Bear Walker - Readme
a Character Kit for BG2:ToB & BGT

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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 3 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. <u>Installation</u>

3.1 <u>Requirements:</u>

- **BG2** including **ToB** with the **latest official patch**. (A SoA only install might work, but has not been tested yet.)

- 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'.

3.2 <u>Compatibility:</u>

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 <u>Spellhold Studios</u>.)

3.3 <u>Installation:</u>

I. Extract the 'Bearwalker_V1.2.7z' file into your BG2 main folder and make sure that both, the 'Setup-BearWalker.exe' and the 'BearWalker' folder, are indeed in your BG2 main folder.

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

III. Choose between STANDARD and LIGHT version.

The STANDARD version requires the <u>Infinity Animation core mod</u> to be 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 <u>Infinity Animation core mod</u>. Unfortunately this also means, that your werebear will have the in-game appearance of an ordinary brown bear.

4. **<u>Known Bugs:</u>**

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, the spell will be lost and the character will have to rest in order to get her shapeshifting abilities back.

5. **<u>Many Thanks to:</u>**

- ShS Form 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.

6. 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

7. Frequently Ask Questions:

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.