

# iprp\_neg5cost

This 2da is used for negative values. It has 5 penalty values thus "iprp\_neg5cost" while "iprp\_neg10cost" has many more values (up to -50) but may have started with only 10 values. Both contain the same Cost and Value entries.

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## Usage

This is used for:

- Enchantment Penalty (attack and damage)
- Damage Penalty
- Decreased AC
- Reduced Saving Throws
- Attack Penalty

## Additional Values

Since negatives are not capped the same way as positives it's a bit odd how this isn't extended to at least -20. It's unknown what the actual negative "maximums" are.

## TLK Value Notes

The TLK values are simply numbers - so TLK entry 5138 is "-2" for instance. To extend further you can find the other numbers by using the values from iprp\_neg10cost.2da which go up to number -50, to not have to use custom TLK entries (111732 is "-11" for instance).

## 2da Columns

Column Label	Example	Valid Values	Description and Notes
Name	5138	Dialog.tlk string reference	The TLK entries simply state the number - eg; 5138 is "-2".
Label	Penalty_-1	Human readable string	Unused by the game
Value	-1	Integer	Value of the modifier, eg; -5 would reduce the item by 5
Cost	1	Integer	See parent page on how costs are calculated

## 2da Contents

2DA V2.0

	Name	Label	Value	Cost
0	****	Random	0	0
1	5137	Penalty_-1	-1	1
2	5138	Penalty_-2	-2	2
3	5139	Penalty_-3	-3	3
4	5140	Penalty_-4	-4	4
5	5141	Penalty_-5	-5	5