

Armor Overhaul

Gameplay

+1 To Health



-1 To Movement
+1 To Health

Armor Overhaul

Armor Overhaul

Gameplay

+1 To Health



+1 To Health
-1 To Movement

Armor Overhaul

Better AI

Gameplay

+2 Coins Collected from Enemies
+1 To Movement



ENHANCED ENEMY AI

Better AI

Gameplay

+2 Coins Collected from Enemies
+1 To Movement



ENHANCED ENEMY AI

Better UI

Gameplay

+1 To Movement
+1 To Damage



-1 To Movement
+1 To Damage

Better UI

Better UI

Gameplay

+1 To Movement
+1 To Damage



+1 To Movement
-1 To Damage

Better UI

Better Vendors

Gameplay

-1 To Card Cost



Takes up 1 additional Mod Space
-2 To Card Cost

Better Vendors

Better Vendors

Gameplay

-1 To Card Cost



Takes up 1 additional Mod Space
-2 To Card Cost

Gameplay

Big Heads

Gameplay

+1 To Health
+1 To Damage



+1 To Health
-1 To Damage

Gameplay

Big Heads

Big Heads

Gameplay

+1 To Health
+1 To Damage



+1 To Health
-1 To Damage

Gameplay

Big Heads

Bigger Weapons

Gameplay

+2 To Damage
-1 To Movement



+2 To Damage
-2 To Movement

Bigger Weapons

Gameplay

+2 To Damage
-1 To Movement



+2 To Damage
-2 To Movement

Gameplay

Big Heads

Consumable Items Overhaul

Gameplay

When an Active Effect would come into effect, you may place it onto this card. That effect does not go away until this mod is uninstalled.



Takes up 1 additional Mod Space
Takes up 1 additional Mod Space
Takes up 1 additional Mod Space
Takes up 1 additional Mod Space

When an Active Effect would come into effect, you may place it onto this card. That effect does not go away until this mod is uninstalled.

Consumable Items Overhaul

Gameplay

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Takes up 1 additional Mod Space
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When an Active Effect would come into effect, you may place it onto this card. That effect does not go away until this mod is uninstalled.

Gameplay

Consumable Items Overhaul

Bigger Weapons

Gameplay

+2 To Movement
+1 To Damage



+1 To Movement

Controller Remapping

Gameplay

+2 To Movement
+1 To Damage



+1 To Movement

Gameplay

Controller Remapping

Gameplay

Controller Remapping

Gameplay

+1 To Movement

Corporate Branding

Gameplay

+3 Coins at the start of each maintenance phase



Corporate Branding

Gameplay

+3 Coins at the start of each maintenance phase



Custom Terrain

Gameplay

+2 Movement



Custom Terrain

Gameplay

+2 Movement



Corporate Branding

Date NPCs

Gameplay

+1 To Health
+1 To Movement
+1 To Damage
+1 To Card Cost



Corporate Branding

Gameplay

+1 To Health
+1 To Movement
+1 To Damage
+1 To Card Cost



Custom Terrain

Gameplay

+3 To Movement
+5 Coins Collected from Enemies
-2 To Health



Custom Terrain

Gameplay

+3 To Movement
+5 Coins Collected from Enemies
-2 To Health



Date NPCs

Gameplay

+3 To Movement
-2 To Damage
+1 To Health
+1 To Movement

Date NPCs

Gameplay

+3 To Movement
-2 To Damage
+1 To Health
+1 To Movement

Difficulty Patch

Gameplay

+3 To Movement
-2 To Damage
+1 To Health



Difficulty Patch

Gameplay

+3 To Movement
-2 To Damage
+1 To Health



First Person Mode

Gameplay

+1 To Damage



First Person Mode

Gameplay

+1 To Damage



Furry Mod

Gameplay

+1 To Health
+2 To Movement
+1 To Card Cost



Furry Mod

Gameplay

+1 To Health
+2 To Movement
+1 To Card Cost



First Person Mode

Gameplay

HD Music Pack

Gameplay

-1 To Mod Cost



First Person Mode

Gameplay

-1 To Mod Cost



Furry Mod

Gameplay

HD Texture Pack

Gameplay

-1 To Mod Cost



Furry Mod

Gameplay

HD Texture Pack

Gameplay

-1 To Mod Cost



HD Music Pack

Gameplay

+1 To Mod Cost

HD Music Pack

Gameplay

+1 To Mod Cost



HD Texture Pack

Gameplay

HD Texture Pack

Gameplay

+1 To Mod Cost

Lore Update

Gameplay

+1 To Damage
+1 To Movement

Lore Update

Gameplay

+1 To Damage
+1 To Movement



Lower Resolution Support

Gameplay

+1 To Movement



Lower Resolution Support

Gameplay

+1 To Movement



Lore Update

Gameplay

+5 To Damage
-3 To Movement

Modern Weapons

Gameplay



+1 To Damage
-2 To Movement

Lore Update

Gameplay

+5 To Damage
-3 To Movement



+1 To Damage
-2 To Movement

Modern Weapons

Gameplay

Multiclass

Gameplay

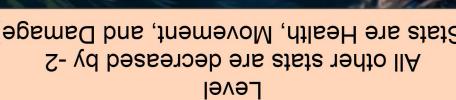
Choose a stat: Increase that by +1 Per Level
All other stats are decreased by -1
(Stats are Health, Movement, and Damage)



Multiclass

Gameplay

Choose a stat: Increase that by +1 Per Level
All other stats are decreased by -1
(Stats are Health, Movement, and Damage)



Modern Weapons

Gameplay

Choose a stat: Increase that by +1 Per Level
All other stats are decreased by -2

Modern Weapons

Gameplay

Choose a stat: Increase that by +1 Per Level
All other stats are decreased by -2

Multiclass

Gameplay

(Stats are Health, Movement, and Damage)
All other stats are decreased by -2
(Stats are Health, Movement, and Damage)

No UI

Gameplay

+2 To Movement
+1 To Health



+1 To Movement

Gameplay

No UI

No UI

Gameplay

+2 To Movement
+1 To Health



+1 To Movement

Gameplay

No UI

No Weapons

Gameplay

+4 To Movement
-1 To Damage



+2 To Movement
-1 To Damage

Gameplay

No Weapons

Gameplay

+4 To Movement
-1 To Damage



+2 To Movement
-1 To Damage

Gameplay

Nude Mod

Gameplay

+2 To Movement
+1 To Damage



+2 To Movement
-1 To Damage

Gameplay

Nude Mod

Nude Mod

Gameplay

+2 To Movement
+1 To Damage



+2 To Movement
-1 To Damage

Gameplay

Nude Mod

NO Weapons

Gameplay

Player Skins

Gameplay

+1 To Damage
+1 To Health
+1 To Card Cost



+1 To Card Cost

Gameplay

Player Skins

NO Weapons

Gameplay

+1 To Damage
+1 To Health
+1 To Card Cost

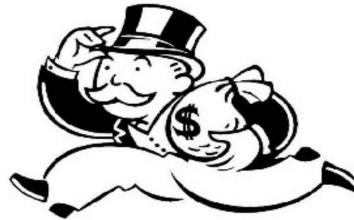


Randomizer	Randomizer	Revamped Sidequests	Revamped Sidequests
Gameplay When rolling for damage or movement, roll twice and take the higher value When rolling for anything else, roll twice and take the lower value	Gameplay When rolling for damage or movement, roll twice and take the higher value When rolling for anything else, roll twice and take the lower value	Gameplay When you would draw an Event card, draw an additional one +1 To Health	Gameplay When you would draw an Event card, draw an additional one +1 To Health
			
Randomizer Gameplay When rolling for damage or movement, roll twice and take the lower value When rolling for anything else, roll twice and take the higher value	Randomizer Gameplay When rolling for damage or movement, roll twice and take the lower value When rolling for anything else, roll twice and take the higher value	Revamped Sidequests Gameplay +1 To Card Cost +1 To Health	Revamped Sidequests Gameplay +1 To Card Cost +1 To Health
Third Person Mode Gameplay +1 To Movement	Third Person Mode Gameplay +1 To Movement	Difficulty Reduction Cheat +4 To Health +5 To Movement	Difficulty Reduction Cheat +4 To Health +5 To Movement
			
Third Person Mode Gameplay +1 To Movement	Third Person Mode Gameplay +1 To Movement	Difficulty Reduction Cheat +4 To Health +5 To Movement	Difficulty Reduction Cheat +4 To Health +5 To Movement
Randomizer Gameplay When rolling for damage or movement, roll twice and take the lower value When rolling for anything else, roll twice and take the higher value	Randomizer Gameplay When rolling for damage or movement, roll twice and take the lower value When rolling for anything else, roll twice and take the higher value	Revamped Sidequests Gameplay +2 To Card Cost +1 To Movement +1 To Health	Revamped Sidequests Gameplay +2 To Card Cost +1 To Movement +1 To Health
Third Person Mode Gameplay +1 To Movement	Third Person Mode Gameplay +1 To Movement	Difficulty Reduction Cheat +4 To Health +5 To Movement	Difficulty Reduction Cheat +4 To Health +5 To Movement

Infinite Money

Cheat

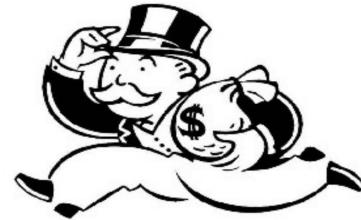
Can draw 1 Mod and 1 System Setting card for free each turn



Infinite Money

Cheat

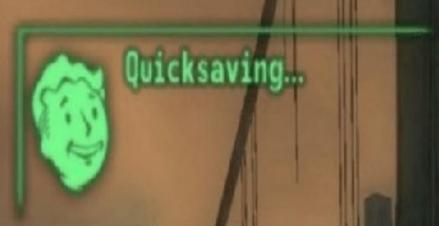
Can draw 1 Mod and 1 System Setting card for free each turn



Quicksaves

Cheat

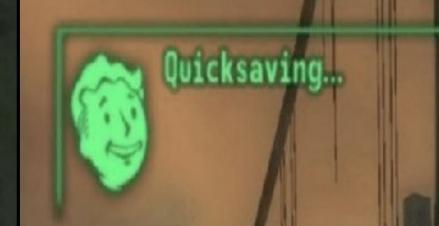
Always checkpoint in front of bosses



Quicksaves

Cheat

Always checkpoint in front of bosses



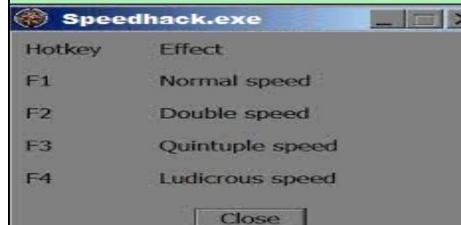
Infinite Money

Cheat

Speedhack

Cheat

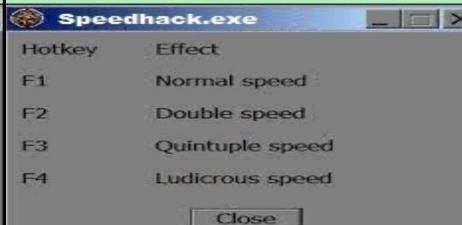
+10 To Movement



+5 To Movement
-3 To Damage

Speedhack

Cheat



+5 To Movement
-3 To Damage

Speedhack

Cheat

Quicksaves

Cheat

Extra Lives

Cheat

Once per fight, upon player death, ignore it and heal to full instead



Once per fight, upon player death, ignore it and heal to full instead
-2 To Health

Extra Lives

Cheat

Quicksaves

Cheat

Once per fight, upon player death, ignore it and heal to full instead
-2 To Health



Once per fight, upon player death, ignore it and heal to full instead
-2 To Health

Extra Lives

Cheat

God Mode

Cheat

Ignore all Gameplay and Cheat mod reductions to your health



Ignore all Gameplay and Cheat mod reductions to your health
Takes up 1 additional Mod Space

God Mode

Cheat

Ignore all Gameplay and Cheat mod reductions to your health
Takes up 1 additional Mod Space

Ignore all Gameplay and Cheat mod reductions to your health
Takes up 1 additional Mod Space

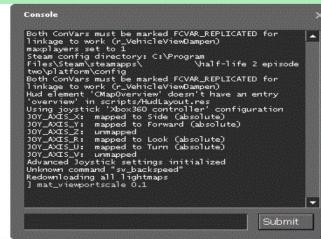
God Mode

Cheat

Debug Console

Cheat

Ignore all Gameplay and Cheat mod reductions to your damage

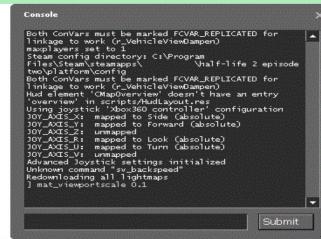


Ignore all Gameplay and Cheat mod reductions to your damage
Takes up 1 additional Mod Space

Debug Console

Cheat

Ignore all Gameplay and Cheat mod reductions to your damage



Ignore all Gameplay and Cheat mod reductions to your damage
Takes up 1 additional Mod Space

Noclip

Cheat

Ignore all Gameplay and Cheat mod reductions to your movement



Ignore all Gameplay and Cheat mod reductions to your movement
Takes up 1 additional Mod Space

Noclip

Cheat

Ignore all Gameplay and Cheat mod reductions to your movement



Ignore all Gameplay and Cheat mod reductions to your movement
Takes up 1 additional Mod Space

Debug Console

Cheat

Debug Console

Cheat

Ignore all Gameplay and Cheat mod reductions to your movement



Ignore all Gameplay and Cheat mod reductions to your movement
Takes up 1 additional Mod Space