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Subject: Gender change

Posted by [Leandra](#) on Sat, 16 Aug 2014 17:22:46 GMT

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Hi everyone, I find myself in need of help. After I read ZackTiro's script modding setup tutorial I saw that we could change gender in game. While I found a code that allows me to change it in debugmenu.txt, anytime I write it on scriptactivation.lua it does not work. I really don't know what to do. I don't know anything about modding, if someone could help me it would be great.

Thanks.

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Subject: Re: Gender change

Posted by [Artofeel](#) on Sat, 06 Sep 2014 08:10:27 GMT

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does this work?

```
Gender.Set(GetLocalHero(), EGender.EG_FEMALE)
```

Gender can be:

```
EGender.EG_ANDROGYNOUS
```

```
EGender.EG_FEMALE
```

```
EGender.EG_MALE
```

```
EGender.EG_NONE
```

but probably you will need change hero entity with this function

```
Debug.ChangePlayerEntity('CreatureHeroFemale')
```

anyway, why you need to change gender in current game? It's just broke some things possibly ...hmmm..for lesbo with Elise? :3

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Subject: Re: Gender change

Posted by [zyreq](#) on Mon, 08 Sep 2014 05:43:32 GMT

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Artofeel wrote on Sat, 06 September 2014 01:10does this work?

```
Gender.Set(GetLocalHero(), EGender.EG_FEMALE)
```

Gender can be:

```
EGender.EG_ANDROGYNOUS
```

```
EGender.EG_FEMALE
```

```
EGender.EG_MALE
```

```
EGender.EG_NONE
```

but probably you will need change hero entity with this function

```
Debug.ChangePlayerEntity('CreatureHeroFemale')
```

anyway, why you need to change gender in current game? It's just broke some things possibly ...hmmm..for lesbo with Elise? :3

Btw artofeel, are you going to be modding Fable Anniversary? We need smart guys like you.

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Subject: Re: Gender change

Posted by [Artofeel](#) on Mon, 08 Sep 2014 08:00:01 GMT

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zyreq wrote on Mon, 08 September 2014 11:43Btw artofeel, are you going to be modding Fable Anniversary? We need smart guys like you.of course I will try, if there are no sanctions for this :) but first we need smart guys who will write tools since the game is created on the Unreal engine, it will be much easier :3

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Subject: Re: Gender change

Posted by [Ragnin](#) on Mon, 05 Oct 2015 21:37:27 GMT

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Sorry to necro an old thread but seemed like a better idea then just creating a new one for a thread already still on the first page.

Anyway I've been trying to get as Artofeel put it Lesbo with Elise. Using the above gender change options I can change my hero but then Elise either just changes back into Elliot or if she was already on screen speaks with Elliot's voice which is kinda of fun but not what I'm looking for. So is there a script to just change Elliot into Elise without having to effect the hero's gender?

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Subject: Re: Gender change

Posted by [Ragnin](#) on Wed, 14 Oct 2015 03:51:16 GMT

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Artofeel helped me out and I can pretty much use the gender codes to make Elliot appear as Elise. You just need to use Gender.Set(GetLocalHero(, EGender.EG\_MALE) before you select your cloths and later before you go to the bowerstone industrial. After you have done this Elise will be there instead of Elliot. You can change back using Gender.Set(GetLocalHero(, EGender.EG\_FEMALE)so that the world treats you as a princess again.

Problem is that Elise will speak using Elliot's voice and lines. If you don't change back into a female then Elise speaks as normal BUT your character looks funny with badly fitting cloths AND you speak using the Male heroes voice and lines. Once you have married Elise she will stay the same regardless of what gender you have yourself set too (I just left myself set to male when I married her to keep her using the female voice. Not sure if that matters or not). I will note that you can not have sex with her if you are set to female, I did notice that when you have sex with her set as a male that my hero still played female sex sounds and noises.

Update: So I figured out that Elise/Elliot's voice is set to the gender of the hero. I even went and replaced some of Elliot's lines with Elise's. Problem is that some of the hero's lines are tied to the same .wav files I think. Because the parts that I replaced had my female hero responding with the male hero's voice. So I pretty much figure that it is impossible to get a female voiced hero talking with a female voiced elise in the same cutscene. I also want to thank Artofeel for his help in telling me how to do all this and how to figure this out.

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Subject: Re: Gender change

Posted by [XanWasting](#) on Tue, 31 Mar 2020 17:05:15 GMT

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Using `gender.Set(GetLocalHero(), Egender.EG_MALE)` on a female character doesn't seem to change anything for me.

The `Debug.ChangePlayerEntity('CreatureHeroFemale')` and `Debug.ChangePlayerEntity('CreatureHero')` does though. No glitches as far as I can tell, too. I'm using the improved script injector from Artofeel, maybe that's the difference.

EDIT: why is the closing bracket converted into smiley face here, lol.

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Subject: Re: Gender change

Posted by [iwanadiefast](#) on Tue, 06 Oct 2020 08:38:07 GMT

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`Debug.CreateEntityByHero('CreatureVillagerElise',1)` to spawn Elise or Elliot

`Gender.Set(Targeting.GetTarget(GetLocalHero()),EGender.EG_ANDROGYNOUS)` to set her/him as both male and female, allowing you to marry and have children with her/him. You must be facing them when using the code

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