Introduction

Welcome to the Diablo 2 Character Editor.

This editor has been tested with Diablo II v1.00 through v1.09 and the Lord of Destruction expansion set. Although, it has thoroughly been tested for any bugs, there may still be a few left.

This help file will highlight some of the various stats you can edit with the editor.

You can edit the following character stats:

- Class
- Dexterity
- Energy
- Experience
- Gold
- Level
- Maximum Life
- Maximum Mana
- Maximum Stamina

- Name
- Quests
- Skills
- Status
- Strength
- Title
- Upgrade Gems
- Waypoints

When you highlight a control or stats a hint will appear in the status bar to display what the controls do or whether a character stat has any imposed limits.

How To Use

When you first run the editor you will see the following screen:
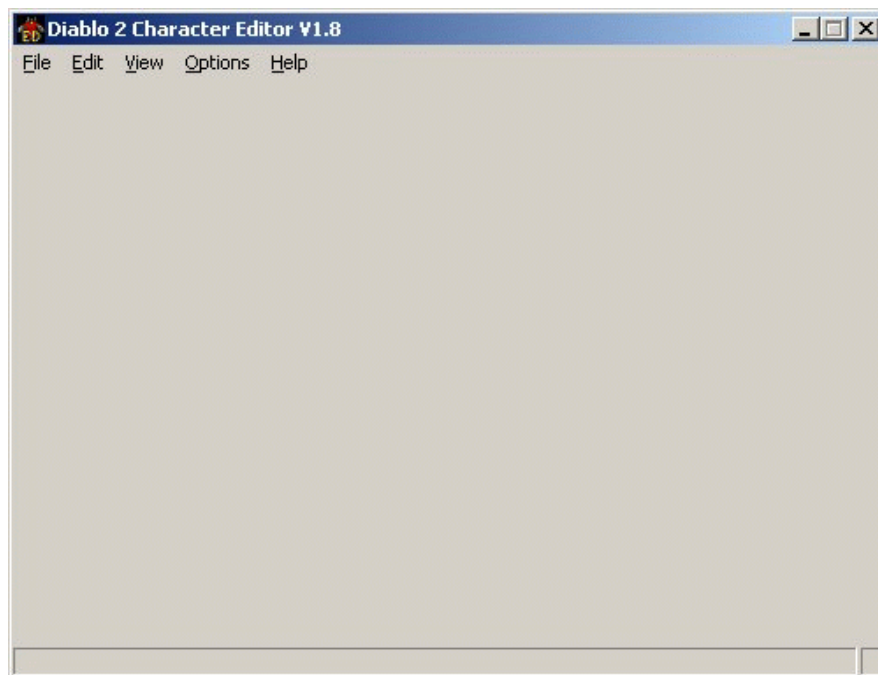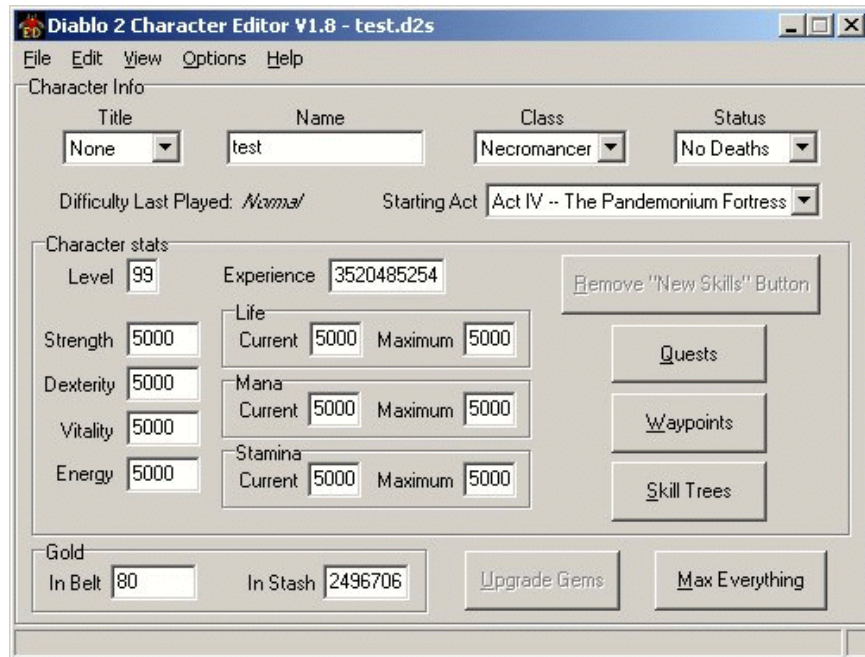
Opening a character file
To edit a character, click on File, Open or press CTRL-O. A dialog box will appear and display any character files (with extension .d2s) in the current directory. If your character files are not in the current directory, change to the directory where your character files are stored, usually located in the "save" directory where you installed Diablo II.

Once you have opened a character file, you will see the following screen (see the image below).
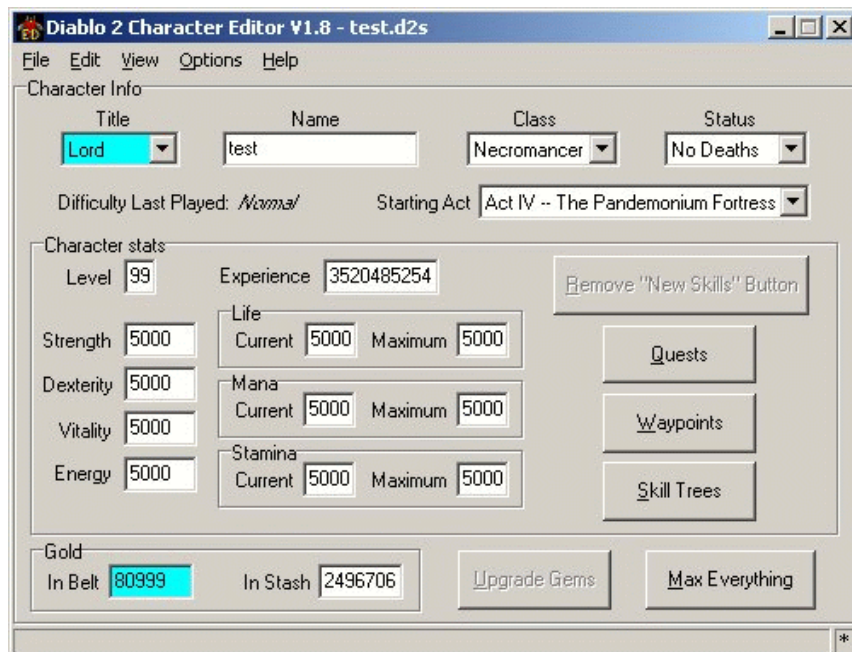*Note: your character's stats will be displayed, not the one shown.*

Editing the character's stats
When you edit some of the items in the editor the edit boxes will change colour to reflect that a change has taken place and an asterisk (*) will appear in the lower right corner of the status bar.

Editing character skills

When you want to edit your character's skills, press the "Skill Trees" button to bring up the skills list. There are two view options to choose from – View all or View by type. You can also perform a batch operation to set all your character's skills to a specific value.

Editing waypoints

To edit waypoints, click on the "Waypoints" button to bring up the waypoints lists. Clicking on the Activate All Waypoints button will activate all waypoints for the currently selected difficulty level. When done, just click on the Close button and save. *Note: Act 5 waypoints are only available to expansion set characters.*
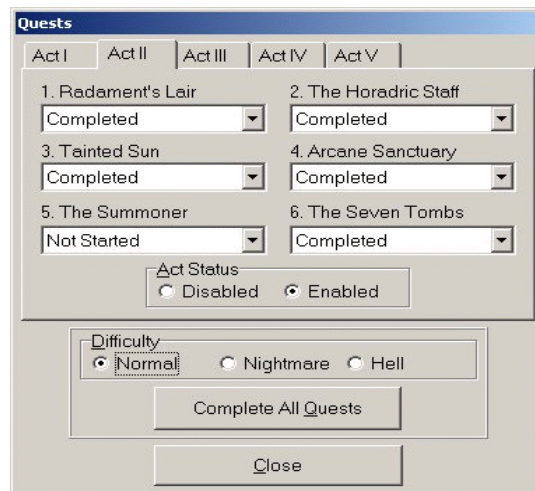
Editing quests

To edit quests statuses, click on the "Quests" button to bring up the Quest form. Here you can change the status of a quest to Not Started, Started/In Progress, or Completed. (Act 1, Quest 5 has an extra option, Imbue, which will give you the option to imbue an item from Charsi. Also, some of Act 5's quests have extra options.) You can also enable or disable each invdividual act through the act status option and completing all quests for the current difficulty level by clicking on the "Complete All Quests" button. *Note: Act 5 quests are only available to expansion set characters.*

Saving an edited character

When you have finished editing and are ready to save, click File, Save or press CTRL-S to save the file. A message will appear in the status bar to let you know that the file has been saved.

Closing a character

To close the currently opened character, click on File, Close or press CTRL-C. If you have made changes to your character's stats, a dialog box will open to confirm whether you want to save the changes before you close the file.

This dialog box will also appear if you try to exit the program and have not currently saved your changes or selected the Undo option.

Undoing changes

To undo any changes made to the character, click on Edit, Undo or press CTRL-Z. Using the Undo function undoes *all* changes made to your character since the last save.

Refreshing the stats display

This option was added for convenience so you do not have to Open/Close your character file every time you want to play Diablo II or make changes to your character. To refresh the currently displayed stats, click on Edit, Refresh or press the F5 key. A message will be displayed in the status bar to let you know

that the stats have been refreshed. This option should only be used after you have saved your character in-game.

Backing up a character
To create (or not to create) a backup of your character, click on Options, Backup Character (the default for this option is set to enabled). A checkmark will appear beside the "Backup Character" item to let you know that a backup of any character file you open will be created before the character is saved. The backup file (same name as your character file except with the extension .bak) will be saved in the same directory as your character file and overwrite any existing backup file.

Restoring a character from a previous backup
To use this option, open a character and then click on Option, Restore character. This option is only available if you made a backup of your character (i.e. there is a character file with the extension ".bak").

Checking your character for discrepancies
This option is best used for those who are adventurous enough to edit the character themselves using a hex editor. If you edited your character using a hex editor and for some reason it isn't working in Diablo II, you can use this option to check your character to make sure that it isn't violating some of the game's limits. This option is only selectable if you have not made any changes to your character.

Viewing level information
Selecting this option displays a table showing various information for each level regarding minimum experience required and the maximum gold limits for a character's belt and stash. To view the maximum gold in stash values, click on the appropriate radio button located in the "Diablo II Version" radio box.

Level Requirements

LEVEL	MIN EXP REQ	BELT MAX GOLD	STASH MAX GOLD
1	0	10,000	50,000
2	500	20,000	50,000
3	1,500	30,000	50,000
4	3,750	40,000	50,000
5	7,875	50,000	50,000
6	14,175	60,000	50,000
7	22,680	70,000	50,000
8	32,886	80,000	50,000
9	44,396	90,000	50,000
10	57,715	100,000	100,000
11	72,144	110,000	100,000
12	90,180	120,000	100,000
13	112,725	130,000	100,000
14	140,906	140,000	100,000
15	176,132	150,000	100,000

Diablo II Version
⦿ Pre-1.07   ○ 1.07+

CLOSE

Removing the "New Skills" Button
When all your skills are at their maximum and you achieve a level up, you will not be able to distribute any skill choices remaining. This results in a "New Skills" button remaining on screen, in the lower right corner of your screen, during gameplay.

This button is only enabled if you have any skill points (given from a level up) and all your skills are at their maximum level. Pressing this button will clear the extra skill points and will therefore remove the "New Skills" button from being constantly displayed during gameplay.

Upgrading Gems
The Upgrade Gems button will upgrade all gems that your character currently has in his/her inventory to their perfect state. Example: if your character has a *chipped topaz* and a *regular diamond*, they will be upgraded to a *perfect topaz* and a *perfect diamond* when this button is pressed.

Converting Gems, Potions, and Skulls
The GPS (Gems, Potions, Skulls) Converter can convert the selected item to another. For example: you can convert chipped sapphires to full rejuvenation potions and vice versa. When converting potions to gems or skulls, only potions that are not located in your belt are converted. When converting gems/skulls
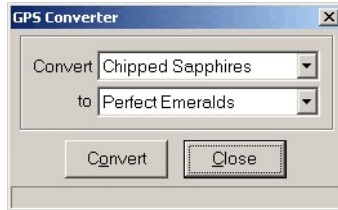
to potions, only gems/skulls that are not socketed in items are converted. You can find the GPS Converter in the Options menu and is only enabled if your character has any gems, potions, or skulls.

Description

Below is a brief description of a few of the stats that some users may not understand.

Character Status
There are three character states to choose from, though only two are of any use:

No Deaths   This is the usual selection when creating a new character. This status indicates that your character has not been killed at all. When your character dies, you can still use the character and pick up items from its corpse.

Hardcore   When a hardcore character is used and dies, that character *cannot* be played again, and will be marked as dead. Play as hardcore if you want more of a challenge than that provided by Normal mode.

Resurrected   This status indicates that your character has been killed in combat and resurrected again. Your character's corpse will be located in the town of the act you last saved at.

Dead   You cannot play your character if it is marked as Dead. Unless you do not want (or do not want anyone else) to use your character, you can mark him/her as Dead.

Character Title
There are four character titles to choose from:

None   Your character has no title if you have not finished the game at least once. This option is available for both regular (non-expansion set) and expansion set characters.

The following titles are displayed only for non-expansion set characters:

Sir/Dame   This title is awarded once you have finished the game once. You can now play the game again and when you select your character you will be able to play up to Nightmare difficulty.

Lord/Lady   This title is awarded once you have finished the game at Nightmare difficulty. You will then be able to play the game in Hell difficulty.

Baron/Baroness   If you have finished the game on Hell difficulty, you will be awarded this title.

The following titles are displayed only for expansion set characters:

Slayer   Your character is given this title when Baal has been defeated at Normal difficulty.

Champion   Your character is given this title when Baal has been defeated at Nightmare difficulty.

Patriarch/Matriarch   Your character is given this title when Baal has been defeated at Hell difficulty.

The following titles are displayed for regular non-expansion set characters:

Count/Countess   This title is bestowed when Diablo has been defeated at Normal difficulty.

Duke/Duchess   This title is bestowed when Diablo has been defeated at Nightmare difficulty.

King/Queen   This title is bestowed when Diablo has been defeated at Hell difficulty.

The following titles are displayed for hardcore expansion set characters:

Guardian   This title is bestowed when Baal has been defeated at Normal difficulty.

Destroyer   This title is bestowed when Baal has been defeated at Nightmare difficulty.

Conqueror   This title is bestowed when Baal has been defeated at Hell difficulty.

Difficulty
This field displays the last difficulty level your character was playing at.

Quest Status
Depending on the act, each quest has the following status:

Not Started   You have not started this quest.

Started/In Progress   You have started or are currently working on this quest.

Imbue   This option is only available for the Tools of the Trade quest (Act 1, Quest 5). This option will allow you to imbue an item from Charsi.

Add Sockets   This option is only available in Act 5, Quest 1 and gives any non-socketed item sockets. This does not apply to rings, amulets, or belts.

Ort, Ral, Tal Runes   This option is only available in Act 5, Quest 2 and gives you the aforementioned runes.

Scroll of Resistance   This option is only available in Act 5, Quest 3 and gives you the Scroll of Resistance which can be used to increase all your character's resistances.

Personalize   Only available in Act 5, Quest 4 and gives you the option to name any item your character is carrying with the character's name.

Completed   Quest has been completed.

<u>**Starting Act**</u>

This options allows you to change which act start off in. This option does *not* complete any quests or activate any waypoints. This is useful if you want you want to see what the later acts and levels are like even though you have not completed previous acts.

Note: You will not be able to complete any later quests or finish later acts if you have not completed the previous act. <u>Example</u>: If you are on Act 1 and you decide to skip to Act 4, the game will not allow you to complete any quests, though you can still do them, but you will not be able to finish the game.

Copyright Info

Diablo 2 Character Editor
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Send comments, suggestions, bug reports to diablo2@urbancities.net. Special thanks goes to Stoned2000 for making his source available to the public.