

BGII:EE Public Bugs - Bug #23442

Chance to learn spell from scroll should not treat a kitted bard as a specialised mage

05/07/2016 02:34 PM - Alonso López

Status: Submitted	Start date: 05/07/2016
Classification: Public Item	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
Found In Version: 2.2.66.0	

Description

Internal report: #24026

1. Load the attached save.
2. Confirm the following: The protagonist (name Alonso) is a level 9 bard. His intelligence is 22. All the spells stored in his inventory are levels 1-3, i. e., within the levels he can cast.
3. Try to learn all the spells in his inventory and write down the results.
4. Repeat 1-3 until you consider your data is significant enough. Note that the results are different each time you load the game.

Observed
86% rate of success from a sample of 50 attempts, i. e., 43 learned and 7 failed.

Expected
98% rate of success.

History

#1 - 05/08/2016 10:40 AM - Alonso López

[This](#) is the forum thread about this issue.

#2 - 05/09/2016 06:12 PM - Alonso López

[This other thread](#) (starting in the selected comment) contains additional data on the topic.

#3 - 05/09/2016 08:44 PM - Darion Magnus

Thanks Alonso.

I too have experienced this issue on numerous play through's. The 'chance to learn' percentage rates are not being calculated properly for certain types of arcane spell casters. In several tests I have seen between double and triple the expected number of failures. This is with non-specialist mages learning spells at or below their spell caster level.

#4 - 06/06/2016 04:09 PM - Jamie Beadle

- Subject changed from *[Windows] Too many failures when learning spells* to *Chance to learn spell from scroll should not treat a kitted bard as a specialised mage*

- Description updated

- Status changed from *New* to *Submitted*

- Found In Version changed from *2.1.63.2* to *2.2.66.0*

After some poking around, I've found that this is an original BG2 bug. Reported internally.

#5 - 06/06/2016 11:35 PM - Alonso López

- File *00000063-Wild mage learning spells.rar* added

Looks like there is a similiar problem with wild mages. I attach a saved game prepared to test it with Neera. There's more information about this in the

first thread I mentioned.

#6 - 06/22/2016 04:27 PM - Jeff "Cerevant" Payne

- *Classification changed from C - Minor to Public Item*

Files

000000030-Spells learning failure.rar	131 KB	05/07/2016	Alonso López
000000063-Wild mage learning spells.rar	441 KB	06/07/2016	Alonso López