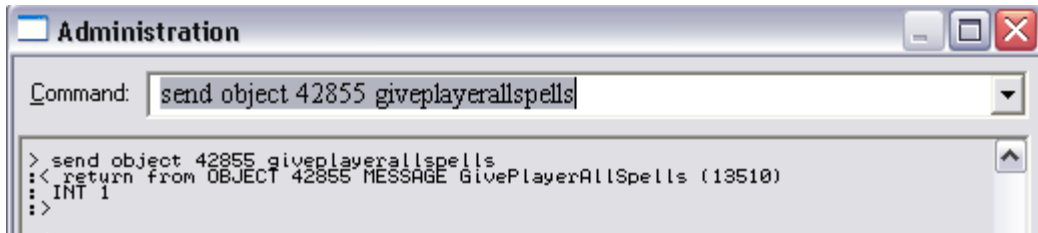


## Character Building



## Single Character Building

**NOTE:** Nearly all *Send o* commands can be done globally as well with a *Send c user* instead and vice versa, so just experiment with other things that aren't listed here.

### Single Skills:

send o <playerobject#> adminsetskill num int <skill#> ability int <%ofskill> [List Here](#)

### Single Spells:

send o <playerobject#> adminsetspell num int <spell#> ability int <%ofspell> [List here](#)

### Give Player Defined Weaponcraft Skills at certain level and %:

send o <playerobj#> giveplayerallskills level int <maxlevel> iability int <%>

### Give Player Defined Spell School at certain level and %:

send o <playerobject#> giveplayerallspells school int <sch#> level int <max\_level> iability int<%>

### Give Player all Weaponcraft Skills:

send o <playerobject#> giveplayerallskills

### Give Player all Regular Spells:

send o <playerobject#> giveplayerallspells

### Give Player Single Spell Schools:

send o <playerobject#> giveplayerallspells school int SS\_<schoolname>

### Remove all spells/skills:

send o <playerobj#> removeallskills

send o <playerobj#> removeallspells

### Remove Single Spells:

send o <playerobj#> RemoveSpell num int <spell#> isDM int <1 or 0>

*(The isDM int <1 or 0> part isn't always required)*

**Remove Single Skills:**

send o <playerobj#> RemoveSkill num int <skill#>

**Remove Inaccessable Spells:**

send o <playerobj#> RemoveInaccessibleSpells

**Clear all spells:**

send o <playerobj#> ClearSpellList

**Clear single schools:**

**These don't seem to work**

send o <PlayerObj#> StripSpellsOfSchool school int <School#>

**Add to spell to other schools:**

send o <PlayerObj#> AddToSchools school int <School#> change int <NewSchool#>

**School Numbers:**

Shally	1
Qor	2
Kranny	3
Faren	4
Riija	5
Jala	6

**Infinite Inventory and stomach:**

set object <PlayerObj#> piBulk\_hold \$ 0

set object <PlayerObj#> piWeight\_hold \$ 0

set object <PlayerObj#> piStomach \$ 0

**Bio Inscription:**

send o <playerobject#> sethonorstring string quote <message>

**Give Player Permanant HP Boost:**

send object <playerobject#> GainBaseMaxHealth amount int <HPamount>

**Permanantly Bond Player to a Mana Node:**

send o <mananode#> meld who o <playerobject#>

**Permanantly Bond Player to Every Mana Node:**

send c mananode meld who o <playerobject#>

**Boost a Players Might Permanatly:**

send o <playerobject#> AddMight points int <#ofpoints>

**Boost a Players Intellect Permanatly:**

send o <playerobject#> AddIntellect points int <#ofpoints>

**Boost a Players Stamina Permanatly:**

send o <playerobject#> AddStamina points int <#ofpoints>

**Boost a Players Aim Permanatly:**

send o <playerobject#> AddAim points int <#ofpoints>

**Boost a Players Agility Permanatly:**

send o <playerobject#> AddAgility points int <#ofpoints>

**Boost a Players Mysticism Permanatly:**

send o <playerobject#> AddMysticism points int <#ofpoints>

**Give Penalties to a Log Off Ghost:**

send object <logoffobject#> InflictPenalties

## **Global Character Building**

**Give Every Player all Skills (even offline users) :**

send c user giveplayerallskills

**Give Every Player Single Skills (even offline users) :**

send c user adminsetskill num int <skill#> ability int <%ofskill>

**Give Every Player Single Spells (even offline users):**

send c user adminsetspell num int <spell#> ability int <%ofspell>

**Bio Inscription for All Players (even offline users) :**

send c user sethonorstring string quote <message>

**Change everyones karma:**

send class <player#> addkarma amount <KarmaAmount>

*(set amount to \$ 0 to make it nil)*

**Rescue all players:**

send c user admingotosafety

**Give All Players a Temporary HP Boost:**

send c player GainHealth amount int <#ofhps>

**Permanantly Bond Every Player to a Mana Node:**

send o <mananode#> meld who c user

**Permanantly Bond Every Player to Every Mana Node:**

send c mananode meld who c user

**Give All Players Mana Boost Semi-Permanant:**

send c user GainMana amount int <ManaAmount>

*(ao3/soth/node restores default mana)*

**Boost All Players Vigor to 200 (works like eating something):**

send c user EatSomething filling int 0 nutrition int 200

**Give Every Player Single Spell Schools (even offline users):**

send o <playerobject#> giveplayerallspells school int SS\_<schoolname>

**Give Every Player all Spells (even offline users) :**

send c user GivePlayerAllSpells level INT 6

*(You can also put 7 to give the player the slitherbolt spell also)*