

## Deratiseur's Mods Tweaker

I created this mod because there were some inconsistencies in certain mods that didn't suit me. I therefore propose these optional modifications to be installed after the mods to be modified.

**Give to the Horace npc the immunities of a skeleton.** Because he's a skeleton but doesn't have any of the immunities common to skeletons.

*He gains 100% cold resistance, 50% resistance to piercing, slashing and projectile damage, and all undead immunities.*

*He also has 100% acid resistance. It's not logical, but it's the author's choice, so I haven't touched it.*

**Move the Horace npc to the Athktla cemetery.** Because when Horace is recruited, he has 150K xps, far too little for heroes accessing Trademeet crypt.

*He is moved to the crypt under the central arch, where grave robbers come out at night. His dialogue always refers to the Trademeet families.*

**Give to the Chiarra npc in human form the immunities of a vampire and set her race to vampire.** Because she's a vampire but has none of the immunities common to vampires, and her race is set to "human".

*She gains 50% resistance to cold and electricity, regeneration of 1 hit point every 2 seconds and all the immunities of the undead.*

*Her race becomes "vampire". This is just cosmetic unless you install the optional "Valen NPC" mod component.*

*Note: The Chiarra npc has no English translation.*

**Give to the Moddie npc an adequate portrait.** Because she's a vixen and her portrait is that of a badger (moreover, this outfit is reused by the Coondred NPC mod).

If you find the new portraits ugly, I invite you to suggest more BG2esque ones. I'm open to suggestions.

COMPONENT NOT INSTALLABLE FOR THE MOMENT

**Turn the Moddie npc into a pet (who follows you as a 7th companion).** Because he's an animal with animal dialog and equipping him with weapons, armor and jewelry is illogical.

*Talk to her and pull her hair to make her a pet. Talk to her again to bring her back into the group (to equip her, level her up, etc.). You can pull her hair/ask her to come back at will.*

**Give to the Ninafer npc an alternative portrait.** Because Viconia looks good as a blonde, but when you've got both on the team, it doesn't fit.

*Portrait taken from his official website. It may look ugly to you, but it respects the author's choice.*

**Change the class of the Ninafer npc class to Wizardslayer/Mage (she keeps her family equipment).** Because all her dialogue is focused on eliminating evil mages.

**Change the class of the Thael npc to Swashbuckler/Mage.** Because his sword and mutant power are designed for melee combat.

*Cheat: If you want Thael Swashbuckler to be able to make sneak attacks anyway, add "/" in front of line 198 of Setup-Derats\_Mods\_Tweaker.tp2 before installing this component.*

*Note: The Thael npc has no English translation.*

**Give to the Sub\_Zero npc decent characteristics.** Because he was made with Ctrl+8, he has 18(00) in all characteristics.

*Strength 16 Dexterity 18 Constitution 15 Intelligence 14 Wisdom 14 Charisma 10 (fixed after discussion on the Couronne de Cuivre forum)*

**Give to the Yikari npc some extra charisma when he regains his speech.** Because he has 4 charisma, he doesn't deserve this.

*He goes up to 6 charisma when he regains his speech.*

**Delay the arrival of the Arena of T.R.O.W. Ring.** Because the battles are of such a high level anyway that you can't hope to do them for a long time.

*You gain the ring when you reach level 20, or automatically in TOB.*

*Note: The Arena of T.R.O.W. mod has no English translation.*

**Major demons summonable in Arena of T.R.O.W drop their hearts.**

*Balors, Ravagers and Pit fiends drop their hearts. This can be useful for blacksmiths and other mods (e.g. Every Mods and Dogs).*

**Allow another merchant to sell items from Jamella's Diablo2 Item Store (unlimited).**

Because 160 items for sale and you can only choose one is a waste. What's more, the most powerful items can only be purchased if the group includes at least 2 characters kitted with Diablo2 Kitpack kits.

*The new merchant is located near the Watcher's Keep. It is therefore accessible in both SOA and TOB. Prices have not changed: they are still 100K per item, some 200K.*

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Notes: if you think of any inconsistencies in a mod, please suggest them to me, and I may be able to correct them in a future version of this mod.