

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

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

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