

Fallout 3

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Cheat	Effect		
		player.setlevel #	changes leve to #, doesn't affect anything else.
	modpca (s.p.e.c.i.a.l) #		changes the chosen stat by adding the given number.
e.g. lmodpca luck 3 would take your 5 luck to 8.		tgm	God Mode
No clipping mode	tmm 1	All mapmarkers	player.setav # Sets the typed attribute to the number provided. (1-10)
this sets all skill bonuses but those from gear, tag skills, or attributes.		player.setav #	Sets skill level to #. Max 100.
"XXX"	Replace "XXX" with the amount of caps(money) you want.		player.additem 0000000F
add # special points	setspecialpoints #		set the number of special points to #
rewardKarma #	reward # karma points to player	getXPfornextlevel	displays xp needed for next level
needed for next level	GetQuestCompleted	complete current quest	tfc
toggles free camera mode (useful for character screenshots)		tm	turns off/on the HUD (useful for character screenshots)
terminals.	unlock		Unlocks any selected physical lock (doors, chests, etc) and terminals.
	movetoqt		Moves the player to the current quest marker
Advance one level	rewardxp xxx		Replace xxx with the number of experience points to receive
showracemenu	Kill		Automatically kill the target you selected in Console Mode
player's desired skill. (player.modav luck 10)	open the character creation screen	player.modav skill #	Modifies
modifies players max weight.		player.modav carryweight #	Permanently
action points.	DisableAllMines	Disables mines	GetQuestComplete/GetQC
Complete all quest items	SexChange		Go ahead, be a transvestite, i won't ask any questions
Resets a quest... assuming you would want to do such a thing?	SetPCYoung		Everyone wants to be a kid again!
CompleteQuest	Complete quest objectives	player.modScale	Become a giant! 1 = giant ; -1 =normal
player.ForceAV	Directly set your skill values.	EnablePlayerControls	Move around during "locked" cinematics
list, but for now, just use the ones we know: 000000A(Pins) & 000000F(money)		player.PlaceAtMe	I'm working on finding and making an ObjectID
Just in case...	MoveToQuestTarget/movetoqt		Warp to your quest' target location
resurrect	revives dead target	set timescale to #	Alters the speed in which the in-game time passes.
grass.	TT	Toggle on/off trees.	TG
everyone in the area, if you are outside it kills everything outside.	SetEssential 1	Sets the NPC as essential.	Killall
Allows player to wear Brotherhood of Steel armor without the training prerequisite.			SetPCCanUsePowerArmor 1
iMaxCharacterLevel ###	Sets the maximum level that your character can reach through experience gain.		setgs
Replace the ### with the desired maximum level.		tcai	Disables enemy AI, enemies stand still and do not fire back.
Dogmeat is marked Essential (Unkillable)	save fred 1		Opens a text file with all objects (items, npcs, props) and their corresponding ID Form codes (unique for every savegame)
player will jump. Replace the # with the desired height. (default = 64)		setgs fJumpHeightMin #	Changes how high your player will jump.
doesn't work on)	player.removeitem "XXX"		Removes "XXX" number of items from your inventory of type. Useful for removing quest flagged items
Weapons and Cloths from Selected NPC (inc kids!)		Removeallitems	Remove all the
		TWF	toggle wirefram mode on/off
GetPos X	view selected targets x coordinate (you can also use Y and Z with this function; click an object while in the console to select it)	SetPos X	set selected targets x coordinate (you can

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also use Y and Z with this function; click an object while in the console to select it) showinventory
shows all items and their id's, of the selected target, in the console (click an object while in the console to select it)
EquipItem if the item_id exists in the selected target's inventory, it will be equipped
UnEquipItem if the item_id exists in the selected target's inventory, it will be unequipped
agerace # Ages the targetted character with 1, and de-ages them with -1 player.agerace #
Ages yourself with 1, and de-ages you with -1 setgs fMoveRunMult # Changes run speed.
Replace the # with the desired speed. (default = 4) SetBarterGold [amount] Sets how much
an NPC has to trade with coc [Cell ID] Center on cell. Teleports you to the cell you specify.
cam Closes all open menus GetAVInfo [Actor Value] Gets info on the
selected targers value (such as getavinfo luck) disableallmines Disables all mines allowing
you to pick them up, without them blowing up. tcai Toggles ONLY combat AI on/off. AI will still
be active, but enemies will not attack. tai Toggles AI processing on/off. Freezes the AI
QQQ Quits the game fast with no prompts save [name] Saves your game
with a custom save name. load [name] Loads a saved game. PRID [name]
Selects an object. Useful for selecting yourself in first person view (use 'PRID player').
setactorfullname "Firstname Lastname" (Use the quotes if the name has spaces) Sets the name of the selected
NPC. Use "player.setactorfull name" to change your character's name. Last name (and any further spaces) optional.
pcb Purge cell buffer, which frees up memory if you have lots of cells loaded, increasing
performance. tsb [number] Allows you to add blood to your screen. Higher numbers make
more blood spots. 0 = none. fov [1-180] Allows you to change your field of view (by angle)
Player.MatchFaceGeometry # Matches the geometry of another NPCs face
setscale # Changes size of any targeted object/NPC. Replace # with a number between -10 and 10. Default size
is 1. coc megatoncommonhouse Warp Back coc testqaitems Warp
to Room with All Items player.moveto # Moves you to the specified NPC.
player.setav damageresist ## Set the percentage of physical (Gunshot or melee) damage absorbed by your
player. (Note, input desired percentage in place of ## [0-100]) player.setav critchance ## Set
the percent chance to score a critical hit when inflicting damage. (Note, input desired percentage in place of ## [0-100])
player.setav radresist ## Set the percentage of radiation absorbed by your player. (Note, input
desired percentage in place of ## [0-100]) player.setav fireresist ## Set the percentage of fire
damage absorbed by your player. (Note, input desired percentage in place of ## [0-100]) player.setav
poisonresist ## Set the percentage of poison damage absorbed by your player. (Note, input desired percentage
in place of ## [0-100]) player.setav meleedamage ## Set the melee damage inflicted by your
character. (Note, other variables will affect your final damage output.) (Insert desired damage in place of ##)
player.setav unarmeddamage ## Set the unarmed damage inflicted by your character. (Other variables
will affect your final damage output.) (Insert desired damage in place of ##) exit vats roll
credits/end gameplay Setownership Gives player ownership of selected item
Resethealth Select player, or NPC and acts as a full heal player.placeatme Allows
you to spawn any NPC next to you. player.modav health # Permanently modifies players max
hp tmg View some polygons and boxes of collisions. addachievement xx
Gives achievement with the number you put in(1-53) ex. addachievement 23 SetGS
fPickPocketMaxChance 100 This code breaks the hard-coded 85% pick pocket success chance
SetGS fPickPocketActorSkillMult 100 Multiplies Pick pocket skill by 100 Player.AddItem
2937e 500 Ammo for Instant-Kill Magnum Player.AddItem 50f92 1,100 Secret
Weapon: Instant-Kill Magnum SetGS fVATSDistanceFactor 0.0001 Makes V.A.T.S incredibly
perfect when it comes to aiming. SetGS fLockSkillBase 100 Sets the base force for lock
breaking to 100% so that you can open any lock by forcing it. player.srm Free repair up to
your repair level
