

SpEffect Bullets, SpEffects that can create Bullets.

SpEffect Bullets are used in items such as the Deathbed Dress, and for detection of status effects like Bleed, though there are many more possibilities for them to be used.

This small guide is written for ER modders and assumes you are modding ER, but can be done with DS3 and Sekiro.

1. Dupe SpEffect 31 (ER), for Sekiro, 3500, to some new ID, let's assume 7000000. 31 (Counter frames) is a good spEf to dupe because it applies to all targets and is mostly blank, just remember to remove the 1.3x thrust damage penalty.

2. Change the stateInfo of the duped 7000000 spEf to 275.

3. In the leftmost bar, search "beh".

4. There now appears Behavior ID (behaviorId), and Bullet Behavior ID - DmyPoly ID (dmypolyId). The behaviorId is what is referenced when creating your spEffect bullet.

4.1 The dummpoly the bullet comes out of is the dmypolyId, keeping it as -1 is generally a bad idea. 220 is a universal dummpoly (ER), in case you want to have enemies emit this.

5. Go to BehaviorParam_PC and dupe row 2040 (ER). It's a good row because everything is 0 except for the refId and refType.

5.1 Make a custom bullet (or not) and reference the ID in refId. Note that spEf bullets do not scale, but do raw damage like enemies do. You can repeat the same process for BehaviorParam, choosing another ID like what I just said, or you can import/export a csv, and since the defs for BehaviorParam and BehaviorParam_PC are the same, it is fine.

5.2 Make sure that if you are making a bullet to signal something happening, like another status effect indicator, that the atkparam is valid for whomever it affects, and targets the right people, (self, allies, enemies).

6. Congrats. You are done.