CUSTOM CLASSES IN 1.74

Neverwinter Nights: Enhanced Edition's increased modding functionality brings with it a few side effects that may appear as errors. One of note is our alterations to **packages.2DA** and how the engine handles it.

Formerly, you could make a "sub-class" of another class and have them share the same starting packages (i.e. feats and skills) that the main class used. This worked fine in 1.69, even though it was "incorrect" behavior by the engine's own design.

In 1.74, each new class also requires its own entry in **packages.2DA**.

ADDING A NEW ENTRY TO PACKAGES.2DA

You can copy an existing row (e.g. Fighter) completely onto a new row, as long as the Class ID field contains a new number and not the original (see the Fake_Fighter package below).

Row No.	Label	Name	Description	ClassID	Attribute	Gold	School	Domain1	Domain2	Associate	SpellPref2DA	FeatPref2DA	SkillPref2DA	Equip2DA	Soundset	PlayerClass
120	Cleric_Divine_2ndClass	83653	83654	32	WIS	75	****	20	8	****	PackSPCleric1	PackFTCler6	PackSKCler1	PackEQCler1	0	0
121	Druid_Shifter_2ndClass	83655	83657	35	WIS	50	****	****	****	7	PackSPDruid1	PackFTDruid6	PackSKDruid1	PackEQDruid1	0	0
122	Fighter_WeaponMaster_2ndClass	83658	83659	33	DEX	50	****	****	****	****	****	PackFTFightC	PackSKFight6	PackEQFight6	0	0
123	Monk_Assassin_2ndClass	83660	83661	30	WIS	20	****	****	****	****	****	PackFTMonk6	PackSKMonk6	PackEQMonk1	0	0
124	Paladin_Divine_2ndClass	83662	83663	32	CHA	50	****	****	****	****	PackSPPala1	PackFTPala2	PackSKPala1	PackEQPala2	0	0
125	Ranger_ArcaneArcher_2ndClass	83667	83668	29	DEX	50	****	****	****	****	PackSPRang1	PackFTRang6	PackSKRang1	PackEQRang1	0	0
126	Rogue_Shadowdancer_2ndClass	83669	83670	27	DEX	100	****	****	****	****	****	PackFTRog7	PackSKRog7	PackEQRog1	0	0
127	Sorcerer_DragonDisciple_2ndClass	83671	83672	37	CHA	75	0	****	****	9	PackSPWiz1	PackFTSor1	PackSKSor10	PackEQSor1	0	0
128	Wizard_PaleMaster_2ndClass	83673	83674	34	INT	75	0	****	****	****	PackSPWiz0	PackFTWiz8	PackSKWiz1	PackEQWiz1	0	0
129	NPC_Aribeth_Paladin	84522	84106	6	CHA	50	****	****	****	****	PackSPPala1	PackFTPalaH	PackSKPalaH	PackEQPala1	0	0
130	NPC_Aribeth_Blackguard	84523	84106	31	STR	50	****	****	****	****	PackSPPala1	PackFTPalaH	PackSKPalaH	PackEQPala1	0	0
131	Purple_Dragon_Knight	111630	111634				****	****	****	****	****	PackFTKnight1	PackSKKnight1			
132	Janitor	16777250	16777251	42	STR	78	****	****	****	****	****	PackFTJani1	PackSKJani1	PackEQRog1	0	1
133	Janitor_Custodian	16777254	16777255	42	STR	87	****	****	****	****	****	PackFTJani2	PackSKJani2	PackEQRog3	0	1
134	Janitor_Rogue	16777256	16777257	42	STR	63	****	****	****	****	****	PackFTRog6	PackSKRog6	PackEQRog6	0	1
135	Fake_Fighter	16777260	16777262	43	STR	50	****	****	****	****	****	PackFTFight1	PackSKFight1	PackEQFight1	0	1
136	Fighter_Finesse	16777264	6943	43	DEX	50	****	****	****	****	****	PackFTFight2	PackSKFight2	PackEQFight2	0	1

packages.2DA with 5 custom entries added at the bottom.

Name and **Description** consist of custom user-defined TLK entries. Or, if you choose, use some of the original string references from **dialog.TLK**.

Class ID should match up with a custom class line entry in **classes.2DA** (see below, "Adding Your Class to classes.2DA"). By having several of these lines, you can define different sub-packages for your class (as seen with the sample Janitor class above).

Attribute is the class' main (Default/Recommended) ability.

Gold is the amount of gold a first level character of the class starts with.

School is for arcane spellcasters only and must match a school defined in **spellschools.2DA**.

Domain1 and **Domain2** are for divine spellcasters and must match a domain defined in **domains.2DA**.

Associate is for spellcaster familiars and must match a familiar defined in **hen_familiar.2DA**.

SpellPref2DA should contain the name of the file that defines the class' default/recommended starting spells.

FeatPref2DA should contain the name of the file that defines the class' feats. The Feats Table 2DA as defined in **classes.2DA** is also referenced.

SkillPref2DA should contain the name of the file where you've defined what skills your sub-package selects when the player hits the "Recommended" button. The order (from top to bottom) determines their importance. The Skills Table 2DA as defined in **classes.2DA** is also referenced.

Equip2DA should contain the name of the file where you've defined what equipment your class starts with.

Soundset refers to an entry from soundsettype.2DA and should usually remain at 0 (allowing players to select their own soundset).

ADDING YOUR CLASS TO CLASSES.2DA

EffCRLvl18	EffCRLvl19	EffCRLvl20	PreReqTable	MaxLevel	XPPenalty	ArcSpellLvlMod	DivSpellLvlMod	EpicLevel	Package
18	19	20	****	0	0	0	0	-1	83
18	19	20	****	0	0	0	0	-1	84
18	19	20	****	0	0	0	0	-1	85
18	19	20	****	0	0	0	0	-1	86
18	19	20	****	0	0	0	0	-1	87
18	19	20	****	0	0	0	0	-1	88
18	19	20	CLS_PRES_SHADOW	40	0	0	0	10	63
18	19	20	CLS_PRES_HARPER	5	0	0	0	10	64
18	19	20	CLS_PRES_ARCHER	40	0	0	0	10	65
18	19	20	CLS_PRES_ASASIN	40	0	0	0	10	66
18	19	20	CLS_PRES_BLKGRD	40	0	0	0	10	67
18	19	20	CLS_PRES_DIVCHA	40	0	0	0	10	109
18	19	20	CLS_PRES_wM	40	0	0	0	10	112
18	19	20	CLS_PRES_PALEMA	40	0	2	0	10	110
18	19	20	CLS_PRES_SHIFTR	40	0	0	0	10	108
18	19	20	CLS_PRES_DWDEF	40	0	0	0	10	89
18	19	20	CLS_PRES_DRADIS	40	0	0	0	10	111
18	19	20	****	0	0	0	0	-1	2
18	19	20	CLS_PRES_PDK	5	0	0	0	10	131

You'll find the Packages Column at the far right of **classes.2DA**, as shown above. Add the number that corresponds with your new line entry in **packages.2DA**.