
Subject: Heroine morph mod

Posted by [Artofeel](#) on Tue, 13 Oct 2015 13:48:18 GMT

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This mod tune morph coefficients for heroine

It's only works if the SHOOTING SKILLS FULLY TRAINED

Setup:

use Catspaw's GFWL emu

put DLC folder to Fable 3 game directory

use this to add code that train shooting skills to full (or train it just shooting without this cheat)

Toggle Spoiler

```
if Experience.Get(QuestManager.HeroEntity, EExperienceType.EXPERIENCE_SKILL) < 252500
```

```
then
```

```
    Experience.Modify(QuestManager.HeroEntity, EExperienceType.EXPERIENCE_SKILL, (252500
```

```
    - Experience.Get(QuestManager.HeroEntity, EExperienceType.EXPERIENCE_SKILL)), false)
```

```
    Debug.SetHeroSkill(1.0)
```

```
end
```

screenshots

File Attachments

- 1) [f3_femaleMorphMod_fat1.jpg](#), downloaded 23666 times
- 2) [f3_femaleMorphMod_fat2.jpg](#), downloaded 24994 times
- 3) [f3_femaleMorphMod_thin1.jpg](#), downloaded 23235 times
- 4) [f3_femaleMorphMod_thin3.jpg](#), downloaded 23151 times
- 5) [femaleMorphMod.zip](#), downloaded 3836 times

Subject: Re: Heroine morph mod

Posted by [Ragnin](#) on Wed, 14 Oct 2015 14:06:30 GMT

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Curious as to what this mod does. Is it just changing how the hero looks when thin and fat?

Also unrelated but how would I use

Toggle Spoiler if Experience.Get(QuestManager.HeroEntity,

```
EExperienceType.EXPERIENCE_SKILL) < 252500 then
```

```
    Experience.Modify(QuestManager.HeroEntity, EExperienceType.EXPERIENCE_SKILL, (252500
```

```
    - Experience.Get(QuestManager.HeroEntity, EExperienceType.EXPERIENCE_SKILL), false)
```

```
    Debug.SetHeroSkill(1.0)
```

```
end
```

to also max out magic aura and strength?

Subject: Re: Heroine morph mod

Posted by [Artofeel](#) on Wed, 14 Oct 2015 20:06:24 GMT

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Ragnin wrote on Wed, 14 October 2015 20:06Curious as to what this mod does. Is it just changing how the hero looks when thin and fat?

yes

Ragnin wrote on Wed, 14 October 2015 20:06Also unrelated but how would I use to also max out magic aura and strength?

just replace

EXPERIENCE_SKILL

with

EXPERIENCE_STRENGTH

or

EXPERIENCE_WILL

Subject: Re: Heroine morph mod

Posted by [TheGeniusSavant](#) on Sun, 18 Oct 2015 22:14:30 GMT

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Thanks, Artofeel! I hope I have time to look at these soon!

Subject: Re: Heroine morph mod

Posted by [TheGeniusSavant](#) on Sun, 18 Oct 2015 22:17:12 GMT

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Yes, it changes the Morphs (the "bone" positions and densities) like I was planning to do with my big breast mod (in another thread). It's pretty fun to get in there and play with. I'll try and explain it on my thread if you'd like.
