

racialtypes.2da

racialtypes.2da is used to define the different races in the game.

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Hardcoded Notes

NWN:EE unhardcoded a chunk of game engine things to do with races, especially around the free feat for Humans. See column information below.

The feats for favoured racial types for Ranger are hardcoded however so new races (and some existing ones like Oozes) cannot be selected.

There may be other changes to stats and abilities hardcoded to specific lines, these need thoroughly testing however (a number of racial feats may be "fake feats" and the information hardcoded to a specific line instead).

The players races are meant to be only ever entries 0 through 6 (Dwarf, Elf, Gnome, Halfling, Half Elf, Half Orc and Human). If you allow players to be other races the game may not treat them equally - the main thing seems to be the voiced conjuration sounds in [spells.2da](#) which are not used if you are racial type 7 or above.

There is a limit to the amount of racial types, 254. 255 is RACIAL_TYPE_INVALID.

Also note the special line 28 "RACE_INVALID" - do not use this line! This appears to be used by the game internally (not in nwscrip directly) at least in certain effect properties when determining if a race is invalid for the purposes of [VersusRacialTypeEffect](#).

Halflings receive a hardcoded +1 attack bonus when using slings.

The [skill](#) Animal Empathy is tied to lines 8 (RACIAL_TYPE_ANIMAL), 9 (RACIAL_TYPE_BEAST), and 19 (RACIAL_TYPE_MAGICAL_BEAST).

Cut Content Notes

There are 4 default lines dummied out as "DELETED". The only remains of them are the Abrev column. They are "Og", "On", "Oc" and "Ol". These are possibly simply "Outsider" but various alignments, since "Oe" is Outsider, and "e", "g", "c", "n" and "l" are all alignments (Evil, Good, Chaotic, Neutral and Lawful). As far as we're aware these lines contain absolutely no special coding in the engine.

Subraces

There is no direct subrace support in Neverwinter Nights but there is a script-settable/gettable Subrace text field the player can also edit in.

You can also do subraces (if scripted for support in some aspects) using additional racial type rows although you'd need to edit a fair chunk of spells which make assumptions on what is humanoid (for instance Charm Person). This also obviously doesn't allow favoured enemies to work correctly either. Additionally any hardcoded aspects of lines 0 - 6 would not apply to those races "subraces".

2da Column Information

Column Name	Example	Valid Values	Description
ID (no actual name)			Row numbers for the benefit of human readers. The game engine ignores the value in this field, instead generating sequential row numbers as the file is read. It is good practice to keep the entries in this field sequentially numbered to avoid confusion.
Label		Text	The name of the race for the benefit of human readers. Unused by the game.
Abrev		Text	The two-letter abbreviation for this race. Not used in the game as far as we know.
Name		TLK entry	A StringRef for the name of this race (capitalized).
ConverName		TLK entry	A StringRef for the adjective form of this race (capitalized).
ConverNameLower		TLK entry	A StringRef for the adjective form of this race in lowercase.
NamePlural		TLK entry	A StringRef for the name of members of this race (capitalized, plural).
Description		TLK entry	A StringRef for the description of this race (shown during character creation).
Icon		Icon resref	New for NWN:EE presumably the icon used for the race at character select.

Appearance		appearance.2da line reference	The ID of the row in appearance.2da that defines the default appearance for members of this race. (In particular, this is the appearance given to player characters of this race during character creation.)
StrAdjust		Integer	The racial modifier to strength for members of this race.
DexAdjust		Integer	The racial modifier to dexterity for members of this race.
IntAdjust		Integer	The racial modifier to intelligence for members of this race.
ChaAdjust		Integer	The racial modifier to charisma for members of this race.
WisAdjust		Integer	The racial modifier to wisdom for members of this race.
ConAdjust		Integer	The racial modifier to constitution for members of this race.
Endurance			Ignored. This field contains remnants of a (pre-release) definition of the movement speeds of the playable races. However, by the time the game was released, race-based speed definitions were discarded in favor of creaturespeed.2da .
Favored		classes.2da line reference	The ID of the row in <code>classes.2da</code> that defines the favored class of this race.
FeatsTable		2da resref name	The name of the .2da file (without the extension) defining the racial feats gained from taking this race. Bioware used the naming format <code>race_feat_*.2da</code> which you can safely ignore (but can help to keep them together). Note the feats listed here not always are functional just informational like Quick to Master. The unhardcoded columns allow some like Quick to Master to be retooled/changed now however.
Biography		TLK entry	A StringRef for the default biography of this race, which is the default description provided for player characters during character creation.
PlayerRace	1	1 or 0	1 = playable race 0 = non-playable race Does not seem to affect the script command GetIsPlayableRacialType .
Constant		Text	Ignored. The NWScript symbolic constant for this racial type. This is ignored by the game and is only for the reference of the human reader.
AGE		Integer	The default age for player characters of this race.
ToolsetDefaultClass		classes.2da line reference	The default class selected by the Toolset when creating a non-player character of this race.
CRModifier	1	Float value	Used for CR calculations in the toolset, which affect XP given for defeating monsters.
NameGenTableA	dwarf elf gnome halfling halforc human	Resref of an LTR file minus the "f" or "m"	Unhardcoded random name generation file used for this race during PC character generation. From niv: "LTR files are relatively simple probability lists and letter lookup tables for various parts of the name. I can look into writing up some docs on it, but editing them comfortably will require more than a spec." These probably omit the "f" and "m" part. So not sure if you can use "familiar" as an option here. Test and replace this line if you find you can (or can generate new ones).
NameGenTableB	As above	As above.	Unhardcoded random name generation file used for this race during PC character generation. Half elves use this to have human and elf names available.
ExtraFeatsAtFirstLevel	1	**** or Integer	If set it adds this many extra feats at first level - ie; human trait sets this to 1
ExtraSkillPointsPerLevel	1	**** or Integer	If set it adds this many extra skill points at each level up. ie; humans have this set to 1.
FirstLevelSkillPointsMultiplier	4	Integer	The amount of skill points at first level are multiplied by this, for instance a 10 intelligence Human Cleric gets $4 * (2 + 1) = 12$ skill points at level 1. A Half-Orc Cleric would get $4 * (2 + 0) = 8$ skill points at level 1. You can set this to 0 to have level 1 characters not get any skill points.
AbilitiesPointBuyNumber	30	Integer	Amount of points available for point buys. ruleset.2da contains some overarching options to do with this as well.
NormalFeatEveryNthLevel	3	Integer	The amount of levels between normal feats. EG: 3 means you get a feat at level 1, 3, 6, 12, 15. 4 would mean 1, 4, 8, 12, 16.
NumberNormalFeatsEveryNthLevel	1	Integer	Amount of feats gained when NormalFeatEveryNthLevel level occurs, plus level 1.
SkillPointModifierAbility	INT	STR, DEX, CON, WIS, INT, CHA	3 letter code for an ability modifier used to provide additional skill points on level up. If blanked (****) it will not provide any. If the column is missing it will default to INT.

2da Contents

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Label	Abrev	Name	ConverName	ConverNameLower	NamePlural		
Description	Icon	Appearance	StrAdjust	DexAdjust	IntAdjust	ChaAdjust	WisAdjust
ConAdjust	Endurance	Favored	FeatsTable	Biography	PlayerRace		
Constant	AGE	ToolsetDefaultClass	CRModifier	NameGenTableA			
NameGenTableB	ExtraFeatsAtFirstLevel	ExtraSkillPointsPerLevel	FirstLevelSkillPointsMultiplier				
AbilitiesPointBuyNumber	NormalFeatEveryNthLevel	NumberNormalFeatsEveryNthLevel					
SkillPointModifierAbility							
0 Dwarf	Dw	22	5583	5588	23		
251	****	0	0	0	-2	0	
2	20	4	RACE_FEAT_DWARF	8157	1	1	
RACIAL_TYPE_DWARF		50	4		1	dwarf	
****	****		****		4		
30		3		1		INT	
1 Elf	El	24	5584	5589	25		
252	****	1	0	2	0	0	
-2	30	10	RACE_FEAT_ELF	8158	1	1	
RACIAL_TYPE_ELF		120	10		1	elf	
****	****		****		4		
30		3		1		INT	
2 Gnome	Gn	26	26	4919	27		
253	****	2	-2	0	0	0	
2	20	10	RACE_FEAT_GNOME	8159	1	1	
RACIAL_TYPE_GNOME		45	10		1	gnome	
****	****		****		4		
30		3		1		INT	
3 Halfling	Hl	28	28	4920	29		
254	****	3	-2	2	0	0	
0	20	8	RACE_FEAT_HALF	8160	1	1	
RACIAL_TYPE_HALFLING		20	8		1	halfling	
****	****		****		4		
30		3		1		INT	
4 HalfElf	He	30	5586	5590	31		
255	****	4	0	0	0	0	
0	30	****	RACE_FEAT_HFELF	8161	1	1	
RACIAL_TYPE_HALFELF		21	4		1	elf	
****	****		****		4		
30		3		1		INT	
5 HalfOrc	Ho	32	32	4922	33		
256	****	5	2	0	-2	-2	
0	30	0	RACE_FEAT_HFORC	8162	1	1	
RACIAL_TYPE_HALFORC		18	0		1	halforc	
****	****		****		4		
30		3		1		INT	
6 Human	Hu	34	34	4923	35		
257	****	6	0	0	0	0	
0	30	****	RACE_FEAT_HUMAN	8163	1	1	
RACIAL_TYPE_HUMAN		18	4		1	human	
****	****		1		4		
30		3		1		INT	
7 Aberration	Ab	525	525	5001	63235		
525	****	102	0	0	0	0	
0	0	****	****	0	0	0	
RACIAL_TYPE_ABERRATION		25	11		1.3	****	
****	****		****		4		
30		3		1		INT	
8 Animal	Am	526	526	5002	63236		
526	****	93	0	0	0	0	
0	0	****	****	0	0	0	
RACIAL_TYPE_ANIMAL		20	12		0.95	****	
****	****		****		4		
30		3		1		INT	
9 Beast	Be	527	527	5003	63237		
527	****	174	0	0	0	0	
0	0	****	****	0	0	0	


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****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****
22  DELETED          On          ****          ****          ****          ****          ****          INT
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
23  Shapechanger    Sh          546          546          5017          63248          INT
546          ****          171          0          0          0          0          0
0          0          ****          ****          0          0          0          0
RACIAL_TYPE_SHAPECHANGER    18          25          ****          ****
****          ****          ****          ****          4          ****
30          3          1          INT
24  Undead          Un          547          547          5018          547          INT
547          ****          186          0          0          0          0          0
0          0          ****          ****          0          0          0          0
RACIAL_TYPE_UNDEAD          20          19          1.3          ****
****          ****          ****          ****          4          ****
30          3          1          INT
25  Vermin          Vr          548          548          5019          548          INT
548          ****          159          0          0          0          0          0
0          0          ****          ****          0          0          0          0
RACIAL_TYPE_VERMIN          4          26          1.1          ****
****          ****          ****          ****          4          ****
30          3          1          INT
26  DELETED          Oc          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
27  DELETED          Ol          ****          ****          ****          ****          ****          INT
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
28  INVALID_RACE          ****          ****          ****          ****          ****          ****          INT
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
****          ****          ****          ****          ****          ****          ****          ****
29  Ooze          Oo          84437          84437          84438          84437          INT
84437          ****          470          0          0          0          0          0
0          0          ****          ****          0          0          0          0
RACIAL_TYPE_OOZE          100          38          1.1          ****
****          ****          ****          ****          4          ****
30          3          1          INT

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