Author: Ulb
Mod Forum: here
Version: 3.0

Bear Walker - Readme
a Character Kit for BG2: ToB / BGT / TuTu
and BGEE, BG2EE, SoD, EET

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1. Introduction

Thank you for your interest in the Bear Walker Kit.

This is a small kit mod that offers the possibility to play as a ranger/werebear.
Originally this kit was intended to be part of a bigger mod pack, containing other character kits as well as game improvements, all centered around lycanthropy.
Therefore, this kit might in time become part of a bigger mod, called the Lycanthropy Pack.
(If you would like to read more about this idea, click here.)

2. Overview

Available languages: // English // German //

The Bear Walker Kit will be available to every race with access to the ranger class.
The character will be limited to studded leather armor and also be less proficient with melee weapons. At level 1 he will gain the ability to shapeshift into werebear form, which will scale up as the character's level advances.

For a full kit description (including in-game 'flavor' text) please visit the mod forum.

3. Installation

3.1.1 Requirements (none EE versions):

- **BG2** including **ToB** with the **latest official patch**. (A SoA only install should work if you choose the Light Version (since Infinity Animations require ToB).

- Infinity Animations: While version 1.1 added an alternative install without **IA (Infinity Animations) core mod,** the mod is still quasi required.

I also would strongly suggest to install the latest version of **TobEx**. Without TobEx, the werebear form can be dispelled by 'dispel magic'.

3.1.2 Requirements (EE versions):
- **BGEE, SoD, BG2EE** or **EET**
   For the Steam/GOG versions of SoD you will have to use the modmerge tool first to make them mod-able.
   You can find links to this tool on the official Beamdog forums here.

3.2 Compatibility:

The Bear Walker Kit is compatible with Divine Remix, and can therefore be installed before or after.
Other than that, the mod *should be* (as in: *I really hope it is* ☺) compatible with pretty much any other WeiDU mod out there.
(If you run into any compatibility issues, please contact me via the Spellhold Studios.)

3.3 Installation:

I. Extract the 'Bearwalker_V3.0.7z' file into your main game folder and make sure that both, the 'Setup-BearWalker.exe' and the 'BearWalker' folder, are indeed in your main folder.

II. Run (double click on) "Setup-BearWalker.exe".

III. Choose between the Enhanced Edition version for EE games or, STANDARD and LIGHT version for classic games.

The **STANDARD** version requires the Infinity Animation core mod to be (or get) installed, but offers a true werebear animation in return. (You should **really really** use this version if you can.)

The **LIGHT** version is for people who cannot or do not wish to use Infinity Animation core mod. Unfortunately this also means, that your werebear will have the in-game appearance of an ordinary brown bear.

Note: *As of **v1.8** you can install the STANDARD version, even if the* Infinity Animation core mod *is **not** installed. (You will still get a warning and be required to confirm that you really want to proceed). This was done to enable you to install the Bear Walker kit in an early stage of a* mega-installation *and thereby increase compatibility with mods, which are intended to affect all character kits. You still **need** to install the I.A core mod later on, or the kit will be broken.*

4. Many Thanks to:

- ShS User Argent77 for diagnosing a bug involving ShadowKeeper and offering a solution to it.

- ShS Users 'Eric P.' and 'Gast' (who really should register ..) for proofreading.

- The Spellhold Studios, it's forum community and the people that keep it up and running.

- CamDawg for his Kit Creation Guide.

- The makers and maintainers of:

  – WeiDU: Westley Weimer & Valerio Bigiani (The Bigg)
  – NearInfinity: Jon Olav Hauglid
  – Infinity Animations: Erephine & Miloch
  – TobEx: Ascension64
  – all the other awesome BG2 mods.

5. **Known Bugs:**

If a Bear Walker is under the effect of a casting speed penalty, her shapeshift spell won't be an instant cast and could therefore be interrupted. If that happens, she might not properly shapeshift into her alternate form, but still receive the corresponding spell (natural form or werebear).
In that case, just cast the spell and things should go back to normal again.

6. Frequently Ask Questions:

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Q.: Shouldn't the werebear claws' enhancement bonus be equal to their damage bonus?

A.: No, the enhancement and the damage bonus are two completely different stats.

While the enhancement bonus determines which immunities a weapon can overcome (e.g immunity to magical weapons +1 could be overcome by a weapon with +2 enhancement bonus.), the damage bonus just adds a flat amount of damage to a weapon.

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Q.: What is the 'Lycanthropy Variable?

A.: The Lycanthropy Variable is indeed just a global variable set in the game.

With the help of this variable, other mods will be able to recognize the vanilla Shapeshifter Kit as well as all other existing (and future) player kits (for example this Bear Walker Kit) that make use of this simple method.

Not only can a mod determine whether a player is a lycanthrope or not (and utilize this knowledge in dialogues and scripts), but it will also be able to determine which kind of lycanthrope the player is.

There will soon be a thread, explaining in detail how your mod or player kit can make use of this method. (A link will be provided in this mod's description at the mod forum.)

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7. Version History:

v1.0
Initial release.

v.1.1
Added an alternative install version for mac users.
The werebear animation has been included, no separate download necessary.
Fixed some spelling errors.

v.1.2
Added a custom spell icon for the werebear shapeshifting spell.
Changed some spell icons (for the standard and light version), to better fit with the BG2 original spells.

v.1.3
Fixed a possible bug, which could have caused saved games, edited by ShadowKeeper, to break the shapeshifting spells.
Changed some more icons (werebear claws).
Changed some internal spell names to make them less likely to bug out.

v1.4
The ability to shapeshift is now granted at level 1 instead of level 3. This is done to prevent level 1-2 'fallen rangers' to not gain shapeshifting abilities, but also because it didn't make any sense to postpone the ability to level 3.

v1.5
Included a paper doll graphic update for the werebear animation from [D2 Bear & Werebear Animations v3.1](#).
Removed a redundant spell. (Which had no in-game use at all.)
Adjusted the kit description to fit better with the vanilla game kit descriptions.

v1.6
Added area scripts to make the Bear Walker Kit recognizable for any mods that utilize the Lycanthropy Variable. (This has otherwise no effect on the kit itself.)

v1.7
Included an update form [D2 Bear & Werebear Animations v3.2](#) to fix the animation's walking sound for games that have TobEx installed.
Added some corrections to the German translation.

v1.8
Modified the installer to allow STANDARD installations even if I.A core mod is not present. (See [3.3.Installation](#) for more details.)

v1.9
Included a palette fix for the werebear animation's sleep/death sequences from [D2 Bear & Werebear Animations v3.3](#).

v2.0
Added TuTu support.

V3.0
Added support for BGEE, BG2EE, SOD and EET
Rebalanced the Bearwalker stats to be more competetive in tactical SCS installations