

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.

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2DA V2.0
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	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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