

****[JDS - Exiled Dawn Overhaul]****

Been working on this one on and off for a while, learning XML and how to integrate mods into it. Honestly, the Exiled Dawn armor and weapons are my favorite because it has the Aesthetic I really like, but the Faction itself was extremely lackluster. It was just a carbon copy of the Empire. Plus, there were some serious balance issues with the mod as well, and some aspects of it didn't really seem to work.

What I did first and foremost was get rid of the Assemblies folder. Faction Color for some reason was pretty high on the analyzer. Plus it relied on Jectools Weapon Oversized Comp. So I switched it to Enable Oversized Weapons to completely eliminate the assemblies folder. It's all pure XML now.

Secondly, I rebalanced the weapons and armor heavily. The end game armor is better than Vanilla Expanded ultra-tech armor, but at a higher cost, while the early game armor is on par with Vanilla Expanded and Vanilla. the weapons as well are varied, with Ultratech weapons being more powerful than Vanilla Expanded weapons, but at a higher cost. Not only that, but the end-game swords have a 'tiered' system where you can infuse them with elemental abilities. I also gave Halberds and Spears in this mod 3 range on their attacks to create phalanx formations, which technically make them ranged weapons. They're perfect for stabbing through embrasures.

Thirdly I overhauled the faction completely. You now have 15 ranks per pawn and a total of 9 permit points. The permits also go off a sort of 'talent tree' where you can specialize a pawns permits for either calling in military aid, general labor aid, call in for needed supplies, medical help or supplies, shuttles, or one-time powerful abilities. Certain ranks also get research permits, weapons, and armor to get you started on your new rank.

Fourthly, I added 2 enemy factions to fight. The Band and Marauders. Each of them is themed around stealing Empire and Exiled Dawn tech and attacking everyone. The Band is hidden and is more designed around a lot of low-level mooks suicidally charging you while the Marauders are more centered around balanced groups trying to steal your stuff and kidnap your colonists.

Fifthly, I added 3 scenarios. Modified Crashlanding, Modified Naked Brutality (you start with mid-level armor, and a weapon, but a lot of health issues). And one where you get a lot of resources to build a base.

Sixthly, I took Jango De'soul's Anvil and Foundry from his Foundry Mod and just integrated it into this. If you have both they should overwrite each other, and whichever is higher on the list will just get the new name. I need to actually test this later, and if not, just write a patch.

Seventhly, I changed the color of the "Knight Kings" cloak from a dull orangish brown to a light grey. I felt the old color was a bit too much, and the light grey fits in with the color scheme and aesthetic a bit more.

Eighthly, I added mod integrations thanks to a heavy dose of "MayRequire" tags, and some XPath patching I learned to do (that I'm not good at yet). The following Mod Integrations are:

- Psysword: Adds an Elemental Infusion to the Alpha Swords that mimic the Psychic cuts of this mod.
- Expanded Prosthetics and Organ Engineer 2.4: Enemies will spawn with certain prosthetics and bionics on them.
- Evolved Organs Redux: Same as above. Enemies will spawn with certain bionics, organs, and more.
- Cybernetic Organism and Neural Network: Same as above. Enemies will spawn with certain bionics and more.
- Persona Bond Forge: Added bondings to the end game swords, as well as elemental variants; even the ones from Psysword and VFE - Vikings. The only downside is that Persona Bond Forge has the patch for Exiled Dawn, and most of the Exiled Dawn weapons use the old stats, descriptions, etc. Learning to XPath patch so as to replace them for the Plasma weapons.
- Enabled Oversized Weapons: Changed it from Jecstools
- Simple Smoke FX: The workbenches now emit smoke
- BB Body Support / Kijin: Mostly just added support for the BB Body type, which is mostly used by the Kijin mod. It's not sexy or anything, so don't expect big titty knight ladies in power lingerie
- Vanilla Expanded Framework: Added a lot of functionality to the mod if you have VEF installed. Dawn and Marauder factions also spawn custom bases you can assault, complete with security. For now, it's mostly vanilla stuff to keep it completely compatible.
- Vanilla Factions Expanded - Vikings: Adds a cryo elemental ability to the Alpha Sword, and you can craft a late-game helmet using a Jarl Crown, and an End Game power helmet that's essentially a fusion of both.
- Vanilla Achievements Expanded: Adds 25 achievements to get, from crafting mid-game to end game weapons/armor, to killing enemies, to earning titles and ranks, to learning techprints, and more.

- Vanilla Weapons/ Armor/ Apparel/ Accessories / Grenades Expanded: Allies and Enemies will spawn with the Weapons, Gloves, Boots, and Accessories. They'll spawn with grenade belts too, but this is purely cosmetic as the AI doesn't use them.
- Rim Effect: Core / Asari: High-level enemies will spawn with Biotics or Omni-tools and use Biotics and Tech effects. Don't be surprised if high-level melee fighters pull you towards them, or melee use biotic attacks to smack you from a distance!

****TODO LIST****

This mod is still far from perfect on what I want it to be though. So I'll probably go and tweak it a little bit more as time goes on and fix some of the balancing issues. Some of the things I want to do are:

- Create customized quest nodes using Vanilla Expanded Framework. Things like taking out infestation hives, mechanoids, or other things.
- More mod integrations. Perhaps with the Dungeon Core Mod, more Vanilla Expanded series, and other faction-based mods.
- Figure out how to separate some parts of it from vanilla Royalty DLC. Such as adding more to the permit tree, adding in some way to generate quests that reward honor so multiple pawns can climb the ladder. Maybe add an end-game winning scenario. Might be hard though since I'm using XML mostly.
- Rework the descriptions a bit more.
- Maybe host it as a fork on Steam after getting permission from Jango De'soul, and Oskar since it uses his jarl helm from VFE - Vikings if it's loaded up. Though I'm unsure how many people would be interested.