

items

player.additem *[item ID]* *[amount]* Adds a quantity of a specified item to your inventory. See sections below for item IDs.

player.additem f *[#]* Adds credits to your inventory. Replace *[#]* with desired amount.

player.additem a *[#]* Adds a digipick to inventory. Replace *[#]* with desired amount.

[Reference ID].amod *[mod ID]*** Attaches a mod to a weapon. Drop a weapon, open the console, and then click on it to obtain its reference ID. More info in sections below.

player character variables

player.setLevel *[#]* Raise or lower your player level. Replace *[#]* with the desired level*

player.setav health *[#]* Sets your max health level. Replace *[#]* with the desired amount*

player.setav speedmult *[#]* Set player speed multiplier. Set this number to anything more than 100 to speed up movement.

player.setav carryweight *[#]* Sets your maximum carry weight to specified amount.

player.setpos x *[#]* Moves the player character on the x axis. Eg, *player.setpos x 10* on your ship will put you in space.

showlo-oksmenu player 1 Opens the full character creator.

showlo-oksmenu player 2 Opens partial character creator (*traits and background remain intact*).

sexchange Change your character's body type and returns character to a default look.

player.addperk *[perk ID]* Adds a skill, trait, or background. (See relevant sections below for IDs.)

player character variables (cont)

player.removeperk *[perk ID]* Remove a skill, trait, or background. (See relevant sections below for IDs.)

psb Add every power.

player.setav starpower *[#]* Raises total power to number specified.

setforcespeechchallengealwaysucceed *[1 or 0]* If set to 1, all speech challenges will succeed. *setforcespeechchallengealwaysfail* does the opposite.

player.paycrimegold 0 0 *[faction ID]* Pays off the bounty with a given faction. (Find faction IDs below.)

player.kill Kills the player character. :(

movement and world variables

tm Hides all UI. Type it again to un-hide UI.

tfc Enables free cam.

tcl Toggles collision, letting you walk through walls and into the air.

tgp Toggles pause state.

tmm 1 Adds map markers for all locations on a planet's surface. Note: This appears to be permanent, and typing *tmm 0* does not remove those icons.

tdetect You won't be detected when in stealth.

sgtm *[#]* SetGlobalTimeMultiplier or *sgtm* changes the game speed. Less than 1 slows time down, more than 1 speeds it up.

showmenu Open the "pass time" menu.

sleepwaitmenu

passtime *[#]* Passes a number of hours.

unlock Unlock the targeted door or object.

setgravityscale *[#]* Change the local gravity. Weeeee!

setscale *[#]* Reduce or enlarge the targeted NPC or object. (Doesn't work on the player.)

Refuel-Spaceship Refuels the targeted spaceship, or the player's ship if nothing is targeted.



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Not published yet.

Last updated 11th March, 2025.

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npcs

kill With the console open, click an NPC to target them, then type kill to kill them. *Important characters may only be incapacitated.*

kah Kills all hostile entities nearby

killall Kills all entities nearby

resurrect Resurrect targeted corpse (*in the case of generic NPCs, another generic NPC*).

forced-bleedout Make a character bleed out. (*Not very nice.*)

tai Toggles AI on and off: *NPCs will stop where they are and won't do anything at all.*

tcai Toggles NPC combat AI, making all NPCs passive.

paying of bounties

Crimson Fleet [00010B30] player.paycrimegold 0 0
00010B30

Freestar Collective [000638E5] player.paycrimegold 0 0
000638E5

Neon/Ryujin Industries [0026FDEA] player.paycrimegold 0 0
0026FDEA

Trade Authority [0022E53D] player.paycrimegold 0 0
0022E53D

United Colonies [0005BD93] player.paycrimegold 0 0
0005BD93

companion affinity

getav Tells you a companion's affinity toward you.
com_a
ffinity

setav Changes a companion's affinity toward you. *It appears that*
com_a *unique conversations happen when affinity naturally hits*
ffinity *100, 200, 300, etc. Set affinity just below the next level (eg,*
[#] *99, 199) to speed things up.*

companion affinity (cont)

Setav According to Objective_Tailor607: *0.00 is Neutral,*
com_affinity- *1.00 Friendship, 2.00 Affection, 3.00 Commitment.*
level [#]

If you open the console with a companion in view, you can click on them to set them as the target for these commands, which tell you their affinity level and let you set it to what you want. These aren't perfectly straightforward, as redditor Objective_Tailor607 has discovered through experimentation.

adding skills

Use the **player.addperk [id]** console command to add one level to a skill. Use **player.removeperk [id]** to remove the skill entirely.

physical skill IDs

Boxing

Fitness 002CE2DD

Stealth 002CFCB2

Weight Lifting 002C59D9

Wellness 002CE2E1



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