



Anti Fear Training



Anti Fear Training (Pets)

“Train” your Pets to be more and more confident and less scared

How this Mod works:

When your Pet is scared of something you can calm them down. If you do this your Pet will get a custom commodity added which will progress each time you calm them down.

There are 4 hidden levels that can be reached with the commodity progress which will disable more and more Fears:

- Level 1 will disable the Fear of Microwave, Cooking, Brewer
- Level 2 will disable the Fear of Microwave, Cooking, Brewer, Computer, Gaming, Fitness Equipment
- Level 3 will disable the Fear of Microwave, Cooking, Brewer, Computer, Gaming, Fitness Equipment, Robot Vacuum, Shower, Toilet, TV, Doorbell, Vacuum (Bust the Dust), Farm Animals (Cottage Living)
- Level 4 will disable the Fear of Microwave, Cooking, Brewer, Computer, Gaming, Fitness Equipment, Robot Vacuum, Shower, Toilet, TV, Doorbell, Swimming, Instruments, Stereo, Dishwasher, Fire, Vacuum (Bust the Dust), Farm Animals (Cottage Living). Lightning (Seasons DLC)

Pets with the Smart Traits will learn faster than normal. Pets with the Stubborn Traits will learn a bit slower than normal. Pets with the Skittish Traits will learn even slower. It will take around 5 calm downs to reach the next level in default.

Each time your Pet reaches a new hidden level you'll get a Notification of what they are not scared of anymore.

Be aware if you pet your Pet when they are scared you'll lose a bit of the progress. If they lose too much they can be scared again and lose a level.

(I changed the Animation for the “Calm Down” Interaction because you should not pet them if you want them to calm down when they're scared ;))

Mod Support available via my Discord:

<https://discord.gg/KpZsvRM>