

# **NWN2 LEVEL CAP INCREASE - LIST OF KNOWN ISSUES AS OF VERSION 1.7**

Due to how things are hardcoded in the game's engine, some issues arise when your characters reach level 41 (including ECL), some of these are not troubling, and you can ignore them safely, others may be worked around with in-game fixes.

## **Game freezing when controlling companion**

Due to a hardcoded bug in the engine, companions that join your party (depending on the module) might be automatically scaled up to your level. By default, the game levels up their first class only potentially causing a situation where certain characters have more than 40 levels in their first class. When such characters are manually controlled by the player, the game freezes.

A workaround fix has been implemented: When you open your character screen (on your main character) an item called "level cap increases fix" will spawn in your inventory. When used on companions above level 40, it will automatically reset their level 1 (all exp is retained of course), so you can control them again and prevent the game from freezing.

## **Encounters not spawning**

Due to a hardcoded bug of the engine, encounters will not trigger for characters of level 41 or characters that have enough exp to level to 41.

A workaround has been implemented to fix this issue: When you open the character screen an item will be created in your inventory (called "Level cap increase fixes", it looks like a mechanical widget), if used on yourself it will apply an aura effect, every 6 seconds this will check any encounter within 80 feet and apply a fix that will make them spawn once again.

Using the item on yourself once again will toggle off the aura fix.

The fix may be removed on death or module change, so take care of re-applying it as needed.

## **Level 41+ Spellcasters**

Spell casters whose caster level is 41 or higher (not including Practiced Spellcaster) will receive a very high amount of spell slots (more than 40) to all their spell levels. They will also stop learning new spells (for classes like Bard, Sorcerer, ecc...), although these progressions end way before level 40, this also means that you won't be allowed to swap old spells during level up on these levels.

## **Levelup display message and icon**

Characters of level 41 or higher will display the message that they can level up even if they do not have the exp for it. This does not mean that they can level up, consider it a visual bug.

**Issues related to the toolset**

- The SetXP function ceases to delevel characters of level 41 or higher. To work around this issue, use the ResetCreatureLevelForXP function instead. I recommend to force a relevel from level 1, since this function will automatically change the features acquired based on the class package.
- Even if associated to a campaign, running a module from the Toolset's Test Run function will not allow characters to go past level 42. You're going to have to launch the full campaign like a player does.

**Issues related to Persistent Worlds**

The nwn2server.exe interface has a bug with the up arrows of the level selector, as they won't go beyond 120, read the instructions to implement the level cap for Persistent Worlds to know how to properly work around this issue.