

ID	Name	Category	Site	Link	Author	Date	Description
11534	Skills Adjuster	Tweaks	MMH	90-6282	Valtur Naa	2009-10-05	This is an adjuster for PC skills. You gain skills quicker, and they're more balanced (I hope) than the original game. Armor and weapons skills rise at about the same rate, while alchemy and enchant rise much faster. Block is now much more useful (and should level about as quick as armor skills)....
11441	No-Tutorial Startup Scripts	Tweaks	MMH	90-6285	Valtur Naa	2009-10-06	This entry presents a very simple pair of startup scripts. The first leads to an ordinary game. You'll be in the dark, pick out your character, and be ready to move out the door. Chargen characters should engage in normal dialogue. The second is the real reason this is even here. It'...
11364	Marksmanship	Tweaks	MMH	90-6286	Valtur Naa	2009-10-06	Turns marksman into a useful skill. Bows and throwing weapons deal more damage, bows degrade far more slowly, arrows are far more likely to be recovered from bodies, and the formerly useless Bound Longbow now comes with its own infinite supply of weightless arrows. Arrows also weigh and cost more...
7471	Spell Book (Magic Mod 1)	Magic and Spells	MMH	51-6283	Valtur Naa	2009-10-05	This is a combination spell addition and tweak. It began as a list of leveled spells and a way of teaching those spells to companions. It has now expanded considerably. First and foremost, this is still a list of leveled spells. It adds and removes these spells based on y...
7470	Spell Book (Magic Mod 1)	Magic and Spells	MMH	51-13693	Valtur Naa	2009-10-05	This is a combination spell addition and tweak. It began as a list of leveled spells and a way of teaching those spells to companions. It has now expanded considerably. First and foremost, this is still a list of leveled spells. It adds and removes these spells based on y...
5915	Companions 01 (Slaves)	Companions	MMH	24-6264	Valtur Naa	2009-09-16	Attempts to both create generically intelligent companions (so anyone can be attached to this script with no script modification) and turn slaves into companions that can be forced to join you, ordered about, trained, and bought and sold. It adds a number of new slave traders (ask anyone about sl...