

BG:EE Public Bugs - Bug #22857

Going back during Dual class to thief should not allow unlimited skill points

04/17/2016 06:52 PM - david marouf

Status:	Closed - Fixed	Start date:	04/17/2016
Classification:	C - Minor	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	2.2.66.0		
Found In Version:	2.1.63.2		
Description			
<ol style="list-style-type: none">1. Load the attached save game.2. Open Nagarue's Character Record and select Dual Class.3. Select Class > Thief > Done.4. Select Skills.5. Spend the proficiency points on any weapon type.6. Put 40 points into the Pick Pockets skill and click Done.7. Select Back > Skills.			
Observed			
Your Pick Pockets skill is 40 and you can spend an additional 40 skill points.			
Expected			
Your Pick Pockets skill is 0 and you can spend 40 skill points.			
Notes			
Internal report #22892.			

History

#1 - 04/17/2016 06:59 PM - david marouf

- File deleted (BALDUR.SAV)

#2 - 04/17/2016 06:59 PM - david marouf

- File deleted (BALDUR.SAV)

#3 - 04/17/2016 06:59 PM - david marouf

- File bug save.zip added

#4 - 04/18/2016 02:18 PM - Richard Hilton

- Status changed from New to Closed - Fixed

Please update your game - raised as [#22374](#) and addressed in v2.1.63.0
Thanks

#5 - 04/18/2016 03:49 PM - Anders Svensson

- Project changed from BGII:EE Public Bugs to BG:EE Public Bugs

- Status changed from Closed - Fixed to New

Still an issue so reopening.

#6 - 04/18/2016 03:51 PM - Anders Svensson

- Status changed from New to Submitted
- Found In Version changed from 2.0.62.2 to Next Update

#7 - 04/18/2016 04:08 PM - Anders Svensson

- File 000000029-Level 2 before dual class.zip added
- Subject changed from Proficiencies gone after canceled dual class. to Dual class into thief should not allow unlimited skill points
- Description updated

Original report:

I have managed to reproduce a bug and here is how with more detail. Character is level 2 fighter selected dual class selected thief went to skill selections and trained in short sword and scimitar put 40 points in pick pocket and accepted it. Possibly here is where the catch is I went back to the first screen of dual class could not exit and went through the process again with thief this time I hit done after selecting skills then got the pop up to cancel and selected cancel character now has no proficiencies. Also when I went back and forward again from one point I had double training points for thief skills. Have saved games from before and after.

#8 - 04/18/2016 04:10 PM - Anders Svensson

- Description updated

#9 - 04/18/2016 04:14 PM - Anders Svensson

- Subject changed from Dual class into thief should not allow unlimited skill points to Going back during Dual class into thief should not allow unlimited skill points

#10 - 04/18/2016 04:16 PM - Anders Svensson

- Subject changed from Going back during Dual class into thief should not allow unlimited skill points to Going back during Dual class to thief should not allow unlimited skill points

#11 - 04/19/2016 04:21 PM - Anders Svensson

- Target version set to Next Update
- Found In Version changed from Next Update to 2.1.63.2

#12 - 05/08/2016 04:46 AM - Anders Svensson

- Status changed from Submitted to Closed - Fixed
- % Done changed from 0 to 100

#13 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

bug save.zip	2.14 MB	04/17/2016	david marouf
000000029-Level 2 before dual class.zip	220 KB	04/18/2016	Anders Svensson