

Better Vampires Console Commands

*** If you are able to, PLEASE use my MCM! It is easier to use and less affected by user error.**

Disable/remove the configuration power: set VampireMenuSpell to 10000

Enable the configuration power: set VampireMenuSpell to 0

GENERAL OPTIONS

1. Stage Progression

Normal: set VampireProgression to 0

Reverse: set VampireProgression to 10000

2. Dynamic Stages

Every 24 hours: set VampireDynamicStages to 0

Stages Speed Up: set VampireDynamicStages to 10000

Only 2 Stages: set VampireDynamicStages to 20000

3. Rank Progression

Normal: set VampireRankProgression to 0

Easier: set VampireRankProgression to 10000

Days As A Vampire: set VampireProgression to 20000

4. Stage and Rank Connection

Abilities Not Affected by Hunger: set VampireRankAbilitiesSatiation to 0

Hunger Affects Abilities: set VampireRankAbilitiesSatiation to 10000

5. Blood Points (DO NOT USE THIS WITH NORMAL PROGRESSION!)

Blood Points Disabled: set EnableVampireBloodpoints to 0

Abilities Consume Blood Points: set EnableVampireBloodpoints to 10000

6. Stage Hated

Never Hated: set VampireStageHated to 0

Stage 4 Hated: set VampireStageHated to 10000

Stage 1 Hated: set VampireStageHated to 20000

Always Hated: set VampireStageHated to 30000

7. Vampire Damage Output

Normal Damage: set BetterVampiresDamage to 0

Double Damage: set BetterVampiresDamage to 10000

8. Enthralling Victims

Create Thralls: set UsingVampireEnthrallPerk to 0

No Creating Thralls: set UsingVampireEnthrallPerk to 10000

9. Corpse Feeding

Basic Feeding: set VampireFeedOffDead to 0

Advanced Feeding: set VampireFeedOffDead to 10000

No Corpse Feeding: set VampireFeedOffDead to 20000

10. Sneak Feeding

Sneak Feeding: set VampireSneakFeed to 0

No Sneak Feeding: set VampireSneakFeed to 10000

11. Force Feeding

Force Feeding: set VampireForceFeed to 0

No Force Feeding: set VampireForceFeed to 10000

12. Combat Biting

Combat Biting: set VampireCombatBite to 0

No Combat Biting: set VampireCombatBite to 10000

13. Feeding Animation

Cannibal Feeding Animation: set VampireFeedingAnimation to 0

Bedroll Feeding Animation: set VampireFeedingAnimation to 10000

14. Extract Blood Potions

No Extracting Blood: set VampireExtractBlood to 0

Extract Blood: set VampireExtractBlood to 10000

15. Sun Visual Effects

No Visual Effects: set VampireSunEffects to 0

Visual Effects: set VampireSunEffects to 10000

Light Level Threshold (not found in the configuration power, only console and MCM)

Light Level: set VampireLightThreshold to ____ (default is 60)

Night/Vampire Vision Strength (not found in the configuration power, only console and MCM)

Vision Strength: set VampireNightEyeStrength to ____ (default is 0.5)

16. Light Level Penalties

Penalties Enforced: set VampireLightLevelPenalties to 0

No Penalties: set VampireLightLevelPenalties to 10000

17. Daytime Shadows Regen

Regen in Low Light: set VampireLightLevelRegen to 0

No Regen: set VampireLightLevelRegen to 10000

18. Sun Damage

No Damage: set VampireSunDamage to 0

Slight Damage: set VampireSunDamage to 10000

Hardcore Damage: set VampireSunDamage to 20000

19. Specialized Sun Damage (USE ONLY IF SUN DAMAGE IS TURNED ON!)

Damage at Every Stage: set VampireSunDamageSpecial to 0

Exempt at Stage 1: set VampireSunDamageSpecial to 10000

Only at Stage 4: set VampireSunDamageSpecial to 20000

20. Turned Victim Appearance (involves a race change)

Appearance will Change: set VampireVictimAppearance to 0

No Change: set VampireVictimAppearance to 10000

21. Turned Victim Skills

Victim Mirrors Your Skills: set VampireVictimSkills to 0

Victims Keep Own Skills: set VampireVictimSkills to 10000

22. Vampire Hunters

No Hunters: set VampireHunters to 0
Solo Hunters: set VampireHunters to 10000
Hunter Pairs: set VampireHunters to 20000
Hunter Triads: set VampireHunters to 30000
Hunter Tetrads: set VampireHunters to 40000
Random Hunters: set VampireHunters to 100000

23. Amaranth Feeding (if highest rank)

Feed On Other Vampires: set VampireAmaranthFeed to 0
No Feeding On Other Vampires: set VampireAmaranthFeed to 10000

24. Nightlord Vampire Perk Bonuses

Feeding Adds Perk Points: set VampirePraeceptorPerks to 0
No Perks From Feeding: set VampirePraeceptorPerks to 10000

MISCELLANEOUS OPTIONS

25. Level is Required For Rank Progression

TRUE: set VampireNoLevelNeededForRank to 0
FALSE: set VampireNoLevelNeededForRank to 10000

26. Days As A Vampire (ONLY IF YOU HAVE THIS PROGRESSION CHOSEN!)

(not found in the configuration power, only console and MCM)
Set Days Between Each Rank: set DaysAsAVampireForRank to ____ (default is 40)

27. Abilities Have Recharge Timers

TRUE: set VampireAbilityTimers to 0
FALSE: set VampireAbilityTimers to 10000

28. Display Status Messages

TRUE: set VampireStatusMessages to 0
FALSE: set VampireStatusMessages to 10000

29. Red Screen When Feeding

TRUE: set VampireNoRedScreen to 0
FALSE: set VampireNoRedScreen to 10000

30. Blurred Screen/Sound When Going Outside

TRUE: set VampireGoingOutside to 0
FALSE: set VampireGoingOutside to 10000

31. Blood Potions Affect Satiation Stages

TRUE: set VampireBloodPotionSatiation to 10000
FALSE: set VampireBloodPotionSatiation to 0

32. Vampire Drain Will Affect Satiation (USE ONLY IF BLOOD POINTS ARE ENABLED)

TRUE: set VampireDrainBloodPointsGained to 10000
FALSE: set VampireDrainBloodPointsGained to 0

33. Feeding Victims Have Neck Marks

TRUE: set VampireNeckMarks to 0
FALSE: set VampireNeckMarks to 10000

34. Those You Turn Will Feed When Hungry

TRUE: set VampireVictimsWillFeed to 0

FALSE: set VampireVictimsWillFeed to 10000

35. Feeding Victims Keep All Factions When Turned

TRUE: set VampirePraestareRemoveAllFactions to 0

FALSE: set VampirePraestareRemoveAllFactions to 10000

(they are removed from all previous factions permanently)

36. Enthralled Victims Change Clothing (to prisoner clothes)

TRUE: set VampireEnthrallClothes to 0

FALSE: set VampireEnthrallClothes to 10000

37. Praestare Animation Plays

TRUE: set VampireTurnNPCAnimation to 0

FALSE: set VampireTurnNPCAnimation to 10000

38. Mortal's Mask Makes Visual Changes

TRUE: VampireMortalsMask to 20000

FALSE: set VampireMortalsMask to 10000

39. Vampire Vision Amplifies Heartbeats

TRUE: set VampireVisionNoSound to 0

FALSE: set VampireVisionNoSound to 10000

40. Food and Drink Will Affect You

TRUE: set VampireNoFoodVar to 0

FALSE: set VampireNoFoodVar to 10000

41. Potions Will Affect You (all or nothing)

TRUE: set VampireNoPotionsVar to 0

FALSE: set VampireNoPotionsVar to 10000

42. Healing Magic Will Affect You (includes wards)

TRUE: set VampireNoHealingVar to 0

FALSE: set VampireNoHealingVar to 10000

43. You Will Turn to Ash Upon Death

TRUE: set VampireTurnToAshes to 0

FALSE: set VampireTurnToAshes to 10000

44. Fear Effect When Becoming Vampire Lord

TRUE: set VampireLordFearEffect to 0

FALSE: set VampireLordFearEffect to 10000

45. Vampire Hunters Force You Out of Vampire Lord Form (if Hunters are enabled)

TRUE: set VampireHuntersRevertVL to 10000

FALSE: set VampireHuntersRevertVL to 0

46. Access Inventory, Spells, and Fast Travel As A Vampire Lord

TRUE: set VampireLordFreedom to 10000

FALSE: set VampireLordFreedom to 0

TROUBLESHOOTING

47. Weapon Speed Fix If Another Mod Also Alters Weapon Speed

TRUE: set VampireWeaponSpeedFix to 10000

FALSE: set VampireWeaponSpeedFix to 0

SPELLS AND ABILITIES

48. Enable the Mod Configuration Spell

TRUE: set VampireMenuSpell to 0

FALSE: set VampireMenuSpell to 10000

49. Enable the Vampire Drain Spell

TRUE: set VampireVampireDrain to 0

FALSE: set VampireVampireDrain to 10000

50. Enable the Vampire's Servant Spell

TRUE: set VampireVampiresServant to 0

FALSE: set VampireVampiresServant to 10000

51. Enable the Fear's Embrace Spell

TRUE: set VampireFearsEmbrace to 0

FALSE: set VampireFearsEmbrace to 10000

52. Enable the Domination Spell

TRUE: set VampireDomination to 0

FALSE: set VampireDomination to 10000

53. Enable the Vampiric Mind Blast Spell

TRUE: set VampireVampiricMindBlast to 0

FALSE: set VampireVampiricMindBlast to 10000

54. Enable the Deflect Light and Shadow Spell

TRUE: set VampireDeflectLightAndShadow to 0

FALSE: set VampireDeflectLightAndShadow to 10000

55. Enable the Reveal Auras Spell

TRUE: set VampireRevealAuras2 to 0

FALSE: set VampireRevealAuras2 to 10000

56. Enable the Frost Cloud Spell

TRUE: set VampireFrostCloud to 0

FALSE: set VampireFrostCloud to 10000

57. Enable the Blood Ward Spell

TRUE: set VampireBloodWard to 0

FALSE: set VampireBloodWard to 10000

58. Enable the Ice Flesh Spell

TRUE: set VampireIceFlesh to 0

FALSE: set VampireIceFlesh to 10000

59. Enable the Mortal's Mask Spell

TRUE: set VampireMortalsMask to 0 (or 20000)

FALSE: set VampireMortalsMask to 10000

60. Enable the Tollere Sanguinare Spell

TRUE: set VampireTollereSanguinare to 0

FALSE: set VampireTollereSanguinare to 10000

61. Enable the Vampire's Seduction Spell

TRUE: set VampireSeduction to 0

FALSE: set VampireSeduction to 10000

62. Enable the Praestare Sanguinare Spell

TRUE: set VampirePraestareSanguinare to 0

FALSE: set VampirePraestareSanguinare to 10000

63. Enable the Night Cloak Ability

TRUE: set VampireNightCloakMortal to 0

FALSE: set VampireNightCloakMortal to 10000

64. Enable the Call Creature Ability

TRUE: set VampireCallCreature to 0

FALSE: set VampireCallCreature to 10000

65. Enable the Unholy Grasp Ability

TRUE: set VampireUnholyGrasp to 0

FALSE: set VampireUnholyGrasp to 10000

66. Enable the Sanguinem Reddere Ability

TRUE: set VampireSanguinemReddere to 0

FALSE: set VampireSanguinemReddere to 10000

67. Enable the Invoke Fog Ability

TRUE: set VampireInvokeFog to 0

FALSE: set VampireInvokeFog to 10000

68. Enable the Mistwalker Ability

TRUE: set VampireMistwalker to 0

FALSE: set VampireMistwalker to 10000

69. Enable the Blink Attack Ability

TRUE: set VampireBlinkAttack to 0

FALSE: set VampireBlinkAttack to 10000

70. Enable the Sidestep Reflexes Ability

TRUE: set VampireSidestepReflexes to 0

FALSE: set VampireSidestepReflexes to 10000

71. Enable the Falling Damage Reduction Ability

TRUE: set VampireFallingDamageReduction2 to 0

FALSE: set VampireFallingDamageReduction2 to 10000

72. Enable the Jumping Height Bonus Ability

TRUE: set VampireJumpingBonus to 0

FALSE: set VampireJumpingBonus to 10000

73. Enable the Movement Speed Bonus Ability

TRUE: set VampireSpeed to 0

FALSE: set VampireSpeed to 10000

74. Enable the Vampires Cannot Drown Ability

TRUE: set VampireNoDrowning to 0

FALSE: set VampireNoDrowning to 10000

STRENGTHS AND WEAKNESSES

75. Enable Vampire Frost Resistance

TRUE: set VampireFrostResistance to 0

FALSE: set VampireFrostResistance to 10000

76. Enable Vampire Fire Weakness

TRUE: set VampireFireWeakness to 0

FALSE: set VampireFireWeakness to 10000

77. Enable Fortifying of Illusion Spells

TRUE: set BVSTFortifyIllusion to 0

FALSE: set BVSTFortifyIllusion to 10000

78. Enable Damage to Overall Health (when outside during the day)

TRUE: set BVWDamageHealth to 0

FALSE: set BVWDamageHealth to 10000

79. Enable Fortifying of Destruction Spells

TRUE: set BVSTFortifyDestruction to 0

FALSE: set BVSTFortifyDestruction to 10000

80. Enable Damage to Overall Stamina (when outside during the day)

TRUE: set BVWDamageStamina to 0

FALSE: set BVWDamageStamina to 10000

81. Enable Fortifying of Carry Weight

TRUE: set BVSTFortifyCarryWeight to 0

FALSE: set BVSTFortifyCarryWeight to 10000

82. Enable Damage to Health Regen (when outside during the day)

TRUE: set BVWDamageHealthRegen to 0

FALSE: set BVWDamageHealthRegen to 10000

83. Enable Bonus to Barter and Persuasion (when inside or outside at night)

TRUE: set BVSTFortifyBarterPersuasion to 0

FALSE: set BVSTFortifyBarterPersuasion to 10000

84. Enable Damage to Stamina Regen (when outside during the day)

TRUE: set BVWDamageStaminaRegen to 0

FALSE: set BVWDamageStaminaRegen to 10000

85. Enable Fortifying of Overall Health (when inside or outside at night)

TRUE: set BVSTFortifyHealth to 0

FALSE: set BVSTFortifyHealth to 10000

86. Enable Damage to Movement Speed (when outside during the day)

TRUE: set BVWDamageMovementSpeed to 0

FALSE: set BVWDamageMovementSpeed to 10000

87. Enable Fortifying of Unarmed Damage (when inside or outside at night)

TRUE: set BVSTFortifyUnarmed to 0

FALSE: set BVSTFortifyUnarmed to 10000

88. Enable Damage to Unarmed Damage (when outside during the day)

TRUE: set BVWDamageUnarmed to 0

FALSE: set BVWDamageUnarmed to 10000

89. Enable Fortifying of Melee Damage (when inside or outside at night)

TRUE: set BVSTFortifyMelee to 0

FALSE: set BVSTFortifyMelee to 10000

90. Enable Damage to Melee Damage (when outside during the day)

TRUE: set BVWDamageMelee to 0

FALSE: set BVWDamageMelee to 10000

91. Enable Fortifying of Health Regen (when inside or outside at night)

TRUE: set BVSTFortifyRegenHealth to 0

FALSE: set BVSTFortifyRegenHealth to 10000

92. Enable Fortifying of Stamina Regen (when inside or outside at night)

TRUE: set BVSTFortifyRegenStamina to 0

FALSE: set BVSTFortifyRegenStamina to 10000

93. Enable Fortifying of Sneak

TRUE: set BVSTFortifySneak to 0

FALSE: set BVSTFortifySneak to 10000

94. Enable Fortifying of Weapon Speed (when inside or outside at night)

TRUE: set BVSTWeaponSpeed to 0

FALSE: set BVSTWeaponSpeed to 10000