

iprp_saveelement.2da

iprp_saveelement.2da is used to specify specific save bonuses for [ItemPropertyBonusSavingThrowVsX](#) and [ItemPropertyReducedSavingThrowVsX](#).

2da Missing Items

There are 6 items you can re-enable since they reflect valid saving throws (The game actively has for usual effects and script functions). These are Traps, Spells, Law, Chaos, Good and Evil.

The reasons the Law, Chaos, Good and Evil may not have been enabled is, essentially, no spell uses those saving throw types (So they'd functionally do nothing), but Spells and Traps have valid saves. Note the D&D rules some spells have multiple descriptors, such as Holy Word which is both Sonic and Good. Sometimes this is covered (Mind-Affecting affects Fear type saves for instance). Many Good and Evil spells were not implemented in the game (Good and Evil domains were not added where most of the spells come from).

Note Backstab and Illusion will do nothing.

The 2da rows are hardcoded but these are helpfully already labelled. Not having a TLK reference means it won't load it properly. To fix it use this example fixed file using existing valid TLK entries.

```
2DA V2.0

      Name  NameString      Cost
0      5152  Universal      1.25
1      1027  Acid              0.4
2      ****  Backstab          0.4
3      1029  Cold              0.4
4      5154  Death            0.75
5      1006  Disease          0.5
6      5155  Divine           0.4
7      1030  Electrical       0.4
8      993   Fear             0.4
9      1028  Fire             0.5
10     ****  Illusion         0.5
11     5157  Mind-Affecting  0.75
12     5158  Negative        0.75
13     879   Poison          0.5
14     5159  Positive        0.4
15     2202  Sonic           0.4
16     5563  Traps           0.4
17     10566  Spells         0.75
18     5621  Law             0.4
19     5612  Chaos           0.4
20     5618  Good            0.4
21     5616  Evil            0.4
```

2da Hardcoded Limitations

Even if more entries are added the engine will essentially ignore them. If you add new rows they might appear and be selectable but they'd only do something if there were scripted elements. So adding a saving throw vs. "Fairy Spells" you'd have to manually code it in somehow (or use NWNX perhaps) if the game loads it at all.

To be honest adding a new item property in NWN:EE is a lot easier with [ItemPropertyCustom](#) (if scripted) or in the toolset, and more reliable/safer, and you could even name it the same way for the user.

It is a shame this list doesn't match the default `SAVING_THROW_TYPE_*` constants allowing manual additions (if the effects to increase/decrease and the saving throw functions also accepted the increased numbers).

2da Columns

Column Label	Example	Valid Values	Description and Notes
Name	1028	Dialog.tlk string reference	Shown in toolset and in game. If not present the line is considered invalid and will not be allowed in the toolset.
Label	Fire	Human readable string	Unused by the game just a label
Cost	0.5	Float	See parent page on how costs are calculated

2da Contents

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