

# Introduction

Welcome to the Diablo 2 Character Editor.

This editor has been tested with Diablo II v1.00 through v1.03. 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.

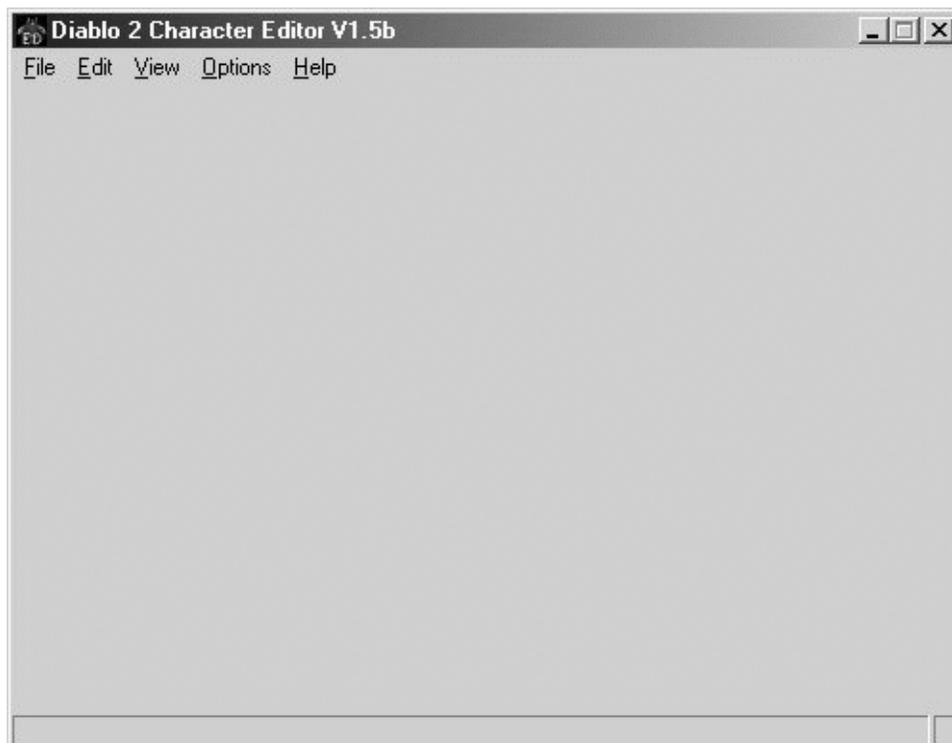
You can edit the following character stats:

- 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:

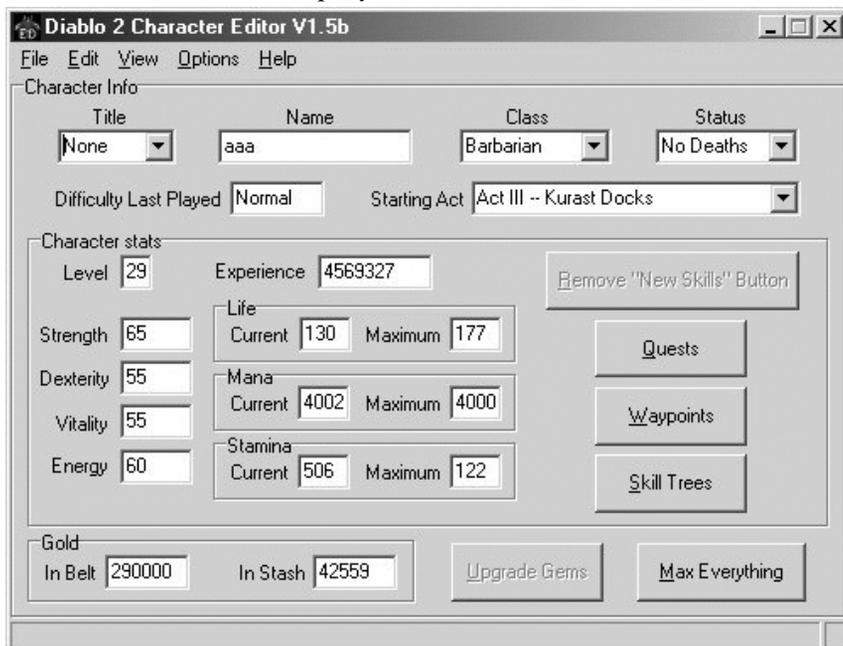


## Opening a character file

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.

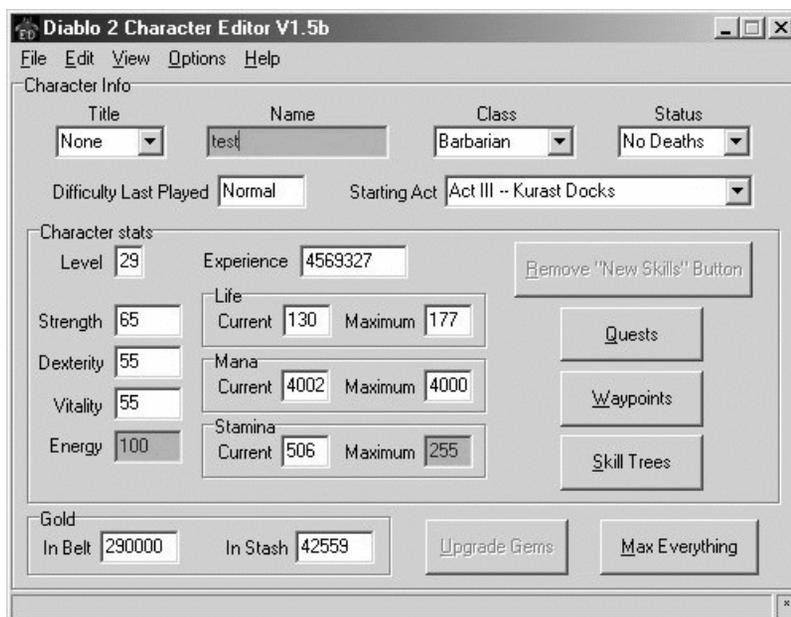
Once you have opened a character file, you will see the following screen (see the image below).

*Note: your character's stats will be displayed, not the one shown.*



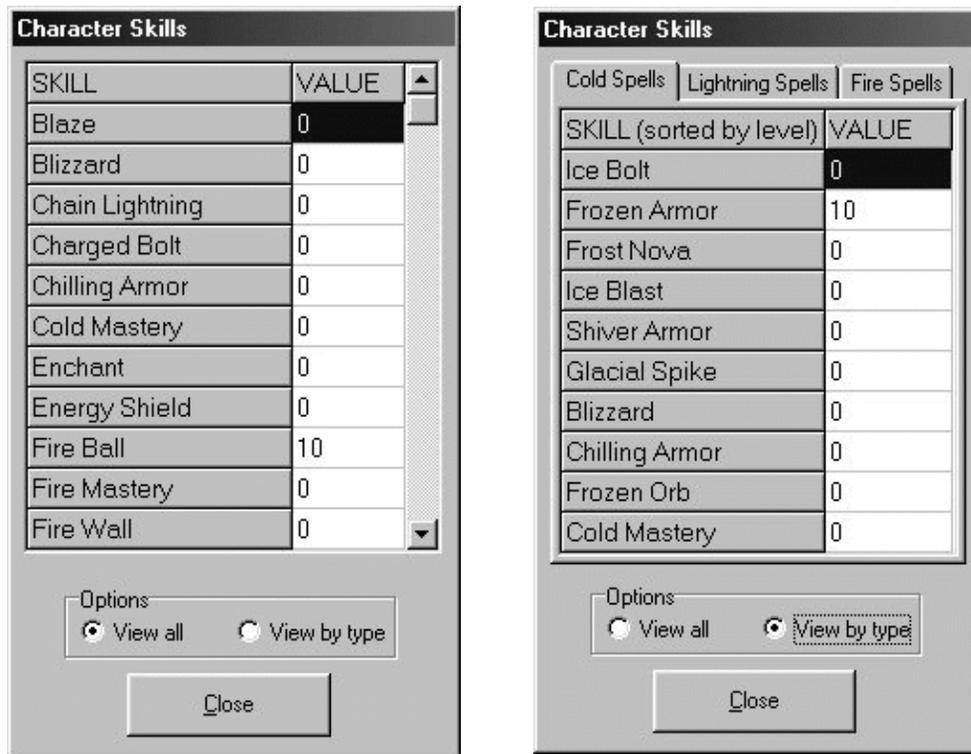
## Editing the character's stats

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 screen.



## Editing character skills

When you want to edit your character's skills, press the "Edit Skill Trees" button to bring up the skills list. There are two view options to choose from – View all or View by type.

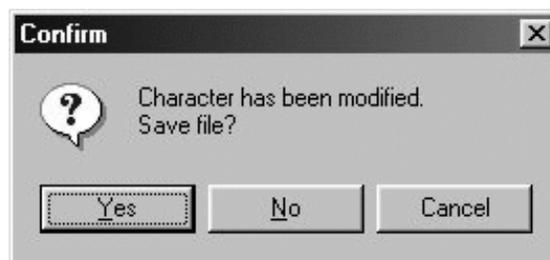


## Saving an edited character

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's stats, 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.

### **Backing up a character**

To create a backup of your character, click on Options, Backup Character. 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 located in the same directory as your character 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. 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**

Clicking this option displays a form giving various information for each level regarding minimum experience required and the max gold limits for a character's belt and stash.

### **Removing the "New Skills" Button (a. k. a. Fixing Skill Choices Remaining)**

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 skill choices remaining (given from a level up) and all your skills are at their maximum level. Pressing this button will clear the skill choices remaining 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.

# 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.

**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.

## Difficulty

This box 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.

**Completed** Quest has been completed.

### **Starting Act**

This options allows you to change which act (or camp) to 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. Example: 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**

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By Burton Tjin  
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Send comments, suggestions, bug reports to [burtontjin@yahoo.com](mailto:burtontjin@yahoo.com)