



# 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	StatPref2DA	Equip2DA	Soundset	PlayerClass
120	Class_Thive_2ndClass	83683	83684	32	WIS	75	****	20	0	****	PackSPClw1	PackFClw5	PackSKClw1	PackEQClw1	0	0
121	Class_Shifter_2ndClass	83685	83687	35	WIS	50	****	****	****	?	PackSPClw1	PackFClw6	PackSKClw1	PackEQClw1	0	0
122	Fighter_MiscopMaster_2ndClass	83688	83689	33	DEX	50	****	****	****	****	PackFFgh4C	PackCFgh4C	PackCFgh4C	PackEQgh4C	0	0
123	Monk_Assassin_2ndClass	83660	83661	30	WIS	50	****	****	****	****	****	PackFFgh6C	PackCFgh6C	PackEQgh6C	0	0
124	Paladin_Divine_2ndClass	83662	83663	32	CHA	50	****	****	****	****	PackSPPal1	PackFFPal2	PackCFPal1	PackEQPal2	0	0
125	Ranger_ArcaneArcher_2ndClass	83667	83668	29	DEX	50	****	****	****	****	PackSPRang1	PackCFRang2	PackCFRang1	PackEQRang1	0	0
126	Rogue_Shadowdancer_2ndClass	83669	83670	27	DEX	100	****	****	****	****	****	PackCFrog7	PackCFrog7	PackEQrog7	0	0
127	Druidic_DragonRider_2ndClass	83671	83672	37	CHA	75	0	****	****	0	PackSPM11	PackFFM11	PackSKM10	PackEQM11	0	0
128	Nizard_Paladin_2ndClass	83073	83074	34	INT	75	0	****	****	0	PackSPM10	PackFFM10	PackSKM11	PackEQM11	0	0
129	MFC_Archet_Bard	84822	84106	6	CHA	50	****	****	****	****	PackSPPal1	PackFFPal4H	PackCFPal4H	PackEQPal4H	0	0
130	MFC_Archet_Backguard	84823	84106	31	STR	50	****	****	****	****	PackSPPal1	PackFFPal4H	PackCFPal4H	PackEQPal4H	0	0
131	Warth_Vragon_2ndClass	111951	111944	41	CON	50	****	****	****	****	PackFFgh1	PackCFgh1	PackEQgh1	0	1	
132	Janitor	1677250	1677251	42	STR	78	****	****	****	****	****	PackFFJan1	PackSKJan1	PackEQrg1	0	1
133	Janitor_Catboid	1677254	1677225	42	STR	87	****	****	****	****	****	PackFFJan1	PackSKJan1	PackEQrg1	0	1
134	Janitor_Booze	1677256	1677257	42	STR	50	****	****	****	****	****	PackFFJan1	PackSKJan1	PackEQrg1	0	1
135	Fake_Fighter	1677260	1677262	43	STR	50	****	****	****	****	****	PackFFgh1	PackCFgh1	PackEQgh1	0	1
136	Fighter_Feasse	1677264	6543	43	DEX	50	****	****	****	****	****	PackFFgh2	PackCFgh2	PackEQgh2	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

EffCRLv118	EffCRLv119	EffCRLv120	PreReqTable	MaxLevel	XPpenalty	ArcSpellLvMod	DivSpellLvMod	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_vM	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**.