

FORGOTTEN REALMS®

Neverwinter Nights™

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INTRODUCTION

Thank you for your purchase of *Neverwinter Nights 2*!

Almost ten years ago, I worked with Ray Muzyka, Greg Zeschuk, and Trent Oster, all of BioWare, on creating the concept for the original *Neverwinter Nights*. It was exciting to envision a game that would be different from *Baldur's Gate*, which BioWare was working on at the time, and *Planescape: Torment*, which I and quite a few members from Obsidian were developing. What we really wanted to do was bring the playing and crafting of D&D adventures to the computer. In the end, BioWare did an amazing job with the original *Neverwinter Nights* as can be seen from the accolades and the long standing, and still thriving, community.

In early 2004, Obsidian received the exciting honor of creating *Neverwinter Nights 2*. We eagerly sat down to figure out what would make the best sequel to one of the most acclaimed RPGs. We realized the need to keep the sequel as true to the original product as possible, so we built upon the accomplishments of *Neverwinter Nights* to give you even more of what you love.

Through the development work done by Obsidian and the great support of Atari, Hasbro, and Wizards of the Coast, what you have in your hands is a game made in the spirit of the original *Neverwinter* and the beloved *Dungeons & Dragons*® tradition. It has an incredible campaign crafted by some of the best designers in the game industry. And, of course, we continue the tradition of a modder's paradise of a toolset. Add in the rich community at www.nwn2.com and nwwvault.ign.com, and you have the greatest computer roleplaying experience yet. We can't wait to see what you think of the game and to play the incredible modules the community—you—will create.

Have fun and don't be strangers,

Feargus Urquhart

CEO

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The Hells had come to the village of West Harbor. Ash drifted on the breeze like a black snow, born from fires that licked the moonlit sky above. The sounds of battle—steel on steel, the screams and pleadings of the wounded and the dying, the roaring of magic unleashed—rang out around the wizard, a deafening cacophony that tore at his mind, threatening the concentration he required to work his Art. The shadow creatures had come in force and unexpectedly, but their tactics were not those of an occupying army, nor of bandit raiders. The creatures were searching for something, and the wizard would be damned if he would let them have it.

There was a sudden lull in the fighting; the shadows broke away from the wizard, swirling to the edges of the town square like leaves on the autumn wind. They were waiting for something. The wizard steeled himself and invoked potent spells of protection. Shadows thrown by burning farmsteads danced madly across the green, slowly coming together and merging into an inky black pool. The pool of shadow rose up, resolving into a gaunt, humanoid figure taller than the houses of West Harbor. An air of icy malevolence, the charnel stink of an open grave on a winter morning, hung about the creature as it turned its burning eyes to the wizard.

There was no sound as the creature struck—no roar of challenge, no hiss of breath, not even the crunch of feet on grass. Blades of pure, black shadow melted from the giant's hands, formed out of the nothingness of the Plane of Shadow. That blade arced toward the wizard's head in a strike swifter than a snakebite, only to strike hard and rebound from a sword of glittering silver. The wizard's blade shone like moonlight and rippled as though it were made from liquid mercury. The shadows shrieked and recoiled from its light.

Even the shadowy giant seemed taken aback by the blade, and the wizard took advantage of the opportunity to launch a vicious counterattack. Violet sparks flashed where the blades connected, and the battle began in earnest, dancing silver clashing with shifting black. Arcane fire seared the night, only to be absorbed by the absolute emptiness of the shadow giant's form. Wizard and creature dueled across the breadth of the charred remains of the village, neither able to gain the advantage.

As the tide of battle carried them toward the western edge of the green, a single sound rose out of the din of battle: a high, reedy noise, the unmistakable cry of an infant. For just a heartbeat's time, the wizard's eyes broke away from his opponent, darting across the chaos of the battlefield to find the source of the cry. There—a mother and her child, crouched behind the half-smashed rubble of what had once been the village headman's home. The mother's eyes, wide and bright with terrified grief, met the wizard's in a silent plea for help. It was only a moment, a brief instant of human contact in the midst of a duel to the death. But it was too long.

The shadow giant's blade struck so swiftly it scarcely seemed to cross the intervening space. The wizard desperately brought the silver sword up in a parry, but his focus had been shaken. Bereft of the focusing power of the mage's will, the silver sword began to crack, jagged lines of light spider-webbing across its surface. The wizard desperately poured his arcane power into the blade, but to no avail. The shadow giant's eyes glowed with triumph as the silver sword shattered into a dozen pieces, its pure, clear light winking out like a snuffed candle.

In the silence that followed, the child wailed.

HOW TO USE THIS MANUAL

The *Neverwinter Nights 2* (NWN2) manual is divided into several sections to help you quickly find the information you need.

- **Quick Start:** Ready to start playing? This section explains the very basics you need to know to jump into the game.
- **What's New in *Neverwinter Nights 2*:** Summarizes the biggest gameplay changes from the original *Neverwinter Nights*. If you haven't played *Neverwinter Nights* before, you can skip this section.
- **D&D Concepts:** New to *Dungeons & Dragons*® (D&D®) or computer roleplaying games? This section explains the general concepts of this robust game system. If you are already familiar with D&D 3.0 or 3.5, then you probably can skip this part.
- ***Neverwinter Nights 2* Basics:** This section goes over how to create a character and navigate the various game interfaces.
- **Player's Handbook:** Some specifics on the races, classes, skills, feats, and spells used in NWN2. Also describes more advanced concepts, including the combination real-time and turn-based combat system that helped make the *Neverwinter Nights* series famous.
- **Appendix: Charts and Tables:** Assorted tables with character creation numbers, weapon statistics, and more.

Throughout this manual, you'll find the following notes to guide you.

NWN2 Tip

These notes provide tips for those who are new to computer roleplaying games or the *Dungeons & Dragons* system. They are typically suggestions to help you make decisions on how to create your character or play the game. If you are an advanced player, feel free to ignore these suggestions – one of the great things about D&D and *Neverwinter Nights 2* is that you can choose your own unique path and destiny!

D&D Note

These notes are for those familiar with *Dungeons & Dragons* 3.5 and explain how NWN2 differs from D&D. The robust and flexible *Dungeons & Dragons* system is excellent for table-top roleplaying, but current technological limitations make it difficult to emulate certain rules in a computer game. In some cases, NWN2 uses variations on D&D rules to provide a more enjoyable computer gaming experience. These variations were developed in conjunction with Wizards of the Coast to guarantee that the full flavor of *Dungeons & Dragons* was maintained.

QUICK START

The ReadMe File

Neverwinter Nights 2 has a ReadMe file that shows the License Agreement and updated information about the game. Please read this file to learn about changes made after this manual went to print.

To view the ReadMe, click on the Start button on your Windows® taskbar, then on Programs, then on *Neverwinter Nights 2*, then on the ReadMe.txt file.

System Requirements

Operating System:	Windows® XP
Processor:	Intel® Pentium® 4 2.0 GHz or AMD® Athlon XP 2000 or equivalent (Intel® Pentium® 4 3.0 GHz or AMD® Athlon 64 or equivalent (or higher) recommended)
Memory:	1 GB RAM (2 GB RAM recommended)
Hard Disk Space:	5.5 GB Free
CD-ROM Drive:	8X Speed
DVD-ROM Drive:	4X Speed (8X Speed or higher recommended)
Video:	256 MB Shader Model 2.0-compatible video card (512 MB Shader Model 3.0-compatible video card recommended)*
Sound:	Windows® XP-compatible sound card
Multiplayer:	Local area network with TCP/IP protocol or Broadband Internet connection
DirectX®:	DirectX® version 9.0c or higher

* Indicates that device should be compatible with DirectX® version 9.0c or higher.

Setup and Installation

1. Start Windows® XP. Exit all other applications.
2. Insert *Neverwinter Nights 2* Disc 1 into your CD or DVD drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your CD or DVD drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing *Neverwinter Nights 2*.
5. After installing the game you will be offered the choice to view the ReadMe and play the game.

Note: You must insert *Neverwinter Nights 2* Disc 1 into your CD or DVD drive in order to play.

Installation of DirectX®

The *Neverwinter Nights 2* CD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed, click “Yes” to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Install.

System Configuration

The *Neverwinter Nights 2* Configuration Utility, nwconfig, runs automatically the first time you play *Neverwinter Nights 2*. It is also available from the game launcher by clicking on Configure. This utility determines your system’s current hardware and 3D software settings and recommends the optimal configuration for running the game.

The first time the utility runs, it will automatically check that your system meets the minimum requirements to play *Neverwinter Nights 2*. You can alter the configuration settings as you feel is best for your system. You will be required to test any modifications that you make to the Display settings before you are allowed to save those changes.

New Game

Click on “New Game” on the Main Menu to start playing. Select “Start New Campaign,” then “*Neverwinter Nights 2* Campaign” to play the official game. If you have other adventures installed, you will see these listed alongside the main adventure entry.

The next step is to create a character or choose a pre-existing character. If you are anxious to start playing, click on “Select Character.” If you wish to have complete control over the creation of your alter ego, click on “New Character” (see Character Creation on page 29).

Saving and Loading

To save your game, open the ESC Menu by pressing the Escape key. Click “Save Game,” choose a save slot, then click “Save Game” in the lower right and type in a name. You can Quicksave while playing by pressing the F12 key, which saves your progress under the name “Quicksave.”

To load a game, open the ESC Menu and click on “Load Game,” or choose “Load Game” from the Main Menu. Select a saved game from the list and click “Load Game” to load it. You can save a character at any time by opening the Options Menu and clicking “Export Character.” The game will then save a snapshot of your character and his or her current equipment that you can load and use in other adventures.

WHAT’S NEW IN NEVERWINTER NIGHTS 2?

It’s been several years since *Neverwinter Nights* was released and much has changed. You’ll immediately notice many major graphics improvements, a new epic storyline, and numerous other enhancements. This section describes the biggest gameplay changes between the original *Neverwinter Nights* and *Neverwinter Nights 2*.

Dungeons & Dragons 3.5

Neverwinter Nights 2 uses the new rules of *Dungeons & Dragons* 3.5. Please pay close attention to the details, especially if you have played *Dungeons & Dragons* 3.0, but are new to the 3.5 rules.

New Races

We’ve added several new races from throughout Faerûn as playable options. Most of these are races with level adjustments, which means that their abilities are great enough that characters of those races advance slightly more slowly. In addition to the default races presented in *Neverwinter Nights*, you can now choose from the following races: sun elf, wood elf, drow (dark elf), gold dwarf, duergar (dark dwarf), svirfneblin (deep gnome), tiefling, aasimar, and strongheart halfling.

New Prestige Classes

The *Shadows of Undrentide* expansion introduced prestige classes and *Neverwinter Nights 2* adds more of these advanced character classes. Your character can now become an arcane trickster, duelist, eldritch knight, frenzied berserker, Shadow Thief of Amn, or war priest. The number of classes each character can have has been increased to four, allowing for more combinations and customization.

Four-Member Group

In *Neverwinter Nights*, you could have one companion. The *Hordes of the Underdark* expansion added another. Now in NWN2, you can have the classic four-person party.

Item Crafting

Neverwinter Nights 2 features an entirely new item crafting system. To make weapons and armor, as well as magical and alchemical items, you’ll first have to learn the correct recipe, either by finding it within the game or figuring it out through experimentation. If you have sufficient skill to create the item, success is automatic — no random die rolls. Finally, magical items are created in part with essences, which are distilled from monster parts that you’ll acquire from enemies. (Creation of potions, scrolls, and wands is unchanged.)

Interface Enhancements

In NWN2, you'll notice a host of interface improvements. New context-sensitive Dropdown Menus place all actions within two clicks, replacing the radial menu. A new Mode Bar lets you easily turn Stealth, Power Attack, and other modes on and off.

Stronghold

Throughout your adventures in *Neverwinter Nights 2*, you will eventually establish your own stronghold. This base of operations can be improved through construction and populated by people you persuade to join your cause. Your stronghold provides you with numerous benefits and serves as a testimony of your accomplishments.

Toolset Improvements

Neverwinter Nights 2 modules are easier than ever to create thanks to many improvements to the toolset. With greater customizability and new features like script parameters, you'll find you have more power than before to create your own worlds and scenarios.

Companion Influence

One of the great features of *Neverwinter Nights* was the detailed and intriguing relationships you could develop with your companions. In *Neverwinter Nights 2*, we've expanded this feature even further. How you act within the game, and how you behave toward your companions, will affect their loyalty toward you and how the story unfolds.

DUNGEONS & DRAGONS CONCEPTS

This section describes some of the basic terms and concepts of the *Dungeons & Dragons* (D&D) roleplaying game. If you come across terms within the game or manual that are unclear to you, this is a good place to look for the answers.

D&D Note

If you have played *Dungeons & Dragons*® or another computer game based on D&D, you probably don't need to read this section of the manual.

Dice

Dice are a big part of playing the pencil and paper version of *Dungeons & Dragons*. They are used to generate random numbers that determine the outcome of many things in the game, such as whether or not you can penetrate a dragon's scaly hide or dodge its fiery breath. In NWN2, computer generated random numbers fill this role, but the same types of "dice" are used. The letter "d" is used to indicate a certain type of die. For example "d6" refers to six-sided dice, like the kind used in *Monopoly*® and *Yahtzee*®.

If the d is preceded by another number, then that's how many dice will be "rolled." For example, "3d6" means that three six-sided dice will be rolled and their numbers added, yielding a value between 3 and 18.

Perhaps the most common dice term in D&D is d20, which refers to a twenty-sided die, which yields a random number between 1 and 20. A d20 is used for attacking enemies (an *attack roll*), using skills like Open Lock (a *skill check*), and resisting magical spells (a *saving throw*, or *save* for short). These concepts are discussed in more detail below.

Character Class

Your character class, often just referred to as class, is your profession or vocation. It determines what you are able to do – in terms of your combat training, magical ability, and skills. *Dungeons & Dragons* character classes can approximate most character concepts. For example, both rangers and fighters make excellent archer characters, and paladins and clerics are both adept at hunting down undead monsters, such as zombies and vampires.

Combat Classes

In NWN2, these six classes are all identified by their skills in combat. Some of these classes do have minor spells or spell-like abilities, but their focus is on physical combat.

- ◆ **Barbarian:** A ferocious warrior guided by fury and instinct.
- ◆ **Fighter:** A warrior with unequalled skill with weapons.
- ◆ **Monk:** A martial artist and master of exotic powers.

- ◊ **Paladin:** A champion of justice, strengthened by an array of divine powers.
- ◊ **Ranger:** A cunning, skilled warrior of the wilderness.
- ◊ **Rogue:** A skillful scout and spy who utilizes stealth.

Spellcasting Classes

These six classes are all able to wield magic when they begin their adventuring careers. They all have at least a minimal ability to engage in physical combat.

- ◊ **Bard:** A performer and jack-of-all-trades whose music works magic.
- ◊ **Cleric:** A master of divine magic and capable warrior as well.
- ◊ **Druid:** One who draws energy from the natural world.
- ◊ **Sorcerer:** A spellcaster with inborn magical ability.
- ◊ **Warlock:** A spellcaster with ties to dark, supernatural powers.
- ◊ **Wizard:** A spellcaster schooled in the arcane arts.

Prestige Classes

Prestige classes cannot be chosen by new characters. They are advanced professions that require substantial training and preparation to master. You will probably join at least one prestige class later in your career. Prestige classes are discussed in more detail in their own section, which begins on page 67.

For class-specific information, see *Class*, starting on page 52.

Ability Scores

The basic physical and mental attributes of your character are divided into six ability scores. These affect your aptitude in combat, spellcasting, and other aspects of gameplay. Skills that draw from these traits are modified depending on your score in them. Ability scores typically range between 8 and 18, with ability scores of 10 or 11 considered average for humans.

Each class has different ability scores that are most important to it, so you should consider your class when setting your abilities (see *Class* on page 52 for more information). Every character should have a high ability score in at least one of his core class abilities. For example, a paladin should have a Charisma of 12 or higher to gain the most benefit from his class powers, and a wizard should have a high Intelligence if he wants to cast high-level spells.

- **Strength (Str):** Strength measures muscle and physical power. This ability is especially important for melee (hand-to-hand) warriors, because it helps them hit opponents and deal damage. High strength is especially useful when wielding a two-handed weapon.

NWN2 Tip

When creating your character, if you're uncertain what abilities you should focus on, click the "Recommend" button to see what the game suggests.

- **Dexterity (Dex):** Dexterity measures agility, reflexes, and balance. This ability is most important for rogues, any character who wants to be a skilled archer, and those who view defense as a priority.
- **Constitution (Con):** Constitution represents health and stamina. High Constitution is important for all classes because it affects how much damage you can endure before dying. Spellcasters especially need a strong Constitution, because it helps them maintain their concentration when casting spells during combat.
- **Intelligence (Int):** Intelligence determines how well your character learns and reasons. Intelligence is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful a spell they can cast. Intelligence also grants additional skill points, making it useful for any character.
- **Wisdom (Wis):** Wisdom describes a character's willpower, common sense, perception, and intuition. An "absent-minded professor" has low Wisdom and high Intelligence. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). Wisdom is most important for any character who casts divine spells, including clerics, druids, paladins, and rangers.
- **Charisma (Cha):** Charisma measures force of personality, persuasiveness, ability to lead, and physical attractiveness. Charisma is most important for warlocks, paladins, sorcerers, and bards. It is also useful for clerics, as it affects their ability to turn undead.

NWN2 Tip

Sorcerers, bards, and warlocks do not use Intelligence for casting spells — they use Charisma instead.

Ability Score Modifiers

Each ability score has a modifier, from -5 to +15 and even higher. This modifier is the bonus (or penalty) applied to aspects of the game that depend upon that ability score. For example, you add your Strength modifier to the amount of damage you inflict when you hit an opponent with a sword. Most characters have ability modifiers between -1 and +4, but racial adjustments can provide starting characters with modifiers as high as +5 or as low as -2. Items and spells are common ways to improve your ability scores (and thus your ability score modifiers).

If you are a spellcaster, a high ability score in the appropriate ability can also allow you to cast additional spells each day. There is no hard limit to how high your ability scores can become.

NWN2 Tip

If you are a cleric (Wisdom), druid (Wisdom), sorcerer (Charisma), or wizard (Intelligence) it is highly desirable to have at least 16 in your primary spellcasting ability score. You will eventually need to raise this score to at least 19 to cast your most powerful spells. Bards and warlocks should have high Charismas, but this is not as great a necessity for those classes. A Paladin or Ranger should have a Wisdom of at least 12.

Ability Score Modifiers										
Ability Score	Modifier	–Bonus Spells (by Spell Level)–								
		1	2	3	4	5	6	7	8	9
1	-5	–Can't cast spells tied to this ability–								
2–3	-4	–Can't cast spells tied to this ability–								
4–5	-3	–Can't cast spells tied to this ability–								
6–7	-2	–Can't cast spells tied to this ability–								
8–9	-1	–Can't cast spells tied to this ability–								
10–11	0	–	–	–	–	–	–	–	–	–
12–13	+1	1	–	–	–	–	–	–	–	–
14–15	+2	1	1	–	–	–	–	–	–	–
16–17	+3	1	1	1	–	–	–	–	–	–
18–19	+4	1	1	1	1	–	–	–	–	–
20–21	+5	2	1	1	1	1	–	–	–	–
22–23	+6	2	2	1	1	1	1	–	–	–
24–25	+7	2	2	2	1	1	1	1	–	–
26–27	+8	2	2	2	2	1	1	1	1	–
28–29	+9	3	2	2	2	2	1	1	1	1

Hit Points

The term *hit points* refers to your health. Your hit points are a number that decreases as you are damaged in combat or by traps. When your hit points reach zero, you are unconscious (if you and all your companions have been knocked unconscious, the game is over). Your maximum hit points, which are affected by your Constitution modifier, are how many hit points you have when you are fully healed. Your hit points will fluctuate often as you play as you'll take damage in combat and then heal your wounds. Your maximum hit points will increase as you keep playing and become more powerful. You might begin with a maximum of 10 hit points and finish NWN2 with well over 100.

Armor and Armor Class (AC)

Armor class is a number that represents the quality of your protection from physical attacks. Especially at the beginning of your career, armor class is affected most by what armor you are wearing and whether or not you are using a shield. An unarmored person has an armor class of 10. Higher numbers represent better armor. Normal armor provides a bonus from 1 (padded) through 8 (full plate). A heavily armored fighter might have an armor class of 20. Armor class values above 30 are

exceptional and very rare. Spells and magical armor and items can improve your armor class. Your Dexterity modifier also affects this important statistic, though heavy armor can prevent you from getting the maximum benefit from your Dexterity.

Level

The term “level” can mean many things in D&D. It generally refers to how powerful or advanced something is. One of your main goals in NWN2 is to increase your character level. You might begin the game as a level 1 (or 1st-level) barbarian, for example, and by the end of the game you might be close to level 20. Usually when you hear the term “level,” this is what it means.

Experience

Whenever you defeat a monster or complete a quest, you gain experience points, which are abbreviated as XP. The number of experience points you have determines your level. When you acquire enough experience points, you will level up, which means your level increases by one. When this happens, you can choose which class you advance in and select new skills and other abilities.

Multiclassing

When you first create your character, you will be level 1 in a single class, such as barbarian. Every time you level up, you can choose which class your level will be in. So when you reach level 2, you might decide to learn some spells and become a 1st-level barbarian and a 1st-level wizard.

Multiclassing can be fun, but it can also make your character weaker depending upon your choices. Each class has different abilities and these don't always overlap well. For example, though barbarians can wear armor to protect themselves, wizards have trouble casting spells while wearing such protection. So your barbarian/wizard has to choose whether he wants to wear armor or easily cast spells – perhaps not the best combination.

On the other hand, a barbarian/fighter could be a powerful combination. Both

NWN2 Tip

If you want to be a powerful spellcaster (cleric, druid, wizard, sorcerer, or warlock), multiclassing might not be the best option. Instead, concentrate on your spellcasting class and consider an appropriate prestige class later.

are strong in melee combat, but they approach it in different ways. The fighter generally has more tactical options than the barbarian, while the barbarian has more brute power. Combining these classes can create a character with a unique fighting style.

Multiclassing has one more important limitation. If you ever have multiple classes that are more than one level apart, you will suffer an XP penalty. For example, if you are a 3rd-level barbarian and a 1st-level fighter, you will gain 20% fewer XP than you

would if you were 2nd-level in each.

Prestige classes never count toward determining your XP penalty.

Favored Class

Each race has a favored class. Your favored class is not counted when determining this XP penalty. For example, if you are a human (favored class is any), half-elf (any), half-orc (barbarian), or dwarf (fighter), your 3rd-level barbarian/1st-level fighter would not suffer that XP penalty. If you plan to multiclass, you probably want one of your classes to be the favored class for your race.

Character Level and Class Level

Your class level is your level in a specific class, such as fighter. Your character level is the sum of all of your class levels. So if you have a 2nd-level barbarian/2nd-level fighter, your character level is 4, while your barbarian and fighter class levels are each 2. So a 10th level paladin and a 5th-level rogue/5th-level wizard both have a character level of 10, meaning, among other things, that they will both require the same amount of XP to reach level 11.

NWN2 Tip

Spells also have levels, ranging from level 0 spells (or cantrips), which are minor tricks with little combat application, to level 9 spells, which can alter reality in astounding ways.

Skills

Skills represent the individual areas of practical knowledge you possess. These are in addition to the base abilities of your class and race, and serve to further customize and differentiate one character from another. While some skills are simply used automatically, most do not automatically yield success. Two things contribute to your chances: your expertise in the skill and the difficulty of what you are trying to accomplish.

A skill check is made when you apply a skill to a task. Your skill ranks and bonuses are added to a random number between 1 and 20. This skill check results in success if it equals or exceeds the Difficulty Class, or DC, of the task.

For example, consider a rogue with a +14 bonus in Open Lock. When trying to pick a simple lock with a DC of 15, the rogue will always succeed. His skill check will be as low as 15 (1 + 14) and as high as 34 (20 + 14). If he comes across a very complicated lock, however, that is DC 35, it will be impossible for him to succeed until he somehow increases his Open Lock bonus.

Sometimes when you use a skill, you are directly competing with a monster or another character. In these cases you make an “opposed” skill check. The DC is not a fixed number, but a skill check made by your opponent. For example, when you use the Hide skill to conceal yourself, the DC of your attempt is determined by a Spot check by any enemy trying to locate you. If the enemy has a Spot skill bonus of +7, then the DC you must beat with your Hide is between 8 and 27 (a random number between 1 and 20 plus 7).

When there is no penalty for failure and no enemies nearby, you are assumed to attempt the task repeatedly until you achieve the perfect result. In these cases you “take 20,” and instead of a random number between 1 and 20, you automatically

get a 20. For example, if the rogue mentioned above tries to pick a lock when no enemies are nearby, he will succeed so long as the lock's DC is 34 or less.

Ranks

Skill ranks are purchased with skill points, which are awarded both at character creation and with each level up. Every skill has a rank, from 0 (no training) to 23 (maximum ranks for a 20th-level character). Ranks are added to every check made with the skill, so the more ranks a character has, the better his skill checks will be. Some skills, such as Open Lock, cannot even be attempted if you have 0 ranks in it. Such skills are referred to in this manual as “specialized.” Skills that do not require ranks are called “general” skills.

NWN2 Tip

Your race, class, feats, and ability scores can all provide bonuses to your skills, above and beyond your actual skill choices. But no matter how many other bonuses your character may have, he will probably not be successful using skills for which you have not bought any ranks.

Skill Types

Skills come in three varieties: Class Skills, Cross-Class Skills, and Exclusive Skills.

- **Class Skills:** Class skills fall within the expertise and training of your class. Each skill point spent on a class skill adds 1 rank. The maximum rank in any class skill is your level +3. For example, Open Lock is a class skill for rogues because such covert activities are one of their specialties. See table on pages 134-137.
- **Cross-Class Skills:** Cross-class skills fall outside what members of your character's class can normally master. Each rank in a cross-class skill costs 2 skill points. The maximum rank in any cross-class skill is equal to (character level + 3)/2, or half that of a class skill. For example, Open Lock is a cross-class skill for clerics, who have little reason to master this activity.
- **Exclusive Skills:** Some class skills are exclusive to a given class, and can only be learned by its members. The only exclusive skills in NWN2 are Perform (Bards only) and Use Magic Device (Bards, Rogues, and Assassins only).

NWN2 Tip

When in doubt, never advance in a cross-class skill. Instead, seek out companions who have the skill you want as a class skill. For example, if you are a fighter, you should find a rogue who can Disable Traps instead of trying to learn that yourself. If you really want to excel at a cross-class skill, then consider the Able Learner feat.

Feats

A feat gives you a new capability or improves one that you already have. Unlike skills, feats are innate abilities and have no ranks or progression. You either have the feat or you do not. Some feats are passive and provide some benefit automatically, while others open up new options that you can choose to use in the right situations.

Your character's first feat is chosen when you create him or her. A new feat is gained with every three character levels thereafter (3rd, 6th, 9th, 12th, 15th, and 18th).

Many classes bestow specific feats or feat picks at certain levels and human and strongheart halfling characters receive a bonus feat at 1st level.

Some feats have prerequisites, and you must have the listed ability score, feat, skill, or base attack bonus in order to select or use them. Feats are divided into several categories: Background Traits, Proficiency, General, Skills and Saves, Spellcasting, Metamagic, Divine, Item Creation, and Epithet.

Background Traits

You can only pick Background Traits at 1st level. These tend to be similar to, but slightly more powerful than, Skills and Saves Feats in their effects. Background Traits represent abilities a character gains through their parentage or upbringing.

- **Who should pick a Background Trait?** Choose a background trait if you find one that is a core part of what you would like to be.

NWN2 Tip

Spellcasting Prodigy is great for any wizard or sorcerer and clerics and druids might find it useful as well. Luck of Heroes is an overall solid choice if you're not sure what would be best.

Proficiency Feats

Proficiency Feats affect what types of weapons, armor, and shields the character can equip. All classes provide at least one Proficiency Feat for free.

- **Who should pick a Proficiency Feat?** These feats should normally not be chosen. In general, classes begin with armor proficiencies that suit them — an armored wizard might sound cool, but in practice the arcane spell failure caused by armor will outweigh the added protection. If you would really like to use more weapons and armor, you are probably best off taking a single level of a combat class that will give you many proficiencies for free.

General Feats

The largest group of feats are the General Feats. Many General Feats can define

how a character operates in battle by making them better at certain tactics. They thus can have a large impact on combat gameplay.

Many General Feats give you combat-related bonuses (bonuses to hit, extra attacks, etc.) in certain situations. You automatically gain these benefits. Some feats are "tactical" and allow you

NWN2 Tip

If you're not sure what feat to pick, you probably want to pick a General Feat. All classes, except probably wizards, sorcerers, and warlocks, will benefit from these.

to use a special ability that you can then activate during combat. Tactical feats do nothing unless you use them.

- **Who should pick a General Feat?** Any character who relies on weapons (including unarmed combat!) to defeat opponents can find several suitable General Feats. Some are all but required to achieve a certain type of play style. For example, if you want your character to wield a weapon in each hand, you will find the game much harder unless you choose Two-Weapon Fighting.

Skills and Saves Feats

Skills and Saves Feats typically improve one or more of your character's skills or saving throws. They do not unlock new actions for the character, but can make him or her more successful in accomplishing certain tasks.

- **Who should pick a Skills and Saves Feat?** These feats are often weaker than others in terms of raw power. If you want your character to really specialize in a certain skill, or if you want to better develop your character's personality and background, then a Skills and Saves Feat might be a good pick.

Spellcasting Feats

Spellcasting Feats improve spellcaster ability (or defense, in some cases). They are not as critical to spellcasters as combat-oriented General Feats are to many other classes, but they will definitely give you an edge.

- **Who should pick a Spellcasting Feat?** Spellcasting Feats are best suited for wizards and sorcerers, but can also be useful for clerics, druids, and warlocks. Spellcasting Feats generally aren't good choices for the other classes.

Metamagic Feats

Metamagic Feats allow spellcasters to improve their spells in various ways. For example, the Empower Spell feat increases by 50% the numerical effects of a spell to which it is applied. So if you know the Empower Spell feat, you can use it on a *flame arrow* to have it deal 6-36 damage instead of 4-24.

There is a catch, however. Applying any metamagic feat to a spell increases its difficulty, meaning that it uses up a higher spell level slot. How much higher depends upon the specific Metamagic Feat. For Empower Spell it's two levels, meaning that to empower *flame arrow*, you must cast it as a 5th-level spell instead of as a 3rd-level spell. So while applying Metamagic Feats to spells can be very useful, it also means casting what began as a weaker spell.

- **Who should pick a Metamagic Feat?** These feats are best for experienced players who want the greatest versatility from their spells. They are a bit more complicated to use and aren't recommended for new players.

Note on Metamagic Feats

Wizards and divine spellcasters (clerics and druids, as well as high-level rangers and paladins) choose which spells to prepare with a metamagic feat (and thus at a higher level than normal) when they are memorizing their spells. Within the game, the "Known Spells" pane of your spellbook has tabs indicating which spells can be

prepared at the selected level with one of the known Metamagic Feats. You'll see one tab for each Metamagic Feat you have acquired.

For sorcerers and bards, the decision to use metamagic occurs when they cast their spells. As with other spellcasters, the improved spell is cast as if it were higher level. Sorcerers and bards are presented with a "Metamagic Feat" option on their Quickcast Panel. Metamagic enhanced spells can also be placed in the Quickbar. Metamagic feats cannot alter spells cast from wands, scrolls, or other devices.

Each Metamagic Feat can only be applied to certain spells. For example, it is not possible to increase the duration of a *fireball* using the Extend Spell feat. In NWN2, only one type of metamagic alteration can be active on a single spell, though different spells could be prepared with different metamagic feats.

Divine Feats

Divine Feats can only be selected by characters who can turn undead (typically clerics and high-level paladins). These feats affect or draw upon these classes' abilities to draw upon positive energy.

- **Who should pick a Divine Feat?** Paladins, who aren't as effective at turning undead as clerics, should consider these feats to get more use out of their Turn Undead ability. Of course, clerics should also look into Divine Feats.

Item Creation Feats

Item Creation Feats enable the character to create magical items. The crafting system is discussed in more detail on page 128. Only characters with a specific Item Creation Feat can create that type of item.

D&D Note

Except for Metamagic and Divine feats, these categories are not part of the D&D system. They are used in NWN2 to aid players in selecting their feats.

Epithet Feats

During your adventures, your character may perform actions that grant you special Epithet feats. These feats are earned by actions both good and evil and do not affect the feats you earn by leveling up. They are indications of status or reputation and typically do not affect your abilities directly. You will learn more about these rare feats if you are skilled and fortunate enough to earn them.

D&D Note

The D&D system requires that you spend all of your skill points when you level up, or lose them, but NWN2 does not. Also, in NWN2, you cannot buy a half rank of a cross-class skill. Instead, it costs two skill points to increase a cross-class skill by one rank.

Leveling Up

When you gain a character level, you go through a process called "leveling up." To level up in NWN2, view your character screen and click the "Level Up" button. You will then select the class you wish to advance. When you level up, you will improve in several ways:

- **Hit Points:** Your maximum hit points will increase. The amount depends upon which class you have chosen and your Constitution modifier.
- **Ability Scores:** At every 4th character level (4, 8, 12, 16, 20), you must choose an ability score (Strength, Dexterity, etc.) to increase by 1.
- **Skills:** You gain the Base Skill Points of your class, plus your Intelligence modifier, to spend on learning skills. Unlike all other aspects of leveling up, you do not need to spend your skill points and can instead save them for a later level up. See the Skills section on page 80 for more information.
- **Feats:** At every 3rd character level (3, 6, 9, 12, 15, 18), you must choose a feat. So if you are a 1st-level wizard and a 1st-level rogue, the next time you level up you will have a character level of 3 and thus will choose a new feat. This feat is in addition to any feats that your class might provide.
- **Class Features:** You will gain any special abilities provided by your class for that class level. For example, if you become a 2nd-level paladin, you will gain the Lay on Hands and Divine Grace abilities. Also, many class abilities improve with class level, so some of your old abilities might now be more powerful.
- **Spells:** If you choose a spellcasting class, then you will be able to cast more (and possibly more powerful) spells each day. You may also get to choose new spells to learn and thereafter have the ability to cast.

NWN2 Tip

Bonus skill points from a high Intelligence are not gained retroactively.

Alignment

Alignment reflects your character's basic sense of morality. Alignment is divided into two axes: good/evil and law/chaos. Good characters value life and can be philanthropic, while evil ones are selfish and will often hurt others for fun or profit. Meanwhile, lawful characters value laws, order, and society, while chaotic ones value individual freedom. Between the two extremes is neutrality. So a character might be lawful neutral (lawful with respect to law/chaos and neutral with respect to good/evil) or neutral good (neutral with respect to law/chaos and good with respect to good/evil). One practical impact of alignment is that it can restrict which classes you can pursue. For example, being a monk requires great discipline only found in lawful characters.

Your alignment will change based upon your actions. You can succeed in NWN2 regardless of your alignment — play as you envision your character and experience how the world responds to your decisions.

COMBAT BASICS

Conducting combat in *Neverwinter Nights 2* is discussed in more detail in its own chapter, below. In this section, you'll learn some of the basic mechanics of *Dungeons & Dragons* combat.

Combat in NWN2 is *turn-based*, which means that each participant takes turns taking actions. One aspect of turn-based combat is that you may not see your character react immediately to the order you have issued — he or she will execute your order as soon as it's their turn to act again. After everyone has taken their action, one *round* has passed. A round lasts approximately six seconds — if you wait and do nothing, you will miss your opportunity to act! (Pause the game to plan your next action if you need to.)

The Attack Roll

When an attack is made, the attacker rolls a d20 (resulting in a number between 1 and 20). All attack bonuses that the character may have are added to the roll. If the sum is equal to or greater than the target's armor class, a hit is scored. A roll of a 20 is always a hit and a roll of a 1 is always a miss, even if the attacker would have beaten the target's armor class. Adjustments to your attack roll will often be referred to as *to hit* modifiers (i.e., a spell description might state that it bestows "+2 to hit," which means that your attack roll will receive a bonus of +2).

NWN2 Tip

If your Constitution ever increases (or decreases!), then your hit points will retroactively increase (or decrease) as well. So if you cast a spell that increases your Constitution, you will have more hit points... until the spell ends!

Damage

When an enemy (or you!) is hit, the attack's damage is subtracted from the victim's hit points. Damage is affected by many factors, including the weapon type (a two-handed sword inflicts more damage than a dagger), the wielder's Strength, and magical spells. Damage for most attacks is random and can vary greatly depending on luck. Armor (see below) makes you harder to hit, but does not reduce damage when you are hit (except for some specially crafted armors).

Critical Threats and Hits

Whenever you hit an opponent, you have a chance of landing a critical hit. If your unmodified attack roll (the random number from 1 to 20) is in the attack's *threat range* then the attack is a *critical threat*. A critical threat allows you to make another attack roll (this roll is not actually an attack). If this second "attack" also hits (referred to as *confirming* the critical), you have accomplished a critical hit. Critical hits inflict at least double damage.

Many weapons have a threat range of 20, which means that if your attack roll is exactly a 20 (before adding your modifiers), then the attack is a critical threat. Some weapons, such as most swords, have a threat range of 19-20, which makes them twice as likely to score a critical threat. Some specialized weapons, such as rapiers, have a threat range of 18-20.

How much extra damage a critical hit causes is dependent upon the weapon's *critical multiplier*. Double damage (x2) is most common, but some weapons, such as axes, deal triple damage (x3) and even quadruple damage is possible. The multiplier is applied to the weapon's base damage and bonuses such as those from high strength or magical enhancements. Precision-based damage (like sneak attack damage) and extra elemental damage (such as by a flaming sword) are not multiplied.

So, for example, a longsword's critical information is 19-20/x2, which means that it scores a critical threat when a 19 or 20 is "rolled" and inflicts double damage if the threat is confirmed.

Attacks of Opportunity

Sometimes, a melee combatant lets her guard down to execute a non-combat action. In these circumstances, combatants near her can take advantage of her lapse in defense to make a free attack. These attacks are called attacks of opportunity.

- **Threatened Area:** If you have a weapon equipped (or are unarmed and have the Improved Unarmed Strike feat), you threaten the area into which you can make a melee attack. Generally, that's everything that's in your 120-degree forward arc and within 5 feet of you. An enemy that takes certain actions while in a threatened area provokes an attack of opportunity from you.
- **Provoking an Attack of Opportunity:** If you move into, within, or out of a threatened area, you usually provoke an attack of opportunity. Some actions themselves provoke attacks of opportunity:
 - ◊ Attacking with a ranged weapon.
 - ◊ Attacking unarmed (without the Improved Unarmed Strike feat).

- ◊ Casting a spell.
- ◊ Activating a 'spell completion' magic item (scroll, wand, etc.).
- ◊ Using a spell-like ability.
- ◊ Running.
- ◊ Some feats provoke an attack of opportunity. See individual feat descriptions in game for details.
- **Making an Attack of Opportunity:** An attack of opportunity is a single melee attack made at your normal attack bonus. You can only make one attack of opportunity per round.

Saving Throws (Saves)

Saving throws, also called *saves*, measure one's resistance to special types of attacks—poisons, magic, and effects like a dragon's breath weapon. If a save is successful, it may reduce or prevent the effects of the spell or attack. Saving throws are affected by some ability scores and by your class levels. Many magic items also improve saving throws while they are equipped. Several spells can temporarily improve saving throws, but beware, other spells can lower them!

- **Fortitude:** This save measures your ability to stand up to massive physical punishment, such as poison, paralysis, and instant death magic. A character's Constitution modifier is added to his or her Fortitude saving throw.
- **Reflex:** The higher your Reflex save bonus, the better you are at dodging attacks, such as a wizard's fireball or a dragon's lethal breath. Any Dexterity modifier is added to a Reflex saving throw.
- **Will:** This save reflects resistance to mental influence and domination, as well as many magical effects. Any Wisdom modifier is added to a Will saving throw.

As with skill checks, saving throws have a Difficulty Class (DC) associated with them. For example, the DC of a spell is equal to 10 plus the spell level plus the caster's ability score modifier. If a wizard with 14 Intelligence (providing a +2 modifier) casts a 1st-level mind-affecting spell at you, the DC will be $10 + 1 + 2 = 13$. You would "roll" a d20, and add your Will save bonus. If the resulting value equals or is greater than 13, you will avoid the effects of the spell. A "roll" of 1 always fails, no matter how high your save bonus.

Magic

Neverwinter Nights 2 is a game filled with magic great and small; from hedge wizards scribing scrolls to mighty demons hurling fireballs. Even if you do not take the role of a spellcaster yourself, you will want to be familiar with the basics of the *Dungeons & Dragons* 3.5 magic system as many of your companions will have access to powerful spells and some of your opponents will use a variety of magical tricks to stop you.

Types of Spells

There are three main categories of magic: the arcane magic of wizards, sorcerers, and bards; the divine magic of clerics, druids, paladins, and rangers and the invocations of warlocks. Arcane spells and invocations tend towards flashy and deadly offensive spells while divine magic includes many healing and enhancing spells – though this is only a generalization and all brands of magic include a wide variety of tricks. Spells are ranked in "level" from 0 (also called cantrips or orisons) through 9.

Wizards, clerics, druids, rangers, and paladins must prepare their spells ahead of time. Sorcerers and bards have smaller selections of known spells but need not prepare in advance – they simply cast whatever spells they wish until they have exhausted their daily limit. This type of spellcasting is referred to as *spontaneous*. Warlocks cast their invocations at will and without limit to the number of times they can do so in a day.

Press B to open your spellbook and F to open the Quickcast interface.

Casting Spells

Casting a spell requires concentration (except for a few rare spells that are cast instantly). Casting a spell in combat can be dangerous because your foes in melee range will have an attack of opportunity (see page 25) against you. If you are struck by one of these attacks, you must succeed on a Concentration skill check of DC equal to $10 + \text{damage taken} + \text{level of spell being cast}$ or the spell is lost.

Arcane spellcasters who wear armor have a chance of losing any spell they try to cast. Divine spellcasters can cast spells while wearing armor and bards and warlocks can wear light armor unimpeded.

Spell Schools

Schools of magic are groups of related spells that work in similar ways. Wizards may choose to specialize in a school of magic, gaining one additional prepared spell per spell level in their chosen school but losing the ability to cast spells from one opposition school. You do not have to specialize, thus keeping access to all spells.

The eight schools of magic are:



Abjuration (A): Abjurations shield the caster (and allies) from magical and physical attacks.



Conjuration (C): These spells bring creatures and objects to the caster, often in the form of summoned allies.



Divination (D): Divinations allow the caster to look forward in time to anticipate what will happen next. Divinations are useful for gathering information and several aid in combat.



Enchantment (E): Enchantment spells can either give you control over another creature or imbue an ally with enhanced abilities.



Evocation (V): These spells manipulate energy or create something from nothing. Many of the best offensive spells are evocations.



Illusion (I): Illusions alter perception, making creatures invisible or causing enemies to see and hear things that aren't there.



Necromancy (N): Necromancy spells manipulate, create, or destroy life.



Transmutation (T): Transmutations alter the recipient, either subtly or overtly.

Bonuses and Stacking

Many types of spells, items, and other effects will give you bonuses. For example, the spell *bless* gives you an attack bonus of +1. Bonuses of the same type do not stack with each other. So if two *bless* spells (or a *bless* and a *prayer*, which is a similar spell) are cast on you, your attack bonus will still only be +1, not +2. A *spear +1* also provides a +1 attack bonus (and damage bonus). The spear's bonus is different than the *bless* so if you are blessed while wielding the *spear +1*, you would have a total attack bonus of +2.

One exception to this rule is dodge bonuses to AC, which result from high Dexterity, the Dodge and Mobility feats, and many spells and items. Dodge bonuses stack up to a maximum of +10.

D&D Note

You'll notice that more types of bonuses stack in NWN2 than in D&D. For example, in NWN2 enhancement bonuses to ability scores from magical items do stack with those from spells.

D&D Note

Your *base attack bonus* (BAB) is your bonus to attack rolls gained from your classes and prestige classes. Base attack bonus increases with level and always stacks. It is never increased by items or spells. Base attack bonus is a prerequisite for many feats and prestige classes. See pages 130 and 136 for class and level specifics.

NEVERWINTER NIGHTS 2 BASICS

This chapter discusses the basics you need to know to play the game. It covers the concepts of character creation and how the general interface works, including memorizing your spells and moving and interacting with objects.

CHARACTER CREATION

Before you can play *Neverwinter Nights 2*, you first have to decide what type of character you want to play. You can customize your character in many ways and you can create any number of characters, so feel free to experiment.

Neverwinter Nights 2 has a very flexible system for character modification, so don't worry much about the decisions you make early on. For example, you might create a gnome barbarian to prove to other players that gnomes make the best warriors. But perhaps you will find that you are spending more time glorifying him with tales and poems than actually fighting. At that point he could become a bard, a class better suited to that style of play. He would still have his barbarian roots but could freely advance as a bard thereafter.

Much of the fun of *Dungeons & Dragons* is in watching your character grow and change. If you are ever unsure of how to proceed past a screen, or if you aren't sure how to make the best decision, press the "Recommend" button and the game will make a good choice for you. During the initial character creation process you can select a "Package" – a set of feats and skills chosen around a particular theme.

Race and Gender

The first step to creating a character is to determine your race and gender. *Neverwinter Nights 2* has eight base races and 16 sub-races from which you can choose. For example, if you select the Planetouched race you will be prompted to select between the aasimar and tiefling sub-races. See Race on page 45 for more information.

The genders are equally powerful – your choice will not affect what you can achieve within the game. For roleplaying reasons, some characters within the game will interact with you differently depending upon your gender.

Appearance

Select from a variety of heads and hair styles for your character. You may also change skin, hair, and eye color.

Class

The third, and perhaps most important step in creating your character, is to choose your class. All classes are available to any race and gender. Information on the classes can be found in the Player's Handbook section of this manual, beginning on page 52.

For even more specific information regarding your chosen class, read its in-game description at the character creation screen.

Alignment

Choose your alignment, which represents your morals and ethics (see page 24).

Ability Scores

In NWN2, you determine your ability scores using a point buy system. You start with an 8 in each of your six abilities. You then have 32 points to spend to increase them. You cannot raise any ability higher than 18, though you will be able to achieve higher scores as you play. As an ability score is raised to exceptional levels, it becomes more expensive to raise further, as shown in the chart below. Raising an ability score from 8 to 16, for example, costs 10 points, so be careful not to neglect the rest of your character's abilities while making one or two exceptional. Note that racial ability score adjustments are applied after you have assigned your points.

Ability Scores		
Base Ability Score	Cost	Total Cost
8	0	0
9	1	1
10	1	2
11	1	3
12	1	4
13	1	5
14	1	6
15	2	8
16	2	10
17	3	13
18	3	16

Background

In *Neverwinter Nights 2*, your character may select a Background Trait, which establishes your history in your hometown of West Harbor before the events of the game. Were you a humble farmer, a member of the town's militia, or did you spend your early years as a trouble-maker or bully? Each Background Trait confers a special bonus (and penalty) and will affect how citizens from West Harbor treat you.

Additional Customization

After your ability scores have been selected, you will have the option of choosing your character's package. Packages are for players who wish to jump into the game without going through the customization required to build a character from scratch. A package automatically selects skills, feats, and spells tailored for the chosen class.

Each class has a default package, which is automatically selected when you click the "Recommend" button.

To customize your character with specific skills, feats, and spells, click the "Customize" button at the bottom of the list of packages. Doing so will take you through the following screens:

Skills

Each character receives points with which to buy starting skills based on class, Intelligence, and race. The skills that are favored by your class are referred to as "class skills" and have your class icon next to them (if you select fighter, you will see the sword and shield icon next to Concentration, for example.) and skills in red text are not available for purchase. All other skills are called "cross-class skills," and are more costly to advance. Click on the "Recommend" button and the game will automatically distribute your skill points. If you do not plan to use the "Recommend" feature consistently, then your choice of package will have no affect after character creation.

You can click on the "Next" button before spending all skill points – up to five unspent skill points can be spent when you later advance. For more information, see Skills on page 80.

You will gain more skill points each time you gain a level. The base number of skill points you receive depends upon your class (see Base Skill Points under your class's description in the Player's Handbook section). You also receive bonus skill points equal to your Intelligence bonus. At 1st level (i.e., when first creating your character), you receive four times this amount.

Feats

You initially have at least one feat, possibly more depending upon your class and race. Feats are grouped by functionality (Combat, Metamagic, Item Creation, etc.) and you can click on any category to expand or hide its feats. Select a feat by clicking on the arrow, to move it from the available feats list (or to move it back to the available feats if you change your mind). Click on the "Recommend" button and the game will decide feats for you. Unlike with skills, you must select as many feats as available to continue – you cannot save feats for later. For more information, see Feats on page 87.

Domains and Schools

Certain spellcasting classes require that you select a school or domain – what “flavor” of magic your character is best at casting. Wizards can either generalize or opt to specialize in one school such as Illusion or Necromancy. Clerics have domains such as War, Healing, and Fire that provide bonus spells and abilities. Clerics choose two domains.

Spell Selection

Wizards, sorcerers, and warlocks must select their starting spells. This process is similar to feat selection except that spells are sorted by spell level. Select all the spells you would like or click on “Recommend” to let the game select your starting repertoire. For more information, see Spells on page 104.

Familiar/Animal Selection

Wizards, sorcerers, druids, and rangers all receive special creature companions. Select your familiar/animal companion from the available list and name it or select Random to generate a name.

Name and Biography

To finish character creation, enter a first and last name. You can randomize either or both names if nothing comes to mind. When you are done with your character, press the “Finish” button.

PLAYING THE GAME

The Action Screen is the primary view you’ll use as you play NWN2. The majority of the screen is the game world, with your character located in the center. On the edges of the screen, you’ll see various interface elements [also called the heads-up display (HUD)]. The components of the Action Screen are described below.



1. **Game World.** The Action Screen is dominated by the Game World, which shows your character and his or her surroundings. How to navigate within the Game World is discussed below.
2. **Active Character.** Your Active Character is who you are currently controlling. You can switch control between your own character and your companions.
3. **Mini-Map.** The Mini-Map shows you a top-down view of the area surrounding the active character. The arrow in the center shows the direction the active character is facing. The trapezoid emanating from the arrow shows the in-game camera’s view. The + and - buttons zoom the Mini-Map in and out. Circular map pins represent special locations, characters, objects, etc. If one of these pins is beyond the bounds of the map, an arrow at the map edge shows the pin’s bearing. If you mouse over one of the pins, information text about that location is displayed.
4. **Mode Bar.** The Mode Bar is used to toggle various states on and off. Some of these states (like Power Attack and Combat Expertise) are mutually exclusive. Some modes are only available if the active character possesses certain feats or skills.

5. **Chat Window.** The transparent Chat Window shows you game information (such as damage you deal and your attack rolls) along with anything you overhear. In multiplayer, anything said by another player also appears in this window. To talk with others, press Enter and then type what you'd like to say. Chatting with other players is discussed in more detail in the Multiplayer section (see page 44).
6. **Menu Bar.** The Menu Bar contains buttons that will activate a variety of important interfaces:
 - ♦ **Character.** Opens the Character Information Screen for the active character.
 - ♦ **Inventory.** Opens the Inventory Panel for the active character.
 - ♦ **Journal.** Opens your Journal.
 - ♦ **Spellbook.** Opens the Spellbook for the active character.
 - ♦ **Player List.** List of players online in a multiplayer game.
 - ♦ **ESC Menu.** Save game progress, load saved game, and set game options.
7. **Quick Bar.** The Quick Bar contains any actions you wish, such as spells, items, and class abilities. Drag and drop any action or item to the Quick Bar and it will fill that slot. Any action in the Quick Bar can be used by clicking on it or by pressing its number on the keyboard.
8. **Party Bar.** The Party Bar is a list of all party members, showing a portrait and health bar for each. Clicking on a portrait is the same as clicking on the character in the Game World, so you can use the Party Bar to cast a spell on a companion, for example.
9. **Action Queue.** The Action Queue shows your current action and all actions you have ordered. Each action is performed in the order in which it appears in the queue, and when you assign a new order, it is added to the end of the queue. Some commands, such as movement, clear out the Action Queue and are performed immediately. Click on any action in the queue to remove it.
10. **Selected Target.** If you have selected a target, its portrait and health bar appear to the right of the Mini-Map. This target is the default recipient of any ability you use, including spellcasting.

NAVIGATING THE GAME WORLD

Use the mouse to move the cursor around the screen. In general, left-click (click) moves your character or performs the default action and right-click opens a Dropdown Menu. When you move the mouse over an object, the cursor changes to indicate the default action your character will perform when you left-click. For example, when the mouse cursor is over a hostile creature, it changes to a combat icon, indicating that left-clicking will attack the creature.



Right-clicking on a creature or object selects it as your target. Whenever you select an action (such as casting a spell) your current target becomes the victim (or beneficiary). If you perform an action while you have no selected target, the cursor will change to indicate this and you can then click on a creature or object to target it. For example, you can right-click on an orc and then click on your Quick Bar to cast magic missile at it. Or you can click on the magic missile spell first, and then click on the orc.

By holding the Shift key while right-clicking a creature or object, you'll open the Dropdown Menu of actions that you can perform on it. For example, if you are a monk and open the Drop-Down Menu over an enemy, selecting the "Stunning Fist" option would launch that attack against the creature. After you perform the selected action on a creature or object, it will become your target. Right-clicking and holding on a creature or object will also open the Dropdown Menu.

Actions and Movement with the Keyboard

You can also navigate the world using the keyboard. The W, A, S, and D keys control your movement. The W key moves you forward, S moves you backward, A rotates you left, and D rotates you right. You can also use Shift-A to sidestep to the left and Shift-D to sidestep to the right.

Camera Control

The camera in *Neverwinter Nights 2* allows you to view the action from afar to get a larger view of the environment or to zoom in on your character for more detail. The controls for the camera are as follows:

Camera Views

- **Top Down Camera:** The camera has a fixed orientation, moving only as needed to keep the active character in the center of the screen. Top Down is the default camera setting.
- **Driving View:** In this mode, the camera locks in place over the active character's shoulder and changes position and angle to keep the camera consistently following the character's facing and movement.
- **Chase Camera:** Similar to Top Down Camera, but the camera rotates as your character turns.

- **Free Camera:** Camera is not locked to the characters. Moving the mouse cursor to the edge of the screen will scroll the camera.

Press * [asterisk] on the number pad to toggle between the camera views.

Mouse Wheel

- Press and hold mouse wheel to change the camera angle
- Move mouse wheel forward to zoom in
- Move mouse wheel back to zoom out

Camera Keyboard Commands	
Key	Action
Rotate Camera Left	←
Rotate Camera Right	→
Zoom Camera In	↑
Zoom Camera Out	↓
Pitch Camera Up	Page Up
Pitch Camera Down	Page Down
Switch Camera Mode	* (numpad)

INTERFACE GUIDE

This section describes the screens you'll access to change settings and learn more about your character and the game.

Character Panel

The Character Panel shows all of your vital statistics and abilities. You can open the Character Panel by clicking on the Character icon in the Menu Bar or by pressing the C key. The tabs in the Character Panel are:



Info Tab

The Info Tab contains your vital statistics, which include race, class, level, attributes, alignment, saves, experience needed for the next level, armor class, and hit points. The bottom of this panel contains detailed information such as the attack bonus and damage of equipped weapons, spell resistance and chance of spell failure. Use the scroll bar on the lower half of the info panel to examine its full contents.

Skills Tab

The Skills panel displays all your character's skills and skill modifiers. The skill modifier equals total ranks in the skill plus the ability score modifier and any bonuses due to feats, items, and spells. Click any skill's icon for more information.

Feats Tab

The Feats panel lists your feats. Feats you purchase in the character creation and leveling process are listed by functionality (Background Traits, General, Proficiency, Spellcasting, or Skills and Saves), while feats that come to you automatically through race and class are listed under Racial Abilities and Class Abilities. Click on a feat category to get an expanded view and on a specific feat for more information. Click on the category again to hide the expanded view.

Behavior Tab

The Behavior Tab displays a variety of AI settings that will take over when the character is not the active character or when their Action Queue is empty. If you want complete control over your characters, turn on Puppet Mode.

Inventory Panel

The Inventory panel (I key) displays your possessions. The bottom grid shows the contents of your backpack. You can access more inventory space by clicking on one of the bag icons on the panel — each icon represents a new page of item storage.

The upper section of the panel displays various statistics about your character and gear. The “paper-doll” shows what items you have equipped in each equipment slot (see page 124 for more information on equipment). Your hit points, armor class, gold, and carried item weight is shown. Note that if you carry too much (the exact amount depends on your Strength), then you will be encumbered and your movement rate will be reduced (see page 98).

You can equip an item by dragging it from the lower backpack area into the appropriate slot or by simply double-clicking on the item in the backpack area.

Open the Dropdown Menu (right-click) for any item to examine or drop it. The Dropdown Menu also allows you to equip, unequip, and use appropriate items.

Spells Panel

The Spells Panel is accessed by pressing the B key. It is divided into Known Spells and Memorized Spells. Memorized spells are those that you will be able to cast after you rest. Known spells are not the spells you currently have memorized, but those that you *can* memorize. Wizards, clerics, druids, paladins, and rangers are required to prepare their spells before casting them (that is, the “Memorized Spells” area needs to be readied), while bards, warlocks, and sorcerers are not. These classes cast their spells straight from the Known Spells list and do not utilize the Memorized Spells list.

To prepare a spell, first select the spellcasting class from the icons in the upper portion of the Spellbook. Once the class of spells has been selected, choose the spell level from the numbered bubbles below the class icons.

If you have a metamagic feat (see page 21) then you will see special lists for spells that can be learned at that level with the metamagic feat enhancement. For example, if you have the Extend Spell feat, then your list of 2nd-level spells will include extended versions of your 1st-level spells to which you can apply the feat.

Click on a spell to set it to be memorized. You can click on an occupied spell slot to clear that slot.

The Memorized Spells side of the Spellbook shows how many spells of each level you can memorize. For example, if there are two squares under level 4, your character can memorize two 4th-level spells. Each memorized spell represents one casting and you can memorize the same spell multiple times. If your character is

multiclassed and has access to spells from multiple classes, repeat the preparation process to memorize spells for each spellcasting class.

Remember that your Memorized Spells are not actually available to cast until you rest. To rest, press the R key (see page 99 for more information on resting).

Quickcast Panel

Press F to open the Quickcast Panel. Your spellcasting classes are displayed on the top. If you are a wizard, cleric, druid, ranger, or paladin, all memorized spells are shown organized by spell level. The number on a spell indicates how many times you can cast it before resting.

If you are a bard, sorcerer, or warlock, you do not memorize spells, so all of your known spells are displayed. The number on a spell indicates how many slots are available at that spell level — not the number of times you can cast each spell.

You can also use the Quickcast Panel to spontaneously convert spells to Summon Monster (if a druid) or healing/inflict spells (if a cleric) by checking the Spontaneous Conversion box at the top of the interface.

Journal Panel

The Journal Panel contains information on your on-going quests and acts as a record for previous events in your adventure. The Quests Tab lists all current quests, while the Completed Tab records details on events and quests that have ended (whether in success or failure). You can click on the sorting buttons to arrange your quests.

ESC Menu

The ESC Menu allows you to load and save games, save your character for use in another NWN2 module, change various game options, and exit the game. To access the ESC Menu, press the ESC key or click on its icon in the Player Menu.

Resume Game. Return to the game and close the ESC Menu. Keybinding: ESC.

Load Game. Load a saved game. This option is useful if you’ve made a mistake and want to go back to a previous save.

Save Game. Save your progress. Saved games are stored in the *My Documents\Neverwinter Nights 2\saves* folder.

Export Character. Saves your character to be played in another module. Exported characters are stored in the *My Documents\Neverwinter Nights 2\localvault* folder.

Game Options. Set graphics, audio, camera, and game play settings, including difficulty. If NWN2 is running slowly on your computer try changing your graphics settings here.

Main Menu. Exit the current game and return to the NWN2 Main Menu.

Exit Game. Exit to Windows.

Common Interactions

Throughout *Neverwinter Nights 2*, you'll come across a wide variety of things with which you can interact. Clicking on any object will cause your character to perform the default action on it. You can shift-right-click (or right-click and hold) on any interactive item to access its Dropdown Menu, which will show you what actions you can take. Some of the things with which you'll interact are:

Enemies



Hostile creatures glow red when you mouse over them, and the mouse cursor will change to the Attack icon. Click to attack the creature (the default action, as indicated by the sword cursor). You can gauge a creature's difficulty by examining it: shift-right-click on it to open the Dropdown Menu, then select the "Examine" option. Examining enemies can sometimes yield clues about how to defeat them.

Friends



When you mouse over non-hostile creatures, they appear blue (or green, if they are in your party), and the mouse cursor changes to the talk cursor. Talking to other characters is an essential part of *Neverwinter Nights 2*, as not all problems can be solved with swords and spells alone. Sometimes, people will initiate dialogue with you and other times you will be the one starting a conversation. If your mouse cursor is a dialogue bubble when over a character, you can click on that character to talk to him or her.

Some characters have little to say and their reply appears over their head. Other characters offer a more detailed dialogue. Your replies and questions will appear in a numbered list. To select your response, either click on it or press the corresponding number key. If a term appears in brackets (e.g., "[Bluff]") at the front of a response option, an action (and possible skill test) is involved if this option is chosen.

You may find that certain attributes, races, classes, and genders allow special dialogue options with some characters.

Under certain conditions, a non-hostile creature may become hostile toward you, at which time they will behave as an enemy.

Merchants



Talking to some friendly creatures or people will open a merchant panel that lets you trade with them. Buying items is very similar to using a container. At the top of the store window are icons for armor, weapons, potions, magical items, and miscellaneous items. Clicking on any of these icons will display that category of wares in the grid. To buy an item, double-click it in the store inventory. A dialogue box will pop up asking you if you wish to purchase the item. If you agree and have enough money, the exchange is made and the item is placed in your inventory. To sell an item, double-click it in your inventory.

Items



Items and weapons are assigned to the Quick Bar by clicking and dragging the item (from your inventory, for example) into a Quick Bar slot. Items on the Quick bar can be selected or used directly from the Quick Bar. Click on an item in the Quick Bar to equip it (if it's a weapon) or to use it (if it's a usable item).

Some items, such as gems and arrows, can be stacked. To stack items, just drag 'like' items onto each other. Maximum stack size varies by item type. You can separate stacks by shift-right-clicking on the item to open the Dropdown Menu. Select the "Split" option and then type in how many items you want in the second stack.

Containers



Containers are handled in much the same way as the inventory. Click a container to access it. Your Inventory Panel will also open. Move an item between the container and your character by dragging and dropping it.

Locked containers can be picked, bashed open, or opened with a spell. Shift-click on the container to access its Dropdown Menu, then choose the action you wish to take.

Doors



If you have the correct key, you can unlock a door. Otherwise, you can attempt to pick, bash open, or magically open most doors. Some doors may not open until specific conditions are met – look in the game world for clues about how to circumvent these obstacles.

Disarming Traps



Traps must be found before they can be disarmed. When not in Detect mode, which can be toggled through the Mode Bar, Search checks to detect traps are made at half your skill modifier. In Detect mode, you move at a reduced speed, but make Search checks with your full skill modifier. See the section on the Disable Device on page 85 for more information.

MULTIPLAYER

In addition to playing the exciting *Neverwinter Nights 2* campaign, you should investigate playing online with others across the world. *Neverwinter Nights 2* allows you to play online with others either in a world they created or in your own. Included with the game is a complete toolset that allows players everywhere to create their own worlds for you and others to explore. This toolset is the same one we used to create the game, meaning that you have great power at your fingertips.

To play *Neverwinter Nights 2* multiplayer you must have a connection to other computers via an Internet or LAN (Local Area Network) connection. You can host a game server to allow other players to join you in your adventures or you can connect to a game hosted by someone else. The official campaign can be played multiplayer with up to three other people.

To learn more about the online community, multiplayer games, and creating your own NWN2 world, visit www.obsidianent.com and click on the NWN2 logo. If you are using a router or firewall, you may have to change some settings to be able to host a NWN2 game. Please look online if you need assistance in properly setting up your system for multiplayer NWN2.

Player Profile

The first time that you play online, you will be prompted to create a player profile. The player profile allows *Neverwinter Nights 2* to differentiate between players and allows you to access special areas in the *Neverwinter Nights 2* community site (www.nwn2.com). If you have already created a player profile, either in the game or on the *Neverwinter Nights 2* community site, or if you already have a NWN1 profile, enter your player name and password to continue. If you haven't yet created a profile, click the Account button and enter in your desired player name and password.

Joining a Multiplayer Game

If you just wish to play in a game, click "Multiplayer" at the Main Menu and then choose the "Join" option. A list of available NWN2 games will appear. If you are playing without an Internet connection, the game may pause at this screen for a moment.

To join a local game, click "LAN" at the Multiplayer menu. Your computer will scan your local network for games instead of the Internet matching service.

You can sort the games using the filters at the top of the matching page by clicking the filter name. You can also click the "Gameplay Types" toggle to display games of a certain type. Click the game you would like to join and then the "Connect" button.

The "Direct Connect" button allows you to connect to a specific computer's game by entering that computer's IP address.

NWN2 Tip

The hosting computer is often referred to as the *server* (the term server can also refer to the software that is running on the host machine). The computers that connect to the server are called *clients*.

Player Versus Player

The Player versus Player (PvP) setting of a game determines the conditions under which players can harm each other. *Neverwinter Nights 2* provides three levels of player versus player: No PvP, Party PvP, and Full PvP. If you choose No PvP, players cannot damage one another. The Party PvP setting allows you to damage other players unless they are in your party, in which case you cannot damage them at all.

The full PvP setting lets you damage any other player unless the area you are in is locked against PvP (such as a shop). Area-effect spells will harm other players within the spell effect. The PvP setting on the server options panel dictates the maximum level of PvP conflict allowed in the module. If the server PvP is set to Full PvP, there still may be Party PvP or No PvP areas in the module, but if the server is set to No PvP, all areas in the module will be set to No PvP.

Local and Server Characters

Neverwinter Nights 2 has two types of characters: local and server. A local character is stored on your computer. You can use a local character to play on many different game servers, in a single-player game, or in a multiplayer game that you are hosting. In effect, you take local characters home with you when you finish playing.

A server character is stored on the game server that you are joining. You will only have access to this character while you are connected to that server. In effect, you are leaving your character with the person who is hosting the game. This system is recommended for people who are playing as a regular group.

The server itself can be set to accept either local or server characters. When you connect to a server, you will be informed as to what type of characters it allows. If you are connecting to a server that allows server characters only, you can create a new character on that server by pressing the "New Character" button on the Character List page.

Picking a Character

Once you have joined a game you will be presented with the Select Character page. On the left you will see a list of available characters. Pick one and click the "Start Game" button to start. Sometimes characters will not be available because they are not allowed to play on the current server. Possible restrictions include level or class settings for the module or because the server may only accept server characters.

Moving Characters between Games

Neverwinter Nights 2 does not differentiate between single-player and multiplayer characters; you can play with the same character in both game types. Use the "Export Character" option to create a local character that is a duplicate of your character in the game. If you go back to the Main Menu and join a multiplayer game, you'll be able to choose this character. If you load the original saved game from which you saved the character, you will continue to play where you left off with the character that is stored in the save game.

Forming a Party

To form a party in a multiplayer game you must invite a player to join you, and that player must agree to join. You can invite someone to join your party using the “Socialize” option. Open the Dropdown menu (right-click and hold) for the player, select “Socialize,” then “Invite Into Party.” The other player will receive a message advising them you have invited them to join your party. If they accept, they have joined your party.

Party members share XP and are protected from harming each other in Party PvP areas. Party members complete quests together and can utilize party chat (see below). In the Official Campaign, your party members must gather at the transition to a new area before any are allowed to switch areas.

Communicating

Neverwinter Nights 2 provides four main ways for players to communicate. Spoken statements are heard by nearby players. Shouts can be heard by all players on the server, whispers are sent to only a specific character, and party shouts are heard by all party members.

Communication Commands			
Communication Type	Who Hears It	Syntax	Example (what you type)
Speak	Nearby	<statement>	Hi!
Shout	All	/s <statement>	/s Hi everyone!
Whisper	One player	/w <player> <statement>	/w mialeë Hi, mialeë!
Party Shout	Party members	/p <statement>	/p Hi friends!

Hosting a Game Server

If you are hosting the game server, you have full control over who is allowed to play in your game. You will be able to moderate the game by booting (removing from the game) or banning (permanently removing) players. You can host a game by choosing “Multiplayer” on the Main Menu and then either starting a new game or loading an existing one. This launches a game server with the module or save game and other players will be able to play on your server as long as you are also in the game.

You have many options for how to set-up your NWN2 game, such as how many players you wish to allow, whether you support local or server characters, the PvP settings, and whether you wish to password protect your game.

Creating Worlds

To create your own modules, quests, and areas, you’ll use the *Neverwinter Nights 2* toolset that is included with your game. Please look online (see page 154) for the latest information and tips on creating your own worlds for you and your friends to enjoy.

PLAYER’S HANDBOOK

Neverwinter Nights 2 is based on the *Dungeons & Dragons* Version 3.5 roleplaying game. You create and play a character of epic proportions. You can travel through fantastic and compelling worlds and participate in stories heroic and humble. It is entirely up to you whether your character behaves as you would or acts very differently. You can meet other adventurers online as well, players from around the globe that you can learn from, battle alongside, or perhaps fight against. You can adopt whatever style of play you wish. The *Dungeons & Dragons* 3.5 rules set has been carefully designed to facilitate your travels, and *Neverwinter Nights 2* takes full advantage of that flexibility.

RACE

The world of Faerûn is populated by a wide variety of peoples, each with unique characteristics and talents. Your race determines both how you appear and what you are most capable of. Your choice of race will not prevent you from pursuing any particular path through the game, but it will certainly affect your experience.

Each race is described briefly below. To find out the precise benefits, penalties, and special abilities of each race, check the information section during the character creation process.

Some races are more powerful than others given their ability bonuses or other special powers. These races have a level adjustment, which means that they will advance more slowly throughout the game. The greater the level adjustment of a race, the more slowly members of that race advance. Races with a level adjustment are not recommended for beginners.

Human



Humans are the most adaptable of the common races. Short generations and a penchant for migration and conquest have made them very physically diverse as well. Skin shades range from nearly black to very pale, hair from black to blond, and facial hair (for men) from sparse to thick. Humans are often unorthodox in their dress, sporting unusual hairstyles, fanciful clothes, tattoos, and the like. There are no human sub-races.

- **Favored Class:** Any. Humans can pursue multiple classes easily.
- **Special Abilities:** Quick to Master (one extra feat), Skilled (extra skill points).

Who should be a human? Humans have no particular weaknesses and their bonus feat and skills points will give you more options. Humans are an excellent choice for new players.

Planetouched



Of human stock mingled with the blood of outsiders (angels and demons), planetouched are often ostracized for their strange appearance and stranger behavior.

Who should be a planetouched? Aasimar, with their celestial virtue, make excellent clerics and paladins. The infernal-blooded tieflings are tailor-made to be rogues and warlocks.

Planetouched, Aasimar



A human carrying the blood of a celestial, an aasimar is usually good-aligned and fights against evil in the world. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare. Those descended from a celestial minion of a Faerûnian deity often carry a birthmark in the shape of the deity's holy symbol or some other mark significant to that faith.

- Ability Adjustments: +2 Wis, +2 Cha.
- Favored Class: Paladin.
- Special Abilities: Dark Vision, Skill Affinity (Spot), Skill Affinity (Listen), Racial Spell (*Light*), Celestial Resistance.
- Level Adjustment: +1. Aasimar advance slowly.

Planetouched, Tiefling



Like aasimar, tieflings are part human, but they are infused with fiendish, not celestial, blood. Because they are descended from evil outsiders, those who know their ancestry immediately consider most tieflings evil and untrustworthy. Some tieflings have a minor physical trait suggesting their heritage, such as pointed teeth, red eyes, small horns, the odor of brimstone, cloven feet, or just an unnatural aura of wrongness. Those descended from an infernal minion often carry a birthmark of the deity's holy symbol or another trait related to that evil faith.

- Ability Adjustments: +2 Dex, +2 Int, -2 Cha.
- Favored Class: Rogue.
- Special Abilities: Dark Vision, Skill Affinity (Bluff), Skill Affinity (Hide), Racial Spell (*Darkness*), Infernal Resistance.
- Level Adjustment: +1. Tieflings advance slowly.

D&D® Note

In general, the racial abilities in NWN2 match those of the same race in *Dungeons & Dragons*. Some racial abilities (such as a specific spell powers) did not translate well to a computer role-playing system. In these cases, an approximately equal benefit was added to the race.

Elf



Elves are known for their poetry, song, and magical arts, but when danger threatens they show great skill with weapons and strategy. Elves can live to be over 700 years old and, by human standards, are slow to make friends and enemies, and even slower to forget them. Elves are slim and stand 4 1/2 to 5 1/2 feet tall. They have no facial or body hair, prefer comfortable clothes, and possess unearthly grace. Many other races find them hauntingly beautiful.

- Special Abilities (all sub-races): Immunity to Sleep, Hardiness vs. Enchantments, Bonus Proficiencies (Longsword, Rapier, Shortbow, Longbow), Skill Affinity (Listen), Skill Affinity (Search), Skill Affinity (Spot), Keen Senses, Low-light Vision.

Who should be an elf? Most of the elf races make excellent Wizards and Sorcerers. Their ability to use some swords and bows allow even elven spellcasters to deal damage during combat. Wood elves are excellent fighters, rangers, and barbarians.

Elf, Moon



Moon Elves are the most common sort of elves in the Sword Coast. They tend to be pale-skinned and dark-haired with deep green eyes. They are the elven subrace most tolerant of humankind, and most half-elves are descended from moon elves.

- Ability Adjustments: +2 Dex, -2 Con.
- Favored Class: Wizard.

Elf, Dark (Drow)



Descended from the original dark-skinned elven subrace called the Illythiiri, the drow were cursed into their present appearance by the good elven deities for following the goddess Lolth down the path to evil and corruption. Also called dark elves, the drow have black skin that resembles polished obsidian and stark white or pale yellow hair.

- Ability Adjustments: +2 Dex, +2 Int, +2 Cha, -2 Con.
- Favored Class: Wizard.
- Special Abilities: Racial Spell (*Darkness*), Racial Spell (*See Invisibility*), Light Sensitivity, Darkvision, Spell Resistance. These abilities are in addition to those possessed by all elves.
- Level Adjustment: +2. Drow advance quite slowly.

Elf, Sun



Sun elves are less common across Faerûn than moon elves, because most live on Evermeet, where non-elves are not allowed. Also called gold elves, they have bronze skin, golden blond, copper, or black hair, and green or gold eyes. These are seen as the most civilized and haughty elves, preferring to remain separate from non-elven races.

- Ability Adjustments: +2 Int, -2 Con.
- Favored Class: Wizard.

Wood Elf



Wood elves are reclusive, but less so than the almost feral wild elves. They are much stronger than most other types of elves and make excellent warriors, but worse wizards. They are most comfortable in wilderness areas.

- Ability Adjustments: +2 Str, +2 Dex, -2 Con, -2 Int.
- Favored Class: Ranger.

Dwarf



Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment, their hard work, and their capacity for drinking ale. Dwarves are slow to jest and suspicious of strangers, but they are generous to those who earn their trust. They stand just 4 to 4 1/2 feet tall, but are broad and compactly built, almost as wide as they are tall. Dwarven skin varies from deep tan to light brown, and dwarven hair is black, gray or brown. Dwarven men value their beards highly.

All dwarves possess the following traits:

- Favored Class: Fighter.
- Special Abilities (all sub-races): Stonecunning, Darkvision, Hardiness vs. Poisons, Hardiness vs. Spells, Offensive Training vs. Orcs, Offensive Training vs. Goblinoids, Defensive Training vs. Giants, Skill Affinity (Lore), Weapon Familiarity (Dwarven Waraxe).

Who should be a dwarf? Dwarves are excellent fighters, especially due to their great health. They are a good choice for most classes and an excellent selection for beginners.

Dwarf, Shield



The shield dwarves are the survivors of the remnants of many great dwarven empires that were crushed in long conflicts against goblin-kind.

Ability Adjustments: +2 Con, -2 Cha.

Dwarf, Gold



Unlike the shield dwarves, the gold dwarves maintained their kingdom in the Great Rift and did not decline in terrible wars against evil humanoids. While they practiced some magic, they never acquired the hubris that caused the downfall of some human nations. Confident and secure in their remote home, the gold dwarves gained a reputation for haughtiness and pride.

Since the Thunder Blessing, many young gold dwarves have left the Great Rift and are exploring the rest of Faerûn. The folk of other lands have learned that while some gold dwarves are aloof and suspicious, for the most part they are forthright warriors and shrewd traders.

- Ability Adjustments: +2 Con, -2 Dex.

Dwarf, Gray (Duergar)



After generations of enslavement and cruel experimentation at the hands of horrid monsters called mind-flayers, the duergar rose against their masters and regained their freedom. They emerged as a new subrace of dwarf with limited mental powers.

Duergar on the whole are evil, but some turn their backs on their fellows and seek a different sort of life.

- Ability Adjustments: +2 Con, -2 Cha.
- Special Abilities: Greater Skill Affinity (Move Silently), Skill Affinity (Lore), Lesser Skill Affinity (Listen), Lesser Skill Affinity (Spot), Weapon Familiarity (Dwarven Waraxe), Racial Spell (*Enlarge*), Racial Spell (*Invisibility*), Light Sensitivity. These abilities are in addition to those possessed by all dwarves.
- Level Adjustment: +1. Duergar advance slowly.

Gnome



Gnomes are in wide demand as alchemists, inventors, and technicians, though most prefer to remain among their own kind in simple comfort. Gnomes adore animals, gems, and jokes, especially pranks. They love to learn by personal experience, and are always trying new ways to build things. Gnomes stand 3 to 3 1/2 feet tall and live about 350 to 500 years.

All gnomes possess the following traits:

- Favored Class: Bard.
- Special Abilities (all sub-races): Small Stature, Hardiness vs. Illusions, Offensive Training vs. Reptilians, Offensive Training vs. Goblinoids, Defensive Training vs. Giants, Skill Affinity (Listen), Skill Affinity (Craft Alchemy), Spell Focus (Illusion), Darkvision.

Who should be a gnome? With their small size, gnomes tend to inflict less damage, making them better suited as spellcasters or support characters. They aren't recommended for beginning players.

Gnome, Rock



Rock gnomes are by far the most frequently encountered variety and are often just referred to as “gnomes.” Their skin ranges from dark tan to woody brown, their hair is fair, and their eyes are often some shade of blue. Gnomes generally wear earth tones, but decorate their clothes intricately. Males favor carefully trimmed beards.

- Ability Adjustments: +2 Con, -2 Str.

Gnome, Deep (Svirfneblin)



Hidden in the depths of the Underdark live the svirfneblin, or deep gnomes. Reclusive, suspicious, and resentful of intrusion into their cavern homes, the deep gnomes share little of the humor or openness of their surface cousins.

The deep gnomes may be the world’s stealthiest and most elusive folk. Centuries upon centuries of surviving the deadly perils of the Underdark have bred in this race an amazing gift for avoiding attention.

- Ability Adjustments: +2 Dex, +2 Wis, -2 Str, -4 Cha.
- Special Abilities: Skill Affinity (Hide), Skill Affinity (Spellcraft), Racial Spell (*Blindness*), Racial Spell (*Entropic Shield*), Racial Spell (*Invisibility*), See Invisible, +2 to all Saves, Slippery Defense (+4 Dodge AC vs. all creatures), Spell Resistance.
- Level Adjustment: +3. Deep gnomes advance very slowly.

Halfling



Halflings are clever, capable and resourceful survivors. They are notoriously curious and show a daring that many larger people can’t match. They can be lured by wealth but tend to spend rather than hoard.

Halflings have ruddy skin, hair that is black and straight, and brown or black eyes. Halfling men often grow long sideburns but rarely beards or mustaches. They prefer practical clothing and would rather wear a comfortable shirt than jewelry. Halflings stand about 3 feet tall, and commonly live to see 150.

All halflings possess the following traits:

- Ability Adjustments: +2 Dex, -2 Str.
- Favored Class: Rogue.
- Special Abilities: Small Stature, Skill Affinity (Move Silently), Skill Affinity (Listen), Fearless, Good Aim.

Who should be a halfling? With their small size, halflings tend to inflict less damage, making them better suited as spellcasters or support characters. Halflings make excellent rogues. They aren’t recommended for beginning players.

Halfling, Lightfoot



The most common type of halflings seen in the world, the lightfoots are the most likely to give in to their desire to wander. They are at home living side by side with folk of many different races and cultures.

Special Ability: Lucky (+1 to all Saving Throws). This ability is in addition to those possessed by all halflings.

Halfling, Strongheart



While the lightfoot halflings value the experience of travel and the sight of new lands and peoples, the stronghearts are a more organized, orderly, and industrious race.

They build to last and fiercely defend their homelands against threats.

- **Special Ability:** Quick to Master (one extra feat). This ability is in addition to those possessed by all halflings.

Half-Elf



Half-elves have the curiosity and ambition of their human parent, and the refined senses and love of nature of their elven parent, although they are outsiders among both cultures. To humans, half-elves look like elves.

To elves, they look like humans. Half-elves are paler, fairer and smoother-skinned than their human parents, but their actual skin tones and other details vary just as human features do. Half-elves tend to have green, elven eyes. They live to about 180.

- Favored Class: Any. Half-elves can pursue multiple classes easily.
- Special Abilities: Immunity to Sleep, Hardiness vs. Enchantments, Lesser Skill Affinity (Listen), Lesser Skill Affinity (Search), Lesser Skill Affinity (Spot), Skill Affinity (Diplomacy), Skill Affinity (Bluff), Low-light Vision.

Who should be a half-elf? Half-elves are very well-rounded and suited for all classes. They are an excellent choice for beginners.

Half-Orc



Half-orcs are the short-tempered and sullen result of human and orc pairings. They would rather act than ponder and would rather fight than argue. They love simple pleasures, such as feasting, boasting, and wild dancing. They are an asset at the right sort of party, but not at the duchess’s grand ball. Half-orcs are as tall as humans but their brutish features betray their lineage. They regard scars as tokens of pride and things of beauty. They rarely reach 75 years in age.

- Ability Adjustments: +2 Str, -2 Int, -2 Cha.
- Favored Class: Barbarian.
- Special Ability: Darkvision.

Who should be a half-orc? Half-orcs make perhaps the best fighters, barbarians, and monks. They are a great race for beginners.

CLASS

Character class determines the types of activities you will be best at. In this section, you will find descriptions of each class and the abilities they receive both initially and as they progress in level. The maximum level you can achieve in NWN2 is 20.

Class Ability Descriptions

In the description of each class, you will find a list of its class features or abilities. In many cases, the ability is briefly defined. You will find the following notations used in the lists of class abilities:

[*] This ability improves with class level. It may become more powerful, be usable more frequently, or both. For exact information check the in game class descriptions. For example, the monk and barbarian both gain increased movement rate. The monk's improves further at higher levels and is thus marked with this symbol, but the barbarian's speed does not continue to increase.

[^] This ability is always in effect. Its benefit is always applied under the right circumstances. The barbarian's fast movement is an example of this type of ability. It is always in effect, unlike the barbarian rage, which must be specifically used and only lasts for a short time.

To conserve space, some of the common or complicated class abilities are described below. These are referred to in the class descriptions only by name. You can find more detailed information on class abilities via the in game descriptions of each class.

Animal Companion



You have a stalwart animal companion that can aid you in combat. Should the companion die, you can acquire a new one the next day.

Damage Reduction



Damage Reduction (DR) allows you to ignore a certain amount of melee damage from a single hit, unless the weapon inflicting the wound can overcome the Reduction. Damage Reduction is listed along with the amount of damage ignored and the type of weapon needed to penetrate the effect. For example, DR 5/+2 would mean that any attacks against the target not from a weapon that is at least +2 inflict 5 less damage. The barbarian's DR 1/- means that all damage is reduced by 1 (the "-" indicates that this Damage Reduction cannot be overcome).

Defensive Roll



Once per day, if you are struck by a potentially lethal blow, you can make a Reflex saving throw (DC = damage dealt) if not flat-footed. If successful, you take only half damage (which may still be enough to kill you).

Evasion



Against spells and traps that can be partially avoided through a reflex saving throw, you take no damage (instead of half damage) if you succeed.

Evasion, Improved



Against spells and traps that can be partially avoided through a reflex saving throw, you take no damage (instead of half damage) if you succeed and only half damage (instead of full damage) if you fail.

Hide In Plain Sight



When you use this ability, you can enter Stealth Mode even while being observed. This ability has a cooldown period before it can be used again.

Lay on Hands



You can heal an ally once per day. The amount healed is equal to your Charisma modifier times your level in the classes that give this ability. You can also use lay on hands to damage an undead creature the same amount. If your Charisma modifier is not at least +1, then this ability does nothing.

Sneak Attack



Whenever you make a successful melee or ranged attack against an opponent who is flat-footed OR cannot see you (i.e., you are in Stealth Mode or invisible) OR has its back to you AND is in combat against another opponent, you deal extra damage (initially 1d6). This extra damage is not multiplied in the case of a critical hit. Any creatures that are immune to critical hits, such as constructs and undead, are also immune to sneak attacks. Sneak attack damage from multiple classes always stacks.

Summon Familiar



You can summon a small creature to assist you. If this familiar dies, you have -2 Constitution until you rest, at which time you can resummon it.

Turn Undead



You can rebuke undead, making them docile and easier to kill. This ability can be used three plus your Charisma modifier times per day. Charisma also affects how many undead are affected. More powerful undead are less likely to be affected and weak undead are always affected first. If you are powerful enough, you can even destroy some undead outright.

Uncanny Dodge



You retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, your Dexterity bonus is still lost if you are immobilized.

Uncanny Dodge, Improved



You are immune to sneak attacks unless the attacker has at least four or more levels than you (in the class or classes that provide the uncanny dodge ability).

Barbarian



From the frozen wastes of the north and the hellish jungles of the south come brave, even reckless, warriors. Civilized people call them barbarians or berserkers and suspect them of mayhem, impiety, and atrocities. These “barbarians,” however, have proven their mettle and value to their allies. To enemies who underestimated them, they have proved their cunning, resourcefulness, persistence, and mercilessness. The barbarian is an excellent warrior. A barbarian can enter a berserk rage in which he becomes stronger and tougher, better able to defeat his foes and withstand their attacks. These rages leave him winded, and he has the energy for only a few such spectacular displays per day, but those are usually sufficient. He is at home in the wild, and he runs at great speed.

- **Alignment:** Any non-lawful
- **Key Abilities:** Strength, Constitution
- **Hit Points per Level:** 12
- **Base Attack Bonus:** High
- **High Saves:** Fortitude
- **Weapons:** All simple and martial weapons
- **Armor:** Light, medium, shields (not tower shields)
- **Base Skill Points:** 4

Barbarian Special Abilities

- **Rage*:** You can catapult yourself into a murderous fury, gaining +4 Strength and Constitution, and -2 (penalty) AC. Duration is based on your Constitution. After raging, you are fatigued for a short time.
- **Barbarian Fast Movement^:** Your movement speed increases 10%.
- **Uncanny Dodge^ (2nd level)**
- **Trap Sense** (3rd level):** You gain a bonus to Reflex saves to avoid traps.
- **Damage Reduction (7th level)*^:** You can shrug off some amount of injury from each blow or attack (DR 1/-).

Multiclass and Prestige Class Tips

Barbarians multiclass well with fighters and rangers. Their alignment isn't compatible with the requirements of paladins and monks. Barbarians are the perfect candidate for becoming a frenzied berserker. They can make powerful blackguards, weapon masters, or dwarven defenders.

Bard



It is said that music has a special magic, and the bard proves that saying true. Wandering across the land, gathering lore, telling stories, working magic with his music, and living on the gratitude of his audience—such is the life of a bard. When chance or opportunity draws them into a conflict, bards serve as diplomats, negotiators, messengers, scouts, and spies.

A bard's magic comes from the heart. If his heart is good, a bard brings hope and courage to the downtrodden and uses his tricks, music, and magic to thwart the schemes of evildoers. If the nobles of the land are corrupt, the good bard is an enemy of the state, cunningly evading capture and raising the spirits of the oppressed. But music can spring from an evil heart as well. Evil bards forego blatant violence in favor of manipulation, holding sway over the hearts and minds of others and taking what enraptured audiences “willingly” give.

- **Alignment:** Any non-lawful
- **Key Abilities:** Charisma, Dexterity
- **Hit Points per Level:** 6
- **Base Attack Bonus:** Medium
- **High Saves:** Reflex, Will
- **Weapons:** Longsword, rapier, short sword, shortbow, all simple weapons
- **Armor:** Light, shields (not tower shields)
- **Base Skill Points:** 6
- **Spellcasting:** Arcane (Charisma-based, no spell preparation, wearing medium or heavy armor, or using a shield, can cause spells to fail)

Bard Special Abilities

- **Bardic Knowledge**:** You can identify items more easily than other classes, adding your bard levels to any Lore skill checks.
- **Inspiration*:** You can sing songs that can improve morale and mystically enhance the offensive and defensive strengths of the bard and his or her companions.
 - ◇ **Courage:** Increased combat damage.
 - ◇ **Competence (2nd level):** Bonuses to all skills.
 - ◇ **Defense (5th level):** Improved armor class.
 - ◇ **Regeneration (7th level):** Wounds heal over time.
 - ◇ **Toughness (8th level):** Improved saving throws.
 - ◇ **Slowing (11th level):** Enemies might move more slowly.
 - ◇ **Jarring (14th level):** Disrupts enemies' concentrations.
- **Bardic Music*:** You can sing a song to help allies and hinder foes. As you progress in level and Performance skill, new songs become available and older songs become more powerful (Bard level/day).
 - ◇ **Countersong (requires Perform 3):** Protects someone from an enemy spell.
 - ◇ **Fascinate (requires Perform 3):** Mesmerizes nearby enemies, preventing them from taking actions.
 - ◇ **Haven Song (3rd level, requires Perform 6):** Causes enemies to avoid attacking you (but not your allies).

- ◊ Cloud Mind (6th level, requires Perform 9): A more potent version of Fascinate, but it only affects a single opponent.
- ◊ Ironskin Chant (9th level, requires Perform 12): Grants the party damage reduction for a short time.
- ◊ Song of Freedom (12th level, requires Perform 15): Ends enchantments on allies.
- ◊ Song of Heroism (15th level, requires Perform 18): Improves party's AC and saving throws.
- ◊ Legionnaire's March (18th level, requires Perform 21): Greatly enhances party's combat abilities.

Multiclass and Prestige Class Tips

As arcane spellcasters, and with their "jack-of-all-trades" abilities, bards do not often multiclass. Bards are best suited to become Harper scouts and assassins. Magically-inclined bards can make excellent arcane tricksters while bards with a mind for stealth would do well to become shadowdancers or Shadow Thieves of Amn. Combat-oriented bards may enjoy becoming a red dragon disciple, duelist, or eldritch knight.

Cleric



The handiwork of the gods is everywhere—in places of natural beauty, in mighty crusades, in soaring temples, and in the hearts of worshipers. Like people, gods run the range from benevolent to malicious, reserved to intrusive, simple to inscrutable. The gods, however, work mostly through intermediaries—their clerics. Good clerics heal, protect, and avenge. Evil clerics pillage, destroy, and sabotage. A cleric uses the power of his god to make the god's will manifest.

Clerics are masters of divine magic, which is especially good at healing. Even an inexperienced cleric can bring people back from the brink of death. As channelers of divine energy, clerics can affect undead creatures, weakening or even destroying them. Clerics have some combat training.

- Key Abilities: Wisdom, Charisma
- Hit Points per Level: 8
- Base Attack Bonus: Medium
- High Saves: Fortitude, Will
- Weapons: All simple weapons
- Armor: All armor, shields (not tower shields)
- Base Skill Points: 2
- Spellcasting: Divine (Wisdom based, armor does not inhibit spellcasting)

D&D Note

In NWN2, both evil and good clerics rebuke undead.

Cleric Special Abilities

Each Cleric chooses two domains. Each domain provides an ability or bonus as well as additional spells. See pages 140-141 for a list of domains.

- Spontaneous Conversion: You can convert any memorized cleric spell into a *cure wounds* spell (if of good or neutral alignment) or an *inflict wounds* spell (if evil).
- Turn Undead*: (3 + Cha modifier/day)

Multiclass and Prestige Class Tips

As divine spellcasters, clerics often refrain from multiclassing. Militant clerics should consider becoming a divine champion, blackguard, or warpriest.

Druid



The fury of a storm, the gentle strength of the morning sun, the cunning of the fox, the power of the bear—all these and more are at the druid's command. The druid, however, claims no mastery over nature. That claim, she says, is the empty boast of a city dweller. The druid gains her power not by ruling nature but by being at one with it. To trespassers in a druid's sacred grove, and to those who feel her wrath, the distinction is overly fine. Druids cast divine spells much the same way clerics do, though most get their spells from the power of nature rather than from deities. Their spells are oriented toward nature and animals. In addition to spells, druids gain an increasing array of magical powers, including the ability to take the shapes of animals.

- Alignment: Must be neutral good, lawful neutral, true neutral, chaotic neutral or neutral evil
- Key Abilities: Wisdom
- Hit Points per Level: 8
- Base Attack Bonus: Medium
- High Saves: Fortitude, Will
- Weapons: Club, dagger, dart, sickle, scimitar, spear, sling, and quarterstaff
- Armor: Light, medium, shields (not tower shields)
- Base Skill Points: 4
- Spellcasting: Divine (Wisdom based, armor does not inhibit spellcasting)

Druid Special Abilities

- Nature Sense^: You gain a +2 bonus to all attacks made while fighting in wilderness areas.
- Animal Companion*^
- Spontaneous Conversion: You can convert any memorized druid spell into a *summon creature* spell.
- Woodland Stride (2nd level)^: You walk faster than normal when outdoors.
- Trackless Step (3rd level)^: You move stealthily through wilderness areas, gaining a +4 bonus Hide and Move Silently in outdoor regions.
- Resist Nature's Lure (4th level)^: You gain a +2 insight bonus to saving throws against all Fear spells and effects.
- Wild Shape (5th level)*: You can shape shift into various animal forms (1/day).
- Venom Immunity (9th level)*: You are immune to poison.
- Elemental Shape (16th level)*: You can shapeshift into various elemental forms (1/day).

Multiclass and Prestige Class Tips

Even more so than clerics, druids often avoid multiclassing, preferring to maximize their unique set of abilities.

Fighter



The questing knight, the conquering overlord, the king's champion, the elite foot soldier, the hardened mercenary, and the bandit king—all are fighters. Fighters can be stalwart defenders of those in need, cruel marauders, or gutsy adventurers. Some are among the land's best souls, willing to face death for the greater good. Others are among the worst, with no qualms about killing for private gain or even for sport. Fighters who are not actively adventuring may be soldiers, guards, bodyguards, champions, or criminal enforcers. An adventuring fighter might call himself a warrior, a mercenary, a thug, or simply an adventurer.

Of all the classes, the fighter has the best all-around combat capabilities. Fighters are familiar with all the standard weapons and armors. In addition to general fighting prowess, each fighter develops particular specialties of his own. A given fighter may be especially capable with certain weapons; another might be trained to execute specific fancy maneuvers. As fighters gain experience, they get more opportunities to develop their combat skills.

- **Key Abilities:** Strength, Dexterity, Intelligence
- **Hit Points per Level:** 10
- **Base Attack Bonus:** High
- **High Saves:** Fortitude
- **Weapons:** All simple and martial weapons
- **Armor:** All armor, shields, and tower shields
- **Base Skill Points:** 2

Fighter Special Abilities

- **Fighter Bonus Feats[^]:** You gain a bonus feat at first level and at every even level (2, 4, 6, etc.). These bonus feats are chosen from a subset of the entire feat list.

Multiclass and Prestige Class Tips

Fighters multiclass well with barbarians, paladins, rangers, and even rogues and monks. Fighters have many prestige class options available to them — blackguard, dwarven defender, frenzied berserker, duelist, divine champion, or weapon master are among the best choices. Elf and half-elf fighters who use bows should consider acquiring some wizard or sorcerer levels and becoming arcane archers.

Monk



Dotted across the landscape are monasteries—small, walled cloisters inhabited by monks who pursue personal perfection through action as well as contemplation. They train themselves to be versatile warriors skilled at fighting without weapons or armor. The inhabitants of monasteries headed by good masters serve as protectors of the people. Ready for battle even when barefoot and dressed in peasant clothes, monks can travel unnoticed among the populace, catching bandits, warlords, and corrupt nobles unawares. In contrast, the residents of monasteries headed by evil masters rule the surrounding lands through fear, as an evil warlord and his entourage might. Evil monks make ideal spies, infiltrators, and assassins.

The key feature of the monk is her ability to fight unarmed and unarmored. Thanks to her rigorous training, she can strike as hard as if she were armed and strike faster than a warrior with a sword. Though a monk casts no spells, she has a magic of her own. She channels a subtle energy, called ki, which allows her to perform amazing feats. The monk's best-known feat is her ability to stun an opponent with an unarmed blow. A monk also has a preternatural awareness that allows her to dodge an attack even if she is not consciously aware of it.

- **Alignment:** Any lawful
- **Key Abilities:** Strength, Wisdom, Dexterity
- **Hit Points per Level:** 8
- **Base Attack Bonus:** Medium
- **High Saves:** All
- **Weapons:** Club, dagger, handaxe, light crossbow, heavy crossbow, kama, quarterstaff, shuriken, sling
- **Armor:** None
- **Base Skill Points:** 4

D&D Note

In NWN2, gaining a level in a non-monk class does not restrict you from gaining more monk levels later.

Monk Special Abilities

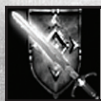
- **Monk Unarmed Combat[^]:** Monk unarmed attacks inflict more damage than those of other classes. See page 143 for details.
- **Bonus Feats[^]:** You receive the feats Cleave, Improved Unarmed Strike, and Stunning Fist at 1st level, Deflect Arrows at 2nd level, and Knockdown and Improved Knockdown at 6th level.
- **Monk Armor Class Bonus[^]:** You add both your Wisdom modifier and your Dexterity modifier to your armor class, and you gain +1 AC every 5 levels. These abilities only function when you are wearing no armor and not using a shield.
- **Flurry of Blows:** You receive an extra attack per round when fighting unarmed or with a kama. When using this ability, however, each attack is slightly less likely to hit. You must be unarmored to use this ability.
- **Evasion (2nd level)[^]:**
- **Monk Speed (3rd level)[^]:** Your movement speed increases. You must be unarmored to gain this advantage.

- **Still Mind (3rd level)^:** You gain a +2 competence bonus on saving throws vs. mind-affecting spells.
- **Ki Strike (4th level)*^:** Your unarmed attacks can damage creatures that have some types of damage resistance.
- **Purity of Body (5th level)^:** You are immune to disease.
- **Wholeness of Body (7th level)*:** You can heal some of your wounds (1/day).
- **Improved Evasion (9th level)^**
- **Diamond Body (11th level)^:** You are immune to poison.
- **Diamond Soul (12th level)^:** You gain spell resistance.
- **Quivering Palm (15th level):** You can attempt to instantly slay an opponent with an unarmed strike (1/day).
- **Empty Body (18th level):** You can gain 50% concealment, causing many enemy attacks to miss.
- **Perfect Self (20th level)^:** You gain great damage reduction and are immune to mind-affecting abilities.

Multiclass and Prestige Class Tips

Monks often do not multiclass due to the great assortment of abilities they gain as they advance. Rogue, fighter, and paladin are reasonable choices for monks desiring more diversity. Monks that prefer stealth will excel in the assassin (if evil!) or shadowdancer prestige classes.

Paladin



The compassion to pursue good, the will to uphold law, and the power to defeat evil—these are the three weapons of the paladin. Few have the purity and devotion that it takes to walk the paladin's path, but those few are rewarded with the power to protect, to heal, and to smite. In a land of scheming wizards, unholy priests, bloodthirsty dragons, and infernal fiends, the paladin is the final hope that cannot be extinguished. Divine power protects the paladin and gives her special powers. It wards off harm, protects her from disease, lets her heal herself, and guards her heart against fear. A paladin can also direct this power to destroy evil or to help others, healing their wounds or curing diseases. Even a novice paladin can detect evil, and more experienced paladins can smite evil foes and turn away undead.

- **Alignment:** Lawful good
- **Key Abilities:** Strength, Charisma, Wisdom
- **Hit Points per Level:** 10
- **Base Attack Bonus:** High
- **High Saves:** Fortitude
- **Weapons:** All simple and martial weapons
- **Armor:** All armor, shields (not tower shields)
- **Base Skill Points:** 2
- **Spellcasting (4th level):** Paladin Spells. Divine (Wisdom based, armor does not inhibit spellcasting).

D&D Note

In NWN2, gaining a level in a non-paladin class does not restrict you from gaining more paladin levels later.

Paladin Special Abilities

- **Smite Evil*:** You can unleash a holy attack that devastates evil enemies (1/day).
- **Divine Grace (2nd level)^:** Saving throws are improved by your Charisma bonus, if any.
- **Lay on Hands (2nd level)***
- **Divine Health (3rd level)^:** You gain immunity to disease
- **Aura of Courage (3rd level)^:** Immune to fear; nearby allies gain +4 to saves against fear.
- **Turn Undead (4th level)*:** (3 + Cha modifier/day)
- **Remove Disease (6th level)*:** The paladin can cure his allies of disease (1/day).

Multiclass and Prestige Class Tips

Their alignment restriction prevents paladins from multiclassing with bards or barbarians, but paladin abilities can work well with those of fighters, rangers, and monks. The divine champion prestige class improves upon the paladin's already considerable melee and defensive abilities.

Ranger



The forests and hills are home to fierce and cunning creatures, such as bloodthirsty owlbeasts and malicious displacer beasts. But more cunning and powerful than these monsters is the ranger, a skilled hunter and stalker. He knows the woods as if they were his home (as indeed they are), and he knows his prey in deadly detail.

A ranger can use a variety of weapons and is quite capable in combat. His skills allow him to survive in the wilderness, to find his prey, and to avoid detection. He also has special knowledge about certain types of creatures, which makes it easier for him to find and defeat such foes. Finally, an experienced ranger has such a tie to nature that he can actually draw upon natural power to cast divine spells, much as a druid does.

- **Key Abilities:** Strength, Wisdom
- **Hit Points per Level:** 8
- **Base Attack Bonus:** High
- **High Saves:** Fortitude, Reflex
- **Weapons:** All simple and martial weapons
- **Armor:** Light, medium, shields (not tower shields)
- **Base Skill Points:** 6
- **Spellcasting (4th level):** Ranger Spells. Divine (Wisdom based, armor does not inhibit spellcasting)

Ranger Special Abilities

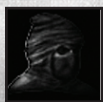
- **Bonus Feat^:** Track
- **Favored Enemy*^:** You choose a creature type (such as outsiders or undead) and gain a bonus to Listen and Spot against them, as well as a bonus to damage you deal to them in combat.
- **Animal Companion*^**

- **Combat Style (2nd level)^:** You select one of two combat styles to pursue: archery or two-weapon combat. When wearing light or no armor, you effectively have extra feats depending upon your choice of combat style. Additional bonus feats are gained at levels 6 and 11.
- **Bonus Feat (3rd level)^:** Toughness
- **Woodland Stride (7th level)^:** You walk faster than normal when outdoors.
- **Swift Tracker (8th level)^:** You can track with little effort, using your tracking skill while still moving at normal speed. This lets you keep the tracking skill active at all times without penalty.
- **Evasion (9th level)^**
- **Camouflage (13th level)^:** You can use Stealth Mode while running when in outdoor areas.
- **Hide in Plain Sight (17th level, only usable outdoors)^**

Multiclass and Prestige Class Tips

Rangers multiclass well with many classes: barbarians, fighters, paladins, and rogues. Their abilities overlap with those of druids, making the two classes a poor combination. Combined with wizard or sorcerer levels, the archery-specialized elven ranger makes the perfect arcane archer. Rangers who prefer melee combat may prefer to take the duelist or divine champion prestige classes.

Rogue



Rogues have little in common with one another. Some are stealthy thieves. Others are silver-tongued tricksters. Still others are scouts, infiltrators, spies, diplomats, or thugs. What they do share is versatility, adaptability, and resourcefulness. In general, rogues are skilled at getting what others don't want them to get: entrance into a locked treasure vault, safe passage past a deadly trap, secret battle plans, a guard's trust, or some random person's pocket money. Rogues are highly skilled, and they can concentrate on developing any of several categories of skills. While not equal to members of many other classes in combat, a rogue knows how to hit where it hurts, and she can dish out a lot of damage with a sneak attack.

Rogues have a sixth sense when it comes to avoiding danger. Experienced rogues develop mystical powers and skills as they master the arts of stealth, evasion, and sneak attacks. In addition, while not capable of casting spells, rogues can "fake it" well enough to cast spells from scrolls, activate wands, and use just about any other magic item.

- **Key Abilities:** Dexterity, Intelligence
- **Hit Points per level:** 6
- **Base Attack Bonus:** Medium
- **High Saves:** Reflex
- **Weapons:** Club, dagger, dart, light crossbow, handaxe, heavy crossbow, mace, morningstar, rapier, shortbow, short sword, sling, quarterstaff
- **Armor:** Light
- **Base Skill Points:** 8

Rogue Special Abilities

- **Sneak Attack*^**
- **Trap Sense*^:** You gain a bonus to Reflex saves to avoid traps.
- **Evasion (2nd level)^**
- **Uncanny Dodge (4th level)^**
- **Improved Uncanny Dodge (8th level)^**
- **Rogue Special Feats (10th level):** On achieving 10th level and every three levels thereafter, you can choose a special feat from the following list (or any other feat, if you prefer):
 - ◊ **Crippling Strike*^:** Any successful sneak attack automatically deals two points of Strength ability damage to the target.
 - ◊ **Opportunist*^:** You gain a +4 Competence bonus to attack rolls when making an attack of opportunity.
 - ◊ **Skill Mastery*^:** You have greater success when using the Disable Device, Open Lock, or Set Traps skills, even if in combat.
 - ◊ **Slippery Mind*^:** You get two chances to resist any mind-affecting spell.
 - ◊ **Improved Evasion*^**
 - ◊ **Defensive Roll*^**

Multiclass and Prestige Class Tips

To maximize the power of their sneak attack, many rogues will avoid multiclassing. Still, a few levels of wizard or sorcerer can provide a rogue with some support magic and any class can complement the rogue to some degree. Rogues interested in combat can make effective assassins and duelists. A rogue with magical training can make a powerful arcane trickster. Rogues interest in refining their stealth may wish to take the shadowdancer or Shadow Thief of Amn prestige classes.

Sorcerer



Sorcerers create magic the way a poet creates poems, with inborn talent honed by practice. They have no books, no mentors, no theories—just raw power that they direct at will.

Some sorcerers claim that the blood of dragons courses through their veins. That claim may be true in some cases—it is common knowledge that certain powerful dragons can take humanoid form and even have humanoid lovers, and it's difficult to prove that a given sorcerer does not have a dragon ancestor. It's true that sorcerers often have striking good looks, usually with a touch of the exotic that hints at an unusual heritage. Others hold that the claim is either an unsubstantiated boast on the part of certain sorcerers or envious gossip on the part of those who lack the sorcerer's gift.

Sorcerers cast spells through innate power rather than through careful training and study. Their magic is intuitive rather than logical. Sorcerers know fewer spells than wizards do and acquire powerful spells more slowly than wizards, but they can cast spells more often and have no need to select and prepare their spells ahead of time. Sorcerers cannot specialize in schools of magic the way wizards can. However,

they do have more time to learn fighting skills, and they are proficient with simple weapons.

- **Key Abilities:** Charisma, Constitution
- **Hit Points per Level:** 4
- **Base Attack Bonus:** Low
- **High Saves:** Will
- **Weapons:** All simple weapons
- **Armor:** None
- **Base Skill Points:** 2
- **Spellcasting:** Arcane (Charisma-based, no need for preparation, wearing any armor or using a shield can cause spells to fail)

Sorcerer Special Abilities

- **Summon Familiar**[^]

Multiclass and Prestige Class Tips

Because multiclassing slows down their spellcasting ability, sorcerers rarely multiclass. Sorcerers invested in the necromantic arts may wish to consider the path of the pale master. A sorcerer who does pursue rogue training will excel as an arcane trickster.

Warlock



Born of a supernatural bloodline, a warlock seeks to master the perilous magic that suffuses his soul. Unlike sorcerers or wizards, who approach arcane magic through the medium of spells, a warlock invokes powerful magic through nothing more than an effort of will. By harnessing his innate magical gift through fearsome determination, a warlock can perform feats of supernatural stealth, beguile the weak-minded, or scour his foes with blasts of eldritch power.

Warlocks harbor great reserves of mystical energy. The font of dark magic burning in their souls makes them resistant to many forms of attack and arms them with dangerous power. Warlocks learn to harness their power to perform a small number of specific attacks and tricks called invocations. Warlocks make up for their lack of versatility by being tougher and more resilient than sorcerers or wizards.

- **Alignment:** Any chaotic or any evil
- **Key Abilities:** Charisma, Dexterity
- **Hit Points per Level:** 6
- **Base Attack Bonus:** Medium
- **High Saves:** Will
- **Weapons:** All simple weapons
- **Armor:** Light
- **Base Skill Points:** 2
- **Spellcasting:** Invocations (Charisma-based, no preparation, no casting limit, wearing medium or heavy armor, or using a shield, can cause spells to fail)

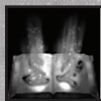
Warlock Special Abilities

- **Eldritch Blast**^{*}: You can invoke an eldritch blast each round, sending a bolt of magical energy at an enemy. You must hit the target, but their armor does not protect them from this type of attack. They do not receive a saving throw against this damage, but spell resistance can protect them.
- **Invocations**^{*}: Unlike other spellcasters, you can cast your spells, called invocations, an unlimited number of times per day.
- **Eldritch Essences:** Some invocations modify the damage of an eldritch blast or add secondary harmful effects to the attack. Only one eldritch essence can be added at one time.
- **Blast Shapes:** Some invocations modify the range, target(s), or area of effect of an eldritch blast. Only one blast shape can modify an eldritch blast at a time.
- **Eldritch Lore**[^]: You gain a +2 competence bonus to your Spellcraft and Lore skills.
- **Deceive Item**[^]: You gain a +4 bonus to your Use Magic Device skill.
- **Damage Reduction (3rd level)**^{^^}: You become resistant to physical attacks except those inflicted by cold iron weapons (1/cold iron).
- **Fiendish Resilience (8th level)**^{*}: You can draw on infernal power to regenerate wounds over time (1/day).
- **Energy Resistance (10th level)**^{*}: You gain a resistance to two forms of energy (acid, cold, electricity, fire and sonic).

Multiclass and Prestige Class Tips

Warlock abilities do not combine well with other classes, so it is rare for warlocks to learn a prestige class (or multiclass). A warlock's eldritch abilities don't qualify them for prestige classes that require spellcasting abilities (such as the arcane trickster).

Wizard



A wizard's few unintelligible words and fleeting gestures can carry more power than a battleaxe. These simple acts make magic seem easy, but they only hint at the time the wizard must spend poring over her spellbook preparing each spell for casting, and the years before that spent in apprenticeship to learn the arts of magic.

Wizards depend on intensive study to create their magic. They examine musty old tomes, debate magical theory with their peers, and practice minor magics whenever they can.

The wizard's strength is her spells. Everything else is secondary. She learns new spells as she experiments and grows in experience, and she can also learn them from other wizards. In addition to learning new spells, a wizard can, over time, learn to manipulate her spells so they go farther, work better, or are improved in some other way.

Some wizards prefer to specialize in a certain type of magic. Specialization makes a wizard more powerful in her chosen field, but it denies her access to some of the spells that lie outside it.

- **Key Abilities:** Intelligence, Constitution
- **Hit Points per Level:** 4
- **Base Attack Bonus:** Low
- **High Saves:** Will
- **Weapons:** Club, dagger, light crossbow, heavy crossbow, quarterstaff
- **Armor:** None
- **Base Skill Points:** 2
- **Spellcasting:** Arcane (Intelligence-based, requires preparation, wearing any armor or using a shield can cause spells to fail)

Wizard Special Abilities

- **Summon Familiar**[^]
- **Wizard Bonus Feats:** Every five levels, you gain a bonus feat. These bonus feats are chosen from a subset of the entire feat list.

Multiclass and Prestige Class Tips

Like sorcerers, wizards are usually loathe to give up their spell progression by multiclassing. Many prestige classes offer the wizard a chance to expand into a new realm. Arcane archer, pale master, and eldritch knight give a wizard more combat presence and arcane trickster offers some rogue-like skills to an enterprising wizard.

PRESTIGE CLASSES

Prestige classes are like regular classes, except that they have requirements that must be met before you can take levels in it. Some prestige classes may require a certain number of ranks in one or more skills, others may require the ability to cast arcane or divine spells. Each has a range of abilities that make it substantially different from the others. All of the prestige classes listed below have a maximum level of 10, except for Harper agent and Shadow Thief of Amn, each of which have a maximum level of 5.

Arcane Archer



Master of the elven warbands, the arcane archer is a warrior skilled in using magic to supplement her combat prowess. Beyond the woods, arcane archers gain renown throughout entire kingdoms for their supernatural accuracy with a bow and their ability to imbue their arrows with magic. In a group, they can strike fear into an entire enemy army.

Fighters, rangers, paladins, and barbarians become arcane archers to add a little magic to their combat abilities. Conversely, wizards and sorcerers may take this prestige class to add combat capabilities to their repertoire. Monks, clerics, druids, rogues, and bards rarely become arcane archers.

- **Hit Points per Level:** 8
- **Base Attack Bonus:** High
- **High Saves:** Fortitude, Reflex
- **Weapons:** All simple and martial weapons
- **Armor:** Light, medium, shields (not tower shields)
- **Base Skill Points:** 4

Requirements

- **Race:** Elf or half-elf
- **Base Attack Bonus:** +6
- **Feats:** Weapon Focus (Longbow) or Weapon Focus (Shortbow), Point Blank Shot
- **Spellcasting:** Ability to cast arcane spells

Special Abilities

- **Enhance Arrow**[^]: You shoot arrows with increased precision and damage.
- **Imbue Arrow (2nd level):** You can shoot a fireball arrow. (3/day)
- **Seeker Arrow (4th level)**^{*}: You can shoot an arrow that cannot miss (1/day).
- **Hail of Arrows (8th level):** You can fire an arrow at each and every target within range (1/day).
- **Arrow of Death (10th level):** You can fire an arrow that can instantly kill an opponent (1/day).

Arcane Trickster



Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief. They are among the most adaptable of adventurers. Arcane spellcasting and the sneak attack ability are needed to qualify for this class, making it a natural choice for multiclass wizard/rogues or sorcerer/rogues. Assassins occasionally opt for this class, but usually only if they already have wizard or sorcerer levels.

- Hit Points per Level: 4
- Base Attack Bonus: Low
- High Saves: Reflex, Will
- Base Skill Points: 4

Requirements

- Alignment: Any non-lawful
- Skills: Lore 7, Disable Device 7, Tumble 7, Spellcraft 4
- Sneak Attack: +2d6 or higher
- Arcane Spellcasting: Can cast spells of at least level 3.

Special Abilities

- Spellcasting: When you gain an arcane trickster level, you get new spells per day and spells known as if you had gained a level in one of your arcane spellcasting classes.
- Pilfer Magic*: You can dispel magical effects with a touch attack, simultaneously gaining an attack bonus.
- Sneak Attack*: At every even level you gains an additional +1d6 to your sneak attack damage.
- Impromptu Sneak Attack (3rd level)*: You can deny your targeted opponent their Dex mod in the next round, allowing a sneak attack (1/day).

Assassin



The assassin is the master of dealing quick, lethal blows. Assassins also excel at infiltration and disguise. Assassins often function as spies, informants, killers for hire, or agents of vengeance. Their training in anatomy, stealth, poison, and the dark arts allows them to carry out missions of death with shocking, terrifying precision.

Most rogues, monks, and bards who choose this class become examples of the classic assassin skulking in the shadows with a blade carrying certain death. Fighters, ex-paladins, rangers, druids, and barbarians operate as warrior assassins, with as much ability to kill in combat as from the shadows. Sorcerers, wizards, and clerics may be the most terrifying assassins of all, for with their spells they can infiltrate and slay with even greater impunity.

- Hit Points per Level: 6
- Base Attack Bonus: Medium
- High Saves: Reflex
- Weapons: All simple weapons

- Armor: Light
- Base Skill Points: 4

Requirements

- Alignment: Any evil
- Skills: Hide 8, Move Silently 8

Special Abilities

- Death Attack*: This special sneak attack has a chance of paralyzing the opponent.
- Poison Resistance (2nd level)*: You gain a bonus to poison saving throws.
- Uncanny Dodge (2nd level)^
- Improved Uncanny Dodge (5th level)^
- Hide in Plain Sight (8th level)^

Spells:

- 2nd level: Ghostly Visage (1/day)
- 5th level: Darkness (1/day)
- 6th level: Invisibility (1/day)
- 9th level: Improved Invisibility (1/day)

Blackguard



A blackguard epitomizes evil. He is nothing short of a mortal fiend, a black knight with the foulest sort of reputation. A blackguard is an evil villain of the first order, equivalent in power to the righteous paladin, but devoted to the powers of darkness. No one class makes the best blackguard — all that is required is a willingness to serve the forces of darkness.

- Hit Points per Level: 10
- Base Attack Bonus: High
- High Saves: Fortitude
- Weapons: All simple and martial weapons
- Armor: All armor, shields (not tower shields)
- Base Skill Points: 2

Requirements

- Alignment: Any evil
- Base Attack Bonus: +6
- Feats: Cleave
- Skills: Hide 5

Special Abilities

- Smite Good (2nd level)*: You can unleash an unholy attack against good enemies (1/day).
- Dark Blessing (2nd level)*: You add your Charisma modifier to saving throws.
- Turn Undead (3rd level)*
- Create Undead (3rd level): You can summon an undead ally (1/day).
- Sneak Attack (4th level)*^

- **Summon Fiend (5th level):** You can summon a fiendish ally (1/day).

Spells

- **2nd level:** Bull's Strength (1/day)
- **6th level:** Inflict Serious Wounds (1/day)
- **7th level:** Contagion (1/day)
- **8th level:** Inflict Critical Wounds (1/day)

Divine Champion



A divine champion is the strong arm of her deity. She serves as a guardian of holy sites, a protector of pilgrims, and a leader of crusaders. Though paladins fill these roles in many good-aligned churches, a divine champion can take up the banner of any deity, regardless of alignment or ethos. Rivalries between divine champions of opposing faiths have been the stuff of legends told by bards for centuries. These holy warriors are loved by their patron's worshippers and hated by the church's enemies in equal measure.

Most divine champions come from a combat or militant background. Barbarians, fighters, paladins and rangers are the most common candidates, though monks, clerics and the more militant druids frequently pursue this path as well.

- **Hit Points per Level:** 10
- **Base Attack Bonus:** High
- **High Saves:** Fortitude
- **Base Skill Points:** 2

Requirements

- **Base Attack Bonus:** +7
- **Feats:** Weapon Focus in any melee weapon

Special Abilities

- **Bonus Feats^:** You gain a bonus feat at every even level (2, 4, 6, etc.). These bonus feats are chosen from a subset of the entire feat list.
- **Lay on Hands***
- **Sacred Defense (2nd level)^:** You gain +1 to all saving throws.
- **Smite Infidel (3rd level)*:** You can unleash a divine attack that devastates an enemy whose alignment differs from yours (1/day).
- **Divine Wrath (5th level):** You gain damage reduction and +3 to attack, damage, and saving throws. Duration depends on your Charisma (1/day).

Duelist



The duelist is a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier. She always takes full advantage of her quick reflexes and wits in a fight. Rather than wearing bulky armor, a duelist feels the best way to protect herself is not to get hit at all.

Duelists are most often fighters or rangers, but rogues and bards are also common. Wizards, sorcerers, and monks make surprisingly good duelists due to those classes' lack of reliance on armor. They benefit greatly from the weapon skill the duelist offers. Some paladins and barbarians who deviate a good deal from their archetypes become duelists.

- **Hit Points per Level:** 10
- **Base Attack Bonus:** High
- **High Saves:** Reflex
- **Weapons:** All simple and martial weapons
- **Base Skill Points:** 4

Requirements

To qualify as a duelist, a character must fulfill all of the following criteria:

- **Base Attack Bonus:** +6
- **Skills:** Parry 5, Tumble 5
- **Feats:** Dodge, Mobility, Weapon Finesse

Special Abilities

- **Canny Defense^:** When not wearing armor or using a shield, a duelist adds her Intelligence bonus or her Duelist level (whichever is lower) to her AC.
- **Improved Reaction (2nd level)*:** You can improve your reaction time, triggering the equivalent of the *haste* spell cast on yourself (1/day).
- **Enhanced Mobility (3rd level)^:** When wearing no armor and not using a shield, you gain an additional +4 to AC against attacks of opportunity due to movement.
- **Grace (4th level)^:** You gain +2 to Reflex saving throws.
- **Precision Strike (5th level)*:** You can choose to make a precise strike, inflicting an extra 1d6 damage with a light or one-handed piercing weapon. This only works against enemies vulnerable to critical hits. This attack foregoes off-hand shield bonuses or off-hand weapon attacks.
- **Flourish (6th level):** As frequently as every 30 seconds, you can perform a flourish, which inflicts an extra 2d6 piercing damage if you hit.
- **Elaborate Parry (8th level)^:** Your parry skill is increased by your duelist class level.
- **Bonus Feat (9th level)^:** Deflect Arrows

Dwarven Defender



The defender is a sponsored champion of a dwarven cause, a dwarf aristocrat, a dwarven deity, or the dwarven way of life. As the name might imply, this character is a skilled combatant trained in the arts of defense. A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone — and much more dangerous.

Most dwarven defenders are fighters, paladins, rangers, or clerics, although ex-barbarians, sorcerers, wizards, and druids can certainly all benefit from the defensive capabilities of this prestige class. Rogues, bards, and monks usually depend too heavily on mobility to use the abilities of the dwarven defender class to their fullest.

- Hit Points per Level: 12
- Base Attack Bonus: High
- High Saves: Fortitude, Will
- Weapons: All simple and martial weapons
- Armor: All armor, shields (not tower shields)
- Base Skill Points: 2

NWN2 Tip

A dwarven fighter can become a very powerful dwarven defender. To gain the dodge prerequisite that the dwarven defender requires, your Dexterity will need to be 13 or higher.

Requirements

- Race: Dwarf
- Alignment: Any lawful
- Base Attack Bonus: +7
- Feats: Dodge, Toughness

Special Abilities

- **Defensive Stance***: You can adopt a special fighting stance that gives you +4 Strength and Constitution, +2 on all saving throws, and +4 dodge bonus on AC (1/day).
- **Improved Defense***: You receive a +1 dodge bonus to AC.
- **Uncanny Dodge^** (2nd level)
- **Trap Sense^^** (4th level): You gain a bonus to Reflex saves to avoid traps.
- **Improved Uncanny Dodge^** (6th level)
- **Damage Reduction (6th level)*^**: You can shrug off some amount of injury from each blow or attack (DR 3/-).

Eldritch Knight



Studying the martial and arcane arts to equal degrees, the eldritch knight is a versatile combatant who can cast a fireball on her foes or charge them with sword drawn. Eldritch knights split their time between physical training to become better soldiers and arcane study to learn more powerful spells. They tend to be driven individuals, because simultaneously perfecting their spellcasting and combat prowess requires immense time and effort.

Every would-be eldritch knight must demonstrate both skill with a broad array of weapons and mastery of the basics of arcane spellcasting. Thus, almost all eldritch knights are multiclass characters already, with fighter/wizard the most common.

- Hit Points per Level: 6
- Base Attack Bonus: High
- High Saves: Fortitude
- Weapons: All simple weapons
- Armor: Light
- Base Skill Points: 6

Requirements

- Alignment: Any non-evil
- Feats: Alertness, Iron Will
- Skills: Diplomacy 8, Lore 4, Survival 2
- Arcane Spellcasting: Can cast spells of at least level 3

Special Abilities

- **Bonus Feat: Combat Casting, Skill Focus (Concentration)**
- **Spellcaster (2nd level)*^**: When you gain an Eldritch Knight level (except for level 1), you get new spells per day and spells known as if you had gained a level in one of your arcane spellcasting classes.

Frenzied Berserker



The madness and unpredictability of a thunderstorm is the soul of the frenzied berserker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses—it is the thrill of combat that draws her. For the frenzied barbarian, the insanity of battle is much like an addictive drug—she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types—and even other frenzied berserkers. Some such groups turn to banditry; others serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

- Hit Points per Level: 12
- Base Attack Bonus: High
- High Saves: Fortitude
- Base Skill Points: 2

Requirements

- Alignment: Any non-lawful
- Base Attack Bonus: +6
- Feats: Cleave, Great Cleave, Power Attack

Special Abilities

- **Frenzy**: You can enter a violent frenzy, gaining +6 Strength, -4 AC (penalty), and an extra attack at your highest Base Attack Bonus (this extra attack does not stack with Haste or other effects that add an additional attack). You suffer 2 damage each round during your frenzy. Duration is based on your Constitution. Frenzy does not stack with the Barbarian's Rage ability.
- **Bonus Feat: Toughness**
- **Supreme Cleave (2nd level)**: Once per round, Cleave gives you two bonus attacks instead of one.
- **Deathless Frenzy (4th level)**: At 4th level, when the frenzied berserker is frenzying he is immune to any death spells, spell-like abilities, and effects.
- **Enhanced Power Attack (5th level)**: Your Power Attack and Improved Power Attack become more powerful.
- **Inspire Frenzy (6th level)**: Send all allies into a Frenzy (as described above).
- **Supreme Power Attack (10th level)**: Your Power Attack and Improved Power Attack become even more powerful.

Harper Agent



The semisecret organization known as the Harpers has members scattered all across Faerûn. These individuals are dedicated to battling evil, discovering and preserving forgotten lore, and maintaining the balance between nature and civilization. Harper agents are the “field agents” of the Harper organization, acting directly to gather intelligence and eliminate threats to the greater good. Equally adept at operating alone or in small groups, Harper agents display a versatility that few others can match.

Bards are the most common candidates for the Harper agent prestige class, but they are by no means the only qualified characters. Rangers, rogues, sorcerers, and wizards all possess the diversity of skill and ability necessary to become Harper agents.

- Hit Points per Level: 6
- Base Attack Bonus: Medium
- High Saves: Will
- Weapons: All simple weapons
- Armor: Light
- Base Skill Points: 6

NWN2 Tip

When creating your character, you might want to think about what prestige class you would like to join later. Choose your feats and skills appropriately. Remember that the weapons and armor listed are in addition to those already usable by the character.

Requirements

- Alignment: Any non-evil
- Feats: Alertness, Iron Will
- Skills: Diplomacy 8, Lore 4, Survival 2

Special Abilities

- **Harper Knowledge**: You can identify items more easily than other classes, adding your harper agent levels to any Lore skill checks.
- **Spellcaster (2nd level)**: When you gain a harper agent level (except for level 1), you get new spells per day and spells known as if you had gained a level in one of your spellcasting classes (either arcane or divine).
- **Deneir's Eye (2nd level)**: You gain +3 to saving throws against traps.
- **Lliira's Heart (2nd level)**: You gain +2 to saving throws against mind-affecting spells.
- **Tymora's Smile (3rd level)**: You or an ally receive +2 on all saving throws.
- **Lurue's Voice (4th level)**: Dominate Animal (3/day)
- **Mystra's Boon (5th level)**: You gain +2 to saving throws against spells.

Pale Master



Necromancy is usually a poor choice for arcane spellcasters. Those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

- Hit Points per Level: 6
- Base Attack Bonus: Low
- High Saves: Will
- Base Skill Points: 2

Requirements

- Alignment: Any non-good
- Arcane Spellcasting: Can cast spells of at least level 3

Special Abilities

- **Spellcasting**: Every other pale master level, you get new spells per day and spells known as if you had gained a level in one of your arcane spellcasting classes.
- **Bone Skin**: At 1st level, the pale master gains +2 to natural armor class. Every four levels this increases by an additional +2.
- **Animate Dead (2nd level)**: You can summon an undead ally.
- **Darkvision (3rd level)**: You can see in the dark.
- **Deathless Vigor (5th level)**: You gain three additional hit points.
- **Undead Graft (6th level)**: You can paralyze opponents (2/day).
- **Tough as Bone (7th level)**: You become immune to hold, paralyze, and stun.
- **Deathless Mastery (10th level)**: You become immune to critical hits.

Red Dragon Disciple



It is rumored that the magical powers of sorcerers and bards are somehow connected to the presence of dragon blood in their family tree. Red Dragon Disciples are sorcerers, and sometimes bards, who use their magical power as a catalyst to ignite their red dragon blood, realizing its fullest potential. They prefer a life of exploration to a cloistered existence. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. They often feel drawn to areas known to harbor dragons.

- Hit Points per Level: 12
- Base Attack Bonus: Medium
- High Saves: Fortitude, Will
- Base Skill Points: 2

Requirements

- Class: Sorcerer or Bard
- Skills: Lore 8

Special Abilities

- Draconic Armor (1st level)*^: You gain a natural armor bonus.
- Draconic Ability Scores^. These effects are cumulative.
 - ◇ 2nd level: Strength +2
 - ◇ 4th level: Strength +2
 - ◇ 7th level: Constitution +2
 - ◇ 9th level: Intelligence +2
 - ◇ 10th level: Strength +4; Charisma +2
- Breath Weapon (3rd level)*: You can breathe fire like a red dragon.
- Blindsense (5th level)*: You suffer no penalties in darkness or when fighting an invisible opponent.
- Half-Dragon (10th level)*: You gain darkvision and immunity to sleep, paralysis, fear, and fire.

Shadow Thief of Amn



The organization known as the Shadow Thieves is the largest and most prosperous thieves' guild in all of Faerûn. Its success is derived from its system of interlocking guilds, each dedicated to the twin goals of profit and power. From the organization's stronghold in Amn, the series of guilds controls the lion's share of all criminal operations along the Sword Coast, and it also reaches into many other parts of Faerûn. As a member of the Shadow Thieves' guild, a Shadow Thief of Amn knows only her own minions, her coworkers, and her superiors. The web of secrecy preserves the organization, because members who are captured can sell out only a few others.

- Hit Points per Level: 6
- Base Attack Bonus: Medium
- High Saves: Reflex

- Armor: Light
- Base Skill Points: 6

Requirements

- Skills: Bluff 3, Hide 8, Intimidate 3, Move Silently 3
- Feats: Stealthy
- Must contact the Shadow Thieves and gain membership into their guild.

Special Abilities

- Sneak Attack*
- Doublespeak^: You gain +2 Bluff and Diplomacy.
- Bonus Feat^: At 2nd and 4th level you gain a bonus feat from this list: Alertness, Blind-Fight, Combat Expertise, Feint, Lightning Reflexes, Nimble Fingers, Skill Focus, Silent Spell, Still Spell, Track, Weapon Finesse, and Weapon Focus.
- Uncanny Dodge (2nd level)^
- Reputation (3rd level)*: You gain a 10% discount from all merchants and an additional +2 bonus on all Bluff, Intimidate, and Diplomacy checks.
- Improved Uncanny Dodge (5th level)^

Shadowdancer



Operating in the border between light and darkness, shadowdancers are nimble artists of deception. They are mysterious and unknown, never completely trusted but always inducing wonder when met.

Rogues, bards, and monks make excellent shadowdancers, but fighters, barbarians, rangers, and paladins also find that shadowdancer abilities allow them to strike at their opponents with surprise and skill. Wizard, sorcerer, cleric and druid shadowdancers employ the defensive capabilities inherent in the prestige class to allow them to cast their spells from safety and move away quickly. Despite their link with shadows and trickery, shadowdancers are as often good as evil.

Shadowdancers often work in troupes, never staying in one place too long. Some use their abilities to entertain, while others operate as thieves, infiltrating defenses and duping others. All shadowdancer troupes maintain an aura of mystery among the populace, who never know whether to think well or ill of them.

- Hit Points per Level: 8
- Base Attack Bonus: Medium
- High Saves: Reflex
- Weapons: All simple weapons
- Armor: Light
- Base Skill Points: 6

Requirements

- Skills: Move Silently 8, Hide 10, Tumble 5
- Feats: Dodge, Mobility

Special Abilities

- Shadow Daze: You may inflict an illusory daze upon a target (1/day).
- Summon Shadow*: You can summon a shadow (1/day).

- **Shadow Evade***: You gain concealment, damage reduction, and an AC bonus (3/day).
- **Hide in Plain Sight**
- **Evasion** (2nd level)^
- **Darkvision** (2nd level)^: You can see in the dark.
- **Uncanny Dodge** (2nd level)^
- **Improved Uncanny Dodge** (5th level)^
- **Defensive Roll** (5th level)^
- **Slippery Mind** (7th level)^: You get two chances to resist any mind-affecting spell.
- **Improved Evasion** (10th level)^

Warpriest



Warpriests are fierce, earthy divine spellcasters who pray for peace but prepare for war. Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants. Clerics are natural warpriests as are druids who shift their focus from nature to warfare.

- **Hit Points per Level:** 10
- **Base Attack Bonus:** High
- **High Saves:** Fortitude
- **Weapons:** All simple and martial
- **Armor:** All armor, shields, and tower shields
- **Base Skill Points:** 2

D&D Note

In NWN2, druids can become warpriests.

Requirements

- **Base Attack Bonus:** +5
- **Skills:** Diplomacy 8, Spot 5
- **Feats:** Combat Casting
- **Divine Spellcasting:** Can cast spells of at least level 4

Special Abilities

- **War Glory***: Within 10 feet of the warpriest, all allies (but not the warpriest) gain +1 to hit and all enemies suffer -1 to saves.
- **Spellcasting** (2nd level)^: Every other warpriest level, you get new spells per day and spells known as if you had gained a level in one of your divine spellcasting classes.
- **Inflame*** (2nd level): Allies within 30 feet gain +2 to saves against fear and mind effects (1/day).
- **Fear Aura** (5th level): Enemies within 30 feet suffer from fear (1/day).
- **Implacable Foe** (10th level): Allies within 20 feet gain +20 hit points and warpriest's movement is reduced 50% for 10 rounds (1/day).

Spells:

- **1st level:** Remove Fear (1/day per warpriest level)
- **3rd level:** Mass Cure Light Wounds (1/day)
- **6th level:** Battletide (1/day)
- **7th level:** Haste (3/day)
- **9th level:** Mass Heal (1/day)

Weapon Master



For a weapon master, perfection is found in the mastery of a single melee weapon. A weapon master seeks to unite this weapon of choice with the body, to make them one and to use the weapon as naturally and without thought as any other limb.

- **Hit Points per Level:** 10
- **Base Attack Bonus:** High
- **High Saves:** Fortitude
- **Base Skill Points:** 2

Requirements

- **Base Attack Bonus:** +5
- **Feats:** Weapon Focus in a melee weapon, Dodge, Mobility, Combat Expertise, Spring Attack, and Whirlwind
- **Skills:** Intimidate 4

Special Abilities

- **Weapon of Choice***: You choose a weapon type to master. Whenever wielding weapons of this type, you get many additional benefits.
- **Ki Damage:** Inflict maximum damage with an attack with your weapon of choice (1/day).
- **Increased Multiplier** (5th level): You gain an additional 1x to your critical multiplier when using your weapon of choice (i.e., 2x becomes 3x, etc.)
- **Superior Weapon Focus** (5th level): You gain +1 to attack rolls with your weapon of choice.
- **Ki Critical** (7th Level): You gain +2 to the threat range with your weapon of choice (i.e., threat range of 20 becomes 18-20, etc.).

NWN2 Tip

A fighter makes a very strong candidate for becoming a weapon master. The weapon master requires access to several feats, so make certain that your character has at least Dexterity 13 and Intelligence 13.

SKILLS

This section describes the skills available in *Neverwinter Nights 2*.

Using Skills

Many skills, such as Appraise, are used automatically whenever they apply. Other skills, like Open Lock, are used by interacting with objects in the game world. For example, if you shift-click on a locked chest, you will have the option of unlocking it through the Dropdown Menu. Finally a few skills are used only by entering a specific mode. These modes are discussed below.

D&D Note

Many skills in NWN2 work somewhat different than they do in D&D. These deviations are necessary to adapt D&D to a computer roleplaying game and attempt to maintain the flavor of the original skill. Please read skill descriptions carefully.

Detect Mode



When you activate Detect Mode using the Mode Bar, movement rate is reduced, but you actively perform Search, Spot, and Listen checks to find invisible creatures and hidden objects. Your Spot and Listen skills are always active, but Detect Mode enhances them. Only elves perform Search checks when not in Detect Mode.

Stealth Mode



The Hide and Move Silently skills are used by activating Stealth Mode using the Mode Bar. When Stealth Mode is active, you move more slowly, but attempt to avoid enemy detection. Enemies can use their Listen and Spot skills to try to detect you. You automatically enter Stealth mode when you become invisible.

General Skills

The following skills can be used by anyone, whether they have ranks in it or not. In parentheses next to each skill name is the ability score that affects how well you can use it.

Appraise (Int)



The higher your Appraise skill, the more favorable prices you will receive when buying or selling goods. This skill is used automatically when you are trading with a merchant.

Bluff (Cha)



You can make the outrageous or the untrue seem plausible. This skill encompasses acting, conning, fast talking, and misleading body language. Dialogue lines for which you can try to bluff are labeled.

Characters with the Feint feat can use this skill to distract an opponent, which denies them their Dexterity bonus to AC and thus makes them vulnerable to sneak attacks. Shift-click on an enemy and select "Feint" to attempt this in combat.

Concentration (Con)



Concentration checks are made whenever you are distracted during the act of casting a spell. The DC is equal to 10 plus the damage received plus the level of the spell that you're trying to cast. You receive a -4 penalty to the check if casting within three meters of an enemy. The concentration skill is also used to avoid the effects of the Taunt skill (see below).

Craft Alchemy (Int)



Craft Alchemy allows you to distill essences (raw magic used in making magical items) and break down magic items into essences. The DC depends upon the complexity of the potion or essence being made or the magical item being broken down. To use this skill, place the appropriate ingredients on an alchemical workbench, then use the mortar and pestle item, targeting the workbench. To distill an item, use the mortar and pestle on the item's icon.

Craft Armor (Int)



You can use this skill to create various types of armor and shields from raw materials. See Item Crafting on Page 128. The DC depends upon the type of armor or shield you are trying to create. To use this skill, place the appropriate mold item (e.g., "leather armor mold") and resources onto an anvil, then use the smith hammer item, targeting the anvil.

Craft Trap (Int)



You can use this skill to create various types of traps from raw materials. See Item Crafting on Page 128. The DC depends upon the type and severity of trap you are trying to create. To use this skill, place the appropriate mold item (e.g., "minor spike trap mold") and resources onto an anvil, then use the smith hammer item, targeting the anvil.

Craft Weapon (Int)



The character knows how to create all types of weapons from different materials. See Item Crafting on Page 128. The DC depends upon the type of weapon you are trying to create. To use this skill, place the appropriate mold item (e.g., "longsword mold") and resources onto an anvil, then use the smith hammer item, targeting the anvil.

Diplomacy (Cha)



You have the option to persuade others to reveal additional information about plots or to give bonus treasure. This skill is automatically used in conversations and the DC depends upon the target.

Heal (Wis)



With this skill you can heal hit points and cure poisons and diseases with a Healing Kit. If the target is poisoned or diseased, you must exceed the affliction's DC. If successful, the target is cured, and is also healed with a number of hit points equal to the skill roll plus all modifiers. If the target isn't poisoned or diseased, it is still healed of damage. Use a healing kit item in your inventory to apply your Heal skill to yourself or an ally.

Hide (Dex)



The Hide skill is used in conjunction with Move Silently to remain unseen. To use this skill, just turn on Stealth Mode using the Mode Bar. Your Hide check is compared to an opponent's Spot check and your Move Silently check is compared to their Listen check. Note that when in Stealth Mode, your movement rate is decreased.

Most types of armor or using a torch give you a penalty to your Hide check, but low light can provide a bonus. Small-sized characters and characters who are standing still can hide more easily.

Intimidate (Cha)



You can use this skill to get a bully to back down or make a prisoner give you the information you want. Dialogue lines for which you can try to Intimidate are labeled. The chance of success depends upon the specifics of the situation.

Listen (Wis)



Alerts you to nearby hidden creatures. Listen detects hidden creatures by opposing their Move Silently check. A successful check renders the hidden creature visible, allowing you to target them. Standing still provides a +5 bonus to a Listen check. To use this ability, activate Detect mode in the Mode Bar.

Lore (Int)



Whenever you first inspect a magical item, your Lore skill gives you a chance of identifying it. The more valuable an item is, the harder it is to identify. Bards and Harper agents receive bonuses to Lore skill checks.

Move Silently (Dex)



The Move Silently skill is used in conjunction with Hide to remain unseen. To use this skill, just turn on Stealth Mode using the Mode Bar. Your Move Silently check is compared to an opponent's Listen check and your Hide check is compared to their Spot check. Note that when in Stealth Mode, your movement rate is decreased. Most types of armor give you a penalty to your Move Silently check.

Parry (Dex)



When wielding a one-handed weapon or fighting unarmed, you can use the Parry skill to adopt a defensive stance — deflecting incoming melee attacks and occasionally scoring a counter-attack against foes with inferior training. To use this skill, turn on Parry Mode using the Mode Bar. You cannot attack normally while in Parry Mode.

The DC of a Parry check is the modified attack roll of the incoming blow. A successful parry means that the attack does not damage the parrying character. Each round, you can parry as many attacks as you can normally make yourself. Additional attacks can be parried, but with a cumulative -3 penalty (so if you have 3 attacks, the 4th parry in one round is -3, the 5th parry is -6, etc). If the Parry check exceeds the required DC by 10 or more, then you gain a free counterattack against your enemy.

D&D Note

Lore is a NWN2 skill that is similar to the D&D Knowledge skills.

D&D Note:

Parry is a NWN2 skill. It is not a part of the D&D game experience.

Search (Int)



Your ability to find traps is governed by your Search skill. Detecting a trap has a DC of the setter's Set Trap skill plus the strength of the trap. Only rogues may detect traps with a DC greater than 35. Normally, you'll only find traps within 5 feet of you. Turning on Detect mode (using the Mode Bar) increases this range to 10 feet.

Synergy: If you have 5 or more ranks in Search, you get a +2 synergy bonus to your Survival skill.

Spot (Wis)



Spot (along with Listen) improves your ability to locate hidden creatures. The DC is determined by the Hide check of the hidden creature. To use your Spot skill, enter Detect mode using the Mode Bar.

Survival (Wis)



The Survival skill helps reveal nearby enemies on the mini-map.

Taunt (Cha)



You can provoke an enemy into dropping his guard for a short time. As your Taunt skill improves, this ability is more difficult to resist and can possibly affect multiple opponents.

D&D Note

Taunt is a NWN2 skill. It is not a part of the D&D game experience.

Specialized Skills

You can only use these skills if you have at least one rank in it.

Disable Device (Int)



There are four increasingly difficult actions that you may perform on a trap. The DC is determined by the difficulty rating of the trap and the action. These actions are:

- examine the trap to determine the difficulty in disarming it (base DC -7),
- flag the trap so that other party members know to avoid the trap (base DC -5),
- recover the trap (base DC +10), or
- disarm it (base DC).

Only rogues may disarm traps with a DC of 20 or greater. With 5 or more ranks in Set Traps a character gains a +2 synergy bonus on Disable Device checks. Disable Device and Set Trap can be considered subsets of the D&D Disable Device skill.

Synergy: If you have 5 or more ranks in Set Trap, you get a +2 synergy bonus to your Disable Device skill.

D&D Note

In *Dungeons & Dragons*, the skill Disable Device includes the ability to set traps. For reasons of game balance, these Set Trap is a separate skill in NWN2.

Open Lock (Dex)



You can open locked doors and containers. The DC is determined by the lock's difficulty rating. You can use thieves' tools to increase your Open Lock attempt, but they are destroyed in the attempt whether successful or not.

Note that you always take 20 when attempting to pick a lock unless you are in a combat situation.

Perform (Cha)



Perform is a skill unique to bards and it governs the types and sometimes effects of the bardsongs a bard can use. In general, a bard should always maximize this skill. Perform sometimes has uses within dialogue.

Set Trap (Dex)



You may place Trap Kits, which will then be visible to your allies and harmful to your enemies. The DC of the task is determined by the power of the trap. If you are in combat when using this ability and fail by 10 or more, you trigger your own trap.

Synergy: If you have 5 or more ranks in Disable Device, you get a +2 synergy bonus to your Set Trap skill.

Sleight of Hand (Dex)



You use this skill to steal items from another. There are two steps to picking pockets. First the item must be acquired at a DC of 20 if your target is neutral and 30 if it is hostile. Second, you must try to remain undetected by your target. If their Spot skill check exceeds your Sleight of Hand skill check, then

they have noticed your theft and will likely attack you. Hostile creatures get a +10 bonus to this Spot skill check.

Spellcraft (Int)



A successful Spellcraft check means that your character has identified an enemy's spell as they cast it. The DC of this check is equal to 15 plus the spell's level.

For every 10 ranks of Spellcraft, you also gain a +1 to saving throws versus spells. Specialist wizards gain +2 for Spellcraft skill checks involving their specialized school and a -5 penalty when dealing with a spell or effect from a prohibited school.

Tumble (Dex)



Any time you move past enemies, you will automatically attempt a Tumble check against a DC of 15. If successful, your foes will not get attacks of opportunity against you that round. Additionally, for every five ranks in this skill (not including your Dexterity bonus) your armor class gains +1.

Use Magic Device (Cha)



This skill allows you to attempt to use magic items that are normally restricted for your race, class, or alignment. The DC is determined by the value of the item. The DC is increased by 5 if the item is restricted for your race and 10 if restricted for your alignment.

FEATS

Neverwinter Nights 2 has over 100 feats. These are outlined in the below tables. For more detailed information, please check the in game descriptions.

D&D Note

Many feats in NWN2 work somewhat differently than they do in D&D. These deviations are necessary to adapt D&D to a computer roleplaying game and attempt to maintain the flavor of the original feat. For example, Exotic Weapon Proficiency gives you proficiency in all exotic weapons and the disarm combat maneuver cannot even be attempted without the Disarm feat.

Background Traits Feats		
Feat	Prerequisites	Benefit
Artist [✱]	1st Level	+2 Perform; +3 Bardsongs/day.
Blooded [☼]	1st Level	+2 Spot; +2 resist Fear; +2 Initiative.
Bullheaded [✱]	1st Level	+2 resist Taunt; +2 resist Fear; +1 Will saves.
Luck of Heroes [☼]	1st Level	+1 Armor Class; +1 all saves.
Mind Over Body	1st Level	Int and metamagic feats increase hit points (instead of Con).
Silver Palm [☼]	1st Level	+2 Appraise, Bluff, Diplomacy.
Snake Blood [☼]	1st Level	+2 resist Poison; +2 Fortitude saves.
Spellcasting Prodigy [✱]	1st Level	Bonus spell(s) and spells are slightly harder for enemies to resist.
Strong Soul [✱]	1st Level	+3 resist Death Magic. +1 Fortitude and Will saves.
Thug [✱]	1st Level	+2 Intimidate and Appraise. +2 Initiative.

- ✱ This feat works quite differently than its D&D version.
- ☼ This feat does not exist in D&D.
- Fighters can select this feat as a bonus feat.
- ▲ Wizards can select this feat as a bonus feat.

Proficiency Feats		
Feat	Prerequisites	Benefit
Armor Proficiency, Light		Can equip light armor.
Armor Proficiency, Medium	Armor Proficiency, Light	Can equip medium armor.
Armor Proficiency, Heavy	Armor Proficiency, Medium	Can equip heavy armor.
Monkey Grip	Base attack bonus +1	Can wield two-handed weapon in one hand.
Shield Proficiency		Can equip a shield.
Tower Shield Proficiency	Shield Proficiency	Can equip a Tower Shield.
Weapon Proficiency, Exotic	Base attack bonus +1	Can equip all exotic weapons (e.g., double axe, katana, scythe).
Weapon Proficiency, Martial		Can equip all martial weapons (e.g., long sword, battleaxe, bows).
Weapon Proficiency, Simple		Can equip all simple weapons (e.g., dagger, spear, crossbows).

- ★ This feat works quite differently than its D&D version.
- ♣ This feat does not exist in D&D.
- Fighters can select this feat as a bonus feat.
- ▲ Wizards can select this feat as a bonus feat.

General Feats		
Feat	Prerequisites	Benefit
Battle Caster	Bard or Warlock	Can cast Bard or Warlock spells in medium armor.
Blind Fight		Easier to fight when blind or against invisible enemies.
Weapon Specialization●	Fighter level 4; Weapon Focus (chosen weapon)	+2 damage with chosen weapon.
Circle Kick○	Base attack bonus +3; Dex 15; Improved Unarmed Strike	Successful unarmed hit allows one free attack.
Cleave●	Str 13; Power Attack	Killing enemy in melee allows one free attack.
Curse Song*	Bard level 1; Perform 3	Reduces enemy combat abilities.
Dash○		Movement speed increased by 5%.
Deflect Arrows●	Dex 13; Improved Unarmed Strike	Automatically deflects first successful ranged attack per round.
Dodge●	Dex 13	Improved armor class against targeted enemy.
Elephant's Hide	Wild Shape ability	Can spend Wild Shape use to greatly improve armor class.
Expert Tactician	Dex 13	Successful attacks of opportunities give you and allies bonuses.
Extend Rage	Rage or Frenzy ability	Rage or Frenzy lasts 5 rounds longer.
Extra Music	Bardic Music ability	+4 Bardsongs/day.
Extra Rage	Rage or Frenzy ability	+2 Rage or Frenzy/day.
Extra Stunning Attacks	Base attack bonus +2; Stunning Fist	+3 Stunning Fist uses/day.
Extra Wild Shape	Wild Shape ability	+2 Wild Shape uses/day. Up to +1 Elemental Shape use/day.
Favored Power Attack	Base attack bonus +4; Favored enemy ability; Power Attack	Extra damage when using Power Attack against favored enemy.
Great Cleave●	Base attack bonus +4; Str 13; Cleave; Power Attack	Like Cleave, but more than 1 free attack/round possible.

General Feats		
Feat	Prerequisites	Benefit
Greater Resiliency	Damage reduction ability	+1 Damage reduction.
Greater Two-Weapon Fighting [●]	Base attack bonus +11; Dex 19; Improved Two-Weapon Fighting	You get a third attack with your off-hand weapon at -10 penalty.
Greater Weapon Focus [●]	Fighter level 8; Weapon Focus (chosen weapon)	+1 to hit with chosen weapon. Stacks with Weapon Focus.
Greater Weapon Specialization [●]	Fighter level 12; Weapon Focus (chosen weapon); Weapon Specialization (chosen weapon)	+2 damage with chosen weapon. Stacks with Weapon Specialization.
Improved Critical [●]	Base attack bonus +8	Higher chance of critical threat with chosen weapon.
Improved Initiative		+4 Initiative.
Improved Parry ^{✱●}	Int 13	Improves the results of using the Parry skill.
Improved Two-Weapon Defense [●]	Base attack bonus +6; Dex 17; Shield Proficiency; Two-Weapon Fighting; Two-Weapon Defense	Like Two-Weapon Defense, but greater armor class bonus.
Improved Two-Weapon Fighting [●]	Base attack bonus +6; Dex 15; Two-Weapon Fighting	You get a second attack with your off-hand weapon at -5 penalty.
Improved Unarmed Strike [●]		Your unarmed strike does not provoke attacks of opportunity.
Lingering Song	Bardic Music ability	Bardsong duration increased by 5 rounds.
Mobility [●]	Dex 13; Dodge	+4 Armor Class against attacks of opportunity.
Natural Spell	Wis 13; Wild Shape ability	Can cast spells when in Wild Shape.
Oaken Resilience	Druid level 12	Can spend Wild Shape use to be immune to poison, sleep, and critical hits.
Point Blank Shot [●]		Bonuses for ranged attacks at close range.
Power Critical	Base attack bonus +4; Weapon Focus (chosen weapon)	Increased chance to confirm a critical hit.

General Feats		
Feat	Prerequisites	Benefit
Rapid Reload	Base attack bonus 2	Increases rate of fire with crossbows.
Skilled Offense [✱]		Increases chance to overcome an enemy's parry.
Spring Attack	Base attack bonus +4; Dex 13; Dodge; Mobility	Movement does not give enemies attacks of opportunity.
Toughness		+1 hit point/level (retroactive).
Track [☼]		Mini-map shows nearby enemies.
Two-Weapon Defense [●]	Dex 15; Two-Weapon Fighting	Improved armor class when using two weapons. Bonus greater when Parrying.
Two-Weapon Fighting [●]	Dex 13	Greatly reduced penalties for fighting with two weapons.
Weapon Finesse [●]	Base attack bonus +1	Use Dex bonus instead of Str for hitting with light weapons.
Weapon Focus [●]	Base attack bonus +1	+1 to hit with chosen weapon.
Zen Archery	Base attack bonus +3; Wis 13	Use Wis bonus instead of Dex for hitting enemies with ranged attacks

- ☼ This feat works quite differently than its D&D version.
- ✱ This feat does not exist in D&D.
- Fighters can select this feat as a bonus feat.
- ▲ Wizards can select this feat as a bonus feat.

General Feats – Tactical		
Feat	Prerequisites	Benefit
Called Shot ⁺ ●	Base attack bonus +1	Can attempt to disable enemy arms or legs.
Combat Expertise [○]	Int 13	Can choose to make defensive attacks.
Disarm [●]	Int 13	Can attempt to disarm opponent in melee.
Feint	Int 13; Combat Expertise	Can use Bluff to reduce armor class of most enemies.
Improved Combat Expertise [○]	Int 13; Combat Expertise	Like Combat Expertise, but even more defensive.
Improved Disarm [●]	Int 13; Disarm	Like Disarm, but successful disarm is more likely.
Improved Knockdown [●]	Base attack bonus +7; Int 13; Knockdown	Can use Knockdown against larger enemies.
Improved Power Attack [○] ●	Str 13; Power Attack	Like Power Attack, but more powerful and reckless.
Improved Rapid Shot [●]	Manyshot; Point Blank Shot; Rapid Shot	Like Rapid Shot, but no penalty to hit.
Knockdown [●]		Can attempt to knock enemy prone.
Manyshot	Base attack bonus +6; Dex 17; Rapid Shot; Point Blank Shot	Fire multiple arrows simultaneously, but with penalty to hit.
Power Attack [○] ●		Can attack recklessly, dealing more damage, but hitting less often.
Rapid Shot [●]	Dex 13; Point Blank Shot	+1 attack/round with ranged weapon, but less likely to hit.
Stunning Fist [●]	Base attack bonus +8; Dex 13; Wis 13; Improved Unarmed Strike	Can attempt to paralyze enemy with unarmed strike. Limited uses/day.
Whirlwind Attack	Base attack bonus +4; Dex 13; Int 13; Dodge; Mobility; Spring Attack	Can simultaneously attack all enemies within 5 feet.

Skills and Saves Feats		
Feat	Prerequisites	Benefit
Able Learner [○]		Learn non-class skill as if it were class skill.
Alertness		+2 Spot and Listen.
Cautious Magocracy		+2 Lore and Spellcraft.
Great Fortitude		+2 Fortitude saves.
Iron Will		+2 Will saves.
Lightning Reflexes		+2 Reflex saves.
Negotiator		+2 Diplomacy and Bluff.
Nimble Fingers		+2 Disable Device and Open Lock.
Resist Disease ⁺		+4 resist Disease.
Resist Poison ⁺		+4 resist Poison.
Resistance to Energy ⁺	Base Fortitude save bonus +8	Damage reduction of 5 versus one energy type.
Self Sufficient		+2 Survival and Heal.
Skill Focus	Able to use chosen skill	+3 to chosen skill.
Stealthy		+2 Hide and Move Silently.

- ✧ This feat works quite differently than its D&D version.
- ✦ This feat does not exist in D&D.
- Fighters can select this feat as a bonus feat.
- ▲ Wizards can select this feat as a bonus feat.

Spellcasting Feats		
Feat	Prerequisites	Benefit
Arcane Defense	Spell Focus (chosen school)	+2 Saving Throws versus chosen school of magic.
Augment Healing	Heal 4	Increases effect of healing spells.
Augment Summoning	Spell Focus (Conjuration)	Increases power of summoned creatures.
Combat Casting▲	Spellcaster level 1+	Easier to cast spells in melee.
Extra Slot	Spellcaster level 4+	Can cast an extra spell.
Greater Spell Focus▲	Spell Focus (chosen school)	Much harder for enemies to resist your spells of the chosen school.
Greater Spell Penetration▲	Spell Penetration	Significantly easier to overcome enemy spell resistance.
Practiced Spellcaster	Spellcraft 4	Increases caster level for multiclassed spellcasters.
Spell Focus	Can cast 1st level spells	Harder for enemies to resist your spells of the chosen school.
Spell Penetration		Slightly easier to overcome enemy spell resistance.

Metamagic Feats		
Feat	Prerequisites	Benefit
Empower Spell▲	Can cast 2nd level spells	Increase most spell effects by 50%.
Extend Spell▲	Can cast 1st level spells	Increase most spell durations by 100%.
Maximize Spell▲	Can cast 3rd level spells	Increase most spell effects to their maximum.
Persistent Spell▲	Can cast 7th level spells; Extend Spell	Increases duration of some spells to 24 hours.
Quicken Spell▲	Can cast 4th level spells	Cast spell as a free action.
Silent Spell▲	Can cast 1st level spells	Cast spell while silenced.
Still Spell▲	Can cast 1st level spells	Cast spell while wearing armor.

Divine Feats		
Feat	Prerequisites	Benefit
Divine Might	Str 13; Cha 13; Turn Undead ability; Power Attack	Can use Turn Undead attempt to increase weapon damage.
Divine Resistance	Turn Undead ability	Can use Turn Undead attempt to give allies elemental resistance.
Divine Shield	Turn Undead ability	Can use Turn Undead attempt to improve armor class.
Extra Turning	Cleric or Paladin	+4 Turn Undead attempts/day.
Sacred Vengeance	Turn Undead ability	Increase damage against Undead by 2-12 for one round.

Item Creation Feats		
Feat	Prerequisites	Benefit
Brew Potion	Spellcaster level 3+	Can create potion of any spell of 3rd level or lower.
Craft Magical Arms and Armor	Spellcaster level 5+	Can create magical arms and armor.
Craft Wand	Spellcaster level 5+	Can create wand of any known spell of 4th level or lower.
Craft Wondrous Items	Spellcaster level 3+	Can create magical items such as rings.
Scribe Scroll	Spellcaster level 1+	Can create scroll of any known spell.

- ✦ This feat works quite differently than its D&D version.
- ✧ This feat does not exist in D&D.
- Fighters can select this feat as a bonus feat.
- ▲ Wizards can select this feat as a bonus feat.

ALIGNMENT SHIFT

If you act contradictory to your alignment, it will gradually shift, from good to evil, lawful to chaotic, or vice versa. The severity of the shift depends upon the deed and can have extreme consequences.

Characters who are extremely good will take a bigger 'hit' to their alignment when they perform evil deeds. For example, if you are chaotic good, you will shift more toward evil by killing an innocent than you would have if you were lawful neutral. This does not work in reverse: an evil character that performs a good act does not shift more toward being good than a true neutral character would. It is easier to 'fall' into evil than it is to become a paragon of benevolence.

All alignments are completely playable in NWN2. Act as you envision your character acting. Pay attention to class alignment restrictions, but don't worry about "missing out" on anything because of alignment shifts.

COMBAT

Combat in *Neverwinter Nights 2* uses a hybrid of turn-based and real-time gameplay. Actions take place in real time, but each monster or character gets to take one set of actions each round (about six seconds). So if you attack a goblin, the goblin will have the opportunity to attack you (or run away!) before you will be able to attack it again. Hitting buttons quickly will not allow you to move more often, though if you delay too much, you will essentially pass your turn and your opponents may get to act again.

As you give your characters orders, they appear on the Action Queue. Some orders, such as picking up items, opening doors, or casting spells are put into your Action Queue. You will perform these orders in sequence, so you can "queue up" several spells that you would like to cast in a row. Orders such as attacking or moving are called "modal orders" and override previously queued actions. Clicking on an action in the Action Queue removes it.

You directly control only your active character. Click another character's portrait to make them your new active character. Or press the function key corresponding to that character (F1 through F10).

Selecting a Target

Clicking on a creature or object selects it as your target. Your target is the victim (or beneficiary) of any actions you perform that require a target. For example, if you cast an offensive spell that targets an enemy creature, then if your current target is an enemy, it will automatically be the target of your spell. Please see Navigating the Game World on page 35 for more information.

Additionally, some keyboard shortcuts allow you to quickly switch targets:

- Shift-F1 through Shift-F10 selects the corresponding party member as your target.
- Backspace switches to your previously selected target.
- Shift-Tab selects the previous enemy as your target.
- Tab selects the next enemy as your target.
- Backslash [\] selects the nearest enemy as your target.

Interacting with Others

The term non-player character (NPC) refers to any creature or person in the game that isn't controlled by you or another player. Some NPCs will be helpful to you, such as a priest at the local temple or a merchant who sells you goods. Others, such as evil undead minions, are your enemies and will attack you on sight. In some cases, your past and present actions in the game affect how certain NPCs react to you.

Hostile

Hostile creatures normally attack you on sight and fight to the death. You cannot talk to Hostile creatures.

Default Action: Attack.

Neutral

Most of the world begins neutral to you. You may speak with these people, learning information about the world and of future adventures. Neutral characters will become Hostile if you attack them.

Default Action: Talk.

Friendly

Friendly characters behave exactly like Neutral characters, except that those who are Friendly may help you, usually by healing, for no charge. If you are attacked while in the presence of Friendly characters, they may assist you.

Default Action: Talk.

Busy

At certain times, normally after or during combat when you try to speak with a character, you may be told they are busy. This means that they cannot speak with you until the combat is resolved. If you ever see this message come from someone who is not in combat, wait several seconds and try talking to them again.

Default Action: They cannot interact with you until they are no longer busy.

Invulnerable

Some characters cannot be hurt. These are usually powerful characters that help advance the plot. Attacking them will not anger them, nor will it injure them.

Default Action: Talk.

Movement

Many factors, including class abilities, encumbrance (how much weight you are carrying relative to your Strength), magic items, and spell effects all influence movement in *Neverwinter Nights 2*. No character may move slower than 10% (unless held or paralyzed) or faster than 150% of their base movement speed. Move by left-clicking on your desired destination (please see Navigating the Game World on page 35 for more movement options).

Common movement speed penalties are summarized below.

Detect & Stealth Modes

Being in either of these modes will prevent you from running, but do not otherwise adversely affect your movement speed. If you are in both modes, movement speed is reduced to 50%.

Encumbered

A lightly encumbered character cannot run. Heavily encumbered characters move at 50% of their current movement speed. You can check out your current and maximum encumbrance at the inventory screen.

Movement Speed Penalties		
Situation	Effective Movement Speed	Able to Run
Not in Active Detect or Stealth mode; not encumbered	100%	Yes
Active detect	100%	No
Stealth	100%	No
Lightly-encumbered	100%	No
Two of: Stealth, Detect, or lightly encumbered	50%	No
Stealth, Detect, and lightly-encumbered	25%	No
Heavily-encumbered movement penalty	An additional 50%	No

Flat-Footed

When you are caught off-guard, you are considered flat-footed. When flat-footed, you do not add your Dexterity bonus (if any) to your Armor Class and you are susceptible to a rogue's deadly Sneak Attack. The Uncanny Dodge extraordinary ability allows the barbarian and rogue classes to avoid losing their Dexterity bonus to AC when they are caught flat-footed.

You are considered to be flat-footed only when:

- You are performing a non-combat task.
- You move outside of the combat radius.

INJURY AND DEATH

Adventurers lead exciting lives – ones plagued with a good deal of pain and injury.

Wounds

As you are damaged, you lose hit points (HP). When hit points are reduced to 0, you are incapacitated. Healing spells (such as *cure light wounds*), healing potions, and the Heal skill (in conjunction with healing kits) can all be used to restore lost HP, even during battle. As you increase in power, you will discover items and abilities that regenerate hit points over time. The most common way to recover lost HP is to rest. See the section on Resting below.

Incapacitation, Death, and Recovery

You are knocked out when your hit points reach 0 or less. While incapacitated, you are unable to take any action and can only be healed during the combat with a Resurrection or Raise Dead spell. If your active character is knocked out, control will switch to the next available party member still standing.

If your entire party is knocked out, you will have to reload from a saved game.

After you win a combat any incapacitated characters are revived with a single hit point.

Resting



Resting restores your party's spells and hit points. To rest, press the R key or click on the "Rest" icon. You cannot rest during or shortly after combat and not all areas are safe for resting. If you attempt to rest in an area that is unsuitable, you will be told the area is unsafe – try flushing out any nearby enemies or seeking safer grounds.

Resting takes only 15 seconds of real time but one day passes in the game. In this time, characters heal, prepare spells, recharge special abilities with daily usage limits and let certain temporary effects fade away (be mindful that some effects like disease can be made worse by resting).

COMPANIONS

During your adventure, you will acquire several companions willing to adventure with you. These companions may have different motivations and intentions than you, but they will follow your orders as long as they are traveling with you. You can have up to three companions in your party at any one time (for a total party size of four).

Early in the game, you will find a base of operations where extra companions will wait while not accompanying you. If you want to change who is in your party, just return to this base. When you leave, you will see a Party Selection screen that will allow you to change your party composition.

Building Relationships

You can begin a conversation with a companion by accessing their Dropdown Menu (right-click and hold). While they may have some sense of loyalty to you, they also have their own goals. If you help them in their pursuits, you can earn their trust. How you interact with others will also affect what your companions think of you. They will have different views of right and wrong – an action that might impress one companion could offend another.

Companion Experience

Companions will grow in power along with your character. When they have achieved enough experience to level up, you can select their improvements but not which class levels they acquire. Some companions can be convinced to follow new classes, but you will need to talk to them and build a certain degree of trust before this happens.

Controlling Companions

Switch control to a companion by right-clicking on their portrait (or pressing Shift-F1 through Shift-F5) – this companion then becomes the active character. You can access that companion's character sheet and inventory as if it were your character, though they may not part with items that are very dear to them.

Companion AI

If you don't wish to directly control your companions, you can give them AI behaviors to fit your strategy and play style. Open the companion's Character Screen and click on the Behavior Tab. You can also set your own character's AI behavior for cases when you are actively controlling one of your companions.

EFFECT DESCRIPTIONS

The world of Faerûn is filled with powers both natural and magical. Throughout your adventure, you will be subjected to a variety of beneficial and detrimental effects. For example, a *bull's strength* spell will increase your Strength for a short time or a giant spider might poison you. To show that you are being affected, an icon will appear near your character portrait. If you're unsure, mouse over the icon to see what type of effect is boosting or plaguing you. Many effects, such as a movement speed increase, are self explanatory, but some of the more complicated effects are described in more detail below.

Blinded



Being blinded gives you a 50% chance to miss entirely and a -4 penalty to hit.

Charmed



While you are charmed, you are unable to initiate hostile action against the charmer.

Concealment



Anyone attempting to attack you has a percentage chance of missing before they even attempt an attack roll.

Confused



When confused, you will do one of three things: wander aimlessly, stand still, or attack the nearest viable target.

Damage Immunity



This effect is presented as a percentage that modifies all incoming damage of a single type. For example, a character with Fire Immunity 25% would take 30 points of damage from a *fireball* spell that normally deals 40.

Damage Resistance



This ability allows you to ignore damage of a specific type up to a specified amount. For example, damage resistance Fire 20/– means that the first 20 points of fire damage dealt to you is ignored entirely.

Darkness



When surrounded by magical darkness, you are considered blinded when trying to see others, but you are also invisible to them – unless their vision can penetrate the darkness.

Dazed



While dazed, you are unable to initiate attacks, cast spells, or use skills and feats. You can move normally, however.

Deafened



When deafened, you are unable to make Listen checks and cannot receive calls and warnings from allies. You also have a 20% chance to fail when you attempt to cast a spell with a verbal component (most spells).

Diseased



If you rest while diseased, you must succeed on a Fortitude saving throw (the DC depends on the particular disease) or suffer ability score damage. If you ever succeed on two of these saving throws in a row, then you overcome the disease. Further resting will restore your ability scores.

Certain diseases have special carrier-effects, such as blindness or more nasty surprises, which can occur after the incubation period ends or after 24 game hours have passed.

Dominated



If you are dominated, you are considered dazed, wracked with horrible mental anguish. If you manage to dominate an opponent, however, they will fight (and die) for you.

Entangled



While entangled, you cannot move and are considered flat-footed.

Frightened



Fear effects inflict a -2 penalty to your saving throws and force you to run away from the source of the fear.

Hasted



Haste grants you a 50% bonus to movement speed, a +1 Dodge bonus to AC, and an additional attack every round. All spellcasting times are cut in half while you are hasted.

Immunity



Immunity protects you from certain negative effects. For example, if you are immune to disease, you will never be inflicted with the diseased status.

Invisible



When invisible, you receive 50% concealment (see above) against enemy attacks and can ignore the Dexterity modifier of any opponent, unless that opponent has the Uncanny Dodge feat.

Paralysis



While paralyzed, you are unable to move or take actions of any kind. You are considered prone. Weak opponents who are paralyzed can be killed with a single attack.

Poisoned



When first exposed to poison, you suffer ability score damage (often to Constitution) unless you make a Fortitude saving throw. If you fail the save, you not only take the ability damage, but are subjected to a second saving throw a short time later, possibly taking additional ability score damage. The ability damage received from poison can be cured by resting.

Prone



While prone, you are considered flat-footed and lose your Dexterity bonus to AC. Additionally, anyone who attacks you receives a +4 to hit.

Silenced



While silenced, you make no noise while moving but are also unable to hear anything. You cannot cast spells with verbal components (most spells) while silenced.

Sleep



While asleep, you are considered prone and are unable to take any actions. If attacked while sleeping you will awaken. Weak enemies who are asleep are killed with a single attack.

Slowed



While slowed, you move at 50% of your normal speed. You also suffer a -2 penalty to AC, Reflex saves, and attack rolls, along with the loss of one attack per round (to a minimum of one attack).

Spell Resistance



Spell resistance is the equivalent of armor versus spells. A caster level check (1d20 + caster level) must equal or exceed your spell resistance or the spell has no effect. Beneficial spells do not have to overcome spell resistance.

Stunned



While stunned, you stand helplessly in a motionless stupor and are considered prone.

Temporary HP



Temporary hit points can allow you to have more current hit points than your maximum. Temporary hit points cannot be healed or recovered. When you take damage, temporary hit points are lost first.

SPELLS

This section provides additional details of NWN2 spells, including lists of the spells for each character class.

Spell Descriptions

Examine a spell in game to read its full description. Below is a summary of what the fields in the spell description mean.

- **Caster Level:** Specifies the various classes that can use the spell and the level of the spell for that class.
- **Innate Level:** The default level of this spell (when cast by magic items, for example).
- **School:** The school the spell belongs to can determine which specialist wizards can use it.
- **Descriptor:** This general classification of the spell indicates what immunities and protections can ignore or hamper it.
- **Components:** Spells can have both verbal and somatic components. Certain spells require only one component. The silence effect prevents the use of spells that require a verbal component.
- **Range:** Spells have the following ranges: Touch, Short, Medium, and Long.
- **Area of Effect:** Spells have the following areas of effect: Personal (yourself only), Single, Small, Medium, Large, Huge, and Colossal.
- **Duration:** Defines how long the spell will last.
- **Additional Counter Spells:** The spell or spells that can counter the specified spell in addition to the universal counters and itself.
- **Save:** Specifies whether the spell allows its target a saving throw and the results if they do.
- **Spell Resistance:** Specifies whether magic resistance is effective against the spell.
- **Description:** A short description of what the spell does.

D&D Note:

Specialist wizards in NWN2 do not choose two prohibited schools of magic. Instead, one specific school is automatically prohibited based upon your chosen specialization.

Spell Summaries

Below is a quick summary of all the spells, grouped by class and level. Full descriptions appear in the game.

Bard

0-Level Bard Spells

Cure Minor Wounds: Heals target 4 hit points.

Daze: Weak enemy is dazed.

Flare: Dazzles one creature (-1 to hit).

Light: Creates small light source.

Resistance: Grants target +1 to saves.

1st-Level Bard Spells

Amplify: Listen checks much easier in area.

Balagarn's Iron Horn: Knocks creatures prone.

Cause Fear: Causes fear in a weak creature.

Charm Person: Befriends one person.

Cure Light Wounds: Heals target 1d8 +1/level hit points.

Expeditious Retreat: Caster's speed increases by 150%.

Grease: Slows or knocks down opponents.

Identify: Greatly improves Lore skill checks.

Joyful Noise: Ends any silence effect on party.

Lesser Dispel: Ends weak magic effects.

Remove Fear: Ends fear effects on target.

Sleep: Weaker creatures fall asleep.

Summon Creature I: Summons an appropriate creature.

Tasha's Hideous Laughter: Target laughs hysterically, unable to defend itself.

2nd-Level Bard Spells

Blindness/Deafness: Target is struck blind and deaf.

Bull's Strength: Grants target +4 Str.

Cat's Grace: Grants target +4 Dex.

Cloud of Bewilderment: Enemies are stunned and blinded 1d6 rounds.

Cure Moderate Wounds: Heals target 2d8 +1/level hit points.

Darkness: Shrouds creatures in darkness.

Eagle's Splendor: Grants target +4 Cha.

Fox's Cunning: Grants target +4 Int.

Ghostly Visage: 10/+2 damage reduction; DR 5/magic; immune to 0-level and 1st-level spells.

Heroism: Grants target +2 to hit and +2 on saves and skill checks.

Hold Person: Paralyzes target humanoid.

Invisibility: Target is invisible until it attacks or casts a spell.

Mirror Image: Creates 1d4 + 1/level images of caster that act as decoys.

Owl's Wisdom: Grants target +4 Wis.

Rage: Party affected by barbarian's Rage ability.

Scare: Causes fear in weak creatures.

Silence: Creates a zone of silence around target.

Sound Burst: 1d8 sonic damage to creatures in area.

Summon Creature II: Summons an appropriate creature.

3rd-Level Bard Spells

Charm Monster: Befriends one monster.

Clairaudience and Clairvoyance: Target receives +10 Spot and Listen.

Confusion: Target behaves erratically.

Crushing Despair: Target suffers -2 penalty on attack rolls, saves, ability checks, skill checks, and damage.

Cure Serious Wounds: Heals target 3d8 + 1/level hit points.

Deep Slumber: Creatures fall asleep.

Dispel Magic: Ends magical effects.

Displacement: ½ of attacks miss target.

Fear: Causes fear in enemies.

Find Traps: Caster receives +10 Search.

Haste: Grants target +1 attack/round, +50% movement rate, +1 to hit, and +1 AC.

Invisibility Sphere: Sphere of invisibility hides party.

Remove Curse: All curses removed from target.

See Invisibility: Target can see invisible creatures.

Slow: Target is slowed.

Summon Creature III: Summons an appropriate creature.

Weapon of Impact: Blunt weapon more frequently deals critical hits.

4th-Level Bard Spells

Cure Critical Wounds: Heals target 4d8 + 1/level hit points.

Dominate Person: Caster temporarily gains control of target humanoid.

Freedom of Movement: Target receives immunity to paralysis.

Greater Invisibility: Target is invisible, even when attacking or casting spells.

Hold Monster: Target monster is paralyzed.

Legend Lore: Greatly improves Lore skill checks for a long time.

Neutralize Poison: Cures target of poison.

Shadow Conjuration: Casts shadowy version of one of a variety of spells.

Summon Creature IV: Summons an appropriate creature.

War Cry: Party receives +2 to hit and damage; enemies are stricken with fear.

5th-Level Bard Spells

Ethereal Visage: 20/+3 damage reduction and immunity to 2nd-level and lower spells; DR 20/adamantine.

Greater Dispel Magic: Ends powerful magic effects.

Greater Heroism: Target receives +1 temporary hit points per level and +4 to hit and on saves and skill checks.

Mass Cure Light Wounds: Heals each nearby ally 1d8 + 1/level hit points.

Mind Fog: Those within fog suffer -10 on Will saves.

Song of Discord: Enemies have a 50% chance of attacking each other.

Summon Creature V: Summons an appropriate creature.

6th-Level Bard Spells

Dirge: Enemies suffer 2 points of Str and Dex ability score damage each round.

Energy Immunity: Grants target immunity to one energy type.

Ice Storm: Inflicts 3d6 bludgeoning and 2d6 cold damage.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 + 1/level hit points.

Mass Hold Person: Paralyzes many enemies.

Summon Creature VI: Summons an appropriate creature.

Cleric

0-Level Cleric Spells

Cure Minor Wounds: Heals target 4 hit points.

Inflict Minor Wounds: Harms target for 1 damage.

Light: Creates small light source.

Resistance: Grants target +1 to all saves.

Virtue: Grants target 1 temporary hit point.

1st-Level Cleric Spells

Bane: Enemies suffer -1 to hit and on saves against fear.

Bless: Grants nearby allies +1 to hit and damage.

Cause Fear: Causes fear in weak creatures.

Cure Light Wounds: Heals target 1d8 + 1/level hit points.

Detect Undead: Undead revealed on minimap.

Divine Favor: Grants caster +1 /3 levels to hit and damage.

Doom: Target suffers -2 to hit and damage and -2 on saves, ability, and skill checks.

Endure Elements: Grants target 10/- damage resistance against all elemental damage types.

Entropic Shield: 20% of ranged attacks miss caster.

Inflict Light Wounds: Caster's touch attack inflicts 1d8 + 1/level damage. Heals undead.

Magic Weapon: Temporary +1 enhancement bonus to a weapon.

Protection from Alignment: Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Remove Fear: Ends fear effects on target.

Sanctuary: Nearby enemies ignore caster.

Shield of Faith: Target receives +2 + 1/6 levels AC.

Summon Creature I: Summons an appropriate creature.

2nd-Level Cleric Spells

Aid: Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.

Bear's Endurance: Grants target +4 Con.

Bull's Strength: Grants target +4 Str.

Cure Moderate Wounds: Heals target 2d8 +1/level hit points.

Darkness: Shrouds creatures in darkness.

Death Knell: Absorbs life energy from corpse, giving caster +2 Str, 1d8 temporary hit points, and +1 caster level.

Eagle's Splendor: Grants target +4 Cha.

Find Traps: Caster receives +10 Search.

Fox's Cunning: Grants target +4 Int.

Hold Person: Paralyzes target humanoid.

Inflict Moderate Wounds: Caster's touch attack inflicts 2d8 +1/level damage. Heals undead.

Lesser Dispel: Ends weak magic effects.

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, or saves.

Owl's Wisdom: Grants target +4 Wis.

Remove Paralysis: Cures target of paralysis and hold effects.

Resist Energy: 20/- damage resistance against all elemental damage types.

Shield Other: Grants target +1 AC and +1 on saves. Half of target's damage is redirected to caster.

Silence: Creates a zone of silence around target.

Sound Burst: 1d8 sonic damage to creatures in area.

Summon Creature II: Summons an appropriate creature.

3rd-Level Cleric Spells

Animate Dead: Summons an undead minion.

Bestow Curse: Target suffers -2 to all ability scores.

Blind Sight: Target can see invisible and in darkness.

Blindness and Deafness: Target is struck blind and deaf.

Contagion: Afflicts target with random disease.

Cure Serious Wounds: Heals target 3d8 +1/level hit points.

Dispel Magic: Ends magical effects.

Glyph of Warding: Creates stationary glyph that explodes when enemies pass, inflicting 1d8/2 levels sonic damage.

Inflict Serious Wounds: Caster's touch attack inflicts 3d8 +1/level damage. Heals undead.

Invisibility Purge: Removes invisibility from nearby creatures.

Magic Circle against Alignment: Grants caster and nearby allies +2 AC, +2 on saves, and immunity to mind-affecting spells of the specified alignment.

Magic Vestment: Grants armor or shield +1/4 levels enhancement bonus.

Prayer: Grants party +1, and afflicts enemies with -1, to hit and damage and on skill, and saves.

Protection from Energy: Grants target 30/- damage resistance against all elemental damage types.

Remove Blindness and Deafness: Cures nearby allies of blindness and deafness.

Remove Curse: Cures target of curses.

Remove Disease: Cures target of diseases.

Searing Light: Inflicts 1d8/level damage to undead, 1d6/level to constructs, 1d8/2 levels to others.

Summon Creature III: Summons an appropriate creature.

Weapon of Impact: Blunt weapon more frequently deals critical hits.

4th-Level Cleric Spells

Assay Resistance: Greatly reduces target's spell resistance to caster's spells.

Cure Critical Wounds: Heals target 4d8 +1/level hit points.

Death Ward: Grants target immunity to death and negative energy spells and effects.

Dismissal: Dispel the target's summoned companions.

Divine Power: Caster gains attack bonus, +6 Str, and +1 hit points/level.

Freedom of Movement: Target receives immunity to paralysis.

Greater Magic Weapon: Temporarily grants weapon +1 enhancement/4 levels.

Hammer of the Gods: Inflicts 1d8/2 levels damage.

Inflict Critical Wounds: Caster's touch attack inflicts 4d8 +1/level damage. Heals undead.

Neutralize Poison: Cures target of poison.

Poison: Poisons target.

Restoration: Removes most negative effects on target, including level drain and blindness.

Least Spell Mantle: Absorbs up to 1d4 + 4 spell levels.

Summon Creature IV: Summons an appropriate creature.

5th-Level Cleric Spells

Battletide: Curses enemies that enter area with -2 to hit and damage and -2 on saves.

The caster gains an additional attack (if not already hasted).

Flame Strike: Fiery column inflicts 1d6/level fire and holy damage.

Lesser Spell Mantle: Absorbs up to 1d6 + 6 spell levels.

Mass Cure Light Wounds: Heals each nearby ally 1d8 +1/level hit points.

Mass Inflict Light Wounds: Damages each nearby enemy 1d8 +1/level hit points. Heals undead.

Raise Dead: Revives one knocked out party member.

Righteous Might: Caster increases in size, receiving +4 Str, +2 Con, +2 AC, and damage resistance 3/evil. (Size increase also results in -1 to hit and -1 AC but +3 damage.)

Slay Living: Kills target.

Spell Resistance: Grants target 12 +1/level spell resistance.

Summon Creature V: Summons an appropriate creature.

True Seeing: Caster sees through Ethereal and Invisibility effects.

6th-Level Cleric Spells

Banishment: Destroys many summoned creatures.

Blade Barrier: Creates a wall of blades that inflicts 1d6/level damage.

Control Undead: Dominates one undead creature.

Create Undead: Creates one undead creature.

Energy Immunity: Grants target immunity to one energy type.

Greater Dispel Magic: Ends powerful magic effects.

Harm: Caster's touch attack inflicts 10/level damage. This spell cannot kill its target, however.

Heal: Heals target 10/level hit points. Target is also cured of most negative effects.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 +1/level hit points.

Mass Inflict Moderate Wounds: Damages each nearby enemy 2d8 +1/level hit points. Heals undead.

Planar Ally: Summons an outsider.

Summon Creature VI: Summons an appropriate creature.

Stone Body: Grants caster +4 Str, -4 Dex, damage reduction 10/adamantine, 50% movement penalty, immunity to many negative effects, and takes ½ damage from acid and fire.

Undeath to Death: Slays many undead creatures.

7th-Level Cleric Spells

Destruction: Kills target.

Ethereal Jaunt: Enemies cannot detect the caster until he performs a hostile action.

Greater Restoration: Cures target of most temporary and all permanent negative effects.

Mass Cure Serious Wounds: Heals each nearby ally 3d8 +1/level hit points.

Mass Inflict Serious Wounds: Damages each nearby enemy 3d8 +1/level hit points. Heals undead.

Regenerate: Regenerates 10% of target's maximum hit points every round.

Resurrection: Revives and fully heals one knocked out party member.

Summon Creature VII: Summons an appropriate creature.

Word of Faith: Kills or stuns enemies.

8th-Level Cleric Spells

Aura versus Alignment: +4 AC, immunity to mind-affecting spells, and 25 spell resistance against creatures of the specified alignment.

Create Greater Undead: Creates a powerful undead creature.

Earthquake: Inflicts 10d6 damage to creatures in a large area.

Fire Storm: Rain of flames inflicts 1d6 fire damage/level.

Mass Cure Critical Wounds: Heals each nearby ally 4d8 +1/level hit points.

Mass Inflict Critical Wounds: Damages each nearby enemy 4d8 +1/level hit points. Heals undead.

Spell Mantle: Absorbs up to 1d8 + 8 spell levels.

Summon Creature VIII: Summons an appropriate creature.

Sunbeam: Inflicts 1d6 damage/level to undead; 3d6 damage to others.

9th-Level Cleric Spells

Energy Drain: Target temporarily loses 2d4 levels.

Etherealness: Enemies cannot detect the party until any member performs a hostile action.

Gate: Summons a horned devil.

Implosion: Kills all nearby living things.

Mass Heal: Heals each nearby ally 10/level hit points and cures them of most negative effects.

Storm of Vengeance: Toxic rain inflicts 3d6 acid damage each round.

Summon Creature IX: Summons an appropriate creature.

Undeath's Eternal Foe: Grants party immunity to negative damage, level/energy drain, ability score decreases, poisons, and diseases.

Druid

0-Level Druid Spells

Cure Minor Wounds: Heals target 4 hit points.

Flare: Dazzles one creature (-1 to hit).

Light: Creates small light source.

Resistance: Grants target +1 to all saves.

Virtue: Grants target 1 temporary hit point.

1st-Level Druid Spells

Camouflage: Grants target +10 Hide.

Cure Light Wounds: Heals target 1d8 + 1/level hit points.

Endure Elements: Grants target 10/- damage resistance against all elemental damage types.

Entangle: Traps enemies with clinging vegetation.

Low-Light Vision: Party can see in the dark like elves.

Magic Fang: Grants animal companion +1 to hit and damage.

Sleep: Causes 2d4 HD of creatures to fall asleep.

Summon Creature I: Summons an appropriate creature.

2nd-Level Druid Spells

Barkskin: Hardens the target creature's skin, improving Armor Class.

Bear's Endurance: Grants target +4 Con.

Bull's Strength: Grants target +4 Str.

Cat's Grace: Grants target +4 Dex.

Flame Weapon: Adds 1d6 fire damage to target weapon.

Gust of Wind: Blast of air knocks down creatures and disperses gaseous effects.

Hold Animal: Paralyzes target animal.

Lesser Dispel: Ends weak magic effects.

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, and saves.

Mass Camouflage: Party receives +10 Hide.

Owl's Wisdom: Grants target +4 Wis.

Resist Energy: Grants target 20/- damage resistance against all elemental damage types.

Summon Creature II: Summons an appropriate creature.

3rd-Level Druid Spells

Blind Sight: Target can see invisible and in darkness.

Call Lightning: Lightning bolt inflicts 1d6/level electricity damage.

Contagion: Afflicts target with random disease.

Cure Moderate Wounds: Heals target 2d8 + 1/level hit points.

Dominate Animal: Controls target animal.

Greater Magic Fang: Grants animal companion +1/3 levels to hit and damage.

Infestation of Maggots: Infests target with maggots, inflicting 1d4 points of temporary Con damage each round.

Neutralize Poison: Cures target of poison.

Poison: Poisons target.

Protection from Energy: Grants target 30/- damage resistance against all elemental damage types.

Quillfire: Inflicts 1d8 + 1/2 levels damage and mildly poisons target.

Remove Disease: Cures target of diseases.

Spiderskin: Target gets +1 + 1/3 levels AC, saves vs. poison, and Hide.

Spike Growth: Creates spikes that inflict 1d4 damage to enemies each round.

Summon Creature III: Summons an appropriate creature.

Vine Mine: Creates sinuous vines that entangle enemies.

4th-Level Druid Spells

Cure Serious Wounds: Heals target 3d8 + 1/level hit points.

Dispel Magic: Ends magic effects.

Flame Strike: Fiery column inflicts 1d6/level fire and holy damage.

Freedom of Movement: Grants target immunity to paralysis.

Hold Monster: Paralyzes target.

Ice Storm: Inflicts 3d6 bludgeoning and 2d6 cold damage.

Restoration: Removes most negative effects on target, including level drain and blindness.

Stoneskin: Grants caster 10/adamantine damage reduction.

Summon Creature IV: Summons an appropriate creature.

5th-Level Druid Spells

Awaken: Enhances animal companion.

Cure Critical Wounds: Heals 4d8 + 1/level hit points.

Death Ward: Grants target immunity to death and negative energy spells and effects.

Inferno: Burns target for 2d6 fire damage each round.

Owl's Insight: Grants target bonus to Wis equal to half the caster's level.

Slay Living: Kills target.

Spell Resistance: Grants target 12 + 1/level spell resistance.

Summon Creature V: Summons an appropriate creature.

Wall of Fire: Flaming wall inflicts 2d6 + level fire damage. Undead take double damage.

6th-Level Druid Spells

Crumble: Crushes target construct for 1d6/level damage.

Drown: Almost kills a living target.

Energy Immunity: Grants target immunity to one energy type.

Greater Dispel Magic: Ends powerful magic effects.

Greater Stoneskin: Grants caster 20/adamantine damage reduction.

Mass Cure Light Wounds: Heals each nearby ally 1d8 + 1/level hit points.

Regenerate: Regenerates 10% of target's maximum hit points every round.

Stonehold: Creates a cloud that encases creatures in stone.

Summon Creature VI: Summons an appropriate creature.

7th-Level Druid Spells

Aura of Vitality: Grants allies +4 Str, Con, and Dex.

Creeping Doom: Carpet of insects attacks at your command.

Fire Storm: Rain of flames inflicts 1d6 fire damage/level.

Harm: Caster's touch attack inflicts 10/level damage. This spell cannot kill its target, however.

Heal: Heals target 10/level hit points. Target is also cured of most negative effects.

Mass Cure Moderate Wounds: Heals each nearby ally 2d8 + 1/level hit points.

Summon Creature VII: Summons an appropriate creature.

Sunbeam: Inflicts 1d6 damage/level to undead; 3d6 damage to others.

True Seeing: Caster sees through Ethereal and Invisibility effects.

8th-Level Druid Spells

Bombardment: Blasts nearby enemies for 10d8 damage.

Earthquake: Inflicts 10d6 damage to creatures in a large area.

Finger of Death: Kills target.

Mass Cure Serious Wounds: Heals each nearby ally 3d8 +1/level hit points.

Premonition: Grants target damage reduction 30/adamantine.

Summon Creature VIII: Summons an appropriate creature.

Sunburst: Inflicts 1d6/level to undead creatures (6d6 damage to non-undead enemies). Can also permanently blind enemies.

9th-Level Druid Spells

Elemental Swarm: Summons elementals.

Mass Cure Critical Wounds: Heals each nearby ally 4d8 +1/level hit points.

Shapechange: Caster shapechanges into a powerful form.

Storm of Vengeance: Toxic rain inflicts 3d6 acid damage each round.

Summon Creature IX: Summons an appropriate creature.

Paladin

1st-Level Paladin Spells

Bless: Grants nearby allies +1 to hit and damage.

Bless Weapon: Grants melee weapon +2d6 damage against undead. The weapon also becomes good for purposes of overcoming damage resistance.

Cure Light Wounds: Heals target 1d8 +1/level hit points.

Detect Undead: Reveals undead on minimap.

Divine Favor: Grants caster +1/3 levels to hit and damage.

Endure Elements: Grants target 10/- damage resistance against all elemental damage types.

Lesser Restoration: Removes all effects penalizing target's ability scores, AC, to hit, damage, spell resistance, and saves.

Protection from Alignment: Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Resistance: Grants target +1 to all saves.

Virtue: Grants target 1 temporary hit point.

2nd-Level Paladin Spells

Aid: Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.

Aura of Glory: Grants caster +4 Cha. Grants allies +4 bonus to saves against fear.

Bull's Strength: Grants target +4 Str.

Eagle's Splendor: Grants target +4 Cha.

Owl's Wisdom: Grants target +4 Wis.

Remove Paralysis: Cures target of paralysis and hold effects.

Resist Energy: Grants target 20/- damage resistance against all elemental damage types.

Shield Other: Grants target +1 AC and +1 on saves. ½ of target's damage is redirected to caster.

3rd-Level Paladin Spells

Cure Moderate Wounds: Heals target 2d8 + 1/level hit points.

Dispel Magic: Ends magical effects.

Greater Magic Weapon: Temporarily grants weapon +1 enhancement/4 levels.

Magic Circle against Alignment: Grants caster and nearby allies +2 AC, +2 on saves, and immunity to mind-affecting spells of the specified alignment.

Prayer: Grants party +1, and afflicts enemies with -1, to hit, damage, skills, and saves.

Remove Blindness and Deafness: Cures nearby allies of blindness and deafness.

Remove Curse: Cures target of curses.

4th-Level Paladin Spells

Cure Serious Wounds: Heals target 3d8 +1/level hit points.

Death Ward: Grants target immunity to death spells or effects.

Freedom of Movement: Grants target immunity to paralysis.

Holy Sword: Transforms caster's melee weapon into a Holy Avenger.

Neutralize Poison: Cures target of poison.

Restoration: Removes most negative effects on target, including level drain and blindness.

Ranger

1st-Level Ranger Spells

Camouflage: Grants target +10 Hide.

Cure Light Wounds: Heals 1d8 + 1/level hit points.

Entangle: Traps enemies with clinging vegetation.

Low-Light Vision: Party can see in the dark like elves.

Magic Fang: Grants animal companion +1 to hit and damage.

Resist Energy: Grants target 20/- damage resistance against all elemental damage types.

Summon Creature I: Summons an appropriate creature.

2nd-Level Ranger Spells

Barkskin: Hardens the target creature's skin, improving armor class.

Bear's Endurance: Grants target +4 Con.

Cat's Grace: Grants target +4 Dex.

Hold Animal: Target animal is paralyzed.

Mass Camouflage: Party receives +10 Hide.

Owl's Wisdom: Grants target +4 Wis.

Protection from Energy: Grants target 30/- damage resistance against all elemental damage types.

Sleep: Weaker creatures fall asleep.

Spike Growth: Creates spikes that inflict 1d4 damage to enemies each round.

Summon Creature II: Summons an appropriate creature.

3rd-Level Ranger Spells

Aid: Grants target 1d8 + 1 temporary hit points and +1 to hit and on saves vs. fear.

Cure Moderate Wounds: Heals 2d8 +1/level hit points.

Greater Magic Fang: Grants animal companion +1/3 levels to hit and damage.

Invisibility Purge: Removes invisibility from nearby creatures.

Neutralize Poison: Removes poison from target.

Remove Disease: Removes diseases from target.

Summon Creature III: Summons an appropriate creature.

4th-Level Ranger Spells

Cure Serious Wounds: Heals 3d8 +1/level hit points.

Freedom of Movement: Target receives immunity to paralysis.

Polymorph Self: Caster shapechanges into a monster.

Summon Creature IV: Summons an appropriate creature.

Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells (Cantrips)

Acid Splash (C): 1d3 points acid damage.

Daze (E): Weak enemy is dazed.

Flare (V): Dazzles one creature (-1 to hit).

Light (V): Create small light source.

Ray of Frost (V): Inflicts 1d4 cold damage.

Resistance (A): Grants target +1 to saves.

1st-Level Sorcerer/Wizard Spells

Burning Hands (V): Fire cone deals 1d4/level fire damage.

Cause Fear (N): Causes fear in a weak creature.

Charm Person (E): Befriends one person.

Color Spray (I): Knocks out, blinds, or stuns enemies.

Detect Undead (D): Undead revealed on minimap.

Endure Elements (A): 10/- damage resistance against all elemental damage types.

Enlarge Person (T): Gives +2 Str, -2 Dex, -1 to hit, -1 AC, and +3 melee damage.

Expeditious Retreat (T): Caster's speed increases by 150%.

Grease (C): Slows or knocks down opponents.

Identify (D): Greatly improves Lore skill checks.

Low-Light Vision (T): Party can see in the dark like elves.

Mage Armor (C): Grants target +4 AC.

Magic Missile (V): 1d4 + 1 damage/arrow; extra arrow at levels 3, 5, 7, 9.

Magic Weapon (T): Temporary +1 enhancement bonus to a weapon.

Protection from Alignment (A): Grants target +2 AC, +2 on saves against creatures of the specified alignment.

Ray of Enfeeblement (N): Ray inflicts 1d6 Str damage.

Shield (A): Caster receives +4 AC.

Shocking Grasp (V): Caster's touch inflicts 1d6/level electricity damage.

Sleep (E): Weaker creatures fall asleep.

Summon Creature I (C): Summons an appropriate creature.

True Strike (D): Caster receives +20 on next attack roll.

2nd-Level Sorcerer/Wizard Spells

Balagarn's Iron Horn (T): Knocks creatures prone.

Bear's Endurance (T): Grants target +4 Con.

Blind Sight (T): Target can see invisible and in darkness.

Blindness and Deafness (I): Target is struck blind and deaf.

Bull's Strength (T): Grants target +4 Str.

Cat's Grace (T): Grants target +4 Dex.

Cloud of Bewilderment (V): Enemies are stunned and blinded 1d6 rounds.

Combust (V): Flames erupt, causing 2d6 +1/level fire damage and igniting victims.

Darkness (V): Shrouds creatures in darkness.

Death Armor (N): Damages creatures that touch caster.

Eagle's Splendor (T): Grants target +4 Cha.

False Life (N): Caster gains 1d10 + 1/level (max 10) temporary hit points.

Fireburst (V): Nearby creatures take 1d8 fire damage/level.

Fox's Cunning (T): Grants target +4 Int.

Gedlee's Electric Loop (V): Lightning strikes creatures, dealing 1d6 electricity damage/2 levels and stunning victims.

Ghostly Visage: 10/+2 damage reduction; DR 5/magic; immune to 0-level and 1st-level spells.

Ghoul Touch (N): Caster's touch can paralyze.

Gust of Wind (V): Blast of air knocks down creatures and disperses gaseous effects.

Invisibility (I): Target is invisible until it attacks or casts a spell.

Knock (T): Unlocks doors and containers.

Lesser Dispel (A): Ends weak magic effects.

Melf's Acid Arrow (C): Bolt does 3d6 acid damage plus 1d6/round until spell expires.

Mirror Image (I): Creates 1d4 + 1/level images of caster that act as decoys.

Owl's Wisdom (T): Grants target +4 Wis.

Protection from Arrows (A): Target receives damage resistance 10/magic against ranged weapons.

Resist Energy (A): Grants target 20/- damage resistance against all elemental damage types.

Scare (N): Causes fear in weak creatures.

See Invisibility (D): Target can see invisible creatures.

Summon Creature II (C): Summons an appropriate creature.

Tasha's Hideous Laughter (E): Target laughs hysterically, unable to defend itself.

Web (C): Traps enemies in a web.

3rd-Level Sorcerer/Wizard Spells

Clairaudience and Clairvoyance (D): Target receives +10 Spot and Listen.

Deep Slumber (E): Creatures fall asleep.

Dispel Magic (A): Ends magical effects.

Displacement (I): ½ of attacks miss target.

Fireball (V): Massive flames deal 1d6 fire damage/level.

Flame Arrow (C): Inflicts 4d6 fire damage/arrow; 1 arrow/ 4 levels.

Greater Magic Weapon (T): Weapon receives +1 enhancement/ 4 levels.

Haste (T): Grants target +1 attack/ round, +50% movement speed, +1 to hit, and +1 AC.

Heroism (E): Grants target +2 attack, +2 saves, and +2 for all skill checks.

Hold Person (E): Paralyzes target humanoid.

Improved Mage Armor (C): Target receives +3 AC + 1/2 levels.

Invisibility Sphere (I): Party becomes invisible.

Keen Edge (T): Slashing or piercing weapon more frequently deals critical hits.

Lightning Bolt (V): Horizontal energy bolt deals 1d6 electricity damage/level.

Magic Circle against Alignment (A): Caster and nearby allies receive +2 AC, +2 saves, and immunity to mind-affecting spells from the specified alignment.

Mestil's Acid Breath (V): Cone deals 1d6 acid damage/level.

Protection from Energy (A): Grants target 30/- damage resistance against all elemental damage types.

Rage (E): Party affected by barbarian's Rage ability.

Scintillating Sphere (V): Crackling projectile deals 1d6 electricity damage/level.

Slow (T): Target suffers -50% movement rate, -1 AC, -1 to hit, and -1 Reflex saves.

Spiderskin (T): Target receives +1, +1/3 levels to AC, poison saves, and Hide skill checks.

Sinking Cloud (C): Creatures are dazed and nauseated.

Summon Creature III (C): Summons an appropriate creature.

Vampiric Touch (N): 1d8 damage/2 levels; heals caster the same amount.

Weapon of Impact (T): Blunt weapon more frequently deals critical hits.

4th-Level Sorcerer/Wizard Spells

Animate Dead (N): Summons an undead minion.

Assay Resistance (D): Target's spell resistance to caster's spells is greatly reduced.

Bestow Curse (T): Target suffers -2 to all ability scores.

Charm Monster (E): Befriends one monster.

Confusion (E): Target behaves erratically.

Contagion (N): Afflicts target with random disease.

Crushing Despair (E): Target suffers -2 penalty on attack rolls, saves, ability checks, skill checks, and damage.

Elemental Shield (V): Ring of fire damages attackers and grants caster 50% cold/fire resistance.

Enervation (N): Target temporarily loses 1d4 levels.

Evard's Black Tentacles (C): Traps and attacks enemies with tentacles.

Fear (N): Causes fear in enemies.

Greater Invisibility (I): Target is invisible, even when attacking or casting spells.

Ice Storm (V): Inflicts 3d6 bludgeoning and 2d6 cold damage.

Isaac's Lesser Missile Storm (V): Inflicts 1d6 damage/missile; 1 missile/ level.

Least Spell Mantle: Absorbs up to 1d4 + 4 spell levels.

Lesser Globe of Invulnerability (A): Protects caster from all 3rd-level and lower spells.

Lesser Spell Breach (A): Strips an enemy mage of up to three defenses.

Phantasmal Killer (I): Kills the target.

Polymorph Self (T): Caster shapechanges into a monster.

Remove Curse (A): Removes all curses from target.

Shadow Conjuration (I): Casts shadowy version of one of a variety of spells.

Stoneskin (A): Caster receives 10/adamantine damage reduction.

Summon Creature IV (C): Summons an appropriate creature.

Wall of Fire (V): Flaming wall inflicts 2d6 + level fire damage. Undead take double damage.

5th-Level Sorcerer/Wizard Spells

Bigby's Interposing Hand (V): Hand provides cover against one opponent, who suffers -10 attack penalty.

Cloudkill (N): Kills weaker creatures.

Cone of Cold (V): Cone deals 1d6 cold damage/level.

Dismissal (A): Dispels the target's summoned companions.

Dominate Person (E): Caster temporarily gains control of target humanoid.

Feeblemind (D): Target suffers 1d4 points of Int and Cha damage/4 levels.

Firebrand (V): Balls of flame (1/level) explode for 1d6 fire damage/level each.

Greater Fireburst (V): Nearby creatures take 1d8 fire damage/level (maximum 15d8).

Hold Monster (E): Paralyzes target.

Lesser Mind Blank (A): Protects target from mind-affecting spells and removes any currently in effect.

Lesser Planar Binding (C): Control or summon a weak outsider.

Lesser Spell Mantle (A): Absorbs up to 1d6 + 6 spell levels.

Mind Fog (I): Those within fog suffer -10 to Will saves.

Shroud of Flame (T): Target encased in flames, burning it and possibly nearby creatures.

Summon Creature V (C): Summons an appropriate creature.

Vitriolic Sphere (C): Huge acid explosion deals acid damage for several rounds.

6th-Level Sorcerer/Wizard Spells

Acid Fog (C): Slows creatures within fog and deals acid damage.

Bigby's Forceful Hand (V): Hand pushes target away.

Chain Lightning (V): Blasts target for 1d6 electricity damage/level; secondary bolts.

Circle of Death (N): Kills 1d4 creatures/level.

Create Undead (N): Creates one undead creature.

Disintegrate (T): Ray deals 2d6 damage/level.

Ethereal Visage: 20/+3 damage reduction and immunity to 2nd-level and lower spells; DR 20/adamantine.

Flesh to Stone (T): Target turned to stone.

Globe of Invulnerability (A): Protects caster from all 4th-level and lower spells.

Greater Dispel Magic (A): Ends powerful magical effects.

Greater Heroism (E): Target receives +1/level temporary hit points and +4 to hit, and on saves and skill checks.

Greater Spell Breach (A): Strips an enemy mage of up to six magical defenses.

Greater Stoneskin (T): 20/adamantine damage reduction.

Isaac's Greater Missile Storm (V): One missile (3d6 damage)/level randomly hits enemies.

Legend Lore (D): Greatly improves Lore skill checks for a long time.

Planar Binding (C): Summon or control an outsider.

Stone Body (T): Caster receives +4 Str, -4 Dex, damage reduction 10/adamantine, 50% movement penalty, immunity to many negative effects, and takes ½ damage from acid and fire.

Stone to Flesh (T): Restores petrified target.

Summon Creature VI (C): Summons an appropriate creature.

Tenser's Transformation (T): Caster becomes physically powerful.

True Seeing (D): Caster sees through Ethereal and Invisibility effects.

Undeath to Death (N): Slays many undead creatures.

7th-Level Sorcerer/Wizards Spells

Banishment (D): Destroys many summoned creatures.

Bigby's Grasping Hand (V): Hand provides cover, pushes, or grapples.

Control Undead (N): Dominates one undead creature.

Delayed Blast Fireball (V): More powerful fireball that can be used as a trap.

Energy Immunity (A): Grants target immunity to one energy type.

Ethereal Jaunt (T): Enemies cannot detect the caster until he performs a hostile action.

Finger of Death (N): Target dies.

Greater Shadow Conjuration (I): Casts shadowy version of one of a variety of powerful spells.

Mass Hold Person (E): Paralyzes many enemies.

Mordenkainen's Sword (T): Summons powerful, floating sword that fights enemies.

Prismatic Spray (V): Randomly afflicts many enemies.

Shadow Shield (I): Caster receives +5 AC, 10/+3 damage reduction, and immunity to death and negative energy effects; DR 10/adamantine.

Spell Mantle (A): Absorbs up to 1d8 + 8 spell levels.

Summon Creature VII (C): Summons an appropriate creature.

8th-Level Sorcerer/Wizard Spells

Bigby's Clenched Fist (V): Each round, summoned fist inflicts 1d8 + 11 damage and stuns target.

Blackstaff (E): Quarterstaff becomes +4 weapon and casts dispel magic on any creature it strikes.

Create Greater Undead (N): Summons powerful undead minion.

Greater Planar Binding (C): Paralyzes outsider or summons a powerful outsider.

Horrid Wilting (N): Inflicts 1d6/level negative energy damage.

Incendiary Cloud (C): Fiery cloud inflicts 4d6 fire damage to all within.

Iron Body (T): Caster receives +6 Str, -6 Dex, damage reduction 15/adamantine, 50% movement penalty, immunity to many negative effects, and takes ½ damage from acid and fire.

Mass Blindness and Deafness (I): Nearby enemies are struck blind and deaf.

Mass Charm Monster (E): Nearby creatures view caster more favorably.

Mind Blank (A): Nearby allies receive immunity to mind-affecting spells and effects.

Polar Ray (V): Inflicts 1d6 cold damage/level.

Power Word, Stun (D): Automatically stuns target.

Premonition (D): Caster receives damage reduction 30/+5; DR 30/adamantine.

Protection from Spells (A): Caster receives +8 on saves against spells.

Summon Creature VIII (C): Summons an appropriate creature.

Sunburst (V): Brilliant explosion that can blind enemies and inflicts 1d6 damage/level to all undead creatures.

9th-Level Sorcerer/Wizard Spells

Bigby's Crushing Hand (V): Large hand provides cover, pushes, or crushes foes.

Dominate Monster (E): Controls target monster.

Energy Drain (N): Target temporarily loses 2d4 levels.

Etherealness (T): Enemies cannot detect the party until any member performs a hostile action.

Gate (C): Summons a horned devil.

Greater Spell Mantle (A): Absorbs up to 1d12 + 10 spell levels.

Mass Hold Monster (E): Paralyzes nearby enemies.

Meteor Swarm (V): Meteors strike enemies in area, inflicting 20d6 damage.

Mordenkainen's Disjunction (A): Very powerful version of Dispel Magic.

Power Word, Kill (D): Kills creature with less than 100 hit points.

Shades (I): Casts shadowy variant of one of a variety of very powerful spells.

Shapechange (T): Caster shapechanges into a powerful form.

Summon Creature IX (C): Summons an appropriate creature.

Wail of the Banshee (N): Hideous shriek can kill nearby enemies.

Weird (I): Terrifying phantasm can kill nearby enemies.

Warlock

Least (1st-level) Invocations

*Beguiling Influence**: Caster receives +6 to Bluff, Diplomacy, and Intimidate.

*Dark One's Own Luck**: Caster receives luck bonus to all saves equal to Cha bonus.

Darkness: Covers creatures in a shroud of darkness.

*Devil's Sight**: Caster receives Darkvision.

Draining Blast (Eldritch Essence): Slows target.

Eldritch Spear (Blast Shape): Increases Eldritch Blast range.

*Entropic Warding**: Caster receives +4 Move Silently and Hide. Ranged attacks against caster might miss.

Frightful Blast (Eldritch Essence): Eldritch Blast inflicts fear.

Hideous Blow (Blast Shape): Eldritch Blast is applied to caster's melee attacks.

*Leaps and Bounds**: Caster receives +4 Dex and Tumble.

*Seen the Unseen**: Caster can see invisible creatures.

Lesser (2nd-level) Invocations

Beshadowed Blast (Eldritch Essence): Eldritch Blast inflicts darkness.

Bewitching Blast (Eldritch Essence): Eldritch blast damage is cold-based and target suffers -4 Dex.

Brimstone Blast (Eldritch Essence): Eldritch Blast ignites target.

Charm: Befriends creature.

Curse of Despair: Target suffers -1 to attack rolls and -2 to all ability scores.

Eldritch Chain (Blast Shape): Eldritch blast arcs to multiple targets.

Flee the Scene: Caster receives +1 attack/round, +50% movement speed, +1 to hit, and +1 AC.

The Dead Walk: Summons forth an undead minion.

Voracious Dispelling: Ends magic effects on target. If an effect is removed, target is damaged.

Walk Unseen: Caster turns invisible.

Greater (3rd-level) Invocations

Hellrime Blast (Eldritch Essence): Eldritch Blast confuses target.

Chilling Tentacles: Tentacles entangle targets and inflict 2d6 cold damage.

Devour Magic: Ends powerful magic effects on target. If a spell is removed, caster receives 2 temporary hit points/level.

Eldritch Cone (Blast Shape): Eldritch Blast becomes a cone.

Noxious Blast (Eldritch Essence): Eldritch Blast dazes target.

Tenacious Plague: Target suffers increased damage every round until the plague ends.

Vitriolic Blast (Eldritch Essence): Eldritch blast causes acid damage and ignores spell resistance.

Wall of Perilous Flame: Wall inflicts 1d6 + level fire damage. Undead take double damage.

Dark (4th-level) Invocations

Dark Foresight: Caster receives damage reduction of 30/adamantine; DR 10/silver.

Eldritch Doom (Blast Shape): Eldritch blast affects a 20' diameter area.

Retributive Invisibility: Caster is invisible, even when attacking or casting spells. If invocation is dispelled, explosion damages nearby foes.

Utterdark Blast (Eldritch Essence): Eldritch Blast deals negative energy damage and drains target's levels.

Word of Changing: Caster shapechanges into a powerful form.

* This effect is persistent. The warlock will always benefit from the ability.

EQUIPMENT, MAGIC ITEMS, AND TREASURE

Armor and Shields

There are eleven basic types of armor in *Neverwinter Nights 2*. The higher the AC value of the armor, the better protection it offers against attacks. However, good protection comes at a cost. Arcane spellcasters risk spell failure whenever attempting to cast spells while wearing armor, and heavier armor restricts your mobility and reduces your speed.

Max Dex Bonus is the largest Dexterity bonus you can have to your armor class while this armor is equipped. For example, if you are wearing full plate (with a Max Dex Bonus of +1) and have a Dexterity of 18, you only add +1 to your AC from your Dexterity, even though normally you would add +4.

Armor Check Penalty is a penalty applied to physical skills (Hide, Move Silently, and Tumble) while wearing this armor.

Armor and Shields			
Armor Type	Armor Bonus	Max Dex Bonus	Armor Check Penalty
Light			
Padded	+1	+8	0
Leather	+2	+6	0
Studded leather	+3	+5	-1
Chain shirt	+4	+4	-2
Medium			
Hide	+3	+4	-3
Scale mail	+4	+3	-4
Chainmail	+5	+2	-5
Breastplate	+5	+3	-4
Heavy			
Banded mail	+6	+1	-6
Half-plate	+7	+0	-7
Full plate	+8	+1	-6
Shields			
Light	+1	-	-1
Heavy	+2	-	-2
Tower	+4	+2	-10

Weapons

There are many weapons with varying qualities from which to choose. The exact qualities are summarized in the table on page 131-132.

- **Weapon Size:** Weapons come in three sizes, which affect how they are used.
 - ◊ **Light:** Light weapons are small weapons that can easily be used in your off hand. When fighting with two weapons, the penalties are reduced if your off-hand weapon is light. If you have the Weapon Finesse feat, you apply your Dexterity bonus to attack rolls with the weapon instead of your Strength bonus.
 - ◊ **One-Handed:** These weapons are easily wielded in one hand, but are bulky enough that you suffer increased penalties when using one in your off-hand. When not using a shield or wielding an off-hand weapon, you will hold a one-handed weapon with both hands. When doing so, your Strength bonus to damage is increased by 50%.
 - ◊ **Two-Handed:** Two-handed weapons are so large and heavy that you must use them in both hands, precluding the use of a shield or a second weapon. You add one-and-a-half times your Strength bonus to damage with a two-handed weapon.
- Small characters (halflings and gnomes) use one-handed weapons as if they were two-handed. They cannot use two-handed melee weapons at all.
- **Two-Weapon Fighting:** If you wield a second weapon in your off-hand you can get one extra attack per round with that weapon. You will receive a penalty of -6 to your main hand attack rolls and a penalty of -10 to your off-hand attack rolls.

The Two-Weapon Fighting feat reduces these penalties to -2 for each hand. Additionally, the Improved Two-Weapon Fighting feat grants a second off-hand attack with an additional -5 attack penalty and the Greater Two-Weapon Fighting feat adds a third at -10.
- **Off-hand Weapon Damage:** Any weapon in your off-hand only receives one half your normal Strength bonus to damage.

Miscellaneous Items

- **Amulets/Necklaces:** Amulets are necklaces with some form of large decoration or symbol. Most are ornamental, but some are infused with magic.
- **Belts:** Belts are worn about the midsection, but do not add to the protection given by basic armor unless they are enchanted in some way.
- **Boots:** Boots come in a variety of forms and functions, but they do not add to the protection given by basic armor unless infused with magic or otherwise unusual.
- **Bracers:** Bracers are a part of most suits of armor, and do not increase their suit's protective abilities unless infused with magic.
- **Cloaks:** Cloaks are simple cloth garments used to protect the wearer from ill weather and other hazards of an open road. Magical cloaks can provide additional benefits.
- **Gauntlets:** Gauntlets are a part of most suits of armor, and do not increase their suit's protective abilities unless infused with magic.

- **Healing Kits:** Healing kits allow your character to use the Heal skill on themselves or others. Healing kits may restore hit points, cure disease or remove poisons. Each healing kit may only be used once.
- **Helmets:** Helmets come in a variety of styles, but unless enchanted, provide no additional benefit.
- **Rings:** Rings are commonly worn on the fingers as ornamentation, but some are infused with powerful magic. One magical ring can be worn on each hand.
- **Thieves' Tools:** These picks, files, and other assorted tools give the character a substantial bonus when attempting to unlock locked chests and doors. Thieves' tools can only be used once.
- **Trap Kits:** These unique items allow any character skilled in setting traps to place deadly contraptions. There are a variety of traps, ranging from fire explosions to gas clouds.
- **Bags and Boxes:** There are a variety of containers that can be carried in your inventory. These help keep similar goods together. Simply drag items into the container. You can access the contents of the container by selecting the "Open" option from the Dropdown Menu.
- **Belladonna:** Ingesting this herb grants a +5 AC bonus against shapechangers, such as werewolves.
- **Garlic:** Eating this strong-smelling herb grants a +2 attack bonus against undead for one minute. However, it also inflicts a -1 penalty to Charisma for the duration of its effects.

Grenade-like Weapons

- **Acid Flask:** Flasks of acid, most often used by alchemists and engravers, can be useful weapons for an adventurer, particularly when faced with creatures that may be resistant to other attacks.
- **Alchemist's Fire:** These flasks contain a volatile mixture that bursts into flame upon contact with air.
- **Choking Powder:** Choking powder is a mix of irritating peppers and natural herbs that can temporarily incapacitate a target.
- **Holy Water:** Flasks of water blessed by a cleric of a good deity are valuable weapons against the undead.
- **Tanglefoot Bag:** Tanglefoot bags are packed with stringy, sticky strands that burst from the bag on impact to snare a target.
- **Thunderstone:** Thunderstones are multi-sided rocks coated with an alchemical formula that detonate with a deafening boom on contact with a hard surface.
- **Fire Bomb:** Fire bombs explode on impact, dealing 10d6 points of fire damage and creating a firestorm in the area for five rounds.
- **Acid Bomb:** This highly-reactive acid explodes on impact, dealing 10d6 points of acid damage and creating an acid fog effect in the area for five rounds after the impact.

Magic Items

There are all manner of magic items you will discover throughout *Neverwinter Nights 2*. These include:

- **Magic Weapons:** Magic weapons grant bonuses to attack and damage, and many have other properties as well.
- **Magic Armor:** Magic armor grants an AC bonus and may have additional protective properties.
- **Potions:** Potions are single-use magic items that store beneficial spells in liquid form.
- **Scrolls:** A scroll is a single spell stored on a piece of parchment. Spellcasters can use a scroll to cast the recorded spell, and wizards can copy spells from scrolls into their spellbook. In either case, after the scroll is used once it crumbles to dust. Spellcasters must have the spell on their class spell list to use a spell scroll.
- **Wands, Staves, and Rods:** These items store spells, which spellcasting characters can call on rather than using up their own allotment of spells. Wands, staves, and rods have many charges, and each use usually drains one charge. When the item's charges are expended, it crumbles to dust.

Identifying Magic Items

Unless bought in a store, all magic items start off as unidentified. The more expensive and powerful an item is, the harder it is to identify it. Unidentified items cannot be used or equipped until you identify them.

There are a variety of ways to identify an item:

- Use your Lore skill. All classes automatically gain some degree of Lore as they level up, which allows them to identify items automatically. The higher your modifier in this skill, the more items you can identify automatically.
- Cast the *identify* spell (or use an *identify* scroll), if you are an arcane spellcaster. This spell identifies a single item of your choosing.
- Pay a store to identify the item for you. To do this, right-click the item when at the store and then press the "Identify" button. You'll be charged for this service, but the item will become identified and hence useable.

Poisons

Any character is capable of poisoning a weapon. There is a chance however, that the character may accidentally poison himself on a failed Dexterity check when coating the blade. The assassin and blackguard are capable of coating their weapons without any risk.

- Giant Scorpion Poison: 1d2 Strength Ability Score Damage
- Giant Bee Poison: 1d2 Constitution Ability Score Damage
- Giant Centipede Poison: 1d2 Intelligence Ability Score Damage

The more powerful the poison, the harder it is to resist:

- Mild: DC 18
- Average: DC 20
- Strong: DC 22
- Deadly: DC 26

ITEM CRAFTING

You can use crafting skills and feats to create or enchant items to either sell or to use. Item crafting in NWN2 does not involve any randomness: either you can craft an item or you can't. The five types of crafting are: smithing, alchemy, enchanting, disposable item creation, and wondrous item creation.

NWN2 Tip

If you have the opportunity to establish a base of operations in *Neverwinter Nights 2* there will usually be a crafting workbench somewhere within.

Smithing

Smithing is used to create weapons and armor. The base skill (either Craft Armor or Craft Weapon) requirements for crafting various weapons and armors are:

Crafting Skill Requirements	
Item	Ranks Required
Armor	Equal to armor bonus
Simple melee	2
Martial melee	5
Exotic melee	8
Bows	2
Crossbows	5

To smith an item, you must have two things: the appropriate mold (e.g., a dagger mold to make a dagger) and the necessary raw materials. Find an armor and weapon workbench within the game and place the mold and raw materials on it. Then use a smith hammer on the armor and weapon workbench and your item will be crafted if the recipe is correct and if you have the necessary skill.

The raw materials available in NWN2 are divided into ingots of metal, planks of wood, and hide. Find more exotic raw materials as you adventure and at some merchant shops. Using non-standard raw materials (anything other than iron ingot, wooden plank, and leather hide) requires greater skill for success, but can yield items with special properties.

For example, a longsword is made by using two ingots with a longsword mold. If you use two silver ingots instead of two iron ingots, you will create a silver longsword.

Alchemy

Alchemy, governed by the Craft Alchemy skill, has two uses. The first, creating alchemical items such as alchemist's fire and thunderstones, works similarly to smithing: place the ingredients in an alchemical workbench, then use the mortar and pestle item on it. More complicated items require higher Craft Alchemy skill to create. You can find alchemical recipes in books, which are occasionally sold by merchants.

The second use of Craft Alchemy is the distillation of essences from body parts obtained from various creatures. An essence is a solid form of magic and is used in magic item creation (see below). Essences exist in five varieties (Air, Earth, Fire, Water, and Power) and have four potency levels (Faint, Weak, Glowing, and Radiant). Use the mortar and pestle on an item to convert it into essences – the item's description will indicate what Craft Alchemy skill level is required to distill it, as well as what essences will result. Stronger essences can be broken down into weaker varieties by using the mortar and pestle on them.

Enchanting

Weapons and armor can be enchanted using the Craft Magic Arms and Armor feat, essences, and a gem. You will also need to cast a specific spell to complete the enchantment process. You will have to find the right recipes to give your items the properties you desire. After learning some of the common recipes, you might even experiment on your own with new recipes.

Disposable Item Crafting

Disposable items (specifically wands, scrolls, and potions) are magic items that you can only use a finite number of times before their enchantment is used up. They are considerably easier to craft than other magic items, but that ease of use comes at an increased cost in terms of gold.

To create a disposable item, you must have the appropriate feat: Brew Potion, Craft Wand, or Scribe Scroll. You must also have a special "blank item" into which to weave the enchantment: a magic potion bottle, bone wand, or blank scroll. These items can be purchased at magic shops throughout the game. Once you have the appropriate feat and item, simply open your inventory and cast the desired spell on the item. The gold piece cost will automatically be deducted from your inventory, and the item will be created.

The type and level of spell that can be cast into a disposable item is restricted based on the item type:

- **Scroll:** No restriction. You can put any spell you can cast into a scroll.
- **Potion:** Any beneficial, single-target spell of up to 3rd-level.
- **Wand:** Any targeted spell of up to 4th-level.

Wondrous Item Creation

Other magical items, such as rings, cloaks, and boots, can be made with the Craft Wondrous Item feat, raw materials, essences, and a gem. This process works similarly to armor and weapon enchantment except that the base item is also created in this process (i.e., you don't first make boots and then enchant them; you create the magic item in one step). As with weapon and armor properties, you'll learn of wondrous item recipes through your adventures.

APPENDIX: CHARTS AND TABLES

Class Skill Points, HP, Base Attack Bonus (BAB), and Saves						
Class	Base Skill Points*	HP/Level	BAB	Fort	Reflex	Will
Barbarian	4	12	High	High	Low	Low
Bard	6	6	Medium	Low	High	High
Cleric	2	8	Medium	High	Low	High
Druid	4	8	Medium	High	Low	High
Fighter	2	10	High	High	Low	Low
Monk	4	8	Medium	High	High	High
Paladin	2	10	High	High	Low	Low
Ranger	6	8	High	High	High	Low
Rogue	8	6	Medium	Low	High	Low
Sorcerer	2	4	Low	Low	Low	High
Warlock	2	6	Medium	Low	Low	High
Wizard	2	4	Low	Low	Low	High
Prestige Class						
Arcane Archer	4	8	High	High	High	Low
Arcane Trickster	4	4	Low	Low	High	High
Assassin	4	6	Medium	Low	High	Low
Blackguard	2	10	High	High	Low	Low
Divine Champion	2	10	High	High	Low	Low
Duelist	4	10	High	Low	High	Low
Dwarven Defender	2	12	High	High	Low	High
Eldritch Knight	2	6	High	High	Low	Low
Frenzied Berserker	2	12	High	High	Low	Low
Harper Agent	6	6	Medium	Low	High	High
Pale Master	2	6	Low	High	Low	High
Red Dragon Disciple	2	12	Medium	High	Low	High
Shadow Thief of Amn	6	6	High	High	High	Low
Shadowdancer	6	8	Medium	Low	High	Low
Warpriest	2	10	High	High	Low	Low
Weapon Master	2	10	High	Low	High	Low

*Skill points gained on level up = Base Skill Points + INT modifier. *4 this amount at 1st level.

Weapons					
Weapon	Use*	Damage	Critical**	Range	Type
Simple Weapons					
Dagger	Light	1d4	19-20/x2	-	Piercing or Slashing
Mace	Light	1d6	x2	-	Bludgeoning
Sickle	Light	1d6	x2	-	Slashing
Club	1-handed	1d6	x2	-	Bludgeoning
Morningstar	1-handed	1d8	x2	-	Bludgeoning and Piercing
Quarterstaff	2-handed	1d6	x2	-	Bludgeoning
Spear	2-handed	1d8	x3	-	Piercing
Heavy Crossbow	Ranged	1d10	19-20/x2	120 ft.	Piercing
Light Crossbow	Ranged	1d8	19-20/x2	80 ft.	Piercing
Sling	Ranged	1d4	x2	50 ft.	Bludgeoning
Dart	Thrown	1d4	x2	20 ft.	Piercing
Martial Weapons					
Light Hammer	Light	1d4	x2	-	Bludgeoning
Handaxe	Light	1d6	x3	-	Slashing
Kukri	Light	1d4	18-20/x2	-	Slashing
Short sword	Light	1d6	19-20/x2	-	Piercing
Battleaxe	1-handed	1d8	x3	-	Slashing
Longsword	1-handed	1d8	19-20/x2	-	Slashing
Rapier***	1-handed	1d6	18-20/x2	-	Piercing
Scimitar	1-handed	1d6	18-20/x2	-	Slashing
Warhammer	1-handed	1d8	x3	-	Bludgeoning
Falchion	2-handed	2d4	18-20/x2	-	Slashing
Greataxe	2-handed	1d12	x3	-	Slashing
Greatsword	2-handed	2d6	19-20/x2	-	Slashing
Halberd	2-handed	1d10	x3	-	Piercing or Slashing
Scythe	2-handed	2d4	x4	-	Slashing
Warmace	2-handed	1d12	x2	-	Bludgeoning
Longbow	Ranged	1d8	x3	100 ft.	Piercing
Light Flail	1-handed	1d8	x2	-	Bludgeoning
Shortbow	Ranged	1d6	x3	60 ft.	Piercing
Throwing Axe	Thrown	1d6	x2	10 ft.	Slashing

Weapons					
Weapon	Use*	Damage	Critical**	Range	Type
Exotic Weapons					
Kama	Light	1d6	x2	-	Slashing
Bastard Sword	1-handed	1d10	19-20/x2	-	Slashing
Dwarven Waraxe	1-handed	1d10	x3	-	Slashing
Katana	1-handed	1d10	19-20/x2	-	Slashing
Shuriken	Thrown	1d2	x2	10 ft.	Piercing

* Small characters use 1-handed weapons in 2 hands and cannot use 2-handed weapons.

** When not specified, a weapon's critical threat range is a natural 20 only.

*** A rapier can benefit from the Weapon Finesse feat even though it is a 1-handed weapon.

Two-Weapon Fighting Penalties		
Circumstances	Primary Hand	Off-Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

Experience and Level-Dependent Benefits								
Character Level	Experience Points Required	Base Saves Low/High	Base Attack Bonus			Class Skill Max	Ability Increases	Feats
			High	Medium	Low			
1	0	+0/+2	+1	+0	+0	4		1st
2	1,000	+0/+3	+2	+1	+1	5		
3	3,000	+1/+3	+3	+2	+1	6		2nd
4	6,000	+1/+4	+4	+3	+2	7	1st	
5	10,000	+1/+4	+5	+3	+2	8		
6	15,000	+2/+5	+6/+1	+4	+3	9		3rd
7	21,000	+2/+5	+7/+2	+5	+3	10		
8	28,000	+2/+6	+8/+3	+6/+1	+4	11	2nd	
9	36,000	+3/+6	+9/+4	+6/+1	+4	12		4th
10	45,000	+3/+7	+10/+5	+7/+2	+5	13		
11	55,000	+3/+7	+11/+6/+1	+8/+3	+5	14		
12	66,000	+4/+8	+12/+7/+2	+9/+4	+6/+1	15	3rd	5th
13	78,000	+4/+8	+13/+8/+3	+9/+4	+6/+1	16		
14	91,000	+4/+9	+14/+9/+4	+10/+5	+7/+2	17		
15	105,000	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2	18		6th
16	120,000	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3	19	4th	
17	136,000	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3	20		
18	153,000	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4	21		7th
19	171,000	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4	22		
20	190,000	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5	23	5th	

Skills by Class						
Skill Name	Barbarian	Bard	Cleric	Druid	Fighter	Monk
Appraise	c	*	c	c	c	c
Bluff	c	*	c	c	c	c
Concentration	c	*	*	*	c	*
Craft Alchemy	c	*	*	*	c	*
Craft Armor	*	*	*	c	*	c
Craft Trap	*	*	c	c	c	*
Craft Weapon	*	*	*	c	*	c
Diplomacy	c	*	*	*	c	*
Disable Device	c	c	c	c	c	c
Heal	c	c	*	*	c	c
Hide	c	*	c	c	c	*
Intimidate	*	c	c	c	*	c
Listen	*	*	c	*	c	*
Lore	c	*	*	*	c	*
Move Silently	c	*	c	c	c	*
Open Lock	c	c	c	c	c	c
Parry	*	*	*	*	*	*
Perform	X	*	X	X	X	X
Search	c	c	c	c	c	c
Set Trap	c	c	c	c	c	c
Sleight of Hand	c	*	c	c	c	c
Spellcraft	c	*	*	*	c	c
Spot	c	c	c	*	c	*
Survival	*	c	c	*	c	c
Taunt	*	*	c	c	*	c
Tumble	c	*	c	c	c	*
Use Magic Device	c	*	c	c	c	c

* = Class skill c = Cross-class skill X = Prohibited skill

Skills by Class					
Paladin	Ranger	Rogue	Sorcerer	Warlock	Wizard
c	c	*	c	c	c
c	c	*	*	*	c
*	*	c	*	*	*
c	*	*	*	*	*
*	*	c	c	*	*
c	*	*	c	*	c
*	*	*	c	*	*
*	c	*	c	c	c
c	c	*	c	c	c
*	*	c	c	*	c
c	*	*	c	c	c
c	c	*	c	*	c
c	*	*	c	c	c
*	*	*	*	*	*
c	*	*	c	c	c
c	c	*	c	c	c
*	*	*	c	c	c
X	X	X	X	X	X
c	*	*	c	c	c
c	*	*	c	c	c
c	c	*	c	c	c
c	c	c	*	*	*
c	*	*	c	c	c
c	*	c	c	c	c
c	c	*	c	*	c
c	c	*	c	c	c
c	c	*	c	*	c

Skills by Prestige Class

Skill Name	Arcane Archer	Arcane Trickster	Assassin	Black-guard	Divine Champion	Duelist	Dwarven Defender
Appraise	c	*	c	c	c	c	c
Bluff	c	*	*	c	c	*	c
Concentration	c	*	c	*	c	c	c
Craft Alchemy	*	*	*	c	*	c	*
Craft Armor	c	c	c	*	*	c	*
Craft Trap	c	*	*	*	*	c	c
Craft Weapon	*	*	*	*	*	*	*
Diplomacy	c	*	*	*	c	c	c
Disable Device	c	*	*	c	c	c	c
Heal	c	c	c	*	c	c	c
Hide	*	*	*	*	c	c	c
Intimidate	c	c	*	*	c	c	c
Listen	*	*	*	c	c	*	*
Lore	c	*	c	*	*	c	c
Move Silently	*	*	*	c	c	c	c
Open Lock	c	*	*	c	c	c	c
Parry	c	*	*	*	*	*	*
Perform	X	X	X	X	X	X	X
Search	c	*	*	c	c	c	c
Set Trap	c	*	*	c	c	c	c
Sleight of Hand	c	*	*	c	c	c	c
Spellcraft	c	*	c	c	c	c	c
Spot	*	*	*	c	c	*	*
Survival	*	c	c	c	c	c	c
Taunt	c	*	c	c	c	*	c
Tumble	c	*	*	c	c	*	c
Use Magic Dvc	X	X	*	X	X	X	X

* = Class skill c = Cross-class skill X = Prohibited skill

Skills by Prestige Class

Eldritch Knight	Frenzied Berserker	Harper Agent	Pale Master	Red Dragon Disciple	Shadow Thief of Amn	Shadow-dancer	Warpriest	Weapon Master
c	c	*	c	c	*	c	c	c
c	c	*	c	c	*	*	c	c
*	c	c	*	*	c	c	*	c
*	c	*	*	*	*	c	*	c
*	c	*	c	*	c	c	*	c
*	c	*	*	*	*	*	c	c
*	c	*	*	*	*	c	*	*
c	c	*	*	*	*	*	*	c
c	c	c	c	c	*	c	c	c
c	c	c	*	c	c	c	*	c
c	c	*	*	c	c	*	c	c
c	*	c	c	c	*	c	*	*
c	c	*	*	*	*	*	c	c
*	c	*	*	*	*	c	*	*
c	c	*	*	c	*	*	c	c
c	c	c	c	c	*	c	c	c
*	*	c	c	*	*	*	*	*
X	X	*	X	X	X	X	X	c
c	c	c	c	*	*	*	c	c
c	c	c	c	c	*	c	c	c
c	c	*	c	c	*	*	c	c
*	c	c	*	*	c	c	*	c
c	c	c	c	*	*	*	c	c
c	*	*	c	c	c	c	c	c
c	c	*	c	c	*	c	*	*
c	c	*	c	c	*	*	c	c
X	X	X	X	X	X	X	X	c

Bard Spells per Day and Known Spells

Bard Level	Base Spells per Day							Spells Known						
	0	1	2	3	4	5	6	0	1	2	3	4	5	6
1	2	—	—	—	—	—	—	4	—	—	—	—	—	—
2	3	0	—	—	—	—	—	4	2	—	—	—	—	—
3	3	1	—	—	—	—	—	4	3	—	—	—	—	—
4	3	2	0	—	—	—	—	4	3	2	—	—	—	—
5	3	3	1	—	—	—	—	4	4	3	—	—	—	—
6	3	3	2	—	—	—	—	4	4	3	—	—	—	—
7	3	3	2	0	—	—	—	4	4	4	2	—	—	—
8	3	3	3	1	—	—	—	4	4	4	3	—	—	—
9	3	3	3	2	—	—	—	4	4	4	3	—	—	—
10	3	3	3	2	0	—	—	4	4	4	4	2	—	—
11	3	3	3	3	1	—	—	4	4	4	4	3	—	—
12	3	3	3	3	2	—	—	4	4	4	4	3	—	—
13	3	3	3	3	2	0	—	4	4	4	4	4	2	—
14	4	3	3	3	3	1	—	4	4	4	4	4	3	—
15	4	4	3	3	3	2	—	4	4	4	4	4	3	—
16	4	4	4	3	3	2	0	4	5	4	4	4	4	2
17	4	4	4	4	3	3	1	4	5	5	4	4	4	3
18	4	4	4	4	4	3	2	4	5	5	5	4	4	3
19	4	4	4	4	4	4	3	4	5	5	5	5	4	4
20	4	4	4	4	4	4	4	4	5	5	5	5	5	4

Cleric Spells per Day

Cleric Level	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1	3	2	—	—	—	—	—	—	—	—
2	4	3	—	—	—	—	—	—	—	—
3	4	3	2	—	—	—	—	—	—	—
4	5	4	3	—	—	—	—	—	—	—
5	5	4	3	2	—	—	—	—	—	—
6	5	4	4	3	—	—	—	—	—	—
7	6	5	4	3	2	—	—	—	—	—
8	6	5	4	4	3	—	—	—	—	—
9	6	5	5	4	3	2	—	—	—	—
10	6	5	5	4	4	3	—	—	—	—
11	6	6	5	5	4	3	2	—	—	—
12	6	6	5	5	4	4	3	—	—	—
13	6	6	6	5	5	4	3	2	—	—
14	6	6	6	5	5	4	4	3	—	—
15	6	6	6	6	5	5	4	3	2	—
16	6	6	6	6	5	5	4	4	3	—
17	6	6	6	6	6	5	5	4	3	2
18	6	6	6	6	6	5	5	4	4	3
19	6	6	6	6	6	6	5	5	4	4
20	6	6	6	6	6	6	5	5	5	5

Cleric Domains				
Domain	Ability	Bonus Known Spells		
		1	2	3
Air	Uncanny dodge			Call lightning
Animal	Animal Companion		Cat's grace	
Death	Summon Shadow (1/day)			
Destruct	Smile Infidel (1/day)			Rage
Earth	Toughness bonus feat			
Evil	Turn outsiders as undead			
Fire	Fire resistance 5			Fireball
Good	Aura of Courage (1/day)		Magic Circle Against Evil	
Healing	All healing spells empowered		Cure Serious Wounds	
Knowledge	None (bonus spells)	Identify	Knock	Clairaudience/ Clairvoyance
Magic	None (bonus spells)	Mage Armor	Melf's acid arrow	Assay resistance
Plant	Woodland Stride	Entangle	Barkskin	Poison
Protection	Divine Protection (1/day)			
Strength	Strength (1/day)	Bull's Strength		Divine Power
Sun	Greater Turning		Searing Light	
Travel	Fast movement (as barbarian)			Freedom of Movement
Trickery	Feint bonus feat	Grease	Invisibility	
War	Battlemaster (1/day)	Enlarge Person		
Water	Evasion			Poison

Cleric Domains					
Bonus Known Spells					
4	5	6	7	8	9
		Chain lightning			
True seeing					
Phantasmal Killer					Power Word, Kill
		Acid Fog			
Stoneskin	Energy Immunity				
Evard's Black Tentacles					Weird
	Wall of fire				
	Lesser Planar Binding				
	Heal				
True Seeing	Legend Lore				
	Greater dispelling		Spell Mantle	Blackstaff	
Mass Camouflage	Vine Mine				
Lesser Globe of Invulnerability	Energy Immunity				
			Sunbeam		
	Haste				
Confusion					
		Tenser's Transformation			
	Ice Storm				

Druid Spells per Day										
Druid Level	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	5	3	2	-	-	-	-	-	-	-
5	5	3	2	1	-	-	-	-	-	-
6	5	3	3	2	-	-	-	-	-	-
7	6	4	3	2	1	-	-	-	-	-
8	6	4	3	3	2	-	-	-	-	-
9	6	4	4	3	2	1	-	-	-	-
10	6	4	4	3	3	2	-	-	-	-
11	6	5	4	4	3	2	1	-	-	-
12	6	5	4	4	3	3	2	-	-	-
13	6	5	5	4	4	3	2	1	-	-
14	6	5	5	4	4	3	3	2	-	-
15	6	5	5	5	4	4	3	2	1	-
16	6	5	5	5	4	4	3	3	2	-
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

Monk Abilities					
Monk Level	Flurry of Blows Attack Bonus	Unarmed Damage		AC Bonus	Run Speed
		Small	Medium		
1	-2/-2	1d4	1d6	+0	100%
2	-1/-1	1d4	1d6	+0	100%
3	+0/+0	1d4	1d6	+0	110%
4	+1/+1	1d6	1d8	+0	110%
5	+2/+2	1d6	1d8	+1	110%
6	+3/+3	1d6	1d8	+1	120%
7	+4/+4	1d6	1d8	+1	120%
8	+5/+5/+0	1d8	1d10	+1	120%
9	+6/+6/+1	1d8	1d10	+1	130%
10	+7/+7/+2	1d8	1d10	+2	130%
11	+8/+8/+8/+3	1d8	1d10	+2	130%
12	+9/+9/+9/+4	1d10	2d6	+2	140%
13	+9/+9/+9/+4	1d10	2d6	+2	140%
14	+10/+10/+10/+5	1d10	2d6	+2	140%
15	+11/+11/+11/+6/+1	1d10	2d6	+3	145%
16	+12/+12/+12/+7/+2	2d6	2d8	+3	145%
17	+12/+12/+12/+7/+2	2d6	2d8	+3	145%
18	+13/+13/+13/+8/+3	2d6	2d8	+3	150%
19	+14/+14/+14/+9/+4	2d6	2d8	+3	150%
20	+15/+15/+15/+10/+5	2d8	2d10	+4	150%

Paladin and Ranger Spells per Day				
Paladin or Ranger Level	Base Spells per Day			
	1	2	3	4
1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	0	—	—	—
5	0	—	—	—
6	1	—	—	—
7	1	—	—	—
8	1	0	—	—
9	1	0	—	—
10	1	1	—	—
11	1	1	0	—
12	1	1	1	—
13	1	1	1	—
14	2	1	1	0
15	2	1	1	1
16	2	2	1	1
17	2	2	2	1
18	3	2	2	1
19	3	3	3	2
20	3	3	3	3

Sorcerer Known Spells and Spells per Day																				
Sorcerer Level	Base Spells per Day										Spells Known									
	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—	4	2	—	—	—	—	—	—	—	—
2	6	4	—	—	—	—	—	—	—	—	5	2	—	—	—	—	—	—	—	—
3	6	5	—	—	—	—	—	—	—	—	5	3	—	—	—	—	—	—	—	—
4	6	6	3	—	—	—	—	—	—	—	6	3	1	—	—	—	—	—	—	—
5	6	6	4	—	—	—	—	—	—	—	6	4	2	—	—	—	—	—	—	—
6	6	6	5	3	—	—	—	—	—	—	7	4	2	1	—	—	—	—	—	—
7	6	6	6	4	—	—	—	—	—	—	7	5	3	2	—	—	—	—	—	—
8	6	6	6	5	3	—	—	—	—	—	8	5	3	2	1	—	—	—	—	—
9	6	6	6	6	4	—	—	—	—	—	8	5	4	3	2	—	—	—	—	—
10	6	6	6	6	5	3	—	—	—	—	9	5	4	3	2	1	—	—	—	—
11	6	6	6	6	6	4	—	—	—	—	9	5	5	4	3	2	—	—	—	—
12	6	6	6	6	6	5	3	—	—	—	9	5	5	4	3	2	1	—	—	—
13	6	6	6	6	6	6	4	—	—	—	9	5	5	4	4	3	2	—	—	—
14	6	6	6	6	6	6	5	3	—	—	9	5	5	4	4	3	2	1	—	—
15	6	6	6	6	6	6	6	4	—	—	9	5	5	4	4	4	3	2	—	—
16	6	6	6	6	6	6	6	5	3	—	9	5	5	4	4	4	3	2	1	—
17	6	6	6	6	6	6	6	6	4	—	9	5	5	4	4	4	3	3	2	—
18	6	6	6	6	6	6	6	6	5	3	9	5	5	4	4	4	3	3	2	1
19	6	6	6	6	6	6	6	6	6	4	9	5	5	4	4	4	3	3	3	2
20	6	6	6	6	6	6	6	6	6	6	9	5	5	4	4	4	3	3	3	3

Warlock Invocations Known				
Warlock Level	Invocations Known			
	Least	Lesser	Greater	Dark
1	1	0	0	0
2	2	0	0	0
3	2	0	0	0
4	3	0	0	0
5	3	0	0	0
6	3	1	0	0
7	3	1	0	0
8	3	2	0	0
9	3	2	0	0
10	3	3	0	0
11	3	3	1	0
12	3	3	1	0
13	3	3	2	0
14	3	3	2	0
15	3	3	3	0
16	3	3	3	1
17	3	3	3	1
18	3	3	3	2
19	3	3	3	2
20	3	3	3	3

Wizard Spells per Day										
Wizard Level	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1	3	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	4	4	4	3	2	1	—	—	—	—
10	4	4	4	3	3	2	—	—	—	—
11	4	4	4	4	3	2	1	—	—	—
12	4	4	4	4	3	3	2	—	—	—
13	4	4	4	4	4	3	2	1	—	—
14	4	4	4	4	4	3	3	2	—	—
15	4	4	4	4	4	4	3	2	1	—
16	4	4	4	4	4	4	3	3	2	—
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

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KEYBOARD COMMANDS

Action	Key
Camera	
Rotate Camera Left	←
Rotate Camera Right	→
Zoom Camera In	↑
Zoom Camera Out	↓
Pitch Camera Up	Page Up
Pitch Camera Down	Page Down
Switch Camera Mode	* (numpad)
Normal Movement	
Run Forward	W
Turn Left	A
Backward	S
Turn Right	D
Modified Movement	
Walk Forward	Shift-W
Strafe left	Shift-A
Backward	Shift-S
Strafe Right	Shift-D
Targeting	
Default Action on Current Target	E
Target Next Enemy	Tab
Target Previous Enemy	Shift-Tab
Target Nearest Enemy	\
Target Previously Selected Target	Backspace
Possess 1st-10th Companion	F1-F10
Target 1st-10th Companion	Shift F1-F10

KEYBOARD COMMANDS

Action	Key
Panels	
Quickcast	F
Inventory	I
Journal	J
Character	C
Spells	B
Commands	
Rest	R
Activate Action Bar Slot 1-12	1-0,-,=
Switch to Action Bar 1-10	Shift + 1-0
Mini-Map	M
Hide/show Mode Bar	G
Quick Inspect	Z
Hide/show GUI	H
Quicksave	F12
Screen Capture	PrintScrn
Pause	Spacebar

