Subject: weapon augment quests
Posted by AgentTed on Tue, 05 May 2020 19:34:55 GMT
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Is there a script floating around that simply completes all the weapon upgrade quests? I have the fable 3 save editor as well but fuck if I know what all the numbers mean so I don't mess with it.

Subject: Re: weapon augment quests
Posted by squark on Wed, 06 May 2020 01:07:42 GMT
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So you want every weapon to start at it's max upgrade level?
It's possible but that would prevent the weapon from actually MORPHING through usage.
There are a few morphs that don't depend on combat but behaviour. Sadly there's very few of those.

I unfortunately am not that acquainted with the script or how to manipulate it this way.
Someone like Keshire or Artofeel would probably be able to help you out.