



← Jaysyn904/PRC8

Excluding the skill portion of the feat, what would it take to add the Martial Study feat to the existing code base?

Deep

View as codemap

> Thought Process

Based on my analysis of the codebase, here's what would be required to add the Martial Study feat (excluding the skill portion):

Current Infrastructure

The codebase already has some infrastructure in place:

1. **Feat constants are defined** - The feat IDs `FEAT_MARTIAL_STUDY_1` , `FEAT_MARTIAL_STUDY_2` , and `FEAT_MARTIAL_STUDY_3` (values 24112-24114) already exist. [tob_move_const.nss:256-258](#)
2. **Special maneuver list exists** - There's already a `MANEUVER_LIST_MISC` constant (value -1) intended for maneuvers gained via Martial Study or other non-class sources. [tob_inc_moveknown.nss:38-39](#)
3. **Core functions exist** - The `AddManeuverKnown()` function can already add maneuvers to any list, including `MANEUVER_LIST_MISC`. [tob_inc_moveknown.nss:242-333](#)

What Needs to Be Implemented

1. Complete `GetMaxManeuverCount()` for `MANEUVER_LIST_MISC`

Currently, the function shows an error for `MANEUVER_LIST_MISC` and returns 0. You would

Ask a follow-up question

2. Add feat.2da entries

You need to create entries in the feat.2da file (or PRC's equivalent) for each of the three Martial Study feats with:

- Prerequisites (e.g., BAB requirements, skill requirements)
- Icon references
- Name and description string references
- Category settings
- Whether it can be taken multiple times (GAINMULTIPLE = 1)

3. Update CheckMissingManeuvers() or create equivalent

Add a check for MANEUVER_LIST_MISC in the level-up flow, similar to how Extra Invocations are handled: [prc_amagsys_gain.nss:220-224](#)

The existing CheckMissingManeuvers() function would need to be extended or a new check added for the MISC list: [prc_amagsys_gain.nss:573-596](#)

4. Add to class feat tables

Add the Martial Study feats to the appropriate cls_feat_*.2da files so classes that should have access to it can select it (typically would be available as a general feat to all classes).

5. Update RemoveManeuversKnownOnLevel()

Ensure the function handles MANEUVER_LIST_MISC for level-down scenarios (though the infrastructure already appears to reference it).

Ask a follow-up question

- Implementing the counting logic in `GetMaxManeuverCount()` for `MANEUVER_LIST_MISC` (similar to how `Extra Invocation` counts feats)
- Creating the `feat.2da` entries with appropriate prerequisites
- Integrating it into the level-up flow in `prc_amagsys_gain.nss`
- Adding it to class feat tables for availability

The maneuvers gained through Martial Study would be tracked separately from class-based maneuvers and would not be level-dependent (stored in the general array rather than level-specific arrays), which matches the D&D 3.5e rules where Martial Study maneuvers are permanent once learned.



▼ ☰ Jaysyn904/PRC8 nwn/nwnprc/trunk/include/tob_move_const.nss 📄



```
253
254 // Misc Constants
255 const int SPELL_AVENGING_STRIKE          = -1;
256 const int FEAT_MARTIAL_STUDY_1          = 24112;
257 const int FEAT_MARTIAL_STUDY_2          = 24113;
258 const int FEAT_MARTIAL_STUDY_3          = 24114;
259 const int FEAT_MARTIAL_STANCE_1          = 24115;
260 const int FEAT_MARTIAL_STANCE_2          = 24116;
261 const int FEAT_MARTIAL_STANCE_3          = 24117;
```



▼ ☰ Jaysyn904/PRC8 nwn/nwnprc/trunk/include/tob_inc_moveknwn.nss 📄

Ask a follow-up question

⚡ Fast ▼





```
35 const int MANEUVER_LIST_WARBLADE      = CLASS_TYPE_WARBLADE;  
36 const int MANEUVER_LIST_RETH_DEKALA    = RACIAL_TYPE_RETH_DEKALA; // 67, so well  
37  
38 /// Special Maneuver list. Maneuvers gained via Martial Study or other sources.  
39 const int MANEUVER_LIST_MISC           = CLASS_TYPE_INVALID; //-1;  
40  
41 const string _MANEUVER_LIST_NAME_BASE   = "PRC_ManeuverList_";  
42 const string _MANEUVER_LIST_DISCIPLINE  = "PRC_DisciplineTotal_";
```



Ask a follow-up question

⚡ Fast ▾



Ask a follow-up question

 **Fast** 



Ask a follow-up question

 **Fast** 



Ask a follow-up question

 **Fast** 

