# Keep AuraSkills reward commands from targeting the wrong player

A command reward must resolve to the player who earned the level, not the account testing the command. Compare substitution and execution context before connecting it to valuable rewards.

# Check the installed content

AuraSkills connects skill XP sources to levels, rewards, abilities and menus. A change in one layer can leave another unchanged. Keep the existing skill identifiers and player data, and use the documentation matching your installed release when editing a source or reward.

# Work through the change

1. Record the reward command and the intended recipient. Read the installed-release reward reference for supported player placeholders and whether the command runs as console or player.
2. Copy the reward to a staging level and replace valuable issuance with a harmless observable action supported by the target command. Keep command access narrowly scoped.
3. Trigger it with two distinct ordinary accounts in separate tests. Confirm that each result identifies the correct player and that the command does not contain a hard-coded staff or previous test name.
4. Restore the intended low-value reward and test one successful grant. Check that the target command receives one recipient and the planned quantity rather than accepting arbitrary player-controlled arguments.

# Verify the result

Each account should receive only its own reward once at the intended transition. The final command should execute with the documented context and resolve its placeholders correctly.

# If the result differs

If the placeholder remains literal, compare the supported syntax and the integration handling before adding aliases. If the command works manually but not as a reward, inspect console compatibility and execution errors.

# Keep a recovery path

Restore the harmless test action if recipient resolution is uncertain. Keep valuable rewards disabled until both account tests pass and record any grant already issued so a retry does not create duplicate compensation.

# References and related help

Check the maintainer reference: AuraSkills documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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