

DA KIT LIST

"This list recommends [NearInfinity](#). NearInfinity, there can only be one!!!"

This Kitlist is best used with a complimentary copy of [DA BiG WORLD PDF!!!](#) Yeah, it's free!!! (more like the other way round though)

Click section names to skip to sections :D (damn Word for not having smilies)

If you're just reading for flavor text (I do that sometimes), skip to the Kit sections directly.

If you're gonna use some kits, please read the INSTALLATION section and make any required changes to the install.bat BEFORE running the install.bat.

Kits are arranged in ascending order of their names (yeah, A,B,C, ...). But some Cleric Kits are arranged by the order of their patron gods (since the majority of them are like "Priest of <insert all-powerful entity's name here>" types)

This now includes the KitListX (a supplement to this pdf that contained info on all the non_BWP kits) so you can now find all the kitty stuff in one neat book :D

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NOTES

A note on Kitpacks – The Darkest Day and Region of Terror install kits as collections called kitpacks. TDD has ~75 kits and RoT has ~20 kits. These will fill up your kit slots in the Character Generation screen (max viewable kits is 9, no scroll bar) so any kits installed after them would be pushed below the kitpack kits. Both kitpacks are mutually exclusive and you can't have both TDD and RoT kitpacks in the same install (workaround [here](#))

A note about the Divine Remix Cleric kits – Since Divine Remix completely overhauls the cleric spell system (making it more mage-like with schools and stuff) their kits have different descriptions than the others. All of them are well-thought out and highly recommended (even though I don't play Clerics that much)

Another Divine Remix note – The Divine Remix also changes the default Cleric kits from vanilla BGII (Priests of Lathander, Helm and Talos) to the much more complex Morninglord of Lathander, Watcher of Helm and Stormlord of Talos. These are not additional kits but replacements for the originals.

Last Note, I promise – This isn't the end all list of all kits available for Baldur's Gate II. This list contains only those kits that are included in the mods in the BiG World Project. For a list of Kit mods that aren't included in the BWP, check out the [OTHER KIT MODS](#) section

This here's a list of all the installable-but-not-normally-installed kits (including kitpacks) in the BiG World Project. Kits with explicit warnings on installation like Refinements' **Sword Angel** Kit are left out to prevent complexity.

I started this out as a benchmark to install kits, I only used the TDD kits but some slots weren't being completely filled, and I personally don't like incomplete stuff so set about making a list of all kits installable through the install.bat to see if I could fill up the remaining slots.

Bear in mind that none of these are tested in the BWP (except perhaps the TDD ones which I know work if installed directly after TDD itself).

So, this is finally (I hope) finished and I thought I'd throw it out for someone who's looking for something similar.

All kits descriptions are extracted from the mod readmes, web pages and the .tra files (in that order).

Anyway, if you're reading this, (hopefully) you haven't skipped directly using the table of contents. So thank you for going through the rant and read on ...

Cheers, Lol

MOD LINKS [MOD] (in no particular order)

These are pretty useful tools for kit manipulation (their use is detailed in the INSTALLATION section). They're used by the BWP too, but it doesn't make use of their kitting techniques.

- [Level 1 NPC](#)
 - Change the kits/stats/classes of Bioware NPCs
- [Mod Kit Remover](#)
 - Removes kits from the CharGen Screen, they're still available in the game (only through [Shadowkeeper](#)).
 - Only problem is, it removes kits in batches; you can't remove just a single Fighter kit from 5 kits. But it does differentiate between the Bioware Kits and Mod Kits.
 - Useful when mod NPCs need kits to function properly, but you don't intend to use the kit yourself.
 - The BWP Guide contains info on removing a non-playable Thief kit from Shadows of Soubar – the Fence. But you can use this for much, much more *wink* *wink*

These are all the mods that can add kits through the BWP. Those marked *direct download* either don't have a site or are in a language other than English.

- [Ashes of Embers](#)
 - 9 Clerics
 - 1 Fighter – Pit Fighter
- [Azure NPC](#) (direct download)
 - 1 Druid – Nature's Ally
- [Divine Remix](#)
 - 3 Cleric Replacements in 1 kitpack
 - 11 Clerics
 - 1 Druid - Oozemaster
 - 5 Rangers
- [Enhanced BG2](#) (direct download)
 - 3 Paladins
 - 1 Cleric – Priest of Auril
 - 3 Fighters
 - 1 Ranger – Globe-trotter
 - 1 Thief – Silent Killer
- [Oversight](#)
 - 1 Paladin – Holy Liberator
- [Paladins of Faerun Kitpack](#) – see note
 - 3 Fighters
 - 3 Paladins

- 3 Druids
- 3 Bards
- 3 Rangers
- 3 Thieves
- [Prestige Kitpack](#)
 - 3 Fighters
 - 2 Paladins
 - 2 Clerics
 - 2 Druids
 - 4 Bards
 - 2 Rangers
 - 2 Thieves
- [Region of Terror](#)
 - 20 kits in 1 kitpack
 - 2 Paladins
 - 2 Bards
 - 4 Clerics
 - 3 Druids
 - 3 Fighters
 - 3 Rangers
 - 3 Thieves
- [Return to Trademeet Kitpack](#) (RTTKitpack)
 - 7 Fighters
 - 4 Paladins
 - 4 Rangers
 - 6 Clerics
 - 4 Druids
 - 5 Thieves
 - 3 Bards
- [Song and Silence](#)
 - 4 Bards
 - 5 Thieves
- [Sorcerer's Place Collection](#)
 - 1 Ranger – Sylvan Mystic
 - 1 Fighter – Blade Master
 - 1 Paladin – Death Knight
 - 1 Bard – Arcane Fist
 - 1 Druid – Archer of Sylvanus
 - 1 Thief – Wushi Ninja
- [Sword and Fist](#)
 - 5 Fighters

- [Revised Battles](#)
 - 4 Fighters
- [Tactics Mod](#)
 - 2 Fighters
- [The Darkest Day](#) (*see also – TDDsinTDD in the non-BWP mods*)
 - 76 kits in 1 kitpack
 - 7 Paladins (1 of them is not selectable, Dark Knight)
 - 6 Bards
 - 13 Clerics
 - 7 Druids
 - 22 Fighters (yes, all of them are playable. They show up for different races)
 - 9 Rangers
 - 12 Thieves
- [Touchstone NPC](#)
 - 1 Fighter – Wild Elf Fighter
- [Unfinished Business](#)
 - 2 Rangers
- [Victor's Improvements Pack](#) (direct download)
 - 1 Fighter – Burning Man
 - 1 Thief – Faithful Rogue
- [Wild Mage Additions](#)
 - 1 Hidden Kit - Spellshaper
- [Zyraen's Miscellany](#)
 - 1 Hidden Kit - Reaver

And these are mods kits that aren't used by the BWP but contain kits ^_^ If you use these mods, you agree to read their respective mod readmes and not come complaining to me when they don't work with your install :P

- [Elven Racial Pack](#)
 - 2 Fighters
- [Geomantic Sorcerer](#)
 - 1 Hidden Kit – Geomantic Sorcerer
- [Hidden Kits](#)
 - 7 Hidden Kits
- [Improved Anvil](#)
 - 1 Fighter – Riskbreaker
 - 1 Druid – Auramaster
 - 1 Ranger – Vagrant
- [Iroumen's Switching Kit](#)
 - 1 Bard - Switch

- 1 Thief – Switch
- [MegaModKits](#)
 - 2 Fighters
 - 1 Cleric – Battleguard of Tempus
 - 1 Druid – Priest of Sylvanus
 - 1 Paladin – Moon Knight
 - 1 Thief – Charming Rogue
- [RPG Dungeon Kitpack](#) (direct link) – **see note**
 - 4 Fighters
 - 1 Ranger – Ice Knight
 - 2 Bards
 - 1 Hidden Kit – Spellweaver
- [Refinements](#)
 - 1 Fighter – Sword Angel
- [Six's KitPack](#)
 - 2 Fighters
 - 1 Druid – Huntsman of Sylvanus
 - 2 Paladins
 - 1 Bard – Spellshafter
 - 1 Ranger – Archer
 - 1 Thief – Sniper
- [TDDsinTDD](#) - **important notes below**
 - The same kits as in TDD
- Individual KitMods
 - FIGHTERS
 - [Armiger](#)
 - [Morituri](#)
 - [Retaliator](#)
 - [Tempest](#)
 - [Werewarrior](#)
 - PALADINS
 - [Holy Avenger](#)
 - CLERICS
 - [Heartwarder of Sune](#)
 - RANGERS
 - [Auror](#)
 - [Leopard*](#)
 - [Lion Warrior \(formerly Zulu Warrior\)](#)
 - [Keenmarker](#)
 - BARDS
 - [Chanter](#)

*** - The Leopard kit literally transforms you into a leopard, it is NOT meant for the player character since it CANNOT initiate dialogue (come on, a talking cat??) Use it for some multiplayer game :P**

NOTES:

IMPORTANT NOTE: All these kits come with no guarantee of a successful installation and gameplay experience with any mod. Read the mod readmes thoroughly for incompatibilities.

Note about the RPG Dungeon Kitpack - Many components of this Kitpack are incompatible with other mods (even mods in the BWP). I recommend reading the readme, asking around and begging for assistance before installing these.

Note about the Paladin's of Faerun – This great li'l mod is meant to supplement the Divine Remix mod (and its cleric and druid kits) which is installable through the BWP, and as such, it should ONLY be used with Divine Remix installed.

Another note about the Paladins :P –The Paladins of Faerun lets you erase your kits from the character generation screen, so it also has the functions of the **Mod Kit Remover** mod, k thx bye!

Notes about TDDsinTDD – This mod is a stripped down version of the megamod – The Darkest Day (TDD). It includes only the items, NPCs, spells and kits from the megamod, but none of the quests (and bugs ... in their own words :P). Anyway, there are 2 versions in the download page linked above, the v4.2 is only available in Spanish, while the v4 beta is the latest one in English. Grab whichever you need!

KIT DUPLICATES [KDP]

The following are the kits with same names but different properties and abilities (except the Feralan and Justifier Ranger kits, which are the same kit in both mods):

The **Red** mods are NOT included in the BWP ;) Also, owing to the nature and objective of TDDsinTDD, it kinda makes sense that every TDD kit is duplicated in TDDsinTDD.

PALADIN

- Antipaladin
 - The Darkest Day
 - Return to Trademeet Kitpack
- Dark Knight
 - The Darkest Day
 - Return to Trademeet Kitpack
- Dragon Slayer
 - The Darkest Day
 - Enhanced BG2

BARD

- Chanter
 - The Darkest Day
 - **Chanter KitMod**
- Minstrel
 - The Darkest Day
 - Return to Trademeet Kitpack

CLERIC

- Priest of Auril
 - The Darkest Day
 - Region of Terror
 - Enhanced BG2
- Priest of Cyric (Strifeleader)
 - Divine Remix
 - Return to Trademeet Kitpack
- Priest of Mystra
 - The Darkest Day
 - Return to Trademeet Kitpack
- Priest of Oghma (Lorekeeper)
 - Divine Remix
 - Prestige Kitpack

- Priest of Selune (Silverstar)
 - The Darkest Day
 - Divine Remix
- Priest of Shar (Nightcloak)
 - The Darkest Day
 - Divine Remix
- Priest of Tempus (Battleguard/Battlepriest)
 - The Darkest Day
 - Divine Remix
 - Return to Trademeet Kitpack
 - Prestige Kitpack
 - **MegaModKits**
- Heartwarder of Sune
 - Divine Remix
 - **Heartwarder of Sune KitMod**

DRUID

- Aerial Druid
 - The Darkest Day
 - Region of Terror

FIGHTER

- Amazon
 - The Darkest Day
 - Return to Trademeet Kitpack
- Blackguard
 - Sword and Fist
 - Prestige Kitpack
- Blade Master
 - The Darkest Day
 - Revised Battles
 - Sorcerer's Place Collections
- Bladesinger
 - The Darkest Day
 - **Elven Racial Pack**
- Drow Warrior
 - The Darkest Day
 - Return to Trademeet Kitpack
- Duelist
 - Enhanced BG2
 - Sword and Fist

- Gladiator
 - Region of Terror
 - Return to Trademeet Kitpack
- Knight
 - Enhanced BG2
 - Paladins of Faerun Kitpack
- Pit Fighter
 - The Darkest Day
 - Ashes of Embers
 - **MegaModKits**

RANGER

- Feralan
 - Unfinished Business
 - Divine Remix
- Justifier
 - Unfinished Business
 - Divine Remix
- Tempest
 - Prestige Kitpack
 - Paladins of Faerun Kitpack

THIEF

- Burglar
 - The Darkest Day
 - Song and Silence
- Ninja
 - The Darkest Day
 - Return to Trademeet Kitpack
- Shadowdancer
 - Song and Silence
 - Prestige Kitpack
- Sniper
 - The Darkest Day
 - **Six's Kitpack**
- Thug
 - The Darkest Day
 - Paladins of Faerun Kitpack

INSTALLATION [ISN]

IMPORTANT NOTE: Never ever ever never ever close the install.bat's console window until the megamod install is completely done (once it starts installing mods). You can close it at the beginning when it asks for the language selection. Some of the following suggestions involve "pausing" the install.bat, DO NOT close the window even if it's paused. If you close and restart the bat, the installer will restart from the beginning and this will undoubtedly lead to errors that only a clean reinstall could solve.

Well, the BiG World Project does not install any kits by default. And the best place to install any kits would be before the **Refinements Mod**, cause it changes the HLA tables for all classes and makes duplicates of kits. So, any kits installed after that may run into bugs and/or may not benefit from the revised HLA tables. If you want any, you'll have to:

1. For automatic installs - manually edit the BiG World Install.bat file to include the kit components before running it. Check component numbers of kits (or kitpack) from BWP guide and add component number to the line that installs the mod. [Like here](#)
2. For manual installs - install the kits along with the respective mods by hand.

The problem with installing too many kits is that due to "engine limitations", the Character Generation Screen never shows more than 10 kits (along with the pure base class and 3 in-game kits). So if you have 7 individual new kits installed for a Human Fighter, only 6 of them will show up along with the 3 default vanilla kits and the base class. The 7th kit is literally "pushed down" such that, it is available but cannot be selected during character generation (available through [Shadowkeeper](#))

***Note:** All BWP versions from upwards of 8.3 and above now support the installation of kits*

The BiG World Guide has a section reserved to install any kits you desire in page 162 "**25. Installation of Kits**". The **Mod Kit Remover** tool mentioned there is invaluable for those bored with the vanilla kits or those (like me) who want to use some kits other than those included in the TDD/RoT Kitpacks.

Just an example: (to install TDD Kitpack AND use ALL Divine Remix Cleric kits)

- I usually edit the install.bat to install the TDD Kitpack just after TDD itself by changing:

```
%IFES%TDD%S%TDD%L%0%SK% 0 | %M%
```

to

```
%IFES%TDD%S%TDD%L%0%SK% 0 1 | %M%
```

(the extra 1 means component 1-TDD Kitpack gets installed after component 0-TDD. Check BWP pdf guide for component numbers)

- I already mentioned how the Divine Remix Cleric Kits make full use of the overhauled cleric spell-system. But I have the TDD Kitpack installed (which fills all available Cleric kit slots)
- **Did you know** that you can add “pause” after any line in the install.bat in order to display the “Press any key to continue ...” message?? I make full use of that and add a “pause” in the next line.

```
%IFES%TDD%S%TDD%L%0%SK% 0 1 | %M%  
pause  
%IFGS%TDD%S%TDD%L%3%SK% 0 1 | %M%
```

- Now, since the TDD Kitpack fills up all Cleric slots, I can use the **Mod Kit Remover** to clear up the Cleric Kit slots so that I may use all the Divine Remix Cleric kits. (If the TDD kits aren't removed, the DR kits would just be pushed down and wouldn't be selectable)
- So I just run the Setup-Mod Kit Remover.exe (while the install.bat waits for me to press a key) and install the component that “Removes Cleric Kits” choosing the “Only Mod Kits” sub-component
- Voila!! All TDD Cleric kits removed while all the great Fighter, Ranger and Druid kits remain.
- Meanwhile, I edit the install.bat's Divine Remix line to install any 6 of the remaining 10 Cleric kits.

IMPORTANT NOTE – Looking at this, you may wonder, “Hey, how can you edit the bat file with the install.bat running in the background (even if it's paused)???” The simple answer is YES!!! You can edit the install.bat at runtime!!! Just make sure that what you're changing hasn't already taken place (in this case, Divine Remix isn't installed yet and the installer is paused so I can play with it however I want) and save the .bat else your changes won't take place. Knock your socks off.

```
%IFS%Divine_Remix%S%Divine_Remix%L%0%SK% 0 100 103 106 109 112  
115 118 200 | %M%
```

(check component numbers in the pdf)

- Install complete tailored to how I want it!!!

Another mod that deals with kits is the **Level 1 NPCs** which can be used to assign any Bioware kit to any Bioware NPC in the game. So you could finally have a Paladin Mazzy, or a

Wild Mage Edwin or even ... Sorceror Minsc :D. No mod NPCs unfortunately ([but we're evil, aren't we?](#)). But you can use it to assign mod kits to your NPCs. Nightcloak of Shar - Viconia anyone??

To use it effectively, before running the install.bat, find the line:

```
%IFS%level1npcs%S%level1npcs\L%0%SK% 3 --logapp | %M%  
%IFES%BGMusic%S%BGMusic\L%0%SK% 0 | %M%
```

And add a “pause” between them, like so:

```
%IFS%level1npcs%S%level1npcs\L%0%SK% 3 --logapp | %M%  
pause  
%IFES%BGMusic%S%BGMusic\L%0%SK% 0 | %M%
```

Now, while the installer “pauses” after Level 1 NPCs, you can run Setup-Level 1 NPCs.exe and tweak stuff to your heart’s content. Cool non?? Once you’re finished with your tweaking, don’t forget to resume the install.bat by “pressing any key to continue ...” (in the install.bat window ... I guess ya probably knew that eh??)


```

/*
BEGIN <number - 123700,123800, ...>
DESIGNATED <number 1237,1238, ...>
REQUIRE_COMPONENT ~level1npcs.tp2~ "0" @110600
REQUIRE_COMPONENT ~<tp2name>.tp2~ "0" ~~

LAUNCH_ACTION_MACRO ~fj_install_component_variables~
COPY_EXISTING ~<soa-crename1>.cre~ ~override~
                ~<soa-crename2>.cre~ ~override~
                ...
                ...
    PATCH_IF (SOURCE_SIZE > 0x2d3) THEN BEGIN
        LAUNCH_PATCH_MACRO ~fj_modify_cre~
    END
BUT_ONLY
ACTION_IF (FILE_EXISTS_IN_GAME ~<tob-crename>.cre~) THEN BEGIN
    COPY_EXISTING ~<tob-crename>.cre~ ~override~
    PATCH_IF (SOURCE_SIZE > 0x2d3) THEN BEGIN
        LAUNCH_PATCH_MACRO ~fj_modify_cre~
    END
BUT_ONLY
END
*/

```

Do ya see where we're going?? Let me word it for you – YOU CAN CREATE A SCRIPT TO MOD ANY NPC. All ya need are the .cre files for the NPC and change all the <>'s into what you want. These .cre files can usually be found inside the mod's folder or in a subfolder called "CRE" or "creature"

I'll try to explain the <>'s now:

- <number - 123700,123800, ...> - A number starting from 123700 increasing in steps of 100.
- <number 1237,1238, ...> - The same number as above, just remove the two ending 0's
- ~<tp2name> - The name of the mod's tp2 (can be <modname>.tp2 or Setup-<modname>.tp2)
- <soa-crename1,2,3,...> - Basic cre files for the NPC (usually ends with a number below 19)
- <tob-crename> - Basic ToB cre file for NPC (only one for each NPC, usually ends with 25)

If that's understood, you can try making your own scripts using that thing. And assign stuff however ya like. Oh, and don't forget to remove the comments (/* and */)

KITPACK “IN”CLUSION:

Note: All BWP versions from 8.3 and upwards now support the installation of kits and do this automatically. If you aren't using the BWP, you should ... or you could read this section :P

Now, by default, the 2 Kitpacks (**The Darkest Day** and **Region of Terror**) cannot be installed together. The reason being that, they both add so many kits, that the CharGen screen literally overflows with kits. BUT, if you're someone who doesn't care if any kits don't show up on the CharGen screen AND can use Shadowkeeper to assign kits you need, you may want to install both together.

Just find the line (before installation starts of course):

```
FORBID_COMPONENT "Setup-TDD.tp2" "1" ~You must not have "TDD Kit  
Pack" installed to activate RoT kits
```

In the Setup-RoT.tp2 file and ... DELETE IT!!!

<clap clap clap> You've just allowed the BWP to install the RoT Kitpack along with the TDD Kitpack. But you've only “allowed” them to install, not installed them yet. Now, edit the BiG World Install.bat and change the lines with TDD and RoT to include their components:

```
%IFES%TDD%S%TDD%L%0%SK% 0 1 | %M%
```

and

```
%IFES%RoT%S%RoT%L%0%SK% 0 1 | %M%
```

Now do any of the other changes you need (adding “pauses” and such) and save the .bat. Now, sit back, relax, have a cup of tea (or coffee or whatever). Gaze at the beautiful world outside. Have a nap. And slap yourself for forgetting to actually START the install.bat :D Now you can do your thing.

REMOVAL & MODIFICATION:

IMPORTANT!!! – The following procedure is for those who like to see their game perfectly to their likes, including the Kit Selection Screen. This allows you to have your very own Kit Selection Screen, where you choose which kit goes first and which one goes last. You should consider “exporting” any of K_*_*.2da files ([see below](#)) before you start messing around with them. And yes, it CAN remove the 3 vanilla kits, AND the base class.

That being said, the routine is fairly simple and you should avoid any errors by simply following instructions and making sure that the “codes” are right.

1. Install any kits you'll need (doesn't matter if they're "pushed down")

2. **Make a rough sketch/list of kits you want to show up and write it down somewhere. As Kuugen points out, Base Classes can be replaced as well (if you're really that picky)**
3. Get [NearInfinity](#) (and get the [NearInfinity_patch.rar from point 11.2 here](#) ... Might as have a read of it too! :D)
4. Move both .bat and .jar to your BGII - SoA folder
5. Run NI through the .bat
6. Expand the "2DA" tree
7. Find "KITLIST.2DA" and click it!!!
8. Find the kits you need in that list and note down their "codes" (found to the left of the name)
9. Now, the hard part: Find the kitlist you wanna change
 - There are some 50 .2da files by the name format K_<ClassLetter>_<RaceLetter> right above the KITLIST.2DA
 - <ClassLetter>
 - B -> Bard
 - C -> Cleric
 - D -> Druid
 - F -> Fighter
 - P -> Paladin
 - R -> Ranger
 - T -> Thief
 - <RaceLetter>
 - D -> Dwarf
 - E -> Elf
 - G -> Gnome
 - H -> Human
 - HE -> Half-Elf
 - HL -> Halfling
 - HO -> Half-Orc
 - Find your kitlist (Eg. A Dwarven Fighter Kitlist would be K_F_D.2DA)
 - See those 2 columns?? The left one is the kit order and the right one is the kit "code" (the number you noted down earlier. (any kits with "order numbers" more than 10 would be pushed down)
 - EXPORT THE .2DA!!!!

EXPORTING: Make a new folder in your BGII – SoA folder, call it “KitBackup” or something. Now, with the K_*_*.2da file opened in NearInfinity, hit “Export” and choose to save in the new folder you created. This should create a new file in that folder. If and when something messes up with the Kit Selection screen, copy the backup and paste in the “override” folder in the BGII – SoA folder (so many folders :S)

- Edit the codes to new ones (the ones you want) and choose an order (by rearranging the lines and changing order numbers). Remember that the base class has the code “0”.
10. Hit “Save” (if you overwrite, choose “YES”)
 11. Start BGII and check if everything's as you want it!!!

A64's MAGIC [A64]

Note: All BWP versions from 9.0 and upwards now support the installation of the ToBExtender, so you don't really have to read this section :P

The sections above are necessary because of the BG2 engine's stupid restriction to display only 10 kits at once. As mentioned before (almost a hundred times ...) any kits installed after kit #10 are still in the game, but not selectable by you cause the engine thinks otherwise.

But now, Ascension64, the author of the BGT (the mod that brings BGI into BGII) brings the new ToBEx (Throne of Bhaal Extender) – a simple tool that patches your BG2 engine everytime you run the game instead of installing and modifying the .exe (those of you who are familiar with the Oblivion modding scene might know the OBSE which works like this)

It has many features, but the main thing about it is that it allows the kit list in the character generation screen to be scrollable :O

That's right, [see for yourself](#) (not including the pics in this doc cause of ... well ... size :P)

Basically, it's a thing that modifies the .exe for you, so you don't even have to install it.

Now, because of Ascension64's awesome exe pwning skillz, we have a very stable and working ToBEx for everyone ☺

Usage:

- Download the ToBEx [from the link here](#)
- Unpack it to your BGII-SoA folder
- Look for a file called **ToBEx.ini**. It has the *switches* that enable/disable the various tweaks to the .exe
- Make sure the switch under [KitScroll] is **Enabled=1**
- If you're using the BWP, make the switch under [Songlist200] to **Enabled=0** (since the BGT already patched the songlist to 500! ;))
- Save the .ini and run ToBExLoader.exe
- Try creating a new character, if you don't see any new kits ... it's probably because you DIDN'T INSTALL ANY IN THE FIRST PLACE!!!
- Remember people, the ToBEx does NOT install any kits, it just makes the kit list scrollable

PALADIN [PLD]

Anti Paladin (The Darkest Day) - Needs TDD to be installed

The anti-paladin is the lowest of the low, a true abomination to all that is good and holy in the world. They are utterly selfish, completely self-absorbed, and don't give a damn about others. As a complete opposite of everything that is noble about a Paladin, the anti-paladins are the truest servants of evil, though their fall into depravity has granted them many unique abilities. They have twisted powers that cause painful diseases combined with an uncanny knack for controlling undead and all but the most powerful of demons. Moreover, they are immune to all kinds of curses and diseases and can cast many destructive priest spells upon their foes.

Advantages:

- Has +2 to all saves
- Is immune to all diseases and curses
- Can cause serious wounds at levels 1, 12, and 21
- Can control undead and demons at levels 12, 15, and 18
- Gains low level offensive magical spells starting at level 9
- Can use Withering Touch once per day (the opposite of Lay on Hands; it removes 2 hit points per level of experience to the target with no save.)

Disadvantages:

- Does not gain the true benefits of being an anti-paladin until level 8. If he breaks the laws of paladinhood before this, he will face the same penalties as a Fallen Paladin.
- Has no shield-wielding bonuses
- Cannot use ranged weapons with any skill
- Has a max charisma of 3

Antipaladin (RTTKitpack)

Antipaladin hates good and considers the ideals of goodness, fraternity and justice human inventions. The power is of the strongest and others have to subject themselves to him. The duty of the antipaladin is to enter into the order of real paladin to destroy them internally. He tries to convert the young knights (squires) into evil servants. It is very important not to confuse the antipaladin and the dark knight. The antipaladin is a person with no innate abilities, but through his studies he can be successful to invert the typical innate abilities of the paladins. He wants to destroy the order of justice of those who didn't permit him his supremacy. The dark knight is a sort of half demon, half man with innate abilities who wants to destroy everything. In fact he doesn't want power; he wants to diffuse the chaos in the world.

Advantages:

- Launch Sacrilege of the Hands at level 1
- Launch Individuation of Good at level 1, 2, 3, 4, etc
- Launch Protection from Good at level 1, 2, 3, 4, etc

- Launch Perversion of Evil at level 1x2, 10, 15

Disadvantages:

- No Laying of Hands
- No Individuation of Evil
- No Protection from Evil
- Only Lawful Evil
- Least 17 Wisdom, Intelligence and Charisma

Cerebral Knight (The Darkest Day) - Needs TDD to be installed

One of the more highly specialized of all paladins, the Cerebral Knight has, since his youth, trained his mind to such a high level that he is able to resist all mental and psionic assaults on him. Moreover, his training has allowed him to use his incredible mental powers to harm others, though he would never use it against his allies. The Cerebral Knight is often used in cleansing lairs infested by the dreaded Mind Flayers, though many a time his abilities have saved him from the more devastating high-level mage spells.

However, this exclusive concentration on the power of the mind, as impressive as it is, comes at a cost for the Cerebral Knight. Unlike most paladins, he possesses no Lay on Hands ability and his lack of training in combat with physical weapons has left him with a decreased skill in these weapons. Yet none deny the true power of the Cerebral Knight and live.

Advantages:

- Is immune to nearly all harmful mental attacks
- Can detect illusions 5 times a day
- Gains +2 THAC0 at level 17
- Can cast Feeblemindedness at level 1-13
- Can cast Mind Blow at levels 13 and 16 (This spell will cause the victim to crumble from vibrations if they fail a save vs. death)
- Can cast Chaotic Commands several times per day

Disadvantages:

- Has no Lay on Hands ability
- Is only skilled with swords and cross bows
- Does not cast regular priest spells
- Requires 14 wisdom

Champion (Prestige Kitpack)

The champion is the strong right arm of their deity. They serve as a guardian of holy sites, a protector of pilgrims and a leader of crusades. Though paladins fill these roles in many good-aligned churches, a champion can take up the banner of any deity, regardless of alignment or

ethos. These holy warriors are loved by their patron's worshipers and hated by the church's enemies in equal measure.

Advantage:

- Can use 'Smite Evil' once per 4 level.: bonus damage of 5 + 1 per level (10 for maximum) vs. evil creatures during 5 rounds.
- Champion can proficient 3 point for usable weapons.

Disadvantage:

- Cannot cast priest spells.
- Cannot use ranged weapons.

Crusader (Enhanced BG2)

This holy warrior is an example of a perfect Paladin, fighting in defense of faith. They are brave, strong, valiant, and proud. The most important things to them are faith and homeland. From the beginning to the end, they know what to do, and how to behave. They are merciless to enemies, but they fight honestly.

Advantages:

- Immunity to basic psionic attacks
- May achieve 'Grand mastery' in two-handed sword
- At 11th level gains +25% resistance to fire, cold and acid. He gains an additional 2% for every 3 levels.
- Gains lots of spells as innate abilities. They are listed below:
 - At level 12: Draw upon holy might
 - At level 14: Remove curse
 - At level 16: Holy power
 - At level 18: Champion's strength
 - At level 21: Heal
- At 26th level becomes immune to poison, disease and petrification

Disadvantages:

- May not devote any proficiency points to any weapons except for two-handed sword
- May not cast priest spells
- May not use missile weapons

Dark Knight (The Darkest Day) - Needs TDD to be installed – Not selectable in the Char Gen Screen

A Dark Knight lacks the significant dedication and motivation of a regular paladin. They are not bound to be of Good alignment, but are not necessarily entirely evil either (a misinterpretation often resulting from the title bestowed upon them). They have some small dedication to priesthood, and as a result, are able to harness a few, minor spells from this sphere. Their clerical ways have also led them to their choice of blunt melee weapons in combat; they can still use blades, but a lack of training means that they do not do so with any skill. In addition, because they lack the motivation of goodness of a normal paladin, they gain no enchantments to protect themselves from the forces of evil.

Advantages:

- Has access to several minor cleric spells, including Prayer, Bane, Entropic Field, and Call Upon Faith
- Has no Charisma requirement

Disadvantages:

- Is only effective with blunt melee weapons
- Can only be Lawful Evil or Neutral Evil
- Does not gain Protection from Evil innate ability
- Requires 13 Strength and 12 Wisdom

Dark Knight (RTTKitpack)

It is very important not to confuse the antipaladin and the dark knight. The antipaladin is a person with no innate abilities, but through his studies he can be successful to invert the typical innate abilities of the paladins. He wants to destroy the order of justice of those who didn't permit him his supremacy. The dark knight is a sort of half demon, half man with innate abilities who wants to destroy everything. In fact he doesn't want power, he wants to diffuse the chaos in the world.

Advantages:

- Strength to 25
- +50% resistance physical and magic damages
- Always Protect from Good
- Launch Dark Light at level 1, 10, 15
- Launch Evoke Demon at level 18
- Launch Stench Cloud at level 1, 10, 15
- Launch Individuation of Good at level 1, 2, 3, 4, etc

Disadvantages:

- No Laying of Hands
- No Individuation of Evil
- No Protection from Evil
- Only Chaotic Evil

- You can't use missile weapon
- At most 6 in other points (dexterity, wisdom, etc)

Dark Paladin (Region of Terror) - Needs RoT to be installed

Dark Paladins are the opposite for noble and good paladins. They have chosen the darker path and follow gods like Bhaal. They have none of the usual paladin abilities Detect Evil, Protection from Evil and Lay on Hands. They ended their training before any of these spells became familiar to them. Their evil gods grant them bonuses against those of good alignment.

Advantages:

- +2 to Damage and THAC0 against creatures with good alignment
- After reaching level 10 can use Disease Weapon ability to add the disease effect on the equipped weapon
 - Disease lasts 10 seconds on enemy dealing 2 points of damage per second
 - The weapon is diseased 15 seconds
 - The ability is usable once per day
 - No Saving Throw (powerful creatures are not affected though)

Disadvantages:

- May not use Lay on Hands
- May not use Detect Evil
- May not use Protection from Evil

Death Knight (Sorcerer's Place Collection)

A Death Knight is created when a fallen paladin dies. This is a very rare occurrence of resurrection. When this happens the newly risen Death Knight will become evil with many evil related abilities. Instead of being half-fighter and half-cleric like a paladin, they become half-fighter and half-necromancer instead. They gain necromancy spells as innate abilities in place of their regular priest spells.

Advantages:

- Gains Larloch's Minor Drain at levels 9 and 14.
- Gains Ghoul Touch at levels 11 and 16.
- Gains Vampiric Touch at levels 13, 16 and 17.
- Gains Animate Dead at level 19.
- Gains Harm Touch ability at level 1. Harm Touch is a direct damage ability and will do 2d10 points of damage +1 point per level up to a maximum of 2d10+20 with a successful to-hit roll.
- Gains Ebony Hand ability at level 10. The spell adds +1 THAC0 plus an additional +1 THAC0 for every three levels of the caster up to a maximum of +7. The spell lasts for 3 rounds plus 1 round/level up to a maximum of 24 rounds.

- Gains Kiss of Torment ability at level 15. With a successful to-hit roll, does 4d6 points of damage and stuns target for four rounds. A successful save will reduce the stun effect to two rounds.
- Gains Heart Blight ability at level 19. Will slay the target unless a save vs. death is made; with a successful save the target is still stunned for three rounds, suffers a -2 Dexterity penalty for ten rounds. Additionally the target must make another save vs. death at -1 or lose 25% of their hit points and yet another save vs. death at -2 or suffer another 18 damage.

Disadvantages:

- No paladin abilities
- Must be of Evil Alignment

Demon Slayer (The Darkest Day) - Needs TDD to be installed

The demonslayer is perhaps the most dedicated of all paladins. Haunted by the specter of demonic evil throughout his life, he is driven by an all-abiding hatred and loathing of these spawns of evil. Clad in a tunic of blinding white, emblazoned with a crimson cross, the demonslayer travels the realms, and his coming is like the advent of the angel of death. Wielding a sword of holy fire, he seeks to abolish all remnants of evil throughout the land. Trained especially for combat against demonic creatures, he strikes with great vengeance and furious anger driving the hordes of hell before him. His unshakable faith bestows upon him protection from demon fear. This wondrous immunity coupled with his extensive weapons training (which allows him to achieve mastery in all weapons) renders the demonslayer an unstoppable force of goodness and light.

Advantages:

- Has a +3 to hit and damage vs. all demonic creatures
- Is immune to demon fear
- Can devote 3 slots to all available weapons
- Has a +1 dexterity

Disadvantages:

- Has no Lay on Hands ability
- Is not proficient with ranged weapons
- Has a -1 charisma
- Only receives +1 to saves unlike +2 as paladins do

Dragon Slayer (The Darkest Day) - Needs TDD to be installed

The Dragon Slayer is a Paladin who has spent his life in the pursuit of one particular quarry: Dragons. As such, they have honed their abilities to resist many of the more fearsome attacks of the dragon-kind, as well as possessing an extremely powerful magical weapon that does

significant damage to all dragon-kin. The chief abilities of Dragon Slayers are their immunity to fear, their resistance to a dragon's Wing Buffet attack, and their much-famed ability to create dragon-slaying arrows. Many of the most famous heroes in the history of Faerun have been Dragon Slayers, and their mark is left in the many fire-resistant and dragon-slaying items that are scattered across the land.

However, unlike most other paladins, the Dragon Slayer has no Lay on Hands ability. He is also less skilled than most paladins in the majority of weapons, but their skill in the few weapons they can use with ease far surpasses other paladins. Few creatures have failed to be amazed at the sight of a Dragon Slayer fight in close combat with a gigantic dragon, the Dragon Slayer miraculously resisting most attacks before emerging victorious.

Advantages:

- Is granted a magical dragon slaying blade at level 14
- Is immune to fear
- Can create 5 Arrows of Dragon Slaying once per day
- Can resist wing buffets

Disadvantages:

- Needs 17 strength
- Needs 15 constitution
- Only proficient with 2-handed weapons in melee
- Has no Lay on Hands ability

Dragon Slayer (Enhanced BG2)

Dragon Slayers abandoned traditional rules of paladinhood. They changed hatred to evil on hatred to dangerous dragons. They swore to exterminate these creatures with every possible manner, including tactics and manners, which are avoided by paladins. Dragon Slayers are also well-known from this, that they can retreat from battlefield, if good luck will turn around from them, what stands in public discrepancy with code of paladins.

Advantages:

- Gains a bonus +4 to hit and +4 damage vs. dragons
- Gains +2% resistance to fire for every level
- May cast 'Remove fear' one time per day for every 5 levels
- At 15th level gains a +2 bonus to all saves vs. breath

Disadvantages:

- May specialize only in long sword and bastard sword
- May not cast priest spells
- May not use 'Lay on hands' ability

Holy Liberator (Oversight)

A Holy Liberator is a cousin to the paladin, dedicated to the overthrow of tyranny. These champions of freedom are strong-willed, independent-minded, and virtuous.

In most respects, Holy Liberators are much like paladins. However, they shun positions of leadership and value wisdom over charisma. The trademark quality of the Holy Liberator is that their nature is entirely hostile to mind control abilities, whether those abilities are used by putative allies or enemies.

Holy Liberators are as intensely dedicated to Chaotic Good as paladins are to Lawful Good. For both, goodness is paramount, but while paladins follow carefully codified rules of conduct, Holy Liberators follow their own consciences. However, the standards they hold themselves to are no less strict.

Advantages:

- Immune to Charm.
- Gains Subversion ability, which temporarily protects all in the surrounding area, regardless of allegiance, from mind-affecting powers, once per day per four levels, starting at first level with one use.

Disadvantages:

- Cannot Lay On Hands.

Elf Paladin (RTTKitpack)

Now even elves are able to become paladins. If for many people a meeting with an human paladin is a fact that happens few times, of which we can boast when we are old, the meeting with an elf paladin is a unique event. Few elves have had the courage to embark on this new road that, only few have the possibility to cross, and even fewer are brave enough to finally become true forces of peace and rectitude!

Advantages:

- Elven Privilege at levels 1x2-10-20
- Cure Disease at levels 1x2-7-13-20
- Slow Poison at levels 1x2-7-13-20

Disadvantages:

- Requires 16 wisdom
- Less Evil Individualization and Protection from Evil
- No Lay on Hands

NOTE: Even if you chose a human as your race, once in the game your avatar will automatically change into an elf.

Fright of Liches (Enhanced BG2)

Fright of Liches is an example of a strange mentality that leads many young Paladins to a short, impetuous life. Young Paladins, who have stained their honor or were humiliated in some other manner, abandon conventional societies and leave in order to find death. They hunt one of the most dangerous creatures in Realms. Such Paladins can splendidly fight with sword, but not as well as fighters.

Advantages:

- Gains a bonus +3 to hit and +3 damage vs. liches and demiliches
- Gains +1% magic resistance per level
- Gains lots of spells as innate abilities. They are listed below:
 - At level 12: Dispel magic
 - At level 16: Death ward
 - At level 20: Repulse undead
 - At level 24: Globe of invulnerability
 - At level 28: Protection from magic energy

Disadvantages:

- May not cast priest spells
- May not turn undead

Knight (Region of Terror) - Needs RoT to be installed

Knights have studied all forms of humanoid fighting styles and are very good in close combat when they are facing humanoids. They have no skills with ranged weapons and thus they prefer not to use them. Knights usually have some kind of magical resistance, depends on the place where they were trained.

Advantages:

- +2 to Damage and THAC0 against Humanoids
- +20 to Magic Resistance
- +20 to Magic Damage Resistance

Disadvantages:

- May not use Lay On Hands
- May not place any proficiency points on missile weapons

Lord (The Darkest Day) - Needs TDD to be installed

One of the commonest of Paladins amongst older men in position of power in Faerun, a Lord is a Paladin who is the leader of a paladin stronghold. Years of experience have brought him strength and charisma, as well as significant training in the use of the two-handed sword and the crossbow, though his comparative age and his large size tend to reduce his mobility and a lack of skill with other weapons. Regardless, Lords are extremely effective fighters, even compared to so-called 'pure' warriors.

Advantages:

- Can obtain grand mastery with the 2-handed sword, the cross bow, and 2-handed weapon style.
- Has a +1 to max charisma

Disadvantages:

- Has a -2 dexterity
- Is not proficient with light, 1-handed weapons
- Requires 17 strength

Medician (Paladins of Faerun Kitpack)

On the front lines of battle against evil, injury is inevitable. Where the carnage is at its worst, the Medician can be found keeping his allies alive and tending to the fallen. For a Medician, the goal is not to kill the enemy but to make sure the enemy does not kill his allies.

Spheres access:

- Major: healing, protection, divination and necromancy

Advantages:

- Immunity to diseases and poison
- Gains an additional lay on hands ability every 6 levels
- At 1st level can once per day cast Sanctuary
- At 8th level can once per day cast Cure diseases
- At 12th level can once per day cast Mass heal
- At 17th level can once per day cast Raise dead

Disadvantages:

- Can achieve specialisation (2 points) only in dagger, staff, club, mace, short sword, crossbow, sling and dart.
- -2 penalty to damage

Messiah (RTTKitpack)

Messiah is a strong paladin equipped by his God of great magic powers. He can be considered as the messenger of the God in the world. It's very important not to be confused: the body of the messiah has nothing of divine nature. He is still condemned to die sooner or later, but until that moment he will be a servant of the Good.

Advantages:

- Always Protected from Evil
- + 25% Resistance to physic damage, elemental damage and magic damage
- Launch Imposition of the Hand at level 1x2, 10
- Launch False Dawn at level 1x2, 15
- Launch Evoke Elemental of Fire at level 1, 13- Launch Fascination of Good at level 1x2, 18
- Launch True Vision at level 1x2, 10, 15, 20

Disadvantages:

- Least 18 Wisdom and Intelligence
- You can use only a sword, armor, shield and helm
- You can't use rings or amulets

Militarist (Paladins of Faerun Kitpack)

The Militarist is a battlefield virtuoso. War is a sacred act, he believes, and a chance for spiritual redemption. By defeating enemies in combat, he pays tribute to his gods and secures his place in the afterlife.

Sphere access:

- None

Advantages:

- +1 to THACO and damage
- Can achieve mastery (3 points) in any weapon
- Once per day per 4 levels can use the 'Smite infidels' ability, which grants him in the next round +4 to THACO and damage bonus.

Disadvantages:

- Can't cast spells
- Can't turn undead

Mystic Fire (Prestige Kitpack)

For royal servants of Mystra the lady of magic, mystic fires usually picked out amongst with natural disposition to magic, and able to cast powerful arcane magic through all transmissions of

their order.

Advantage:

- 1% magic resistance per level to 20.
- Gain listed spells for divine.
 - Level 1: Shield, Friends, Find Familiar
 - Level 2: Mirror Image, Ghost Armor, Lightning Bolt
 - Level 3: Sunfire, Cone of Cold, Lower Resistance
 - Level 4: True sight, Contingency, Spell Deflection
- Gain high level ability 'Use Any Item', 'Scribe Scroll', 'Alchemy'.
- Spell slot increases for 5 per spell level.

Disadvantage:

- Cannot use any paladin ability except spells.
- Cannot proficient weapon style.
- Cannot select Greater Whirlwind Attack, Greater Deathblow, Critical Strike, Smite.

Saurial Paladin (The Darkest Day) - Needs TDD to be installed

The Saurial Paladin is the weapons expert of the holy order. Such warriors are often found forming the brunt of the fighting force of a holy army. He has forgone any mental training, preferring instead to use weapons in combat; due to this, he lacks the Lay on Hands ability and has no Protection From Evil. To compensate for this, the Saurial Paladin is unrivalled in his expertise in dual-wielding 1-handed weapons. He is always of a Lawful Good alignment and serves the order to the end.

Advantages:

- Can have 3 slots devoted to 1-handed weapons
- Can have 4 slots devoted to dual-wielding

Disadvantages:

- Has no Lay on Hands ability
- Has no Protection From Evil
- Can devote only 1 slot to all ranged weapons

Zealot (Paladins of Faerun Kitpack)

Like other paladins, the devoutly religious Zealots function as soldiers of their church. But Zealots are far more militant, considering devotees of "false" religions as the epitome of evil. Additionally, Zealots follow an unusually strict ethos that includes vows of poverty and chastity.

Because he has a more restrictive code, he can choose only the lawful neutral alignment. Also by his lack of social skills, he has lower charisma requirements.

Sphere access:

- Major: all, combat, law, protection, war and divination

Advantages:

- Additional +1 to saving throws
- Once per day can cast 'Armour of faith'
- Gains improved spell progression (can cast 5 spells of 1st and 2nd levels, and 4 spells of 3rd and 4th levels)

Disadvantages:

- Can't use the 'lay on hands' ability
- -1 penalty to reputation at start

BARD [BRD]

Acrobat (Song and Silence)

As entertainers, most Acrobats are typically found accompanying carnivals or circuses, although a troupe of Acrobats can put on a remarkable show all by themselves. They often perform in large taverns or in clubs, using their arts to draw in the crowd and captivate them long enough for the proprietor to drain their purses. Acrobats are flashy and love to show off their skills; whatever they do, they like to do with a sense of style and a flair for the dramatic. Acrobats sometimes become cat burglars extraordinaire, and they are also useful adventuring allies, as they can squeeze into places where others cannot go without the aid of magic. Their skill at avoiding traps and other dangers also makes them excellent scouts.

Advantages:

- +1 bonus to Armor Class
- +1 bonus to Armor Class vs. missiles every 8 levels
- May place up to 2 proficiency points in slings, darts and daggers

Disadvantages:

- May only place proficiency points in weapons a thief can use
- May not wear armor heavier than Studded Leather
- Only has one-half normal lore value

Arcane Fist (Sorcerer's Place Collection)

The Arcane Fists are an ancient order of wizards in Faerun, and are seldom ever seen. They are not quite the masters of unarmed combat nor are they the masters of the arcane arts, but they become a fearsome foe with the combination of both. They are taught at an early age the skills required for unarmed combat and also learn to wield mystical powers. They are typically loners, only assembling in groups with their own kind, or in times of great danger they will group up with "outsiders". There are three sects of The Arcane Fist: The Order of Light, Bakur's Brotherhood, and Death's Law.

Advantages:

- Fist damage per level:
 - 1 - 3 1d5
 - 4 - 6 1d6
 - 7 - 9 1d7 (Considered +1 to hit)
 - 10 - 12 1d9 (Considered +2 to hit)
 - 13 - 15 1d10
 - 16 - 1d12 (Considered +3 to hit)
- Armor class decreases by 1 per every 3 levels up to level 21
- +1 to save vs. spells

- Gains 1 extra HP maximum per level
- Better THAC0 progression
 - 1 - 3 20
 - 4 - 7 18
 - 8 - 11 16
 - 12 - 15 14
 - 16 - 19 12
 - 20 - 8
- Increase movement rate: +2 at level one and an additional +1 every seven levels
- Two attacks per round at level 12 and three attacks per round at level 20
- Gains Stunning Blow at level 5 and an additional one per day every 5 levels
- Immunity to Disease, Slow, and Haste at level 10
- Immunity to Charm at level 15
- Immunity to Poison at level 18
- Quivering Palm at level 21

Disadvantages:

- Can not wear armor, except robes
- Can not use shields
- Can not use weapons
- Only can gain spells up to a maximum of spell level 6
- Human kit only
- Can only be of lawful alignments

Beguiler (Paladins of Faerun Kitpack)

Beguilers see lying and manipulation as tools. Just as a hammer can be used to build a house or crack a skull, deceit and the ability to control others can be used for good or ill. A lie whispered in the right ear can ruin lives, but a dishonest smile and honeyed words can open doors, turn foes into friends, and even end wars.

Beguilers have reputations as rakes, thieves, spies and puppet masters, but they can also be diplomats, peacemakers, or heroic leaders who give hope in desperate situations.

Advantages:

- Immunity to charm and domination
- Starts with +10% pickpocket bonus
- Beguiler song: this bardsong charms enemies who fail their saving throw vs. spells. At 1st level the save has a +3 modifier, at 15th level this is reduced to 0, and at 20th to -2
- Once per day per 5 levels (starting at 5) can use the 'Charming gaze' ability, which charms the selected creature for 5 rounds (but the enemy can make a saving throw with a

-2 penalty.). If he fails his save, he also gains a -2 to saving throw and -5% to magic immunity penalties for 10 rounds.

Disadvantages:

- Gains only 3 lore points per level
- Can't use standard bardsong

Blue Dragon Disciple (Prestige Kitpack)

It is rumored that the magical powers of sorcerers and bards are somehow connected to the presence of dragon blood in their family tree. Blue Dragon Disciples are sorcerers, and sometimes bards, who use their magical power as a catalyst to ignite their blue dragon blood, realizing its fullest potential. They prefer a life of exploration to a cloistered existence. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. They often feel drawn to areas known to harbor dragons.

Advantage:

- Your skin becomes harder and gain 1 bonus AC per 3 levels. lower AC between your skin and armor will be applied.
- Gain 6% lightning resistance per level. (Maximum at 100%)
- Level 4: STR+1, can cast 'Shocking Grasp' once per day.
- Level 8: CON+1, can cast 'Lightning Bolt' once per day.
- Level 12: INT+1, can cast 'Call Lightning' once per day.
- Level 16: STR+1, CHA+1, your skin become blue.
- Level 20: Can use Dragon breath (6D10) once per day, immune to stun and paralysis.
- Level 25: Can use all spell-like abilities twice per day.
- Level 30: Can use all spell-like abilities trice per day.
- Level 35: Can use Dragon breath twice per day.

Disadvantage:

- Cannot select bard-specific high level abilities.
- Can only get one-half lore than other bards.
- -1 penalty for spell slots per level.

Buccaneer (The Darkest Day) - Needs TDD to be installed

Throughout the realms, buccaneers are also known battle bards. Exceeding all their roguish brethren in sword skills and combat techniques, the prowess of a buccaneer in battle is unrivaled. Their easy-going nature and charismatic attitude naturally predisposes them to a good alignment. Similarly they are much loved by the general public and their ready storehouse of bawdy tales

and humorous anecdotes makes them a welcome addition to any party. Skilled with ranged weapons, especially the short bow, buccaneers are also able to inflict injuries upon their foes from afar.

However, due to the heavy weapons training required to become a true buccaneer, they lack a specialized bard song. Likewise, their thieving skills suffer through lack of practice and preparation. Nevertheless, the buccaneer's skill in battle and his ready wit render him a valuable member to any group of hearty adventurers.

Advantages:

- Can have 2 slots devoted to a short bow
- Can have 3 slots devoted to a long or short sword
- Gains a +1 AC at levels 1-4

Disadvantages:

- Has no speciality bard song but the Luckbringer
- Do not use a 2-handed or blunt weapons with any skill
- Has only 1/4 of normal pickpocketing skills

Chanter (The Darkest Day) - Needs TDD to be installed

The Chanter is one of the most unusual of all the bard classes, drawn from one of the many barbarian tribes that inhabit the northern reaches of Faerun. The Chanter is a strange mixture of the Barbarian and the Bard, though he manages to combine both characteristics to become an awesome opponent on the field of battle. The Chanter possesses many invaluable skills, particularly the ability to enrage himself, though he can also move much quicker than other creatures and is a very effective fighter. However, most formidable of all his skills is the ability to grant his party immunity to fear whilst playing his battlesong. Moreover, since the Chanter has Barbarian blood coursing through his veins, he is much tougher and more resilient than other bards.

However, only Humans and Half-Elves possess the necessary attributes to become a Chanter, and because he was never trained as a true warrior with the rest of his tribe, he suffers from a complete inability to use any ranged weapons. Also, the Chanter must be strong of arm and body to survive, and his training in weapons and battle skills has left him with a lesser skill in lore and pick-pocketing than other bards.

Advantages:

- Has a natural speed boost
- Can cast barbarian rage at levels 1, 13, and 18
- Has the bardsong of the tales of Curran Strongheart (this song grants immunity to fear, rigid thinking and feeble-mindedness)

Disadvantages:

- Uses no ranged weapons with skill
- Uses only certain weapons that his tribe used with skill

Chorister (Song and Silence)

Music, whether hymn, symphony or dark chanting intonation, plays an important part in the services of most deities. For aiding in performing rituals or just leading the faithful in worship, most holy places have at least one bard, known as a Chorister.

Choristers are not only to be found within temple walls, however; many faiths use them as missionaries, helping to bring new worshippers into the fold. Many an adventuring bard with a religious bent can also end up as a Chorister, finding their prayers answered by the deity they venerate.

Advantages:

- Knows a small selection of divine spells. These are accessed and memorized as Mage spells:
 - Level 1: Armor of Faith, Cure Light Wounds, Doom
 - Level 2: Chant, Draw Upon Holy Might, Slow Poison
 - Level 3: Cure Medium Wounds, Glyph of Warding
 - Level 4: Defensive Harmony, Holy Power
 - Level 5: Mass Cure
 - Level 6: Bolt of Glory

Disadvantages:

- Only has one-half normal Lore value
- Only has one-half Pick Pockets percentage

Chronicler (The Darkest Day) - Needs TDD to be installed

A chronicler is a bard with a taste for adventure and battle. He has the ability to aid his companions in battle with a song. He is also a useful fighter. Such a profession is normally the choice of humans or half-elves.

Advantages:

- Has +1 to hit and +1 to damage with all weapons.
- Can use the War Chant of Syth as a bard song (this song grants 10% resistance to slashing, crushing, piercing and missile damage as well as a +2 AC bonus. It also makes the party regenerates 1 hp per round.)
- Can use True Seeing three times a day.
- Has +1 to max constitution

- 2 Slots possible with swords and axes

Disadvantages:

- Must be human or half-elf
- Must have a minimum of 15 strength and constitution
- Has only 1/4 of normal pickpocket skill
- Has -1 to max dexterity
- Cannot use ranged weapons
- Must be of chaotic alignment

Dervish (Paladins of Faerun Kitpack)

Wild, exotic, and as dangerous as his whirling blades, the dervish epitomizes speed, quickness and abandon. Her motions appear to be as random as they are graceful, but the steps of her lethal dance play out according to their own rhythm.

Advantages:

- Can achieve specialisation (2 points) in any 1-handed sword
- Sword dance: this bardsong deals damages to enemies around of Dervish, got chance for blind them and give small bonus to AC and movement speed of bard
 - 1st level: deals 1D4 damages, 50% chance for blind (save vs. wands negate), +1 to AC and movement speed for Dervish
 - 15th level: deals 1D6 damages, 75% chance for blind (save vs. wands negate), +2 to AC and movement speed for Dervish
 - 20th level: deals 1D8 damages, blind (save vs. wands negate), +3 to AC and movement speed for Dervish

Disadvantages:

- -2 penalty to Thac0 and damage when use ranged weapons
- Can't use standard bardsong
- Can't cast spells

Dirgesinger (Song and Silence)

Dirgesingers voice melodies not of celebration and joy, but of sorrow and grief. They seek to spread this melancholy outlook far and wide, believing that only those who give in to their sadness can truly understand the world.

These sad wanderers seek to express their grief through songs that teach the hearts of their listeners the meaning of true sorrow. Some of these fallen bards want nothing more than for others to understand the depths of their loss. A few are sinister creatures who believe that, since joy has been extinguished for them, they must in turn extinguish the joy of others by using their

powers to teach the folly of love, the futility of hope, and the finality of the grave. Dirgesingers of this last sort often associate themselves with powerful undead; serving in the courts of vampire lords or lich-kings.

Dirgesingers are limited to non-good alignments.

Advantages:

- Song Curses enemies, giving them a -1 penalty to saves and THAC0
- From level 5 may use a Song of Horror 1/day. This has the same effects as the level 2 Wizard spell, Horror
- From level 7 may use a Song of Grief 1/day. This has the same effects as the level 4 Wizard spell, Confusion
- From level 9 may use a Song of Awakening 1/day. This has the same effects as the level 5 Wizard spell, Animate Dead

Disadvantages:

- Song does not improve with level
- Only has one-half normal Lore value

Green Dragon disciple (Prestige Kitpack)

It is rumored that the magical powers of sorcerers and bards are somehow connected to the presence of dragon blood in their family tree. Green Dragon Disciples are sorcerers, and sometimes bards, who use their magical power as a catalyst to ignite their green dragon blood, realizing its fullest potential. They prefer a life of exploration to a cloistered existence. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. They often feel drawn to areas known to harbor dragons.

Advantage:

- Your skin becomes harder and gain 1 bonus AC per 3 levels. lower AC between your skin and armor will be applied.
- Gain 6% acid resistance per level. (Maximum at 100%)
- Level 4: STR+1, can cast 'Chromatic Orb' once per day.
- Level 8: CON+1, can cast 'Melf's Acid Arrow' once per day.
- Level 12: INT+1, can cast 'Contagion' once per day.
- Level 16: STR+1, CHA+1, your skin become green.
- Level 20: Can use Dragon breath (6D10) once per day, immune to stun and paralysis.
- Level 25: Can use all spell-like abilities twice per day.
- Level 30: Can use all spell-like abilities trice per day.
- Level 35: Can use Dragon breath twice per day.

Disadvantage:

- Cannot select bard-specific high level abilities.
- Can only get one-half lore than other bards.
- -1 penalty for spell slots per level.

Golem Trainer (RTTKitpack)

Some bards decide to study melodies to control the power of the elements. The Golem Trainer is a member of this particular elite of bards. Putting aside the old common and classic songs, they spend their days creating servants, called up from the very stuff of the land, to serve them, even fighting in their stead.

Advantages:

- Twice a day may "Summon Primary Golem" for 1 hour (the type of Golem depends on the level of the Trainer: level 1-13: Clay Golem, level 14-17: Stone Golem, level 18-21: Ice Golem, level 22+: Adamantite Golem)
- Four times a day "Summon Support Golems" (the type of Support Golems depends on the type of the Primary Golem. The three Golems called will be one level lower than the Primary Golem)
- Charm Golem (allows a save, but no magic resistance) at levels 1, 5, 10, 15 and 20

Disadvantages:

- Cannot cast spells
- Cannot open locks
- Cannot pick pockets

Gypsy (Song and Silence)

Gypsies are often called "traveling people" or "forest nomads," typically wandering the lands in caravans comprising of brightly painted carts or wagons. These people are well-known for their strange music and dances, typically surviving in their wandering lifestyle by entertaining villagers and folk in the places they roam. Gypsies wander the land, experiencing life as they go. They travel until they find something of interest, where they establish a temporary camp and remain until the urge to see more of the world overpowers their desire to stay. Adventuring gypsies may be on a personal quest to locate some unique place or thing or may simply be out to experience the great wonders that appear along the adventuring path.

Gypsies are often misunderstood by others, who classify them as thieves, beggars, carnival people, nomads, or any number of other erroneous names. They are also very open and welcoming to those who seek to learn their ways and join them in their wandering, garnering for them a reputation for stealing children in the night and then spiriting them off into the wilderness. It should be noted that not all Gypsies are bards or have bardic abilities; Gypsy bards, known among Gypsy clans as "rawuns," function as the chief storytellers, lore-keepers, fortune tellers, and spiritual advisers of their Gypsy clans.

Advantages:

- Song charms enemies unless they save vs. spells with a -1 penalty per 10 levels of the bard
- Has a +1 bonus to saves vs. spells per 8 levels
- Can cast Curse once per day. The opposite of a Bless spell, this gives foes a -1 penalty to THAC0 and saves

Disadvantages:

- Cannot learn mage spells from the schools of Conjuration, Invocation or Transmutation

Harpist (Region of Terror) - Needs RoT to be installed

Harpists are special harp players and makers. They can make harps and add some magical enchantments on them. Some Harpists enchant their harps with minor mind controlling spells and play in taverns to get some gold from the audience.

Advantages:

- Gets Harp of Horror at level 8 (Scares the enemies)
- Gets Harp of Ally at level 12 (Improves the fighting skills of the party)
- Gets Harp of Defense at level 15 (Improves the defensive skills of the party)
- Gets Harp of Domination at level 20 (Dominates the enemies)
- Gets Harp of Offense at level 23 (Damages one target)

Disadvantages:

- Max stat at creation 16
- Bard Song does not become better with levels

Juggler (RTTKitpack)

the juggler is a bard who entertains people not only with words, but also with actions. In fact jugglers can handle daggers and other small blades with extraordinary skill.

Advantages:

- May Specialize (two stars) with daggers and short swords
- +5 thac0 with ranged weapon
- Juggler's Frenzy at level 14, 15, 20, 25
- Dexterity: +1

Disadvantages:

- Requires: 16 Dexterity
- May only use daggers as ranged weapons

- No armour or helms

Minstrel (The Darkest Day) - Needs TDD to be installed

Of all the many different Bard kits, the Minstrel is surely the most respected. They are most commonly found in castles and the halls of great lords, entertaining the rich and powerful with their songs. As a result, the song of the Minstrel is often used to charm any drunken creatures who take an unhealthy interest in the Minstrel, though it does not have any of the specific combat abilities of the normal bard song. Minstrels rely on their wit and charisma to survive most situations, making them much more intelligent and even more charismatic than other creatures, including fellow Bards.

However, the characteristically florid red and purple outfit and silver tongue of the Minstrel should not disguise the fact that he is still a rogue, born and bred. In fact, the charming and colorful exterior conceals a highly devious and cunning mind which excels in using other peoples' high regard of them to his own advantage, though they are not inherently evil or greedy characters. As a result, the Minstrel is highly skilled in pickpocketing and his wide experience of the world has imbued him with an extremely high lore capacity.

But the Minstrel is no real fighter, rather relying on his charming nature and beguiling tongue to outwit or humiliate any would-be opponents. The Minstrel is weaker in strength than other bards, and cannot use any two-handed weapons as this would adversely affect his appearance, something that is, of course, a source of great pride to the Minstrel. Moreover, he refuses as a matter of personal pride to wear any other clothes apart from red and purple, and although he is a rogue, he is essentially a benevolent one, and so must be of a Good alignment. The Minstrel must, of course, have a naturally high charisma and be slim and agile. A fat Minstrel would just be mocked.

Advantages:

- Has a +4 to max charisma
- Has a 30 % pick pocket bonus
- Can use an innate ability to charm people with a save vs. spells 0, the person is charmed for 60 seconds.

Disadvantages:

- Will not use 2-handed weapons as they are tough to hide and can and can ruin the Minstrel's appearance
- Must be of good alignment
- -1 to max strength
- Requires 16 strength and 17 charisma

Minstrel (RTTKitpack)

The Minstrel is a bard specialized in the telling of stories. They are more persuasive than a normal bard, due in part to their use of magic to catch the attention of the audience. Fortunately,

few Minstrels engage in "Song Battles". Since Minstrels are immune to their own brand of magic a competition between them might go on forever!

Advantages:

- Immune to Charm and Mental Drain
- Cast Charm Person at level 1
- Cast Blind at level 1
- Cast Sleep at level 1
- Cast Confusion at level 1
- Cast Silence at level 1
- Cast Domination at level 12
- Charisma: +2

Disadvantages:

- Requires Charisma: 18
- Requires Wisdom and Intelligence: 16
- Strength, Dexterity and Constitution: -1
- Pick Pockets and Open Lock: -30%

Musician (The Darkest Day) - Needs TDD to be installed

The musician's skill with musical instruments is absolutely unrivaled by any within the realms. His ability to manipulate others with his exceptional skills is nothing short of magic. He is able to use the power of his voice and his harp to channel the subtle emotional currents that underlie the behavior of all living things. As he becomes more proficient, he gains phenomenal abilities which allow him not only to aid his party, but also to inflict grievous harm upon his foes. The countless hours of practice which are needed to maintain his musical skills inevitably force him to neglect his weapons training. As a result, whilst he is competent enough with a sword, he much rather prefers to use his music to affect the outcome of a battle. The musician never uses any sort of bows for fear that these crude weapons will damage his delicate playing hands.

Advantages:

- Has the bard song of Rholanda's Blessing (This gives +2 to all saves and +1 luck while the song is played)
- Can hit deaf tone at levels 1, 12, and 16 (save vs. breath -1 or be deafened for 8 rounds, 30 ft circle)
- Can hit disruption tone at level 12 (save vs. breath -1 or become feeble, 30 ft circle)
- Can hit charm tone at levels 1, 12, and 16 (save vs. breath -1 or be charmed for 8 rounds, 30 ft circle)

Disadvantages:

- Has only 1/2 pick pocket skills
- Has only 1/2 of normal bard lore

- Are only effective with a sling as a ranged weapon

Red Dragon Disciple (Prestige Kitpack)

It is rumored that the magical powers of sorcerers and bards are somehow connected to the presence of dragon blood in their family tree. Red Dragon Disciples are sorcerers, and sometimes bards, who use their magical power as a catalyst to ignite their red dragon blood, realizing its fullest potential. They prefer a life of exploration to a cloistered existence. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. They often feel drawn to areas known to harbor dragons.

Advantage:

- Your skin becomes harder and gain 1 bonus AC per 3 levels. lower AC between your skin and armor will be applied.
- Gain 6% fire resistance per level. (Maximum at 100%)
- Level 4: STR+1, can cast 'Burning Hands' once per day.
- Level 8: CON+1, can cast 'Agannazar's Scorcher' once per day.
- Level 12: INT+1, can cast 'Fireball' once per day.
- Level 16: STR+1, CHA+1, your skin become red.
- Level 20: Can use Dragon breath (6D10) once per day, immune to stun and paralysis.
- Level 25: Can use all spell-like abilities twice per day.
- Level 30: Can use all spell-like abilities trice per day.
- Level 35: Can use Dragon breath twice per day.

Disadvantage:

- Cannot select bard-specific high level abilities.
- Can only get one-half lore than other bards.
- -1 penalty for spell slots per level.

Singer (Region of Terror) - Needs RoT to be installed

Singers have a stunning voice and they can enchant it with various magical abilities. They are not interested in weapons and are only familiar with a few of them. Singers are more often seen in taverns entertaining than on the battlefields but to have a Singer in your army can greatly assist you in battles. Male Singers tend to be in the favor of the ladies and receive some jealous looks from other men.

Advantages:

- Bard's Sing gets more abilities every fourth level:
 - 7th - Haste

- 11th - Immunity against fear
- 15th - -3 to party members' Armor Classes
- 19th - -3 to party members' Saving Throws
- 23th - +3 to party members' Damage
- 27th - -3 to party members' THAC0
- 31th - +50 % Resistance against Fire to party members
- 35th - +50 % Resistance against Ice to party members
- 39th - +50 % Resistance against Electricity to party members
- 43th - -4 to party members' Armor Classes, Saving Throws and THAC0
- 47th - +4 to party members' Damage
- Usable for all alignments

Disadvantages:

- Can only put proficiency points on daggers, short swords, scimitars, katanas, maces, flails, clubs and fighting styles

Spellsinger (Paladins of Faerun Kitpack)

Spellsingers are rare practitioners of an ancient Elven bardic tradition. Like bards, spellsingers work magic with song and poetics, but, whereas bards draw on the Weave through singing and poetry, spellsingers are truly part of the Weave. As such, spellsingers can work magic through music with greater effect and flexibility than other bards.

They have an innate talent for spell casting, and minor immunity to magic, but are more vulnerable to deadly spells attacks.

Advantages:

- +1 to saving throws vs. spells and wands
- Gain 1 bonus spell per level
- Spell song: This song makes the bard's companions more protected against enemy magic. But also there's a 5% chance to forget one remembered spell from daily spells
 - 1st level: +1 to saving throw vs. spells
 - 15th level: +2 to saving throw vs. spells, +5% immunity to magic
 - 20th level: +4 to saving throw vs. spells, +15% immunity to magic

Disadvantages:

- Can't use standard bard song
- -2 to saving throw vs. death
- Gains only 1/4 of pickpocket skill
- Gains only 5 points of lore per level

Troubadour (The Darkest Day) - Needs TDD to be installed

The Troubadour is a bard that possesses exceptional skill advancing to the level of Master with a one-handed weapon of his choice since he has concentrated many of his energies during his youth to this. Moreover, not only is the Troubadour an expert in his one-handed weapon, but he is also an expert at dual-wielding. The Troubadour has also developed his own bard song where he and his companions gain more attacks per round due to a blood rush. However, the Troubadour has several key drawbacks, the main one being the fact that his pickpocket skill is severely restricted since this skill was never fully developed. Moreover, the advanced specialization with the one-handed weapon has meant that, although the Troubadour can use other weapons, he has absolutely no training at all with ranged weapons, and thus cannot use them with any skill.

Advantages:

- Can gain 3 slots with any one-handed weapon
- Can have 2 slots in a Two Weapon style
- Has a bard song called Scarlet Rush (This song grants a slight blood rush and all companions gain 1 extra attack per round as he sings the song)

Disadvantages:

- Has no skill with ranged weapons
- Has only 1/4 pick pocket skills
- Cannot be of lawful alignment

White Dragon Disciple (Prestige Kitpack)

It is rumored that the magical powers of sorcerers and bards are somehow connected to the presence of dragon blood in their family tree. White Dragon Disciples are sorcerers, and sometimes bards, who use their magical power as a catalyst to ignite their white dragon blood, realizing its fullest potential. They prefer a life of exploration to a cloistered existence. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. They often feel drawn to areas known to harbor dragons.

Advantage:

- Your skin becomes harder and gain 1 bonus AC per 3 levels. lower AC between your skin and armor will be applied.
- Gain 6% cold resistance per level. (Maximum at 100%)
- Level 4: STR+1, can cast 'Chill Touch' once per day.
- Level 8: CON+1, can cast 'Slow' once per day.
- Level 12: INT+1, can cast 'Ice Storm' once per day.
- Level 16: STR+1, CHA+1, your skin become white.

- Level 20: Can use Dragon breath (6D10) once per day, immune to stun and paralysis.
- Level 25: Can use all spell-like abilities twice per day.
- Level 30: Can use all spell-like abilities trice per day.
- Level 35: Can use Dragon breath twice per day.

Disadvantage:

- Cannot select bard-specific high level abilities.
- Can only get one-half lore than other bards.
- -1 penalty for spell slots per level.

CLERIC [CLC]

Authlim of Iyachtu Xvim (Divine Remix) - Needs Cleric Remix to be installed

Iyachtu Xvim is said to be the result of a union between the Black Lord, Bane, and a greater or a true tanar'ri, and thus the blood of Bane runs through his veins. Another tale says he is the spawn of the Black Lord and a corrupted Paladin. Also called the Godson and the Son of Bane, Xvim has served as Bane's instrument in the Realms, carrying out the will of his father. He appears either as a gaunt, naked man with a great scimitar or a black cloud with glowing green eyes.

Xvim was imprisoned under Zhentil Keep during the Time of Troubles, where he was held for ten years. He managed to free himself when Zhentil Keep fell during the Cyrinishad fiasco, where he also managed to steal the portfolios of Tyranny and Hatred away from Cyric. He is now the god of Fear, Hatred, Malice, and Tyranny. He is working toward fully taking the place of his father, Bane, which makes him a bitter enemy of Cyric. His following is strongest in the East, particularly in Thay, but his priesthood is rapidly spreading throughout the Realms. His priests favor black robes trimmed with dark green. They also wear black iron gauntlets with glowing green eyes painted on the back of the hand. These gauntlets are actually the priests' holy symbols of Xvim.

Authlims of Xvim can be members of any race. They can only be of Lawful Evil, Lawful Neutral or Neutral Evil alignment.

Abilities:

- **Spiritual Weapon: Scimitar - 'Scimitar of Souls'** once per day.
The scimitar is the spiritual weapon of the Authlim of Iyachtu Xvim, and is wielded as if the caster had grand mastery in the weapon. It is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 25 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- Immune to Fear.
- From level 7 can cast Greater Malison once per day, as fourth level mage spell of the same name
- From level 9 can cast Lower Resistance once per day, as fifth level mage spell of the same name
- From level 11 can cast Death Spell once per day, as sixth level mage spell of the same name
- From level 14 can cast Mantle once per day, as seventh level mage spell of the same name
- The Authlim may only cast his curative spells on himself, not others. Xvim and his Authlim despise weakness and do not help those in need.

Sphere access:

- Major access to the spheres of all, combat, divination, guardian, healing, necromantic, summoning and war

- Minor access to the spheres of charm, creation, elemental, and law
- No access to the spheres of animal, chaos, numbers, plant, protection, wards and weather

Battle Priest of Tempus (The Darkest Day) - Needs TDD to be installed

These are a warrior race of priests that have dedicated themselves to physical and mental training. Their spellcasting ability is equal to that of regular priests, but also getting some bonuses. They also have a holy weapon that they universally use in the form of a flail. Such a weapon has a mental link with the user and, when summoned, it draws power from the user. The more experienced the caster is, the more power that the flail will contain.

Advantages:

- Can create a hero's feast once per day
- Can cast Bless Blade (this blesses the blades of nearby foe so they lose 1 point from their enchantment)
- Can create a holy flail for 2 turns at level 10 (this flail is a 1D6 weapon that gains a +1 enchantment for every 3 levels of experience.
- Can use Reveal 5 times a day (shows all hidden creatures and detects traps)
- Has Barbarian Rage at level 10

Disadvantages:

- Has a -1 to dexterity
- Uses no ranged weapons
- Must be chaotic neutral

Battleguard of Tempus (Divine Remix) - Needs Cleric Remix to be installed

Tempus is the Realms' god of war, the Lord of Battle, the Foehammer. He is random in his favors, yet his chaotic nature favors all sides equally. He may be on an army's side on one day and against them the next. Such is the nature of war as embodied by Tempus.

The dress of the priest of Tempus is armor, battle-worn and battered. In more civilized regions this has been replaced by a steel skullcap, but the message is the same--these are warrior priests. Their place is in the trenches with the troops, urging them onwards. Priests of Tempus may be found on both sides of a conflict, as none can ever truly know who the war god will favor.

Battleguards of Tempus can only be of Chaotic Neutral, Chaotic Good, True Neutral, and Chaotic Evil alignments

Abilities:

- **Spiritual Weapon: Battleaxe** - 'Battle Prowess' once per day
The Battle Prowess battleaxe is the spiritual weapon of Battleguards, and is wielded as if the caster had grand mastery in the weapon. The Battle Prowess is a regular weapon at

levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.

- Can place two proficiency stars in any melee weapon a cleric can use.
- Can go into a Berserker Rage once per day
- From level 7 can cast Holy Power once per day, as fourth level cleric spell of the same name
- From level 9 can cast Chaos once per day, as fifth level mage spell of the same name
- From level 11 can cast Tenser's Transformation once per day, as sixth level mage spell of the same name
- From level 14 can cast Sphere of Chaos once per day, as seventh level mage spell of the same name
- Cannot be proficient in ranged weapons

Sphere Access:

- Major access to the spheres of animal, combat, chaos, divination, elemental, necromantic, protection, and war
- Minor access to the spheres of all, guardian, healing, summoning, sun, wards and weather
- No access to the spheres of charm, creation, law, numbers, plant and thought

Priest of Tempus (Prestige Kitpack)

Dauntless priests of Tempus, the god of the war, have no fear for burning up their soul in battlefield due to their own faith. They are true warrior and most reliable cleric when you are facing enemies.

Advantage:

- Priest of Tempus can specialize usable weapons.
- Can use 'Encouragement' once per 5 level. All party members gain 2 bonus at THAC0, damage, all saving throws.

Disadvantage:

- Must not be Lawful

Priest Of Tempus (RTTKitpack)

Tempus is the god of wars, and he is also one of the most famous divinities in Amn. Oftentimes bloody warriors believe in this faith. All the evil things they do are for their god, and using this excuse, they are free to do what they want!

Advantages:

- Advanced skills with crushing weapons

- Advanced skills with styles of fighting
- +1 thaco and damage at level 1-10
- Gift of Tempus at level 1-12
- Barbaric Fury at level 1-15-21

Disadvantages:

- No ranged weapons
- Need 16 strength
- -2 wisdom
- Only humans
- Only chaotic neutral

Drow Priest (The Darkest Day) - Needs TDD to be installed

The life of all Drow revolves around the worship of their fearsome spider goddess, Lolth. As such, the Drow Priest is a figure of fear and respect in all cities of the Underdark. The Drow warlike nature is reflected in the priest's skill with the flail and morningstar. However, despite his military skill, the priest's strength has been sapped through neglect of physical training. Instead, the priest devotes himself to the worship of Lolth, an occupation through which he strives to become the chosen of the dark deity. Like all Drow, the priest has an inherent resistance to magic, and can also afflict his enemies with Visions of Pain with the aid of Lolth.

Advantages:

- Gains 5% magic resistance per level up to level 10, then 5% every 2 levels up to level 18
- Can achieve mastery with flail/Morningstar
- Gains Visions of Pain once per day at level 14
- Gains Spider Spawn at levels 10, 13 and 16
- Gains Know Alignment and Dispel Magic once per day
- Gains Acid Bolt at levels 11 and 15
- Receives +1 to maximum Intelligence
- Gains Cloak of Gaer at levels 13 and 16 (13-17 rounds after casting this, the recipient will be healed 4D8 hit points)

Disadvantages:

- Receives -10 to maximum Charisma
- Receives -1 to maximum Strength
- Has no skill with ranged weapons
- Wears no armor greater than studded leather
- Must be of Evil alignment
- Must be an Elf
- Suffers a -2 THAC0 and AC penalty in the sunlight
- As a Drow, is often subject to raids from racial enemies

Enticer (RTTKitpack)

A master of the arts of charm magic, the only aim of the enticer is to "convert" the greatest number of people to his cause. With a mind fixed in equilibrium and through arcane power, an enticer can charm almost all his enemies. Unfortunately, the charmed creatures are conscious of their situation, and so, should the enticer's spell will be disabled (or if someone else disables it) charmed creatures will turn on the enticer and fight with all their rage.

Advantages:

- Never-Ending Charm: Four times per day. One additional casting at level 10
- Never-Ending Dire Charm: Twice per day at level 14, one additional casting at level 18
- Never-Ending Domination: Once per day at level 20, one additional casting at level 25
- Immune to all charm spells.

Disadvantages:

- Alignment must be True Neutral
- Requires: 17 Wisdom and Charisma
- Strength and Constitution: -2

Feywarden of Corellon (Divine Remix) - Needs Cleric Remix to be installed

The leader of the elven pantheon, Corellon Larethian (CORE-ehlon Lah-RETH-ee-yen) is said to have given birth to the entire elven race, although sometimes Sehanine or Angharradh are given credit as well. Elven lore states that the Fair Folk sprang from drops of blood Corellon shed in epic battles with Gruumsh mingled with Sehanine's (or Angharradh's) tears. The Creator of the Elves embodies the highest ideals of elvenkind, and he is the patron of most aesthetic endeavors, including art, magic, music, poetry, and warfare. He is venerated by all the Fair Folk, except the drow and those who have turned to Lolth, Ghaunadaur, Vhaeraun, and other dark powers. Corellon is especially popular with elf and half-elf mages, musicians, and poets.

Ceremonial vestments for priests of Corellon consist of azure robes made of gossamer and embroidered with silver quarter moons. Silver circlets engraved with the Protector's symbol are worn on the brow. The holy symbol of the faith is a silver or mithral lunate pendant worn on a slender chain hung from the neck. When adventuring, Corellon's priests generally favor traditionally elven equipment in conscious imitation of their divine patron.

Feywardens of Corellon must be elves or half-elves, and may be of chaotic good, neutral good or chaotic neutral alignment.

Abilities:

- Spiritual Weapon: Longsword - 'Sahandrian' once per day
Sahandrian is the spiritual weapon of Feywardens of Corellon, and is wielded as if the caster had grand mastery in the weapon. Sahandrian is a regular weapon at levels 1-5, +1

at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.

- May place up to 2 proficiency points in weapons and maximum in fighting styles
- Gains a +1 bonus to saves vs. death
- From level 7 can cast Enchanted Weapon once per day, as fourth level mage spell of the same name
- From level 9 can cast Spell Immunity once per day, as fifth level mage spell of the same name
- From level 11 can cast Protection from Magical Weapons once per day, as sixth level mage spell of the same name
- From level 14 can cast Prismatic Spray once per day, as seventh level mage spell of the same name

Sphere Access:

- Major access to the spheres of all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, sun, war and wards
- Minor access to the spheres of animal, chaos, summoning, plant and thought
- No access to the spheres of elemental, law, numbers, time, travelers or weather

Firewalker of Kossuth (Divine Remix) - Needs Cleric Remix to be installed

Kossuth, Firelord, the Tyrant among Fire, is an Elemental Lord from the Elemental Plane of Fire. He is generally uncaring to his faithful, but continues to grant his priests their powers since their worship increases his power on his home plane. To maintain continued worship he does take a limited interest in his followers' mortal problems, and occasionally makes his presence known with a manifestation, but never an avatar.

Kossuth's church is varied and chaotic since he takes no interest in its structure. As a result it is a collection of cults with each faction coming up with its own ethics, codes, morals, and teachings. Kossuth's symbol varies greatly from faction to faction, but is generally a depiction of fire. It is believed that if Kossuth's following were to somehow become unified he would become a very powerful force in the Realms, something the other gods don't really wish to see happen. Of the four Elemental Lords, the best known and most feared are the cults of Kossuth, who are very powerful in Thay and the lands of the East.

Firewalkers of Kossuth can be of any alignment, but most are evil, reveling in the destructive power of fire. They can be members of any race. They dress in whatever their faction deems appropriate for the representation of their god. This is usually robes and long capes in reds, yellows, and oranges.

Abilities:

- Spiritual Weapon: Flail - 'Tendril of Flame' once per day
The flail is the spiritual weapon of Firewalkers of Kossuth, and is wielded as if the caster had grand mastery in the weapon. The flail is a regular weapon at levels 1-5, +1 at levels

6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.

- Has 2% fire resistance per level.
- From level 7 can cast Fireshield: Red once per day, as the fourth level mage spell of the same name
- From level 9 can cast Sunfire once per day, as the fifth level mage spell of the same name
- From level 11 can cast Conjure Fire Elemental once per day, as the sixth level cleric spell of the same name
- From level 14 can cast Delayed Blast Fireball once per day, as the seventh level mage spell of the same name

Sphere access:

- Major access to all, combat, elemental fire, healing, summoning, and sun
- Minor access to divination, elemental air, elemental earth, protection, and war
- No access to the spheres of animal, astral, charm, chaos, creation, elemental water, guardian, law, necromantic, numbers, plant, time, thought, travel, wards, and weather

Healer (The Darkest Day) - Needs TDD to be installed

The Healer is a cleric who specializes in caring for and healing people. Healers are one of the most common of the priest niches due to the fact that they are not only immune to every sort of physical ailment--be it from poison, disease, even magically- based diseases--but also due to their god-like skill in healing. Moreover, Healers can cast all of the normal priest spells, and the gods themselves have blessed them with an exceptional bonus to constitution and wisdom, allowing them to stand longer in battle whilst healing others. They also gain many extra 'bonus' priest spells. Healers make invaluable members of any adventuring party.

However, the Healer's sole concentration on healing has left him with little in the way of fighting skills, and although he can use the same weapons as other priests, he cannot gain more than proficient status with them. Also, because there was little training done during his formative years, the strength and dexterity of the priest suffers, though his god-given high constitution does something to compensate for this. Healers must also naturally be of lawful good alignment.

Advantages:

- Gain Cure Poisons and Disease innate ability at level 10, 13, and 16
- Gains Heal Serious Wounds innate at level 13 and 16
- Gains Heal innate at level 15 and 18
- Immune to poison and disease

Disadvantages:

- Must be of lawful good alignment
- Gain no fighting style bonuses
- Max strength and dexterity is 15

- Min wisdom of 17 and min constitution of 16
- Cannot dual class

Heartwarder of Sune (Divine Remix) - Needs Cleric Remix to be installed

Sune (pronounced: sue-nee) Firehair is said to be the fairest of all the powers. When she is represented, she is shown as the most beautiful woman in the Realms, with sweeping, radiant, red hair and incredible charms. The Sunite faith is a popular one in large metropolitan areas and among the nobility. Those of a literary or artistic bent, as well as people falling in love or looking for lifemates, often venerate the Lady Firehair.

Sune herself is said to be benevolent and sometimes whimsical, alternating between deep passions and shallow flirtations. She has been romantically linked with many of the Faerûnian powers in the myths of the Realms, though she has never shown any love at all for the gods of fury, Talona, or Tempus, since their functions posit the destruction of many beautiful things, both living and inanimate. Currently, she is rumored to have been rather smitten by the noble actions of Torm at Tantras during the Time of Troubles.

Sune's specialty priests, known as Heartwarders of Sune, are aesthetes and hedonists who actively seek out pleasure and beauty in all things, and who nurture the creation of beautiful objects. They are typically found in large cities in the company of the cultural elite. Most are active patrons of the arts, and all play the role of matchmaker for persons in all levels of society. Many are employed as artists, crafters, performers, or instructors, though a few travel the world to promote beauty and love.

Heartwarders of Sune can only be of Neutral Good, Chaotic Good, and Chaotic Neutral alignments.

Abilities:

- **Spiritual Weapon: Flail - 'Shock Flail'** once per day
The Shock Flail is the spiritual weapon of Heartwarders of Sune, and is wielded as if the caster had grand mastery in the weapon. The Shock Flail is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- +1 Charisma
- From level 7 can cast Emotion once per day, as fourth level mage spell of the same name
- From level 9 can cast Flamestrike once per day, as fifth level cleric spell of the same name
- From level 11 can cast Misperceive once per day, as sixth level mage spell of the same name
- From level 14 can cast Mantle once per day, as seventh level mage spell of the same name

Sphere Access:

- Major access to the spheres of all, astral, charm, creation, divination, guardian, healing, protection, sun, thought, time
- Minor access to the spheres of combat, elemental, necromantic, summoning
- No access to the spheres of animal, chaos, law, numbers, plant, travelers, war, wards, weather

Holy Strategist Of The Red Knight (Divine Remix) - Needs Cleric Remix to be installed

Holy Strategist is the name by which a cleric of the Red Knight is known, and it is an apt title indeed. By devoting themselves to mastering military tactics and strategy, these militant clerics hone their minds and bodies into the deadliest weapons in Faerun. So impressive is their reputation that armies outnumbering their foes three to one have been known to surrender upon learning that a Holy Strategist leads the opposing force.

Collectively, the clerics of the Red Knight are referred to as the Red Fellowship. Many members serve as high-ranking commanders in armies throughout Faerun, often personally leading elite "special forces" units. Others who are not directly in the employ of the church serve as instructors at military academies or as quartermasters in charge of keeping the troops on the front line fed and supplied. When they are not in battle, Holy Strategists wear flowing robes of red accented with white.

Holy Strategists of the Red Knight can only be of Lawful Good, Lawful Neutral, and Lawful Evil alignments.

Abilities:

- **Spiritual Weapon: Longsword - 'Checkmate'** once per day
The Checkmate is the spiritual weapon of Holy Strategists, and is wielded as if the caster had grand mastery in the weapon. The Checkmate is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- Can cast **Infravision, Clairvoyance, and Wizard Eye** as divine spells
- At 13th level, Holy Strategists can make two melee attacks per round
- From level 7 can cast **Haste** once per day, as third level mage spell of the same name
- From level 9 can cast **Defensive Harmony** once per day, as fourth level cleric spell of the same name
- From level 11 can cast **Mass Cure** once per day, as fifth level cleric spell of the same name
- From level 14 can cast **Mantle** once per day, as seventh level mage spell of the same name

Sphere Access:

- Major access to the spheres of all, charm, combat, divination, guardian, healing, law, protection, war
- Minor access to the spheres of necromantic, summoning, thought, travelers, wards

- No access to the spheres of animal, astral, chaos, creation, elemental, numbers, plant, sun, time, weather

Holy Swordsman (Region of Terror) - Needs RoT to be installed

Holy Swordsman's training has focused on swords. They haven't been trained in the arts of magic and thus cannot use any priest spells. The idea to train Holy Swordsmen came from a great paladin fighter about three hundred years ago. He was known as one of the best fighters of his time. It is an honor to be trained as a Holy Swordsman.

Advantages:

- Can achieve Grand Mastery with Two-handed Swords and Two-handed Weapon Style
- Can achieve Master level with all other swords

Disadvantages:

- May not use any priest spells

Morninglord of Lathander (Divine Remix) - Automatically installed with Cleric Remix

Lathander, also called the Morninglord, is the god of the spring, dawn, birth, and renewal, a god of beginning and hidden potential, a deity of conception, vitality, youth, renewal, and self-perfection. He is the commander of creativity. He is a native of the plane of Elysium, and he is on good terms with Chauntea. Lathander's symbol is a simple disk of rosy pink hue. These disks are often cut of rose quartz or similar minerals.

Lathander is a god of beginnings, and even individuals who worship other gods still offer a prayer to him at the start of a journey of endeavor. Lathander's name is invoked to seal alliances and start new ventures or companies. As a result, Lathander is very popular among the merchant classes, and has benefited accordingly.

Morninglords of Lathander can only be of Neutral Good, Lawful Good, Chaotic Good, and True Neutral alignments.

Abilities:

- **Spiritual Weapon: Mace - 'Dawn's Embrace'** once per day
The mace is the spiritual weapon of Morninglords of Lathander, and is wielded as if the caster had grand mastery in the weapon. The mace is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- **Boon of Lathander** once per day. This spell lasts for 6 seconds per level of the caster. It gives the caster +1 to hit, +1 to damage, +1 to all saving throws and gives the caster 1 extra attack per round. It also protects the recipient from level drain.

- From level 7 can cast Hold Undead once per day, as third level mage spell of the same name
- From level 9 can cast Flame Strike once per day, as fifth level cleric spell of the same name
- From level 11 can cast Heal once per day, as sixth level cleric spell of the same name
- From level 14 can cast Greater Restoration once per day, as seventh level cleric spell of the same name

Sphere Access:

- Major access to the spheres of all, astral, charm, creation, elemental, healing, necromantic (restorative forms only), plant, sun, thought, wards, weather
- Minor access to the spheres of combat, divination, guardian, time
- No access to the spheres of animal, chaos, law, numbers, protection, summoning, travelers, war

Painbearer of Ilmater (Divine Remix) - Needs Cleric Remix to be installed

Ilmater is the Crying God, the god of endurance, suffering, martyrdom, and perseverance. It is he who offers succor and calming words to those who are in pain, oppressed, or in great need. He is the willing sufferer, the one who takes the place of another to heft the other's burden, to take the other's pain. He is the god of the oppressed and unjustly treated. In early days Ilmater's symbol was a blood stained rack, but of late a set of white hands bound by a blood red cord is used. The latter symbol has increased Ilmater's popularity in the world at large. Ilmater dwells in the Twin Paradises.

The followers of Ilmater are often perceived as being intentional sufferers, but in reality they offer a great deal along the "pure clerical" nature of healing and recovery to those who have been hurt. They put others ahead of themselves, are sharing, and emphasize the spiritual nature of life over the gross material body. Ilmater's priests are found where they are needed, which is usually in the worst possible conditions, ministering to the needs of the oppressed, and the poor. They dress simply in gray, with gray skullcaps (blood red for the higher ranks).

Painbearers of Ilmater can only be of Lawful Good, Neutral Good, and Lawful Neutral alignments.

Abilities:

- **Spiritual Weapon: Fist - 'Hand of Ilmater'** once per day
The Hand of Ilmater is the spiritual weapon of Painbearers. The Hand of Ilmater does 1d6 base damage and is treated as if the caster is a grand master. The Hand of Ilmater is treated as a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 25 and above. The Hand of Ilmater lasts for one round per level of the caster, up to 20 rounds.
- **Can Lay On Hands** once per day

- From level 7 can cast Neutralize Poison once per day, as fourth level cleric spell of the same name
- From level 9 can cast Ilmater's Endurance once per day. The Painbearer draws upon Ilmater to be able to shoulder the burden of trials ahead. For 1 round per level of the Painbearer, the cleric gains +2 to saves, doubles HP, is immune to panic and disease, and will stand firm in the face of any charge or force.
- From level 11 can cast Heal once per day, as sixth level cleric spell of the same name
- From level 14 can cast Regeneration once per day, as seventh level cleric spell of the same name

Sphere Access:

- Major access to the spheres of all, charm, creation, guardian, healing, law, necromantic, protection, and travelers
- Minor access to the spheres of combat, elemental, summoning, sun, wards, and weather
- No access to the spheres of animal, astral, chaos, divination, numbers, plant, thought, time, and war

Priest of Amaunator (The Darkest Day) - Needs TDD to be installed

Amaunator priests are believers and worshippers of the great god of the sun Amaunator. They are universally known to be of a good alignment a nature. Some people have found that they are not always this way but these cases are extremely rare. In exchange for their worship, they gain many benefits from the god of the sun; mostly based on the power of the sun itself. The benefits range from offensive or defensive aids to even allowing the priest to replicate the material form of Amaunator. Such bonuses from a god in exchange for worship certainly explain why people choose such a deity to believe in.

Advantages:

- Can cast Amaunator's Uncertainty 2 times per day. (Makes all creatures in the current area lose quickness of judgement and stun them for three rounds.)
- Can create a sun scepter at levels 12 and 16 for 1 turn (This spell creates a weapon of sun fire that causes 1D8+3 damage and has a 15% chance of dominating the target for 2 turns. If they are dominated, then they are fully healed.)
- They permanently resist fire.
- They can ignite at levels 14-18 for 1 turn (This will ignite the priest in a ball of ember. He will inflict 2D8+3 damage and 1D4 fire damage with his bare hands, as well as gaining an extra 50% fire resistance)

Disadvantages:

- Has a -1 to his max constitution
- Wears a max of splint mail armor

Priest of Arithaan (Ashes of Embers)

The priests of Arithaan do not concern themselves overmuch with the intrigues of man, but concentrate almost solely on the study of magic, be it divine or otherwise. It is almost certain that a priest of Arithaan will journey to the Isle of Argoniss at least once during their lives, as it is considered to be the most holy place in the world. Even then, a priest may not gain access to the hidden areas of the island unless he is admitted into the Council of Argoniss.

Harsh rituals must be undertaken to join the priesthood, which often leave a prospective cleric weakened for the rest of their lives.

Advantages:

- +1% Magic Resistance/level
- +1 Save vs. spells

Disadvantages:

- Maximum of 15 Constitution
- Requires 6 Constitution, in addition to 9 Int & Wis
- Cannot wear any armor or helms

Priest of Auril (Enhanced BG2)

Auril, called the Ice Virgin, is the Goddess of cold and winter. She is most powerful in those regions, which are afflicted by severe winters or lie on the edges of Great Glaciers. Auril is very similar to Umberlee. She is worshiped out of fear. She serves Talos and their ethos are very similar, to rise above the others, becoming the true God of Destruction. Similar to Umberlee, she saw many of her own powers used by Talos. In consequence, winters became more severe. Consequently, this was done to remind people, who still controls power of cold.

Advantages:

- Gains +3% resistance to cold for every level
- Once per day for every 5 levels can use 'Ice missile'
- Gains lots of spells as innate abilities. They are listed below:
 - At level 8: Chill touch
 - At level 11: Protection from cold
 - At level 14: Ice storm
 - At level 17: Cone of cold

Disadvantages:

- Must be chaotic neutral or chaotic evil
- Get a -20% penalty to fire resistance

Priest of Auril (The Darkest Day) - Needs TDD to be installed

The Priests of Auril are followers of the Goddess of Cold Fury. They are loyal to their goddess in a very fierce manner, and any suggestion of insult to their deity will instantly spark rage in their hearts. They are usually of Neutral Evil alignment. A Priest of Auril gains several offensive and defensive abilities based on the manipulation of ice and cold.

Advantages:

- Has a permanent 50% resistance to Cold-induced damage
- Gains Fire Shield Blue at levels 10 and 16
- Gains Ice Storm at level 10
- Gains Cone of Cold at level 10
- Can cast Freezing Hands once per day (a Cold-based version of Burning Hands)
- Gains Heart of Ice at levels 12 and 15 (causes a target to be stunned, frozen, turn black and shatter if it fails a Saving Throw vs. Death)

Disadvantages:

- Must be of Neutral Evil alignment
- Must be a Human or Half-Elf
- Cannot use ranged weapons with any skill
- Wears no armor Heavier than Studded Leather

Priest of Auril (Region of Terror) - Needs RoT to be installed

Auril is the good goddess of ice and thus her priests have a special interest in ice. Their faith grants them full immunity against cold and they can even use the mage spell Ice Storm.

Advantages:

- 100% immunity against cold
- Can use the spell Ice Storm (get's a special, more powerful Ice Storm spell at level 18)

Disadvantages:

- None

Priest of Cathoun (Ashes of Embers)

The Priests of Cathoun are well respected throughout the world for their impartial, yet fair decisions. When people have a disagreement to be settled, they often go to a Cathounite to help them come to a decision, because their rulings are known for being fair and just.

They promote trade by sending delegations to various nations and acting as middle men for the negotiations. Although rarely seen in combat, their orders focus instead on healing and other such ways of aiding others.

Of course, mortals are not as perfect as the gods and there are occurrences when a truly selfish person gains a position of power under Cathoun. They use and abuse the trust their position inspires for their own selfish gains. Wealth and comfort are usually what these types seek.

Advantages:

- Gains Friends (level 1), Charm Person (level 2), Dire Charm (level 3), Double Strength Bless (level 3) and Double Strength Chant (level 4)

Disadvantages:

- -1 HP per level
- +1 AC Penalty
- Cannot put points in any fighting style
- Must not be Chaotic

Priest Of Cyric (RTTKitpack)

Cyric is the god of hatred and lies. The duty of the priest of Cyric is to convert others to this obscure creed. His followers are deposed to do any crime to please their god.

Advantages:

- Stop Undead at level 1-7-20
- Fascination of Evil at level 1-7-20
- Invisible Hunter at level 1

Disadvantages:

- Need 14 intelligence, wisdom and charisma
- Only evil personages

Strifeleader of Cyric (Divine Remix) - Needs Cleric Remix to be installed

Cyric (seer-ick) is a megalomaniacal deity with an immense following. One of the three greater powers of evil on Faerûn, he is petty and self-centered, and enjoys misleading individuals of all inclinations so that they perform acts that ruin their lives or so that they make fatal mistakes. He drinks the tears of disillusioned dreamers and broken-hearted lovers. He is not above an alliance with another deity as long as he thinks he can betray the other divine power and come out ahead.

Cyric's church is pledged to spread strife and work murder everywhere in order to make folk believe in and fear the Dark Sun. It supports cruel rulers and indulges in intrigue in such a way that the world won't be overrun by wars (and thus falls under the sway of Tempus). His church is often beset by internal feuds and backstabbing, but this conflict has decreased in recent years as Cyric has gained better control of himself and has consolidated the churches of the deities whose portfolios he took over.

Strifeleaders wear black and purple robes. Silver bands, the symbol of their enslavement to Cyric, are worn on their wrists. Strifeleaders of Cyric may be of Chaotic Neutral or any Evil alignment.

Abilities:

- **Spiritual Weapon: Long Sword - 'Razor's Edge'** once per day
Razor's Edge is the spiritual weapon of Strifeleaders of Cyric, and is wielded as if the caster had grand mastery in the weapon. The Razor's Edge is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- May coat his weapon in poison once per day per 6 levels. Attacks made in the next round with that weapon will inject the poison into the target, dealing out 1 damage per second for 24 seconds (3 damage for the first 6 seconds). A saving throw vs. poison limits damage to 12 total.
- From level 7 can cast **Dread Blast** once per day. Fires a ray of negative energy that deals 4d8 damage +1/level (max +20) and confuses target for 1 round (save vs. spell at -2 to negate confusion)
- From level 9 can cast **Chaos** once per day, as fifth level mage spell of the same name
- From level 11 can cast **Death Fog** once per day, as sixth level mage spell of the same name
- From level 14 can cast **Sphere of Chaos** once per day, as seventh level mage spell of the same name

Sphere Access:

- Major access to the spheres of all, astral, charm, combat, guardian, healing, necromantic, summoning, sun, time, war, weather
- Minor access to the spheres of divination, elemental, numbers, protection
- No access to the spheres of animal, creation, chaos, law, plant, thought, travel, wards

Priest of Deneir (Region of Terror) - Needs RoT to be installed

Deneir is the neutral god of wisdom and illusions. His servants can cast some illusion spells and can evade magical attacks with more success than other priests.

Advantages:

- Can use **Invisibility**, **Improved Invisibility** and **Invisibility 10' Radius**
- Gets -4 to all **Saving Throws**

Disadvantages:

- None

Priest of Lahan-riyashal (Ashes of Embers)

The followers of Lahan-Riyashal are very diverse and numerous. This is because of the various aspects their goddess reflects, whether it be luck, love, beauty, nature, or any one of the myriad of possibilities. The village priest who aids with the harvest, a travelling healer who mends broken bones and cures the sick, or a druid who protects nature are all priests of Riyashal.

They are known for being steadfast defenders of their beliefs and values, and will defend these to the death if the need arises. This desire to protect often means they are less effective when attacking in combat, but they are formidable opponents nonetheless.

Advantages:

- +2 HP per level
- Gains “Dire Charm” (level 3), “Luck” (Innate: 1 per day/5 levels, starting at level 2), “Create Food and Water Enhanced” (level 3) and “Lahan's Blessing” (Double Strength Luck: level 3 spell)

Disadvantages:

- 25% Slower THAC0 progression than normal clerics
- +1 initial AC Penalty
- Cannot wear armor greater than studded leather
- Must not be Evil or Lawful Neutral

Priest of Lathuz (Ashes of Embers)

Lathuz is supposedly one of the most powerful gods, equal to the God of the Sun, but his avatar has been encased in the ice of the moon, and so he can only share a fraction of his power to his followers. Their aim is complete dominion over the night. Should the followers of Oron lower their guard for but an instant in an area where there are worshippers of Lathuz, it is likely that their lifeless corpses will be found later the next day.

The name Lathuz is so evil that it is rarely even spoken, and common folk avert their eyes when someone speaks of him, their fear is so great.

Advantages:

- Gains Invisibility (level 2), Horror (level 2), Improved Invisibility (level 4) and Shadow Door (level 5)
- Gains an extra 15% to thief skills to distribute at character creation.
- Poison Weapon as per assassin, once per 4 levels, starting at level 4.
- Can put 3 points in Dual Wield Style

Disadvantages:

- Cannot wear armor greater than Studded Leather

Priestess Of Lolth (RTTKitpack)

The drow also have their gods, and because Return To Trademeet already has two other drow kits, well... things come in threes! Lolth isn't a benevolent deity, and her priestesses should be very careful how they act, lest they fall into disfavour with Her...

Advantages:

- Magic Resistance: +3% per level up to 20
- Magic Resistance: +1% per level from 21
- Dexterity and Intelligence: +1
- Acid Resistance: 10%
- Cast Spider Progeny once per day, with additional castings at levels 15 and 20
- Cast Poison once per day, with additional castings at levels 15 and 20
- Cast Neutralize Poison once per day, with additional castings at levels 15 and 20

Disadvantages:

- Only (Drow) Elves
- Constitution and Strength: -1
- Maximum charisma: 10
- Only evil alignments
- Requires Intelligence: 17
- No ranged weapons

Priest of Loviatar (Region of Terror) - Needs RoT to be installed

Loviatar is the goddess of pain and hurt and her priests are feared all around the world. They hate every other forms of life and Priests of Ilmater are actively hunted and killed when possible. The root of this hatred is simply that Ilmats are so stupidly cheerful when they are hurt and pain seems to make them more fervent about their deity.

Advantages:

- Starting from level 10 can use the spell Pain Touch which decreases the target's combat abilities greatly; -4 to THAC0 and Damage Bonus, -3 to Strength and Dexterity. Saving throw might save the target (-2 bonus to the save)

Disadvantages:

- None

Priest of Malar (The Darkest Day) - Needs TDD to be installed

Malar, the Stalker, the Beastlord, is a chaotic evil god who makes his home in the plane of Tartarus, but often roams the Prime Material Plane, possessing the bodies of his devout in a berserker frenzy. He is the god of marauding beasts, of the savage wild, of bloodlust, and the

hunt. With Umberlee and Auril, he is one of the Gods of Fury who serve Talos. Weakened with the growing strength of Talos, he has found new worshippers among the non-human tribes. His symbol is a taloned, bestial claw.

Priest of Malar will seek out and attempt to destroy druids, regardless of the faith that the druid professes. Because druids fight to maintain a balance, they are the antithesis of the single-minded Malarites. Druid organizations, including the Harpers and followers of Mielikki, also try to seek out and destroy Malar strongholds.

Advantages:

- Gains a number of offensive mage spells
- Armor and shield can still be worn
- Can cast Beast Claw at level 1, 10, and 13 (This gives him a bare-handed attack that causes 4D4+4 damage and gives 1 extra attack per round. This lasts for 6 rounds.)
- Can cast Bloodlust 3 times per day (This makes all party members have immunity to fear and +1 damage for 6 rounds)
- Can cast Rage at levels 8-12 (This gives 1 target 18 strength, +2 saves and an extra attack for 8 rounds.)

Disadvantages:

- Must be chaotic evil.
- No fighting style bonuses
- Weapon skills are restricted to that of a mage
- Must have 17 wisdom and 15 intelligence

Priest Of Mask (RTTKitpack)

Mask is the God of the shadow, the Great Master of all the thieves, and it's not a case if the dark thieves respect him and fear him. A curiosity... Mask is also the God of the merchants...

ADVANTAGES:

- Launch Chaos Word at level 1x2, 10, 15, and 20
- +2 Charisma
- Immune to charm, confusion, mental regression

Disadvantages:

- Least 16 Charisma
- No dwarf, gnome and halfling
- Only Chaotic Neutral or Neutral Evil
- -1 Wisdom
- You can memorize one spell less of 1, 2, 3 and 4 level

Priest of Mystra (The Darkest Day) - Needs TDD to be installed

Mystra is the goddess of magic, which makes her one of the most powerful deities in the Realms. Known also as the Lady of Mysteries, she is said to have taught the first spellcaster of the Realms, and to have enabled many of the races to use magic.

During the Time of Troubles, Mystra was destroyed and replaced by a mortal named Midnight who took the mantle of goddesshood and the goddess's portfolio. At this time, Mystra's stated alignment shifted from lawful neutral, maintaining the balance in use of magic, to neutral good, reflecting the mortal's attitudes towards the uses and purpose of magic.

In the field, all priests of Mystra wear armor, and bear the symbol of Mystra on their shields as a display of their faith. They can use all bludgeoning weapons and the same magical items allowed by both clerics and wizards, except wizard scrolls.

Advantages:

- Can cast wizard spells from the school of evocation
- Has +2 saves vs. death bonus

Disadvantages:

- Requires 14 Intelligence
- Requires 12 Wisdom
- Wears a max of splint mail armor

Priest of Oghma (Prestige Kitpack)

Oghma, lord of knowledge and invention, curiosity promises fully knowledge to his priests. this priests are not the most 'magnificent' fighters, but they give helps everywhere... like knowledge itself.

Advantage:

- Gains 2 additional lore per level.
- Can use 'Alchemy' once per 8 levels.
- Can use any items on level 20.

Disadvantage:

- Must not be Chaotic.

Lorekeeper of Oghma (Divine Remix) - Needs Cleric Remix to be installed

Oghma is the god of knowledge and invention, the Binder of What is Known, and the Patron of Bards. He is the most powerful god of knowledge in the Realms (second if you consider magical

ability as knowledge, with Mystra at its head). Deneir and Milil both act as intercessors for Oghma, carrying new information both to him and to those whom Oghma favors.

Oghma's followers believe that knowledge is most supreme, particularly in its raw form, the idea. An idea has no weight but can move mountains. It has no height but it can dominate a nation. It has no mass but it can push aside empires. Knowledge is the greatest tool of humankind, outweighing anything made by mortal hands. Before anything can exist, the idea must exist.

Lorekeepers of Oghma can be of any race and alignment.

Abilities:

- **Spiritual Weapon: Longsword - 'Mortal Strike'** once per day
The longsword is the spiritual weapon of Lorekeepers of Oghma, and is wielded as if the caster had grand mastery in the weapon. The sword is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- Gain a base of 10 lore/level.
- From level 7 can cast Secret Word once per day, as fourth level mage spell of the same name
- From level 9 can cast Oracle once per day, as fifth level mage spell of the same name
- From level 11 can cast Power Word: Silence once per day, as sixth level mage spell of the same name
- From level 14 can cast Ruby Ray of Reversal once per day, as seventh level mage spell of the same name

Sphere access:

- Major access to the spheres of all, astral, combat, charm, divination, elemental, guardian, healing, protection, summoning, thought and travel
- Minor access to the spheres of animals, creation, necromantic, sun and wards
- No access to the spheres of chaos, law, numbers, plant, time, war and weather

Priest of Oron (Ashes of Embers)

The priests of Oron are the inquisitors of this world. They seek out those who oppose their laws, and destroy them. This means those who break the law, those who use it unjustly, and those who dabble with undeath are at odds with them. Their unwavering faith and iron will when pursuing their goal has made them the most powerful church in the world, with the others either cooperating as best they can, avoiding the followers of Oron entirely, or opposing them in secret.

Oron also goes by the names; The Keeper, The Iron Judge, and Voidbane.

Advantages:

- +1 THAC0 every 5 levels

- +1 HP per level
- +1/2 attack/round at level 7 and 16
- Gains “Oron’s Sunray” (level 6), “Oron’s Judgement” (level 4) and “Purge Undead”
- Can become specialized in any of the available proficiencies (2 stars).
 - Hammer, Mace, Morning Star, Flail, Axe

Disadvantages:

- Must be Lawful
- No healing spells

Priest of Selune (The Darkest Day) - Needs TDD to be installed

The priests of Our Lady of Silver (as Selune is otherwise known) are a powerful force for goodness in the Forgotten Realms. However, their chaotic nature makes them somewhat unpredictable and willful. The patronage of Selune bestows upon her clerics a bonus against malicious spells directed at them. A mystical bond that exists between Selune and her chosen allows the clerics to create a faint nimbus of moonlight around them which permits them to see in the dark. This ability is analogous to infravision which is an innate capacity of the non-human races in Faerun. The clerics' devotion to their goddess allows them to cast a number of low level spells. However, their spell selection is largely restricted by their alignment, and the majority of these are of a healing or supporting nature.

The clerics are able to wear armor and use a shield to protect themselves from enemies, but are restricted to the same weapon types as the majority of magic-users in Faerun. Their religious devotion prevents advanced specialization with weaponry and combat bonuses.

Advantages:

- +2 to saves vs. spells
- Infravision
- Can have 3 slots devoted to the sling
- Can cast Moon Shield at levels 8, 12, and 16 (This creates a faint shimmering shield that gives +1 to saves vs. death, fear, and prevents level draining for its duration. It lasts for 1 round per 2 levels of experience (max of 2 turns).)
- Can cast Moon Fire at levels 1, 12, and 16 (does 2D4 +2 damage per level of the caster up to a max of +20).
- Can cast Moonblade at level 14 that will last for 1 round per level. As it's made of moonlight, they can wield it without breaking the laws of priesthood. The blade inflicts 1D12+4/ +3 damage and THAC0 vs. undead.

Disadvantages:

- Must be of a chaotic good alignment
- Needs 17 wisdom and 15 intelligence
- Weapon restrictions are the same as a mage

- No fighting style bonuses
- Wears a max of studded leather armor

Silverstar of Selûne (Divine Remix) - Needs Cleric Remix to be installed

Selûne (pronounced: seh-loon-ay), Our Lady of Silver, is the goddess of the moon, the stars, and those who use them to navigate. Her eternal foe is the evil Shar, goddess of darkness, night, loss, and forgetfulness. Selûne is often called the Moonmaiden for her connection to the silver moon that orbits Faerûn. She is the goddess of the moon and travelers. Selûne's home plane is The Gates of the Moon with her home a shining hall of silver called Argentil.

Non-evil lycanthropes honor Selûne as the master of their fate as do astrologers and fortune tellers. Selûne is also growing popular among alewives, laundresses, seamstresses and servants with the message of female empowerment. She is also worshiped by female spellcasters, navigators and sailors.

Selûne's clerics, called Silverstars of Selûne, are dedicated advocates of freedom and tolerance, wanderers on the path of truth and absolute foes of Shar. They seek to build harmony among lycanthropes and non-shapechangers, and they protect the weak and the oppressed everywhere. They cannot abide slavery, and they hate most undead. They rarely settle in one place for long, instead moving along when seized by wanderlust or enticed by a new cause or mission. They deal with lunar energies and phenomena and are, to a limited degree, able to wield the power of the moon, bringing its fierce, pure white light to Toril to advance the goddess's wishes.

Silverstars of Selûne can only be of Chaotic Good, Neutral Good, and Chaotic Neutral alignments

Abilities:

- **Spiritual Weapon: Mace - 'Moon's Hand'** once per day
The Moon's Hand is the spiritual weapon of Silverstars of Selûne, and is wielded as if the caster had grand mastery in the weapon. The Moon's Mace is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- **Infravision**
- **Can cast Moon Shield** once per day. Upon casting this spell, the Silverstar receives a resistance to all magic. The resistance conferred is 2% per level of the cleric up to a maximum of 40% at 20th level. This resistance is set so if the target already has more magic resistance than the cleric would confer, it will actually lower it to the set value. This effect will last for the duration of the spell or until dispelled.
- **From level 7 can cast Free Action** once per day, as fourth level cleric spell of the same name
- **From level 9 can cast Sunfire** once per day, as fifth level mage spell of the same name
- **From level 11 can cast Summon Air Elemental** once per day, as sixth level mage spell of the same name

- From level 14 can cast Protection From The Elements once per day, as seventh level mage spell of the same name

Sphere Access:

- Major access to the spheres of all, animal, astral, combat, divination, guardian, healing, necromantic, numbers, summoning, sun, travelers, weather
- Minor access to the spheres of charm, elemental, plant, wards
- No access to the spheres of chaos, creation, law, protection, thought, time, war

Priest of Shar (The Darkest Day) - Needs TDD to be installed

Shar is the goddess of darkness, night, loss, and forgetfulness. She resides in the extradimensional plane of Hades. Shar is an unusual power in that she seems to have multiple aspects that have different alignments, the most obvious example is Sharess who gained enough of a following to break away from Shar and become a separate entity. An aspect of Shar that deals with forgetfulness has priest that are either neutral or neutral good. The priests for this aspect, called Darkcloaks, are detailed in the book Warriors and Priest of the Realms.

Shar's main aspect is worshipped by those who deal in the night (such as thieves), who hate the light (such as goblin races and their allies), and who feel bitterness and loss. Her symbol is a black disk with a border of deep purple.

Advantages:

- Can Cast Armor of Darkness once per day (this will last for 1 round/level of the caster, also for every 4 levels of exp it will grant a +1 to AC up to a max of +4)
- Can summon creatures of darkness at levels 14-16 (summons 1, sometimes 2 creatures than can drain ability scores for 8 rounds)
- Can cast Dark Bolt at levels 10-12-14 (this inflicts 3D4 damage, paralyzes the target if they fail a save vs. death, and poisons and silences them if they fail a save vs. spells)
- +3 to saves Vs death

Disadvantages:

- Must be a neutral evil
- Have a -5 to charisma
- Wear a max of studded leather armor
- Have a slightly slower rate of gaining THAC0 than a regular priest

Nightcloak of Shar (Divine Remix) - Needs Cleric Remix to be installed

Shar is the goddess of darkness, night, loss, and forgetfulness. Her main aspect is worshipped by those who deal in the night (such as thieves), who hate the light (such as goblin races and their allies), and who feel bitterness and loss. Her symbol is a black disk with a border of deep purple.

Shar's mortal enemy is the goddess Selûne and the two fight on a number of levels throughout their immortal lives. There is a continual war between the two faiths and jihads against Selûne and her followers are common where Shar is strong.

Clerics of Shar are called Nightcloaks. They exist outside the standard church hierarchy. Shar has no main temple, but instead has a scattering of cells and secretive places throughout the Realms. The Nightcloaks of Shar serve as contacts, messengers, and enforcers of the Dark Lady's will.

Nightcloaks of Shar can only be of Neutral Evil, Lawful Evil, Chaotic Evil, and True Neutral alignments.

Abilities:

- **Spiritual Weapon: Chakram - 'Disc of Night'** once per day
The Disc of Night is the spiritual weapon of Nightcloaks. The chakram is treated as a returning dart and is wielded as if the caster had grand mastery in the weapon. The chakram is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- Immune to all forms of Blindness.
- From level 7 can cast Confusion once per day, as fourth level mage spell of the same name
- From level 9 can cast Feeblemind once per day, as fifth level mage spell of the same name
- From level 11 can cast Invisible Stalker once per day, as sixth level mage spell of the same name
- From level 14 can cast Power Word, Stun once per day, as seventh level mage spell of the same name

Sphere Access:

- Major access to the spheres of all, charm, combat, divination, guardian, necromantic, protection, and thought
- Minor access to the spheres of creation, elemental and healing
- No access to the spheres of animal, chaos, law, numbers, plant, summoning, sun, war, wards and weather

Priest of Thieron (Ashes of Embers)

The Priests of Thieron are not one of the most powerful churches in Azmanorr, because they tend to be introspective and quiet, and rarely stay in one place for long. It is quite common for a

priest to spend weeks or even months on the road, either travelling to distant lands, contemplating life, or just enjoying the countryside. When the need is great, they will not hesitate to defend their friends, to the point of death, if need be.

Alignment: Non-lawful

Advantages:

- Gains Sleep (level 2), Greater Sleep (level 5, similar to Emotion: Hopelessness), Free Action once per day (innate), Haste (level 5) and Focus (level 3: Reduces casting times of the target by -1 at level 5, -2 at level 9, and -3 at level 12. Lasts 10 turns.)
- May put points in all fighting styles except Sword and Shield

Disadvantages:

- -2 to Save vs. Petrification/Polymorph
- Cannot wear armor greater than Chain Mail
- Must not be Lawful

Priest of Tybboch (The Darkest Day) - Needs TDD to be installed

Priests of Tybboch are often malicious and mostly insane men who have had their minds tainted by the corrupt touch of their god. When they make the decision to serve the god of disease, Tybboch, they are bound to this choice, and cannot change classes thereafter. Any attempt to Dual Class would result in a slow, steady death caused by a disease sent by Tybboch himself. Priests of Tybboch tend to prefer small towns with small populations. In particular, they look for towns or villages that have been touched by disease and death. A Priest of Tybboch feels that it is his job to finish the chaos that his god has begun. Followers of Tybboch are universally male, but there have been reported exceptions. They set up their temples or churches in broken old buildings and squats to reduce the attention from outsiders. The priests themselves mainly ignore each other unless they face a powerful enemy. More often than not they will plot against each other to gain favor with their god.

Advantages:

- Has a bonus +6 HPs
- Can Dominate Undead at levels 10 and 14 (Dominated for 2 rounds if they fail save vs. spells at -1)
- Gains Cure Light Wounds at levels 10 and 12
- Gains +1 to THAC0 every 3 levels from levels 7 to 19
- Can cause decaying at levels 12, 14 and 16
- Is immune to disease

Disadvantages:

- Receives -1 to maximum Wisdom

- Cannot Dual Class
- Must be Lawful Evil or Neutral Evil
- Must be a Human, Half-orc or Dwarf

Priest of Tyr (The Darkest Day) - Needs TDD to be installed

Tyr Grimjaws, Tyr the Even-Handed, Wounded Tyr, the Maimed God, and Blind Tyr. All of these names represent the Realms' god of justice. Tyr appears as a noble warrior missing his right hand, lost in proving his resilience and strength of spirit. In recent years, he has been shown blinded as well, a fatality of the Time of Troubles and the Avatars. He is the only greater power to be of Lawful Good alignment, and is said to make his home in the lower slopes of the great mountain that is the Seven Heavens. Tyr's symbol is the scales resting upon a warhammer, and shows his nature: Justice through the strength to enforce that justice. Tyr is served by the lesser god Torm.

Tyr and his followers are devoted to the cause of justice, to the righting of wrongs and the deliverance of vengeance. This is not necessarily equality or fairness, as some make the maimed god out to represent, but rather the discovery of truth and the punishment of the guilty. Tyr's followers tend to be stiff-necked about theology, and see matters in black and white terms. He is most popular with bureaucrats, judges, and merchants who make the entire system move efficiently.

Advantages:

- Can devote 2 slots to the warhammer
- Has a +1 bonus to damage with the warhammer
- Can cast Boon of the God at level 12 (This fully restores the priest to normal and 100% health; it also grants him +10 hit points to his max, but blinds him and lowers his THACO by 1 for 2 turns)
- Can cast Fire of Justice at levels 10, 12 and 15 (This does 1D4 damage, +1 extra damage per level of experience up to a maximum of +10)

Disadvantages:

- Requires 14 Strength and 16 Wisdom
- Must be a Gnome or Halfling

Priest of Ulix (Ashes of Embers)

The Master of Undeath and his followers are everything that the followers of the Moon are, but with less subtlety, and more savagery. Orgies of blood and death mark their path; human sacrifice and random murder taint the lands they inhabit.

The followers of all other gods except possibly the Moon kill these foul creatures--for they are not considered human--on sight, and when a cult of Ulix is suspected to have entered an area

the inhabitants generally flee or band together to destroy them. When they seek to hide, they generally claim to be followers of any of the other gods.

Tales of vampirism among the members is a rumor many folk believe, and the promise of eternal beauty and youth tempt many into joining the dark religion.

Advantages:

- Gains Larloch's Minor Drain (level 2), Vampiric Touch (level 4), Plague of Uulix (Innate: 1 per day, +1 every 4 levels)

Disadvantages:

- -1 Charisma per level to a minimum of 3
- Must be Evil

Priest of Yathar (Ashes of Embers)

The priests of Yathar are rarely welcomed in any stable area, for they bring with them the chaos and anarchy of Yathar. Sailors are fearful of him, and always offer a prayer to him before setting sail on any voyage. This is possibly one of the largest churches to exist, but the most splintered. There are factions that emphasize rebellion against any and all authority, those that are benevolent and try to overthrow ironfisted and unjust rulers, while others infiltrate the slave trade to attempt to bring it crashing down. There are also those who focus their attention on the sea, by trying to invoke or dispel storms, bless sea voyages, and other similar actions.

Yathar is also known for testing his followers during times of duress. It is a Yatharite maxim not to take anyone for granted, nor to rely on anything completely. On occasion a spell cast by a priest of Yathar will fail completely, which is Yathar's way of teaching his followers to be adaptable, and to use their wits when their magic fails them.

Advantages:

- Gains Chaos (level 5), Confusion (level 4), Purify Water, Dowsing, Free Action (level 3), Hold Monster (level 5), Chain Lightning (level 6), Chaotic Commands (Innate gained at level 8) and Chain Lightning (Innate gained at level 12)
- Gains +1% physical damage resistance per level.

Disadvantages:

- No Summoning Spells
- No Charm/Domination Spells
- Suffers a +2% Miscast Magic for every 3 levels, to a max of 8%
- May not wear armor greater than Chain Mail
- Must be Chaotic

Priest of Yssindarya (Ashes of Embers)

The priests of Yssindarya are either loathed, given grudging respect, or admired--it all depends on who you ask, and which priest you're talking about. The glory and riches that war brings makes her popular among some, but the destruction and violence sours the opinion of others. It is ironic that the bloodshed wrought by war is often what causes some to turn to her, seeking her power and aid in order to get revenge. Some of her most powerful priests and priestesses were scarred by war, both inside and out, only to turn to her as their guide.

Like most deities, she has many names: Lady of Thorns, Bringer of Vengeance, Defender of Those Betrayed, the Red One, and Mistress of Hatred are just a few of those. Her most powerful followers are even rumored to have the ability to petrify an enemy with a single glance of pure hatred. Yssindarya is a harsh mistress, and those who follow her learn early on that the world is a cold and dangerous place. Despite this, it is possible to find a worshipper of Yssindarya who is quite kind and benevolent. They have a strong will to do what's right and just, and seek to mend what is wrong by force of arms.

In ancient times Yssindarya was the goddess of beauty, but her betrayal by Uulix has made her bitter and spiteful.

Advantages:

- Gains Draw Upon Holy Might with a longer duration (1 turn +1 round/level) and Flesh to Stone (level 6)
- Gains an initial +1 Bonus to THAC0 and damage.
- Gains an initial +2 Bonus to hit points.
- May put 3 points in any available weapon proficiency.
 - Bastard Sword, Long Sword, Scimitar, Dagger, Short Sword
- May train in all Weapon Styles

Disadvantages:

- May not cast summoning spells
- No charm/domination/rigid thinking spells
- -50% Cold Resistance

Protector of the Faith (The Darkest Day) - Needs TDD to be installed

A Protector of the Faith is a battle priest that is the front line of the holy guard. They have much better fighting skills than regular clerics, but have poor wisdom as they spend most of their time perfecting their weapon skills. Such a fighter is an asset to any group.

Advantages:

- Can have 3 slots devoted to the Flail, Mace, and War Hammer
- Gains +2 THAC0 bonus at level 14

Disadvantages:

- Receive a -5 max wisdom penalty

Stormlord of Talos (Divine Remix) - Automatically installed with Cleric Remix

Talos is the destructive force of nature. He is the god of storms, forest fires, earthquakes, tornadoes, and general destruction. He makes his home in the aptly named plane of Pandemonium. He attracts the destroyer, the raider, the looter, and the brigand among his followers. Talos' symbol is three lightning bolts, each a separate color, radiating from a central point.

Talos the Destroyer is the dark side of nature, the uncaring and destructive force that lays waiting to strike at any time. Talos is more feared than worshipped, which seems to account for his great popularity as much as anything. The church of Talos exults in the wild destruction of nature at its fiercest, trusting to its own luck and the favor (or ill-favor) of the god to protect it. Church members tend to be fatalistic in nature as a result--almost self-destructive. However, clerics of Talos wish to take as many others with them as possible.

Stormlords of Talos can only be of Chaotic Evil, Chaotic Neutral, and Neutral Evil alignments.

Abilities:

- **Spiritual Weapon: Half-Spear - 'Fury of Talos'** once per day
The Half-Spear is the spiritual weapon of Stormlords of Talos, and is wielded as if the caster had grand mastery in the weapon. The Half-Spear is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds and can be used once per day.
- **Innate electrical resistance of 1% per level**
- **Destructive Blow** once per day. Once per day, a Stormlord can focus the destructive wrath of Talos in combat. This spell grants the Stormlord +2 to damage and +2 to hit for one round per level, up to 20 rounds.
- From level 7 can cast **Storm Shield** once per day. This spell lasts 1 round per level of the caster. It protects the caster from lightning, fire, cold and normal missiles
- From level 9 can cast **Cloudkill** once per day, as fifth level mage spell of the same name
- From level 11 can cast **Chain Lightning** once per day, as sixth level mage spell of the same name
- From level 14 can cast **Earthquake** once per day, as seventh level cleric spell of the same name

Sphere Access:

- Major access to the spheres of all, animal, astral, chaos, combat, elemental, healing, necromantic, summoning, war, weather
- Minor access to the spheres of creation, divination, protection, time

- No access to the spheres of charm, guardian, law, numbers, plant, sun, thought, travelers, wards

Warlock (The Darkest Day) - Needs TDD to be installed

The warlock is a priest who has turned his spiritual power to evil and selfish use. Through years of study and concentration, he has learned to use necromancy and conjuration spells in order to destroy those foolish enough to stand in his way, as well as to protect himself from those who would benefit from his demise. His study of dark magics has allowed him to gain control over the demonic underworld and, at high levels, a warlock can summon a Tanar'ri demon to do his bidding. Ultimately, when a warlock reaches these dizzying heights of power, he becomes totally immune to all necromantic spells.

However, due to his constant magical study, the warlock's physical attributes suffer, his constitution and stamina heavily penalized. Only the most evil of clerics have the potential to become a warlock.

Advantages:

- Gains innate necromancy and conjuration spells at levels 9 through 18.
- At level 18, can summon a Tannar'ri demon for 1 turn
- Has 100% protection from necromancy spells

Disadvantages:

- May only use the staff, but can have 3 slots devoted to it
- -1 penalty to constitution
- -5 penalty to strength
- Must be of evil alignment
- Needs 16 intelligence or higher

Watcher of Helm (Divine Remix) - Automatically installed with Cleric Remix

The god of guardians and protectors, Helm is the epitome of the guardian, the watcher, the guard, and has in years past been greatly venerated by those who need to remain watchful for evil at their doorsteps. Helm is ever-vigilant, and embodies the spirit of lawful neutrality. Helm makes his home on the clockwork plane of Nirvana, in a region separate from Mystra. Helm's Symbol is an open eye painted onto a gauntlet.

Helm teaches that one must be ever vigilant, ever aware, ever prepared for one's enemies. He also serves those who stand, wait and watch carefully. Careful planning will always defeat rushed actions in the end.

Watchers of Helm can only be of Lawful Neutral, Lawful Good, True Neutral, and Lawful Evil alignments.

Abilities:

- **Spiritual Weapon: Bastard Sword - 'Ever Watchful'** once per day
The bastard sword is the spiritual weapon of Watchers of Helm, and is wielded as if the caster had grand mastery in the weapon. The bastard sword is a regular weapon at levels 1-5, +1 at levels 6-10, +2 at 11-15, +3 at 16-20, +4 at 21-25, and +5 at levels 26 and above. The spiritual weapon lasts for one round per level of the caster, up to 20 rounds.
- **Glyph of Warding** once per day, as third level cleric spell of the same name
- From level 7 can cast **Farsight** once per day, as fourth level cleric spell of the same name
- From level 9 can cast **Protection From Normal Weapons** once per day, as fifth level mage spell of the same name
- From level 11 can cast **True Seeing** once per day, as fifth level cleric spell of the same name
- From level 14 can cast **Mantle** once per day, as seventh level mage spell of the same name

Sphere Access:

- Major access to the spheres of all, astral, combat, divination, guardian, protection, sun, wards
- Minor access to the spheres of creation, elemental, healing, war
- No access to the spheres of animal, charm, chaos, law, necromantic, numbers, plant, summoning, thought, weather

DRUID [DRD]

Aerial Druid (The Darkest Day) - Needs TDD to be installed

Aerial Druids have, in the past, had the ability to fly. Such a gift gave them abilities to see places and tread ground that very few races will ever be able to. When being in such hostile places and at heights where the weather can be highly hazardous, they have learned to resist to a certain degree of electricity as they are frequently the victims of lightning strikes. Such wonderful bonuses did, however, make them unable to wear armor, and such treats after they have lost their abilities to fly are carried over. They are unable to deal with the restriction of armor and refuse to wear it.

Advantages:

- +3 to saves vs. breath weapons
- +3 to saves vs. spells
- Have a 50% resistance to electricity
- Can shapechange in to a powerful air elemental at levels 10 and 14

Disadvantages:

- Can wear no armor
- Can only use the following weapons with any skill: Sling, Staff, Club, Knives, and Spears.

Aerial Druid (Region of Terror) - Needs RoT to be installed

Aerial Druids are able to call for air elemental creatures from different planes to help in battles. Aerial Servant is an example of the creatures Aerial Druid can summon. These sorts of abilities are easy to train so they have required no sacrifices from other druid abilities.

Advantages:

- Can summon different kinds of air elemental creatures (one at level 7, two at level 10 and three at level 13)
- Has the normal shapeshifting abilities

Disadvantages:

- None

Aquatic Druid (The Darkest Day) - Needs TDD to be installed

As the title suggests, the Aquatic Druid is a druid that has spent much of her time underwater, where she makes her home. Aquatic Druids are highly unusual creatures, though their dedication to the defense and preservation of their home is unmatched amongst intelligent beings. Often

aquatic druids have parentage that are one-half sea nymph or merman, and the other half a human fisherman or fishwife, and a life spent in their watery domains have given them many special innate abilities both for defense and offense. For example, an Aquatic Druid possesses a substantial cold resistance, and has several water-based spells, such as Water Shield and Stunning Spray at her disposal. They also have special gills on their bodies, which, apart from looking strange and giving them the ability to breathe water, also expel any offensive gases, so they are completely immune to any cloud or gaseous attacks.

However, the Aquatic Druid's strange appearance penalizes the reaction they gain from others, and they cannot use any ranged weapons due to the uselessness of such weapons in the water. They also cannot wear any armor at all as this would suffocate their highly sensitive skin. All fire-based attacks will deal increased damage to the Aquatic Druid. The Aquatic Druid also does not have any other shapeshifting abilities apart from the Great White Shark, and like the other highly specialized druids, she cannot cast any of the normal druid spells. Even in the watery domain of the Aquatic Druid, the balance that nature dictates holds true, and the Aquatic Druid must be of a Neutral Alignment as a result.

Advantages:

- Have a 50% resistance to cold
- Can shapechange into a Sea Guard at levels 10 and 14
- Is not affected by the majority of vaporous gases due to gills

Disadvantages:

- Cannot use ranged weapons with any skill
- Cannot wear any armor

Archer of Sylvanus (Sorcerer's Place Collection)

This type of druid is very unique in the way that they primarily use bows for their weapons. The only other melee weapon they can use is a club. These types of druid have the ability to do severe damage to a target. They can summon the spirits of animals, which are used usually in defense, because of their extreme weakness in melee combat. Only Half-Elves can be an Archer of Sylvanus.

Advantages:

- Gains +1 THAC0 with ranged weapons every three levels through level 21
- Summon Spirit Animal twice per day
- Called Shot at levels 4, 9, 14, and 19
- Hide twice per day plus an additional once per day every five levels. Hide is a combination of invisibility and non-detection that lasts for ten rounds
- +15% Slashing, piercing, and crushing resistance
- Can gain mastery in short bows, longbows, and crossbows

Disadvantages:

- Can only wear up to studded leather
- Can only be proficient with clubs
- Can only use clubs, bows, and crossbows

Blighter (Paladins of Faerun Kitpack)

When a druid turns away from the land, the land turns away from her. Some ex-druids make peace with this change, others seek to restore the bond. A few however, actually embrace their disconnection from nature and become forces of destruction. These few, called blighters, leave their mark wherever they tread.

Sphere access:

- Major: all, necromancy, elemental (all), healing, sun and weather

Advantages:

- Once per day per 4 levels (starting at 5th level) can use 'Contagion touch'. After using that ability, the next touch attack will inflict disease on the enemy. Victim will lose 2 points of strength, constitution and charisma, inflict 10 damage and slow him for next 10 rounds if he fails a saving throw vs. death without a modifier. It's a magic disease which can't be cured by the 'Cure disease' spell.
- At 15th level he changes into an undead creature. Gains immunity to mind-affecting spells, fear and cold. Also, his constitution is changed to 10, but he gains +20 hit points.

Disadvantages:

- Loses all standard druid powers (like normal shape changing and immunities vs. elementals)
- -2 penalty to constitution

Dark Druid (RTTKitpack)

Do you think druids are immune from the influence of evil? Well... you are wrong! The dark druid is a poor reject of nature, and only through dark and evil magics do they succeed in bending the natural world to their will.

Advantages:

- Shadow Transformation: Twice per day at level 1, plus additional castings at levels 15 and 20
- Summon Dog at level 1
- Summon Spider Progeny at level 5
- Summon Mountain Bear at level 15

- Summon Wyvern at level 17
- Cast Slay Animal: Three times per day at level , plus additional castings at levels 10, 15 and 20

Disadvantages:

- Alignment must be Neutral Evil
- Need Wisdom: 18
- Maximum Constitution: 14
- Maximum Charisma: 10

Dream Walker (The Darkest Day) - Needs TDD to be installed

Harnessing the power of light and illusion, the Dreamwalker twines together the threads of fantasy and reality, creating an intricate tapestry of phantom images through which he may dominate and destroy the minds of his foes. A master of the illusionary magic, the Dreamwalker is able to harness the power of illusion in order to maintain the grater balance, whilst deceiving and confusing his enemies.

An added bonus of his immense knowledge of the illusionary and mind bending magic he possesses is the fact that the Dreamwalker is completely immune to all mind control spells, much like the Cerebral Knight. He is also more charismatic than most Druids, though his skills with the twisted images of light and shadow come at a high price. Unlike other druids, the Dreamwalker cannot shapeshift at all, and his strength has been seriously impaired by the immense concentration required to create the phantoms with which he battles the enemies of nature.

Advantages:

- Receives +1 to maximum Charisma
- Gains Visions of Pain at level 14
- Gains Domination at level 1, 12, and 16
- Gains Feeblemind at level 12 and 16
- Is immune to malignant mind-affecting spells

Disadvantages:

- Unable to shapeshift
- Receives -1 to maximum Strength

Elementalist (Prestige Kitpack)

Elementalist is skilled in manipulating natural elements. through all training of nature's way and intimacy with spirits, they can deal with natural essences in very easy way.

Advantage:

- Gain 10% cold, fire, electrical, acid resistance at also level 8 and 13.
- Can cast Conjure Lesser Elementals as 3rd level spell.
- Can use 'Fire/Electrical/Cold/Acid Assimilation' ability once per 10 levels. Gain regeneration 1/sec, selected resistance improves to 110, other elemental resistances decreases by 50 points, and gain 2D4 selected elemental damage bonus in all attacks made by character.

Disadvantage:

- Cannot use druidic shape change abilities.
- Maximum hp is lower than 1, and can get only 1 hp after level 9.

Hivemaster (Paladins of Faerun Kitpack)

The Hivemaster druid lives to foster insectoid and arachnid life wherever it exists. Hivemasters appear somewhat enigmatic. Many attempt to instill insectoid virtues in their followers, such as patience, hard work, and close cooperation. A Hivemaster's grove usually centres on the dwelling place of the creature for which the druid has the greatest affinity - a forest covered with spider webs, a field with beehives, etc.

Sphere access:

- Major: all, animal (only insect-based), elemental (all), healing, plant, sun and weather
- Additional mage spells: Web, Spider spawn, Carrion summon

Advantages:

- +4 to saving throws vs. poison
- Immunity to web and insect summoning spells
- At 7th level can once per day shape change into a giant spider
- At 15th level his connection with insects is rising. He gains infravision (regardless of race) and immunity to poison and hold.

Disadvantages:

- Loses all standard druid powers (like normal shape changing and immunities)
- -2 to charisma penalty

Justifier (The Darkest Day) - Needs TDD to be installed

The justifiers are the most feared druids throughout the realms. Dedicating themselves to the protection of nature through armed combat, their extensive weapons training renders them a terrifying force in battle. Whilst most druids shun open combat, the justifiers believe that ultimately the natural balance justifies their violent conduct. Their fearsome skills in melee

combat bestow upon them a dexterity bonus, but due to the poor sustenance and harsh surroundings which they endure in their forest homes, their strength and constitution are considerably sapped. The justifiers rely heavily on their shape-shifting abilities to aid them in battle; they possess many forms ranging from wild bears to werewolves.

Advantages:

- Has a + 2 to max dexterity
- Can have 3 slots devoted to sling
- Has a large array of shapeshifting abilities starting from bears up to werewolves

Disadvantages:

- Has a -1 to max strength
- Has a - 2 to max constitution

Nature's Ally (Azure NPC)

Nature's Allies have devoted their lives to protecting nature from the abuse of all human and non-human intervention.

Advantages:

- Gains the ability to summon wyverns that assist him/her for 5 turns as follows:
 - 1 level - can summon Baby Wyverns
 - 10 level - can summon grown Wyverns
 - 14 level - can summon Great Wyverns
 - 21 level - can summon Spirit Wyvern
- Gains the ability "Nature's Allies". When cast, all animals in caster sight are charmed unless they make a successful save throw. This ability improves with leveling.
- Can choose a potentially very powerful modification of the Sleep spell as a High-level ability. All creatures in the area of effect must save with -7 penalty or fall asleep.
- Can dual to fighter, cleric and ranger.

Disadvantages:

- Cannot wear armor greater than leather.
- Cannot shapechange

Oozemaster (Divine Remix) - Needs Druid Remix to be installed

Seeping out of every crack and crevice in the dungeon is some foul, monochromatic substance that adventurers wish wasn't there. Just when they get around the yellow mold, green slime drips from the ceiling. Quite often, such abominations well up naturally, but occasionally they are placed by a more deliberate hand--that of the oozemaster.

The oozemaster is not a class for stable individuals. It involves relating one-on-one with things that relate to nothing at all. Unlike the kindred creatures of most druids, the oozemaster's charges have nothing to say. No one has yet developed a Speak with Ooze spell--or if someone has, the ooze haven't responded. Given that oozemasters exude everything but confidence, most of them have few sentient friends and even fewer guests. Thus, they tend to gibber and talk to themselves a lot.

There are, however, substantial rewards to pursuing the path of the oozemaster. As their powers develop they find themselves taking on many of the characteristics of their favored creatures, although they become increasingly alien of mindset and find it harder to relate to others. By this point, though, they tend not to see this as much of a disadvantage.

Advantages:

- May use a Paralytic Touch attack once per day per 5 levels. This spell functions in the same manner to the second level mage spell Ghoul Touch
- From level 5, the oozemaster's alien metabolism makes them immune to poison
- From level 7, may shapeshift to the form of a mustard jelly. This ability is useable 3 times per day
- From level 9, oozemasters become immune to acid
- From level 11, the oozemaster's alien metabolism renders them immune to disease
- From level 15, oozemasters become immune to blindness, sleep, paralysis, stunning and critical hits as they become one with the ooze and lack a discernable internal anatomy

Disadvantages:

- No access to spells from the spheres of animal or plant
- Do not gain other standard druidic special abilities (such as shapeshifting into wolves or bears, or the elemental resistance gained at high levels)
- Suffers a -1 penalty to Charisma at levels 1, 5, 7, 9, 11 and 15 as they become increasingly separated from a humanoid mindset and their features continue to distort

Planar Druid (Region of Terror) - Needs RoT to be installed

Planar Druids have the ability to shapeshift into a demon and they have gained some fire resistance due to the time spent in the demon form. However taking the demon form is dangerous and if the shapshifting doesn't happen in a controlled situation, anything might follow. Therefore Planar Druids have to be experienced before using the ability.

Advantages:

- Can shapeshift into a demon once per day starting from level 14
- Gets +50% to Fire Resistance

Disadvantages:

- Max Dexterity and Intelligence 14 at creation
- No other shapeshifting abilities

Priest of Silvanus (The Darkest Day) - Needs TDD to be installed

Silvanus is the most powerful of the wild nature gods of the Realms and is of equal power to Chauntea who represents a more ordered nature. The two are on good terms as are most of the good and neutral nature deities. He is served by Mielikki, and many of the followers of one deity venerate the other as well. Silvanus takes pride in his true neutrality, and can be found on the plane of Concordant Opposition, the plane of neutrality.

Nature and its perfect balance is the dogma of Silvanus who measures out flood and drought, fire and ice, life and death, in the wilderness.

Advantages:

- Can cast Fire Ward at level 10-12 (this makes an area void of fire damage for 1 round per 2 levels)
- Mulch (this warps wood and weapon handles within a 30ft radius; creatures may drop the weapons due to the painful handle disfiguration)
- Barkskin once per day
- Goodberry 2 times per day
- Thorn Spray 2 times per day (low damage thorns that disrupt casters and can be cast at multiple targets)
- Gains Protection From Electricity at levels 10-14
- Regenerates very slowly

Disadvantages:

- -1 to max strength
- -1 to constitution

Shadowdruid (Prestige Kitpack)

Shadow druids are the most bigoted wardens of nature. they disapprove whatever convenience of civilization, and plots for 'naturalize' whole the world in their own group.

Advantage:

- Gain spell slot per levels.
- Can specialize usable weapons.
- Gain 1 damage bonus per 4 levels.
- Gain 1 THAC0 bonus per 5 levels.
- Gain +1 STR, CON, WIS by turns per 6 levels.

- Gain 5% physical resistances per 7 levels.
- Gain extra 1/2 attack per round in level 8 and level 16.
- Can use 'Ascension' ability once per 9 levels. Character will not be perished by any damage or spells during 3 rounds.
 - Levels 20: Duration of Ascension increases to 4 rounds.
 - Levels 30: Duration of Ascension increases to 5 rounds.

Disadvantage:

- Cannot use armors heavy than leather armor, metallic weapons, magic items excepts weapon and armor.
- Cannot dual class.

Shadow Master (The Darkest Day) - Needs TDD to be installed

Weaving an intricate dance of light and shadow, the Shadowmaster is the most mysterious and reclusive of druids. Serving the needs of nature and neutrality within the shadows of the woods, the shadowmaster gains fearsome and enigmatic abilities as he becomes more experienced. He possesses innate abilities which allow him to manipulate and conjure shadows to defend himself or protect the natural balance. The shadowmaster is able to call upon the shadows of the wood to aid him in combat, and upon reaching the rank of high druid; he can conjure the most formidable Greater Shadow. Similarly, the shadowmaster can envelop himself in a cloak of darkness which acts effectively as a suit of armor, deflecting and absorbing blows from even the most daunting enemies. The shadowmaster's mysterious powers allow him to use the shadows to escape from dangerous situations by conjuring a shadow portal.

However, the shadowmaster's unique skills come at a cost. Unlike most druids, he is unable to shapeshift, and only the most hardy and agile of humans and half-elves may aspire to this most secretive, enigmatic class.

Advantages:

- Can Create Greater Shadow at level 12, 15, and 19
- Can Create Shadows 5 times a day
- Can use Shadow Door at level 1, 10, 14, and 18
- Can use Shadow Armor once per day.

Disadvantages:

- No shapeshifting abilities
- Needs 17 dexterity and constitution
- Can only be a human or half-elven
- Must be of neutral alignment

Shaman (The Darkest Day) - Needs TDD to be installed

The shaman is a druid who, through many years of patient study and exploration, has established a mystical connection with the land and the spiritual power of the worlds beyond. He is able to call upon the spirits of the land and the powers of ghosts to aid him in combat. The shaman's spiritual connection with nature and its elements allows him to conjure elementals in times of need. The most experienced shamans are able to call upon the ghosts of former druids (which have been reincarnated as shadows) to defend the natural balance of the universe. However, despite his innate abilities, the shaman is not inherently a magic user. His strength has been sapped by years of spiritual meditation and rigorous initiation rituals. The shaman does not wear any armor as it disturbs the natural rhythm of the intricate dances which are involved in the summoning rituals.

Advantages:

- At level 12 and 16 he will gain the ability to conjure fire and wind elementals.
- Has an innate ability to heal light wounds at level 1, 10, and 15.
- Has a permanent 20% magic and fire resistance which raises to 40% at level 17.
- At level 14, he can use an innate ability, Create Shadows, 2 times a day.

Disadvantages:

- Cannot wear any armor
- Cannot use ranged weapons
- Cannot have more than 13 strength.
- Must be of a neutral alignment and needs a minimum of 17 wisdom and 16 charisma.

Warden of the Fire (RTTKitpack)

there are a lot of old druidic orders, and the order of the Warden of the Fire is one of the oldest. This order uses the power of the wind, and with the order of the Warden of the Wind and the order of the Warden of the Water, is an extremist order of druids. There is nothing of strange if a member of these orders prefers to save ten trees than a thousand of people!

Advantages:

- Fire Resistance 100%
- Launch Fire Ball at level 1, 15
- Launch Storm of Fire at level 13, 20
- Launch Burn Hands at level 1x4
- Launch Fire Column at level 1x2
- Launch Evoke Elemental of Fire at level 17

Disadvantages:

- -40% Cold Resistance
- You can use only the stick of the order as weapon
- You can wear only the tunic of the order as armor
- at Least 18 Wisdom

- -4 Strength

Warden of the Water (RTTKitpack)

there are a lot of old druidic orders, and the order of the Warden of the Water is one of the oldest. This order uses the power of the water, and with the order of the Warden of the Wind and the order of the Warden of the Fire, is an extremist order of druids. There is nothing of strange if a member of these orders prefers to save ten trees than a thousand of people!

Advantages:

- Cold Resistance 100%
- Launch Cold Cone at level 1, 15
- Launch Storm of Ice at level 13, 20
- Launch Ice Touch at level 1x4
- Launch Sudden Storm at level 1x2
- Launch Evoke Elemental of Ground at level 17

Disadvantages:

- -40% Fire Resistance
- You can use only the stick of the order as weapon
- You can wear only the tunic of the order as armor
- Least 18 Wisdom
- -4 Strength

Warden of the Wind (RTTKitpack)

there are a lot of old druidic orders, and the order of the Warden of the Wind is one of the oldest. This order uses the power of the wind, and with the order of the Warden of the Fire and the order of the Warden of the Water, is an extremist order of druids. There is nothing of strange if a member of these orders prefers to save ten trees than a thousand of people!

Advantages:

- Lightning Resistance 100%
- Launch Lightning at level 1, 15
- Launch Chain of Lightning at level 13, 20
- Launch Lightning Discharges at level 1x4
- Launch Invoke lightning at level 1x2
- Launch Evoke Elemental of Air at level 17

Disadvantages:

- -15% Acid, Fire and Cold Resistance
- You can use only the stick of the order as weapon
- You can wear only the tunic of the order as armor
- At Least 18 Wisdom

- -4 Strength

Weather Enchanter (Paladins of Faerun Kitpack)

This wandering druid is a specialist in enchanting weather. By his spells and abilities, he can summon lightning and ice swarms. Also he can protect others from deadly nature powers.

Sphere access:

- Major: all, animal, elemental (all), healing, plant, sun and weather

Advantages:

- Once per day per 4 levels can use the 'Storm shield' spell, which grants one person immunity to fire, cold and lightning for 8 rounds
- Once per day per 7 levels (starting at 7th level.) can cast 'Call lightning' and 'Ice storm'

Disadvantages:

- Can't shape change

Wisher (Region of Terror) - Needs RoT to be installed

Wishers are extremely rare and they have specialized in the using of the mage spell Limited Wish. They can also have a very high intelligence to help with the spell. On the downside they have no shapeshifting abilities.

Advantages:

- Intelligence can be 20 at creation
- Gets -2 to all Saving Throws
- Can use the mage spell Limited Wish once per day at levels 1-13, twice at levels 14-22 and three times at levels 23-50

Disadvantages:

- Can't shapeshift

FIGHTER [FGT]

Amazon (The Darkest Day) - Needs TDD to be installed

Amazons are women warriors in a male-dominated world. Their civilization might have been created by a deity who likes women; or they might have been women who rebelled from male dominations and decided to rule themselves; or they might simply have been matriarchal societies from long before recorded history.

Whatever their origin, they now live in civilizations or communities where women occupy the positions and roles traditionally held by men, especially the role of warriors and adventurers.

An Amazon culture may be small (a single town or island) or large (an entire country or continent), very advanced or very primitive. Some Amazon cultures keep men as servants and slaves, a stern reversal of the former status; others have no men in their communities, and take long holidays in order to visit friendly neighboring tribes of men; others perpetuate their kind by being very hospitable to adventurers passing through their territory.

Advantages:

- Can poison weapons like spears
- Can charm animals as druids
- Can use their female status to an advantage by using first strike (this grants them +3 damage and a superb bonus to their THAC0 for only the first or second hit. This is due to the disrespect that their foes tend to give them as females.)
- Gain 1D10+1 hit points as opposed to 1D10

Disadvantages:

- Can only use spears, swords, axes, clubs and bows with any skill
- Can obtain Grand Mastery only with spears and the long bow
- Wear a max of splint mail armor

Amazon (RTTKitpack)

Amazons are female warriors that decide to train themselves exclusively in the use of ranged weapons and lances. With these two types of weapons, they are without doubt the best warriors in Amn! They love to live in contact with nature and often work with druids to protect forests and animals.

Advantages:

- +2 dexterity
- +1 charisma
- +1 thac0 to all the weapons they can use at levels 1-6-11-21
- Cast "Animal Charm" at level 1-6-11-21

- Cast Valkiria's Lance at level 1-6-11-21
- +1 attach for round

Disadvantages:

- Only human or half elf
- Only female
- They can use only ranged weapons and lances
- They can specialize only with two handed weapons and with single weapon
- Need 18 dexterity
- Need 14 charisma
- -1 constitution
- Must not be evil

Anti-Paladin (Tactics Mod)

The Anti-Paladin has dedicated his life to finding and eliminating practitioners of good magic and defeating the forces of light, and his dark god has provided him with special abilities toward that end. Anti-Paladins take a special joy in inflicting pain and suffering.

Advantages:

- May use 'Dispel Magic' ability once per day per 4 levels (starts at 1st level with one use): ability is used at speed factor 1 and acts at twice his actual level.
- May cast 'True Sight' once per day per 4 levels (starts at 1st level with one use)
- Immune to Hold and Charm spells
- 'Dispel Magic' on every melee hit

Disadvantages:

- Basically none compared to a normal fighter.
- May not use standard paladin weapons like Holy Avengers
- May not Turn Undead
- May not cast Clerical spells
- Must be Evil

Arcane Avenger (Revised Battles)

Although the mere mention of their name strikes fear into the very core of an arcane spell caster, many Wizard Slayers seek to improve upon their already-abundant talents. This requires immense physical and spiritual training, but the result is a being of unsurpassed raw power: the Arcane Avenger.

Able to cross a magical threshold without a scratch, Arcane Avengers can harness the power of

immunity to all potentially-threatening spells - from Magic Missiles to Flame Arrow; Cloudkill to Horrid Wilting; even the dreaded Time Stop.

Advantages:

- Gains a +5 bonus to THAC0 and Damage vs. Mages and Sorcerers.
- Gains a +5 bonus to Saving Throws vs. Spells.
- Ethereal Vision, once per day for every 10 levels. All invisible creatures are made visible every six seconds, for a duration of 60 seconds.
- Shimmering Force, once per day for every 10 levels. All offensive spells cast at the Arcane Avenger in the next 30 seconds will automatically be deflected.
- 9th level: Immunity to all Hold, Charm and Confusion spells.
- 15th level: The Arcane Avenger gains 4% magic resistance per level (i.e. 60% at 15th level).
- 17th level: Temporal Stasis, once per day. The Arcane Avenger is immune to Time Stop for the duration (30 seconds).

Disadvantages:

- May only obtain grand mastery in ordinary mage weapon types.
- Can only dual-class to a Mage (requires 18 Intelligence).
- Must be of a Neutral alignment.
- Only Humans, Elves and Gnomes may become Arcane Avengers.

Bastard (Revised Battles)

Cruel, cunning, conniving - these are the core elements to the Bastard's savage survival. Rejected because of their heritage, they are forced to live a harsh life, turning towards crime as a means of survival. Skilled with the bastard sword and small blades, they are silent, efficient mercenary's who seldom kill a victim without torturing them first. They also possess great magical abilities - the power to summon call upon the Seven Deadly Sins.

Advantages:

- The Bastard is immune to backstabbing.
- Avarice, once per day at levels 9 and 18. Creates a magical weapon of the Bastard's choice for 15 seconds.
- Envy, once per day at levels 17 and 34. The Bastard can increase his damage, number of attacks, or movement rate for the duration (15 seconds).
- Gluttony, once per day at levels 5 and 10. The Bastard temporarily gains 30 hit points for the duration (15 seconds).

- Lust, once per day at level 13. The Bastard may summons Sadistic Sarah to aid him in battle. The duration is 5 minutes.
- Sloth, once per day at levels 11 and 22. The Bastards gains a temporary immunity to all magical damage, including elemental, for the duration (15 seconds). However, the Bastard's movement is halved, and his number of attacks reduced.
- Vanity, once per day at levels 15 and 30. All creatures that look at the Bastard must Save vs. Spell (-2) or die. Creatures that make a save still suffer a temporary blindness.
- Wrath, once per day at levels 7 and 14. The Bastard's strength and constitution are increased by 4 points, but his dexterity, intelligence and wisdom scores are decreased by 2 points (for 15 seconds).
- May obtain the "Greater Lust" High Level Ability.

Disadvantages:

- May only obtain mastery in Bastards Swords, Short Swords, Daggers and Crossbows.
- Must be of Chaotic Neutral or Chaotic Evil alignment.
- Maximum charisma score of 10.
- Only Humans, Dwarves and Half-Orcs may become Bastards.
- Every 5 levels there is a random 10% chance that the Bastard loses one point of Wisdom or Charisma.

Blackguard (Sword and Fist)

The Blackguard epitomizes evil. The quintessential black knight, this villain carries a reputation of the foulest sort that is truly well-deserved. Consorting with fiends and serving dark deities, the blackguard is feared by all. Some people call these villains anti-Paladins due to their completely evil nature.

The comparison with Paladins is an apt one, for where the Paladin serves their deity in the name of Law and Good, to the benefit of all civilized creatures, the Blackguard does the bidding of their fell master and seeks to increase only their own power.

Blackguards may be of any Evil alignment.

Advantages:

- May use Lay on Hands on himself once per day, healing the Blackguard 2 hit points per level.
- May cast Detect Good and Protection from Good each 3 times per day. These are analogous to Detect Evil and Protection from Evil, except deal with Good creatures.
- From level 5, may coat his weapon in poison once per day per 6 levels. Attacks made in the next round will inject the poison into the target, dealing out 1 damage per second for

24 seconds (3 damage for the first 6 seconds). A saving throw vs. poison limits damage to 12 total.

- From level 7, may cast Animate Dead once per day. Extra uses are gained at levels 14 and 20.
- The Blackguard's HLA table is the same as the standard Fighter table, with the addition of Summon Fallen Deva.

Disadvantages:

- May only Specialize (2 stars) in weapons.
- May not dual class.
- A Blackguard whose reputation exceeds 14, or ceases to be of Evil alignment, is forever cursed by his deity and loses all special powers. He is thereafter treated as a Fighter, except he is still limited to Specialization in weapons.

Blackguard (Prestige Kitpack)

The blackguard epitomizes evil. He is nothing short of a mortal fiend. The quintessential black knight, this villain carries a reputation of the foulest sort that is very well deserved. Consorting with demons and devils serving dark deities, the blackguard is hated and feared by all. Some people call these villains anti-paladins due to their completely evil nature. Their black hearts revel only in darkness.

Advantage:

- Can use backstab x2 at level 6, x3 at level 14.
- Can cast Summon Undead once per 5 levels (skeleton at level 5, spectre at level 10, mummy at level 15.)
- Can cast invisibility once at level 4, twice at level 10.
- Gain +2 bonus all saving throw.
- Can Summon fallen deva for high level ability.

Disadvantage:

- Must be Evil
- loses reputation by 1 point per every level up.
- Cannot proficient more 4 point per weapons.

Blade Master (The Darkest Day) - Needs TDD to be installed

The blade master is of no higher status than a regular fighter, but he has learned to specialize with a certain group of weapons in his upbringing. He is an expert in dual-wielding and also has top-notch reactions. He has learned to use this to go into a state of blind fighting where he uses

his sense of hearing to attack his enemy. This makes him open to attacks, but makes him a far more deadly opponent in melee.

Advantages:

- Has a + 1 to hit
- Has a +2 to damage
- Can enter a state of blind fighting at levels 10-13 and 16 (this state will penalize his AC by 4 but will give him 25 dexterity and a +3 THAC0 bonus all for 5 rounds)
- Has a +1 to max dexterity

Disadvantages:

- Has -1 to strength
- Uses only the following weapons with any skill:
 - dagger, spear, quarter staff, long bow, bastard, long, and 2-handed sword
- Can wear a max of studded leather armor

Blade Master (Revised Battles)

Men and women that travel the known world and study under various masters to perfect their fighting skills. While they may delve into other areas, they tend to focus on swordsmanship. They only fight in light armor and use their incredible speed and accuracy to decimate their foes.

Advantages:

- Bonus -1 to AC and -1 AC to slashing every 4 levels.
- A Blademaster starts off moving at +2 movement rate.
- Bonus +1 to hit, damage, and attack speed for every 5 levels.
- May use 'Sword Dance' ability one time per day for every 4 levels (starts at 1st level with one use): this ability lasts 10 seconds and improves THAC0 and AC by three points and grants an extra attack.
- May use 'Kai' ability one time per day for every 5 levels (starts at 1st level with one use): this ability lasts 10 seconds and makes all attacks do maximum damage.

Disadvantages:

- May not wear armor greater than studded leather.
- May not specialize in weapons other than swords.
- May not become proficient in the 'Sword and Shield' style.
- May not dual-class.

Blade Master (Sorcerer's Place Collection)

The Blade Master uses one-handed bladed weapons, but he can do many things with them that the regular fighter cannot. He gains many special abilities using his blades, but he can only wear very light armor. Only one innate ability may be active at any given moment.

Advantages:

- +2 to dexterity
- +10% to slashing and piercing resistance
- Gains Precision Strike ability at levels 4, 7 and 22. Grants a +3 THAC0 bonus for three rounds, does 1d10 damage to target, and has a 25% chance to stun target.
- Gains Parry ability at levels 7, 10 and 22. Parry grants virtual immunity to physical attacks for two rounds.
- Gains Counter Attack ability at levels 10, 13 and 22. Grants virtual immunity to physical attacks for one round and does 2d10 of damage to attacker.
- Gains Disarm ability at levels 13, 16 and 22. Has a 50% chance to make opponent drop their weapon.
- Gains Feint ability at levels 16, 19 and 22. Feint grants Invisibility and Non-Detection for one round.
- Gains Swift Strike ability at levels 19 and 22. Decreases weapon speed by 2, adds an extra attack, a +5 THAC0 bonus and a -2 Armor Class penalty for two rounds.
- Gains extra one-half attack at levels 11, 15 and 19

Disadvantages:

- Penalty of -2 to strength
- Can only wear armor up to Studded Leather
- Cannot have proficiency in any non-bladed weapon

Blade Singer (The Darkest Day) - Needs TDD to be installed

The Bladesinger is a highly admired elven warrior who, from youth, chooses a particular type of bladed, one-handed weapon, and then concentrates all his effort upon learning it. This, however, takes away from other traditional warrior skills. This unique focus on a single weapon allows the bladesinger to parry attacks. And this, combined with his famous ability to cast several low level mage spells and his increased reaction rate, makes the Bladesinger a force to be reckoned with in combat. Also, spell casting in melee combat can be achieved during a period of parrying. His spell casting is a huge advantage, but his casting time is slightly slower than that of a pure mage.

Advantages:

- Can achieve grand mastery with any 1-handed blade
- Has a permanent +1 damage and accuracy modifier
- Has the ability to Disarm. This is a bare-handed ability that knocks the target's weapon out of his hands. Disarming can be attempted for 2 rounds.
- Can parry(improves his chance of avoiding attacks when casting)

Disadvantages:

- Must be elven
- Despite the fact that most fighter mages can still wear any armor albeit that wearing it disables casting, a bladesinger can wear no more than studded leather or elven chain and even when wearing that they can't cast spells.
- Has fighting skills in 1-handed weapon style. 1-handed style is the tradition of the blade singer
- Receives an decrease in spell casting time penalty
- Has no spell pick at creation
- Due to the fact that a blade singer chooses his life weapon early on, a weapon can only receive more than 2 slots in proficiencies upon creation where it can receive 5. After creation, when leveling up he shall be able to add only 2 stars to a weapon and if the weapon already has 2 or more stars then it can have no more. The blade singer must choose his weapon of choice early.

Breach Gnome (The Darkest Day) - Needs TDD to be installed

The breach gnome battles at the front line of any gnomish force. Renowned for their furious fighting style, these vicious gnomes are, without a doubt, the most feared of all gnomish ranks. Clad in extremely bulky armor to protect them from enemy onslaughts the breach gnome is able to stand extraordinary amounts of damage and punishment. Trained to fight with a sword and a shield, the breach gnome excels in this style of combat. Despite the heavy encumbrance of their armor, they are never the superb at shattering all types of defenses, magical as well as physical. Their uncanny abilities are supplemented with a select array of spells which are tough to all breach gnomes by all the finest spell casters. Able to crush even the most resilient defenses, the power of the breach gnome is legendary amongst their own folk.

Advantages:

- Can have 3 slots devoted to a 2 weapon style
- Have a permanent +2 THAC0
- Can cast Breach and Pierce Magic at levels 1 and 14
- Can cast Spellstrike at level 18

Disadvantages:

- Are only able to devote 3 slots to a weapon
- Do not use ranged weapons with any degree of skill
- Do not wield swords with any skill

Burning Man (Victor's Improvements Pack)

This human had traveled to strange places in the Multiverse and had had even stranger encounters with creatures who taught him how to control one of the elements, fire, for his

benefit. He is now completely immune to fire and can even become shrouded with flames at will, thus insuring himself great powers.

Advantages:

- Has the ability to become the burning man at will. While in this form, the character gains +2 STR, +1 CON and +2 Base AC, but suffers great penalties to INT, WIS and CHR(-5).
- The Burning Man ability improves with leveling up:
 - LV3: +1 THAC0 and 2 attacks per round. Fire paws are considered +1 weapon.
 - LV12: +2 THAC0. Paws are now weapons +2. Bonuses improve: +3 STR and +2 CON.
 - LV15: +3 THAC0 and 3 attacks per round. Bonus 1 to base AC. Paws become weapon +3.
 - LV20: +4 THAC0 and 4 attacks per round. Paws are +4 weapon. Additional +1 AC. CON bonus improvement (+3). Immune to Normal Weapons.
 - LV25: +5 THAC0 and 5 attacks per round. Paws are +5 weapon. Immune to weapons of enchantment of +1 and less.
 - LV30: +6 THAC0 and Enchanted +6. STR and CON bonuses are now 4. AC bonus is +3.
- Gains innate abilities:
 - At level 9 - Fire Ball
 - At level 14- Delayed Blast Fireball
 - At level 19- Fire Storm
 - At level 24- Summon Greater Fire Elemental
- 100% Resistant to Fire

Disadvantages:

- -100% Resistant to Cold
- Cannot wear armor and gloves.
- Cannot specialize in any weapon or weapon style.
- Cannot be other than human.
- Cannot dual class.

Demon Knight (Revised Battles)

Humans who have been consumed by the taint of Demonic blood and are twisted into corruption, making their actions and powers resemble those of a Demon. As a Demon Knight gains experience he or she gains many abilities that other demons have. A few examples are great resistance towards fire and magic as well as being able to determine which plane he is in.

Advantages:

- Immune to fear and morale failure.
- Immune to hold.
- 40% resistance to fire.
- 12th level: Becomes immune to Maze.
- 15th level: Can summon a demon to aid in battle once per day.
- 21st level: Becomes immune to Imprisonment.
- Gains two points of magic resistance per level from level 1 to 20 (i.e. 40% at lv.20).
- Can cast Demonic Fear one time per day for every 4 levels (starts at 1st level with one use): All enemies within the area of effect when this spell is cast must save vs. spells or flee in terror.
- Can cast Inner Sight one time per day for every 4 levels: When this spell is cast, an area roughly 70 feet in radius around the caster will be affected. Instantly and once each round for 1 turn after this spell is cast, all hostile illusion/phantasm spells in the area of effect will be dispelled.
- Can cast Fire Shield Red one time per day for every 8 levels (starts at 1st level with one use).
- Can get Aura of Flaming Death as a high level ability.

Disadvantages:

- May not specialize in weapons other than Two-Handed Swords, Bastard Swords, Long Swords and Halberds.
- Must have a Chaotic Evil alignment.
- May not become proficient in the 'Sword and Shield' style.
- May not dual-class.
- Must be Human.
- Maximum wisdom and charisma scores of 8.
- Cannot use ranged weapons.

Doombringer (Region of Terror) - Needs RoT to be installed

Doombringers have a trained Doom Attack. While they use it they are vulnerable but deal a lot more damage than usually. Doombringers are very dangerous due to the fact that they are quite reckless in battle. They are usually evil and might kill people for no apparent reason.

Advantages:

- Doom Attack, lasts 60 seconds (once per day)
 - While in Doom Attack, they deal more damage (+2 at first)
 - While in Doom Attack, they have a smaller THAC0 (-2 at first)
 - Doom attack gets more power at levels 15, 23 and 30
- Grand Mastery is possible with all weapons and fighting styles

Disadvantages:

- While in Doom Attack, their AC Class is greater (+3 at first)
- AC Class gets bigger every time Doom Attack gets more power (+4, +5, +6)
- They have greater Saving Throws (+3 to all)

Drow Battle Monger (The Darkest Day) - Needs TDD to be installed

These are the wild, fearless, warriors of the drow ranks. They are barbaric in their fighting mentality and go into battle with no fear and, even if the odds are hopeless, you will not see one, turn, and run. They are killing machines pure and true as well as being very fast. They rely on this speed, so they will not wear any armor or aiding garments that can restrict their movement.

Advantages:

- Gains +2 AC bonus
- Have a mild speed boost
- Attack speed increases with experience
- +1 to dexterity
- Gains 5% magic damage resistance every level up to 10, then they gain 5% every 2 levels up to 18

Disadvantages:

- Wears no armor, bracers, or belts
- Cannot be proficient with 2-handed weapons
- -2 to intelligence
- -10 to charisma
- Only proficient with the crossbow as a ranged weapon
- As a drow, they lose 2 THAC0 and AC in the sunlight while outdoors. They are also a most hated race, so raids from their racial enemies are always on the cards.

Drow Warrior (The Darkest Day) - Needs TDD to be installed

The Drow warriors are looked down upon by the elitist nobility of the dark elves. However, the other noble races tremble in fear of these dreaded fighters. Charging into battle clad in adamantine armor, the drow warrior wields fearsome two-handed weapons that can easily cleave a grow man in twain. Their vicious training allows them to far exceed the skill of the average warrior with these weapons. These terrifying warriors bear an innate resistance to magic which grows with their experience and skill. As a result of constant exposure to magical attacks in the vanguard of the drow forces, they develop immunity to spells faster than their drow brethren. Through the divine favor of Lolth, her footsoldiers gain the ability to call down unholy fire upon their foes and use the shadows to escape dangerous situations. However, the cumbersome armor and bulky weapons which these drow bear prevent them from using any sort of ranged weapons.

Unlike the other drow, the warriors do not benefit from their inborn agility as it is hampered by the heavy equipment they are forced to bear.

Advantages:

- Can have 5 slots devoted to two handed and sword and shield fighting style
- Gain Burning Hands innate at levels 1 and 12
- Gain Shadow Door innate at level 1 and 12
- Gains 5% - 10% magic resistance per level up to level 10, then they gain 5% every 2 level up to level 18

Disadvantages:

- Not proficient with ranged weapons
- Can only have a max of 8 charisma
- Must be evil
- Can gain only 4 slots, not 5, to all weapons
- Require a minimum of 16 strength and 10 intelligence
- As a drow, they lose 2 THAC0 and AC during the daytime hours when outside. Also, they are also a most hated race, so raids from their racial enemies are always on the cards.

Drow Warrior (RTTKitpack)

One of the shortages in BG2, in my opinion, is the impossibility to interpret the main character as Drow. With the addition of this kit (with that for the thief and for the cleric) this deficiency is made good.

Advantages:

- Bonus +3% Magic resistance for each level till 20th
- Bonus +1% Magic resistance for each level from 21st to 40th
- Bonus +1 Dexterity
- Bonus +1 Intelligence
- Use of magic "Drow Invisibility"
- Use of different magic abilities, among "Protection from Fire", "Protection from Cold", "Find Traps", "Remove Magic" and "Otiluke's Resilient Sphere"

Disadvantages:

- Character must be an Elf
- Character's skin color must be dark blue
- Penalty -1 to Constitution
- Penalty -1 to Strength
- Penalty -4 to Charisma
- In competence of weapons, you can't exceed specialization

Dreadnought (Prestige Kitpack)

The Dreadnought is the ultimate foot soldier, an absolute force of destruction, a total warrior who excels at sheer combat prowess. While some rely on cunning and reflexes in a fight, and others uphold a code of honor or engage in combat from horseback, the Legendary Dreadnought simply wades into battle, completely bent on relentless, steady destruction. When the tide of combat flows against him, he stands like a rock. It is the Legendary Dreadnought who has the might to breach the seemingly unbreachable gates.

Advantage:

- +1 damage per 5 level.
- Can use 'Unmovable' once per 6 levels after level 3: cannot move during 3 rounds, but gain immunity to wing buffet and 2+ 1 per 8 level AC bonus.
- Can use 'Unstoppable' once per 6 levels: gain free action and +1 damage bonus per 4 level.
- Can select high level ability 'armor skin' 5 times. physical resistances improves 5% in permanently.

Disadvantage:

- STR and CON must be 13
- Cannot use ranged weapon
- DEX, INT, WIS, CHA -2 penalty.
- Cannot dual class

Duelist (Enhanced BG2)

The Duelist proves that precision, skill, and efficiency are an alternative to big weapons, and heavy armor. The Duelist is an agile, intelligent warrior, who uses wits and reflexes in fights. They abstain from heavy weapons with the understanding; the best way to victory is to avoid getting hit. The typical Duelist is a lone wolf, seeking adventure and easy profit. Sometimes Duelists peacefully work in skilled groups.

Advantages:

- Bonus +2 bonus to speed factor
- Gains a +1 bonus to hit and +1 damage for every 5 levels
- At 11th level the fencer gains +5% resistance to missile damage. He gains an additional +10% for every 4 levels.
- At 18th level gains 'Stunning blow'.

Disadvantages:

- Can only achieve 'Grand mastery' in one-handed swords

- May not devote any proficiency slots to any fighting style except for 'One handed weapon' style
- May not wear full plate or plate mail

Duelist (Sword and Fist)

The Duelist is the happy-go-lucky hero with the ready wit and the flashing rapier. He's happiest when he's in the big city, but can be an imposing warrior anywhere-enemies often underestimate him because of his charming manners and don't realize that he can hold his own in the melee as well as anyone else. Attacking with a trademark speed and grace, the Duelist's agility makes up for their disdain for heavy armor or large weapons. The Duelist, because he's bright and well-spoken, often becomes party leader... or at least the leader's spokesman.

Duelists are found among all races and alignments.

Advantages:

- Gains a +1 bonus to weapon speed factor, THACO and damage per 10 levels.
- Gains a +1 bonus to armor class per 5 levels.

Disadvantages:

- Grand Mastery may only be attained using single-handed, bladed weapons. All other weapons, and the Two-Handed Weapon fighting style, are limited to one proficiency point.
- May not wear armor heavier than studded leather.

Duergar Warrior (The Darkest Day) - Needs TDD to be installed

The duergar are a race of evil dwarves who have chaos and violence infused into their very being. This, combined with a far greater penalty to charisma than dwarves normally have, make duergar unsurprisingly poor conversationalists ("Kill them all!" are the only words they normally muster). And, as a result, the majority of races hate duergar. The odd duergar is spotted on the surface, but as with drow, they are usually killed quickly or driven back to their Underdark fortresses, where they constantly war with other dwarves, drow, and other foul denizens of the Underdark.

Nevertheless, Duergar are undeniably warriors of the first order, having high constitution as well as excellent training in the Sword and Shield fighting style, though they are poor with the use of ranged weapons. However, most dreaded of all is their ability to dramatically increase their fighting skills for a short while, something that is almost impossible to resist.

Advantages:

- Have +1 to max constitution

- Can have 5 slots in Sword and Shield Style
- Gain Offensive Rush at levels 1, 12, and 16 (mega-increase of attacks per round for three rounds)

Disadvantages:

- Only proficient with war hammers, axes and maces in melee.
- Have a -6 charisma
- Only 1 slot devoted to ranged weapons

Duskblade (Sword and Fist)

The duskblade blurs the line between spellcaster and warrior, marrying the power of magic with hand-to-hand combat prowess. A student of ancient elven spellcasting techniques, the duskblade combines arcane spellcasting with the combat skills of a fighter. While the ability to cast arcane spells in armor originated with the elves, over the millennia the secrets of the duskblade have been disseminated to the other races and today members of any race can become a duskblade.

Duskblades are able to use their magic while wearing armor up to and including splint mail, and may be of any non-evil alignment.

Advantages:

- From level 4, may cast Entropic Shield and Magic Missile once each per day. An extra use is gained at level 8 and 12. Entropic Shield forms a magical residue providing mild protection from all ranged attacks. The shield has a 20% chance of deflecting a missile attack away from the caster. This lasts for 5 rounds per 4 levels of the caster.
- From level 7, may cast Melf's Acid Arrow once per day. Extra uses are gained at levels 14 and 20.
- From level 8, may cast Remove Magic and Haste once each per day. An extra use is gained at level 12.
- From level 12, may cast Greater Malison and Stoneskin once each per day. An extra use is gained at level 16.
- From level 16, may cast Breach and Phantom Blade once each per day. An extra use is gained at level 20.
- A Duskblade may pick the Wizard spells of Tenser's Transformation, Mantle or Mordenkainen's Sword as HLAs, each useable once per day, in addition to the normal choice available to a Fighter. These are cast in the same manner as their other spells.

Disadvantages:

- May only Specialize (2 stars) in weapons.
- May not dual class.
- May not use bows or missile weapons
- Can only wear armor up to and including splint mail

Elemental Warrior (Region of Terror) - Needs RoT to be installed

Elemental Warriors have spent most of their youth with resistance increasing exercises. Thus they haven't had the time to increase their strength in mental or physical abilities. They have a natural resistance against the most common elements but there is no Elemental Warrior who can be acknowledged as stunningly beautiful or handsome because of the cruel training methods.

Advantages:

- 50% Resistance against Fire, Ice and Electricity

Disadvantages:

- Max stat at creation 16

Erinyes Tiefling (The Darkest Day) - Needs TDD to be installed

This race of Half-elven tieflings is the only type that is known for peaceful behavior, but there are still exceptions. They are well known for their godlike looks. They have pale white skin that glows very faintly and pointed ears. At first, these features grab the attention of onlookers, but they soon discard this feature and are overwhelmed with the Erinyes' beauty. As a small race of tiefling, they do not possess all of the powers that tieflings are known to have, but they are still immensely powerful for their small physical frame. They have a natural strength greater than most races that are socially acceptable in Faerun. Their means of residing in Faerun is unknown; they are part of an extra-planar race, but the fact they are offspring of a Half-elven race may suggest that a passing tiefling from the outer planes was responsible. Despite this race of tiefling being very strong, they have unbelievably soft and delicate skin that is easily bruised and damaged. Their natural constitution therefore suffers. As much as that is an annoyance, they do possess a very unusual skill: the ability to temporarily adapt and evolve a physical attribute to help them in certain situations. In doing this, though, they lose a random skill point from 2 other categories. The temporary sacrifice, however, usually pays off.

Advantages:

- Maximum natural Strength of 20
- Maximum natural Charisma of 20
- Can release pheromones 3 times per day (Attracts people and gives 25 Charisma for 1 turn)
- Has 25% resistance to magic
- At levels 10, 12 and 15 they can adapt their Strength, Dexterity or Constitution for 2 turns (this increases the chosen ability by 2 while penalizing two others by 1)

Disadvantages:

- Receives -1 to maximum Wisdom
- Receives -1 to maximum Intelligence
- Receives -1 to maximum Constitution
- Wears no armor greater than splint mail
- Has -2 AC vs. slashing weapons
- Must be a Half-Elf

Fist of Order (Sword and Fist)

While many view the Fists simply as efficient (if brutal) mercenaries, they are in fact templars sworn to the service of their unforgiving deities--typically Iyachtu Xvim, son of the dead Bane, Lord of Tyranny. Members are also sometimes found among other militaristic and Lawful faiths, such as that of Helm. The world is a dark and unforgiving place, or so says the Church of Xvim, wherein the strong survive by ruling the weak and forging order from the chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally, afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality: nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Fists of Order must be of Lawful Evil, Neutral Evil or Lawful Neutral alignments. They sacrifice mastery of any single weapon in favor of the highly efficient use of many types of weapon, allowing them to act as most appropriate for the situation at hand.

Advantages:

- Gains a +1 bonus to THAC0 per 6 levels.
- From 4th level, gains a +1 bonus to damage per 6 levels.
- From 7th level, may cast Cloak of Fear once per day. Extra uses are gained at levels 14 and 20.

Disadvantages:

- May only Specialize (2 stars) in weapons.

Forest Gnome (The Darkest Day) - Needs TDD to be installed

This forest fighter gnome is not the most effective fighter but he does possess bonuses that can make up for his fighting deficits that he has learned from his time in the forests. He has the ability to use the shadows to hide or stalk his enemies and has a +2 vs. spells. He also uses his small frame to his advantage when fighting larger creatures; he increases his movement rate considerably which makes him extremely hard.

Advantages:

- +1 to max dexterity
- +1 to max wisdom
- Can use his taunt tactic at levels 1, 12, and 16 (this causes him to speed up considerably for 5 rounds which increases his AC to almost unhittable levels).
- Can create shadows 4 times per day
- Can charm an animal 2 times per day

Disadvantages:

- -1 to max strength
- -1 to max intelligence
- Can only have 4 slots devoted to all weapons

Frost Dweller (The Darkest Day) - Needs TDD to be installed

The Frost Dwellers are a group of people that were raised in the icy peaks of the Ten Towns region. Being raised in such hostile conditions has given them the ability to resist sub-zero temperatures, as well as increasing their lung capacity. However, they are antisocial and not greatly intelligent. They are also not very apt at learning new skills, so they are proficient with some weapons, but not so with ones that were not available to them during childhood.

Advantages:

- 25% resistance to cold which raises to 50% at level 14, 75% at 18, and 100% at level 22
- Have a +1 to max constitution
- Gain innate ability to cast Freezing Orb at lvl 12, 15, and 18
- Gains innate ability to cast Frost Bite at lvl 16 and 22
- Has a natural speed bonus
- Is immune to disease

Disadvantages:

- -1 to max intelligence
- Not proficient with ranged weapons.
- Not proficient with swords, halberds, katanas, and scimitars
- Only a max charisma of 5
- Racial restriction to humans, dwarves, and half-orcs

Generic Archer (Tactics Mod)

The generic archer is the epitome of skill with the bow. He is the ultimate marksman, able to make almost any shot, no matter how difficult. To become so skilled with the bow, the archer has had to sacrifice some of his proficiency with melee weapons and armor.

Traditional missile weapons are slings, short bows, long bows, darts and crossbows.

Advantages:

- +1 to hit, and +1 to damage with any missile weapon for every 3 levels of experience.
- Every 4 levels he gains the ability to make a called shot once per day. When he activates this ability, any shot made within the next 10 seconds is augmented in the following manner (according to the level of the archer):
 - 4th level: -1 to THACO of target
 - 8th level: -1 to save vs magic of target
 - 12th level: -1 to strength of target
 - 16th level: +2 bonus to damage

Disadvantages:

- An archer can only specialize in melee weapons; he may never obtain mastery.
- An archer cannot wear any metal armor.

Giant Slayer (RTTKitpack)

There are very few gnomes who decide to leave their homes to dedicate their life to a great and noble cause: the destruction of giants! Since antiquity gnomes and evil giants have despised one another. Giants have always held the advantage, except for the rare times when a brave giant strode the land.

Advantages:

- Strength, Dexterity and Constitution: +1
- Bonus Damage and Thac0 against giants: +4
- Additional Bonuses for Damage and Thac0 against giants: +1 at levels 10, 15 and 20
- Gnomish Rage: Twice per day at first level, additional rages at levels 15 and 20

Disadvantages:

- Requires: 17 Strength, Dexterity, Constitution and Charisma
- Maximum Intelligence and Wisdom: 10

Gladiator (Region of Terror) - Needs RoT to be installed

Gladiators are trained warriors, who fight in front of the public in large and small arenas. They usually clash with people similar to them. Spectators cheer for their favorite competitors, usually betting on the results of fights. Usually losing or winning greater or lesser sums of coin. However, no one takes risks more than the Gladiators: they battle for life and death. Some Gladiators are no more than common slaves, while others are wealthy professionals surrounded by agents and coaches. Poor or rich - every Gladiator stands face to face with death, when they enter the arena. A Gladiator is a master of perceiving their enemy's weaker points. They learn different tricks and ruses eg. throwing sand in the eyes, or forcing them to fight facing the sun.

Advantages:

- Gains a +3 bonus to AC
- +10% resistance to slashing, piercing and crushing damage. He gains an additional 2% for every 3 levels.
- Once per day for every 4 levels can use 'Sand throw'
- At 15th level they move at 2 points faster than the usual character
- At 20th level gains regeneration 1 hit point every 5 seconds

Disadvantages:

- Get a -2 penalty to maximum Constitution at character creation
- May not wear armor greater than studded leather

Gladiator (RTTKitpack)

Fighting for entertainment is the job of a gladiator. Sometimes a freed gladiator may decide to travel a world larger than a sand arena, seeking adventure. Without a doubt, a gladiator is a good companion in a party. Because of the years spent in battle, gladiators develop an innate resistance to physical damage. But living in a world of ignorance and superstition, gladiators have a senseless fear of what they consider "strange", that is intelligence, wisdom and magic.

Advantages:

- Strength and Constitution: +1
- Physical and Elemental Damage Resistance: +15%
- AC: +3 Bonus

Disadvantages:

- Charisma and Dexterity: -2
- Maximum Intelligence and Wisdom: 9
- Saving Throws.: -2
- Magic Resistance: -15%
- Requires: 16 Strength and Constitution
- Multi- or Dualclass
- No Gnomes or Halflings

Grunt (The Darkest Day) - Needs TDD to be installed

Grunts are Half-orcs with much more orc characteristics in them than most. They are probably one of the most stupid and ugly creatures a person may meet, as they can hardly speak the common tongue at all. And if they do speak, it only comes out as a barely audible groan which is more than likely to infuriate the listener. This means that they have such a low charisma that

most other creatures dismiss them as little more than walking and grunting animals, a mistake they soon learn to regret!

For what Grunts lack in social skills, they more than make up for on the battlefield. They are literally like living tanks; their abnormally thick skin granting them resistance to all weapons to some degree, and especially so against crushing weapons. They also have the highest bonus to constitution known to sentient beings, beating even the duergar warriors on this count. Grunts are also exceptionally strong. They may suffer from a severe handicap to intelligence and charisma, but who is likely to tell them this and live?

Advantages:

- From level 10 to 30 they gain and extra 1 HP per level
- +1 to max constitution
- +1 to max strength
- Has 40% resistance to crushing damage

Disadvantages:

- Can wear no more than plate mail armor
- -1 to max dexterity
- Must be of chaotic alignment
- -10 to max charisma
- Can only have 2 slots in any one weapon proficiency

Guardian (The Darkest Day) - Needs TDD to be installed

The Guardian is a warrior who is hired to protect artifacts and buildings, though an occasional rich noble will hire them as personal bodyguards, a task they perform exceptionally well. Guardians are very well-rounded fighters, though they cannot use two-handed weapons and can only use the crossbow as a ranged weapon. However, this is more than made up for by their aptitude in the Sword and Shield technique, and they are very proficient in avoiding physical attacks, especially missile ones.

The profession of Guardian does not require much in the way of brains, which is quite fortunate since they are not particularly well-endowed in that department.

Advantages:

- Receive a +2 to AC at level 12
- Have +2 AC bonus Vs missiles
- Can achieve grand mastery with Sword and Shield style

Disadvantages:

- Are not proficient with 2-handed weapons

- Only use crossbows as ranged weapons
- Receive -2 penalty to max intelligence

Halfling Archer (The Darkest Day) - Needs TDD to be installed

The halfling is very much an all-around fighter but has developed added bonuses with all bows. His melee combat is as good as any, and despite his racial strength deficit, gains bonus dexterity on top of racial bonuses. With a ranged weapon they gain the ability to inflict more damage and with greater accuracy the more experienced they become. But, as good as they are, they are not nearly as specialized or devoted as an all out ranger archer.

Advantages:

- Gain + 1 THAC0 and damage with ranged weapons at level 1, 12, and 16

Disadvantages:

- Wear a max of splint mail due to hindrance
- Can achieve a max of 4 slots devoted to a weapon
- Require 14 dexterity

Halfling Thrower (RTTKitpack)

Halfling warriors surely aren't famous for their hand to hand battles (or body to legs), but for their reputation of chosen throwers. Even if slings remain their favoured weapon, some warriors are specialized in using bows and crossbows.

Advantages:

- +1 thAC0 to throw weapons at levels 1-6-11-21
- +1/2 round attack at levels 1-20
- +1 dexterity
- Are able to create projectiles for their weapons at levels 1-6-11-21

Disadvantages:

- Only halfling
- No to evil characters
- Requires 16 in dexterity
- No specialization with melee weapons
- Limited specialization in fighting styles

Hexblade (Sword and Fist)

Combining the dynamic powers of martial prowess and arcane might, the Hexblade presents a deadly challenge to opponents unused to such a foe. Hexblades adventure for personal gain, whether that gain is power, prestige, wealth, or all the above. The style of the Hexblade is selfish,

sometimes even cruel, and even the friendliest-seeming Hexblade is typically self-serving. Their magic aids them in combat, and they specialize in cursing their foes.

Hexblades are able to use their magic while wearing armor, and may be of any non-good alignment.

Advantages:

- Gains a +1 bonus to saves vs. spells. An additional +1 bonus is gained at level 11.
- May cast Doom once per day per 5 levels.
- From level 4, may cast Charm Person and Sleep once each per day. An extra use is gained at level 8.
- From level 7, may cast Greater Malison once per day. Extra uses are gained at levels 14 and 20.
- From level 8, may cast Invisibility and Mirror Image once each per day. An extra use is gained at level 12.
- From level 12, may cast Protection from Normal Missiles and Vampiric Touch once each per day. An extra use is gained at level 16.
- From level 16, may cast Improved Invisibility and Polymorph Other once each per day. An extra use is gained at level 20.
- A Hexblade may pick the Wizard spells of Power Word: Blind, Silence or Stun as HLAs, each useable once per day, in addition to the normal choice available to a Fighter. These are cast in the same manner as their other spells.

Disadvantages:

- May only Specialize (2 stars) in weapons.
- THACO does not improve at levels 4, 8, 12, 16 and 20.
- May not dual class.

Investigator (RTTKitpack)

Often, it's better ask questions before you kill. The investigator always tries to speak before a fight. But if there is no choice (or you are faced by a very stupid ogre), the Investigator doesn't disdain violence. An Investigator also has the ability to find traps and other dangers that most warriors would just step on.

Advantages:

- Intelligence and Wisdom: +1
- Find Traps four times per day at level 1 with additional castings at levels 10 and 15
- Detect Alignment four times per day at level 1 with additional castings at levels 10 and 15
- Detect Illusion four times per day at level 1 with additional castings at levels 10 and 15
- Open Locks four times per day at level 1 with additional castings at levels 10 and 15

Disadvantages:

- No Dualclass
- Must be Lawful Neutral
- No ranged weapons
- May not go beyond specialisation (2 slots) for any weapon
- Requires Intelligence and Wisdom: 16
- Maximum Charisma: 14

Knight (Enhanced BG2)

Similar to Paladins, Knights are bound by a rigorous code of behavior; which is based on honor, honesty, and courage. They are faithful to their sovereign, whomever they serve. Paladins sacrifice their lives in the service of their God. A Knight always obeys the orders of their sovereign even when they disagree with them. Honor does not allow them to call help even in the face of death. They would prefer to be killed than to be suspected of cowardice. They despise their enemies, and are pleased when they put one to death. Expect the Knight to always protect their code, no matter how difficult this can be.

Advantages:

- Immunity to fear and morale failure
- Gains a +3 to maximum Charisma at creation
- Once per day for every 7 levels can use 'Gallant charm'
- Gains lots of spells as innate abilities. They are listed below:
 - At level 8: Detect evil
 - At level 11: Protection from evil
 - At level 14: Know alignment
 - At level 17: Protection from evil, 10' radius
 - At 21th level gains 'Symbol of light'

Disadvantages:

- Must be lawful good
- Can achieve 'Grand mastery' only in swords
- May not use missile weapons

Knight (Paladins of Faerun Kitpack)

A knight is a proud, skilled melee combatant who fights in the name of honour. A knight relies on more than a sharp sword and a stout suit of armour to defeat his foes. His drive, determination, and fighting spirit allow him to control the battlefield in ways that others cannot match.

Knight can't select chaotic alignments.

Advantages:

- Immunity to fear and morale break
- Twice per day can use the 'Battle shout' ability, which cures all forms of fear (but doesn't protect from later fear attacks) and gives the knight's allies +2 to THACO, damages and morale for the next 3 rounds
- At 12th level once per day can use the 'Fight to end' ability, which grants all his allies an additional 10 hit points, +2 to AC and saving throws, immunity to fear and morale break for the next 10 rounds. After that they lose the temporary hit points.

Disadvantages:

- Is limited to mastery (3 points) in melee weapons
- Can't use ranged weapons
- Can't dual class to thief

Lancer (Region of Terror) - Needs RoT to be installed

Lancers were originally trained in Sembia to be palace guards. After five generations they were replaced by swordsmen and thus forgotten. The training methods didn't die though and were spread to the other parts of the world too. A Lancer needs to be trained by a fighter and a mage and therefore they are very rare nowadays. The combat training focuses on spears and the mage teaches the ability to enchant them. An experienced Lancer can create a very powerful spear for himself.

Advantages:

- Grand Mastery with spears and staves
- Creates more and more powerful spears at certain levels (up to +6, final spear received on level 26)

Disadvantages:

- Can only get to Master level with other weapons

Legionnaire (Enhanced BG2)

This warrior serves in a regular army or special forces, formed by local authorities. Legionnaires are one of the most powerful units that appear on the battlefield. They are completely devoted to a superior authority. From Legionnaire excerpts, without hesitation they will participate in any skirmish, involving their superior. Sometimes they fulfill duties outside the battlefield, using their abilities for the glory of their sovereign. Legionnaires often undertake additional obligations, for example: the eternal fight with evil and chaos, or to fight in defense of justice. The Legionnaire does not like to part with their sword; additionally they are also distrustful of

magic and try to avoid it from afar, though they are aware of the advantages of enchanted weapon and armor.

Advantages:

- Bonus +2 to AC
- Gains 2 extra hit points every level.
- May use 'Battle cry' ability once per day. The ability varies with level:
 - 1st: If the creature does not make a successful saving throw vs. spell, it turns and flees at maximum speed as far from legionnaire.
 - 9th: All enemies within the area of effect when this spell is cast must save vs. spells or flee in terror.
 - 15th: Inflicts a feeling of hopelessness upon the enemies within the visual sight of the legionnaire and remove any effects of panic and restore his morale.
- At 21th level gains regeneration 1 hit point every 6 seconds

Disadvantages:

- Must be lawful
- Can specialize only in swords
- May not use any magic items except for weapons and armor

Marksman (The Darkest Day) - Needs TDD to be installed

The Marksman is a true master with the bow and the arrow because he has concentrated the vast majority of his efforts toward this since youth. He excels in creating his own special arrows which cause various different effects to the targets such as blinding, poisoning, stunning, or even slaying them instantly. Moreover, his already considerable skills increase dramatically with time, and at the zenith of his experience, he can weave fantastically powerful enchantments into an ordinary bow to devastating effect. One of the more famous of the Marksman's abilities is to shoot at a target with deadly force at almost point-blank range; rather than close enemies being a handicap to him, as with most ranged attackers, the Marksman revels in this, dealing significant damage to a close target. However, assuming the target is still alive after this deadly shot, the Marksman must change to melee weapons to finish his enemy off. The Marksman's lifestyle demands that he is strong of body and extremely agile. This, combined with his god-like skill with the bow, serves to make him an unstoppable force on the field of battle.

However, his intense training has left the Marksman with little experience in melee weapons, and his style of attacking demands that he cannot be hindered by any armor. Also, only the most dedicated followers of the light amongst the Elven race may become a Marksman, for they would never use their skills against innocents, for evil, or for malicious ends.

Advantages:

- Can create a Heart Shot arrow (save vs. death or the victim is struck dead) at level 12 and 16
- Can create a Venom Shot (save vs. poison or rapid poison for 3 rounds) at level 10 and 13
- Can create a Mace Shot (no save, target is blinded for 5 rounds and his THACO is lowered by 6 for 3 rounds) at level 11 and 14
- Gains +1 to hit and damage several times as he gains experience
- +1 to max dexterity

Disadvantages:

- Can wear no armor
- Needs 19 dexterity
- Needs 15 strength
- Only 2 slots to all non-missile weapons
- Can only gain proficiency slots in single weapon style

Mercenary (Paladins of Faerun Kitpack)

This is a full-round fighter, capable of fighting with melee or ranged weapons. He's well trained in using his racial weapons, but has trouble with other types. Also, he's able to focus himself for a few moments and fight harder than in his normal state.

Mercenaries can select any alignment with "neutral" in it.

Advantages:

- Gain 1 free proficiency point for his racial melee and ranged weapons
- Once per day per 5 levels, he can use the 'Inspiration' ability, which grants him for 30 seconds: +2 to THACO and damage, +1 to saving throws, AC and morale, and 1 additional attack per round.

Disadvantages:

- Can achieve grand mastery only in his racial weapons. In other types he is limited to standard specialisation (2 points)
- Can't use plate mail

Pit Fighter (The Darkest Day) - Needs TDD to be installed

These hardened gladiators have honed their combat skills and endurance in the vicious fighting pits found in the seedier parts of Faerun. Years of brutal fighting and rigorous training have improved their stamina, giving them a considerable boost to their constitution. Exposure to such constant violence has hardened the bodies of these embittered people to the point where they are able to recover from wounds at a rate far beyond that of a normal human being. The gladiatorial arenas have taught the pit fighters not only the need for strength and endurance, but also the

importance of speed and agility. As a result, Pit Fighters can move and strike faster than an ordinary adventurer. Only the very best fighters survive past their first few brutal fights. These extraordinary men eventually gain the ability to Cause Serious Wounds on their opponents through sheer force of will.

However, only humans, dwarves and half-orcs have the necessary strength and hardiness to become pit fighters. These hard-edged men are chosen for their outstanding strength, stamina, and agility, and must possess high skill in all these attributes. Whilst the pit fighters are brutal warriors, they are rarely given an opportunity to hone their skill with any one weapon, being forced to train and fight with whatever instrument is nearby. As a result, the pit fighters are only able to become proficient in Two Weapon Style and Sword and Shield Style. Similarly, due to their lack of familiarity with ranged weapons in the arena, Pit Fighters are unable to use them in combat. Because agility is a fundamental attribute of Pit Fighters, they are unable to wear full plate armor which is far too restrictive to their fighting style.

Advantages:

- Have a slow rate of regeneration
- Have a naturally high movement rate
- Can cast Cause Serious Wounds at level 1 and 12

Disadvantages:

- Require 16 strength, dexterity, and constitution.
- Must be human, half-orc, or dwarven
- Can only be proficient with Shield and Sword Style or Two Weapon Style.
- Can't wear full plate mail armor
- Cannot use ranged weapons with skill

Pit Fighter (Ashes of Embers)

Whether by choice or by slavery, the Pit Fighter learned the art of combat in the death pits of any large city in the world. The Pit Fighter is a flashy combatant, not the least bit troubled to fight fair, but suffers somewhat from being a show-off, not going for the kill when the opportunity for humiliation is first available.

Advantages:

- Starts with one proficiency point in all melee weapons.
- +1 to movement rate/5 levels.
- May use a "Dirty Trick" 1/day/4 levels: Target opponent must make a save vs. Breath or suffer the effects of Blindness for 4 rounds. Save vs. Breath has a penalty: -1 per 4 levels.
- All melee weapons up to grand-mastery.
- All weapon styles, up the max attainable.

- The pit fighter may allocate points in the sling proficiency, but can only use bolas.

Disadvantages:

- Cannot become proficient with ranged weapons.
- Cannot use armor heavier than chainmail.
- -2 Damage with every attack.

Ravager (The Darkest Day) - Needs TDD to be installed

The aptly named ravagers are the hunters and defenders of gnomish villages. These vicious fighters are raised from birth to defend the homes and lives of their fellow gnomes. The constant training and difficult conditions bestow upon them extraordinary endurance alien to the gnomish race. Many an unwary traveler has been surprised by a band of roving gnomish ravagers who display fighting skills far beyond those of the average gnome. The most proficient ravagers gain an innate berserk ability which allows them to withstand great hardships and inflict tremendous amounts of damage on those who are foolish enough to stand in their way.

The ravagers, however, incur a penalty to their intelligence as a result of forgoing their studies in favor of physical training. They invariably prefer to use blunt weapons, gaining high levels of specialization with the flail, mace, and similar crushing implements. The training of ravagers concentrates exclusively on melee combat and prevents them from being able to use ranged weapons with any sort of success.

Advantages:

- Have + 1 to constitution
- Have access to Barbarian Rage at level 1, 12, and 15
- Has +1 damage bonus

Disadvantages:

- Must be a gnome
- Have -1 max intelligence penalty
- Only effective with blunt weapons
- Cannot use ranged weapons

Rhythm Warrior (The Darkest Day) - Needs TDD to be installed

These are warriors of the pakari, well versed in armed and unarmed combat. They use jumps, feints, dodging and other dextrose maneuvers to their max advantage. When in combat, to an outsider it almost seems that they are fighting to music as they move fluently and to an unheard rhythm. They are a true threat when they have mastered their trade at a high level. The fast and frantic style is almost akin to swashbuckling with the slicking of knives in to the air but they can maneuver themselves at speeds beyond the normal.

Advantages:

- +1 to his AC every odd level up to level 15
- Gains an extra 1/2 attack every 4 levels
- Can create shadows 2 times per day
- Has a +1 to max dexterity

Disadvantages:

- Wears no armor or shielding
- Only uses the following weapons with any skill:
 - daggers, darts, spears, quarterstaves, slings, knives, and short swords
- Must have 10 strength, 14 dexterity and 12 constitution
- Must be lawful
- Only gets 1D8 per the initial levels not 1D10

Samurai (RTTKitpack)

A Samurai is the incarnation of honour in a warrior. Even if some of their choices may seem strange to a non-samurai, this caste of warriors is well-respected and revered.

Advantages:

- Attacks per round: +1
- Cast Samurai Invisibility, five times a day at level 1, with additional castings at levels 10, 15 and 20
- Cast Kai twice per day at level 1 with an additional casting at level 15
- THAC0 Bonus: +2

Disadvantages:

- Humans Only
- No dualclass
- No evil alignments
- Requires: Dexterity 15
- May only use two handed swords, wakizashis, katanas and long bows
- May achieve Grand Mastery in two handed and two weapon fighting styles

Sellsword (The Darkest Day) - Needs TDD to be installed

The Sellsword is a mercenary who hires out his services to the highest bidder. Inevitably, this sort of lifestyle involves a great deal of violence and physical exertion. Superhuman strength and stamina are vital characteristics for the Sellsword. As a result, his frame dwarfs that of the average human. His enormous strength is evocative of the might of the cloud giants and allows him to perform extraordinary feats of valor in combat. Unfortunately, due to his enormous size, the Sellsword's maneuverability suffers and his agility and dexterity are penalized. Due to his outstanding physical prowess, the Sellsword concentrates exclusively on 2-handed weapons.

His tremendous size grants him a natural armor class bonus, which increases as he gains more experience. Furthermore, this allows him to withstand damage from crushing and slashing weapons to some degree. Only humans and half-orcs possess the necessary strength and constitution to become sellswords.

Advantages:

- Gains +2 AC at level 13 and 16
- +1 to THAC0 at level 1, 13, and 16
- Has 25% resistance to slashing and crushing attacks
- +2 to max strength

Disadvantages:

- Cannot use 1-handed weapons with skill
- Can only gain proficiency slots in 2-handed weapon style
- Has -1 to max dexterity
- Can only be human or half-orc

Streetfighter (Paladins of Faerun Kitpack)

Streetfighters have found a place, and even some small amount of fame, among the shadowy and dangerous regions of the world's great cities. Some leave their homes, putting their skills to the test against dangerous monsters in lost tombs or fighting for sport in front of the nobility, but they always remember the lessons of the streets.

Streetfighters never rest easy. They have seen violence and depravity to rival any dungeon adventurer, and they have survived because they never let their guard down. Rather than leaving a streetfighter suspicious or spent, this experience has forged his mind and body into that of a lean, quick-thinking combatant capable of seizing any advantage in battle.

Advantages:

- Immunity to backstab
- +1 to AC and attack speed factory per 5 levels
- Once per day + once per day per 8 levels he can use Sudden strike ability, which makes all his attacks in next round as backstabs with 2x damage modifier. After 20th level multiplier raises to 3x.

Disadvantages:

- Can't use metal armours

Ssaulabi (Prestige Kitpack)

Ssaulabi specialized in all bow-using-skills. They gain marvelous abilities from their discipline, characteristic and traditional meditation.

Advantage:

- +1 bonus in ranged attack damage and THAC0 per 4 level.
- Can use 'Inward eyes' once per 5 levels: gain 5 THAC0 bonus and True sight during 2 rounds.
- Can select high level ability 'Tracking', 'Evasion', 'Improved Evasion'.
- Level 2: 1 bonus to speed factor.
- Level 9: movement faster by 2 point.
- Level 16: Immune to charm and confuse, horror. 1 additional bonus to speed factor.

Disadvantage:

- Ssaulabi cannot learn two-handed weapon except bows, and cannot wear plate and full plate armor.
- Cannot assign over 3 point to weapon proficiency except bows.

Tactician (The Darkest Day) - Needs TDD to be installed

The Tactician is a warrior that, due to his lack of physical attributes, uses the power of foresight and divination to aid him. They have learned to gain access to divination spells via memory, but such mental training prevents them from perfecting their skills with weapons. Tacticians are often employed by nobles and army leaders before battle to help them plan their strategies; as such, they are greatly respected throughout the Realms, particularly amongst military leaders, in spite of the fact that their combat skills are not as good as those of other fighters.

Advantages:

- Has access to innate divination spells, gaining 1 per level from levels 8 to 13
- Can Create Shadows at levels 10 and 14

Disadvantages:

- Wears no armor greater than splint mail
- Can achieve only 3 proficiency slots in any weapon
- Requires 12 Intelligence
- Must be a Gnome or Halfling

Troll Slayer (The Darkest Day) - Needs TDD to be installed

The enmity between dwarves and trolls is one that is famous one that is born of a racial hatred that stretches back to the dawn of time when all the races of Faerun were created. The

Trollslayers are fearsome warriors driven by an insatiable hatred of all trolls, whom they see as a perversion of nature and an abomination of life. As a result, they are fully dedicated to the complete eradication of these fell creatures, and they have devoted countless hours of training to perfect their skills.

One of the most powerful of the Trollslayers' abilities is the ability to craft a powerful weapon which will deal significant damage to all trolls, knocking them out with one blow. Moreover, their extensive studies of the ugly forms of trolls have gifted them with the ability to strike them easier and with more damage than other creatures. They also excel in using the sword and shield fighting style, and are able to achieve high levels of skill with this.

However, the amazing abilities that Trollslayers possess come at a cost. They cannot use any ranged weapons at all, and have an impaired skill in all other melee weapons with the exception of the Battle Axe, which is their favorite weapon. Trollslayers are inherently chaotic creatures, though they may be of a good, neutral, or evil alignment. Often Trollslayers proudly tote smelly necklaces of trollish ears as proof of their valor and skill, which none can deny. Trollslayers are, without a doubt, the most ruthless and violent breed of dwarves that exist in the world.

Advantages:

- Is able to forge a weapon at level 10 that can slay or knock a troll out on impact and also is +7 Vs the beasts Can have 5 slots devoted to the Sword and Shield style.

Disadvantages:

- Is not proficient with swords
- Is not proficient with ranged weapons

Vampire Hunter (The Darkest Day) - Needs TDD to be installed

The Vampire Hunter has been raised from birth to hunt down and slay the demons of the night. He is driven by an insatiable hatred for the undead, and his loathing of this abomination of life gives him exceptional combat bonuses against vampires and their kin. His long exposure to vampires has made their life-draining attacks innocuous to him. The very nature of this profession demands extraordinary endurance; all vampire slayers gain a bonus to their constitution as a result of their outstanding stamina.

The long and arduous training with piercing weapons (which are the most effective against the undead) that he was forced to undergo has left him with little time to hone his skills in other areas. Due to this, the Vampire Hunter is only able to achieve grand mastery with weapons that deliver piercing damage. It is a prerequisite of vampire slaying that the candidate be of a good alignment.

Advantages:

- Level draining Immunity

- +3 to hit and + 3 damage to undead creatures
- Gains innate ability to Create Shadows at level 1, 10, 14, and 18
- Gains +1 to max constitution
- Can create a stake weapon at level 10, 12, and 14 (This weapon lasts for 4 rounds and has a 20% chance of slaying a vampire on a successful hit. It deals out 1D10+2 damage.)

Disadvantages:

- Can only gain grand mastery with piercing weapons. All others are limited to 3 slots
- Minimum of 17 strength and constitution
- Must be of good alignment

Vindicator (The Darkest Day) - Needs TDD to be installed

The vindicator has used his training time to flush out and learn the weaknesses of all undead creatures to aid him in his never-ending quest to rid the land of such evil foe. He can create a weapon using his skill that is most effective against undead and is a result of his vast knowledge of their weak points.

Advantages:

- Has a +1 to hit vs. undead creatures
- At level 10 is immune to level drain
- At level 10 is immune to energy drain
- Can create the Death Reaper blade at level 14 (this is a long sword that causes 1D8 damage, but vs. all undead, it is a 1D8+12 weapon).

Disadvantages:

- Needs 13 strength, 13 dexterity, 14 constitution, and 14 wisdom
- Wears a max of splint mail armor

Wild Elf Fighter (Touchstone NPC)

Wild Elves are a hardier breed of Elf that lives in tribes of roughly 30 to 100 people. More tribal and nomadic than High Elves, Wild Elves maintain Elven elegance and grace despite a simple wardrobe of leather, furs, and simple weaves. Hardened by their surroundings yet appreciative of life, Wild Elves live by the motto: "Live as if you will die tomorrow. Fight as if you will live forever." Wild Elves are generous to those they view as good and merciless to those they view as evil.

Advantages:

- Missile weapon bonus (+1 bonus to hit and damage for every 5 levels)

- Called Shot once per day for every 7 levels (lasts 10 seconds, hits induce: 4th level -1 THACO of target, 8th level -1 Save vs. Magic of target, 12th level -1 Strength of target, 16th level +2 damage bonus)
- Can use Berserker Rage once per day for every 6 levels (While raged: +2 bonus to hit and damage, -2 AC bonus, Immune to: Charm, Hold, Fear, Maze, Imprisonment, Stun, and Sleep, temporary 15 HP increase [taken away at end of rage - could cause death])

Disadvantages:

- Cannot wear better than studded leather armor.
- Proficiency Restrictions:
 - Grand Mastery allowed in Bows, Axe, Dagger and Darts.
 - High Mastery allowed in Spear and Shortsword.
 - Mastery allowed in Longsword, Club, Quarterstaff and Sling.
 - Specialization allowed in Bastard sword.
 - Proficient in all other weapons.

RANGER [RNG]

Arcane Ranger (RTTKitpack)

Rangers spend a great part of their life in contact with nature. During this time they train themselves to become invincible warriors, in hand to hand fight and even in distance fight. But not all Rangers do this. In fact in few chances Rangers can neglect physical exercises to concentrate themselves on spiritual ones. After many years of training these solitary men are able to communicate with the same nature, and can call nature in their help using magic that nature has in her.

Advantages:

- +20% physical damage resistance
- +20% magic resistance
- Arcane Ranger is able to throw many spell reserved to wizards

Disadvantages:

- Only Chaotic Good characters
- No Specialization in throw weapons
- Can't dualclass
- Specialization limited in fighting style
- Request 16 in intelligence and wisdom
- -6 to charisma
- -40% hiding in shadows

Bowslinger (Divine Remix) - Needs DR to be installed

The Bowslinger is the epitome of elven skill with the bow. If there is a difficult shot to make, he will make it. Whether the target can only be reached by firing through high winds or is totally concealed, the Bow Slinger is confident of his ability to make the shot.

Bowslingers must be elves or half-elves.

Advantages:

- +1 THAC0 and damage with any missile weapon for every three levels of experience, slowing to every five levels once the bowslinger reaches 18th level
- Can achieve high mastery with any ranged weapon
- May use the 'Called Shot' ability once a day per four levels (starting at 4th level). When the bowslinger activates this ability, any shot made within the next 20 seconds gains +1 to both THAC0 and damage for every four levels of experience
- May use the 'Speed Shot' ability once a day per eight levels (starting at 8th level). When the bowslinger activates this ability, he makes one extra attack per round for five rounds
- May cast 'Detect Invisibility' once a day per six levels (starting at 6th level)

Disadvantages:

- Does not gain 'Charm Animal' as an innate ability
- -1 to damage with any melee weapon
- Can only become proficient with long swords, short swords and daggers
- Cannot be proficient with any other melee weapon
- Cannot wear any metal armor

Dark Ranger (RTTKitpack)

Along with the dark druid, the dark ranger is the one of the renegades of nature. Thorough dark magic, the renegade can cause animals to dance to his tune.

Advantages:

- Shadow Transformation: Twice per day, with additional castings at levels 15 and 20
- Summon Dog at level 1
- Summon Spider Progeny at level 5
- Summon Mountain Bear at level 15
- Summon Wyvern at level 17
- Slay Animal (no save allowed): Three times per day, with additional castings at levels 10, 15 and 20

Disadvantages:

- Must be Neutral Evil
- Maximum Charisma: 10
- Maximum Constitution: 14
- No Stealth.

Drow Ranger (The Darkest Day) - Needs TDD to be installed

The Drow Ranger's most important task is the pursuit and execution of the drow's enemies. All Drow Rangers are expert in the use of swords and excel in the use of these weapons far beyond their distant elven cousins. Like all drow, the rangers have a natural resistance to magic, which improves with their skill and experience. The rangers possess a number of spells which allow them to execute their duties with the utmost efficiency. These deadly, shadowy hunters prize agility and nimbleness above all other traits. They shun the protection offered by the heavier suits of drow adamantine armor which inevitably curtails their mobility. Lolth favors her lethal hunters above the other warriors granting them the ability to scatter their enemies with unholy fire.

Advantages:

- Gain 5% magic resistance per level up to level 10, then 5% every 2 levels up to level 18
- Has a +1 dexterity
- Can cast Shadow Door at levels 1 and 12
- Can cast Burning Hands innate ability at levels 1 and 12
- Can cast Know Alignment and Dispel Magic once per day

- Can have 3 slots devoted to a sword of any type

Disadvantages:

- Can't have more than a 10 charisma
- Must be of an evil alignment
- Can't dual class
- Can't use regular ranger skills
- Can wear a max of studded leather armor, they cannot wear enchanted elven chainmail due to their banishment from the elven community.
- As a dwarf, they suffer a hindrance to reactions in the light. Therefore, AC and THAC0 are penalized by 2 points while outdoors during daylight hours. They are also a most hated race, so raids from their racial enemies are always on the cards.

Duelist (Prestige Kitpack)

The Duelist is a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier. Also known as the swashbuckler, the Duelist always takes full advantage of his quick reflexes and wits in a fight. Rather than wearing bulky armor, Duelists feel that the best way to protect themselves is to not get hit at all.

Advantage:

- AC bonus 2 + 1 per 5 level.
- +1 bonus damage per 4 level.
- Can use 'Acrobatic Attack' ability once per 5 levels: Gain +3 bonus to THAC0, AC and all Saving throws during 2 rounds.
- Can proficient 3 point for usable weapons.
- Can select high level ability 'Evasion' and 'Greater Evasion'.

Disadvantage:

- Cannot use any ranger abilities.
- Cannot wear armors.
- Cannot proficient blunt weapons and bastard sword, two-handed weapons except quarterstaff.
- Cannot select high level ability 'Hardiness', 'Tracking'.

Elementalist (RTTKitpack)

An elemental is a particular kind of ranger who has dedicated their life to fighting without protective devices. After many years of training, an elemental's skin becomes as hard as stone! In practice, this means that an elemental is protected by their natural armour and so is not

encumbered by artificial armour. A side effect of this training is to increase the elementalists' resistance to every sort of climate.

Advantages:

- Elemental Resistance: +3% at level 1-15
- Elemental Resistance: +2% at level 16-20
- Elemental Resistance: +1% from level 21
- Physical Damage Resistance: +15%, AC: +2 at level 15, 25

Disadvantages:

- May not wear any armour, cloak or gauntlets
- May not Multi- or Dualclass
- Requires: 17 Constitution

Elven Forest Warrior (The Darkest Day) - Needs TDD to be installed

The elven forest warrior is an ancient sacred race of rangers. They possess the unique and very secret ability to call the animal totem magic to aid them in their journeys.

They also choose to limit their armor to studded leather as some of the advantages gained via the totem magic can be restricted by heavy bulky armor. They also shunned the use of swords in the upbringing and as a result; do not wield swords with any skill except for the katana.

Advantages:

- Has a x2 backstab ability
- Can summon the spirits of animals to aid them via sacred elven totem magic, the magic are as follows:
 - Level 10 - Bear (+2 strength for 2 turns)
 - Level 10 - Coyote (-1 THAC0 to 1 target for 1 turn)
 - Level 12 - Eagle (+1 to missile THAC0 for 1 turn)
 - Level 12 -Fox (+25% stealth skill)
 - Level 14 -- Horse (+2 to speed for 6 rounds)
 - Level 14 - Squirrel (+ 2 dexterity for 1 turn)
 - Level 16 - Tortoise (+2 AC for 1 turn)

Disadvantages:

- Wears no armor greater than studded leather
- Uses no bladed weapons of a sword nature with any skill except for a katana.
- They roll 1D8 instead of 1D10 for their initial hit points

Feralan (Divine Remix & Unfinished Business)

What happens to children who wander in the wilderness and are never recovered? Or worse, those who are abandoned there? Many succumb to the dangers of the wild, but a fortunate few

are taken in by animals, raised as a part of a lion's brood, or a wolf's litter. Cut off from civilization, they gradually take on the characteristics of the creatures who adopted them, forming some kind of unity with the spirit of the wild. In the process they become feralans, beings who combine the savagery of beasts with the intellect of man.

Feralans cannot be Lawful Good.

Advantages:

- +10% to stealth
- +1 to Armor Class for every 5 levels of experience (starting at 1st level)
- May use the 'Feral Rage' ability once a day per 10 levels. The enraged state lasts for 60 seconds, and grants a bonus of +2 to hit, damage, and AC, and immunity to charm, hold and fear, maze, imprisonment, stun and sleep. He also gains 15 temporary hit points
- May use the 'Call of the Wild' ability once a day. This unique ability summons an animal companion who will fight for the caster for 3 rounds + 1 round/level. More powerful creatures are summoned at higher levels.

Disadvantages:

- Becomes winded after Feral Rage. While he's winded he receives -2 to hit, -2 to damage and a +2 penalty to armor class
- Can only be proficient with bastard swords, long swords, short swords, two-handed swords, katanas, scimitars, halberds, flails and crossbows
- Cannot wear any armor or use large shields
- Maximum Charisma is 2 points lower than a standard member of the race

Forest Protector (Region of Terror) - Needs RoT to be installed

Forest Protectors have dedicated their lives for protecting the nature. No-one trains to be a Forest Protector, it's a calling. Usually they move to live in the woods but remain in contact with other people. They are in no way hermits and are usually popular in small villages. They love nature and are usually very charismatic. They get along with animals and can summon them to help in battles. Forest Protectors have little interest in physical skills.

Advantages:

- Charisma can be 20 at creation
- They can summon animals to help in battle

Disadvantages:

- Strength maximum 16 at creation
- Dexterity maximum 14 at creation

Forest Runner (Divine Remix) - Needs DR to be installed

Wherever a corrupt or oppressive regime holds power, there's bound to be a Forest Runner. Forest Runners rise in opposition to such regimes, living on the fringes of society, usually one step ahead of the law. They're criminals only in a technical sense, as they adhere to a personal code that compels them to wage war against greedy aristocrats and unjust rulers. While the powers-that-be view the Forest Runner as a lawless troublemaker, commoners see him as hero, perhaps their best hope against a tyrannical government.

Forest Runners cannot be Lawful Good.

Advantages:

- +5% to stealth
- Can achieve mastery with long bows, quarterstaves, long swords, and daggers
- May use the 'Inspire' ability once a day per six levels (starting at 1st level). This unique ability boosts the morale and attack rolls of the Forest Runner's companions for 3 rounds.

Disadvantages:

- May not wear any metallic armor
- Can only be proficient with axes, two-handed swords, warhammers, and crossbows

Giant Reaper (The Darkest Day) - Needs TDD to be installed

The Giant Reapers are sworn to cleanse Faerun of their mortal enemies, the Giant Kin. As a result of the Giant Reaper's secrecy, it is difficult to fathom the reasons behind their hatred of the Giants. However, it is clear that these grim-faced and aloof men are driven by a desire for wrath and vengeance. They are a bleak and dour breed, but their mastery in battle against the giant kin is unmatched within all of Faerun. After years of combat against the giants, the reapers have developed a curious fighting style of their own. Having learnt the futility of facing these dread creatures with a sword and shield, most giant reapers shun this combination in combat. Their all-pervading hatred of the giant kin and their single minded dedication to their profession allows these fearless warriors to achieve a state of berserker-like fury, within which they are truly a fearsome sight to behold.

Advantages:

- +5 to damage and +4 THACO vs. Giant Kin (includes ogres, golems, effreet, djinni, fire and air elementals)
- Gains Berserker Rage at levels 1, 12, and 16

Disadvantages:

- Can have only 1 slot devoted to ranged weapons

- Penalized in Sword and Shield style
- Have -1 to dexterity as they have always abused to ability of lightning-quick reactions since they dealt with slow foes
- Have a very slow casting time as they have trained in the arts of melee
- Wear a max of splint mail armor to give them a slight advantage with speed

Globe-trotter (Enhanced BG2)

This Ranger continuously travels from place to place, attending to their own matters. Reasons behind this never ending journey from city to city depends on the Globe-trotter. One may hunt evil, while another might seek revenge on old enemy. One may dispense merciless justice and punish evil, while another might travel from hamlet to hamlet helping people in need. It is said they always appear where their skills are most needed.

Advantages:

- May achieve 'Grand mastery' in two-handed sword
- Additional one point of proficiency in 'Two handed weapon' style
- Gains +2 to his Lore Score for every level up
- Once per day for every 9 levels can use 'Weather of resoluteness'
- At 18th level they move at 2 points faster than the usual character

Disadvantages:

- Cannot charm animals
- May not cast priest spells

Justifier (Divine Remix & Unfinished Business)

Some expeditions are so demanding and some foes so dangerous that they require the attention of a highly trained specialist whose combat skills far exceed those of the typical ranger. Enter the Justifier, a master tactician whose military instincts, fighting versatility, and steely nerves places him in the first rank of elite warriors.

For a determined Justifier no job is too difficult, no enemy too formidable. Their proficiency with weapons gives them an edge in combat, though the smaller time devoted to magical training leaves them slightly lacking in that department.

Justifiers must be Lawful Good.

Advantages:

- +10% to stealth
- +1 to hit and +1 to speed factor for every 10 levels of experience

Disadvantages:

- Does not gain 'Charm Animal' as an innate ability
- Spell casting ability limited to:
 - 'Cure Light Wounds' and 'Armor of Faith' once each per day from level 8
 - 'Luck' and 'Remove Fear' once each per day from level 10
 - 'Draw Upon Holy Might' once per day from level 12

Samurai (The Darkest Day) - Needs TDD to be installed

An ideal Samurai is a stoic warrior who follows an unwritten code of conduct known as the Bushido which holds bravery, honor and personal loyalty above life itself. A true Samurai is a grand master of the katana and wakizashi. His mastery of these blades is unparalleled, and the deadly precision with which he wields them strikes fear in the heart of even the most determined foe. The samurai invariably bears both his blades in combat and the amount of strict training and meditation needed to achieve this sort of skill grants him exceptional bonuses to his dexterity. His total dedication to the katana and wakizashi means that the samurai is unable to wield ranged weapons. However, his lightning-fast reflexes and super-human agility have granted him the ability to deflect missiles.

The Samurai's total commitment to his chosen weaponry prevents him from specializing in any other weapons than the katana and wakizashi. His Wisdom and constitution are penalized due to the restrictive training dictated by the Bushido. The Samurai does not wear any armor greater than studded leather as it impedes his agility and hence his ability to fight with both blades. Ultimately, only the most agile and dexterous of humans possess the necessary physical attributes to become a true Samurai.

Advantages:

- Have a +4 AC vs. missiles
- Can use the Kuatoray Technique at levels 8, 12, and 15 for 6 rounds (This technique allows them to wield their weapon with an extremely light-handed grip. When they swing their weapon, the grip is so loose that the blade will practically fly out of their hands at the opponent. This technique increases the number of attacks per round to the maximum due to the slinging style. There is a +2 bonus to accuracy, but 4 less damage is done with every hit since the samurai does not hit with full force)
- Can have 5 proficiency slots devoted to katanas and scimitars
- Receives +2 to maximum Dexterity

Disadvantages:

- Has weapon skills only with katanas and scimitars
- Receives -1 to maximum Wisdom and Constitution

- Wears no armor greater than studded leather
- Uses no ranged weapon with any skill
- Casts no druidic spells, does not charm animals
- Requires 17 Dexterity
- Must be a Human of Lawful alignment

Scout (Paladins of Faerun Kitpack)

Any force on the move, whether it's an army or an adventuring group needs information about what's ahead and what's behind and, more important, time to prepare for battle. A scout can navigate difficult terrain at good speed, and he specializes in seeing his foe before the opponent ever detects his presence. In a dungeon or in the wild, a scout is seen only when he wants to be.

Sphere access:

- None

Advantages:

- Gains +20% bonus to hide in shadows and silent walking
- +3 to sight range bonus
- At 5th level gains +1 to movement speed. Gains next +1 at 11th level
- Once per day can use 'Skirmish' ability, which grants him +1 (and an additional +1 per 5 levels - max +5 at 20th level) bonus to THACO, movement speed and AC for the next 4 rounds
- At 16th level can once per day cast on himself Freedom of movement.

Disadvantages:

- Can't use metal weapons and armour
- Can't cast standard druidic spells
- Can't dual class into cleric

Seeker (Paladins of Faerun Kitpack)

This ranger has a better connection with the spirit of the environment than anyone else. Nature grants him many powers, wisdom and abilities, which can be helpful in the fight against enemies.

The Seeker can choose from any non-evil alignment, but he still can lose his title (becoming a "fallen ranger").

Sphere access:

- Minor: all, animal, healing, plant, divination, protection and weather

Advantages:

- +10 to lore at start
- Gain bonus spells from 1-4 levels
- Can use items limited only to druids
- At 7th level can once per day shape change into a wolf

Disadvantages:

- Can achieve specialisation only in weapons limited to druids
- Does not get the free 2 points in two-weapons fighting style
- Can't use metal armour

Shadow Elf (The Darkest Day) - Needs TDD to be installed

The Shadow Elf is a ranger that has spent a large amount of his time learning to cast spells from tomes of arcania. With the ability to cast from memory, the shadow elf limits himself to studded leather armor as anything greater would hinder his casting. In addition, the Shadow Elf does not use ranged weapons effectively due to lack of practice, but they do possess an excellent use of the shadows to hide from foe.

Advantages:

- They gain the following innate spells
 - Level 10 - Dispel, Cure Disease
 - Level 12 - x2 Cure Light Wounds
 - Level 14 - 2x Fireball
 - Level 16 - Protection From the Elements
 - Level 18 - Resurrection
- Has + 40% to hide in the shadows

Disadvantages:

- Can wear no more than studded leather armor
- Requires 15 intelligence
- Can't be proficient with ranged weapons

Silent Hunter (Region of Terror) - Needs RoT to be installed

Silent Hunters are perfect shadowers. They can easily follow anyone and if necessary, annihilate them smoothly and quietly. They aren't very good in close combat and thus avoid going into one.

Advantages:

- Grand Mastery with Daggers

- Gets +50 to Hide in Shadows at level 1
- Gets +50 to Hide in Shadows at level 15

Disadvantages:

- They have +2 in AC Class making them more vulnerable to attack
- Strength and Constitution max is 16 at creation

Slayer of the Eye (The Darkest Day) - Needs TDD to be installed

The slayer of the eye has devoted his time in learning how to slay and resist the effects of the beholder. Their grudge against the elder orbs is not clear but they have poured all their physical resources in to resisting the effect of the elder orb's ray. They can even slash and reflect the rays back at the beholder which gives them a huge advantage over many others that try to face an elder orb in combat.

Advantages:

- Are able to reflect rays fired by beholders
- Are excellent when using scimitars and long swords and can devote 4 slots to either
- Are immune to imprisonment that elders use on their foe

Disadvantages:

- Use no ranged weapons with any degree of skill
- Have a -30 penalty to their stealth skill
- Cannot wear plate armor

Slinger (The Darkest Day) - Needs TDD to be installed

The slinger is an antisocial person who has survived in small groups in the woodland areas. He is a master with a sling as it is the weapon that he uses to bring down the animals that he hunts. He also has knowledge of chemicals and nature substances and is able to create certain bullets that can affect a target in many different ways.

Advantages:

- Can have 5 slots devoted to a sling
- Can Create 1 venom, lava, and a stunning bullet per day
- Gains +1 THAC0 and damage with the sling at level 1, 8, 12, 15, 18, and 21

Disadvantages:

- Wears no more than studded leather
- Does not use any other ranged weapon with any degree of skill

Sylvan Mystic (Sorcerer's Place Collection)

The Sylvan Mystics are an ancient order of Elven and Half-Elven Rangers in Faerun. They specialize in hunting evil mages and mind flayers, and as such they must attune their mind in addition to their body.

Advantages:

- Gains Dispel Magic and True Sight
- Chaotic Commands at level 9
- Iron Skin at level 9
- Aura of Flaming Death at level 21
- Summon Deva at level 23
- +1 Armor Class
- +1 Damage and THAC0
- -1 Weapon Speed every 5 levels

Disadvantages:

- Strength (-5) and Constitution (-4) Penalty
- Cannot Charm Animals
- Can only use bows and bladed weapons
- Can not wear armor heavier than chain mail
- Half-Elf or Elf kit only
- Can only be lawful or neutral good

Tempest (Paladins of Faerun Kitpack)

The Tempest is the point of calm within a whirling barrier of deadly weapons. Poets use colourful terms such as 'dancer' to describe the movements of the Tempest and his two weapons, but mastery of this fighting style is not about dancing. Nor is it about impressing anyone - least of all poets. The Tempest focuses on learning the ultimate secrets of two-weapon fighting for a single purpose - the destruction of his enemies.

Sphere access:

- Minor: all, animal, healing, plant, and weather

Advantages:

- Can achieve mastery in any melee weapon
- Ambidexterity: Tempest do not get the standard -2 Thac0 penalty for off-hand weapons
- Once per day per 5 levels (starting at 5th) can use the 'Parry' ability, which grants him +2 to AC and one hit deflection possibility per 5 levels (starting at 5th level with one deflection) for the next 5 rounds

- Once per day per 5 levels (starting at 5th) can use the 'Tempest' ability, which grants him in the next 5 rounds one additional attack per 5 levels (starting at 5th level with one additional attack) but also gives a -2 penalty to THACO.

Disadvantages:

- Is limited to proficiency in ranged weapons
- Can't use the hide in shadows skill
- Can't wear plate armour
- Can't use Charm animals

Tempest (Prestige Kitpack)

The Tempest is the point of calm within a whirling barrier of deadly blades. Poets use colorful terms such as dancer to describe the movement of a Tempest and her two blades, but mastery of this fighting style is not about dancing. Nor is it about impressing anyone - least of all poets. The Tempest focuses on learning the ultimate secrets of two-weapon fighting for a single purpose - the destruction of her enemies.

Advantage:

- +1 AC bonus at level 7, 14, and 23.
- Can use 'Tempest' ability once per 8 levels. In this effect, you gain 4 AC bonus and can move faster, and attack by double ApR.
- Level 5: +1/2 Attack per round.
- Level 16: Doesn't get 2 THACO penalty for off-hand weapon.

Disadvantage:

- Cannot proficient two-handed weapons and weapon styles except two-weapon-style.
- Cannot use charm animal and ranger spells.
- Cannot wear metallic armors.

Time Keeper (RTTKitpack)

It's said that, long ago, time was controlled by a druidic sect. Considering the existence of Time Keepers, this could be true! Time Keepers are warriors, since a simple druid wouldn't survive for all these centuries, but they are also a force of nature... do not forget that the flow of time itself is at their command!

Advantages:

- Cast Time Stop (3 seconds) three times per day at level 1
- Cast Time Stop (6 seconds) once per day at level 10, with additional castings at levels 12 and 14

- Cast Time Stop (12 seconds) once per day at level 16, with additional castings at levels 18 and 20
- Cast Time Stop (20 seconds) at level 22

Disadvantages:

- May never remove their sacred tunic, rings or amulet
- May only fight with their holy cudgel
- Requires Intelligence and Wisdom: 18

Tracker (The Darkest Day) - Needs TDD to be installed

The tracker is much like the stalker. He has bonuses to his stealth skills due to his woodland camouflage. Unlike the stalker, though, he does his hunting for himself, not for contracts. He specializes in taking out his target with minimal struggle and prefers to paralyze or disarm the target before the kill. He is an expert in the use of disabling drugs and expelling foreign substances from his body before they can take effect.

Advantages:

- Has +40% to stealth skill
- Can have +3 to all ranged weapons
- Can create 3 stun arrows per day (save vs. paralyzation)
- Can have 3 slots devoted to axe skills
- Can cast Hold Monster and Hold Person once per day
- Is immune to disease and poisons

Disadvantages:

- Can wear a max of studded leather armor
- Must be neutral
- Is not proficient with swords
- Does not use any 2-handed weapons due to their bulk which can make stealth too difficult to attain

Trail Tracker (Region of Terror) - Needs RoT to be installed

The Trail Trackers are hunters. They hunt down men and animals. They have been used for thief catching and for finding and killing animals that have been causing troubles. They usually take out their victims with a special paralyzing attack.

Advantages:

- Gets +30 to Stealth
- Paralyzing Strike (During 5 seconds the Trail Tracker can stun the target with every successful hit, usable once per day, no save, powerful creatures are not affected)

- Get's -2 to THAC0

Disadvantages:

- Weapon bonus damage is reduced by two (+3 weapon deals the damage of a +1 weapon)

Wilderness Protector (The Darkest Day) - Needs TDD to be installed

The Wilderness Protector is a ranger who spends nearly all of his time alone in woodland areas, and in doing so, has learned to bond with animals. Along with using animals as allies, he can also call darker beings as he gains experience. Due to his attempts to keep up with the animals, he will never wear more than studded leather armor, and will only wield weapons that he uses for everyday survival.

Advantages:

- Can call on an animal that is in sight to aid him with no save at level 1 and 12
- Can cast Monster Summoning IV at level 13, Monster Summoning V at level 16, and Monster Summoning VI at level 19
- + 40% to stealth ability

Disadvantages:

- Can wear no more than studded leather
- Has a - 6 to max charisma
- Can only use axes, clubs, spears and staves as melee weapons
- Can only have 1 slot devoted to a melee weapon proficiency

Wilderness Runner (Divine Remix) - Needs DR to be installed

There are rangers, and then there are rangers. Elves are uniquely connected with the rhythms of the forests, some more deeply than others. Only those who have chosen to become rangers may elect to become more fully part of the forest, casting aside the trappings of even elven society to serve the needs of the wood. They are called wilderness runners.

Only elves may be Wilderness Runners.

Advantages:

- +10% resistance to non-magical fire and cold
- Can achieve mastery with long bows and quarterstaves
- May use the 'Enhanced Charm Animal' ability once a day per two levels (starting at 1st level). This unique ability replaces 'Charm Animal', lasting twice as long and affecting all animals in the vicinity
- Can set snares (starts at 20% and improves by 5% per level)

Disadvantages:

- May not wear any armor greater than studded leather
- Can only be proficient in flails, morningstars and warhammers
- Maximum Charisma is 2 points lower than a standard member of the race

Wilderness Samurai (Region of Terror) - Needs RoT to be installed

The Wilderness Samurai are lone fighters who live in the deserted parts of the Faêrun. They are expert swordsmen and masters with katanas and scimitars. They don't get along with people very well and don't like big cities. Most of them are good from their hearts and use their skills to hunt down and kill hordes of monsters like goblins and orcs. It's very rare to see an adventuring Wilderness Samurai.

Advantages:

- Can achieve Grand Mastery with Katanas, Scimitars, One Weapon-Style and Two Weapon-Style
- Can achieve Master level with all swords, Sword and Shield Style and Two-Handed Sword Style

Disadvantages:

- Can't use spells

THIEF [THF]

Adventurer (Song and Silence)

The adventurer is a jack-of-all-trades, not so much a thief as a character who takes advantage of general thievery skills on adventures. An Adventurer is preferred by many adventuring parties, because he is much less likely than other thieves to betray or steal from his own companions. The successful Adventurer knows the value of trust and cooperation, while many a "street thief" has been raised on duplicity and (sometimes literal) backstabbing.

Advantages:

- +5% to Open Locks and Find/Remove Traps every other level

Disadvantages:

- No backstab multiplier

Arcane Trickster (Paladins of Faerun Kitpack)

Arcane Tricksters combine their knowledge of spells with a taste of intrigue, larceny, or just plain mischief. They are among the most adaptable of adventurers.

Advantages:

- Once per day at levels divisible by 5 (1,5,10,15,20, etc.) can cast Reflected image, Luck and Non-detection. These spells have a casting time of 1 and duration of 1 round per level.
- At 12th level can once per day cast Shadow doors
- At 17th level can once per day cast Mislead

Disadvantages:

- Has a limited backstab multiplier. 1-8: 1x, 9-16: 2x, 17+: 3x.
- Gains only 15% of thief skills

Burglar (Song and Silence)

This sort of thief is the consummate Burglar. He is an expert at breaking and entering the most difficult buildings, bypassing walls, locks, traps and guardians, grabbing the best loot, and escaping unnoticed as stealthily as he arrived.

Advantages:

- +10% to Find Traps, Hide In Shadows, Move Silently and Open Locks

- Can Specialize in Daggers, Darts, and Slings

Disadvantages:

- -20% to Pick Pockets and Set Traps
- Gains trap usage at half the rate of a normal thief

Burglar (The Darkest Day) - Needs TDD to be installed

The burglar is the undisputed master of robbery and larceny. Expert in the art of lockpicking, the burglar is capable of gaining entry to all but the most heavily guarded compounds. Having honed his skills on the streets since his childhood, theft has become the burglar's way of life. His skills are constantly in use and as a result his pickpocketing abilities are endowed with great bonuses. The most skilled burglars can become adept in the art of mugging being able to send their prospective victim into a deep sleep resembling a coma.

However, the burglar, unlike other thieves, is unable to set traps. Such a skill is redundant in his line of work and as a result, the burglar rarely devotes enough time to master this ability. Unfortunately, the burglar's stealthy and secretive training incurs a penalty to his strength, which suffers as a result of a lack of vigorous exercise. Gnomes possess the necessary agility and dexterity to become burglars.

Advantages:

- Gains a bonus 50 points to pick pocketing skills after creation
- Has a +1 to max dexterity
- Can cast Deep Sleep at levels 1, 12, and 16 (This will send the target in to a standing coma if they fail vs. spells -1)

Disadvantages:

- Sets no snares
- Has a -1 to strength

Delver (The Darkest Day) - Needs TDD to be installed

The delver is the jack of all trades, but is primarily a thief. He has greater physical advantages than a regular rogue and can become quite proficient with all thief weapons. He is extremely well-fitted to a new adventuring party as he provides advantages from a lot of classes. He does however lack the skill of theft and his pickpocketing skills are somewhat worse than that of an average thief.

Advantages:

- Gains an extra 2 HP per level from level 10-12 and 1 HP per level from 13-16.
- Can bind wounds 2 times per day (1D(level)+1 up to a max of 1D20 +1)

- Can Cure Poison and Disease once per day
- Can cast 1st level mage spells, gaining a new one as an innate at levels 1, 8, 10, and 13
- Can have 3 slots devoted to any thief weapon.

Disadvantages:

- Has no backstab multiplier
- Has a -50 pickpocket deceit
- Requires 9 dexterity, intelligence and 14 strength
- Can't dual class
- Sets no snares

Drow Assassin (The Darkest Day) - Needs TDD to be installed

Agility, dexterity and grace. These words epitomize the deadly skill of the drow assassin. Like all drow the assassin is absolutely and totally ruthless. His dexterity is unmatched amongst all the races and the very mention of his name will strike fear into the most dauntless hearts. What the assassin lacks in brute strength, he makes up for in stealth and suppleness. As he gains skill and experience the assassin is able to create poison darts, weapons which can bring down even the strongest of foes. The assassin also possesses a degree of magic resistance and a small arsenal of magic spells, abilities which make this dark elf a silent and terrifying killing machine.

Advantages:

- Can create 1 poisoned dart and 1 diseased dart at levels 1-12-16
- Has a +1 to hit and damage
- They gain magic resistance with experience
- Gains shadow door at level 1-12
- Can use crippling strike at levels 8-10 (this 2 handed shove to a targets spine will stun the target for 5 rounds if they fail save vs. death)
- +1 intelligence

Disadvantages:

- Only 15 thieving points per level
- Can't set snares
- Must be evil
- Has a max of 8 charisma
- -1 to strength
- -1 the constitution
- As a drow they lose 2 THACO and AC in the sunlight outdoors.
- They are also a most hated race and raids from their racial enemies are always on the cards.

Drow Thief (RTTKitpack)

One of the shortages in Bg2, in my opinion, is the impossibility to interpret the main character as Drow. With the addition of this kit (with that for the warrior and for the cleric) this deficiency is made good.

Advantages:

- +3 Magic Resistance each level till 20
- +1 Magic Resistance each level from 21 to 41
- +2 Dexterity
- +1 Intelligence
- +45% to all thief ability except to break open and to steal

Disadvantages:

- Only Elf
- Only dark skin
- -1 Strength
- -1 Constitution
- -4 Charisma
- -35% to steal

Faithful Rogue (Victor's Improvements Pack)

This is a thief who has kept his sense for goodness and devotes his prayers to Lathander. In exchange for his faith, the god grants him innate powers, similar to those of a priest.

Advantages:

- Can place 2 stars in Two Weapon Style.
- Gains cleric spells as innate abilities per level as follows:
 - lv1: bless, cure light wounds
 - lv3: cure light wounds
 - lv5: bless
 - lv7: spiritual hammer
 - lv8: cure light wounds
 - lv9: hold undead
 - lv10: Draw upon holy might, cure serious wounds
 - lv12: remove fear, slow poison
 - lv14: hold undead
 - lv15: negative plain protection
 - lv17: remove magic
 - lv18: cure serious wounds
 - lv22: remove magic
 - lv24: cure serious
 - lv28: +10 Find Traps

- lv30: cure serious
- lv35: Summon Deva

Disadvantages:

- Must be either Chaotic Good or Neutral Good.
- Receives a penalty to Constitution on Character creation.
- Receives only 15 points in thievery per level.

Gentleman/Gentlewoman (RTTKitpack)

Have you always dreamt of being Faerun's Robin Hood? Well... this kit is as close as you'll likely get! The gentleman (or gentlewoman) has an high reputation and the favour of the people. But... this can have its drawbacks. The gentleman must be careful not to commit any an evil act, or he will forever lose his special powers.

Advantages:

- Starting Reputation: 16
- Charisma: +3
- Pick Pockets, Open Locks and Stealth Movement: +75%
- Allows Specialization with short and long bow.

Disadvantages:

- Every hour the gentleman automatically donates 125 gp to worthy causes
- Must be Chaotic or Neutral Good
- Requires: 16 Charisma
- Reputation must never drop below 16, or the Gentleman will lose all kit abilities

Guild Thief (Paladins of Faerun Kitpack)

Guild thieves are thieves who operate in urban areas as part of an organized thieves' guild. They control and manipulate almost all the crime in their home cities. Guild thieves generally know their minions, their co-workers, and their superior. This web of secrecy preserves the organization, because any that are captured can only sell out a few others.

The Guild thief is a specialist in non-combat thief talents like a trap finding or hiding in shadows. It makes him an excellent burglar. But he's a thief - not a murderer, and is not able to backstab.

Advantages:

- Starts with +5% bonus to all thief skills
- Gains +5% to open locks and detect traps per 2 levels (after 19th, per 3 levels)

Disadvantages:

- Can't backstab

Huntsman (The Darkest Day) - Needs TDD to be installed

The huntsman is an elven thief whose skills were honed in the native forests of the elves, deviating to areas which are beyond the abilities of the average thief. His extensive knowledge of herb lore and natural medicines allows him to create a number of poisons and ointments which can be used to incapacitate his opponents. Whilst his thieving skills are not equal to the likes of the burglar, he is nevertheless equal to all but the most demanding tasks. His elven heritage allows him to specialize in bows, transcending the skills of most thieves with this ranged weapon. The huntsman is able to entrap his prey using a thick web: a fearsome ability which has proven the downfall of many haughty foes. However, the huntsman's elusive nature and his tendency to remain aloof from others, he incurs a penalty to his charisma. Likewise, due to the emphasis which is placed on dexterity and agility, the huntsman's strength is sapped through his neglect of rigorous training.

Advantages:

- Can create 3 stun arrows per day
- Can have 2 slots devoted to bows
- Can cast Web at levels 1 and 12
- Has +1 to max dexterity

Disadvantages:

- Has only 15 thief points per level
- Has a -3 to max charisma
- -1 to max strength

Knife Bearer (The Darkest Day) - Needs TDD to be installed

The knife bearer is an expert with knives and throwing knives. The accuracy and the damage that he causes increases as he gains experience and at a high level few can avoid his strike.

Advantages:

- Receives +1 to hit and damage with his throwing knives at level 1, 7, 10, 12, 15, 18, and 20
- Has a +1 dexterity
- Can achieve grand mastery with knives
- Can devote three slots to Sword and Shield style

Disadvantages:

- Needs 18 dexterity

- Only proficient with knives and short swords
- Must be a halfling

Merchant (The Darkest Day) - Needs TDD to be installed

The merchant is far from a fighter, but more of a cunning thief that uses his skills with people to abuse trust and fence goods that support his life style. He also has the ability to create a special bag to hold his goods; the bag has no concept of space so all that he takes can be placed can be concealed however big it is. He, as a thief, is as good as any, but his physical benefits suffer and he has no special talents when backstabbing.

Advantages:

- Can go in to bartering mode once per day (25 charisma for 1 turn)
- Can create his own carry bag at level 10
- Can go into awareness mode once per day (has a bonus 100 points to pickpocketing skill)

Disadvantages:

- Has no backstabbing multiplier
- -1 to max strength
- Must have 13 charisma and intelligence

Ninja (The Darkest Day) - Needs TDD to be installed

The Ninja is a curious hybrid of the thief and the fighter. Many creatures, however, never live longer to learn much more of the stealthy fighters. The Ninja is highly agile, gaining a significant bonus to his dexterity as well as his speed. He is highly skilled in evading all kinds of harm. Many a time a Ninja has walked out only slightly singed from a powerful explosion that would have killed creatures many times his strength. His ability of Harm Evasion is one of his best-kept secrets. Moreover, the Ninja can specialize to the level of Grand Mastery with a blade of his choice, though he prefers to use the rare and deadly katana which is especially prized for its skill in backstabbing; a skill in which the Ninja also possesses a significant bonus.

At the peak of his experience, however, the Ninja is much weaker in strength and constitution than most thieves and fighters for his speciality is in lurking in the shadows, dealing out a silent death to all who cross him. Other thief skills apart from the backstab ability also suffer as a result of less training during his youth in the "traditional" thief skills. Also, the only ranged weapon that the Ninja may use is the dart, though he can reach a level of Mastery with this weapon to compensate.

Advantages:

- Gain 2 points to max dexterity
- Grand Mastery available with a blade of choice
- Is gifted the innate ability of Harm Evasion

- Gains a point to AC at level 1 and 16
- Gains THAC0 at a rate in between a Rogue and a Fighter

Disadvantages:

- -2 to max strength
- -1 to max constitution
- Can't use ranged weapons WITH SKILL except for the dart
- Wears no armor

Ninja (RTTKitpack)

This class of thieves isn't very famous in Amn, but in the east it is another thing. At their home they are justly feared and respected. They have the reputation of being formidable killers, able to approach their victim making no noise. In Amn they are regarded with suspicion, and the other common thieves often hate them.

Advantages:

- Advanced specialization in throwing weapons
- Poison at levels 1-6-11-21
- +40% hiding in shadows

Disadvantages:

- Only humans
- Can't use bludgeoning weapons
- Requires 16 in dexterity and strength
- Can dualclass only as mage

Planewalker Thief (The Darkest Day) - Needs TDD to be installed

The planewalker thief is possessed of fearsome and terrifying innate abilities. They are truly mercenary in their outlook on life and will stop at nothing in order to complete a contract. Whether he is hired to assassinate a demon lord or to simply steal an artifact of ancient power, the planewalker faces all challenges in a ruthless and cold-blooded manner. At higher levels, the planewalker is able to call upon allies from the planes of air, fire, and shadow. At times of need, the planewalker can summon a greater air elemental, a shadow lord or, the most powerful creatures of all, a Tanar'ri demon to aid him in battle. The planewalker uses wormholes in the fabric of reality to swiftly travel from one point in the realms to another.

However, the planewalker is unable to become proficient in any sort of ranged weapons. Similarly his thieving skills and trap setting abilities suffer as a result of the long hours of magical study required to master the skills of outer plane travel.

Advantages:

- Can have 2 slots devoted to the dagger
- Gains Call Outer plane Ally at levels 15 and 21
- Can use Shadow Door 3 times per day

Disadvantages:

- Is not proficient with ranged weapons
- Has only 15 thief skill points gained per level
- Requires 12 charisma
- Sets no snares
- Only has skills with daggers and short swords

Scoundrel (RTTKitpack)

The Scoundrel is the exact opposite of the Treasure Hunter. A bird in the hand is worth two in the bush, half a loaf is better than no bread, or, steal everything when you can, because tomorrow you might not have the opportunity. The scoundrel steals and snatches from everyone, and sometimes from the wrong people, so every successful Scoundrel is also a formidable runner.

Advantages:

- Physical Damage Resistance: +10%
- Pick Pockets, Open Lock, Hide in Shadows and Move Silently: +50%
- Acid Resistance: +40%

Disadvantages:

- Maximum Intelligence, Wisdom and Charisma: 9
- Find/Remove Traps, Detect Illusion and Set Traps: -50%
- Need Constitution: 16
- Humans only
- May not be of any good alignment.

Shadowdancer (Song and Silence)

Operating in the border between light and darkness, Shadowdancers are nimble artists of deception. They are mysterious and unknown, never completely trusted but always inducing wonder when met. Despite their link with shadows and trickery, Shadowdancers are as often good as evil. They may use their incredible abilities as they wish.

Shadowdancers often work in troupes, never staying in one place too long. Some use their abilities to entertain. Others operate as thieves, using their abilities to infiltrate past defenses and dupe others. All Shadowdancer troupes maintain an aura of mystery among the populace, who never know whether to think well or ill of them.

Advantages:

- Gains a +5% bonus to Hide and Move Silently skills per 2 levels
- Has permanent Infravision
- May cast Reflected Image once per day
- From level 5, can summon a Shadow once per day. The Shadow increases in power as the Shadowdancer gains levels, has stealthy abilities, and is summoned for 8 hours.
- From level 8, may cast Shadow Door once per day. Further uses are gained at levels 14 and 20.

Disadvantages:

- May not set traps
- Only gains 15 skill points per level

Shadowdancer (Prestige Kitpack)

Shadowdancers are able to use the cloak of shadows for a variety of powerful effects, such as hiding in plain sight or teleporting a short range through shadows.

Advantage:

- Can use 'Hide in Plain Sight' once per 5 levels. You become invisible and non-detectable.
- Can use 'Summon Shadows' once per 6 levels. 2 shadows summoned at level 9, and Shadow devil summoned at level 12, 2 Shadow devils at level 18, 3 at level 24.

Disadvantage:

- Must not be Lawful or Good
- -1 penalty for CHA or CON per 5 levels.

Shadow Walker (Region of Terror) - Needs RoT to be installed

Shadow Walkers are specialized in some of the thieving abilities. They can learn skills much quicker than normal thieves. They are also very good sword handlers. They have been trained to find the weaknesses in armors and know just where to hit. But because of the lack of training with traps, they cannot use them.

Advantages:

- Can get to Expert level with daggers and all one-handed swords
- Gets +5 to Hide in Shadows, Find Traps, Pick Pockets and Open Locks every third level

Disadvantages:

- Can't use traps

Sharpshooter (Song and Silence)

This sort of thief tends to be a stealthy character, preferring to engage a target from afar with bolt or arrow rather than face them in dangerous melee combat. Unlike the ranger, the Sharpshooter uses her skills to aid her dubious activities involving the property and lives of others rather than the protection of the great outdoors.

Although well-versed in the use of many missile weapons, the sharpshooter is not as resilient as a true warrior and the propensity for missile attacks over melee means that they lack the opportunism of other thieves when it comes to backstabbing. They tend not to see this as a disadvantage, instead striking from the shadows with a well-aimed projectile, or setting a deadly trap for those who would follow, when necessary.

Advantages:

- Can attain Grand Mastery in any missile weapon a thief can use
- May coat his missile weapon in poison once per day per 4 levels. Attacks made with the weapon in the next round will inject the poison into the target, dealing out 1 damage per second for 24 seconds (3 damage for the first 6 seconds). A saving throw vs. poison limits damage to 12 total.

Disadvantages:

- No backstab multiplier

Silent Killer (Enhanced BG2)

Silent Killers liquidate the unwanted. The victim usually dies a shot from cover or being backstabbed in crowd of people. Silent Killers are masters of dealing out deadly blows and giving quick deaths. They kill with surprising, terrific precision. Silent Killers can be both merciless murderers and agents of institution standing on guard for law and order. They rarely work alone and only the best of them do not seek any support.

Advantages:

- Bonus +25% to stealth ability
- Once per day for every 8 levels can use 'Silent attack'
- Gains lots of spells as innate abilities. They are listed below:
 - At level 9: Invisibility
 - At level 12: Non detection
 - At level 15: Improved invisibility

Disadvantages:

- Gets only 15% to distribute between thief abilities each level

- Cannot set snares

Snare Master (Region of Terror) - Needs RoT to be installed

Snare Masters are specialized with elemental snares. They can use fire, cold and electricity in their traps. With more experience, they can also add some status changing effects on their traps. Because of the intense training with traps, they cannot backstab and are unfamiliar with bows. Snare Master is commonly called for help if someone wants to...surprise her enemy.

Advantages:

- Gets +30 to Set Traps Skill
- Can use the Ice Snare
 - Levels 1-15; cold damage (2D8)
 - Levels 15-50; greater cold damage and slow (3D8)
- Can use the Fire Snare
 - Levels 1-15; fire damage (2D8)
 - Levels 15-50; greater fire damage and confuse (3D8)
- Can use the Lightning Snare
 - Levels 1-15; electrical damage (2D8)
 - Levels 15-50; greater electrical damage and feeblemindedness (3D8)

Disadvantages:

- No backstab multiplier
- Can't place any proficiency points on bows and fighting styles

Sniper (The Darkest Day) - Needs TDD to be installed

The Sniper is a thief who has gained extraordinary levels of proficiency with the bow. Whilst their skill in the art of archery cannot parallel that of a true archer, the sniper's thieving skills render him an invaluable addition to any party. Due to the long hours of training with the bow and arrow, the sniper's melee ability has been neglected. Whilst he is still a deft hand with the dagger, the sniper cannot use any other melee weapon at all. Similarly, his backstabbing skills have suffered and he cannot deal out as much damage as other thieves.

Advantages:

- Gains bonus damage and accuracy with the bow, but not as much or as fast as an archer
- Can create a Venom Shot once per day (+10 THAC0, rapid poison for 2 rounds if no save vs. death/poison) Can have 5 slots devoted to the short bow and the dagger.

Disadvantages:

- No backstab multiplier
- Can only be effective with daggers and bows
- Must be a halfling or an elf

Soulknife (Song and Silence)

This sort of thief, a being possessed of potent psionic power, recognizes his or her own mind as the most beautiful and deadly thing in all creation. With practice, they have learned to forge their mental strength into a semisolid blade of pure psychic energy. This weapon, known as a mind blade, means that even when unarmed the soulknife is but a thought away from a deadly strike.

Advantages:

- Can achieve Mastery in short swords
- Can manifest a Mind Blade once per day per 10 levels. This short sword is a psionic weapon that lasts for 1 round/level, and counts as being of enchantment 1 higher than it is when determining what it can hit, to a maximum of +5. Each hit heals the Soulknife 1 Hit Point. THAC0 bonus and damage improve by 1 per 5 levels, to a maximum of +5 at level 25. Range improves by 10 every 5 levels to a maximum of 50 at level 25.

Disadvantages:

- Cannot set traps
- Only gets 15 skill points per level

Svirfneblin (The Darkest Day) - Needs TDD to be installed

These underground gnomes live side by side with the fearsome dark elves known as drow. Generations of persecution by the drow have taught the svirfneblin potentially life-saving illusion skills which allow them to elude their enemies and confuse their foes. The svirfneblin have harnessed the power of illusion to its fullest extent, and are known throughout Faerun as masters of deception. Being forced to rely on their hunting skills for many hundreds of years, the svirfneblin have become masters of the dagger. Many an unsuspecting traveler has fallen prey to these surprisingly vicious and dangerous gnomes. However, their aversion to the company of other races invariably incurs a penalty to their charisma, and their thieving skills suffer as a result of a lack of advanced training.

Advantages:

- Can devote 5 slots to the dagger
- Gains Mirror Image at levels 1 and 12
- Gains Mass Invisibility at level 12 and 16
- Gains Blur and Blindness once per day
- AC base of 2
- 20% magic resistance +5% per level to a max of 70%

- +1 wisdom and dexterity

Disadvantages:

- Must be a gnome
- Require a 15 dexterity
- -1 charisma
- -1 intelligence
- Have only 20 thieving skills at each level up

Swindler (The Darkest Day) - Needs TDD to be installed

The Swindler is a thief who thinks only about making money, and will use any means to achieve this goal. He usually gambles, but if he ends up losing, he will use his pick pocketing skills to get even; as a result of this, Swindlers are often one of the most hated types of rogues in any community. He also has skills with throwing weapons, using these skills to earn himself money. He has the ability of a fast getaway and can run very fast to prevent confrontation. The Swindler is not, however, known for hiding, and prefers a quick getaway to a stealthy retreat.

Advantages:

- Can be of any alignment
- Has +50 to pick pocketing skill
- Can haste without fatigue at levels 1 and 12
- Has +1 to damage and THAC0 with throwing weapons at level 1, +2 at level 12, and +3 at level 15

Disadvantages:

- Requires 14 Intelligence and Dexterity
- Has no skills with bows, but can use crossbows with a small degree of skill
- Has -50% to Hide in Shadows skill
- Gains only 20 thieving skill points per level
- Must be a Human

Thug (The Darkest Day) - Needs TDD to be installed

The Thug is a nothing more than a violent, ruthless, and sadistic criminal who inhabits the deprived areas of Faerun, awaiting the next victim like an unthinking animal. Relying on brute force and raw strength to batter his victims senseless, the thug forms a stark picture of contrast to the graceful assassin. The thug is added in this by the fact that he is larger, stronger and possesses much more stamina than the common thief. He also excels in the use of weapons, able to achieve higher levels of skill than his more common brethren, especially with the dagger,

since years of stabbing people in the guts has enabled the thug to become a master with this weapon.

Thugs are almost always of evil alignment as this line of work requires an especially twisted mindset, geared to causing the most amount of damage to another creature, and even taking a depraved pleasure in it!

However, their crude manners and boorish conduct incurs a serious penalty to their charisma, though being nice and friendly to people is hardly going to help them in their line of work. They also are unable to use set up traps since they lack both the required agility and dedication for the task in hand.

Advantages:

- Can have 2 slots with melee thief weapons
- Can have 3 slots with the dagger
- Has a bonus 10 HP at level 1

Disadvantages:

- Has -6 to max charisma
- Has only 15 thieving skill points per level
- Sets no snares

Thug (Paladins of Faerun Kitpack)

The Thug is the most violent sort of thief. Assassins are killers, certainly, but they depend on refinement and subtlety. Bounty hunters also are willing to use violence, but are relatively restrained as well. Thugs depend only on their bloodlust and brutality.

Cannot choose any good or lawful alignment.

Advantages:

- +2 to melee damage bonus
- +5% to pickpocket and hide in shadows
- Can achieve specialisation in dagger, club, short sword, long sword, and can put 3 points in two weapons style
- Once per day per 3 levels can use 'Bull rush' ability, which grants him in the next round +1 to damage per 3 levels. Also any hit has a 25% chance to stun the enemy (save vs. wands negates). But the stun effect doesn't work on creatures which have more than 90 hit points.

Disadvantages:

- Gains only 20% thief skills per level
- Gains only 1 lore point per level
- Gains set traps at half the rate of a normal thief
- -3 penalty to intelligence and charisma

Treasure Hunter (RTTKitpack)

If you have to steal... steal a lot! With these few words you can summarize the mentality of the Treasure Hunter. A Treasure Hunter doesn't lower themselves to steal a mere ten coins at an inn, nay! A Treasure Hunter's sight is set on loftier goals! The treasures of nobility, or the legendary hoards guarded by dragons or buried in the deepest caves. Because of this, the Treasure Hunter is specialized in the search for and in removal of, the traps that are often present in these dangerous places.

Advantages:

- Constitution: +1
- Find/Remove Traps, Detect Illusion, Set Traps and Open Locks: +50%

Disadvantages:

- Need Intelligence: 15
- Dexterity: -1
- Pick Pockets, Hide in Shadows and Move Silently: -50%

Trickster (Prestige Kitpack)

Tricksters combine their knowledge of spells with a taste for intrigue, larceny or just plain mischief. They are among the most adaptable of adventurers. Tricksters tend to use a seat of the pants approach to adventuring, loading up on spells that improve their stealth and mobility.

Advantage:

- Can cast 'Blindness' once per 4 levels.
- Can cast 'Knock' once per 5 levels.
- Can cast 'Impromptu Backstab' once per 6 levels. Your (fast) next attack after this ability recognized like backstab.

Disadvantage:

- Must not be Lawful
- 15 penalty to lockpicking and find traps.
- Backstab multiplier doesn't increased more than x3.

Wushi Ninja (Sorcerer's Place Collection)

The Wushi Ninja are evolved versions of regular ninjas. This happened a long time ago, when ninjas were greatly exposed to magic. After time they began to gain the ability to cast spells. Like regular ninjas they have the ability to specialize in all weapons that a regular thief can use. They also are stronger than a regular thief, but cannot be as charming. The first Wushi Ninja was Nagura Firo.

Advantages

- Gains Magic Missile as an innate ability at levels 3, 9, and 18
- Gains Cure Light Wounds ability at levels 4, 10, and 19
- Gains Shocking Grasp ability at levels 5, 11, and 20
- Gains Aganazzar's Scorcher ability at levels 6 and 12
- Gains Mirror Image at levels 7 and 13
- Gains Blur at level 14
- Gains Minor Spell Turning at level 15
- Gains Shadow Door at level 16
- Gains Breach at level 17
- In early levels, THAC0 is lower than a regular thief's progression but matches in later levels.
- Specialization of all thief weapons, including katanas
- +1 to strength
- +1 to Intelligence

Disadvantages:

- -2 to Charisma
- Can only wear leather or studded leather
- Can only be Human
- Only 20 thieving points to distribute at level-up

HIDDEN KITS [HDK]

*“Comments: Obtained automatically by a dangerously injured non-Lawful Wild Mage or by anyone learning the spell, **Rhialto’s Chaos Conduit** from his spellbook, even NPCs.”*

Spellshaper (Wild Mage Additions)

The spellshaper is a practitioner of wild magic who casts his spells by virtue of raw magical talent or gift, as opposed to a wild mage's academic, systematic approach. Spellshapers share the sorcerer's intuitive understanding for arcane magic. They memorize spells like a wizard, yet have a second resource at their disposal: A Spellshaper has the ability to "weave" raw magic energy into spell effects of his desire, without need of preparing those spells ahead of time. This talent is anything but unfailing, and using it on a regular basis requires as much luck as recklessness. Persons who use such a talent aren't very popular among conservative spellcasters.

Unlike the sorcerer, the spellshaper may learn spells from scrolls, and memorize and cast them like a wizard. Being opportunists at heart, rarely a spellshaper renounces this relative reliable way of working magic. It's usually reserved for those protective and last-resort spells that really need to work, though. The spellshaper's talent to cast spells spontaneously is so convenient that he prefers to use it whenever possible. Neglecting conventional spellcasting and focusing on chaotic wild magic doesn't come without a price: A spellshaper can't memorize as many spells as a true mage, and his progress in getting access to new spell levels is much slower.

Persons of this profession also tend to be a bit eccentric: Their undisciplined nature was what led them to their alternative way of spellcasting in the first place, and constant contact with chaotic wild magic affects the spellshaper's personality even more. Similar to a bard, a spellshaper has a lot of interests: He intuitively learns a bit of everything that crosses his path, but lacks the discipline to master these things to the same extent as a more focused character.

Most spellshapers have the wisdom not to rely exclusively on their dangerous and unpredictable spell ability. They hedge their bets by learning physical combat as well. They aren't warriors, but a spellshaper's abilities in melee combat are close to those of a thief. As he gets more experienced, the spellshaper may learn special abilities that improve his combat techniques even more; these abilities include backstabbing, mastery in the dagger proficiency and the unique ability to fight with two weapons at once without facing any penalties.

One of the spellshaper's more eccentric character-traits is that he refuses any training in the use of missile weapons; for ranged combat, a spellshaper uses magic, and if magic fails he prefers melee. Many of the Spellshaper's special abilities have a high dexterity score as prerequisite, and like all mages, a Spellshaper profits from a high intelligence score.

Advantages:

- Wild Magic (Casting level varies from 5 below to 5 above the spellshaper's own level)

- + 5 lore rating per level
- THAC0 advancement close to rogue (THAC0 reduced by 1 every 6 levels)
- “Weave Spell” ability
- “Weaveshear” ability
- “Shape Spell” ability
- May learn combat-related character abilities ("feats")

Disadvantages:

- Wild Magic (Casting level varies from 5 below to 5 above the spellshaper's own level)
- - 5% Chance for Wild Surge
- Much slower spell progression (New spell levels at experience-level 4,6,8,10,13,16,19,22)
- Less wizard spell slots (-2 level 1 to 7 spells, -3 level 8 and 9 spells, compared to standard wild mage)
- ”Metamagic” items that modify the number of wizard spell-slots have no effect at all.
- Gets no high level abilities
- Suffers -5 to hit and -2 to damage when using ranged weapons
- May wear only one ring (one ring slot permanently occupied)
- Alignment changes to chaotic

DA UBER KIT [DUK]

My (worthless) Comments – “Zyraen’s Miscellany has a component called Uber Kit – Reaver that may well be the true calling of a Child of Bhaal. A very overpowered kit kinda like a Fighter/Mage/Thief/Cleric all rolled into a single character. Getting this kit is a complicated procedure explained in the mod’s readme. But playing with this guy may be considered cheesing!!”

Reaver (Zyraen’s Miscellany)

A individual who is the cream of the crop, advancing both magical arts, weapon skill and thieving abilities. No others are more capable of facing all and any situations than the Reaver.

Advantages :

- starts with Use Any Item
- Mage Levels advance with Thief Levels
- has access to Fighter, Mage and Thief HLAs
- gains up to x7 backstab, more slowly than the Assassin
- gains extra 3 hitpoints every level from 1 to 15
- gains +10 Lore every level from level 1-10
- gains Destroy Undead from level 19 onwards, every 2 levels, up to a max of x 4 uses per day
- gains +1 bonus Thac0 every 2 levels, from level 2 to 20 (effectively following Fighter Thac0 progression)
 - 1 : 2 Stars in Katana
 - 2 : 2 Stars in Single Weapon
 - 3 : 2 Stars in Dagger
 - 4 : 3 Stars in Double Weapon Proficiency
 - 5 : 2 Stars in Sword and Shield Proficiency
 - 6 : 1 Star in Axe Proficiency
 - 7 : 1 Star in Warhammer Proficiency

Note : Do not put stars into any of these proficiencies or you will effectively lose it. If the Mage that the Reaver dualled from has Dagger proficiency, the Reaver will only have 1 Dagger proficiency.

DA NOT-SO-BWP KITLIST:

Now that all the BWP Kits are done, let's have a look-see at all the kits OTHER than the BWP ones ;)

You'll need to download and install these kits separately using the modlinks at the start of this book. Use the [pause function](#) to stop the BWP Install.bat when you wanna install these. Refer to their readmes for exact details on when to install these, but kit-expert Hoppy mentions that in order to use Refinements' great HLA tables, it is recommended to install any and all kits before Refinements. Heed his wise words, my brothers and sisters ... and other folk :P

Damn, I wanted to fill this page and start the Kits from a new page. Ah well, empty space'll have to do for now. Running outta things to type :D

Onward to the KitListX ... from the next page!!!

PALADIN [PLDX]

Holy Avenger (Elderon's Holy Avenger)

Holy Avengers are the most feared and rare warriors within the paladin order. They have usually endured much hardship in the past from the servants of darkness and harbor especially strong hate and taste for vengeance. They dedicate their whole life to the sole purpose of destroying evil wherever it appears, usually to the level that can be considered fanatical. Their training & dedication to that task has made them expert swordsmen, yet they fight very offensively, often ignoring their defenses. They care only divine justice and serving good, even when it conflicts law and order.

Wielding a sword of holy fire, radiating an aura of power and retribution the mere sight of an Holy Avenger is enough for most evil monsters to flee in terror.

Coupled with a powerful artifact of light, like its namesake the Holy Avenger sword, he is the ultimate weapon of Good and a relentless and dangerous enemy of Darkness.

Advantages:

- Can reach mastery in various swords
- Gets a +2 bonus to hit and +3 bonus to damage against Evil enemies
- At levels 1, 5, 10 and 14 gets the Cloak of Fear ability
- At lvl 5 can summon a Holy Blade
- At lvl 10 gets Heavens Wrath ability
- At lvl 15 gets Divine Vengeance ability

Disadvantages:

- Gets a permanent -2 penalty to AC
- Gets a -1 to hit penalty against neutral opponents and -4 penalty against good opponents
- Cannot use ranged weapons

Martyr (Six's Kitpack)

Paladins of Ilmater, commonly known as Martyrs or the Holy Warriors of Suffering, espouse the virtues of self-sacrifice, patience, and endurance as means to shield the innocent from hardship. In battle, they are almost always on the forefront of every engagement, hoping to protect their companions by absorbing the brunt of the damage themselves. Their combat skills are focused on defending themselves and their allies, leaving them relatively untrained in the arts of actually using weapons.

Advantages:

- Base -2 bonus to Armor Class
- -1 bonus to all AC Modifiers every 4 levels. This starts with AC vs. Blunt at Level 1, then vs. Slashing at Level 2, Piercing at 3, Missiles at 4, and then the cycle repeats.
- Gains 1% Resistance to Missile damage per level
- Can cast Bastion 1x/day per 6 EXP levels. This lasts for one round per 3 levels and renders him immune to Fear after Level 6, Confusion after Level 9, Charm after Level 12, Knockback after Level 15, and Teleport Field & Maze after Level 18. The Martyr's movement rate is reduced to a slow walk for the duration.
- Can Shieldbash 1x/day per 7 EXP levels. This deals 2D6 Blunt damage and knocks the victim back 15 feet. It will knock the victim down (unless Save vs. Death) after Level 9, stun him for one round (unless Save vs. Breath with -2 bonus) after Level 15, and render him unconscious for 3 rounds (unless Save vs. Death with -3 bonus) after Level 21. Large creatures such as dragons or giants will not be knocked back, stunned, etc. The Martyr will be unable to move for 2 seconds after using this ability, as he is busy regaining his balance.
- Can cast Defensive Harmony 1x/day per 10 EXP levels.
- Gains access to the ToB HLA of Greater Bastion, which lasts for one turn and grants all the effects provided by regular Bastion, as well as immunity to death magic and Imprisonment.

Disadvantages:

- May not place any proficiency points in any 2-handed weapon
- May put only a single proficiency point into any other weapon
- May not put proficiency points into any Weapon Style except Sword & Shield
- +1 penalty to THAC0 at every 3rd level (Stops after Level 21)
- Reduced spell selection: May not cast any offensive spells
- Cannot Turn Undead
- Does not get access to the ToB HLAs of Greater Whirlwind, Greater Deathblow, or Smite
- Able to select the ToB HLAs of Whirlwind, Deathblow, Power Attack, and Critical Strike only 3 times each

Moon Knight (MegaModKits)

The Brotherhood Of Moon is an ancient order of warriors seldom ever seen in Faerun. They are extremely disciplined, and have been specially trained to fight the undead and other unnatural creatures. However they are more mercenaries than knights. They believe in the ultimate balance of forces, and refuse to see actions as either good or evil.

Advantages:

- Immunity to hold and level drain
- Bonus +3 to hit and +3 to damage against undead
- May cast a limited selection of spells:
 - Repulse Undead (at 10th, 15th, 20th and 25th level)
 - False Dawn (at 15th, 21th, 27th and 33th level)
 - Protection from magical weapons (at 12th, 20th and 28th level)
 - Mantle (at 14th, 24th and 34th level)
 - Protection from magic energy (at 16th and 28th level)
 - Anti-magic (at 21th and 36th level)

Disadvantages:

- Can only be of neutral alignments

Mystic Marksman (Six's Kitpack)

Although all crusaders of virtue strive to pit themselves against the forces of evil, not all of them seek to do it at close range. Many warriors of faith therefore opt to become Mystic Marksmen in their quest to best serve their god, for reasons such as being able to strike at airborne fiends, or helping their church's overall body of crusaders be more versatile, or simply because their own personal skill set is more suited to ranged combat than melee.

Advantages:

- Can attain Grandmastery (+++++) in any missile weapon (including Throwing Daggers)
- +1 bonuses to ranged THAC0 and Damage at every 4th level
- Special Ability of Called Shot, with 1 use per day gained at every 4th level.
Approximates the effects of the Command Word: Die spell. All shots fired in the next 2 rounds have the following effects:
 - after Level 4: For the duration, the Mystic Marksman receives a -1 bonus to ranged THAC0, but a +5 penalty to AC
 - after Level 8: Upon each hit, the target must Save vs. Death with a -2 bonus or fall Unconscious for 3 seconds
 - after Level 12: +2 bonus to missile damage
 - after Level 16: Target must Save with a +2 penalty to avoid Unconsciousness
- Gains access to the ToB HLA of Greater Called Shot, which is just like their existing Called Shot, but with the additional effect of a weakened Bolt of Glory spell: Each hit causes 1D4 Magic Damage to creatures of Elemental origin, 1D6 to those from the Prime Material, 3D4 to Undead, and 3D8 to Demons.

Disadvantages:

- Cannot wear any armor heavier than Hide

- +1 penalty to melee THAC0 every 4 levels (stops after Level 20)
- Limited to Proficiency (+) in any melee weapon (including Throwing Axes and Hammers)
- Limited to Proficiency (+) in any Weapon Style
- Cannot Turn Undead
- Limited to 2 spell slots of each spell level (3rd spell slot of each level is dropped)
- Does not get access to the ToB HLAs of Hardiness or Magic Resistance

BARD [BRDX]

Buffoon (RPG Dungeon Kitpack)

The name "buffoon" is in no way a reflection on the intelligence of these travelers, entertainers, gossips, pranksters, and gadflies. What it does reflect is the way the rest of the world tends to view them, and buffoons carefully cultivate this role, often even to the point of concealing the fact that they possess illusionist skills. They make friends everywhere they go and enjoy using their skills to aid those friends in a multitude of causes. Buffoons make themselves figures of fun and then use this as a means of making fun of others - usually with just the right element of sharpness in their wit.

Buffoons are alert and observant, quick to discern who are safe targets, currently out of favor with the powers that be; such unfortunates often become the butt of a Buffoon's jests. Every Buffoon is adept at keeping the crowd on his or her side, but it is said that every good Buffoon keeps one eye on the exit, ready to beat a hasty retreat should the mood of the onlookers suddenly turn nasty.

Advantages:

- Song causes enemies to be confused and gives the Buffoon illusory protection (random chance of 1 or 2 reflected images, or a bonus to AC vs. missile weapons.)
- May cast "Find Traps" at will; success percent is (Buffoon's level * 5) + 20
- May cast "Friends" once/day/six levels.

Disadvantages:

- May not learn Necromancy spells
- -10% to Slashing, Crushing and Piercing resistance
- Must walk around looking ridiculous.

Chanter (Chanter KitMod)

Chanters are monk-priests who specialize in the keeping and telling of ancient lore. Imbued by divine power and primordial secrets, their chants bear powerful magical properties that can aid allies or smite enemies.

Advantages:

- Has access to a selection of priest spells.
- Can cast spells in armor.
- Immune to effects that cause casting failure.
- Has access to a number of chants. A chant works like a bard song and affects all nearby allies.
 - Level 1: Sanctum (+2 to all saves, protection from fear)

- Level 6: Contegitas (+20% fire, cold, lightning, and acid resistance)
- Level 9: Consilium (immunity to charm, confusion, and hold effects)
- Level 14: Sanitas (regenerate 1 hit point per round, immunity to level drain)
- Level 17: Veritas (removes all nearby illusions and grants true seeing)
 - To use a chant, click the special abilities button and select the chant you wish to activate. Then click the Bard Song button.

Disadvantages:

- Cannot learn or cast wizard spells.
- Cannot pick pockets.
- No proficiency in two-weapon fighting.

Spellshafter (Six's Kitpack)

Many Bards bristle at the words "Arcane Archer," a title that they feel should rightly belong to them. To drive home their point (as it were), some groups began concentrating more than ever on their skill with ranged weapons, to the detriment of many other facets of the Bardic repertoire. Most of them strive to humiliate the Arcane Archers by beating them at their own game, and to this end have developed a special enchantment carried on their missiles, which can render their targets more vulnerable to the Spellshafter's magics.

Advantages:

- Can attain Grandmastery (+++++) in any missile weapon a pureclass Bard can use (Short Bow, Long Bow, Light Crossbow, Heavy Crossbow, Sling, Darts, Throwing Daggers)
- +1 bonuses to ranged THAC0 and Damage at levels 5, 10, 15, 20, 25, 30, 35, & 39.
- Special Ability of Called Shot, with 1 use per day gained at Levels 5, 10, 15, 20, 25, 30, 35, & 39. Approximates the effects of Greater Malison and Lower Magic Resistance. All shots fired in the next 2 rounds have the following effects:
 - after Level 5: For the duration, the Spellshafter receives a -1 bonus to ranged THAC0, but a +5 penalty to AC
 - after Level 10: Each hit inflicts a +1 penalty to the victim's Save vs. Spells for 3 rounds
 - after Level 15: +2 bonus to missile damage
 - after Level 20: Each hit lowers the victim's Magic Resistance by 5% for 3 rounds
- Gains access to the ToB HLA of Deathblow, and also Greater Called Shot, which is just like their existing Called Shot, but adds a weakened version of the Flame Arrow spell to all shots fired/thrown: Each hit deals an additional 3D6 Fire (Save vs. Wands for half) and 1D6 Missile damage to the victim.

Disadvantages:

- Cannot wear any armor heavier than Hide
- +1 penalty to melee THAC0 every 6 levels (starts at Level 3, stops after Level 21)
- Limited to 3 spell slots per spell level (1st and 2nd spell slots of each level are dropped)
- May not place proficiency points in any Weapon Style
- Lore and Pick Pockets ability scores increase at only 40% of the normal rate
- Does not get access to the ToB HLAs of Enhanced Bard Song, Scribe Scrolls, Alchemy, or Set Time Trap

Wild Jester (RPG Dungeon Kitpack)

A wild jester is a bard who spins words, melodies, and wild magic into moving, inspiring, or lethal songs. Wild jesters gain access to spells to protect themselves from wild magic, since every time a wild jester casts a spell, there is a chance of a wild surge, a wild magic backlash, or both.

Wild jesters are always on the lookout for more ways to tweak the flow of magic and to befuddle the minds of men. As they gain levels, they can learn new songs to play, and switch between them at will.

Advantages:

- Gains one extra spell to cast per level
- Special bard song: can select one of several different songs via a special ability. As the wild jester gains levels, new songs become available:
 - Level 1: Arpeggio. Enemies and allies alike must save vs. spells or be affected by wild magic for one round. The singer is affected by wild magic for two rounds after stopping singing.
 - Level 7: Counterpoint. Enemies must save vs. spells at +2 or be confused for one round. There is a slight chance of the singer being confused for one round, no save.
 - Level 14: Consonance. The singer's party receives 10% magic resistance, +2 to saves vs. spells and +1 to other saves. This song has no harmful effects.
 - Level 21: Dissonance. Enemies must save vs. spells or suffer 2d4+1 magical damage each round, save vs. paralysis or be stunned for one round, and save vs. breath weapons or be deafened for one round. The singer suffers 100% casting failure for two rounds after stopping singing.

Disadvantages:

- A chance of a wild surge and/or a wild magic backlash every time a spell is cast, dependent on caster's level
- -2 to saves vs. breath and polymorph, fatigue penalty
- Requires 9 in Constitution and Wisdom

CLERIC [CLCX]

Heartwarder of Sune (Heartwarder of Sune KitMod)

Sune Firehair encourages beauty, passion, and love wherever they may be found. Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

Advantages:

- A Heartwarder is immune to charm effects.
- At 4th level she gains +1 to her charisma permanently. She gains another point at 10th level, and a final one at 15th level.
- She has access to Charm Person as a level 1 cleric spell, and Dire Charm as a level 3 cleric spell.
- A Heartwarder can kiss an ally to give him +1 morale bonus to hit and damage, and protection against fear for 2 turns. She can use this ability as many times as she wants, but she can't use it on herself.
- At 8th level she gains the ability to sing with the voice of a Siren three times a day. Whenever she does so, nearby foes suffer -4 penalty to all of their saving throws for 2 turns.
- At 12th level she gains the ability to cry a single drop of tear drawn from the Pool of Evergold, once per day. The tear has the power to charm a single living creature.

Disadvantages:

- A Heartwarder cannot wear plate mail or full plate armor.
- A Heartwarder suffers an initial -1 penalty to strength and constitution.
- A Heartwarder must be Chaotic Good

DRUID [DRDX]

Auramaster (Improved Anvil) - Needs IA to be installed

Auramasters can use the magical aura and energy spread and floating in the nature and to weave and cast spells faster and more frequently than ordinary spellcasters. They also can cast spells which are not available to other druids. The new spells are duplicates of a few wizard spells as well as some entirely new spells.

Advantages:

- +2 bonus to casting speed
- Immunity to silence.
- Can memorize one additional spell per spell level.
- Access to additional spells as follows (the asterisked spells are new):
 - Additional first level spell: Burning hands
 - Additional second level spell: Mirror Image
 - Additional third level spells: Fire Arrow, Invisibility 10' radius
 - Additional fourth level spells: Emotion, Fire Shield (Red)
 - Additional fifth level spell: Protection From Acid
 - Additional sixth level spells: Chain Lightning, Death Spell, Unleash Energy
 - Additional seventh level spells: Aura Cleansing, Perfect Camouflage, Ruby Ray Of Reversal
- At level 13, gains 40% resistance to magic damage.
- At level 15, Gains the innate ability "Contact with Nature". This ability can be used once per day to regenerate 24 hp per round for 10 rounds. While in contact with nature, the Auramaster is also immune to petrification and imprisonment.
- At level 22, gains the innate ability, Aura of invulnerability, which grants immunity to 4th (and lower) level spells and acts as a shield of energy, absorbing 40% of all physical damage as well as granting +6 bonus to AC for 12 rounds. The ability can be used but once per day.

Disadvantages:

- Cannot wear any armor
- Cannot shape shift
- Receives a -4 penalty to Strength
- Receives a -4 penalty to constitution
- Requires 12 Intelligence
- Cannot dual class
- Does NOT gain the ordinary druidic immunity to poison (at level 15) and partial

Huntsman Of Silvanus (Six's Kitpack)

The wish to defend their wildlands against hunters and marauders is a desire common to all Druids, but the Huntsmen of Silvanus are a branch dedicated to driving off invaders with arrows and spells, for when spells alone will not serve. Each member begins their training in a symbiotic relationship with a Ranger, exchanging weaponmastery for woodcraft. These followers of the Oak Father thrive on making outsiders fear the forest as a living entity that can shoot back.

Advantages:

- Can attain Grandmastery (+++++) in any missile weapon a pureclass Druid can use (Short Bow, Long Bow, Sling, Darts, Throwing Daggers)
- +1 bonuses to ranged THAC0 and Damage at Levels 4, 10, 14, 15, 17, 23, 26, 28, and 30
- Special Ability of Called Shot, with 1 use per day gained at Levels 4, 10, 14, 15, 17, 23, 26, 28, and 30. Allows the Huntsman to fire off a rapid volley of shots. For 2 rounds, the Huntsman of Silvanus receives the following effects:
 - after Level 4: A -1 bonus to ranged THAC0, but a +5 penalty to AC and melee THAC0
 - after Level 10: Bonus 1 Attack per Round
 - after Level 14: Each hit inflicts an extra 2 points of missile damage
 - after Level 15: Additional bonus 1 Attack per round
- Gains access to the ToB HLAs of Deathblow and Greater Called Shot, which is just like their existing Called Shot, but with the additional effect of forcing the victim to Save vs. Breath Weapon with a +2 penalty or suffer the effects of Summon Insects for 2 rounds.

Disadvantages:

- Restricted to a single proficiency point in all of their allowed melee weapons
- Cannot wear any armor heavier than Hide
- +1 penalty to melee THAC0 at Levels 7, 11, and 19
- May not place proficiency points in any Weapon Style
- Cannot Shapeshift
- Sacrifices two spell slots from each spell level (3rd and 5th spell slots of each level are dropped)
- Cannot Dual-Class
- Does not get access to the ToB HLAs of Earth Elemental Transformation, Fire Elemental Transformation, Globe of Blades, or Aura of Flaming Death

Priest of Silvanus (MegaModKits)

This druid kit was especially created for Jaheira to reflect her unique personality.

Advantages:

- May gain the grand mastery in any missile weapons she can use including light crossbows
- Gains +1 to hit, and +1 to damage with any missile weapon for every six levels of experience, upto the 30th level with +5
- Has access to three innate abilities, which become available from their innate slots as they advance levels:
 - Sylvanus Mental Agility: This spell creates the energetic channel between the casters and her god that quickens the thought processes allowing them to cast spells more quickly than normally. This spell is gained at levels:
 - Level 1, +1 to casting speed factor for 2 rounds
 - Level 6, +2 to casting speed factor for 7 rounds
 - Level 12, +3 to casting speed factor for 9 rounds
 - Level 18, +4 to casting speed factor for 12 rounds
 - Sylvanus Physical Agility. This spell quickens the casters reflexes, enabling faster and more effective combat. This spell is gained at levels:
 - Level 3, +1 to attack speed factor and dexterity for 2 rounds
 - Level 9, +2 to attack speed factor and +1 to dexterity for 7 rounds
 - Level 15, +3 to attack speed factor and +1 to dexterity for 9 rounds
 - Level 21, +4 to attack speed factor and +2 to dexterity for 11 rounds
 - Sylvanus Shape Change. You gain this spell at levels 12th, 24th and 36th. With this spell, she is able to assume the form of a powerful creature (mind flayer, iron golem, greater wolfwere, earth elemental, fire elemental, or giant troll), and becomes the creature they wish, gaining almost all of its abilities. Thus, they can change into a mind flayer to stun her opponents and then become an earth elemental to crush her foes. These creatures have whatever hit points the original caster had at the time of the shape change. Each alteration in form requires only a second, and no system shock is incurred. Note that the although the assumed form has the combat characteristics of the real creature, it may not have all of its immunities.

Disadvantages:

- No regular shapeshifting abilities.

FIGHTER [FGTX]

Arcane Archer (RPG Dungeon Kitpack)

The Arcane Archer is a warrior skilled in using magic to supplement his or her combat prowess. Master of the bow and student of magic, the Archer is an arrowsmith of the highest caliber. The Archer's sharp eyes and enhanced vision are not easily deceived by hostile illusions.

Advantages:

- +1 DEX
- Lv1 May cast Infravision once per day
- Lv5 May cast Detect Illusion once per day
- Lv9 May cast Oracle once per day
- Lv12 May cast True Sight once per day
- Lv1 May craft 15 Arrows per day
- Lv3 May craft 15 Arrows of Ice per day
- Lv4 May craft 15 Arrows of Fire per day
- Lv6 May craft 15 Arrows +1 per day
- Lv7 May craft 15 Arrows of Acid per day
- Lv9 May craft 3 Arrows of Dispelling per day
- Lv11 May craft 15 Arrows +2 per day
- Lv13 May craft 3 Arrows of Detonation per day
- Lv15 May craft 15 Arrows +3 per day
- Lv17 May craft 1 Arrow of Slaying (Humanoid) per day

Disadvantages:

- May not wear armor greater than studded leather
- May not place more than one proficiency point into any melee weapon

Armiger (Armiger KitMod)

While other warriors rely on speed or canny parries to defend themselves, the armiger trusts in his armor. Armigers create their own protective gear and improve it over time. They can stand before dozens of opponents, confident that their armor will shield them from harm.

Advantages:

- +1 to AC and +5% to missile damage resistance at 1st level and additional +1/+5% bonus per 4 levels. After 20th level bonus is reduced to +1 to AC per 6 levels.
- Gain additional hit point at levels 1-10

- Once per day per 4 levels can use Defensive Stance ability, which allows him to prepare a counterattack with loss of his mobility. For next 4 rounds after using it there is 50% chance to deal some damage and stun everyone who tried to attack Armiger. Effects of counterattack are based on Armiger's level:
 - 1st level: 1d4, stun for 1 round (save vs. wands with +2 mod. negates stun)
 - 10th level: 2d4, stun for 3 rounds (save vs. wands without mod. negates stun)
 - 20th level: 4d4, stun for 6 rounds (save vs. wands with -2 mod. negates stun)
 - For the duration of this ability, Armiger's movements are slowed and he cannot use Draining Defense.
- Once per day per 8 levels (starting from 8th) can use Draining Defense ability, which coax his enemies into wasting their strength on wild, uncontrolled strikes. After using this ability for the next 4 rounds, every successful hit on the Armiger grants enemies a -1 penalty to Attack rolls, Damages and AC for the next 2 rounds (penalties are cumulative). Also there is 5% chance for attacker to go berserk for 5 rounds (save vs. wands negates). For the duration of this ability Armiger's AC and Attack rolls are reduced by 2 and cannot use Defensive Stance.

Disadvantages:

- Armiger is limited to standard specialization (2 points) in any melee weapon and cannot put any points into fighting style other than Sword and Shield.
- Cannot use ranged weapons (with exception of throwing weapons as axes, hammers or daggers).
- Can dual class only to Cleric.

Bladesinger (Elven Racial Pack)

Of the rowing elves, few are as deadly as the Bladesinger. They are the masters of their weapons and have spent their lives in the study of their chosen weapons. They have also learned to cast spells while engaged in combat, and thus they double their might. While some may stay at home, defending the Elven way of life, the essence of civilization, Bladesingers go out and actively promote it. They do this by seeking out their races foes and eliminating them, either words, actions or both. Acting as both diplomats and one-elf-armies, they ensure the safety of the elven race.

Advantages:

- +1 THAC0 and +1 damage at first level
- +1 AC at first level and each sixth level afterwards
- Gains a "Defensive Spin" at first level and each fourth level afterwards
- Gains an "Offensive Spin" at first level and each fourth level afterwards

Disadvantages:

- +2 Casting Speed
- Receives NO spells at the beginning of the game
- Cannot become proficient in two-handed weapons or missile weapons before after the game starts
- Can only specialize specialize past normal weapon specialization at character generation
- Has a very limited use of weapons
- Must be an elf

Bowman (Six's Kitpack)

A surprisingly large number of young adventurers and soldiers-of-fortune start out with plans of becoming a master archer: Not only are the basic skills of the trade learned early on as part of hunting for food, but the equipment required is also vastly less expensive than the high-quality weapons and plate armor needed by a more up-front warrior. Those who maintain their dedication to ranged combat become Bowmen, masters of combat archery, able to make nearly any shot, no matter how difficult.

Advantages:

- +1 bonuses to ranged THAC0 and Damage at every 4th levels
- Special Ability of Called Shot, with 1 use per day gained at every 4th level. Approximates the effects of some of the Warrior HLAs, which cause Stun and Fear. All shots fired in the next 2 rounds have the following effects:
 - after Level 4: For the duration, the Bowman receives a -1 bonus to ranged THAC0, but a +5 penalty to AC
 - after Level 8: Upon each hit, the target must Save vs. Death with -3 bonus or suffer Morale Failure: Panic for 3 seconds
 - after Level 12: +2 bonus to missile damage
 - after Level 16: Target must also Save vs. Death to avoid being Stunned for 2 seconds
- Gains access to the ToB HLA of Greater Called Shot, which is just like their existing Called Shot, but with the additional effect of forcing the victim to Save vs. Death with a -3 penalty or be paralyzed with Fear for 1 round, with a chance of dropping their weapons in terror.

Disadvantages:

- Cannot wear any armor heavier than Hide
- +1 penalty to melee THAC0 every 4 levels (stops after Level 20)
- Limited to Specialization (++) in any melee weapon (including Throwing Axes and Hammers)
- Limited to Proficiency (+) in any Weapon Style
- Does not get access to the ToB HLAs of Hardiness or Magic Resistance

Elven Knight (Elven Racial Pack)

Only the finest Gold elven warriors are chosen as knights, the elite defenders of Evermeet. Resplendent in shining elven plate, mounted upon proud, barded moon horses, armed with tall, white lances and enchanted elven long swords, the elven knights are a small but invincible handful of defenders, each worth a dozen ordinary warriors. By tradition, elven knights are Gold elves, although membership has sometimes been offered to those of other subraces. One legend claims that centuries ago, the knights of the Elven Court at Myth Drannor offered a knighthood to the human Sha'Quessir Mirabella, but this is dismissed as a fable.

Advantages:

- +1 to hit and damage every third level
- Gains Favored Enemy: Orc

Disadvantages:

- Must be of Good Alignment
- Must be Elven

Firewalker (MegaModKits)

Being a naturally born fighter of immense power Firewalker has developed her extraordinary innate abilities to ignite matter inheritance. Spending much time on attempts to control created fire they learn a lot on magic nature of the fire element and gained additional fire resistance bonuses to prevent possible burning into own flames. Such extensive studies of magick significantly raise intelligence but at the same time drawn their life forces and weakened them irreversibly.

Advantages:

- They gain +1 to hit, and +1 to damage for every eight levels of experience starting from the 7th level of experience
- They gain +1 to intelligence and 10% fire resistance bonus at levels 9, 18, and 27
- They have access to several innate abilities, which become available from innate spell slots as they advances in levels:
 - Fireball (at levels 7, 12, 17, 22, and 27)
 - Fire Shield (Red) (at levels 7, 12, 17, 22, and 27)
 - Sunfire (at levels 12, 17, and 22)
 - Delayed Blast Fireball (at levels 15, 21, and 28)
 - Incendiary Cloud (at levels 19 and 28)

Disadvantages:

- Gains -1 to strength at levels 9, 18, and 27
- May specialise only in all bladed weapons (swords, halberds and daggers) except axes.

Hellion (RPG Dungeon Kitpack)

The Hellion is a fierce warrior who honors the Dark Prince of the Hells. He or she respects strength, power, and cunning above all else. The Hellion is a student of the Black Arts and may summon Fiends to his side in battle (though these are apt to turn on the Hellion if he or she has not cast protective magics).

Advantages:

- Immune to Death Magic
- May cast Protection From Evil once per day per level
- May cast Banish once per day every four levels starting at Lv4
- Lv12 May cast Death Spell once per day
- Lv14 May cast Cacofiend once per day
- Lv16 May cast Summon Fiend once per day
- Lv18 May cast Gate once per day
- Lv20 May cast Summon Dark Planetar once per day

Disadvantages

- Must be of an Evil alignment
- May not Dual-Class except to Mage or Thief
- May not place more than three proficiency points into any bladed weapon
- May not place more than one proficiency point into any non-bladed weapon

Morituri (Morituri KitMod)

One of the most unique melee warrior classes Morituri are fighters who have abandoned the need to use armor or any magic item in order to enhance their capabilities. Their hard and longlasting training has given them the ability to combine the specific skills and feats of the lethal Kensai, the enduring Barbarian, the battlerager Berserker and the lightning fast Monk. Morituri fight toe to toe with their enemies never retreat always seeking victory or death. Although they lack the support of an armor or any magic item at all, their superhuman physical abilities, the perfect control of their Ki energy plus their unstoppable determination makes them formidable adversaries and worthy upholders of right and justice in the entire Faerun. Morituri who manage to survive long enough to reach their full potential bear the honoring title of the Light Bringer, having become a true force of Right and Justice. Presently only humans are being accepted as candidates in the Order of the Morituri.

Advantages:

- Immune to backstab, +1 to str/dex/con on character creation.
- Movement speed, armor class and saving throws improvements according to combat experience.
- Gains Armor of Light ability according to his/her combat experience.
- Gains Heaven's Touch by becoming the Light Bringer
- Bonus +1 to hit/damage for every 3 levels.
- Bonus -1 to speed factor for every 4 levels.
- Physical, elemental and magic resistance improvements per level.
 - Apprentice: immune to all diseases, and cannot be slowed or hasted
 - Expert: Immune to charm and poison.
 - Spartan: Immune to fear.
 - Morituri: Permanent protection from evil, +1 str/dex/con bonus, regenerate 1hp/sec.
 - Light Bringer: Immune to stun & blindness, +1 bonus attack per round, +1 str/dex/con bonus, regenerate 2hp/sec.

Disadvantages:

- May not use missile weapons or bows.
- May not use any magic items except weapons and boots.
- May become proficient up to grand mastery only with weapons that comply with the Way of the Sword.
- Cannot stray away from the teachings of the Order.
- Must be of good alignment.
- Humans only.

Riskbreaker (Improved Anvil) - Needs IA to be installed

Riskbreakers are masters of simultaneous speed and accuracy. They have the ability to move and attack enemies in a way that only a blurred outline of their bodies can be seen. Riskbreakers have limited access to two mage spells as innate abilities. High level Riskbreakers gain a unique ability to break the risk involved in most difficult battles. Only Humans can be Riskbreakers.

Advantages:

- +2 Bonus to save vs. Breath Weapon
- Makes critical hits at a roll of 17 or better (instead of the usual 20).
- Gains "Blur" every 5 levels.
- +2 bonus to Armor class for every 6 levels.
- Gains "Improved Haste" at level 11 and every 6 levels afterwards.
- Gains the innate ability "Risk Decrement" at levels 21, 28 and 35.

Disadvantages:

- Cannot wear any armor.
- Cannot wear any helmet (other than Ioun stones).
- Cannot use gauntlets and shields.
- Cannot use ranged weapons.
- Cannot specialize in two handed weapons.
- Receives a -2 Penalty to constitution.
- Is immune to "Spirit Armor" and "Barkskin" spells.
- Requires 13 Dexterity and 12 Intelligence.
- Cannot dual class.

Shieldbearer (Six's Kitpack)

Those warriors who have chosen to forego aggression and slaughter in favor of a more rugged defensive front are known as Shieldbearers, renowned for being practically unkillable upon the battlefield. Not only are their skills at avoiding injury from physical weapons second to none, but their impressive mental fortitude does them great good in being able to shrug off nearly any magical spell or effect that would drive them from their assigned position on the front line.

Advantages:

- Base -2 bonus to Armor Class
- -1 bonus to all AC Modifiers every 4 levels. This starts with AC vs. Blunt at Level 1, then vs. Slashing at Level 2, Piercing at 3, Missiles at 4, and then the cycle repeats.
- Gains 1% Resistance to Missile damage per level
- Can cast Bastion 1x/day per 6 EXP levels. This lasts for one round per 3 levels and renders him immune to Fear after Level 6, Confusion after Level 9, Charm after Level 12, Knockback after Level 15, and Teleport Field & Maze after Level 18. The Shieldbearer's movement rate is reduced to a slow walk for the duration.
- Can Shieldbash 1x/day per 7 EXP levels. This deals 2D6 Blunt damage and knocks the victim back 15 feet. It will knock the victim down (unless Save vs. Death) after Level 9, stun him for one round (unless Save vs. Breath with -2 bonus) after Level 15, and render him unconscious for 3 rounds (unless Save vs. Death with -3 bonus) after Level 21. Large creatures such as dragons or giants will not be knocked back, stunned, etc. The Shieldbearer will be unable to move for 2 seconds after using this ability, as he is busy regaining his balance.
- Can cast Defensive Harmony 1x/day per 10 EXP levels.
- Gains access to the ToB HLA of Greater Bastion, which lasts for one turn and grants all the effects provided by regular Bastion, as well as immunity to death magic and Imprisonment

Disadvantages:

- May not place any proficiency points in any 2-handed ranged weapon
- May put only a single proficiency point into any other weapon
- May not put proficiency points into any Weapon Style except Sword & Shield
- +1 penalty to THAC0 at every 3rd level (Stops after Level 21)
- Does not get the ToB HLAs of Greater Whirlwind, Greater Deathblow, or Smite

- Able to select the ToB HLAs of Whirlwind, Deathblow, Power Attack, and Critical Strike only 3 times each

Soldier (RPG Dungeon Kitpack)

Not to be confused with your average fighter, these fellows are career soldiers, usually in a country's army and always by choice. Lacking the unwillingness of a draftee and the greed of a mercenary, the soldier exhibits remarkable skill and loyalty.

Advantages:

- +1 to strength, constitution and dexterity.
- Starts with one proficiency point in spear and longbow.
- Gains the ability charge 1x day/5 levels. Gives +2 to damage and 30% chance of stunning for 2 rounds.

Disadvantages

- May not dual class.
- Must be lawful.
- Suffers a -2 penalty to charisma.
- Can only achieve grand mastery with polearms and bows.

Spellsword (RPG Dungeon Kitpack)

Spellswords are sorcerers who have chosen to channel a part of their innate magical capacity to enhancing their perception and combat prowess. Their fighting technique relies as much on the arcane as on the physical, and they can tap directly into their inner reserve of power to wield body and spirit as a single weapon, although this interconnection also has its drawbacks.

Advantages:

- Sorcerer spellcasting
- Infravision regardless of race
- In character creation, may spend three proficiency points in two-weapon style, and two points in other weapon styles (except sword and shield.)
- THACO reduced by two every time the spellsword gains a new spell level
- +6 HP every time the spellsword gains a new spell level
- Gains half an additional attack every six levels (up to 5/2 attacks at level 18)
- At level 6, spellswords may start wielding their arcane power directly through physical contact. The spellsword's hands act as magical weapons with 1d6 base damage, enchantment and extra magical damage depending on his or her level: +1 at 6th, +2 at 12th, +3 at 18th and +4 at 24th level.

- May cast "Keeness" once/day/6 levels: this ability detects invisibility, as per the 2nd level wizard spell, and betrays any magical effects affecting nearby creatures with a brief red glow.
- May cast "Artful Grace" at any spell level available in the spellbook.

Disadvantages:

- Each successful hit has a 2% chance of draining a spell from the spellsword and turning it into 4D4+3 magical damage inflicted on the opponent.
- Each hit that damages the spellsword has a 3% chance of dispelling magical effects.
- +1 penalty to casting time due to the physical effort required
- Gains two fewer spells to cast per level than a regular sorcerer
- Has the same armor, weapon and item restrictions as a sorcerer; may not specialize in weapons

Sword Angel (Refinements)

A pure-hearted fighter, capable to transcend his own training thanks to an unequalled spiritual strength. It is fabled that two warriors of such virtue never lived in the same historical time! Although not servants of any deity, these noble combatants reunite the spirit of self sacrifice of a paladin, the martial focus of a kensai, and the mystical pulsion of a monk. Their training is aimed to develop discipline and body-control, so their blows rarely strike deep or furious, and never viciously: Sword Angels don't learn treacherous moves to kill, or to penetrate armors. They fight with honour and clear souls, and avoid violence when they can.

Advantages:

- +1 to hit and AC for every 6 levels
- +1 bonus to speed factor for every 4 levels
- Lay on Hands ability 1/day
- Immunity to fear and morale failure
- "Spiritual Harmony" 1/day for every 4 levels
- "Merciful Fighting" activatable at will

Disadvantages:

- Requires 13 WIS (primary), 10 INT and 13 DEX
- May only be Human, Elf or Half-Elf
- May only be Neutral Good
- May not use armor, shields, helmets, excessively STR-enhancing equipment
- May not use missile, poisoned or other vile weapons
- May surpass "proficient" level only in one-handed blades or staves
- May not place stars in Dual Wielding Style
- May dual only to mage, with the same restrictions as an illusionist (but no additional spells).

- Suffers a -3 penalty to damage with all weapons

Tempest (Tempest KitMod)

The Tempests are group of warriors that have an innate ability to control lightning. Through their training, they specialize in fighting with two swords, strike hard and fast, learn devastating lightning based attacks, and are deadly foes when encountered. However, their fighting style only lets them wear studded leather armor, and the containment of their powers is taxing on their bodies.

Advantages:

- Shocking Grasp at levels 1, 5, and 10
- Lightning Shield at levels 3, 8, and 13
- Nova at levels 10, 15, and 19
- Lightning Bolt at levels 11 and 16
- Lightning Blade at will at level 19
- -1 attack speed every 4 levels
- TWF penalties for the off-hand are reduced by 2.

Disadvantages:

- May only wear studded leather armor and lighter
- May only put points in bladed weapons
- May not Dual Class
- May not be of lawful alignment
- -2 Constitution.

Werewarrior (Werewarrior KitMod)

A fighter who has devoted all his efforts to learning and controlling the inner beast which dwells in everyone; he can become a werewolf that gains in strength and power over time.

Advantages:

- Can shapechange into werewolf form which becomes progressively stronger with time.
 - Level 1: +1 to STR/DEX/CON, +2 to AC, claws deal 1d6+1 damage and strike as +1 weapons
 - Level 7: +2 to STR/DEX/CON, +3 to AC, claws deal 1d8+2 damage and strike as +2 weapons
 - Level 13: +3 to STR/DEX/CON, +4 to AC, immunity to non-magical weapons, regenerate 1 HP/round, +20% magic resistance, claws deal 1d10+3 damage and strike as +3 weapons

- Level 19: +4 to STR/DEX/CON, +5 to AC, immunity to non-magical and +1 weapons, regenerate 3 HP/round, +40% magic resistance, claws deal 1d12+4 damage and strike as +4 weapons
- Level 25: +5 to STR/DEX/CON, +6 to AC, immunity to non-magical and +2 weapons, regenerate 6 HP/round, +60% magic resistance, claws deal 1d20+5 damage and strike as +5 weapons

Disadvantages:

- May not wear armor, gauntlets or bracers
- May not use missile weapons
- May not multi- or dualclass
- May only become proficient (one star) in the use of any weapon

RANGER [RNGX]

Archer (Six's Kitpack)

These masters of woodland combat are the natural result of centuries of hunting--both for food and for enemies. Archers have abandoned all the more cumbersome trappings of armor so that they may melt easily into shadowy cover, and focused the majority of their considerable martial prowess on the mastery of missile weapons . . . the better to ambush those who would despoil the wild, and dispatch them swiftly and silently.

Advantages:

- Can attain Grandmastery (+++++) in any missile weapon (including Throwing Daggers)
- +1 bonuses to ranged THAC0 and Damage at every 4th level
- Special Ability of Called Shot, with 1 use per day gained at every 4th level.
Approximates the effects of the Entangle spell. All shots fired in the next 2 rounds have the following effects:
 - after Level 4: For the duration, the Archer receives a -1 bonus to ranged THAC0, but a +5 penalty to AC
 - after Level 8: Upon each hit, the target must Save vs. Spells or become Entangled for 3 seconds
 - after Level 12: +2 bonus to missile damage
 - after Level 16: Target must Save with a +3 penalty to avoid Entanglement
- Gains access to the ToB HLA of Greater Called Shot, which is just like their existing Called Shot, but with the additional effect of a weakened version of Call Lightning striking the target, doing 2D8 Electrical damage (Save vs. Wands for half) on each successful hit. (Being in "outdoor" areas is not required.)

Disadvantages:

- Cannot wear any armor heavier than Hide
- +1 penalty to melee THAC0 every 4 levels (stops after Level 20)
- Limited to Proficiency (+) in any melee weapon (including Throwing Axes and Hammers)
- Limited to Proficiency (+) in any Weapon Style
- Limited to 2 spell slots per level (3rd spell slot of each level is dropped)
- Does not get access to the ToB HLAs of Hardiness, Magic Resistance, or War Cry

Auror (Auror KitMod)

A unique archer with an exceptional ability to control the forces of Ice and Winter. Though believed to be born Aurilian, she does not share the destructive whims of the Frost Maiden and her followers and on the contrary, has a fairly charming personality. Innately born agile, she is

extremely quick and precise in every move but, it proves to be a necessity rather than an advantage for she is also born physically weak. This does not however, prevent her to aid those in need and is certain to quickly respond. She is a stalwart protector of the weak and a vicious, cold foe of evil.

Advantages:

- Grand Master - Missile Weapons: May put 5 points in Long Bow and Short Bow
- +1 to hit and +1 to damage, with any missile weapon for every 2 levels of experience
- -1 speed factor with missile weapons for every 4 levels
- Frost Touch: At the 12th level, all her ranged attacks will deal an additional 2d8 cold damage
- At the 14th, 16th and 18th level, she will receive additional priest spell slots.
- -1 AC bonus every 4 levels
- +3 resistance to cold damage every 2 levels
- +5 resistance to magic every 5 levels
- +1 bonus to save vs. breath every 3 levels
- Immune to charm, entangle and web spells
- Beginning at the 10th level, she will receive additional spells exclusive only to her. They are as follows:
 - 10th level: Frozen Armor
 - 12th level: Auril's touch
 - 15th level: Hoarfrost, Breath of Cold, Fimbulwinter
 - 18th level: Ice Elemental Summoning
 - 20th level: Winter's Lament

Disadvantages:

- Available only to Elves and Half-Elves of Neutral and Chaotic Good alignment
- Receives a -1 penalty to Save vs. Death for every 6 levels.
- Has access on selected melee and ranged weapons only.
- Can only become proficient in Melee weapons; she may never specialize
- Cannot put any point to Fighting Style Proficiencies other than Two Weapon Style
- Cannot wear ANY armor
- No Stealth ability

Ice Knight (RPG Dungeon Kitpack)

The Ice Knights were formed when a half-elven boy longed to be a paladin but was denied that path due to his heritage. During late adolescence he formed, he and others of like mind (excluding humans) formed a wilderness guild known in which the legend of the Ice Knight was born. They were also marked as druids and rangers because these were the type of people they

often sided with and learned from. The gnomes, halflings, half-orcs and dwarves found themselves quite unsuited to this profession and many decided to yield to the temptation of an easier trade. Most of the half-elves and elves continued for years until some word spread of what they were doing and the news spread to the north, to a barbarian encampment. These barbarians attacked the guild in what was the guild's first test of worth. The barbarians fell, but not without the demise of many of the guild members. By this time the guild had become so small some humans were accepted in. Most of them wander the wilderness or are hidden away from civilization, but the legend of the Ice Knight lives on through the tales of many bards...

Advantages:

- The Ice Knight gains the following abilities: -
 - Gains Ice Arrow every three levels from level 10)
 - Fireshield (blue) every 4 levels from level 14.
 - Ice Storm - every 5 levels from level 15
 - Gains Shapeshift to Ice Salamander every 3 levels from level 16.
 - Gains Ice Clone every 3 levels from level 16.

Disadvantages:

- May be half-elf, elf or human.
- Stealth ability is reduced by 50%
- May only be of Neutral Good, Chaotic Good, Lawful Neutral or True Neutral alignment.
- May not charm animals.
- May not use Full plate, plate mail
- Vulnerable to Fire damage (percentage yet to be decided)

Keenmarker (Keenmarker KitMod)

Keenmarkers are unique rangers, who are specialized on bows and arrows. Their most time spends with training and education, for both fighting and wisdom. In addition, their experiences mostly rely on real hard life: tough battles and difficult conditions. Although Keenmarkers generally do not reveal themselves to other people in the realms, a Keenmarker uses his skills to aid goodness, so behaves kind to good people, and may become even more terrible than a deadly nightmare for evil. They are sharp arrows and unbreakable shields of goodness.

Advantages:

- May put 5 points for Long Bow, Short Bow and Cross Bow proficiencies.
- Gains bonuses to attacks and damage by missile weapons as follows:
 - Until 8th level: +1 bonus for every 2 levels.
 - Between 9th-16th levels: +1 bonus for every level.
 - After 16th level: +1 bonus for every 2 levels.
- -1 speed factor bonus for every 5 levels.

- -1 AC bonus for every 6 levels.
- +20% stealth bonus at 3th level.
- Immunity to fear and morale failure at 7th level.
- Sharp-shooting gained at 13th level, and it provides critical hit on natural 18, 19 and 20.
- Every 4 levels, gains the ability to make Point-Target Shot once per day. (This is like Archer's Called Shot ability, but it got some other features. Details can be seen in readme file).
- Keenmarker has the ability to make arrows. (Details can be seen in readme file).

Disadvantages:

- Gets -1 penalty to Melee Attack Roll for every 5 levels.
- Gets -1 penalty to Save vs. Spell for every 6 levels.
- Keenmarker cannot put more than 1 point to Weapon Proficiencies other than Long Bow, Short Bow and Cross Bow.
- Keenmarker cannot put any point to Fighting Style Proficiencies other than Two Weapon Style.
- May not wear armor greater than studded leather.
- No Charm Ability.
- Cannot get Dual-Class, or cannot be got as Dual-Class.

Leopard (Leopard KitMod)

***Modder's Note (not mine :D):** "Another kit done as a personal project, the Leopard is a ranger kit meant to be the sidekick of the protagonist (or someone else in the party)."*

The leopard is one of the big cats and a powerful predator. Strong, agile and highly intelligent, the leopard is a common animal companion for druids and rangers everywhere.

Attacks: The leopard uses club proficiency for claw attacks and dagger proficiency for bite attacks. Its attacks always count as fighting with two weapons.

Advantages:

- +1 to strength, +3 to dexterity
- Can gain mastery in natural weapon proficiencies
- +1 bonus to hit and damage at 1st level, gains an additional +1 every 6 levels
- +5 bonus to AC at 1st level, gains an additional +1 at levels 2, 3, 5, 7, 10, 13, 16, 20, and every 5 levels afterwards
- Can backstab foes for double damage (triple damage from level 8)
- +6 to movement rate, gains an additional +1 every 5 levels (up to level 20)

Disadvantages:

- -2 to constitution, -4 to intelligence
- Cannot initiate dialog
- Cannot use items of ANY type
- Can only carry one item at a time in inventory
- Cannot cast spells

Lion Warrior (Lion Warrior KitMod)

This ranger follows traditions handed down by the Lion Tribes of Shaar, combining deadly fighting ability with unmatched wilderness survival skills and a particularly strong connection with Nature. He disdains missile weapons, but few can match his strength in melee.

Advantages:

- Bonus -2 to AC. This increases to -4 at level 15.
- Bonus +1 to hit and damage at first level and every 10 levels thereafter.
- Can memorize two extra spells of each level.
- Can attain the highest level of mastery in any melee weapon.
- At 13th level gains the ability to change into a lion once per day. After that, additional uses of this ability are gained every five levels.

Disadvantages:

- May not use missile weapons.
- May not wear armor.
- May not wear gauntlets or bracers.
- Does not gain the ranger's Charm Animal ability.

Retaliator (Retaliator KitMod)

Judge and executioner in one being, the retaliator has committed himself to the cause of those who are no longer in the position to carry out justice for themselves. The core tenet of retaliation is that the end always justifies the means.

Advantages:

- Bonus +2 to damage
- Bonus -4 to speed factor
- Immune to fear and morale failure
- When camouflaged, the Retaliator can backstab foes for double damage, and triple damage from 10th level onwards
- Smoke Bomb once each turn (twice from 8th level, three times from 15th level): blinds nearby creatures and provides brief camouflage

- Fire Breath once a day for every 6 levels (every 10 levels from 18th level onward): spit flaming oil at foes to cause them fire damage and set them on fire for a short period of time

Disadvantages:

- May not wear armor greater than studded leather
- May not achieve mastery with ranged weapons

Vagrant (Improved Anvil) - Needs IA to be installed

Vagrants do not stay in a place for long. They spend most of their time exploring new wilderness areas and enjoying the beauties of nature. Woodlands and lakes are the most favorite places for vagrants. They are very healthy characters with exceptional stamina. Vagrants can develop a special kind of friendship with swanmays. Swanmays are very rare and special kind of lycanthrope rangers living at lakesides in woodlands and in remote temperate wetlands. High level vagrants can call for swanmays' help.

Advantages:

- +1 bonus to Constitution
- Immunity to disease and poison
- +2 bonus to save vs. Paralyze/Death
- 15% resistance to elemental damage for every 6 levels of experience
- Gains the ability to summon Swanmay at levels 13 and 16.
- Gains the ability to summon Greater Swanmay at levels 19 and 22.
- Gains the ability to summon 'Swanmay Queen' at level 25.
 - The swanmays will loyally fight at the vagrant's side for 20 rounds.

Disadvantages:

- May not wear armor greater than studded leather
- Cannot specialize in ranged weapons
- Requires 12 Charisma
- Cannot dual class

THIEF [THFX]

Charming Rogue (MegaModKits)

This thief kit was especially created for Imoen to reflect her unique personality.

Advantages:

- +1 bonus to AC for every 5 levels of experience
- +1 to hit, and +1 to damage with any missile weapon for every 5 levels
- +1 to movement rate for every 7 levels
- Can specialize in any ranged weapon that a thief can use
- Can cast a limited number of enhancing spells, which become available from her innate slots as she advances levels
- Immune to Charm spell
- Can create illusions

Disadvantages:

- None

Sniper (Six's Kitpack)

Common to all the adventuring professions is the desire to live to fight another day. This is probably best embodied by the Sniper, who is usually motivated by the need to save his own skin above all else. Not only do Snipers spend a great deal of energy improving their skills at ranged combat (a good excuse for staying away from the dangerous front lines of an engagement), but their signature ploy is to creep up on the enemy, let fly with a single missile, and then duck back out of sight before their foes can see where the shot came from.

Advantages:

- Can attain Grandmastery (+++++) in any missile weapon a pureclass Thief can use (Short Bow, Light Crossbow, Sling, Darts, Throwing Daggers)
- +1 bonuses to ranged THAC0 and Damage at levels 5, 10, 15, 20, 25, 30, 35, & 39.
- Special Ability of Called Shot, with 1 use per day gained at Levels 5, 10, 15, 20, 25, 30, 35, & 39. Approximates the effect of firing off a shot without giving away one's hidden position. All shots fired in the next 2 rounds have the following effects:
 - after Level 5: For the duration, the Sniper receives a -1 bonus to ranged THAC0, but a +5 penalty to AC
 - after Level 10: Each hit has a 10% chance of casting Invisibility on the Sniper for 10 seconds
 - after Level 15: +2 bonus to missile damage

- after Level 20: Chance of Invisibility raised to 20%
- Gains access to the ToB HLA of Deathblow, and also Greater Called Shot, which is just like their existing Called Shot, but with the additional effect of each hit having a 25% chance to cast Improved Invisibility on the Sniper for 10 seconds.

Disadvantages:

- Cannot wear any armor heavier than Hide
- Only gets 20 Thieving points per level
- +1 penalty to melee THAC0 every 6 levels (starts at Level 3, stops after Level 21)
- May not place proficiency points in any Weapon Style
- Backstab multiplier never rises above x1 (not even with special spells or items that affect the Backstab multiplier)
- Cannot Dual-Class to Fighter
- Does not get access to the ToB HLAs of Use Any Item, Scribe Scrolls, Assassination, or Set Time Trap

SWITCHING KITS [SWK]

Iroumen developed a means to freely switch kits in the game as and when required. The switch works like a shapechange in the sense that when you choose one of these Switch kits from the character generation screen, you gain innate abilities that let you switch into another kit. Kewl non!!! Currently, there are only 2 switches, but with enough support (and requests) there may yet be more to follow ;)

Bardic Switch (Iroumen's Switching Kits)

The Switch is a nimble rogue who sings songs and rights wrongs. In his youth the Switch has been trained by a mysterious creature called the Master Switch, whom you can expect to see again.

Becoming a Switch entitled that the youth focused the development of muscles on speed and nimbleness rather than strength and force.

Due to this training the Switch incurs a penalty of 1 in strength which is in turn gained in dexterity.

Advantages:

- Dexterity +1
- Can change class into a thief
- Must be of neutral alignment
- May use all levels in weapon styles

Disadvantages:

- Strength -1
- May not be of lawful alignment

Thief Switch (Iroumen's Switching Kits)

The Switch is a nimble rogue who sings songs and rights wrongs. In his youth the Switch has been trained by a mysterious creature called the Master Switch, whom you can expect to see again.

Becoming a Switch entitled that the youth focused the development of muscles on speed and nimbleness rather than strength and force.

Due to this training the Switch incurs a penalty of 1 in strength which is in turn gained in dexterity.

Advantages:

- Dexterity +1
- Can change class into a bard
- Must be of neutral alignment
- May use all levels in weapon styles

Disadvantages:

- Strength -1
- May not be of lawful alignment

HIDDEN KITS [HDK]

The Geomantic Sorcerer and the Hidden Kits mod bring in a new way of granting a kit, gaining the kit in-game through a series of actions (in Geomantic Sorcerer) or by dual-classing at a certain level (in Hidden Kits)

The Hidden Kits mod takes dual-classing to new and great heights. It'll allow dual-classed characters to behave much like their multi-classed counterparts but with much more unique powers and abilities as well as a potent disadvantage to balance all the cool stuff (come on, if you wanna cheat, use the Reaver, alright? :D)

Every hidden kit shares 3 characteristics:

- 1. You can gain the hidden kit (yes, it's completely optional) when you dual-class above level 12*
- 2. Your old class keeps leveling up, at one level lower than your new class*
- 3. You lose some XP on resting and leveling up*

Archmage (Hidden Kits Mod)

“Comments: A dualled Cleric to Mage at Level 12. All-round badass spellcaster”

This Mage, having regained previous Cleric abilities, continues to advance in both disciplines, but at the cost of being able to use armor effectively. The extremely experienced Archmage can choose to specialize completely in spellcasting, increasing casting speed and able to cast spells back-to-back, but will forever be denied any form of effective physical attack, and will be more susceptible to physical damage.

Advantages

- Cleric level progresses at one less than Mage level
- Conduit HLA, gives -1 Casting Time, requires Extra Level 8 Spell. If Improved Alacrity HLA is memorized, Archmage gains permanent Improved Alacrity, but will have Physical attacks set permanently to 0, and takes an extra 40% damage on being hit by Melee or Missile attacks
- Gains “Arcane Sanctuary” innate ability

Disadvantages

- -4 AC except when using Arcane Sanctuary
- loses 67,500 XP for every level gained
- loses some XP upon every Rest

Eldritch Phantom (Hidden Kits Mod)

“Comments: A Mage dual classed to a Thief at Level 12 ... becomes a Phantom!!!”

This Thief, having regained previous Mage abilities, continues to advance in both disciplines, but at the cost of thieving abilities. The Eldritch Phantom uses specialized magic to greatly enhance his stealth when necessary. Note that this ability is so powerful it may interfere even when targeting the Thief with beneficial spells. His reliance on his magic also makes him vulnerable to ranged attacks.

Advantages

- Mage level progresses at one less than Thief level
- Gains “Obfuscation” innate ability

Disadvantages

- takes 30% extra Damage from Missile attacks except when Obfuscation is in effect
- does not gain Snare Traps after gaining this Kit
- loses 112,500 XP for every level gained
- loses some XP upon every Rest

Geomantic Sorcerer (Geomantic Sorcerer Kit)

“Useless comment: This is a Sorcerer with Druid and Cleric spells thrown in. Attainable by any class, if requirements are fulfilled through a very special genie who gives a very special item.”

The cleric reaches out to a higher power. The wizard trusts only in eldritch tomes. The druid looks to nature for her spells. To the geomantic sorcerer, however, all magic is the same. Geomancy is the art of channeling magical energy from many sources through the land itself. The spells he casts through his connections with the earth are reflections of his own strength of will.

Advantages:

- Learns druid spells in addition to sorcerer spells and casts them from the sorcerer's spellbook.
- At level 8, can shapeshift into new druid animal forms, gains an additional use every 3 levels.
- Can learn high level Quintessence Magic.
 - Quintessence Magic draws directly upon magic in its basic form, free of intermediaries such as deities, the Weave, or structured spellcasting. It is an inherently intuitive blending of the arcane and the natural forces in the world and cannot be taught or granted.

Disadvantages:

- Has a 15% penalty to experience.
- Strength, Constitution, and Dexterity have a -2 penalty.
- Has a penalty of 1 to casting speed.

Requirements:

- 13 Wisdom, 9 Charisma.
- Must be of any Neutral alignment.

Restrictions:

- Sorcerer Item usage.
- Recognized as a sorcerer.

Prelate (Hidden Kits Mod)

“Comments: The Fighter -> Cleric counterpart of the Spell Steal.”

This Cleric, having regained previous Warrior abilities, continues to advance in both disciplines, but at the cost of Missile abilities. The Prelate uses specialized magic to greatly enhance his Melee combat abilities when necessary, but it practically makes the Prelate unable to use Missile Attacks completely.

Advantages

- Fighter level progresses at one less than Cleric level
- Can “Channel Holy Might”

Disadvantages

- -5 Thac0 to Missile Attacks
- loses 75,000 XP for every level gained
- loses some XP upon every Rest

Shadow Blade (Hidden Kits Mod)

“Comments: Fighter -> Thief at Level 12. Nuff said.”

This Thief, having regained previous Warrior abilities, continues to advance in both disciplines, but at the cost of ranged and thieving abilities. The extremely experienced Shadow Blade can also increase the lethality even his already deadly backstab.

Advantages

- Fighter level progresses at one less than Thief level
- has HLA to increase Backstab Damage Factor by 1, selectable twice

Disadvantages

- -7 Thac0 when using Missile Attacks, at level 18
- -15 to Trap Setting and Pickpocketing, at level 18
- loses all Snare Traps after gaining this Kit
- loses 75,000 XP for every level gained
- loses some XP upon every Rest

Spell Steel (Hidden Kits Mod)

“Comment: Dual a Fighter to a Mage at level 12 and ... TADA!!!”

This Mage, having regained previous Warrior abilities, has now stepped beyond simply the arcane and martial disciplines to master the use of both strengths at the same time. Through the use of special protective Magic, this Mage has gained abilities that enhance both areas of his power, but at a price...

Advantages

- Fighter level progresses at one less than Mage level
- Gains “Arcane Armor” innate ability

Disadvantages

- -2 AC and -3 Thac0 whenever Arcane Armor is not active
- loses 75,000 XP for every level gained
- loses some XP upon every Rest

Spellweaver (RPG Dungeon Kitpack)

“Comment: A stronger Wild Mage, obtained by ... creating a Wild Mage and waiting for hidden messages.”

Like the sorcerer, the spellweaver has an innate talent for the arcane - yet surviving such a talent tends require a considerable amount of study and practice. This is especially true for spellweavers, who draw their strength from the erratic ebb and flow of wild magic, a new, unpredictable type of magic generally considered to be an unfortunate by-product of the Time of Troubles. Needless to say, disciplined mages who have little stomach for intuitive sorcerers frown even more deeply on spellweavers, harbingers of all manner of magical mayhem.

It is thought that the blood of some powerful creature flows through the veins of sorcerers and spellweavers; perhaps they are the spawn of the gods themselves, or even dragons walking in humanoid form. Spellweavers know fewer spells than wizards, and acquire spells more slowly, but they can cast spells more often and have no need to select and prepare spells ahead of time. They have access to spells to protect themselves from wild magic, since every time a spellweaver casts a spell, there's a chance dependent on the caster's level of a random wild magic effect happening. Wild magic is extremely unpredictable and should be used with caution.

The combination of sorcery and wild magic takes its toll: a spellweaver saves against breath weapons and polymorph at -2, and suffers a slight fatigue penalty. Finally, spellweavers may even be overcome by their own magic. Every time a spellweaver casts a spell, there is a chance dependent on the caster's level of a wild magic backlash: the spell is cast as normal, but some magical energy breaks loose and hits the caster, who either falls unconscious for one round, takes some damage, or is affected by wild magic for five rounds. The 7th level spell Improved Chaos Shield protects spellweavers from this occupational hazard.

Advantages:

- May cast one extra spell/level
- May cast "Unravel" once per day + once per day for every 5 levels
- Casting level varies from 5 below to 5 above the spellweaver's own level
- A chance of a wild surge every time a spell is cast

Disadvantages:

- A chance of a wild magic backlash every time a spell is cast
- Suffers a -2 penalty to saves vs. breath weapons and polymorph
- Suffers a slight penalty to fatigue

Sylvan Justicar (Hidden Kits Mod)

“Comments: Something that would make Minsc proud. Cleric -> Ranger at Level 12”

This Ranger, having regained previous Cleric abilities, continues to advance in both disciplines. The Justicar sacrifices some ability with weapons and stealth in return for retaining access to his previous Ranger disciplines, and in return receives certain weapons from divine powers that allow him to cross certain traditional boundaries of Clerics.

Advantages

- Cleric level progresses at one less than Ranger level
- receives one Divine Bow +3 and two Divine Blades +3 that are usable by Clerics
- Divine Bow uses a Sling Proficiency ; Divine Blade uses a Mace Proficiency
- Divine Bow generates arrows that counts as of +5 enchantment

Disadvantages

- Divine Bow and Divine Blades both do slightly less damage than normal weapons
- may not cast Cleric spells while using Divine Bow or Divine Blade(s)
- receives a permanent -3 Thac0 when NOT using divine Bow or Divine Blade(s)
- -30 to Stealth, permanent
- loses 67,500 XP for every level gained
- loses some XP upon every Rest

Sylvan Warden (Hidden Kits Mod)

“Comments: What do you get when ya cross a Fighter and Druid at level 12??”

This Druid, having regained previous Warrior abilities, continues to advance in both disciplines, but at the cost of shape-shifting abilities. Furthermore, an eventual a choice has to be made, where the Warden chooses to specialise in either Melee or Magic attacks. By specialising in Melee, it affects Missile attacks negatively. The Warden can also choose to specialise in Spellcasting, sacrificing proficiency in all physical attacks.

Advantages:

- Fighter level progresses at one less than Druid level
- can choose 1 of the following 2 HLAs Melee Specialisation or Druidic Magic.
- Melee Specialisation gains +2 Thac0 and +7 Damage in Melee, but also receives penalties of -10 Thac0 in Missile
- Druidic Magic Specialisation gains -3 Casting Speed and permanent Improved Alacrity, but gains a permanent -7 Thac0

Disadvantages

- loses Shape-shifting abilities
- loses 75,000 XP for every level gained
- loses some XP upon every Rest

CREDITS:

A credit section for something as volatile as this is really unnecessary ... but meh (Not really good at crediting people meself, so please bear with me)

First things first, huge thanks to the creators and propagators of the BiG World Project – Leonardo Watson, Leomar, dabus, White Agnus, Marvin and many many others who have helped in creating a stable base for many BG fans and players. BGII-ToB is like almost a decade old, and there's new content released every week, now that says something.

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Thank you Miloch, for clearing a misunderstanding about Level 1 NPCs (I thought it only did vanilla stuffs) and giving us kit fans a hope that mod NPCs would officially be included in the future.

Btw, thanks also goes to [Ranadiel's BG NPC list](#) for inspiring me to make something like this (even though I couldn't get the "post-list-in-forums-thing" right :P)

Thank you everyone!!!

-Fin-