

## BGII:EE Public Bugs - Bug #23072

### Frozen Fist should do the correct amount of damage (BG2)

04/26/2016 01:27 PM - Richard Hilton

<b>Status:</b> Closed - Fixed	<b>Start date:</b> 04/15/2016
<b>Classification:</b> C - Minor	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 2.2.66.0	
<b>Found In Version:</b>	

**Description**

1. Start a new SoA game with a Dark Moon Monk
2. Select Charname
3. Activate the Frozen Fist innate ability
4. Punch Imoen

**Observed**  
Charname does 3 cold damage.

**Expected**  
Charname should do 2 cold damage, as per the Frozen Fist description.

**Notes**  
Internal report #22796  
  
Spell file: SPDM105  
Ticket for BG:EE: #22795  
  
frozen\_fist\_damage.jpg

#### History

**#1 - 04/26/2016 01:41 PM - Richard Hilton**

- Status changed from New to Submitted

**#2 - 04/28/2016 10:31 AM - Christopher "Tresset" Ethier**

- Status changed from Submitted to Closed - Fixed

**#3 - 04/30/2016 05:31 PM - Filip Flechtner**

- % Done changed from 0 to 100

Fixed in v2.2.64.1.

**#4 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne**

- Target version changed from Next Update to 2.2.66.0

#### Files

frozen_fist_damage.jpg	59.9 KB	04/15/2016	Filip Flechtner
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