

Increased renewable energy penetration united states



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Character Approval Cheat Mod

Pretty much the title, some kind of cheat mod to give the characters increased approval for the Main Character.

Increased/adjustable right-click/alt zoom?

My google-fu has failed me. Is there a simple mod that increases the amount of the zoom when you right-click/alt unarmed? Not to full-blown binoculars but more to be useful as a zoom. Cheers.



Mod Request: Increased Stable Slots

I've found a few topics asking for the same thing, but none from 2021 (and all were just people saying "yea, I'd like this too!"), so, I just thought I'd put the idea back into the public

[MOD REQUEST] KCD2

As it is, when you switch over to photo mode your camera distance seems to be limited to about a 10-ish meter leash around Henry. It would be really nice to be able to crank that distance up



[Mod that lets me repeat fixer Gigs and/or PL's Increased Criminal](#)

Just want to have a solution to the dreadful problem of this game, no re-playability, I already have a Mod that lets me re-do NCPD gigs, but

I've been searching and couldn't find any mod

[Growth of Renewable Energy in the US , World Resources Institute](#)

Data shows that 90% of new energy capacity added in the U.S. in 2025 came from clean sources, but fossil fuels are also growing.



Mod to increase maximum cyberware capacity

Is it possible to create a mod that increase the maximum cyberware capacity? At the moment it's capped to 256 (lv50, all perk that change it) and it will probably increase with Phantom

Increased Bedroll Deadzone?

Is there a mod out there, or could someone possibly make a mod so that the area around where you place your bedroll that keeps enemies from spawning is larger? I am playing single player



settlement: limit of the available objects

My problem is the limited number of useable objects: for example, the warehouse walls are limited to a number of 125 (workshop dlc), and I want to increased this number, because now I

Increased Population MOD

Can someone make a mod that increases the maximum number of survivors we can have in a community? 9 is too little, wish I could have like 20 atleast, if not more.





Increase amount of followers

I want 2 or 3 followers to travel with me (vanilla's not standalone). Just that, no conflicting scripts in different follower's frameworks, no overpowered abilities of mine followers, no tons of AI

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