

iprp_damagecost.2da

This controls several variable damage amounts in item properties, and also the values for [EffectDamageIncrease](#) / [EffectDamageDecrease](#) which act similarly to the item properties, and [EffectDamageShield](#).

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Usage

The 2da determines static and randomised damage values.

Constants related to this 2da:

- [DAMAGE_BONUS_*](#)
- [IP_CONST_DAMAGEBONUS_*](#)

This section needs a few more notes on how this typically stacks, for instance if you have a damage bonus +3 and a damage bonus +4 which applies, why, etc.

This applies to:

- ITEM_PROPERTY_DAMAGE_BONUS
- ITEM_PROPERTY_DAMAGE_BONUS_VS_ALIGNMENT_GROUP
- ITEM_PROPERTY_DAMAGE_BONUS_VS_RACIAL_GROUP
- ITEM_PROPERTY_DAMAGE_BONUS_VS_SPECIFIC_ALIGNMENT
- ITEM_PROPERTY_MASSIVE_CRITICALS
- [EffectDamageIncrease](#) - can be altered to be vs. Alignment, and/or vs. Race and acts like the item damage propertis
- [EffectDamageDecrease](#) - can be altered to be vs. Alignment, and/or vs. Race and acts like the item damage propertis
- [EffectDamageShield](#) - Determines the feedback damage when hit.

Note it seems that it could be that ITEM_PROPERTY_DECREASED_DAMAGE also can work with this 2da but it is set to use [iprp_neg5cost](#) instead, but using values that go higher (while not showing on the character sheet correctly) do work.

Additional Values

More can be added but when 129 entries are reached in the 2da then it "overflows" on the client end (Character sheet) when showing things, but does work fine on the server end. Restricting NPC-only values to above 128 lines seem sensible.

See this [nwn-issues bug](#).

Otherwise the limits of NumDice, Die and Rank are unknown but should be high enough for practical purposes.

Line 0 is reserved as essentially "invalid" so shouldn't be used.

2da Columns

Column Label	Example	Valid Values	Description and Notes
Name	1044	Dialog.tlk string reference	1044 is "2d6 Damage". This is used in the toolset
Label	2d6	Human readable string	Unused by the game
Cost	0.85	Float	See parent page on how costs are calculated
NumDice	2	0 - No dice /randomness Or positive Integer	Amount of dice to roll, eg: 2d6, the value would be 2. If you want static damage use 0 here, eg: +40 damage you'd put 0 here and 40 in Die.
Die	6	Positive Integer	Amount of sides on the dice to roll, eg: 2d6, the value would be 6. If you have 0 in NumDice then the full amount is applied, eg +40 damage you'd put 40 here, and 0 in NumDice.

Rank	14	Positive Integer	Ranks determine which takes precedence for the VFX and stacking rules, the highest being applied. EG: Having +2d6 Fire versus Elves, rank 14, outranks a basic +1d12 Fire, rank 12. Need to test further regarding same damage types, different damage types, and situational (Vs. Race/Alignment) checks
GameString	58318	Dialog.tlk string reference	58318 is "2d6" and is the human readable name when looking
VFX	1	0 - no VFX 1 - VFX	The VFX is applied for the bonus damage types: <ul style="list-style-type: none"> • Acid (acid) • Cold (frost) • Electrical (elect) • Fire (fire) • Sonic (sonic) Other damage types do not get a bonus VFX. Bioware has it set to 1 on values that average 4 or higher bonus damage. This VFX applied is similar to what is in iprp_visualafx.2da - as in the naming convention and how it loads for different items. It's hardcoded to the word in bracket above as a reference. You can use the Visual Effect item property to override this one and the default hardcoded ones. You can also get VFX for Attack/Damage/Enchantment bonus vs. Evil and vs. Good automatically but these don't seem to take into account this column value. This column does override it however if the VFX here is valid.

2da Contents

2DA V2.0								
	Name	Label	Cost	NumDice	Die	Rank	GameString	VFX
0	****	Random	0	****	****	****	****	0
1	1035	1	0.15	0	1	1	****	0
2	1036	2	0.25	0	2	2	****	0
3	1037	3	0.5	0	3	4	****	0
4	1038	4	0.75	0	4	6	****	1
5	1039	5	1	0	5	8	****	1
6	1040	1d4	0.25	1	4	3	58314	0
7	1041	1d6	0.4	1	6	5	58315	1
8	1042	1d8	0.65	1	8	7	58316	1
9	1043	1d10	0.75	1	10	9	58317	1
10	1044	2d6	0.85	2	6	14	58318	1
11	83572	2d8	0.95	2	8	17	83571	1
12	83592	2d4	0.75	2	4	10	83595	1
13	83590	2d10	1.75	2	10	19	83594	1
14	83591	1d12	1.5	1	12	12	83596	1
15	83598	2d12	2	2	12	20	83597	1
16	83585	6	1.25	0	6	11	84297	1
17	83586	7	1.50	0	7	13	84298	1
18	83587	8	1.75	0	8	15	84299	1
19	83588	9	2	0	9	16	84300	1
20	83589	10	2.25	0	10	18	84301	1
21	84251	11	2.50	0	11	20	84302	1
22	84252	12	2.75	0	12	21	84303	1
23	84253	13	3.00	0	13	22	84304	1
24	84254	14	3.25	0	14	23	84305	1
25	84255	15	3.50	0	15	24	84306	1
26	84256	16	3.75	0	16	25	84307	1
27	84257	17	4.00	0	17	26	84308	1
28	84258	18	4.25	0	18	27	84309	1
29	84259	19	4.50	0	19	28	84310	1
30	84260	20	4.75	0	20	29	84311	1