1- Go to Global settings > General(folder) > General, for a map, click on 'temp' to create a clone, then use that. For a mod, just 'mod' it.

Then go to the settings tab, there you will see 'FallingDamageMinDistance' and 'FallingDamageMaxDistance', set both to something high like 9999.000.

Try jumping of something high, you shouldn't be damaged unless it's higher then the entered number.

2- Go to Global settings > Purchase settings. There you see a list of things you can buy (vehicles (Nod), Character Classes (GDI), ect). Like above you can 'mod' and 'temp' them. The settings tab should explain itself, just edit the prices you see there.

3- You can create your own models in Gmax(and 3ds max if you can pay over 3000$) or renX, ask a modeller for that and check renhelp.

If you mean replacing existing models with others, then there are a few ways to do it. First is you can change the model of the infantry on the 'Physics model' tab by replacing the model name from it with another one. You must also do this with 'temp' and 'mod'. If you mod it, your done, if you temp it, you need to update the purchase settings like above with the new (cloned using 'temp') version.