

And here there is a kit inspired by a single desire: creating a character who uses spells without following the way laid by "divine" or "arcane". (Originally he had to be a sorcerer, but then he would have been unable to wear an armor). The warlord casts spells, wears an armor and breaks the traditional range of spells that one expects to get playing. If he wouldn't have to memorize them, he would have been as I imagined him: he would find the strength "inside" and would use magic "bending it to his will". But for the limited possibilities of the game engine he is a fighter paired to a mage:

Human Fighter Profile: EXALTED FIGHTER

He is, among the fighters, a fanatic who lives only to fight, swearing only by war and dreaming only of victories. Some even more fanatical still try by all means to gain power to crush opponents.

Such a fighter, if he discovers an innate magical potential, can see it as a new source of power and chooses to learn it to make use of it: if that is the case, he gains a new status: he becomes a Warlord.

Advantages:

- Nothing special as he did not embrace the career of mage.
- To match a mage, he only needs 17 intelligence and 12 wisdom; his physical characteristics are not important.

Disadvantages:

- He believes that only the real weapons of war are worthy to being learned.
- Obsessed by the idea of earning power, he can not be lawful good.
- Thinking about ranged fight tactics as cowardly, he refuses to use any ranged weapon.

To get the full power of the kit, the player must first create an exalter fighter, then pairing up to a mage. He automatically becomes:

Human Mage Profile: WARLORD

The warlord if a fanatical fighter who has seen his gift of arcane magic as a unique way to become a pitiless war machine. Continuing to train to combat, he has focused his discovery of "essential" magic, all that would allow him to become more powerful in combat or inflict heavy damage to his opponents. Ignoring traditional magic he forms his own panel of spells, whose whole purpose is shown in combat.

Proud fighter, he does not use "loose" techniques as hiding behind invocations or fight from afar. On the opposite he does not look for nobility in battle, and therefore has no scruple about inflicting the worst torments to his targets, either mental destruction or total annihilation.

Advantages:

- Magic comes spontaneously to him, he can continue to lead the fight, and his fighting skills are only partly reduced:
 - * He gains 1D3 additional hit point per level.
 - * His saving throw vs. death increases by 1 every 4 levels (maximum +5).
 - * His table of THAC0 begins at 18 and the follows that of a cleric.
 - * He can wear any armor without being bothered to cast spells (when he levels his levels of fighter).
- An inner research during respited allows him to regularly discover new spells.
- His skills of memorizing evolves faster than those of a traditional mage.

Disadvantages:

- Using gifts of innate magic, he understands nothing about arcane magic, and can not use or learn from magic scrolls.
- Devoting a part of his time to train as a fighter, he can not fully evolve in his mage function (-15% xp).
- Thinking about ranged fights tactics as cowardly, he refuses to use any ranged weapon.

Note:

On some mega-install the script that gives the new kit to the exalted warrior does not work. If this is the case for you, you can still become Warlord by giving the character the script "DUKP SPECIALZER SCRIPT" by the "customize" option in the character sheet. This alternative system leads to the same result but only works if your character has not evolved as mage (he is always a level 1 mage).

The kit incorporates a random discovery spells system. Whenever the character levels up, he gets a random number of random spells for the spell level he just reached and for lower levels.

The following table shows the number of spells that the warlord discovers for every spell level. This is an average number which can vary (+/- 1 to 3). However, then the table shows a T, it means that the warlord knows all possible spells for the corresponding level (those he lacks are given, and he has nothing to discover). There are exactly 98 spells to discover.

		Spells Level									
		1	2	3	4	5	6	7	8	9	
Level											
1	2*										
2	4										
3	-	2									
4	6	4									
5	-	-	3								
6	-	6	5								
7	-	7	-	3							
8	-	9	7	5							
9	T	-	9	-	3						
10	t	-	11	7	5						
11	t	T	-	10	8						
12	t	t	-	-	10	3					
13	t	t	T	12	12	6					
14	t	t	t	-	-	9	3				
15	t	t	t	T	14	11	6				
16	t	t	t	t	T	-	9	3			
17	t	t	t	t	t	13	11	6			
18	t	t	t	t	t	T	13	8	3		
19	t	t	t	t	t	t	T	11	6		
20	t	t	t	t	t	t	t	T	9		
21	t	t	t	t	t	t	t	t	T		

** = spells not completely random,
designed for an easier beginning.*

When the kit gets spells, it does not get any xp. This is on purpose, because he discovers his spells as a wizard, who does not get himself xp getting his spells.

Memorization abilities of the kit match those of a specialized mage, although with a limit of 5 spells per spell level, as shown in the table below:

		Spell Level								
		1	2	3	4	5	6	7	8	9
Level										
1	2	0	0	0	0	0	0	0	0	0
2	3	0	0	0	0	0	0	0	0	0
3	3	2	0	0	0	0	0	0	0	0
4	4	3	0	0	0	0	0	0	0	0
5	5	3	2	0	0	0	0	0	0	0
6	5	3	3	0	0	0	0	0	0	0
7	5	4	3	2	0	0	0	0	0	0
8	5	4	4	3	0	0	0	0	0	0
9	5	4	4	3	2	0	0	0	0	0
10	5	5	4	3	3	0	0	0	0	(The spells of level 10 (hlas) are still memorized like spells of level 9)
11	5	5	5	4	4	0	0	0	0	
12	5	5	5	5	5	2	0	0	0	
13	5	5	5	5	5	3	0	0	0	
14	5	5	5	5	5	3	2	0	0	
15	5	5	5	5	5	3	2	0	0	
16	5	5	5	5	5	4	3	2	0	
17	5	5	5	5	5	4	4	3	0	
18	5	5	5	5	5	4	4	3	2	
19	5	5	5	5	5	5	4	4	2	
20	5	5	5	5	5	5	4	4	3	
21	5	5	5	5	5	5	4	4	3	
22	5	5	5	5	5	5	4	4	4	
23	5	5	5	5	5	5	4	4	4	
24	5	5	5	5	5	5	5	4	4	
25	5	5	5	5	5	5	5	5	4	
26	5	5	5	5	5	5	5	5	4	
27	5	5	5	5	5	5	5	5	5	

Miscellaneous Notes:

The warlord develops his own range of spells, and can not have access to the original game spells (he can not use scrolls). If an in-game event offers you the chance to learn a spell, it will not be prevented, but it will tarnish in his spell book. In this case please let me know this event, in order to prevent it in a future release.

It also means that whatever spell you choose during your mage matching, it will be deleted and replaced by the personal range of the Warlord. Do not panic, this is normal.

The kit as presented in the current version of DUKP is not COMPLETE. All spells should include an animation and a unique sound, and this is not yet the case. There are also a dozen other spells that are planned, but they lack icons; therefore they are not included in this release. The kit still remains fully functional, and I hope it fulfils you.

Full list of spells that the Warlord can discover:

Level 1: (6 spells)

*Alternative Mastery
Expert's Eye
Fist of Iron
Force Shield
Resistance
Step Up*

Level 2: (9 spells)

*Blur
Cat's Grace
Dispel Magic
Ghost Armor
Giant's Strength
Good Luck
Instinctive Strike
Mirror Image
Static Shock*

Level 3: (11 spells)

*Chain Lightning
Chameleon
Circle of Ice
Dispelling Field
Elemental Resistance
Ghost Hit
Ghost Weapon
Haste
Intuition
Iron Tornado
Shiver Armor*

Level 4: (12 spells)

*Disorder
Elemental Shield
Elemental Weapon
FireBall
Free Action
Frost Orb
Heal
Mental Steel
Panacea
Rage
Stabilization
Stroke of Luck*

Level 5: (14 spells)

*Charged Weapon
Draconic Strength
Heroism
Infernal Shout
Invisibility
Lightning
Magic Resistance
Mental Control
Multi-Elemental Projection
Pulverisation
Regeneration
Spooky Fist
Stoneskin
Supernatural Sight*

Level 6: (13 spells)

*Cloudkill
Devil Hand
Entropic Weapon
Entropy Shield
Fighter Resurgence
Fortitude
Frenzy
Giant's Strength
Hail
Phantom Hit
Physical Image
Static Discharge
Wind Armor*

Level 7: (13 spells)

*Acid Rain
Antimagic Globe
Devastation
Elemental Barrier
Execution
Lasting Magic
Lava Tips
Magic in All
Major Disorder
Major Elemental Shield
Ultimate Dispelling Field
Ultimate Heal
Wrath of the Earth*

Level 8: (11 spells)

*Aggressive Rock
Elemental Shock
Ethereal Cover
Expertise of Executioner
Killer Weapon
Mass Disorder
Meteor Swarm
Mirror Image
Stonebody
Unleash the Beast
Wrath of the Skies*

Level 9: (9 spells)

*Camouflage
Drought
Incendiary Cloud
Invulnerability
Mass Control
Shields of the Exalted
Transformigration
Vaporization
Void Weapon*

Details on hlas:

The hlas of the Warlord will offer you a choice between two ways:

The Path of Arcane Researches:

- *Allows you to read magic scrolls.*
- *Changes some scrolls in their improved/flawless versions.*
- *Grants you a contingency spell and a spell combination ability.*
- *It allows you to cast your healing spells on any party member.*
- *Finally it also allows you to cast your healing spells on the whole party.*
- *Eventually, it allows you to later develop level "10" spells.*
- *Spells that grant you some extra slots to learn additional level "9" spells.*

The Path of Inner Search:

- *Grants you immunity against silence, wild magic and spell deflection.*
- *Splits casting time of your spells in two stages.*
- *Finally allows you to cast any spell at any moment, like a wizard.*

Note:

If you level up several hlas at once (for testers and cheaters^^), "double spells" seen "triple" bugs will appear. You can do your work with Shadowkeeper or EEkeeper. These bugs will not appear if you level up normally, that is, one by one.

Hla "Arcane Researches", fixed spells:

Chain Lightning: no longer affects allies
Iron Tornado: more penalties or more chances to fail spells
Rage: more chances to go berserk, more body stress
Charged Weapon: more chances of explosion
Energy in All: more chances of opposite effect
Stonebody: more slow, more guttural voice
Unleash the Beast: more chances of uncontrolled savagery

Hla "Arcane Researches", Spells of Level "10" to develop:

<i>Annihilation</i>	<i>Antimagic Shield</i>	<i>Cryogenic Storm</i>
<i>Dark Globe of Revenge</i>	<i>Death Magic</i>	<i>Hybridization</i>
<i>Last Resort</i>	<i>Major Chaos Strike</i>	<i>Miracle</i>
<i>Nova Energy</i>		

Spoiler: Full details of spells with undetailed random effects in description:

Disorder (or Mass Disorder):

7%: berserk, 2 turns
15%: confusion, 7 rounds
15%: confusion (saving throw -4), 1 turn

15%: dizzy, 8 rounds
11%: unconscious, 9 rounds
7%: horrified, 6 rounds
13%: moron (feeble), 7 rounds
17%: migraine (-2 to all saving throws), 2 turns

Disorder cast at level 12 (or Mass Disorder cast at level 22):

7%: berserk, 2 turns
10%: confusion, 7 rounds
10%: confusion (saving throw -4), 1 turn
10%: fool (confusion), permanent
7%: dizzy, 8 rounds
11%: unconscious, 9 rounds
8%: traumatized (dizzy), permanent
7%: horrified, 6 rounds
6%: moron (feeble), 7 rounds
8%: migraine (-2 to all saving throws), 2 turns
9%: autism (-4 to all saving throws), permanent
7%: feeble, permanent

Draconic Strength:

<u>Dragon Type</u>	<u>base AC</u>	<u>Magic Resistance</u>	<u>Hit Dice</u>	<u>Immunity to the element</u>
White Dragon	1	5%	11	Cold
Black Dragon	1	10%	12	Acid
Copper Dragon	-1	10%	13	Acid
Blue Dragon	0	20%	14	Electricity
Bronze Dragon	-2	20%	14	Electricity
Silver Dragon	-3	25%	15	Cold
Red Dragon	-3	30%	15	Fire
Golden Dragon	-4	30%	16	Fire

<u>Dragon Age</u>	<u>Bonus to AC</u>	<u>Bonus to MR</u>	<u>Bonus to HDs</u>	<u>Combat Modifier</u>
Juvenile	none	no mr	none	+2
Young Adult	-1	none	+1	+2
Adult	-2	+5%	+2	+3
Middle Age	-3	+10%	+3	+3
Old	-4	+15%	+4	+4
Very Old	-5	+20%	+5	+4
Venerable	-6	+25%	+6	+5
Worm	-7	+30%	+7	+5

Miracle :

2%: Strength & Dexterity & Constitution set at 25 + THAC0 set at 0 + AC set at -5 (1 turn ½)

1%: THAC0 set at 0 + AC set at -5 (1 turn ½, all party members)
2%: +14 to all saving throws (2 turns, all party members)
2%: Cumulation of "Fortitude" + "Panacea" + Ultimate Heal + Regeneration (2 turns)
1%: Cumulation of "Fortitude" + "Panacea" + Resurrection (2 turns, all party members)
2%: Diversion of all spells (1 turn)
1%: Diversion of all spells up to level 6 (1 turn, all party members)
3%: Cumulation of 4 elemental shields (70% to all resistances), 4x3D8 damage to striker (1 turn)
3%: Shields of the Exalted (1 turn, all party members)
3%: Magic Rest (all party members)
2%: 100% to all elemental resistances (2 turns)
1%: 75% to all elemental resistances (2 turns, all party members)
2%: 75% physical damage resistance (1 turn)
1%: 50% physical damage resistance (1 turn, all party members)
2%: Invulnerability (12 rounds)
1%: Invulnerability (5 rounds, all party members)
2%: Auto Critical Hit (4 rounds)
1%: Auto Critical Hits (2 rounds, all party members)
2%: +10 to chances to inflict critical hits (1 turn)
1%: +7 to chances to inflict critical hits (1 turn, all party members)
2%: +100% magic resistance (1 turn)
1%: +70% magic resistance (1 turn, all party members)
2%: Physical Image x4 (1 turn ½)
1%: Physical Image x2 (1 turn ½, all party members)
2%: Regeneration 5 HPs/second (1 turn)
1%: Regeneration 2 HPs/second (1 turn, all party members)
2%: Chain and casting time reduced by 4 (4 rounds)
1%: Chain + 2 spells memorized per round (spell level 1D4+5) (5 rounds)
2%: Fatal Hits 50% (saving throw -4) (1 turn)
1%: Fatal Hits 33% (saving throw -4) (1 turn, all party members)
1%: Time Stop + chain (5 rounds)
2%: Time Stop + Iron Tornado (3 rounds)
2%: Stoneskin x15 (12 hours)
1%: Stoneskin x11 (12 hours, all party members)
3%: Frenzy (1 turn, all party members)
2%: Mirror Image x3 (2 turns)
1%: Mirror Image (2 turns, all party members)
1%: Time Stop (2 rounds, all party members)
3%: Camouflage (1 turn, all party members)
3%: Storm of Steel (5 rounds, all party members)
2%: -4 levels to all enemies (no saving throw)
2%: Contagion + Poison + Curse + Blindness to all enemies (no saving throw) (2 turns)
2%: Paralysis (infallible effect) to all enemies (saving throw at -8) (5 rounds)
2%: Petrification of all enemies (saving throw at -6)

- 2%: Devastation (no saving throw, no MR)(2 turns) + Attack Spells + Breach to all enemies
2%: Destruction of all enemies (saving throw at -6)
2%: Spraying of all enemies (saving throw at -6)
2%: Lightning 20D8 upon all enemies (and surrounding area) (saving throw to halve)
1%: Summoning of 1D2+1 Planetar/Solar/Deva
1%: Summoning of 1D2+1 Balor/Glabrezu/Marilith
1%: Summoning of 1D2+1 Pit Fiend/Cornugon ⁽⁺⁾
1%: Summoning of 1D2 elementals of 16HDs of each element
2%: Gain 600,000 experience points
1%: Gain 200,000 experience points per character (all party members) ⁽⁺⁾ ⁽⁺⁾= +1% in case of a
2%: Gain 1 "power" item (re-random)* recast miracle
1%: Improved statistics (re-random)* ⁽⁺⁾
1%: Gain an innate power of demonic origin (re-random)* ⁽⁺⁾
2%: Recast 2 times
2%: Recast without the disadvantage of bad luck

*Miracle: power items	<u>type</u>	<u>origin</u>	
1%: "Cera Sumat", Holy Avenger ^(m)	Long Sword	IWD2	
1%: Mark of the Savant	Dagger	PST	
1%: Punch Daggers of Moorin ^(m)	Dagger	PST	
2%: Bell's Shield	Bracelet(Helm?)	PST	
2%: "Celestial Fire"	"Blade" at choice	PST	
2%: Valiant ^(m)	Scimitar	IWD	
2%: Necromancer's Amulet ^(m)	Amulet	Morrowind	
2%: Blessed Helm of Lathander	Helm	IWD	
2%: Shimmering Sash	Belt	IWD	
2%: "Eye of Vecna" ^(m)	MISC	PST	
3%: Mithran's Cloak	Cloak	IWD	
3%: Protean Hammer	Hammer	IWD2	
3%: Stone Gullet of L'Phahl the Gross	MISC	PST	^(m) = modified in
3%: Sash of Shadows	Belt	IWD2	comparison
3%: Short Bow of Ebullience	Short Bow	IWD	to original
3%: Mithral Arc ^(m)	Long Bow	IWD	
3%: Umei Kaihen	Dagger	PST	
3%: Strange Potion	Potion	Gunnm / ©Deratiseur	
3%: Ring of Thex	Ring	PST	
3%: Celestial Aura	Plate Armor	IWD2	
3%: Ring Zero	Ring	PST	
3%: Cloak of Scintillating Colors	Cloak	IWD (HOW)	
3%: Mystery of the Dead ^(m)	Shield	IWD	
4%: Spell Diver ^(m)	Short Sword	IWD	
4%: Alamion ^(m)	Long Sword	IWD	
4%: Fists of Randagulf	Bracers	Morrowind	

4%: Little Giant	Belt	IWD2
4%: Edion's Ring of Wizardry	Ring	IWD (HOW)
4%: Cold Steel Reflection ^(m)	Ring	IWD2
4%: Aramite Ring ^(m)	Ring	IWD2
4%: Aegis of Torment	Ring	PST
4%: Cuirass of the Savior's Hide	Leather Armor	Morrowind
4%: Ebony Armor	Splint Armor	Morrowind
4%: Heart of <CHARNAME>	Long Sword	IWD2

***Miracle: improved statistics (permanent):**

10%: +1 Strength
10%: +1 Dexterity
10%: +1 Constitution
10%: +1 Intelligence
10%: +1 to all saving throws
10%: +3 to saving throws vs. death
10%: +5 HD
10%: +1 AC
10%: +3% magic resistance
5%: immunity to poisons
5%: immunity to diseases

***Miracle: innate powers of demonic origins (permanent):**

10%: Regeneration 1HP/round
10%: Immunity to poisons
10%: +25% magic resistance
5%: +25% fire resistance
5%: +25% electricity resistance
10%: Immunity to normal weapons
10%: "Gate" 1x/day
10%: "Dimension Door" 3x/day
4%: "Detect Invisibility" 3x/day
3%: "Animate Dead" 3x/day
3%: "Charm Person" 3x/day
3%: "Improved Invisibility" 3x/day
3%: "FireBall" 3x/day
4%: "Hold Person" 3x/day
3%: "Cloudkill" 3x/day
3%: "Project Image" 3x/day
4%: "True Sight" 3x/day

Important Note:

When the kit levels up, he repeatedly casts spells managing the random discovery spells. This is reflected on the movements he performs. It is important not to interrupt him by a request for action such as moving or fighting, otherwise he will stop casting these randomizing spells and you ends up not having all the spells you should. As an example, while testing, after a movement request just after levelling up at level 9, I found myself without level 5 spells. To avoid this, level up when you are comfortable.