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Version: 1.1

Silver Fur of Selûne - Readme
a Character Kit for BG2:ToB & BGT

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1. Introduction

Thank you for your interest in the Silver Fur of Selûne Kit.

This kit mod offers the possibility to play as a priest/werewolf.
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 Silver Fur Kit will be available to every race with access to the priest class.
The character will be limited to studded leather armor. At level 1 she will gain the ability to shapeshift into werewolf 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.)

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

3.2 <u>Compatibility:</u>

The Silver Fur of Selûne 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 <u>Installation:</u>

I. Extract the 'SilverFur_V1.1.7z' file into your BG2 main folder and make sure that both, the 'Setup-SilverFur.exe' and the 'SilverFur' folder, are indeed in your BG2 main folder.

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

III. Follow the on-screen instructions.

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

If a Silver Fur of Selûne 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 werewolf).
In that case, just cast the spell and things should go back to normal again.

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

- 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:

  - ShS Form User 'Eric P.' for proofreading.
  - WeiDU: Westley Weimer & Valerio Bigiani (The Bigg)
  - NearInfinity: Jon Olav Hauglid
  - TobEx: Ascension64
  - all the other awesome BG2 mods.

6. Frequently Ask Questions:

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Q.: *Shouldn't the werewolf 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 Silver Fur of Selûne 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.

v1.1
Added some minor text corrections.