

# KillPed

This function kills the specified ped.

From v1.5.3 onwards this function is now available client side. Only works on client side peds.

## Syntax

```
bool killPed ( ped thePed, [ ped theKiller = nil, int weapon=255, int bodyPart=255, bool stealth = false ] )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *ped:kill(...)*

## Required Arguments

- **thePed:** The ped to kill

## Optional Arguments

- **theKiller:** The ped responsible for the kill
- **weapon:** The ID of the weapon or Damage Types that should appear to have killed the ped (doesn't affect how they die)
- **bodyPart:** The ID of the body part that should appear to have been hit by the weapon (doesn't affect how they die)

- **3:** Torso
- **4:** Ass
- **5:** Left Arm
- **6:** Right Arm
- **7:** Left Leg
- **8:** Right Leg
- **9:** Head

- **stealth:** Boolean value, representing whether or not this a stealth kill

## Returns

Returns *true* if the ped was killed, *false* if the ped specified could not be killed or is invalid.