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Tutorial written by Papermonk

Welcome

Welcome to the NWN Character Creator!

For quick updates and the latest news on the Character Creator go to: **http://codicc.city-of-doors.com**

This is a quick guide to it's use as well as making your own custom races and some useful information in the back to help with that.

YOU MUST have Jave 1.4 installed. Get it here: http://java.sun.com/j2se/1.4.1/download.html

Character Creator Core:
http://nwvault.ign.com/Files/other/data/1050041596353.shtml
CharacterCreator.jar
README.TXT

PC Pack 1:
http://nwvault.ign.com/Files/hakpacks/data/1050040253372.shtml
dialog.tlk file
pcpackver1.hak
cskin.erf
cskin_readme.txt
ECL.mod
ECL.erf
ECL_CSkin_Combo.erf
ECL_readme.txt
pcpackv1.hak

Now... First things first, rename the dialog.tlk file in your NeverwinterNights/NWN/ directory to something else like dialog.blk. You'll need this the next time NWN patches as it won't with a modified dialog.tlk file.

Now deposit this new dialog.tlk file into your NWN directory. Without these entries none of the provided races will work. For custom races dialog.tlk editing is necessary. You really just have to get over this and hope BW does something about it.

The file pcpackver1.hak needs to be placed in your NeverwinterNights/NWN/hak/ directory. This file is also necessary.
It contains the following files:

nwscript.nss	-	This adds the racial constants to the games scripts.
race_feat_aas.2da	-	This is the feat table for the aasimar.
race_feat_drow.2da	-	This is the feat table for the drow.
race_feat_duer.2da	-	This is the feat table for the duergar.
race_feat_gdwa.2da	-	This is the feat table for the gold dwarf.
race_feat_gnol.2da	-	This is the feat table for the gnoll.
race_feat_hdro.2da	-	This is the feat table for the half-drow.
race_feat_kobo.2da	-	This is the feat table for the kobolds.
race_feat_strh.2da	-	This is the feat table for the strongheart halflings.

The next file is the ECL.mod file. It needs to be placed in your Neverwinter-Nights\NWN\Modules dir. This isn't necessary but it already has the pcpackver1.hak and scripts necessary to try out all the features we've added.

Last but not least is the ECL_Cskin_Combo.erf which contains our ECL and creature skin system. It is not necceary but is made so you can place these systems in your own modules. You can stick this wherever you like. If you want these systems in your own modules just import them into it.

Now, there is one thing you must download. You may have it already. You may not. It is the Java Software Platform. Basically, this is the language the software was written in because it runs on all OS's (macs and linux friendly) and may one day allow us to add web integration into the software. So you can pick up the basic, small package here: http://java.sun.com/getjava/index.html . This should give you all you need to run the software, but if you have any troubles you may wish to download this: http://java.sun.com/j2se/1.4.1/download.html as it is a more complete package. Download the JRE English for best results.

Also, it is very important **YOU MUST HAVE VERSION 1.28 or HIGHER OF NWN TO USE THIS.** Otherwise you will get a "Cannot find NWN Installation" error message.

Also, **do not uncompress** the CharacterCreator.jar file. It is an executable file and must be ran as such. If you are having trouble please use this: http://www.black-star-studios.com/ccbatch.zip

Now, before I go further, here is a list of the races included in this package. None of these use new models, but we shall be releasing a new tiefing and wemic pc models when they are ready in the next few weeks. They are NOT in this package, but a tiefling pc using the human model is.

Tiefling
Drow
Gnoll
Kobold
Sun Elf
Gold Dwarf
Wood Elf
Svirfneblin (Deep Gnome)
Half-Drow
Ghostwise Halfling
Strongheart Halfling
Aasimar
Duergar
Wild Elf

Now, to make your first character.

Your First Character

Your first step is to double click on the program or a shortcut to it.

After that, this screen should pop up.

Now, first things first, you need to adjust your settings. I kindly highlighted the proper button. Click on it.

Make sure your NWN directory is selected.

And the second part, and this is important, is to set any hakpaks you want used. Without a hakpak the Character Creator will make use of the normal races, but custom races require a hak.

Click on the '+' sign to add haks. Use the arrows to move it up and down in order of priority, just like the NWN Toolset.

Now, this is done, it stays this way every time you use the software until you change it.

After that you click on Create Character and its more or less just like standard character creation. With a few exceptions.

Gender

You have the genders to pick from the game uses. This means you can pick:

Male
Female
Both
Other
None

These are the same options you have in the toolset. Of course, if you select *Both, Other,* or *None* the pc models will not display any heads for you. These options are okay when using a static (non-changing parts) appearance (*e.g.* a gnoll.)

Race

Unlike Bioware's, and the main reason we did this, our list of races (like everything else) is dynamic. This means there is no "set" anything when it comes to reading the data. If your racialtypes.2da says there are 30 playable races, ours will show them. This goes the same for just about everything else that you can read via 2das. The character creator reads everything in the files every time it loads—hak, override, dialog.tlk. So if you added classes, feats, spells, heads, etc—they would all show up.

So, if you are using our hak you will see all the races we added and you can select from any of them. To the right is a description of the race.

Portraits

Our Portrait selection is a bit choosier as well. You can select to have it narrow down by race and gender, or not.

It also reads the portraits from the 2da where available. Most monsters don't have all the sizes of portraits to make it work. Some, like kobolds, do.

Class

Just like the standard. Except as noted above, but I believe Bioware's shows custom races.

Alignment

Standard.

Abilities

Our ability screen is a bit more advanced. Mainly in the showing of all the numbers going into the math including racial modifications.

Packages

This works to flesh out your skills, feats, spells and familiars. Works pretty standard except that if you want info on the spells or feats you need to right click for a description.

Customize

Customize. Now this is where it gets a bit funky again. Unfortunately, right now we don't have support for viewing models (more importantly plts) in the Character Creator. We are working on it but it will have to be a later version. The best thing I can do is suggest you open up the toolset and pick your head there corresponding to the one in the character creator.

There are some benefits, however. First of all, colors.

For tattoos, skin and hair you can pick from the standard palate PLUS the extended palette you can't even get to in the toolset easily. These include absolute black, white, and some metallic shades that you normally can't use for skin, hair and tattoos.

The next, and probably the most important thing, is the appearance function. Just because your race is a gnome—you don't have to look like one. You can pick any appearance you like with this function. PC model, monster model, whatever. Anything in the appearance.2da file.

Next is Tattoo Customization. You can customize tattoo's by specific body part or even make it so there is no body part with this.

Finally, it goes to name, subrace, soundset and deity. Soundset is the only change here—you can set it to keep it to gender and standard soundsets or you could use a gnoll soundset, for example.

So, you go through the tabs, make sure everything is to your liking as far as feats and skills and spells. Then you click “Finalize.”

Sometimes writing a BIC (the character file) takes a while, especially with monster models, so give it a moment. After its finalized all you can do is press exit, and then make another if you like. At any point before finalizing you decide you don’t like something you can go back and change it (deleting everything after that point.. For instance, if you change gender you will have to reselect everything after it) or to start over completely click on Reset.

And that’s it. You made your first character.

Some things you should know

Using custom races is just like any other custom content. You need to use a hakpak. If you make a Drow Sorcerer and take it to a random module, it will not work. If you associate the hakpak to the module but the scripts aren’t implemented the ECL system won’t work.

But this is a “Good Thing!” And I’ll tell you why.
If this wasn’t the case—online play would be completely fubared by this. Having a forced use of hakpaks leaves the decision to the DM or mod maker.

Also, some odd race combinations or changes will not pass ELC. So don’t take it as a hard and fast rule custom races don’t break ELC. Sometimes they will. It is usually the rather extreme cases.

Creating Custom Races

Caution: This does expect a certain familiarity with custom content. If you do not have this, there are things you can read to help you learn. Teaching the basics is beyond the scope of this tutorial.

Eligio's Guide to Custom Content: http://nwvault.ign.com/Files/other/data/1037585865411.shtml
BW Custom Content Board: http://nwn.bioware.com/forums/viewforum.html?forum=48

The next step on this never ending joyride is creating your own races. This is, of course the primary focus of our little program.

Now, the most obvious function is of course the fact you are adding a new, non replacing custom race to the game. This can use an existing model (like a dark elf using a standard elf model) it can use a new pc model (like the tiefling or wemic) or it can use a static model (like a gnoll.) All of these work.

A few things must be dealt with real quickly.

There are three major problems with custom races. Well, one major problem and two minor inconveniences.

The major is that you more or less have to use the dialog.tlk. Most of you know, this file cannot be included in haks. This presents a problem because everyone must have the proper dialog.tlk to patch properly. So, you need to always make a copy of your original tlk file. This would be best fixed by being able to stick a tlk addendum into a hak file. But, oh well.

The second problem is that if you use a custom pc model you need to stick a copy of their main file (pfx0.mdl or pmx0.mdl) into the override. The reason for this is that if you save and then try to load another game while playing with your custom race it will crash the game.

The third problem is if you are using a custom race in multiplayer and even if they have the proper hak and tlk you will get some oddness at the character select screen. Weird stats, and sometimes the race showing up as 'bad strref.' It works fine in game, just at select it is odd.

So, now that that is out of the way. Let's get to it. Now, as using a custom pc model is the hardest to set up (keep in mind, as far as custom content goes this is all pretty easy)—we'll use that as an example. If you know how to do this, the others are pie.

Appearance.2da

And here you see the appearance.2da entry for a tiefling pc model.

It's pretty much like a normal appearance.2da entry. I will not go into how a normal one works, there are other tutorials for that. But I will go over the differences between that an a pc model entry.

You can get a copy of this file here: http://www.city-of-doors.com/charcreator/files/

The main thing that needs to change is the "NAME" column, which changes to "Character_model" no matter what and "RACE" which needs to a letter instead of a model name.

The letter is the letter used in the PC parts. So if you have a human the letter is h, and the parts are all pfh0 or pmh0. For the tiefling they are pht0 so we put "T" there. This letter must be unique. There can only be up to 26 custom pc models.

That's pretty much it. You can adjust other things, blood color for instance, as you see fit.

Now that that is done, the next step is another 2da file. This is the racialtypes.2da.

Racialtypes.2da

#	**Label**	**Abrev**	**Name**	**ConverName**	**ConverNameLower**
28	Tiefling	Tf	12784	12784	80000
NamePlural	**Description**	**Appearance**	**StrAdjust**	**DexAdjust**	
80001	80002	6	0	2	
IntAdjust	**ChaAdjust**	**WisAdjust**	**ConAdjust**	**Endurance**	
2	-2	0	0	30	
Favored	**FeatsTable**	**Biography**	**PlayerRace**	**Constant**	
8	RACE_FEAT_TIEF	80003	1	RACIAL_TYPE_TIEFLING	
AGE	**ToolsetDefaultClass**				
30	8				

Now for a quick explanation of what each column means.

# - unlike lots of 2da files the line number is important here, at least in the character creator.

Label- This is just whatever you want to call it. This is good for your use.

Abrev- This is a 2 letter abbreviation of the name. It should be unique.

Name- This is a dialog.tlk reference number. This should be the proper name. “Tiefling” in this case.

ConverName- This is for like if something was made by them. Turn their name into an adjective. This would be Dwarven if they were a dwarf. But in the case a tiefling, it remains tiefling. It is uppercase.

ConverNameLower- This is a lowercase version of the previous. In this case, tiefling.

NamePlural- What do you call a lot of tieflings? Tieflings, that’s right. Uppercase.

Description- This is a description like you get for a race explaining what they are and their feats and abilities.

Appearance- This refers to the line of their appearance in the appearance.2da. This line is referring to the humans which is used for the tiefling in this version.

Str, Dex, etc Adjust - These lines all define the stat modifications. If the number is positive you just place the number, if negative you place it as ‘-2’. No modification gets 0.

Endurance- Speed. Medium critters get a base of 30, small (*e.g.* Halflings) have 20.

Favored - This is the favored class. It refers to the classes.2da.

FeatsTable- This points to the proper feats table 2da for the race, in this case the file is RACE_FEAT_TIEF

Biography- This refers to a dialog.tlk entry that is a short blurb about why the character left home to be an adventurer, etc.

PlayerRace- Needs to be set to 1 to identify it as a player race.

Constant- This refers to the constant used in the nwscript.nss file.

Age- This is the starting age for the character.

ToolsetDefaultClass- This is the default class when you hit recommend for a character. All the races in the main game are set to fighter (4) we set them to the Favored Class.

You can get an example copy of this file here: http://www.city-of-doors.com/charcreator/files/

0- Barbarian
1- Bard
2- Cleric
3- Druid
4- Fighter
5- Monk
6- Paladin
7- Ranger
8- Rogue
9- Sorcerer
10- Wizard

The classes.2da #’s

Dialog.tlk

Dialog.tlk... The bane of all custom content.

This has also been discussed in other places, so I won't go into detail here. Suffice to say you need entries for all the proper places for the racialtypes.2da

Custom Feats

#	FeatLabel	FeatIndex
0	immunitysleep	235
1	hardinessenchantment	236
2	skillaffinitylisten	237
3	skillaffinitysearch	238
4	skillaffinityspot	239
5	keensense	240
6	darkvision	228

RACE_FEAT_DROW.2da

You can get an example copy of this file here: http://www.city-of-doors.com/charcreator/files/

Next on our list is custom feats. Above is an example of a custom feat table. This is the dark elf feat table.

This is the first in the "extra" stuff. Lots of races can use existing feat tables—most of the elf and dwarf subraces, for instance. But not all, the drow is a good example.

In general, if you can start with an existing one because of lots of similarities, it's a good thing to do. For the drow example it's all the exact same as a standard elf except for the low-light vision being replaced with Darkvision.

Some aren't so simple, like the tiefling, and you must mix and match. For ease of doing this, check out appendix I. It has all the feats listed without the fuss of the rest of the feats.2da.

This is a pretty simple aspect of race creation.

Special Abilities

Number	SpecLabel	SpellNumber	SpellFlag	SpellLevel
0	Invisibility	90	1	3

This is certainly one of the more exciting aspects of the character creator, and what really allows you to do some of the more interesting races. You want your drow to cast darkness? You can do it. You want a half dragon that has a breath weapon? You can do it. You want to create a new spell or ability like a spell? You can do it.

You can get an example copy of this file here: http://www.city-of-doors.com/charcreator/files/

This requires the creation of a new 2da used exclusively by the Character Creator. It must be named in the same manner as the feats file. You also must have a feats file for the race as well. So if the feats 2da file is race_feats_drow.2da the special abilities 2da must be race_spec_drow.2da. THESE 2DA FILES MUST BE IN LOWERCASE.

SpellLevel needs to be sat at 0 for monster abilities and caster level for spells. The

SpellLevel must be at least the level normally required to cast the spell. Spell Flag is pretty much an on/off switch for load. If you set it to zero you won't be able to cast it until you rest, if it is set to 1 it should work on spawn.

If you want to be able to cast multiple instances of a spell you just make multiple entries in the 2da file.

Effective Character Level

This system is designed to take the effective character level of non-standard races into account and to use standard 3e experience rules.

Because class level cannot be altered by race in the NWN engine, a workaround must be made. Races that have an ECL of +1 or higher receive proportionately less experience, as determined by what level they should be. For example, a level 1 tiefling fighter would normally need 1000 experience to reach level 2, however the tiefling has an ECL of +1, so instead the experience should be the difference between level 2 and 3, or 2000 experience. Therefore, at level 1, this character would get 1/2 the experience of a standard race, 2/3 the experience at level 2, and so on. This simulates the character being 1 level higher, and as such they will cease to gain experience at level 19 (ECL 20).

Implementation:

1. Import the .erf into your module.

This should import the following files into your module:
ecl_include
ecl_moduleload
ecl_onenter
ecl_onlevelup
nw_c2_default7
nw_s3_balordeth

You can get these scripts alone here:: http://www.city-of-doors.com/charcreator/files/

Note: If you have overwritten nw_c2_default7 or nw_s3_balordeth already, refer to the last section of this readme.

2. Set the XP scale of the module to 0.

The XP scale can be found in the module properties, on the advanced tab.

3. Add the scripts to the events.

Add ecl_moduleload into the module's OnModuleLoad event.
Add ecl_onlevelup into the modules' OnPlayerLevelUp event.
Add ecl_onenter into the OnEnter event of the area that has the module's starting location.

If any of these events are already in use, refer to the last section of this readme.
4. New scripting functions.

Any script that you use to grant XP to the player need to be updated. Include the ecl_include script use the following script replacements:

Instead of GiveXPToCreature, use GiveXPToPlayer
Instead of RewardPartyXP, use GrantPartyXP
If you use GetHitDice to get a player's level, you should replace it with GetECL, but only on a pc object.

Configuration:

All configuration is done in the "ecl_include" script.

There are four constants defined at the top:
MAX_XP_GAIN - This is the highest amount of experience any player can receive at a given time. There is a flag to ignore this on a case by case basis, but it will be enforced by default.
MIN_XP_GAIN - This is the minimum amount of experience any player can receive at a given time. The 3e rules specify a player 7 or more levels above the CR rating of a monster get zero experience. Using this constant will apply a minimum to be rewarded after every kill.
MAX_ECL - This is as high an ECL as your mod will allow. It is 3 by default, if you institute races with a higher ECL you must set this value.
DEFAULT_XP_MOD - This number is multiplied into every experience gain. This system uses by the book distribution, which in a non-PnP scenario will level characters far too quickly. There is a flag to ignore this on a case by case basis. The default is 0.04.

Each race is configured in the ConfigureECL() function. One line needs to added for each new races, in one of two ways:

AddRaceByString("Race_Name",ECL);

This is for adding races through the SubRace field, it requires no hak and should fit right in with systems already designed around the SubRace field. There are already a few of these by default, as examples. It is not case sensitive, and will autocomplete from the players subrace. (ie If the player's subrace is 'Tief', it will assume them to be a Tiefling. If it finds more than one match in this fashion it will use the highest ECL matched; so it is best to make sure the player uses the full race name.)

or

AddRaceByInt(RACIAL_TYPE_*,ECL);

This method will add the actual race to the ECL list. It requires a hak for custom races, some examples are included but are commented out by default.

Creature Skins

First off, and this important, for these to work Item Level Restrictions must be turned off.

You can do this easily in single player by going to your nwnplayer.ini file in your NWN directory and change this line:

Single Player ItemLevelRestrictions=1

To this

Single Player ItemLevelRestrictions=0

It's that simple.

You can get these scripts alone here:: http://www.city-of-doors.com/charcreator/files/

Basically, skins take care of what we can't via feats or ability changes. This is composed of two groups:

- Resistances
  - This means spell resistance, elemental resistances, etc.
- Spell Immunities
  - Basically ones that feats don't care of. A duergar's ability to be immune to magical poison or phantasms is a good example.

Some skins are given on module entry—the tiefling is an example. It's abilities don't change ever, it has some elemental resistances and that's it. But the drow have spell resistance that gain power every level, but since the game only has spell resistance in multiples of 2 they only gain it every other level

Implementation:

1. Import the erf.

2. Apply these scripts to the events:

cskin_moduleload to the modules OnModuleLoad event.
cskin_onlevelup to the modules OnPlayerLevelUp event.
cskin_onenter to the OnEnter event of the area with the module's starting location.

Note:

Item Level Restrictions should be turned off, otherwise players will end up with hides in their inventory.

Configuration:

all script configuration is done in the cskin_include file, in the ConfigurePCRaceHides() function.

You will recognize this if you have configured the ECL scripts, there are two ways hakless - Currently NOT implemented

with hak - add this line for each race:

```
SetHidesForRaceByInt(RACIAL_TYPE_*,"0:5:10:15");
```

Where Racial_type_* is the race you're adding and the second parameter is a list of the levels they get a new hide and it is deliminated by a ':'

Example:

```
SetHidesForRaceByInt(RACIAL_TYPE_DROW,"0:2:4:6:8:10:12:14:16:18");
```

This will set up the Drow race to get a hide at levels 0,2,4,6,8,10,12,14,16 and 18.

the hides:

The Hides must have a VERY SPECIFIC RESREF:

"skin_#_#"

The first pound is the integer value of the RACIAL_TYPE_* the hide matches with, the second # is the level it applies to.

"skin_28_0" is the resref for the hide a tiefling gets at level 0.

Note: Level 0 hides are defaults for races that do not change abilities on level up. If a character is between levels, it will look DOWN the list to nearest they should get one and apply that.

Nwscript.nss

In racialtypes.2da, there is a column marked Constant. This constant starts with RACIAL_TYPE_ and ends with a representation of that race. The nwscript.nss ties that RACIAL_TYPE to the race number. For instance, in the racialtypes.2da, entry number 6 is human. That race is also RACIAL_TYPE_HUMAN.

In the nwscript, you will find an entry: int RACIAL_TYPE_HUMAN = 6.

Do this with each new race.

Move the RACIAL_TYPE_ALL and RACIAL_TYPE_INVALID to the end of the list. Adjust the value of each to a value after your last racial entry. For instance, if your last race is race #35, then RACIAL_TYPE_ALL should equal 36, and RACIAL_TYPE_INVALID should equal 37. If anyone discovers anything else that works better, or if they find it should work a different way, drop us a line at CODI.

Troubleshooting

It's not finalizing my character!

Solution#1

The most common problem that occurs is if 2da files aren't numbers in strict sequential order. They MUST be. Even if BW doesn't have to have them this way, the character creator does. For Feats and Special Abilities it stats with 0, then 1,2,3,4,5,6, etc.

Solution #2

All 2da files must be in lowercase. All of them.

It hangs on the customize menu!

Solution:

Most the time this is from one of two things

A) There are bad portraits in your portrait directory. Delete/Move it all and then try.

B) There are odd files in your */override* director. This has often been a soundset.2da file. But any 2das, etc in there may be causing a problem If you want to add soundsets placing them in the haks for the character creator works.

The windows are all freaking out

Solution:

This happens if you run the Character Creator in 800x600 or lower screen resolution. This has been fixed and should be in ver 1.01

I'm getting an error "Invalid NWN Directory. Please Run Settings" and/or "PATCH.KEY file missing. Please update your version of NWN."

Solution:

Verify that your copy of NWN is patched to the current version. Also make sure that the NWN directory it points to has the files 'chitin.key' and 'patch.key' in it. The program must have those files to function.

I double click on the JAR file, and it opens up WinRAR/UltimateZip/etc, and I can't get the JAR file to work!

Solution:

Download this: http://www.black-star-studios.com/ccbatch.zip

That's a batch file to run the program. Place the file in the same directory as the Character Creator JAR file. Double click that to run the program.

When I run this, I get problems with "Bad Strref" all over the place.

Solution:

Make sure you have backed up your dialog.tlk file and have replaced it with the dialog.tlk file in the PC Pack.

Some of these windows are appearing extremely tiny, and I can't select anything at all.
Solution:

Your resolution is at 800x600. Switch to 1024x768 and try again. If you can't switch to that resolution, be patient; the next version will make it easier to see.

I select a portrait, and it doesn't show up in the game. This only happens when I use custom portraits. *OR* I'm having problems with custom portraits, they don't seem to work correctly, or they don't show up.
Solution:

This is a known bug and will be fixed on next version. The problem is the fact that Bioware makes all of their portraits end in _h, _l, _m, _s, and _t. However, ending them in h, l, m, s, and t works too, and that's what a lot of people have done. I'm modifying the code to support this.

It loads the dialog.tlk file, and then displays the error "Fatal Error - skills.2da not found. Your data files might be corrupt." Placing skills.2da in a hak seems to fix it, but it just keeps coming up with new errors.
Solution:

In the Settings menu, verify that your NWN Directory entry has a final '\' on the end of it. For instance, if you had the standard NWN directory, your directory would be 'C:\NeverwinterNights\NWN\'. This will be fixed in the next revision to make it more forgiving.

I want to play my race in a mod but it won't let me!
Solution:

Using a custom race is just like using any other custom content. A *hak* file must be associated with a module for it to read the content in question. If you are using pcpackv1.hak that we supplied it must be associated with a module the following way.

Open up the toolset, open up the module in question, go to **Edit** go down to **Module Properties** and hit the **Custom Content** tab and then select from the drop down list the proper hak and select **Add**. The module will need to rebuild after you hit okay or apply and that will probably take some time. Save the module, then it should work.

In the case of a module that already has a hak associated with it there may be troubles. Check the Bioware boards for combining haks, etc.

My portraits area just hangs/takes forever to load!!
Solution:

If you have a large number of custom portraits, expect to wait a long time. It has to load every single one.

Bugs

If you have bug problems at all, please send them to Halfelf@city-of-doors.com. You can also post them at:

http://www.city-of-doors.com/modules.php?name=Forums&file=index&c=4

Check here for known bugs:
http://www.city-of-doors.com/modules.php?name=Forums&file=viewtopic&t=1098

Please look at that, and read through the boards. Right now, about 90% of the bug reports we're getting are user error. There also seems to be some scripting problems with the racial skins, and we are looking into it.

Reporting Bugs:
Provide the following.

Version of the Character Creator (on the bottom of the startup screen)
Version of NWN (on the startup screen)
Are you using one of our haks?
If not, what hak are you using and please provide a link (we do not make any promises to support other custom content besides ours, but will generally try)
What race are you making?
What Class
Where does the problem occur
Email where we can reach you

Sharing and Requesting New Races

We have set up a forum to facilitate such things. We are not supporting these, nor are we going to be doing races by requests, but this way you can ask other members of the community to do so.
http://www.city-of-doors.com/modules.php?name=Forums&file=viewforum&f=49

Links of Note

City of Doors Initiative
http://www.city-of-doors.com
City of Doors Initiative Character Creator Page
http://codicc.city-of-doors.com
Torlack.com
http://www.torlack.com/
NwVault.com
http://nwvault.ign.com/
TLK Editor
http://nwvault.ign.com/Files/other/data/1026158289672.shtml
ITP Tools
http://nwvault.ign.com/Files/other/data/1029208648677.shtml
2da Edit
http://nwvault.ign.com/Files/other/data/1037125516187.shtml
Java 1.4
http://java.sun.com/j2se/1.4.1/download.html

Appendix i: Feats List

	Feats 2da
#	LABEL
0	Alertness
1	Ambidex
2	ArmProfHvy
3	ArmProfLgt
4	ArmProfMed
5	CShot
6	Cleave
7	CmbtCast
8	DefArrow
9	Disarm
10	Dodge
11	Empower
12	ExtSpell
13	ExtTurn
14	GreatFort
15	ImpCritClub
16	ImpDis
17	ImpKnock
18	ImpParry
19	ImpPower
20	ImpTwo
21	ImpStrike
22	IronWill
23	KnockDown
24	LightngRef
25	MaxSpell
26	Mobility
27	PBShot
28	PowerAtk
29	Quicken
30	RapidShot
31	Sap
32	Shield
33	Silent
34	SkillFocusAnim
35	SpellFocusAbj
36	SpellPen
37	StillSpell
38	DELETED
39	StunFist
40	Toughness
41	TwoWeap
42	WeapFinesse
43	WeapFocClub
44	WeapProfEx
45	WeapProfMar
46	WeapProfSim
47	WeapSpeClub
48	WeapProfDruid
49	WeapProfMonk
50	WeapProfRogue
51	WeapProfWizard
52	ImpCritDagger
53	ImpCritDart
54	ImpCritHXBow
55	ImpCritLgXBow
56	ImpCritLgMace
57	ImpCritMorn
58	ImpCritStaff
59	ImpCritSpear
60	ImpCritSickle
61	ImpCritSling
62	ImpCritUnArm
63	ImpCritLongBow
64	ImpCritShortBow
65	ImpCritShortSword
66	ImpCritRapier
67	ImpCritScim
68	ImpCritLSw
69	ImpCritGSw
70	ImpCritHAxe
71	ImpCritTAxe
72	ImpCritBAxe
73	ImpCritGAxe
74	ImpCritHalb
75	ImpCritLgHam
76	ImpCritLgFlail
77	ImpCritWHam
78	ImpCritHFlail
79	ImpCritKama
80	ImpCritKukri
81	****
82	ImpCritShur
83	ImpCritScy
84	ImpCritKatana
85	ImpCritBSw
86	****
87	ImpCritDMace
88	ImpCritDAxe
89	ImpCrit2Sw
90	WeapFocDagger
91	WeapFocDart
92	WeapFocHXBow
93	WeapFocLgXBow
94	WeapFocLgMace
95	WeapFocMorn
96	WeapFocStaff
97	WeapFocSpear
98	WeapFocSickle
99	WeapFocSling
100	WeapFocUnArm
101	WeapFocLongBow
102	WeapFocShortBow
103	WeapFocShortSword
104	WeapFocRapier
105	WeapFocScim
106	WeapFocLSw
107	WeapFocGSw
108	WeapFocHAxe
109	WeapFocTAxe
110	WeapFocBAxe
111	WeapFocGAxe
112	WeapFocHalb
113	WeapFocLgHam
114	WeapFocLgFlail
115	WeapFocWHam
116	WeapFocHFlail
117	WeapFocKama
118	WeapFocKukri
119	****
120	WeapFocShur
121	WeapFocScy
122	WeapFocKatana
123	WeapFocBSw
124	****
125	WeapFocDMace
126	WeapFocDAxe
127	WeapFoc2Sw
128	WeapSpeDagger
129	WeapSpeDart
130	WeapSpeHXBow
131	WeapSpeLgXBow
132	WeapSpeLgMace
133	WeapSpeMorn
134	WeapSpeStaff
135	WeapSpeSpear
136	WeapSpeSickle
137	WeapSpeSling
138	WeapSpeUnArm
139	WeapSpeLongBow
140	WeapSpeShortBow
141	WeapSpeShortSword
142	WeapSpeRapier
143	WeapSpeScim
144	WeapSpeLSw
145	WeapSpeGSw
146	WeapSpeHAxe

147	WeapSpeTAxe
148	WeapSpeBAxe
149	WeapSpeGAxe
150	WeapSpeHalb
151	WeapSpeLgHam
152	WeapSpeLgFlail
153	WeapSpeWHam
154	WeapSpeHFlail
155	WeapSpeKama
156	WeapSpeKukri
157	****
158	WeapSpeShur
159	WeapSpeScy
160	WeapSpeKatana
161	WeapSpeBSw
162	****
163	WeapSpeDMace
164	WeapSpeDAxe
165	WeapSpe2Sw
166	SpellFocusCon
167	SpellFocusDiv
168	SpellFocusEnc
169	SpellFocusEvo
170	SpellFocusIll
171	SpellFocusNec
172	SpellFocusTra
173	SkillFocusConc
174	SkillFocusDisa
175	SkillFocusDisc
176	****
177	SkillFocusHeal
178	SkillFocusHide
179	SkillFocusList
180	SkillFocusLore
181	SkillFocusMove
182	SkillFocusOpen
183	SkillFocusParr
184	SkillFocusPerf
185	SkillFocusPers
186	SkillFocusPick
187	SkillFocusSearch
188	SkillFocusSet
189	SkillFocusSpell
190	SkillFocusSpot
191	****
192	SkillFocusTaunt
193	SkillFocusDevi
194	BarbEndurance
195	UncannyDodge1
196	DamageReduction

197	BardicKnowledge
198	NatureSense
199	AnimalCompanion
200	WoodlandStride
201	TracklessStep
202	ResistNatureLure
203	VenomImmunity
204	FlurryofBlows
205	****
206	Evasion
207	MonkEndurance
208	StillMind
209	PurityofBody
210	****
211	WholenessofBody
212	ImprovedEvasion
213	KiStrike
214	DiamondBody
215	DiamondSoul
216	PerfectSelf
217	DivineGrace
218	****
219	DivineHealth
220	****
221	SneakAttack
222	CripplingStrike
223	DefensiveRoll
224	Opportunist
225	SkillMastery
226	UncannyReflex
227	stonecunning
228	darkvision
229	hardinesspoisons
230	hardinessspells
231	orctrain
232	gobtrain
233	gianttrain
234	skillaffinitylore
235	immunitysleep
236	hardinessenchantment
237	skillaffinitylisten
238	skillaffinitysearch
239	skillaffinityspot
240	keensense
241	hardinessillusion
242	reptiletrain
243	skillaffinityconcent
244	PSAListen
245	PSASearch
246	PSASpot

247	skillaffinitymovesi
248	lucky
249	fearless
250	good_aim
251	UncannyDodge2
252	UncannyDodge3
253	UncannyDodge4
254	UncannyDodge5
255	UncannyDodge6
256	WeapProfElf
257	BardSongs
258	QuickMaster
259	SlipperMind
260	MonkACBonus
261	FE_Dwarf
262	FE_Elf
263	FE_Gnome
264	FE_Halfling
265	FE_HalfElf
266	FE_HalfOrc
267	FE_Human
268	FE_Aberration
269	FE_Animal
270	FE_Beast
271	FE_Construct
272	FE_Dragon
273	FE_Goblinoid
274	FE_Monstrous
275	FE_Orc
276	FE_Reptilian
277	FE_Elemental
278	FE_Fey
279	FE_Giant
280	FE_Magical_Beast
281	FE_Outsider
282	****
283	****
284	FE_Shapechanger
285	FE_Undead
286	FE_Vermin
287	****
288	****
289	WeapProfCreature
290	WeapSpecCreature
291	WeapFocCreature
292	ImpCritCreature
293	BarbarianRage
294	TurnUndead
295	****
296	QuiveringPalm

297	EmptyBody
298	****
299	LayOnHands
300	AuraCourage
301	SmiteEvil
302	RemoveDisease
303	Familiar
304	ElementalShape
305	WildShape
306	War_Domain_Power
307	Strength_Domain_Power
308	Protection_Domain_Power
309	Luck_Domain_Power
310	Death_Domain_Power
311	Air_Domain_Power
312	Animal_Domain_Power
313	Destruction_Domain_Power
314	Earth_Domain_Power
315	Evil_Domain_Power
316	Fire_Domain_Power
317	Good_Domain_Power
318	Healing_Domain_Power
319	Knowledge_Domain_Power
320	Magic_Domain_Power
321	Plant_Domain_Power
322	Sun_Domain_Power
323	Travel_Domain_Power
324	Trickery_Domain_Power
325	Water_Domain_Power
326	BarbarianRage2
327	BarbarianRage3
328	BarbarianRage4
329	BarbarianRage5
330	BarbarianRage6
331	BarbarianRage7
332	DamageReduction2
333	DamageReduction3
334	DamageReduction4
335	WildShape2
336	WildShape3
337	WildShape4
338	WildShape5
339	WildShape6
340	ElementalShape2
341	ElementalShape3
342	ElementalShape4
343	KiStrike2
344	KiStrike3
345	SneakAttack2
346	SneakAttack3

347	SneakAttack4
348	SneakAttack5
349	SneakAttack6
350	SneakAttack7
351	SneakAttack8
352	SneakAttack9
353	SneakAttack10
354	LowLightVision
355	Bard_Song_02
356	Bard_Song_03
357	Bard_Song_04
358	Bard_Song_05
359	Bard_Song_06
360	Bard_Song_07
361	Bard_Song_08
362	Bard_Song_09
363	Bard_Song_10
364	Bard_Song_11
365	Bard_Song_12
366	Bard_Song_13
367	Bard_Song_14
368	Bard_Song_15
369	Bard_Song_16
370	Bard_Song_17
371	Bard_Song_18
372	Bard_Song_19
373	Bard_Song_20
374	RangerDual
375	Small

Appendix II: Spell List

Please doublecheck to make sure the spell in question actually works. There are dead ones.

#	Spell 2da Label
0	Acid_Fog
1	Aid
2	Animate_Dead
3	Barkskin
4	Bestow_Curse
5	Blade_Barrier
6	Bless
7	Bless_Weapon
8	Blindness_and_Deafness
9	Bull's_Strength
10	Burning_Hands
11	Call_Lightning
12	Calm_Emotions
13	Cat's_Grace
14	Chain_Lightning
15	Charm_Monster
16	Charm_Person
17	Charm_Person_or_Animal
18	Circle_of_Death
19	Circle_of_Doom
20	Clairaudience_and_Clairvoyance
21	Clarity
22	Cloak_of_Chaos
23	Cloudkill
24	Color_Spray
25	Cone_of_Cold
26	Confusion
27	Contagion
28	Control_Undead
29	Create_Greater_Undead
30	Create_Undead
31	Cure_Critical_Wounds
32	Cure_Light_Wounds
33	Cure_Minor_Wounds
34	Cure_Moderate_Wounds
35	Cure_Serious_Wounds
36	Darkness
37	Daze
38	Death_Ward
39	Delayed_Blast_Fireball
40	Dismissal
41	Dispel_Magic
42	Divine_Power
43	Dominate_Animal
44	Dominate_Monster
45	Dominate_Person
46	Doom
47	Elemental_Shield
48	Elemental_Swarm
49	Endurance
50	Endure_Elements
51	Energy_Drain
52	Enervation
53	Entangle
54	Fear
55	Feeblemind
56	Finger_of_Death
57	Fire_Storm
58	Fireball
59	Flame_Arrow
60	Flame_Lash
61	Flame_Strike
62	Freedom_of_Movement
63	Gate
64	Ghoul_Touch
65	Globe_of_Invulnerability
66	Grease
67	Greater_Dispelling
68	Greater_Magic_Weapon
69	Greater_Planar_Binding
70	Greater_Restoration
71	Greater_Shadow_Conjuration
72	Greater_Spell_Breach
73	Greater_Spell_Mantle
74	Greater_Stoneskin
75	Gust_of_Wind
76	Hammer_of_the_Gods
77	Harm
78	Haste
79	Heal
80	Healing_Circle
81	Hold_Animal
82	Hold_Monster
83	Hold_Person
84	Holy_Aura
85	Holy_Sword
86	Identify
87	Implosion
88	Improved_Invisibility
89	Incendiary_Cloud
90	Invisibility
91	Invisibility_Purge
92	Invisibility_Sphere
93	Knock
94	Lesser_Dispel
95	Lesser_Mind_Blank
96	Lesser_Planar_Binding

97	Lesser_Restoration
98	Lesser_Spell_Breach
99	Lesser_Spell_Mantle
100	Light
101	Lightning_Bolt
102	Mage_Armor
103	Magic_Circle_against_Chaos
104	Magic_Circle_against_Evil
105	Magic_Circle_against_Good
106	Magic_Circle_against_Law
107	Magic_Missile
108	Magic_Vestment
109	Magic_Weapon
110	Mass_Blindness_and_Deafness
111	Mass_Charm
112	Mass_Domination
113	Mass_Haste
114	Mass_Heal
115	Melf's_Acid_Arrow
116	Meteor_Swarm
117	Mind_Blank
118	Mind_Fog
119	Minor_Globe_of_Invulnerability
120	Ghostly_Visage
121	Ethereal_Visage
122	Mordenkainen's_Disjunction
123	Mordenkainen's_Sword
124	Nature's_Balance
125	Negative_Energy_Protection
126	Neutralize_Poison
127	Phantasmal_Killer
128	Planar_Binding
129	Poison
130	Polymorph_Self
131	Power_Word_Kill
132	Power_Word_Stun
133	Prayer
134	Premonition
135	Prismatic_Spray
136	Protection__from_Chaos
137	Protection_from_Elements
138	Protection_from_Evil
139	Protection_from_Good
140	Protection_from_Law
141	Protection_from_Spells
142	Raise_Dead
143	Ray_of_Enfeeblement
144	Ray_of_Frost
145	Remove_Blindness_and_Deafness
146	Remove_Curse
147	Remove_Disease
148	Remove_Fear
149	Remove_Paralysis
150	Resist_Elements
151	Resistance
152	Restoration
153	Resurrection
154	Sanctuary
155	Scare
156	Searing_Light
157	See_Invisibility
158	Shades
159	Shadow_Conjuration
160	Shadow_Shield
161	Shapechange
162	Shield_of_Law
163	Silence
164	Slay_Living
165	Sleep
166	Slow
167	Sound_Burst
168	Spell_Resistance
169	Spell_Mantle
170	Sphere_of_Chaos
171	Stinking_Cloud
172	Stoneskin
173	Storm_of_Vengeance
174	Summon_Creature_I
175	Summon_Creature_II
176	Summon_Creature_III
177	Summon_Creature_IV
178	Summon_Creature_IX
179	Summon_Creature_V
180	Summon_Creature_VI
181	Summon_Creature_VII
182	Summon_Creature_VIII
183	Sunbeam
184	Tenser's_Transformation
185	Time_Stop
186	True_Seeing
187	Unholy_Aura
188	Vampiric_Touch
189	Virtue
190	Wail_of_the_Banshee
191	Wall_of_Fire
192	Web
193	Weird
194	Word_of_Faith
195	AURA_BLINDING
196	Aura_Cold

197	Aura_Electricity
198	Aura_Fear
199	Aura_Fire
200	Aura_Menace
201	Aura_Protection
202	Aura_Stun
203	Aura_Unearthly_Visage
204	Aura_Unnatural
205	Bolt_Ability_Drain_Charisma
206	Bolt_Ability_Drain_Constitution
207	Bolt_Ability_Drain_Dexterity
208	Bolt_Ability_Drain_Intelligence
209	Bolt_Ability_Drain_Strength
210	Bolt_Ability_Drain_Wisdom
211	Bolt_Acid
212	Bolt_Charm
213	Bolt_Cold
214	Bolt_Confuse
215	Bolt_Daze
216	Bolt_Death
217	Bolt_Disease
218	Bolt_Dominate
219	Bolt_Fire
220	Bolt_Knockdown
221	Bolt_Level_Drain
222	Bolt_Lightning
223	Bolt_Paralyze
224	Bolt_Poison
225	Bolt_Shards
226	Bolt_Slow
227	Bolt_Stun
228	Bolt_Web
229	Cone_Acid
230	Cone_Cold
231	Cone_Disease
232	Cone_Fire
233	Cone_Lightning
234	Cone_Poison
235	Cone_Sonic
236	Dragon_Breath_Acid
237	Dragon_Breath_Cold
238	Dragon_Breath_Fear
239	Dragon_Breath_Fire
240	Dragon_Breath_Gas
241	Dragon_Breath_Lightning
242	Dragon_Breath_Paralyze
243	Dragon_Breath_Sleep
244	Dragon_Breath_Slow
245	Dragon_Breath_Weaken
246	Dragon_Wing_Buffet
247	Ferocity_1
248	Ferocity_2
249	Ferocity_3
250	Gaze_Charm
251	Gaze_Confusion
252	Gaze_Daze
253	Gaze_Death
254	Gaze_Destroy_Chaos
255	Gaze_Destroy_Evil
256	Gaze_Destroy_Good
257	Gaze_Destroy_Law
258	Gaze_Dominate
259	Gaze_Doom
260	Gaze_Fear
261	Gaze_Paralysis
262	Gaze_Stunned
263	Golem_Breath_Gas
264	Hell_Hound_Firebreath
265	Howl_Confuse
266	Howl_Daze
267	Howl_Death
268	Howl_Doom
269	Howl_Fear
270	Howl_Paralysis
271	Howl_Sonic
272	Howl_Stun
273	Intensity_1
274	Intensity_2
275	Intensity_3
276	Krenshar_Scare
277	Lesser_Body_Adjustment
278	Mephit_Salt_Breath
279	Mephit_Steam_Breath
280	Mummy_Bolster_Undead
281	Pulse_Drown
282	Pulse_Spores
283	Pulse_Whirlwind
284	Pulse_Fire
285	Pulse_Lightning
286	Pulse_Cold
287	Pulse_Negative
288	Pulse_Holy
289	Pulse_Death
290	Pulse_Level_Drain
291	Pulse_Ability_Drain_Intelligence
292	Pulse_Ability_Drain_Charisma
293	Pulse_Ability_Drain_Constitution
294	Pulse_Ability_Drain_Dexterity
295	Pulse_Ability_Drain_Strength
296	Pulse_Ability_Drain_Wisdom

297	Pulse_Poison	347	SHADOW_CON_Mage_Armor
298	Pulse_Disease	348	SHADOW_CON_Magic_Missile
299	Rage_3	349	GR_SHADOW_CON_Summon_Shadow
300	Rage_4	350	GR_SHADOW_CON_Acid_Arrow
301	Rage_5	351	GR_SHADOW_CON_Ghostly_Visage
302	Smoke_Claw	352	GR_SHADOW_CON_Web
303	Summon_Slaad	353	GR_SHADOW_CON_Minor_Globe
304	Summon_Tanarri	354	Eagle_Splendor
305	Trumpet_Blast	355	Owls_Wisdom
306	Tyrant_Fog_Mist	356	Foxs_Cunning
307	BARBARIAN_RAGE	357	Greater_Eagle_Splendor
308	Turn_Undead	358	Greater_Owls_Wisdom
309	Wholeness_of_Body	359	Greater_Foxs_Cunning
310	Quivering_Palm	360	Greater_Bull's_Strength
311	Empty_Body	361	Greater_Cats_Grace
312	Detect_Evil	362	Greater_Endurance
313	Lay_On_Hands	363	Awaken
314	Aura_Of_Courage	364	Creeping_Doom
315	Smite_Evil	365	Ultravision
316	Remove_Disease	366	Destruction
317	Summon_Animal_Companion	367	Horrid_Wilting
318	Summon_Familiar	368	Ice_Storm
319	Elemental_Shape	369	Energy_Buffer
320	Wild_Shape	370	Negative_Energy_Burst
321	PROTECTION_FROM_ALIGNMENT	371	Negative_Energy_Ray
322	Magic_Circle_against_Alignment	372	Aura_of_Vitality
323	Aura_versus_Alignment	373	War_Cry
324	SHADES_Summon_Shadow	374	Regenerate
325	DELETED_PRO_Cold	375	Evards_Black_Tentacles
326	DELETED_PRO_Fire	376	Legend_Lore
327	DELETED_PRO_Acid	377	Find_Traps
328	DELETED_PRO_Sonic	378	Summon_Mephit
329	DELETED_PRO_Elec	379	Summon_Celestial
330	DELETED_END_Cold	380	Battle_Mastery_Spell
331	DELETED_END_Fire	381	Divine_Strength
332	DELETED_END_Acid	382	Divine_Protection
333	DELETED_END_Sonic	383	Negative_Plane_Avatar
334	DELETED_END_Elec	384	Divine_Trickery
335	DELETED_RES_Cold	385	Rogues_Cunning
336	DELETED_RES_Fire	386	ACTIVATE_ITEM
337	DELETED_RES_Acid	387	Polymorph_GIANT_SPIDER
338	DELETED_RES_Sonic	388	Polymorph_TROLL
339	DELETED_RES_Elec	389	Polymorph_UMBER_HULK
340	SHADES_Cone_of_Cold	390	Polymorph_PIXIE
341	SHADES_Fireball	391	Polymorph_ZOMBIE
342	SHADES_Stoneskin	392	Shapechange_RED_DRAGON
343	SHADES_Wall_of_Fire	393	Shapechange_FIRE_GIANT
344	SHADOW_CON_Summon_Shadow	394	Shapechange_BALOR
345	SHADOW_CON_Darkness	395	Shapechange_DEATH_SLAAD
346	SHADOW_CON_Inivsibility	396	Shapechange_IRON_GOLEM

397	Elemental_Shape_FIRE
398	Elemental_Shape_WATER
399	Elemental_Shape_EARTH
400	Elemental_Shape_AIR
401	Wild_Shape_BROWN_BEAR
402	Wild_Shape_PANTHER
403	Wild_Shape_WOLF
404	Wild_Shape_BOAR
405	Wild_Shape_BADGER
406	Special_Alcohol_Beer
407	Special_Alcohol_Wine
408	Special_Alcohol_Spirits
409	Special_Herb_Belladonna
410	Special_Herb_Garlic
411	Bards_Song
412	Aura_Fear_Dragon
413	ACTIVATE_ITEM_SELF

We'd like to thank....

Our Betatesters:

- Maximus
- Rabbithail
- Kinarr Greycloak
- Danmar
- Derek French
- Adam Miller
- Mark Valentine
- Syrsuro
- Beerfish
- Steel Draco
- Eligio Saceteca
- Aethelwyn
- Schazzwozzer
- Torias
- DenOfAssassins

And everyone else I probably forgot cause that's the sort of thing I'm bad at—remembering that is.. I'm very good at forgetting.

Things to Keep In Mind

We tested all our files, etc in a pure NWN installation. And like Bioware, we really can’t give you any official support for whatever odd configuration you have sitting around in your override or in other folders.

We will help when we can.

But as of today, about 24 hours after launch, 95% of the bugs we’ve gotten are user error or problems with odd things in the users installation. So keep that in mind, before you start screaming “it doesn’t work” look at some of your own stuff.

If you’re having problems, try these things first:

First, there is a problem with portraits that aren’t just right. If you have anything in your portraits directory—remove it. Then try out the Character Creator (CC) See if it works now.

If it doesn’t, continue.

Take a look in your override. As of patch 1.28 it should hardly have anything in it at all. If there is much in it, most importantly 2da files, you should take them out. Test the CC now.