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Subject: Weapon Augments and ScriptTag  
Posted by [EdgyBoye89](#) on Sat, 11 Jul 2020 16:45:55 GMT  
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Heya,

I was wondering if anyone had a complete list of the ScriptTag entries used for weapon augments? Trying to add some easy augments for various weapons to my script mod, and I'm having trouble finding them in the GDB Editor. Currently looking at the Inquisitor sword, but I'll probably do it for other weaps too. I managed to grab a few of them from another thread, and I would have asked there, but I try not to necro threads when possible. I try to limit my use of the dark arts to in-game stuff ;)

Annnnnnyway, if someone has a list, or some suggestions on how to narrow my search, I'd appreciate the help.

Thanks,  
j

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Subject: Re: Weapon Augments and ScriptTag  
Posted by [Artofeel](#) on Sun, 19 Jul 2020 06:25:22 GMT  
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not sure if that is what you are looking for

Toggle Spoiler  
INV\_ITEM\_WEAPON\_ANWARGLORY\_CONDITION\_CRIMINALS  
INV\_ITEM\_WEAPON\_ARKWRIGHTFLINTLOCK\_CONDITION\_NOBLE  
INV\_ITEM\_WEAPON\_AVOLAMENTATION\_CONDITION\_UNDEAD  
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Subject: Re: Weapon Augments and ScriptTag  
Posted by [Tasty](#) on Thu, 23 Jul 2020 22:29:26 GMT  
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How would one use this to upgrade weapons?

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Subject: Re: Weapon Augments and ScriptTag  
Posted by [EdgyBoye89](#) on Sun, 26 Jul 2020 18:55:34 GMT  
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Artofeel wrote on Sat, 18 July 2020 23:25not sure if that is what you are looking for  
Toggle Spoiler[code]INV\_ITEM\_WEAPON\_ANWARGLORY\_CONDITION\_CRIMINALS  
INV\_ITEM\_WEAPON\_ARKWRIGHTFLINTLOCK\_CONDITION\_NOBLE  
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NV\_ITEM\_WEAPON\_DEFENDEROFTHEFAITH\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_DEFENDEROFTHEFAITH\_CONDITION\_MARRY  
NV\_ITEM\_WEAPON\_DESERTFURY\_CONDITION\_DAY  
NV\_ITEM\_WEAPON\_DESERTFURY\_CONDITION\_MALE  
NV\_ITEM\_WEAPON\_DIRTYHARRIET\_CONDITION\_CRIMINALS  
NV\_ITEM\_WEAPON\_DIRTYHARRIET\_CONDITION\_GOOD  
NV\_ITEM\_WEAPON\_DIRTYHARRIET\_CONDITION\_HUMANOID  
NV\_ITEM\_WEAPON\_DONOR\_CONDITION\_CHICKENS  
NV\_ITEM\_WEAPON\_DONOR\_CONDITION\_ENFLAME  
NV\_ITEM\_WEAPON\_DONOR\_CONDITION\_FAT  
NV\_ITEM\_WEAPON\_DRAGONBONEHAMMER\_CONDITION\_ENFLAME  
NV\_ITEM\_WEAPON\_DRAGONBONEHAMMER\_CONDITION\_HUMANOID



NV\_ITEM\_WEAPON\_DRAGONBONEHAMMER\_CONDITION\_SLAVERY  
NV\_ITEM\_WEAPON\_DRAGONSTOMPER\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_DRAGONSTOMPER\_CONDITION\_JOBS  
NV\_ITEM\_WEAPON\_EQUALISER\_CONDITION\_CRIMINALS  
NV\_ITEM\_WEAPON\_EQUALISER\_CONDITION\_NIGHT  
NV\_ITEM\_WEAPON\_EQUALISER\_CONDITION\_RENEGADES  
NV\_ITEM\_WEAPON\_ETHELBERTBONER\_CONDITION\_GOOD  
NV\_ITEM\_WEAPON\_ETHELBERTBONER\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_ETHELBERTBONER\_CONDITION\_UNDEAD  
NV\_ITEM\_WEAPON\_FACEMELTER\_CONDITION\_ENFLAME  
NV\_ITEM\_WEAPON\_FACEMELTER\_CONDITION\_EVIL  
NV\_ITEM\_WEAPON\_FACEMELTER\_CONDITION\_LARGE  
NV\_ITEM\_WEAPON\_FAERIEHAMMER\_CONDITION\_LEDGE  
NV\_ITEM\_WEAPON\_FAERIEHAMMER\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_FAERIEHAMMER\_CONDITION\_QUESTCOMPLETION  
NV\_ITEM\_WEAPON\_FISHKNIFE\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_FISHKNIFE\_CONDITION\_HUMANOIDKILL  
NV\_ITEM\_WEAPON\_FULLMONTY\_CONDITION\_LIGHTNING  
NV\_ITEM\_WEAPON\_FULLMONTY\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_FULLMONTY\_CONDITION\_SPENDING  
NV\_ITEM\_WEAPON\_GNOMEWRECKER\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_GNOMEWRECKER\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_GNOMEWRECKER\_CONDITION\_SHORT  
NV\_ITEM\_WEAPON\_GUSKETMUSKET\_CONDITION\_EVIL  
NV\_ITEM\_WEAPON\_GUSKETMUSKET\_CONDITION\_HUMANOID  
NV\_ITEM\_WEAPON\_GUSKETMUSKET\_CONDITION\_JOBS  
NV\_ITEM\_WEAPON\_HEROCOMPANION\_CONDITION\_CHILD  
NV\_ITEM\_WEAPON\_HEROCOMPANION\_CONDITION\_FRIENDSPLAYING  
NV\_ITEM\_WEAPON\_HEROCOMPANION\_CONDITION\_GIFT  
NV\_ITEM\_WEAPON\_HEROCOMPANION\_CONDITION\_QUESTS  
NV\_ITEM\_WEAPON\_HOLYVENGEANCE\_CONDITION\_CRIMINALS  
NV\_ITEM\_WEAPON\_HOLYVENGEANCE\_CONDITION\_GOOD  
NV\_ITEM\_WEAPON\_HOLYVENGEANCE\_CONDITION\_KILLEVIL  
NV\_ITEM\_WEAPON\_ICEMAIDEN\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_ICEMAIDEN\_CONDITION\_HUMANOID  
NV\_ITEM\_WEAPON\_ICEMAIDEN\_CONDITION\_SEXMEN  
NV\_ITEM\_WEAPON\_INQUISITOR\_CONDITION\_DRUNK  
NV\_ITEM\_WEAPON\_INQUISITOR\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_INQUISITOR\_CONDITION\_SPENDING  
NV\_ITEM\_WEAPON\_INQUISITOR\_CONDITION\_VILLAGERGUARDS  
NV\_ITEM\_WEAPON\_JACKHAMMER\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_JACKHAMMER\_CONDITION\_VILLAGERS  
NV\_ITEM\_WEAPON\_LUNARIUMPOUNDER\_CONDITION\_WOLVES  
NV\_ITEM\_WEAPON\_MALLETSMALLET\_CONDITION\_CRATES  
NV\_ITEM\_WEAPON\_MALLETSMALLET\_CONDITION\_FRIEND  
NV\_ITEM\_WEAPON\_MALLETSMALLET\_CONDITION\_SHORT  
NV\_ITEM\_WEAPON\_MARKSMAN\_CONDITION\_AURORAN  
NV\_ITEM\_WEAPON\_MARKSMAN\_CONDITION\_HUMANOID

NV\_ITEM\_WEAPON\_MARKSMAN\_CONDITION\_SHOOTINGRANGE  
NV\_ITEM\_WEAPON\_MERCHANTBODYGUARD\_CONDITION\_FRIENDSPLAYING  
NV\_ITEM\_WEAPON\_MERCHANTBODYGUARD\_CONDITION\_SPENDING  
NV\_ITEM\_WEAPON\_MIRIAMMUTILATOR\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_MIRIAMMUTILATOR\_CONDITION\_MARRY  
NV\_ITEM\_WEAPON\_MOGOSHAFTER\_CONDITION\_DIGGING  
NV\_ITEM\_WEAPON\_MOGOSHAFTER\_CONDITION\_HUMANOID  
NV\_ITEM\_WEAPON\_MOGOSHAFTER\_CONDITION\_NOBLE  
NV\_ITEM\_WEAPON\_MOLYNATOR\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_MOLYNATOR\_CONDITION\_FRIEND  
NV\_ITEM\_WEAPON\_MOLYNATOR\_CONDITION\_QUESTS  
NV\_ITEM\_WEAPON\_MONEYSHOT\_CONDITION\_JOBS  
NV\_ITEM\_WEAPON\_MONEYSHOT\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_MONEYSHOT\_CONDITION\_SPENDING  
NV\_ITEM\_WEAPON\_MRSTABBY\_CONDITION\_EVIL  
NV\_ITEM\_WEAPON\_MRSTABBY\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_MRSTABBY\_CONDITION\_SLAVERY  
NV\_ITEM\_WEAPON\_PERFORATOR\_CONDITION\_EVIL  
NV\_ITEM\_WEAPON\_PERFORATOR\_CONDITION\_ORGY  
NV\_ITEM\_WEAPON\_PERFORATOR\_CONDITION\_SPENDING  
NV\_ITEM\_WEAPON\_PORKSWORD\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_PORKSWORD\_CONDITION\_SEX  
NV\_ITEM\_WEAPON\_SAILORGERISHOOTER\_CONDITION\_DRUNK  
NV\_ITEM\_WEAPON\_SAILORGERISHOOTER\_CONDITION\_NIGHT  
NV\_ITEM\_WEAPON\_SAILORGERISHOOTER\_CONDITION\_ORGY  
NV\_ITEM\_WEAPON\_SAILORGERISHOOTER\_CONDITION\_SPENDING  
NV\_ITEM\_WEAPON\_SAKERBRANDFLINTLOCK\_CONDITION\_CHICKENS  
NV\_ITEM\_WEAPON\_SAKERBRANDFLINTLOCK\_CONDITION\_CRATES  
NV\_ITEM\_WEAPON\_SAKERBRANDFLINTLOCK\_CONDITION\_DRUNK  
NV\_ITEM\_WEAPON\_SAKERBRANDFLINTLOCK\_CONDITION\_ENFLAME  
NV\_ITEM\_WEAPON\_SCATTERSHOT\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_SCATTERSHOT\_CONDITION\_GIFT  
NV\_ITEM\_WEAPON\_SCATTERSHOT\_CONDITION\_LARGE  
NV\_ITEM\_WEAPON\_SCYTHEWARHAMMER\_CONDITION\_KILLEVIL  
NV\_ITEM\_WEAPON\_SCYTHEWARHAMMER\_CONDITION\_LIGHTNING  
NV\_ITEM\_WEAPON\_SCYTHEWARHAMMER\_CONDITION\_QUESTCOMPLETION  
NV\_ITEM\_WEAPON\_SHARDBORNE\_CONDITION\_DAYDAMAGE  
NV\_ITEM\_WEAPON\_SHARDBORNE\_CONDITION\_EVIL  
NV\_ITEM\_WEAPON\_SHARDBORNE\_CONDITION\_SLAVERY  
NV\_ITEM\_WEAPON\_SIMMONSSHOTGUN\_CONDITION\_FAT  
NV\_ITEM\_WEAPON\_SIMMONSSHOTGUN\_CONDITION\_MORTARRANGE  
NV\_ITEM\_WEAPON\_SKORMSJUSTICE\_CONDITION\_SLAVERY  
NV\_ITEM\_WEAPON\_SLIMQUICK\_CONDITION\_FAT  
NV\_ITEM\_WEAPON\_SLIMQUICK\_CONDITION\_SPENDING  
NV\_ITEM\_WEAPON\_SLIMQUICK\_CONDITION\_UGLY  
NV\_ITEM\_WEAPON\_SORROWSFIST\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_SORROWSFIST\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_SORROWSFIST\_CONDITION\_ORGY

NV\_ITEM\_WEAPON\_SOULDRINKER\_CONDITION\_EVIL  
NV\_ITEM\_WEAPON\_SOULDRINKER\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_SWIFTIRREGULAR\_CONDITION\_MORTARRANGE  
NV\_ITEM\_WEAPON\_SWIFTIRREGULAR\_CONDITION\_RENEGADE  
NV\_ITEM\_WEAPON\_SWINGINGSWORD\_CONDITION\_GOOD  
NV\_ITEM\_WEAPON\_TENDERISER\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_TENDERISER\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_TENDERISER\_CONDITION\_SPOUSE  
NV\_ITEM\_WEAPON\_THUNDARAGA\_CONDITION\_FLOURISHHIT  
NV\_ITEM\_WEAPON\_THUNDARAGA\_CONDITION\_GOOD  
NV\_ITEM\_WEAPON\_THUNDARAGA\_CONDITION\_LIGHTNING  
NV\_ITEM\_WEAPON\_THUNDERBLADE\_CONDITION\_LIGHTNING  
NV\_ITEM\_WEAPON\_THUNDERBLADE\_CONDITION\_QUESTCOMPLETION  
NV\_ITEM\_WEAPON\_TROLLBLIGHT\_CONDITION\_ENFLAME  
NV\_ITEM\_WEAPON\_TROLLBLIGHT\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_TROLLBLIGHT\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_TWATTER\_CONDITION\_FRIENDS  
NV\_ITEM\_WEAPON\_TWATTER\_CONDITION\_LEDGE  
NV\_ITEM\_WEAPON\_TWATTER\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_WHALE\_CONDITION\_EVIL  
NV\_ITEM\_WEAPON\_WHALE\_CONDITION\_LARGE  
NV\_ITEM\_WEAPON\_WILLMAGEDDON\_CONDITION\_ENFLAME  
NV\_ITEM\_WEAPON\_WILLMAGEDDON\_CONDITION\_LIGHTNING  
NV\_ITEM\_WEAPON\_WILLMAGEDDON\_CONDITION\_UNDEAD  
NV\_ITEM\_WEAPON\_WOLFSBANE\_CONDITION\_DAYDAMAGE  
NV\_ITEM\_WEAPON\_WOLFSBANE\_CONDITION\_FLOURISH  
NV\_ITEM\_WEAPON\_WOLFSBANE\_CONDITION\_KILLER  
NV\_ITEM\_WEAPON\_\_CONDITION\_AURORAN  
NV\_ITEM\_WEAPON\_\_CONDITION\_BOASTING  
NV\_ITEM\_WEAPON\_\_CONDITION\_CHICKENS  
NV\_ITEM\_WEAPON\_\_CONDITION\_CHILD  
NV\_ITEM\_WEAPON\_\_CONDITION\_CRIMINALS  
NV\_ITEM\_WEAPON\_\_CONDITION\_EVIL  
NV\_ITEM\_WEAPON\_\_CONDITION\_EVILTOUCH  
NV\_ITEM\_WEAPON\_\_CONDITION\_FAT  
NV\_ITEM\_WEAPON\_\_CONDITION\_FRIEND  
NV\_ITEM\_WEAPON\_\_CONDITION\_FRIENDSPLAYING  
NV\_ITEM\_WEAPON\_\_CONDITION\_GIFT  
NV\_ITEM\_WEAPON\_\_CONDITION\_GOOD  
NV\_ITEM\_WEAPON\_\_CONDITION\_GOODTOUCH  
NV\_ITEM\_WEAPON\_\_CONDITION\_JOBS  
NV\_ITEM\_WEAPON\_\_CONDITION\_KILLEVIL  
NV\_ITEM\_WEAPON\_\_CONDITION\_LARGE  
NV\_ITEM\_WEAPON\_\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_\_CONDITION\_LOVE  
NV\_ITEM\_WEAPON\_\_CONDITION\_MALE  
NV\_ITEM\_WEAPON\_\_CONDITION\_MARRY  
NV\_ITEM\_WEAPON\_\_CONDITION\_MORTARRANGE

NV\_ITEM\_WEAPON\_\_CONDITION\_MP  
NV\_ITEM\_WEAPON\_\_CONDITION\_NOBLE  
NV\_ITEM\_WEAPON\_\_CONDITION\_ORGY  
NV\_ITEM\_WEAPON\_\_CONDITION\_QUESTIONCOMPLETION  
NV\_ITEM\_WEAPON\_\_CONDITION\_SEXMEN  
NV\_ITEM\_WEAPON\_\_CONDITION\_SEXWOMEN  
NV\_ITEM\_WEAPON\_\_CONDITION\_SHOOTINGRANGE  
NV\_ITEM\_WEAPON\_\_CONDITION\_SHORT  
NV\_ITEM\_WEAPON\_\_CONDITION\_SLAVERY  
NV\_ITEM\_WEAPON\_\_CONDITION\_SPENDING  
NV\_ITEM\_WEAPON\_\_CONDITION\_UGLY  
NV\_ITEM\_WEAPON\_\_CONDITION\_UNDEAD[/pre][[/align]

Looks useful, at least :) I should be able to apply the conditions listed, though I'll have to run through a couple of them first to check. You posted something similar on another thread, like I mentioned above, and I'm using some of that code in my own script. Just going to have to run through and change

```
ScriptFunction.AddUpgradeStatToWeapon({amount_to_add = 99999, ranged = true, text_tag = "DigSpot"})
```

to whichever condition ends up being needed for the Inquisitor.

In any case, you've saved me a lot of time. Thanks mate!

---

---

Subject: Re: Weapon Augments and ScriptTag  
Posted by [Tasty](#) on Sun, 26 Jul 2020 21:07:48 GMT  
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---

I have found these script tag entries in globals however this is all I could find.

CRIMINAL\_BROUGHT\_IN  
SHOOTING\_RANGE\_SCORE  
JobGold

SLAVE\_BROUGHT\_IN  
MORTAR\_RANGE\_SCORE

HadOrgyWithNumPeople

does anyone know if there are more than this?

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Subject: Re: Weapon Augments and ScriptTag  
Posted by [Artofeel](#) on Mon, 27 Jul 2020 05:39:02 GMT  
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EdgyBoye89 wrote on Sun, 26 July 2020 23:55 You posted something similar on another thread ohhh.. yeah... now I remember what is ScriptTag for Weapon Augments what I posted is not that what you need

Tasty wrote on Mon, 27 July 2020 02:07 I have found these script tag entries in globals however this is all I could find. yes that's all globals.gdb have and I couldn't find in .gdb files more in scripts there is 'AddAmountForConditionalAugments' and it use 'text\_tag' so it gets STRING

variable from somewhere...

here

miscellaneous\saveload\postscripstsloaded.lua

miscellaneous\saveload\miscfunctions.lua

```
030322 0612000C      [084] getglobal    6 18    ; CustomisableWeapon
030326 060E0C86      [085] getfield_r1   6 6 14  ; AddAmountForConditionalAugments
03032A 07000A0E      [086] move          7 5
03032E 08040000      [087] getfield         8 0 4  ; text_tag
030332 09000000      [088] getfield         9 0 0  ; amount_to_add
030336 06010804      [089] call_i          6 4 1
03033A 040F0000      [090] getfield        4 0 15  ; hero_only
```

as example of CRIMINAL\_BROUGHT\_IN

```
118E 0362000C      [303] getglobal    3 98    ; Carrying
1192 03630686      [304] getfield_r1   3 3 99  ; AddAmountForConditionalAugments
1196 044D000C      [305] getglobal    4 77    ; QuestManager
119A 044E0886      [306] getfield_r1   4 4 78  ; HeroEntity
119E 05640032      [307] loadk        5 100   ; "CRIMINAL_BROUGHT_IN"
11A2 0617000C      [308] getglobal    6 23    ; Gameflow
11A6 06650C86      [309] getfield_r1   6 6 101 ; CriminalBroughtInWeaponModAmount
11AA 03010804      [310] call_i        3 4 1
```

so you can see

'text\_tag' is 'CRIMINAL\_BROUGHT\_IN'

and

'amount\_to\_add' is 'CriminalBroughtInWeaponModAmount'

maybe it get it from scripsts?

try this

miscellaneous\augmentationtype.lua

Toggle SpoilerAUGMENTATION\_NULL

AUGMENTATION\_FIRE

AUGMENTATION\_ELECTRIC

AUGMENTATION\_BARKSKIN 3

AUGMENTATION\_STONE

AUGMENTATION\_STEEL

AUGMENTATION\_HOLY

AUGMENTATION\_EVIL

AUGMENTATION\_GENIUS

AUGMENTATION\_VAMPIRIC

AUGMENTATION\_RICH

AUGMENTATION\_FEARFUL

AUGMENTATION\_BEAUTIFUL

AUGMENTATION\_WARRIOR

AUGMENTATION\_REFLECT

AUGMENTATION\_SLAYER

AUGMENTATION\_BEARD

AUGMENTATION\_BALD  
AUGMENTATION\_SCAR  
AUGMENTATION\_STONESKIN  
AUGMENTATION\_FIREFLIES  
AUGMENTATION\_STARLIGHT  
AUGMENTATION\_HOBO  
AUGMENTATION\_LEECH  
AUGMENTATION\_HEX  
AUGMENTATION\_LUCK  
AUGMENTATION\_NOISE  
AUGMENTATION\_TATTOO  
AUGMENTATION\_EXTRA\_SLOTS  
AUGMENTATION\_SLAYER\_PUSHBACK  
AUGMENTATION\_SLAYER\_KNOCKDOWN  
AUGMENTATION\_PRICE\_MULTIPLIER  
AUGMENTATION\_SPELL  
AUGMENTATION\_UNCOVERABLE  
AUGMENTATION\_FORCE\_CLOTHING  
AUGMENTATION\_FATIFY  
AUGMENTATION\_MORALIFY  
AUGMENTATION\_PURIFY  
AUGMENTATION\_RANDOM\_EFFECT  
AUGMENTATION\_MODIFY\_HEALTH  
AUGMENTATION\_MODIFY\_MONEY  
AUGMENTATION\_MODIFY\_DRUNK  
AUGMENTATION\_DAY\_DAMAGE  
AUGMENTATION\_GENERAL\_EXPERIENCE\_MULTIPLIER  
AUGMENTATION\_STRENGTH\_EXPERIENCE\_MULTIPLIER  
AUGMENTATION\_SKILL\_EXPERIENCE\_MULTIPLIER  
AUGMENTATION\_WILL\_EXPERIENCE\_MULTIPLIER  
AUGMENTATION\_RAISE\_DEAD\_ON\_DEATH  
AUGMENTATION\_HIDE\_SCARS  
AUGMENTATION\_MULTIPLAYER\_DAMAGE  
AUGMENTATION\_COMBAT\_MULTIPLIER\_EFFECTIVENESS  
AUGMENTATION\_INCREASE\_MAX\_RANGE  
AUGMENTATION\_INCREASE\_BULLET\_CAPACITY  
AUGMENTATION\_SHOTGUN  
AUGMENTATION\_DAMAGE\_REDUCTION  
AUGMENTATION\_INCREASE\_MAX\_HEALTH  
AUGMENTATION\_DAMAGE\_REFLECT  
AUGMENTATION\_OPINION\_EFFECT  
or  
miscellaneous\augmentationstrings.lua  
Toggle SpoilerAUGMENTATION\_FIRE  
AUGMENTATION\_ELECTRIC  
AUGMENTATION\_BARKSKIN  
AUGMENTATION\_STEEL  
AUGMENTATION\_HOLY

AUGMENTATION\_EVIL  
AUGMENTATION\_VAMPIRIC  
AUGMENTATION\_RICH  
AUGMENTATION\_FEARFUL  
AUGMENTATION\_BEAUTIFUL  
AUGMENTATION\_WARRIOR  
AUGMENTATION\_SCAR  
AUGMENTATION\_STONESKIN  
AUGMENTATION\_LEECH  
AUGMENTATION\_HEX  
AUGMENTATION\_LUCK

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Subject: Re: Weapon Augments and ScriptTag  
Posted by [Tasty](#) on Thu, 30 Jul 2020 14:47:12 GMT  
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I don't quite understand is this how the script should look?

```
ScriptFunction.AddUpgradeStatToWeapon({amount_to_add = 99999, ranged = true, text_tag = "AUGMENTATION_VAMPIRIC"})
```

Or is this an entirely new way of upgrading weapons? if so can you give me an example of what it should look like?

Sorry for asking so much, I just don't know what I'm doing and really want to 100% the game. And as you know some of the augments require GFWL and can no longer be completed. Sorry for the wall of text and thank you your help so far.

---

---

Subject: Re: Weapon Augments and ScriptTag  
Posted by [Artofeel](#) on Thu, 30 Jul 2020 16:42:10 GMT  
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Tasty wrote on Thu, 30 July 2020  
19:47ScriptFunction.AddUpgradeStatToWeapon({amount\_to\_add = 99999, ranged = true, text\_tag = "AUGMENTATION\_VAMPIRIC"})yes  
just replace text\_tag  
but I don't try it so I don't even know if this is correct text\_tags  
let me now if some of these tags worked

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Subject: Re: Weapon Augments and ScriptTag  
Posted by [Tasty](#) on Thu, 30 Jul 2020 18:30:23 GMT  
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---

Thanks for the reply. I've tried all of augments but none of them seem to work. Are there any other ScriptTag variables that might work?

---

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Subject: Re: Weapon Augments and ScriptTag  
Posted by [Artofeel](#) on Fri, 31 Jul 2020 13:34:31 GMT  
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nope, it's hard to find it  
especially when you are not playing...  
try guessing ;)

---

Subject: Re: Weapon Augments and ScriptTag  
Posted by [Tasty](#) on Fri, 31 Jul 2020 17:45:35 GMT  
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okay, thanks for your help.

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