
Subject: Spawn Elise in game
Posted by [Translucidia](#) on Wed, 20 Jul 2022 20:00:47 GMT
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Hello everyone, i wonder if its possible to spawn Elise on a game with a command because im a girl and i have Eliot in my game...
I dont like Eliot, he's ugly and i prefer girl, like a lesbien.
I would like marry with him and make a big familly with elise with my girl character.

Thx you

Subject: canadaescorts-website
Posted by [zheng](#) on Tue, 23 Jan 2024 10:40:23 GMT
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Subject: canadaescorts-website
Posted by [zheng](#) on Tue, 23 Jan 2024 10:45:29 GMT
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Subject: Re: Spawn Elise in game
Posted by [FrankyGoes](#) on Wed, 06 Aug 2025 06:22:06 GMT
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Hi. A bit late but here you go:local me = GetLocalHero()

```
function addElise()
    local registerVal1 = me:GetPosition()
    local registerVal2 = Physics.GetFacingVector(me)
    Debug.CreateEntityAt("CreatureVillagerElise", "Elise", (registerVal1 + (registerVal2 * 1)))
    -- in anticipation of the marriage...
    if Inventory.GetNumberOfItemsOfType(me, 'ObjectInventoryGiftRing') == 0 then
        Inventory.AddItemOfType(me, 'ObjectInventoryGiftRing')
```

```
end
-- she loves women... and she loves you...
local registerVal0 = SearchTools.StartNewSearch('creature')
SearchTools.FilterWithEC(registerVal0, OpinionReaction.GetECType())
SearchTools.FilterWithName(registerVal0, 'Elise')
local elise = SearchTools.GetSearchResults(registerVal0)[1]
OpinionReaction.SetGenderPreference(elise, EGenderPreference.EGP_EITHERSEX)
OpinionReaction.ResetCurrentRelationshipStage(elise, me, ERelationshipStages.ERS_LOVE)

end
if alreadyElise == nil and true then -- replace true by false when it's done!!!
    alreadyElise = true
    addElise()
end
```

Edit to have a child with her:

```
Before to go to bed (just after the wedding to be sure she is ok) :Gender.Set(GetLocalHero(),
EGender.EG_ANDROGYNOUS)And when the baby is here:Gender.Set(GetLocalHero(),
EGender.EG_FEMALE)
```
