

Add levels to skills	advancepcskill <skill name> <number>
Add dragon's souls	player.modav dragonsouls <number>
Set field of view	fov <number>
Advance indicated skill	advskill <skill> <number>
All spells	psb
Set player scale; "1" is default	player.setscale <number>
Set ownership of target; allows you to take it without stealing	setownership
Complete all Quest Stages	caqs
Duplicate items; click container or NPC and copy the RefID	duplicateallitems
Fast Travel to indicated location	coc <location>
Freeflying camera	tfc
God mode	tgm
Set Burden	player.modav burden <number>
Set Stamina	player.setav stamina <number>
Increase Level	advancepclevel
increase movement speed by indicated percentage	player.setav speedmult <number>
Kill selected enemy	kill
Kill all nearby enemies	killall
List all commands	help
Quit game	qqq
Remove all items from selected NPC	removeallitems
Resurrect targeted corpse	resurrect
Search by keyword	help keyword <mode number>
Set carry weight	player.modav carryweight <number>
Set character's fame	setpcfame
Set character's infamy	setpcinfamy
Set fatigue	player.setav fatigue <number>
Set health	player.setav health <number>
Set to high value to fight; "0" if you want to be free.	player.setcrimegold <number>
Set Magicka	player.setav magicka <number>
Set player level	player.setlevel <number>
Race menu	showracemenu
Toggle all map markers	tmm <0 or 1>
Spawn NPC	player.placeatme <NPC ID>
Start all quests; may break storyline	saq

Teleport to quest target	movetoqt
Testing hall with all items	coc qasmoke
Enable controls during cinematics	enableplayercontrols
Toggle AI detection; allows easy stealing	tdetect
Toggle AI	tai
Toggle collision	tcl
Toggle combat artificial intelligence	tcai
Toggle FOW	tfow
Toggle grass	tg
Toggle menus	tm
Unlock anything that may be locked	unlock
Increase level of a skill by one	player.incps <skill name>
Lock targeted chests, door, or person	lock <unlock value>"
Add indicated perk	player.addperk <id number>
Add indicated spell	player.addspell <id number>
Add indicated item	player.additem <id number>
Gain gold	player.additem 0000000f <number>
Gain lockpicks	player.additem 0000000a <number>
Change your gender	sexchange
Gives ID for companion or NPC	help "<NPC name>" 4
Set the indicated NPC as essential	setessential <NPC ID> 1
Set refractive value of the target; "0.0" is normal, "0.000001" is invisible, "1.0" is full refraction	str <number>
Add item with one or two enchantments	playerenchantobject <object id> <mgef id #1> <mgef id #2>
Reset NPC to original inventory.	resetinventory
Restores targeted NPC HP to full	resethealth
Restores player's HP to Full	player.resethealth
Save game	savegame <filename>

vmpa [MinorDeviation](#) and [epicz3n](#)