
Subject: How to morph Hero Weapons via scripts?
Posted by [WinniDex](#) on Tue, 16 Aug 2022 15:08:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello everyone,

I know I'm very late to the party, but I still play Fable 3 occasionally. I really like the game, but every playthrough it bothers me, that you can't have the same body type for all four Hero Weapons.

I've already experimented with the script injector and the debug commands on the Hero Weapons. It worked, but broke the weapons texts and the weapon room. The Hero Weapons were transformed into normal weapons with a placeholder name and blank augmentation slots.

So my question is, if there is any way to choose the weapon morphs for all my Hero Weapons, so that they have the same design, without breaking them. I've also looked at the Save Editor but couldn't find the weapons there. Also I don't know how to properly use the editor because I couldn't find a documentation.

I hope someone sees this and can help me. Thanks in advance!

Subject: Re: How to morph Hero Weapons via scripts?
Posted by [CatchLightning](#) on Mon, 06 Mar 2023 14:02:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

<https://github.com/CatchLightning/How-to-edit-Fable-3>

My github has the info on how to mod the game. Scripts are a bit past me but one can adjust non hero weapons to be whatever one likes. I can help walk you through it too.
