

BG3 Mod Manager:

<https://github.com/LaughingLeader/BG3ModManager>

BG3 Script Extender:

<https://www.nexusmods.com/baldursgate3/mods/2172>

PlayableSkeleton:

<https://www.nexusmods.com/baldursgate3/mods/565>

LevelUpQuick Level11Now (EXP Mod):

<https://www.nexusmods.com/baldursgate3/mods/605>

SummonTutorialChest:

<https://www.nexusmods.com/baldursgate3/mods/457>

All Items:

<https://www.nexusmods.com/baldursgate3/mods/856>

Infinite Scrolls:

<https://www.nexusmods.com/baldursgate3/mods/2391>

Infinite Potions:

<https://www.nexusmods.com/baldursgate3/mods/2025>

Infinite Elixirs:

<https://www.nexusmods.com/baldursgate3/mods/2064>

Scroll of Conjure Grenades:

<https://www.nexusmods.com/baldursgate3/mods/2165>

Infinite Combat Resources:

<https://www.nexusmods.com/baldursgate3/mods/1093>

Carry Weight Increased 9000:

<https://www.nexusmods.com/baldursgate3/mods/522>

Choose Your Stats (CYS):

<https://www.nexusmods.com/baldursgate3/mods/206>

Respec Spell:

<https://www.nexusmods.com/baldursgate3/mods/2397>

Party Limit Begone:

<https://www.nexusmods.com/baldursgate3/mods/327>

Recruit Any NPC:

<https://www.nexusmods.com/baldursgate3/mods/705>

Companion AI:

<https://www.nexusmods.com/baldursgate3/mods/746>

BG3 Mod Fixer:

<https://www.nexusmods.com/baldursgate3/mods/141>

Long Rest Bugfix:

<https://www.nexusmods.com/baldursgate3/mods/1706>

Tactician Plus:

<https://www.nexusmods.com/baldursgate3/mods/661>

Enemies Enhanced:

<https://www.nexusmods.com/baldursgate3/mods/2166>

Lethal AI

<https://www.nexusmods.com/baldursgate3/mods/1465>

Everybody Dyes:

<https://www.nexusmods.com/baldursgate3/mods/936>

Dye Dye Dye:

<https://www.nexusmods.com/baldursgate3/mods/794>

Aether's Black Dye:

<https://www.nexusmods.com/baldursgate3/mods/1177>

Show Approval Ratings:

<https://www.nexusmods.com/baldursgate3/mods/2027>

Power Word Metal Pipes:

<https://www.nexusmods.com/baldursgate3/mods/8454>

The Funny Nuclear Launch Code:

for i,v in ipairs(Osi.DB_Players:Get(nil)) do

ApplyStatus(v[1],"STEELWATCHER_QUADRUPECT_SELFDESTRUCT_BEGIN",0) Die(v[1]) end