1 1  
AdditemDebug XFH\_Helmet\_DregCrackShot\_T1 1  
AdditemDebug XFH\_Helmet\_DregPlunderer\_T1 1

all above have t2

MINERS (the helmets appear visually the same as the mining helmets and style b billed cap. the armor is spacer\_04\_Var1)

AdditemDebug XFH\_Armor\_MinerLookout 1  
AdditemDebug XFH\_Helmet\_MinerLookout 1  
AdditemDebug XFH\_Helmet\_MinerRingLeader 1  
AdditemDebug XFH\_Helmet\_MinerThug 1  
AdditemDebug XFH\_Helmet\_MinerVandal 1

CRYOSUIT

AdditemDebug XFH\_Armor\_CryoSuit\_FirstClass = First Class Hibernation Suit 1  
AdditemDebug XFH\_Helmet\_CryoSuit\_FirstClass = First Class Hibernation Helmet 1

COURIER

AdditemDebug XFH\_Armor\_Courier\_Base = Courier’s Uniform 1

HOPE UNIFORMS AND ARMOR

AdditemDebug XFH\_Armor\_Hope\_Captain 1  
AdditemDebug XFH\_Armor\_CorpRecruit\_Hope 1  
AdditemDebug XFH\_Armor\_CorpTacOrdTech\_Hope 1  
AdditemDebug XFH\_Armor\_CorpTrooper\_Hope 1  
AdditemDebug XFH\_Armor\_CorpUnitCommander\_Hope 1

AdditemDebug XFH\_Helmet\_CorpRecruit\_Hope 1  
AdditemDebug XFH\_Helmet\_CorpTacOrdTech\_Hope 1  
AdditemDebug XFH\_Helmet\_CorpTrooper\_Hope 1  
AdditemDebug XFH\_Helmet\_CorpUnitCommander\_Hope 1  
AdditemDebug XFH\_Armor\_CorpTacOrdTech\_Hope\_Uni\_Navigator 1  
AdditemDebug XFH\_Armor\_Hope\_Crew 1  
AdditemDebug XFH\_Armor\_Hope\_Crew\_Uni\_Bloody 1  
AdditemDebug XFH\_Armor\_LowGravTechUniform 1

FIREFLY

AdditemDebug XFH\_Armor\_CorpRecruit\_FF\_T1 1  
AdditemDebug XFH\_Armor\_CorpTacOrdTech\_FF\_T1 1  
AdditemDebug XFH\_Armor\_CorpTrooper\_FF\_T1 1  
AdditemDebug XFH\_Armor\_CorpUnitCommander\_FF\_T1 1  
AdditemDebug XFH\_Helmet\_CorpRecruit\_FF\_T1 1  
AdditemDebug XFH\_Helmet\_CorpTacOrdTech\_FF\_T1 1  
AdditemDebug XFH\_Helmet\_CorpTrooper\_FF\_T1 1  
AdditemDebug XFH\_Helmet\_CorpUnitCommander\_FF\_T1 1

GARDENERS

AdditemDebug XFH\_Armor\_Gard\_Commander\_CP 1  
AdditemDebug XFH\_Armor\_Gard\_Commander\_SC 1

AdditemDebug XFH\_Armor\_Gard\_Recruit\_Cleo 1

AdditemDebug XFH\_Armor\_Gard\_Recruit\_SC 1

AdditemDebug XFH\_Armor\_Gard\_Recruit\_UDL 1

AdditemDebug XFH\_Armor\_Gard\_Tactical\_MSI 1

AdditemDebug XFH\_Armor\_Gard\_Tactical\_Rizzo 1

AdditemDebug XFH\_Armor\_Gard\_Trooper\_CP 1

AdditemDebug XFH\_Armor\_Gard\_Trooper\_UDL 1

AdditemDebug XFH\_Helmet\_Gard\_Commander\_CP 1

AdditemDebug XFH\_Helmet\_Gard\_Commander\_SC 1

AdditemDebug XFH\_Helmet\_Gard\_Recruit\_Cleo 1

AdditemDebug XFH\_Helmet\_Gard\_Recruit\_SC 1

AdditemDebug XFH\_Helmet\_Gard\_Recruit\_UDL 1

AdditemDebug XFH\_Helmet\_Gard\_Tactical\_MSI 1  
AdditemDebug XFH\_Helmet\_Gard\_Tactical\_Rizzo 1  
AdditemDebug XFH\_Helmet\_Gard\_Trooper\_CP 1  
AdditemDebug XFH\_Helmet\_Gard\_Trooper\_UDL 1

RIZZO BODYGUARD

AdditemDebug XFH\_Armor\_CorpTrooper\_Rizzo\_Uni\_Bodyguard 1 = Butterscotch Body Armor  
AdditemDebug XFH\_Helmet\_CorpTrooper\_Rizzo\_Uni\_Bodyguard 1 = Butterscotch Helmet

HALCYON HELEN

AdditemDebug INX02\_Halcyon\_Helen 1 = Daywear, Option 2, Ports of Call (56 Armor)  
AdditemDebug INX02\_Halcyon\_Helen\_NPC 1 = Daywear, Option 2, Ports of Call (85 Armor)

COLONIST

AdditemDebug INX2\_Spacer\_Mardet\_Armor\_Uni\_ExplorationSuit 1 = Exploration Authority Suit  
AdditemDebug INX2\_Spacer\_Mardet\_Helmet\_Uni\_ExplorationHelm 1 = Exploration Authority Helm

CORPORATE

AdditemDebug INX2\_Armor\_Corp\_RaptidonScientist\_Uni\_0701 1 = Invalid [NoImg][Cheat]  
AdditemDebug INX2\_Armor\_CorpUnitCmdr\_Uni\_VIPHonorGuard 1 = Honor Guard’s Uniform  
AdditemDebug INX2\_Helmet\_CorpUnitCmdr\_Uni\_VIPHonorGuard 1 = Honor Guard’s Headwear

COURIER (INX2)

AdditemDebug INX2\_Armor\_Courier\_Uni\_ConciergeLivery 1 = Concierge Livery, 3rd Class

GURU

AdditemDebug INX2\_GuruOutfit 1 = Vestment, Blue with Piping

HOTEL UNIFORM

AdditemDebug INX02\_Hotel\_Uniform\_Base 1 = Grand Colonial Hotel Uniform

SUBLIGHT

AdditemDebug INX2\_Armor\_SublightSmuggler\_Sedrick 1 = Protective Clothing w/Safety Harness

TOSSBALL

AdditemDebug INX02\_Tossball\_Uniform\_No\_Armor\_Rizzo 1 = Tossball Uniform

AdditemDebug INX02\_Tossball\_Uniform\_Rizzo 1 = Armored Tossball Uniform

AdditemDebug INX02\_TossballUniform\_Uni\_RizzoHacker 1 = Rizzo Ranger’s Hackers Uniform

AdditemDebug INX02\_TossballUniform\_Uni\_RizzoTosser 1 = Rizzo Ranger’s Tossers Uniform

CHRONO-ADAPTIVE OUTFIT

AdditemDebug XFH\_SmugglerOutfit\_001B\_Uni\_ChronoAdaptiveOutfit 1 = Chrono-adaptive outfit

WILDERNESS OPS

AdditemDebug XFH\_Armor\_CorpUnitCommander\_Cleo\_Uni\_WildOps 1 = Wilderness Ops Armor  
AdditemDebug XFH\_Helmet\_CorpUnitCommander\_Cleo\_Uni\_WildOps 1 = Wilderness Ops Helmet

PROTOTYPE HYBERNATION SUIT

AdditemDebug XFH\_Armor\_CryoSuit\_Uni\_BrandSpankin 1 = Prototype Hibernation Suit Rev 4.7d  
AdditemDebug XFH\_Helmet\_CryoSuit\_Uni\_BrandSpankin 1 = Prototype Hibernation Helm Rev 3.19f

HEADGEAR

AdditemDebug INX2\_HeadGear\_EngineeringHat\_Uni\_0701 1 = Maintenance Officer’s Hat

AdditemDebug INX2\_HeadGear\_Mascot 1 = Rizzo Rangers Mascot Helmet

AdditemDebug INX2\_HeadGear\_Mascot\_Uni\_RizzoRangerNoggin 1 = Ranger Mascot’s Noggin Rizzo

AdditemDebug INX2\_HeadGear\_Sublight\_Hat 1 = Bellhop’s Cap

AdditemDebug INX2\_HeadGear\_Sublight\_Hat\_Uni\_BurstAmbulationCap 1 = Burst Ambulation Cap

AdditemDebug XFH\_HeadGear\_HopeBot 1 = Hollow Hope Bot  
AdditemDebug XFH\_HeadGear\_MoonMan\_Defaced\_NPC 1 = Defaced Moonman  
AdditemDebug XFH\_LabWorkerEyeWear\_Uni\_CellStability 1 = Cell Stability Mono-Lens  
AdditemDebug INX2\_Spacer\_Helmet\_04\_Uni\_SpatialAcuitySensor 1 = Spatial Acuity Sensor Apparatus  
AdditemDebug XFH\_HeadGear\_BillCapA\_Var02\_Uni\_AdoringFan 1 = Adoring Fan  
AdditemDebug XFH\_Spacer\_Helmet\_02\_Uni\_CatsEyePressureHelm 1 = Cat’s Eye Pressure Helm  
AdditemDebug XFH\_HeadGear\_MiningLightHat\_Var02\_Uni\_NightLight 1 = Night Light  
AdditemDebug XFH\_Laborer\_02\_Var1\_Uni\_Electricians 1 = Electrician’s Gear

# DLC – Weapons

AdditemDebug XFH\_Needler\_Weapon\_Base 1 = Needler  
AdditemDebug XFH\_MinigunRifle\_Weapon\_Base 1 = Spectrum Gatling  
AdditemDebug XFH\_Ham\_TheVermin\_Uni\_HandCannon 1 = Hand Cannon  
AdditemDebug XFH\_AB\_InfernoScythe\_Uni\_Onslaught 1 = Onslaught  
AdditemDebug XFH\_Imp\_Axe\_Uni\_ManSplitter 1 = Man Splitter  
AdditemDebug XFH\_TL\_TeslaCannon\_Uni\_Recharge 1 = Recharge  
AdditemDebug XFH\_SC\_ImpactHammer\_Uni\_Thunderclap 1 = Thunderclap  
AdditemDebug XFH\_TL\_TremorCleaver\_Uni\_Brontide 1 = Brontide  
AdditemDebug XFH\_Imp\_Hatchet\_Weapon\_Uni\_QuickAndDirty 1 = Quick and Dirty  
AdditemDebug XFH\_SkipSpanner\_WeaponBase 1 = Udder Buddy  
AdditemDebug XFH\_AB\_PulseHammer\_Uni\_Piledriver 1 = Piledriver  
AdditemDebug INX2\_tl\_automagpistol\_uni\_forcemagnum 1 = Force Magnum  
AdditemDebug INX2\_SC\_LightMachineGun\_Uni\_Allin 1 = All In  
AdditemDebug Joch\_PlasmaRifle\_Uni\_Byz\_TheBouncer 1 = The Bouncer  
AdditemDebug INX2\_Joch\_BolterPistol\_Weapon\_UNI\_Eureka 1 = Eureke  
AdditemDebug XFH\_Imp\_Broom\_Uni\_Streetsweeper 1 = Streetsweeper [NoImg][Cheat]  
AdditemDebug XFH\_Imp\_Zweihander\_Weapon 1 = Invalid 2 handed sword [NoImg][Cheat]  
AdditemDebug XFH\_Joch\_BolterPistol\_UNI\_DoctorsOrders 1 = Dr’s Orders  
AdditemDebug XFH\_SML\_Weapon\_Base 1 = Special Delivery  
AdditemDebug XFH\_Imp\_Pickaxe\_Weapon\_Uni\_HandyDeconstruct 1 = Handy Deconstruction  
AdditemDebug XFH\_TL\_AutoMagPistol\_Uni\_Contraband 1 = Contraband  
AdditemDebug XFH\_Ham\_HMG\_Uni\_Flurry 1 = Flurry  
AdditemDebug XFH\_SC\_TripBlade\_Weapon\_Uni\_AerialAssault 1 = Aerial Assault  
AdditemDebug XFH\_Ham\_GrenadeLauncher\_Uni\_Coolant 1 = Coolant Distributor   
AdditemDebug XFH\_TL\_AssaultRifle\_Uni\_MedalOfHonor 1 = Medal of Honor  
AdditemDebug XFH\_PET\_Weapon\_Base 1 = The P.E.T.  
AdditemDebug XFH\_Imp\_TossballStick\_Uni\_ProTossball 1 = Hall of Framer Tossball Stick  
AdditemDebug XFH\_HealGun\_Weapon\_Base 1 = Employee Benefits  
AdditemDebug XFH\_Ham\_DeadEyeAR\_Uni\_Agony 1 = Agony  
AdditemDebug XFH\_TL\_StunBaton\_Weapon\_Uni\_ShockAndAwe 1 = Shock and Awe  
AdditemDebug XFH\_AB\_PlasmaCutter\_Uni\_AquaRegia 1 = Aqua Regia  
AdditemDebug XFH\_SC\_SentrySabre\_Uni\_WallOfSwords 1 = Wall of Swords  
AdditemDebug XFH\_SC\_LightPistol\_Uni\_Prototype 1 = Prototype  
AdditemDebug XFH\_SC\_LightAssaultRifle\_Uni\_Equil 1 = Equilibrium  
AdditemDebug XFH\_TL\_VortexMace\_Uni\_Grinder 1 = Grinder  
AdditemDebug XFH\_TL\_PlasmaCarbine\_Weapon\_Uni\_Burnout 1 = Burnout  
AdditemDebug XFH\_Imp\_Spade\_Weapon\_Uni\_ASpade 1 = The Spade  
AdditemDebug XFH\_Imp\_TossballBlocker\_Uni\_PerfectGame 1 = Perfect Game  
AdditemDebug XFH\_SC\_Revolver\_Uni\_Lucky 1 = Lucky  
AdditemDebug XFH\_SC\_LightMachineGun\_Uni\_Overheat 1 = Overheat  
AdditemDebug XFH\_SC\_SawedOffFlechette\_Uni\_Infested 1 = Infested Flechette Gun  
AdditemDebug XFH\_TL\_Weapon\_HuntingRifle\_Uni\_MostDanger 1 = Most Dangerous Game  
AdditemDebug XFH\_Joch\_PlasmaRifle\_Uni\_Discharge 1 = Discharge  
AdditemDebug XFH\_Joch\_PlasmaLauncher\_Uni\_StormCan 1 = Storm Cannon  
AdditemDebug XFH\_TL\_SecurityBlade\_Uni\_Robin 1 = Tanaka’s Peacekeeper  
AdditemDebug XFH\_AB\_OfficersSpine\_Uni\_Actual 1 = Captain Robin’s Spine  
AdditemDebug XFH\_Joch\_Flamethrower\_Uni\_JetPack 1 = Plasma Propulsion Pack  
AdditemDebug INX02\_FlechetteGun\_Weapon\_Uni\_ThePen 1 = The Pen  
AdditemDebug INX2\_SC\_SawedOffFlechette\_Uni\_ShortCircuit 1 = Short Circuit  
AdditemDebug INX2\_TL\_AssaultRifle\_Uni\_NovaBurst 1 = Nova Burst  
AdditemDebug INX2\_TL\_PlasmaCarbine\_Uni\_Frigidariator 1 = Frigidariator  
AdditemDebug INX2\_Imp\_TossBallStick\_Uni\_SignedStick 1 = Signed Tossball Stick

# DLC – Mods

AdditemDebug INX2\_ArmorMod\_Armor\_Corrosion\_Uni\_0701 1 = Corrosion [NoImg][Cheat]  
AdditemDebug INX2\_ArmorMod\_Gadget\_ConsecutiveHitAtkSpd 1 = Invalid [NoImg][Cheat]  
AdditemDebug INX2\_ArmorMod\_Utility\_AccuracyOnKill 1 = Coat of Arms

AdditemDebug INX2\_MeleeMod\_ATK\_CorrodeDamage\_Crit\_Uni\_0701 1 = Corrosion [NoImg][Cheat]  
AdditemDebug INX2\_RangedMod\_Magazine\_CorrodeDamage\_AoE\_Uni\_0701 1 = [NoImg][Cheat]

***1. If a line is crossed out, don't use it. Either the item has no effect or may break your character. If you happen to add, equip, and use a weapon that is crossed out, jumping on a ladder typically fixes the invisible animation freeze.  
  
2. Tags:  
Green = Companion items  
Yellow = Rare  
Dark Blue = Spectral (Max's Ghost Clothes)  
Cyan = Science  
Pink = No Thumbnail Image  
Red = Cheat Item (an item you can't get in game, may also be set to level 99)  
  
3. Warnings are in Red text, read them carefully before using.  
  
4. Fun weapons to try:  
AdditemDebug Robot\_Companion\_Corrosive 1 = Corrosive Washer [Sam’s Gun][Cheat]  
AdditemDebug LiberationBot\_TeslaCannon\_Elite\_Weapon 1 = Shock Cannon [NoImg][Cheat]  
AdditemDebug LiberationBot\_TeslaCannon\_Weapon 1 = Shock Cannon [NoImg][Cheat]  
AdditemDebug ScrapBot\_PlasmaCannon\_Weapon 1 = Plasma Rifle [NoImg][Cheat]***