Test an AuraSkills money reward when Vault is unavailable

A money reward depends on more than the skill level event. Check the economy bridge and provider before changing a reward amount that the player never receives.

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 level and configured amount, then save its reward definition. Confirm the installed-release documentation for the money reward and its Vault dependency.
2. On staging, inspect startup logs for AuraSkills, Vault and the actual economy provider. Vault is a bridge; its presence alone does not prove that an economy service registered successfully.
3. Trigger the reward with a disposable ordinary account and record its balance before and after. Compare another supported non-money reward at the same test level to locate the failing stage.
4. Repair the missing dependency or provider configuration on staging and restart through the normal server workflow. Repeat the same reward once without manually adding money during the comparison.

Verify the result

The account should receive the intended balance change through the registered economy provider, and the reward should not be issued twice by a separate compensation command.

If the result differs

If all rewards fail, inspect the level reward configuration first. If only money fails, review dependency registration and economy errors rather than increasing the amount or changing unrelated skill sources.

Keep a recovery path

Restore the previous reward definition if the dependency repair is not ready. Record the affected account and event for a separate reviewed compensation decision; configuration rollback cannot undo currency already paid.

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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