

First kit release: Hunter of Vermin kit V1 (01/02/2008)

Hunter of Vermin Kit V1.1 (24/02/2008):

Fixes:

- Removed displaying "Slow" string that remained despite Free Action. (Thanks to Akadis for the bug report).
- Added missing skill "Charm Animal".

First Deratiseur's Unused Kits Pack release: Derat's Unused Kits Pack 0.5 (09/07/2008):

Added:

- 2 kits: "Preacher of Fire", "Bearer of Hate".

Improvements:

- Updates file names to be in line with "Community Filename Prefix Reservations". They now start with "Px".

Derat's Unused Kits Pack 0.6 (14/09/2008) (v2):

General:

Added:

- 1 kit: "Master of the Swarm".

Preacher of Fire:

Added:

- 1 spell: "Fire Beetle".
- 1 hla: "Bombing Quasits".

Changes:

- From now on he can no longer repulse Undead.

Derat's Unused Kits Pack 0.7 (09/12/2008) (v3):

General:

Added:

- 1 change to existing kit: "improved Beastmaster".
- 1 animation: Rhino Beetle for the Master of the Swarm and the Beastmaster (after having carefully thought about size of the archive and the use of an ID).

Improvements:

- Re-compression of bams, they now take up less space.

Corrections:

- Modifications of the TP2s of the Preacher of Fire and Master of the Swarm in order that the game no longer displays "received spells" when levelling up, which did not make sense.

Master of the Swarm:

Added:

- 4 hlas.
- 6 creatures.

Improvements:

- 4 spells modified in order to be "improved by mastery" (please take a look at new hla)

Changes:

- Brought back in place the limit of 5 summoned creatures control (the first version providing the option to summon without limit was too powerful).

Derat's Unused Kits Pack 0.7.1 (15/12/2008) (v3'):

Preacher of Fire:

Fixes:

- The bugged icon of "Bombing Quasits" hla is now correctly displayed.

Master of the Swarm:

Fixes:

- Polymorphing into carrion crawler no longer crashes the game (the creature was missing in the archive). (Thanks to Armand for bug reporting)

Derat's Unused Kits Pack 0.7.2 (??/??/2009?) (v4):

General:

Improvements:

- For all kits, animations and sounds added to make the spells more beautiful and pleasant playing.

Fixes :

- Changes in setup to avoid duplicates (files, appends, etc.).

Preacher of Fire:

Additions:

- 1 spell: "Cone of Fire".
- 1 hla: "Scarification by Fire".

Modified Spells:

- "Spraying" becomes an area spell and now really requires "time to focus". (As it was planned in spell ideas).
- "Fire Beetle" is now a level 3 spell.
- "Steam of Embers" is now a level 5 spell.

Fixed Spells:

- "Bombing Quasits": bombing quasits now explode in 99% of cases.
- "Great FireBall": its area of effect is now 12m, as was written in the description.

Master of the Swarm:

Improvement of creature:

- "Bombardier Beetle": its effect becomes a gas cloud that covers a small area (As it was originally planned).

Derat's Unused Kits Pack 0.7.3 (13-02-2009) (v4'):

Improvement of Beastmaster:

Creature changes:

- "Forest Troll": animation changed.
- "Royal Python": new colours.

Preacher of Fire:

Added:

- 1 spell: "Conjure Lesser Fire Elemental".

Modified Spells:

- "Fire Beetle" becomes "Wildlife of Fire", for more diversity.
- "Bombing Quasit" becomes "Bombing Mephits" (It's more logical and respects the rp).
- Hla "Conjure Fire Elemental": it becomes "Conjure Prince" (Zaaman Rul) in order to be higher than level 6 spell.
- Hla "Vengeful Storm": too much resembling "Fire Storm", it becomes "Ashes Rain", spell with negative effects beside damage.

Fixes:

- He's no more healed when channelling stops (That did not make sense).
- He does no more get the "Elemental Channelling" icon when sleeping under incarnation shape.

Master of the Swarm:

Added:

- 1 extra-planar creature: "Sablelin de Pelion".
- 1 hla: "Instinctive Mastery", which marks the return of unlimited summoning (limited to level 4 and 5 spells).

Changes:

- The allowed alignment is now limited to X/neutral.

Creature Changes:

- "Armored Beetle": it changes colour and becomes the "Carabe with golden reflections". (As was originally planned).

Creatures Fixes:

- "Stag Beetle of Agathys": cold resistance increases from -70% to + 70% (It comes from a layer of black ice).

Fixes:

- Added the second combat animation (forgotten) to Black and Bombardier Beetles.

Derat's Unused Kits Pack 0.8 (07/08/2010) (v5):

After adding a lot of things in the previous version, I deleted a lot that you will not see when I said myself it was time to give DUKP its rp side. To this end I have read many book in the original language and French version of ad&d and ad&d2, and I did my best to make spells/gifts/creatures of DUKP 0.8 as close as possible of the paper version.

General:

Added:

- 3 kits: Bladesinger, Cheat Death, Arcane Blade (remix of Bladesinger kit after Misdrrha'al Hymmet).

Improvements:

- Update of file names; from now on each one has a 3rd letter in prefix following the 2 Px letters.
- Split of single read-me into several others: 1 per kit.
- Split of single .tra file into several others: 1 per kit.
- From now on installation will patch game files instead of copying them from directories of DUKP (This reduces the size of the archive).
- Some icon have been reworked. However, much remains to be done :-/
- Rebalancing casting time and duration of most spells.

Fixes:

- The installation bug that randomly created "cannot convert integer to" no longer exists.
- Recoloured creatures who lost their modified colours dying or after a Ctrl+R do not lose it anymore.
- Equipment received at the beginning of ToB updated for every kit, according game standards.

Bearer of Hate:

Improvement:

- Roar of Rage is now accompanied by a nice visual effect.

Hunter of Vermin:

Improvement:

- 6 needed spells for the kit to correctly work are combined into one (this lightens the game).

Fixes:

- He gets the +3 bonus to damage/hit, lost in the previous version due to a forgotten line in setup, back.
- The giant snake becomes a unique creature, and a beast like the snake of Watcher's Keep.

Modification of Beastmaster:

Improvement:

- Summoning spells are rebalanced, weak creature come in larger groups; the limits of 5 controlled creatures is removed.

Fixes:

- Spells can no longer summon creatures installed by another mod.
- Added Basilisk animation, missing in game, and that made crush the spell "Call Woodland Beings II" when was summoning a Basilisk.

Preacher of Fire:

Additions:

- 8 spells: "Explosion", "Bats Plague", "Fire Mark", "Call Salamander", "Summon Para-Elemental of Magma", "Summon Plasm", "Caloric Overload", "Fire Orbs".
- 6 hla: "Volcanic Rock Armor", "Contact of Elemental Plan", "Fire Spirit", "Mastery of Fire", "Prince Guard", "Mass Burning".
- 12 creatures.
- 1 animation: Fire Elemental after IWD.

Improvements:

- 5 summoning spells modified in order to be improved by the preacher of high level.
- Return of hla "Fire Aura". Removed from the first versions of the kit because it "fixes" fire resistance to 90%, it is modified for the kit to increase fire resistance at 60% instead.
- The spell "Incendiary Cloud" no longer affects the preacher. (special dedicated to Bardick).

Changes:

- He gains a new gift: "Charm Fire Elemental".
- He loses the gift "Summon Salamander", that becomes a homonym level 5 spell.

Deletions:

- Spell "Wildlife of Fire" (replaced by modified "classic" summon spells).
- Spell "Steam of Embers" (duplicate with "Incendiary Cloud").
- Hla "Scarification" (after fixes to limit it to party members it became uninteresting).
- Hla "Ash Cloud" (bugged and unfixable according to my first idea).

Modified Spells:

- "Fire Shield" becomes a level 4 spell as its arcane counterpart.
- "Minute Meteors" becomes a level 3 spell as its arcane counterpart.

- "Wave of Fire" becomes a level 5 spell as its arcane counterpart but with reduced damage.
- "Conjure Lesser Fire Elemental" becomes a level 3 spell and conjures lesser elementals (following the official p&p spell).
- "Fire Blade" becomes a level 3 spell with reduced effects.
- "Burning" now allows a saving throw and inflicts regressive rather than progressive damage.
- "Fireflies" is renamed "Fireflies Plague", becomes a level 7 spell and changes to be a more rp (following p&p books).
- "Cone of Fire" is renamed "Incendiary Hands".
- Hla "Summon Bombing Mephits": it becomes a level 6 spell and gets increased range and explosion damage.

Improved Creatures:

- "Bombing Mephit": it gets an associated script to avoid being bugged/immortal.
- "Pyromancer Mage" and "Yuan-Ti Pyromancer": each one of them gets a new range of spells and an associated script to cast them.

Master of the Swarm:

Additions:

- 11 creatures.
- 5 spells: "Spiderskin", "Dragon Beetle Summoning", "Conjure Insects", "Monstrous Vermin Summoning", "Mineral Spider Summoning".
- 2 animations: Beetle after NWN, Lim-Lim after PST.

Changes:

- 4 new benefits: "immunity to poison (early)", "immunity to spells like Insect Plague", "turning spells like "Insect Plague", "Charm Vermin".
- 1 new drawback: halved elemental resistance.

Improvements:

- Large update of creatures: now mostly taken after books, the ones before level 7 reduced, those of level 7 regrown and more powerful.
- Large graphics update: colours of all creatures have been thoroughly reworked, summoning icons chosen are differentiated by different colours, and finally green spell book icons, they take normal game colours.

Deletions:

- Spell "Chitin Carapace" (replaced by "Spiderskin").
- Creature "Mutant Spider" (too powerful).

Modified spells:

- "Recall of the Spider" becomes a level 5 spell.
- "Giant Insects" becomes a level 4 spell. Carabe with golden reflects no longer requires the hla "Mastery of Beetles", and the Black Beetle disappears.
- "Summon Fire Beetle" summons a beetle less, but for a doubled duration. Fire Beetles now are included in the control creatures limit.
- "Scent of Ankheg" has now less chance to summon anything, and improves beyond level 15.
- Hla: "Rhino Beetle Summoning": it becomes a level 6 spell renamed "Call of the Mastodon".
- Hla: "Mastery of Insect Summoning: Beetles": it no longer offers Permanent Fire Beetles and instead offers a Rhino Beetle more powerful and a new spell.
- Hla: "Mastery of Insect Summoning: Spiders": it now offers a new spell.

Modified Creature:

- "Spider of Vortex": it becomes what it always was: a planar creature.

Fixed Creature:

- "Major Troubled Spider": added the forgotten script that prevented attacking on sight.

Fixes:

- Proficiencies "Dagger" and "Scimitar" are back, forgotten I do not know where.
- Fixed multiple text errors in descriptions of spells.
- He could be paired to a.... cleric. It's fixed, he can now be paired as intended, with a fighter.
- When using "Shapeshift Natural Shape", it remained in residual gift. That is no longer the case.

Derat's Unused Kits Pack 0.8.1' (11/08/2010) (v5'):

General:

Fixes:

- Removed some BUT_ONLY from setup, that created installation errors by not copying some files. Thanks to Valombre for bug reporting.
- Added missing files to installation of Preacher of Fire, shared with Warlord and therefore missing from first introduction.
- Removed too many newlines added by Open Office in tra files.

Preacher of Fire:

Fixed Spell:

- Hla "Archomental Summoning": can now properly conjure Imix (it was not patched by setup (a missed line)).

Fixes:

- Missing icons for some hlas are back.

Master of the Swarm:

Additions:

- 1 creature: the "Myrlochar".

Fixed Spells:

- "Planar Vermin": now properly offers 3 creatures, and its text has been fixed.
- "Recall of the Spider": will no longer crash (files were not copied during installation).
- "Giant Insects": can now summon the "Copper Beetle" (it was not copied during installation).

Fixes:

- He could be paired to a.... cleric. This is fixed (again).

Derat's Unused Kits Pack 0.8.5 (21/02/2011) (v6):

General:

Additions:

- 2 kits: Sorcerer, Warlord.

Fixes:

- Removed typographical errors in .tra.
- Reviewed spells schools and spheres.
- For cleric/druid kits, the list of new spells no longer appeared in full on character sheet when creating the character.

Arcane Blade:

Fixes:

- The forgotten file in the archive that prevented the +5 bonus to AC is back.
- The AC bonus is no longer "+5 to AC" but "base AC set at 5", because it had to replace elven armor.
- The djinni summoned by the spell "Summon Djinni" is fixed in order to no longer appears hostile or neutral. This fix applies to the vanilla spell of the game.

Preacher of Fire:

Additions:

- 2 spells: "Fire Shower", "Hell Fire".

Modifications:

- +3% fire resistance at level 1.
- "Burning Palm" ability improves to inflict damage according to preacher level.
- The spells "Holy Word" is no more logic for the preacher who has no divine bound, it is no more accessible.

Deletions:

- Animation "magma elemental after IWD" and the spell going with it. 5Mos and a slot occupied for a creature like another one (fire elemental), it really has little interest.
- Hla "Volcanic Rock Armor" (too much like "Fire Aura").
- Hla "Elemental Plane Contact" (too much like "Implosion").

Modified Spells:

- "Conjure Lesser Fire Elemental": now summons more creatures, to match p&p version.
- "Fire Shield": returns a level 3 spell but with reduced effects accordingly.
- "Plasm Summoning": becomes a level 4 spell, to match the weakness of the creature.
- "Summon Salamander": no longer summons randomly salamanders of different ranks, but according to preacher level.
- "Lower Fire Resistance": reduces more fire resistance and improves according to preacher level, but no longer imposes penalty to saving throw.
- "Lower Fire Resistance II": reduces more fire resistance and improves according to preacher level, but now allows a saving throw to halve damage.
- "Improved" animal summoning spells are revised to summon creatures according to schema: 8HD for summoning I, 12HD for summoning II and 16HD for summoning III. The summoned creatures are revised, those of summoning III are turned more interesting.
- "Burning": now allows a saving throw at -3.
- "Caloric Overload": becomes a level 7 spell and gains power.
- Hla "Mass Burning": has no more bonus associated to saving throw.
- Hla "Mass Protection From Fire": it becomes a level 6 spell and loses a bit in easy of use.

Modified Creatures:

- "Lesser Fire Elementals": reduced power to match the p&p version.
- "Noble Salamander": it gets a script to match p&p version.
- "Fire Plasm": if now suffers 1D6 +2 damage points per round when being in primary level. It loses 10 points of life when it generates an incendiary cloud.

Fixes:

- Fire Bats fire animation lost somewhere around is back.
- Fixes of weapons of dead fire army that had to inflict fire and slashing damage.
- Added modified text to modified Fire Aura, previously forgotten.

Master of the Swarm:

Additions:

- 19 "classic" creatures for horde and other spells.
- 3 "extraordinary" creatures: Brain Spider, Female Scavenging Beetle, Crystal Beetle.
- 1 "extra-planar" creature: Lorient Maleraison (female of Lorient (EN: Oriole – bird?????))
- 3 spells: "Giant Vermin", "Infestation", "Summon Spider Swarm".
- 2 hla: "Mastery of Vermin - Exceptional", "Vermin Horde".

Changes:

- He loses the gift "plague spell turning": this gift gave to kill the horrible animations circle underfoot, and impossible to remove. Furthermore it was useless if it was not the Druid himself who was targeted by the enemy plague. Upon reflection, it is deleted.

Improvements:

- Rewriting of hlas table: from now on, some hlas can only be taken after having taken other TWO.
- Revision of shapeshiftings: choice of other creatures, and fixes of skills and immunities forgotten in previous versions.
- Turned into "BG2 format" all weapons using a venom of type F. Into p&p format, this poison kills the victim who misses a saving throw. Under BG2, creatures provided with this venom (Giant and Phase Spider) inflict poison damage "X damage per second" in its place. This makes sense, because death for a failed saving throw could kill a creature immune to poison, the game does not consider magic death as a poison effect. Affected by this fix: Planar Spider, Dark Worm, Copper Beetle.
- Minor Changes (weapons, HDs, HPs, resistances, etc.) of a dozen creatures.
- Colour change for a handful of creatures, mainly to remove the "ugly ones".

Deletions:

- Creature "Green Rattle". (Gaining of an animation slot and removed an incompatibility (with Innershade)).
- Hla "Shapeshift into Rhino Beetle": this shapeshifting is from now on gained at level 13.

Changed Spells:

- "Fire Beetle Summoning": improved to unattainable levels. This has been fixed.
- "Call of the Mastodon" becomes a level 5 spell.
- "Spidersbane" becomes a level 6 spell and changes to to maximized at a lower level. Spiders of the spell are accordingly revised.
- "Monstrous Vermin Summoning" now offers a choice of 3 creatures.
- "Mineral Spider Summoning" becomes "Mineral Vermin Summoning" and now offers the choice between 2 creatures.

Changed Creatures:

- "Melting Spider": complete overhaul (skills, weapons, characteristics).
- "Hook Spider": it moves from Baathor to Acheron. Anything else changed, and it stays true to p&p books.

Fixed Spells:

- "Giant Insects": it can now summon the "Bombardier Beetle" (it was not copied during installation).

Fixed Creatures:

- "Huntress Spider": its weapon was not meant to stun. This has been fixed.
- "Whispering Spider": its web is not correctly displayed.
- "Death Watch Beetle of sands": it is no longer affected by the sound produced by its peers.
- "Spiders-in-Trouble" (x2): they are renamed and get the status of undead they should have had. Their weapons are revised to have more variety.

Bladesinger:

Improvement:

- Change the way to get the kit: it is now obtained by assigning the script "Script profiler of DUKP" to a character matching the requirements. Any character of the party, any moment in the game, can get the kit. In this way the scripts DPLAYER2 and DPLAYER3 are not more used by the the kit.

Changes:

- Its bonus to AC (not applicable against missiles) was enrolled in details as "bonus against slashing", and "bonus against piercing". Now it is written as a general AC (large number) recorded in details "penalty against missile".
- Abandonment of the proficiencies system required to improve in the mastery of his weapon. From now on he just improves to grand mastery according to the chosen weapon and his level. (This is a cheat, it gives him 3 more skill points).

Fixes:

- Slight change of the script in order to have no animation to cast spells each time he changes mode.

Derat's Unused Kits Pack 0.9 (04/07/2011) (v7):

General:

Added:

- 1 kit: Shadow Walker.

Fixes:

- Fixed Zfcode.tpa code that would crash all patched spells.
- Fixed enchantment level of all weapons of creatures.
- Fixed hyperlinks in Read-me.rtf file.
- Fixed bug appeared in 0.8.5 version that prevented to "Skip" during installation (Thanks to the_biggy for Weidu 2.29).
- Fixed code names too long of kits that were bugging the file 25stweap.2da and removing the equipment of all characters at the beginning of ToB (Thanks to Pandafou for reporting a minor type that put me on the track of full bug).
- Fixed abilities of all kits that were duplicated.

Cheat Death:

Added:

- 2 hlas: "Art of Striking", "Inexhaustible".

Changes:

- Change of the table of provided capabilities. Most are obtained more rapidly or two instead of one.

Improvements:

- Rage is now accompanied by a light effect, in order to see more easily when it is done. It is also quieter.
- Renaming of all the files/variables for an easier reading if someone wants to use the kit for didactyl purposes.

Fixes:

- Fixed Rage at choice, which lasted two turns instead of one.
- Fixed installation, which would crash the game when choosing the hlas.
- Fixed installation, which not paired the script to the kit.

Hunter of Vermin:

Changes:

- Revision of advantages:
 - *Free Action: obtained at level 4.*
 - *Poison resistance: fed up with hard-coded bug, thus it becomes an immunity obtained at level 8.*
 - *Immunity to Disease: obtained at level 10.*
 - *"Slow Poison": first use obtained at level 4.*

Improvements:

- The Calls of creatures are now random, while keeping a criteria of strength and rarity of creatures summoned according to call.

Improved Beastmaster:

Improvements:

- Lists of creatures summoned by spells changed: The creatures very rare, subterranean, arctic or evil have a reduced chance of being summoned.

Fixed Creatures:

- "Royal Python": it is now consistent with p&p tables.

Preacher of Fire:

Added:

- 4 spells: "Flame Arrow", "Explosive Combustion", "Burst of magma", "Detonation".
- 1 hla "Elemental Plane Contact": back with animation and changed effect. Occasionally it becomes a usable skill once per day.

Changes:

- -3% fire resistance at level 1.

Removed:

- Spell "Major FireBall" (too classic and not practical (too large area of effect)).

Changed Spells:

- "Caloric Overload" changes to request a focusing time of 2 seconds. There is now an "improved" version. The gore of his body that shatters is revised to be heard too.
- The spells "Bats Plague", "Plasm Summoning" and "Call Salamander" merge into one level 5 spell, "Call Fire Servant", that also allows to summon an Elemental, an Efreet and a Hell Spider.
- "Bombing Mephits" now summons 1D4 +1 mephits.
- "Protection From Fire 3 meters" turns again "Mass Protection From Fire", as it was before in its hla version. It remains a level 6 spell.
- "Flame Wave" is renamed "Explosion II" and is improved by a repulsion effect.
- "Hell Fire" becomes a level 6 spell not to create a double with "Pillar of Fire", in comparison to which it is more powerful. Its damage dice turns from 1D8 to 1D6 +1.
- Hla "Rage of Preacher": it becomes more powerful but can only be taken once.
- Hla "Recall of the Fire Army": it becomes a level 7 spell usable once per week.

Changed creatures:

- "Fire Plasm": it loses the equivalent of 1HD per round, but it gets as much every time it is touched by fire.
- "Ember Spirit": it turns to 4HDs and is summoned by the spell "Summoning I".
- "Copper Beetle": it becomes a 6HDs version of the original after Master of the Swarm. It is summoned by the spell "Summoning II".
- "Fire Serpent": it changes its size, it turns to 8HDs and gets skills borrowed after D&D3.5. It is now summoned by the spell "Summoning III".
- "Ash Troll": it is no longer resistant to cold (it was an oversight). Its resistance to non-magical fire is set at 125%.
- "Fire Troll": it regenerates 1hp less per second (removal of regeneration ring, forgotten).
- "Meteoric Worm": it can now multiply several times, each time losing half of its life points and creating a clone with the lost points.

Fixed Spells:

- "Explosion I and II" improved versions: they no longer affect the caster.

Fixes:

- The spell "Call Woodland Beings" is back, forgotten since v0.8.5.

Master of the Swarm:

Added:

- 1 animation: Bebilith after NWN (likely to be a spider size E).
- 1 extra-planar creature: Nightly Horror.
- 1 spell: "Parasites Plague".
- 1 hla: "Mastery of the Call of Swarms".

Changes:

- The disadvantage "does not use throwing weapons" turns to be "-3 to THAC0 with missile weapons" (He could use throwing daggers to bypass the default).
- The disadvantage "gets only half of elemental resistance at high level" turns to be "can not summon elemental prince" (He has less elemental power than a classic Druid).

Removals:

- Spell "Call Fire Beetle" (the fire beetle has a solitary social organization, a level 3 spell does not have a range wide enough to call dozens).
- Creature "Spider Guard" (This is an erect spider, it has nothing to do in a spell list that calls wild creatures).
- Creature "Mephitic Cockroach" (It was only a pale copy of Putrid Stink Bug, with an ugly and hardly changeable colour).

Changed Spells:

- "Giant Vermin" becomes a level 2 spell. On this occasion, the bite of the Huge Beetle does no more sickly.
- "Mantle of Insects" now improves by level and acts as backlash at high levels.

- "Call Dragon Beetle" now summons more creatures depending upon the level and always a nest chief (according to official books).
- "Carrion Summons" now summons more creatures, depending upon the level.
- Hla "Vermin Horde": A typo error in the installation made appear creatures per pack of identical beasts when it should have been random beasts. It has been fixed. Being under haste doubled the number of creatures responding to the call. This has been fixed. The number of called creatures turn from "10 to 40" (random every 2 levels) to "6D6" (real). The list has been fixed according to the p&p rarity of creatures and now includes exceptional creatures.

Changed Creatures:

- "Huge Spider": it takes the colours of the former Spider Guard.
- "Giant Trap Door Spider": it takes the colours of the Large Spider.
- "Golden Silk Orb Weaver": it changes colour and becomes the Agelena of jungles. (Its old colour was too much like Spider Huntress).
- "Whispering Spider": it changes animation (it is supposed to be bigger than the Rhino Beetle) and gets back its common name of Colossal Spider. Its strength is accordingly changed.
- ""Krigalic" Thomise": it retrieves the colours of the previous Whispering Spider and becomes "Shurrockian" (Shurrock is a layer of Bytopia, and changes plane because there is no "monster" in Beastlands).
- "Fossorial Worm": it changes colour (its old blue colour is due to a back during testing, not final state). Its characteristics are also changing to become what they should have been.
- Some other minor changes on a lot of others.

Fixed Spells:

- "Infestation" can finally be cast (Zfcode).

Fixes:

- Lice Brain of "Infestation" and the roar of the Lorient Maleraison can no longer "calm"(blue circle which makes the character deciduous). Instead of calming effect, there is "debility".
- Fixed the weapons of Rhino, Dynast and Bombyx Beetles and of a few others to take into account the strength.
- Fixed the installation of the Putrid Stink Bug that caused its backlash to inflict 74769 damage points (!) and was invisible (no visible cloud).

Warlord:

Added:

- 1 spell: "Stroke of Luck".

Improvements:

- Changed the system to obtain spells. The gift "Tester 1" no longer exists, the spells are randomly discovered each time you level up.
- Huge work on sounds and animations of spells. Even "original" spells are being associated to new sounds and animations (only up to level 4 so far).

Removals:

- Temporary disappearance of Hla "Party Management", which should be modified to have less power but it becomes problematic with a list of random spells.

Changed Spells:

- "Fortitude" changes and becomes more interesting.
- The 3 spells "Blade" (ghost, entropic and void) improves to propose the creation of any weapon handled by the Warlord.

Fixes:

- The spell "Rainfall" which was previously forgotten by the gift "Tester 1" comes back.
- The spells "Haste", "Free Action", "Mental Steel" and "Draconic Strength" can finally be cast (Zfcode).

Derat's Unused Kits Pack 0.9.1 (24/07/2011) (v7):

Too many bugs in the previous version, put only too quickly following the numerous requests on forums and by email. This version aims to fix them, and adding more balance to fighters' kits denigrated as too disadvantaged.

Bearer of Hate:

Improvements:

- He can now achieve great mastery, but not until level 12.

Arcane Blade:

Changed Spells:

- "Good Berries" changes and improves along with level (please take a look at the corresponding readme).

Cheat Death:

Changes:

- Fury no longer penalizes AC and no longer imposes more time to rest.

Removals:

- Hla: "inexhaustible" (it has no reason to be).

Fixes:

- Fixed the option to have 2 furies levelling up several levels at once.

Preacher of Fire:

Changed Spells:

- "Call Fire Servant" now allows to call blazing and magmatic mephits and summons less bats.
- "Recall of the Fire Army" returns to be an ability, becomes more random (the skeletons will no longer appear "in the order"), no longer requires more days off but can have effect once every 24h, and returns to be a ranged spell as stated by its description.

Fixed Spells:

- "Hell Fire" should have been of school of conjuration. It has been fixed.

Fixes:

- Fixed the name of a file that prevented him to have any level 2-7 spell (error appeared by a change made for v0.9).

Master of the Swarm:

Changed Spells:

- Hla "Mastery of Vermin Calling – Beetles": it now offers to cast "Call Mastodon" at level 4, but summoning a Dynast becomes more rare.

Shadow Walker:

Improvements:

- Continuation of THAC0 rule up to 4 (level 49), in case the option "Un-Nerfed THAC0 Table PnP style" of BG2Tweak mod or another option installed.

Warlord:

Changed Spells:

- "Invulnerability" is more consistent: it protects against poisoning and other damage sources beside weapons.

Fixes:

- Fixed THAC0 system that did not work (error appeared by a fix made for v0.9 incompatible with an internal game rule).

Derat's Unused Kits Pack 0.9.5a (06/05/2012) (v8): "Done in pain"

General:

Added:

- 1 kit: Guardian of Faith.
- 3 animations after TOEE, for Preacher of Fire, Master of the Swarm and Warlord.

Improvements:

- Merged multiple "Script profiler of DUKP" into one which automatically recognizes the purpose it is used for.
- Optimization of all "a given number of times" scripts not to run when they are no longer needed (saving resources).
- Added all possible races for Hunter of Vermin, Preacher of Fire and Master of the Swarm kits to be available if the option "Remove all race-class restrictions" of TobEx is installed.
- Rollback: installation does no longer patch original game spells and instead it copies new ones: this avoids conflicts with mods that modify spells, such as "Spell revision" or "Spell pack".
- Turned all read_me files into PDF format.

Fixes:

- Reduced kit name too long of Carrier of Hate "level 12" that was bugging equipment received at the beginning of ToB.
- Removed Hlas tables bug that prevented to click "done" to continue the game when the player had more hlas "to take" than "available" hlas.
- Integration of hotfix patch for "Kit.ids" that should fix all errors of kits obtained by script (Warlord, Sorcerer, Bladesinger, Guardian of Faith).

Preacher of Fire:

Added:

- 6 spells: "Embers Rain", "Ardent Mantle", "Fire Shape", "Heating Aura", "Incineration", "Fire Trap".
- 3 "altered" spells: "Pyrokamikaze Quasits", "Deadly Fire Rain", "Immolation".
- 3 hlas: "Way of the Pyromaniac", "Deadly Fire Shield", "Elemental Explosion".

Improvements:

- Complete redesign of hlas system, now offering beside "neutral" hlas two opposing ways (you must choose one or the other): "Way of the Elementalist" (which boosts damage) and "Way of the Pyromaniac" (which penalizes saving throws). Both changes and adds spells, deeply changing the post hlas playing.

Changes:

- Elemental Channelling is no longer automatically obtained at level 24: from now on one must choose the "Way of the Elementalist" to access it.

Removals:

- Hla "Energy Blades" (replaced by "Fire Orbs").
- Hlas "Fire Aura" and "Blade Barrier" (Merged into a replacing hla: "Deadly Fire Shield").
- Hla "Elemental Plane Contact" (Incomplete animation and "no-matching" spheric area of effect).
- Hla "Mass Burning" (included in the spell "Deadly Fire Trap").

Changed Spells:

- "Flame Arrow" gets a new icon and its base damage turns from 1D6 to 1D3 (normal damage of an arrow).
- "Explosion" changes animation and its range turns from 3 to 5 meters.
- "Fire Shower" is replaced by "Embers Rain".
- "Fire Blade" is changed in order that the blade no longer inflicts physical damage and improves along level. It is no more cumulable with "Blazing Weapon".
- "Burning" no longer requires saving throw penalties but inflicts more damage. It can no longer affects fire creatures.
- "Fire Servant Call" becomes a classic 3-choices spell, improving in 8 choices with hla "Warlord". Casting Time turns to 6.
- "Detonation" becomes a level 7 spell, no more limited to 15D, inflicts more damage, its range is slightly increased and casting time turns to 1. It is no longer affected by hla "Way of the Elementalist".
- "Hell Fire" disappears from panel of standard spells. It now replaces "Fire Pillar" when "Way of the Pyromaniac" is chosen.
- "Explosive Combustion" disappears from panel of standard spells. It is integrated into the new hla "Way of the Pyromaniac".
- "Fire Orb", too powerful for a level 6 spell, becomes a hla replacing "Energy Blades".
- "Incendiary Cloud", inflicts a range of damage much severe than the other level 7 spells, becomes a hla.
- "Fireflies Plague" disappears from panel of standard spells. It is now obtained by taking "FireLord" hla.

- "Caloric Overload" becomes a hla requiring "Way of the Pyromaniac".
- Spells type "Summon creature" fire/igneous improved versions now disappear from normal improving: now the hla "FireLord" is needed to benefit from them.
- Hla "Fire Spirit": renamed "Way of the Elementalist", it no longer imposes penalties to saving throws but offers two other damage improvements (level 30 and 40). It modifies the spells in order not to be of a single school.
- Hla "Master of Fire": renamed "FireLord".
- Hla "Recall of the Fire Army", which was unusable (inversion of icons and typo error): fixed and changed: it now requires hla "Way of the Pyromaniac" (beyond level 24 required, there was no reason to take it later than "Prince Guards", at least as powerful, there is no more).
- Hla "Fire Aura": it becomes "Deadly Fire Shield" and is fully revised.
- Hla "Rage of the Preacher": returns to a "simple" damage system with advantages, but now imposes a physical effort. Its principle of "Charring" targets is taken back for hla "Elemental Explosion".

Fixed Spells:

- "Lower Fire Resistance" (2 versions) now displays in game log the reduction suffered by the victims.
- "Fire Seeds": casting time turns to 2, as it should have been.
- "Elemental Channelling": the heat released now hits all creatures within 5 meters from the channelling preacher (previously only one, the closest). Moreover, being a supernatural ability, it can no longer be dispelled.

Fixes:

- The new level 1 spells now properly appear in the checklist when creating the character.
- Removal of spell "Cure Medium Wounds" that remained if "Spells Revised" was installed.

Master of the Swarm:

Added:

- 1 animation: Arach after Diablo II (replaces the Bebylith, not at all rp for the colossal spider).
- 3 creatures: "Assassin Beetle", "Mortivore", "Phase Spider".

Changes:

- He no longer has penalties for ranged attack rools (weapons have nothing to do with clothing).

Removal:

- Creature "Nightly Horror" (doubled psy with Hook Spider).

Changed Spells:

- "Call Dragon Beetle" becomes "Nestled Minor Vermin Summoning" and allows to call several types of beetles/spiders (improvable by hla).
- "Giant Vermin" takes the nome I had found for it when creating (but I had not given it because it did not sound "serious"): "From ant to giant".
- "Spider Swarm Summon" now allows to summon the Giant Trap Door Spider to 4HDs Spiders likely to be summoned before the improvement of the spell.
- "Recall of the Spider": The chance to summon a more powerful spider turns from level 19 to 17.
- Hla "Vermin Horde": from now on it can be cast at range, turns at 4D10 summoned creatures, and no longer requires a waiting times (1 second at best).

The list of creatures likely to appear is updated to integrate the newer.

Changed Creatures:

- "Bombardier Beetle": its acid vapour now looks like a real vapour (changed animation) and ranged changed: greater for damage, less for stun/deafen.
- "Myrlochar": it no longer is planar (same origin of the Spider Huntress, the Underdark, thus same way to summon it: "Spider Spawn" (improved), it is recoloured and its weapon is improved (more dynamic, BG2 style).
- "Copper Beetle": it no longer turns electricity damage (it's not very rp). It remains immune to electricity.
- "Planar Spider": is now protected from divination and detection when it moved into the Ethereal Plane (invisible).
- "Skull Spider": its fog no longer kills the desperate creatures (it was not credible), it takes away their desire to fight. At a wide range it makes apathetic (slow).
- "Hook Spider": too weak compared to the others, it gets some Hds and new psy gifts getting along with (it gets psy gifts of the old Nightly Horror (Domination, Mass Domination and Ego Whip)).

- "Shurrockian Thomise": renamed "Light Argiope", it changes: -1 attack/ round, +2 to chances to inflict critical hits, more venomous poison.

Fixed Spells:

- "Spiderskin" is no longer cumulable, and now correctly works on rangers.

Fixed Creatures:

- "Giant Spider" (original version of the game): its saving throws were far too low. It's been fixed.
- "Spider of Vortex" (original version of the game): it gathers movement speed given it Annual Monstrous Compendium vol. 3, and lightly changes colour to be distinguished from a Phase Spider.
- "Colossal Spider" (original version of the game): it becomes "Huge Spider" keeping its name according to monster bestiary.
- "Planar Spider": it no longer remains invisible when attacking from ethereal plane.
- "Brain Spider": its venom no longer affects undead, artificial or elemental creatures.
- "Maggot of Chaos": its bite had a problem: molecular deconstruction turned victims into worms, negating, practically, equipment and corresponding xp. It's been fixed.
- "Bombyx Oak Buffalo": its charge is fixed: true haste, and hit creature violently repelled. It also gets 50% missile resistance.
- "Scavenging Beetle": Zombies of scavenging that it generates no longer have charming capability. All in all, they are only bodies controlled by larvae.

Shadow Walker:

Changes:

- Partial revision of text.
- New disadvantage: he only has 20% to allocate at each levelling up.
- "Shadow Mantle" and "Shadow Shape" are rewritten and more powerful. To compensate, they are obtained more slowly.

Added:

- He can now cast "Burning Hands", "Stoneskin" and "Dimension Door" spells. According to p&p rules, these spells are of alteration school.

Improvements:

- The ability "Shadow Mantle" no longer makes invisible when using and no longer displays "invisible" each round if the shadow walker stands still. From now on it gives a camouflage bonus of +1 to AC and to saving throws.
- The ability "Shadow Shape" is almost completely rewritten: from now on it no longer prevents attacking but replaces the carried weapon. It no longer makes completely invisible but almost. It gives +4 to AC and saving throws. Finally, it can be dispelled.

Fixes:

- He can no longer specialize in combat styles.
- Using the ability "Shadow Mantle" no longer crashes the game (an error in TP2 was badly patching the file).

Sorcerer:

Changes:

- Complete redesign of balance in front of fighter/mage:
 - *THAC0 is reduced twice as fast (every 2 levels)*
 - *High proficiency is reached at level 15*
 - *extra attack is obtained at level 13*
 - *2 saving throws gradually improve*
 - *the bonus to life point matches p&p system: over the first 10 levels.*

Warlord:

Added:

- 13 spells: "Elemental Shock", "Animate Image", "Physical Image", "Energy in All", "Colossus' Strength", "Giant's Strength", "Cat's Grace", "Sure Strike", "Righter Resurgence", "Hold!", "Dispelling Field", "Walk in the Shadows", "Boom!".
- 3 hls: "Annihilation", "Major Chaos Strike", "Nova Energy".

Improvements:

- A new advantage: saving throw vs. death improved every 4 levels.

Changes:

- Attempt to colour all the icons according to category (Boost, attack, heal, summoning, etc...). There is still a lot of work :-/
- Many spells changed duration and school.
- XP penalty turns from 15% to 10% (xp table of mages is already the most penalized).

Removals:

- Spell: "Bloo Rage" (it becomes an option of the spell "Rage" from level 16).
- Spell: "Fortifying" (Replaced by Colossus' Strength, dexterity and constitution being not much important for this kit).
- Spell: "Precipitation" (almost zero utility).
- Spell: "Time Anchor" (no rp: not possible for the warlord who does not have enough notions of metamagic).
- Spell: "Metamorphosis" (Temporary, removed since only 10% is done).
- Spell: "Valour" (merged into "Heroism")
- Spell: "Vampiric Aura" (it should give 1 extra attack only when there is a victim at reach and this is not feasible).
- Spells: "Emotional Shock: Pain", "Emotional Shock: Fervour" & "Emotional Shock : Despair" (Upon reflection, the Warlord should not be able to cast his complex spells without hla "Party Management").

Changed Spells:

- Minor Spells Changes: "Shield", "Pace", "Instinctive Strike", "Haste", "Frenzy", "Entropy Shield", "Wrath of the Skies", "Frost Armor", "Draconic Strength", "Aggressive Rock", "Dark Sphere of Revenge".
- "Invulnerability" now lasts 5 rounds and no longer protects from all spell levels (it also protected from beneficial spells :-/)
- "Resistance" and "Accuracy": the maximum of +5 is reached more slowly.
- "Conviction" becomes "Repulsion" for a more rp text.
- "Instinctive Strike" is now improving, effect and duration.
- "Invisibility" becomes a level 5 spell, in comparison to its in-game power.
- "Stroke of Luck" becomes a level 4 spell.
- "Ghost Strike" is rewritten to be interesting for being a single target spell.
- "Spooky Strike" gets an increased percentage to inflict elemental side effects.
- "Freezing Storm": after a bug report after Lycein (thanks), the spell is completely rewritten.
- "Acid Fog" is also rewritten to avoid redundancy "penalty to movement speed" with "Freezing Storm".
- "Disorder": if the target goes berserk, it now attacks the closest creature, and so on.
- "Camouflage" becomes a level 8 spell.
- "Stonebody" changes its penalty and now protects against 99% of cloud-type spells (the missing 1% comes after mods that I would not have taken into consideration).
- "Dispel Magic" becomes a level 2 spell.
- "Ultimate Dispel" becomes "Ultimate Dispel Field" and is no longer limited to the caster (no interest).
- "Rage" now integrates "Blood Rage" as a high level option. This latter now introduces a 2nd disadvantage and improves a little less characteristics.
- "Heroism" becomes a level 5 spell and improves along caster level.

Fixed Spells:

- "Pace": a code forgotten in the setup prevented haste to improve along level. It is fixed.
- "Circle of Frost" now properly freezes victims.
- "Wrath of the Sky": fixed missile/animation.
- "Fiery Aura" now properly works.
- "Disorder" normal or mass version: the effect "calm" (blue circle) disappears, it made the part deciduous (previously fixed for the master of the swarm), and the log now displays the right text.

- Hla "Dark Sphere of Revenge": black transparency effect made the sphere invisible at 99%! It is fixed.
- Hla "Death Magic": forgetting the spell now only affects arcane spell casters.
- "Vaporisation" no longer removes the animation of creatures, which was a problem with survived creatures. Also changed: protection from death/disintegration no longer protects against this terrible spell (it is after school of alteration for a half).
- "Drought" and "Death Magic" now correctly works over 12-meters radius.

Fixes:

- Changed all spells that makes "select spell" to select before casting, in order to avoid "loosing the spell" in case of change of the character while casting.
- Added "Spell revision" compatibility. If the latter is installed, some scrolls were usable by the Warlord, and he could learn after them. This is no longer the case.

Derat's Unused Kits Pack 0.9.5 EE (24/11/2013) (v9):

General:

Added:

- 1 kit: Adept of multiple missile.

Improvements:

- DUKP is now compatible with Baldur's Gate - Enhanced Edition :) (there is still to fiddle with the game according to the method given by CamDawG [here](#) and that I turned into French [here](#)).
- Previously there was a bug when you casted a spell that was playing an animation non native of the game, now it is no more played if there was no creature in the area; and that completely bugged the spell, which did not apply any effect. I finally found a way to fix this. You can cast spells anywhere, it works :)
- Large update of 2 specializations of spellcasters: Preacher of Fire and Warlord: Previously, they had a lousy spell panel: levels with several spells that do the same thing, other levels without interesting spells into a category, offensive spells but not very much or too powerful for current level, etc... By putting all this on a spreadsheet it became obvious, and I've changed a bunch of spells to remedy that.
- Small update of "Compatibility" section of Read me.

Removals:

- 1 kit: Guardian of Faith: Any thief/mage boosted by the mod "Semi Multi Cleric" does its job without the disadvantages of weapons and negated schools. So this kit has no future.

Fixes:

- Read-me Fixed: there has never been a profile of the Arcane Assassin added in version 0.9.5a.
- Some fixes in the Read-me.
- Fixed slots of used animations, in order to remove conflicts with Innershade and Secret of Bonehill.

Carrier of Hate:

Changes:

- The disadvantage "Can not achieve mastery until level 12" disappears.
- The advantage "+1 to strength at creation" becomes "+1 to damage". For the same result (or so), the subject is more rp.

Arcane Blade:

Changes:

- The profiles retakes the name "**Bladesinger**", as was sometimes asked by fans. He takes version number "v3" to clearly state that this is an update to independent v2. Since the goal is being truth to the original kit, he also retakes the armor that made so much talk about it. This does not changes advantages/disadvantages of the profile.

Cheat Death:

Changes:

- Addition of the advantage "X% slashing, piercing and crushing damage".

Improvement of Beastmaster:

Changes:

- Complete rewriting of 3 spells (they dated back to my early days of modding and used a summoning system very out of date). The creatures are now summoned accordingly to their rarity, and the panels of the summon-able creatures are overwritten, according to the following changes:
 - *Added:*
 - . *Wolf, Terror Wolf, Colossal Spider.*
 - *Removals:*
 - . *Myconid, Myconid King, Umber Hulk, Ancient Umber Hulk, Mustard Jelly, Carrier Crawler (underground environment).*
 - . *Mountain Bear, Ice Wolf (arctic environment).*
 - . *Baby Wyvern, Nymph (only too little HDs, not really rp in party).*
 - . *Pygmy Troll (too many trolls in lists).*
 - . *Jaguar, Cheetah (too much like similar felines).*
 - . *Ettin (I always refused to add intelligent humanoids (bugbears, ogres, etc...) and I had forgotten that the Ettin is one of them).*
 - . *Royal Python (already 2 snakes, and a python is a constrictor. Impossible in BG).*
- Added variations to the number of summoned creatures.

Fixes:

- The weapon of the Dense Pudding is back (which becomes a Dense Brown Pudding), forgotten in a previous version.
- Fixed description: the benefit "+15 % to Stealth" was not mentioned when he has been introduced.

Preacher of Fire:

Added:

- 2 spells: "Lava Tip" and "Elemental FireBall".
- 3 creatures: Fire Spider, Pyrophorus, Tshala.
- Some new spell animations after Diablo II.
- The installation of kit now adds a new item specially designed for the kit and well hidden in BG2.

Changes:

- Change of allowed alignments: now limited to neutral and neutral evil.
- The Way of the Pyromaniac gets the ability to summon a "major" fire elemental back, but at a higher spell level.
- From now on the preacher can not longer cast the spell "Call Woodland Beings", usually restricted to Druids (thanks to Falsacappa for reporting this error). The Yuan-Ti Pyromancer stays conjurable by the spell "Animal Summoning II".
- Some spells change icon to be more explicit.

Removals:

- Spell: "Explosion II". The spells "around the caster" are painful to use correctly. Its animation is reused for the new spell "Elemental FireBall".
- Spell: "Burst of Magma". Its too classical animation multiplied redundancies. Its effect is taken back into hla "Elemental Explosion".
- Creature: "Ember Spirit". Comes from Kara-Tur and requires summoning conditions not really suited for a simple summoning spell.

Changed Spells:

- "Lower Fire Resistance" I & II" are rewritten.
- "Explosion" gets a more regular damage progress, for a slightly higher total.
- "Conjure Lesser Fire Elemental" becomes a level 4 spell and improves accordingly.
- "Pulverisation" is rewritten.
- "Fire Rain" becomes a level 2 spell, much less complicated.
- "Burning" becomes a level 4 spell. At level 5, fire pillar is better. For the occasion, it no longer imposes penalties to saving throws vs. terror.
- "Incendiary Hands" becomes a level 5 spell. Rewritten for the occasion.

- "Explosive Combustion": creatures who "explode" or "die" now die every time, even if they are normally immune against effects of death (being turned into ashes, that's another thing). It becomes a level 5 spell.
- "Fire Servant Call": fewer mephits and bats summoned: after averaging, total hds of these groups were far too advantageous.
- "Animal Summoning I, II & III": Complete revision of the list of creatures that could be summoned. Removed of other planes, added creatures after bestiary of Realms.
- "Conjure Animals" now summons one or two Tshalas instead of Fire Troll.
- "Fire Mark" has weakened by letting negate from now on, by magic resistance (reduced) of the target. The old infallible version becomes an improvement acquired by hla "Way of the Pyromaniac".
- "Detonate" becomes a level 6 spell. It is also fixed: a typo error left it with no animation :-/
- "Mass Protection From Fire" becomes a level 5 spell.
- "Fire Trap" and its derivatives are a bit more damaging, maximum cleric spell level required.
- Hla "Aura of Flaming Death": reviewed percentages, less chance of explosion, spraying and incineration.
- Hla "Implosion". Modified by Spell revision, it had no more a fire bound. Therefore it becomes "Fault", hla independent and based of fire.
- Hla "Recall of the Fire Army": it becomes a capability usable once a day (according to text it's a ritual).
- Hla "Caloric Overload": it now imposes a penalty to saving throw to avoid death. This to stay over "Finger of Death" and "Fault". It changes animation in case of death of the target (the latter is much closer to what I had in mind from the beginning).
- Hla "Fire Elemental Transformation": now limited to 8 hours.
- Hla "Rage of the Preacher": turns back to what it was in version 0.9.1 for damage (32D6 max.), but it keeps its advantage of unearthly capability and its disadvantage due to exhaustion.
- Hla "Elemental Explosion". It takes the effect of "Burst of Magma" with damage appropriate to its status as hla and gets a "new" animation.
- Hla "Explosive Orbs". The orbs will explode only if they hit the target. It was not logical, they should have have also exploded when hitting the place. They are therefore changed in order to match the effect "when hitting the target", and are no longer area spells.

Changed Creatures:

- "Pyromancer Mage": his script is completely rewritten with a panel of spells more thoughtful and more brutally used. He is no longer considered a "Lich" but as a skeleton. In fact, he loses immunity against minor spells but gets resistances of skeletons, and some powers.
- "Pyromancer Yuan-Ti": like Pyromancer Mage, his script is completely rewritten to use more fire type spells without much finesse.

Fixed Spells:

- "Fire Pillar" elemental version and "Hell Fire Pillar" were bugged, old test version remains. Everything is back in place as it should be.
- Minute Meteors created meteors which inflicted only fire damage, not impact damage. It is fixed.
- Immolation inflicted 4D6 per round to the original victim (3D6 in case of a successful saving throw). It is fixed, it now receives fixed 2D6 as written in the spell description.

Fixed Creatures:

- "Yuan-Ti Pyromancer": formerly a basic patching of a creature of the original game, he was, like most creatures in the game, cheated. It is fixed. Similarly, his script no longer includes level 6 spell (Globe of Invulnerability), that he should not have been, theoretically, able to cast.

Fixes:

- Fixed (finally :)) two old "bugs" that caused the player see healing spells and duplicates of modified spells if he/she looked just after levelling up. (Thanks to Requiem who pointed the tip of BGEE forum).

Master of the Swarm:

Added:

- 2 animations: Bebylith after NWN, Lim-lim after PST.
- 1 spell: "Devouring Touch" (Finally a level 1 spell, something else than summons :)).
- 2 creatures: Red Widow (replaces the Golden silk orb weaver), grey Kra'linn.

Improvements:

- Some recolouring to avoid redundancies (too many resembling green spiders) and to remove some remaining ugly.

- Reorganization of hla table for a clearer reading.

Changes:

- He has no longer access to hla "Energy Blades". The latter is not at all matching kit spirit.
- Poisons and fatal infections injected by different creatures of the kit will no longer use the effect "magic death" but kill by huge poison/disease damage. Finally this can no longer affect creatures normally immune to their afflictions. Except all vermin that liquefy bowels, sponge brain or destroy nervous system: they don't change.
- He can now polymorph into Colossal Spider as long as he reaches level 13. This polymorphing includes innate gift of web creation of this creature.
- The list of his disadvantages grows: he gets no elemental resistance at high level.

Removals:

- 1 animation: Arach after Diablo II. The bebylith after NWN takes its place back. In comparison, the latter has the advantages of having 8 legs, 2 different attacks, and can move over to explain its small selection circle.
- 1 creature: Mortivore (too extravagant because taken after a Homebrew D&D3 bestiary).
- 2 horde creatures: White Worm and Fossorial Worm (carrion crawler, it is a unique beast, with an animation not to multiply too much).

Changed Spells:

- "Spider Spawn" improved version can no longer summon a Myrlochar. The latter appears randomly (and rarely) by the spell "Summon arachnid" improved version.
- "Infestation" and "Parasites Plague": putrid worms now kill all creatures that are immune to effects of death magic (having heart or brain drilled, that's something else).
- "Infestation" becomes a level 3 spell. This in order to make it more interesting.
- "Carrion Summons" becomes a level 4 spell and is revalued downwards by regularizing THAC0 of carrion crawlers (that turns from 12 to 17, p&p value).
- "Spider Swarm Summon": Turns back, non-improved version can no longer summon trap door spider (because it is powerful with its web and should be available only post-hla). Some creatures appearing using the improved version are changed; this includes the addition of Myrlochar.
- "Vermin Horde": Another revision: very remote creatures (jungle and Underdark) appear less frequently. Mineral vermin are added to the list.

Changed Creatures:

- "Agelena of jungles": it becomes a 4HDs creature, has few attacks per round but 1/3 of these are a poisonous bite.
- Female Scavenging Beetle now infests allied beetles as well (previously it was hard to believe that it worked by trying on summons). Now it works every time (except when body disappears, nasty bug I am unable to fix).
- "Crystal Beetle": it now has 2HDs less and resists less to crushing attacks, but gets immunity against normal weapons.
- "Harvestmen Golden silk orb weaver": it changes colours and immunities: acid and disease. It no longer inflicts cold damage, but gets ½ extra attack.
- "Chaos Maggot": it takes Lim-lim animation (read the comment about white/fossorial worm) and its capability acts as it should have from the beginning: by any touch, inflicted or suffered. It is no longer cheated by various resistances and immunities (remains of old test version). It is now immune to the capability of its peers and to confusion.

Fixed Spells:

- "Spider Swarm Summon" non improved version called a reference that had been changed in version 0.9.5a and therefore does not always call the number of Hds provided. I had changed it along with the reference at the time but then forgot to save. This time it is fixed AND saved.

In the improved version, rare and very rare creatures appear too frequently. It has been fixed.

Fixed Creatures:

- The huge spider is now immune to the whispers of its peers.
- The stone spider no longer triggers the animation of petrification regardless of the effect.

Fixes:

- Fixed (finally :)) a "bug" which showed just after levelling up and for a second 3 duplicate swarm spells.

Shadow Walker:

Added:

- He can now cast the spell "Chromatic Orb". According to p&p rules, it is a spell of combined schools of alteration/illusion.
- He now has a custom hla table, with 6 new hla.

Changes:

- His THAC0 table is reviewed to play less with variables. Players that normally play the kit, will not see any difference, but cheaters who play paired or multiclass kit should appreciate.
- His saving throws bonus becomes only "+1", same reason as THAC0.
- A small change to "Shadow Shape" makes that that if the shadow walker is detected, the creature who discovered him has time to cast a spell or to launch an attack before re-losing sight.
- Shadow touch now adds +2 to THAC0, like most touching mage spells or injury priest spells, and damage inflicted is no more cold but slashing, like damage inflicted by common shadows.

Fixes:

- THAC0 "aligned with that of mage" is now seen for base THAC0, more in adjusted THAC0.
- There was a crash when trying to cast "Burning Hands" at level 11 (typo error). It is fixed.

Sorcerer:

Added:

- Kit installation now adds a new item that fits well with the kit to a container that you normally will not miss to search. Valid for BGT, BGEE and BG2.

Changes:

- The disadvantage "Capability to cast spells limited to 5 spells per spell level" was directly affected by the combined installation of some components of BG2 Tweak, it changes and becomes "Capability to cast spells reduced by a spell for spell level".

Fixes:

- The extra attack was obtained at level 15 instead of 13. It is fixed.

Warlord:

Added:

- 15 spells: "Alternative Mastery", "Intuition", "Iron Tornado", "Hell Cry", "Charged Weapon", "Spray", "Static Discharge", "Wind Armor", "Lasting Magic", "Ethereal Cover", "Devastation", "Major Elemental Shield", "Killer Weapon", "Unleash the Beast", "Transformigration".
- 1 hla: "Miracle".

Improvements:

- Lots of work on animations, sounds, lightning effects, etc... Another step taken towards the complete kit.
- Improving of the caster along the kit:
- He discovers spells in a more random way: previously at every levelling up gave random spells of 4 or 5 level (half or one third of spells available per level), now every levelling up gives a spell among those available for the current level (thus among 8 and 13, please take a look at the read_me).
- Discovery becomes more regular and improves along experience. Please take a look at the read_me.
- Maximum level at which all spells of levels 1-9 are discovered turns from 24 to 21.
- Memorization skills are no more improved at level 18 with hlas "easily memorization of spells". Instead they are rewritten and regulated, mix between mage and sorcerer (please take a look at the read_me).
- Complete review of the spell panel. Balanced spells (again), gradual improvement, revision of limits, etc... The goal is that at each level there is no spell that supersedes all others (as in the case of base game).

Changes:

- XP penalty reverts to 15% (minimum level to obtain all spells turns from 24 to 21, penalty may turn "balanced" without preventing access to best spells before the end of ToB).
- The "2 life points" obtained each level for the first 10 levels becomes "1D3 life points" to match the randomness as per rules.

Removals:

- Spell "Stop": not in the spirit of the kit, and shabby icon (you've never seen it, it was forgotten when installing the previous version).
- Spell "Ghost Shield": not very useful, replaced by "Force Shield".
- Spell "Blade Circle": not in the spirit of the kit.

- Spells "Fire Aura", "Frost Armor" and "Electricity Shield", merged into "Major Elemental Shield".
- Spell "Comet": limited to outside, of little use. Its effect and missile are merged into the spell "Wrath of the Skies".
- Hlas "Easy memorization of spells" x3: I had originally created it because I really wanted the Warlord be a wizard, and as him he could cast 7 spells per spell level. But upon reflection, he's already a too powerful mage without giving him this extra advantage.

Changed Spells:

- "Armed Fists" becomes "Iron Fist" and deeply changes.
- "Pace" gets doubled duration and efficiency.
- "Repulsion" becomes "Force Shield", level 1 spell. It no longer negates elemental damage (and no longer overlaps with elemental barrier).
- "Sure Strike" becomes a level 4 spell and changes icon and name: it becomes "Stabilization".
- "Stroke of Luck" now adds for the first 2 rounds a better chance to inflict critical hits.
- "Walk in the Shadows" becomes "Chameleon", level 3 spell, and no longer gives immunity to normal weapons. It is also fixed to run the script only when active (previously, the script was running all the time).
- "Frost Orb" now inflicts damage as 1 points of slashing damage and 1D4 cold damage instead of 1D4 +1 cold damage.
- "Minor Elemental Barrier" changed and becomes "Elemental Resistance", level 3 spell.
- "Fire Shield" improves and becomes "elemental shield", level 4 spell.
- "Boom!" becomes "spraying" and can be remotely cast.
- "Regeneration" now improves along caster level.
- "Mental Control" and "Mass Control" improve.
- "Elemental Barrier" gets its limit turning from 80% to 100%.
- "Fighter Resurgence" now offers slightly improved bonuses.
- "Frost Storm" becomes a hla spell: "Cryogenic Storm". Clearly more.... deadly. ^-^
- "Draconic Strength" deeply changes and becomes a level 5 spell doubly random.
- "Mass Disorder" no longer improves at level 25 but at level 22.
- "Ironbody" becomes "Stonebody" and gets reduced immunities to charged weapons matching damage proportion. It is also weakened by new disadvantages and no more immunizes against clouds that inflict "only" damage (incendiary clouds and cloud kill, as an example).
- "Wrath of the Earth" now always allows a saving throw to avoid compression, but it also inflicts inevitable damage. It also changes level: 7, and is fixed: animation is no longer missing.
- "Wrath of the Skies" merged with "Comet" (they were essentially the same spell).
- "Vaporization" and "Annihilation" were single-target spells, they become more efficient to stay interesting in front of area spells.
- Hla "Globe of Anti-Magic Protection": it becomes "Anti-Magic Shield", gets a new icon, a new animation, and being too powerful, its duration is reduced to 1 turn and no longer negates spells cast by the Warlord himself.
- Hla "Nova Energy": it no longer allows saving throw to reduce damage, but can be negated by magic resistance. Other minor changes, please take a look at the description.
- A dozen spells change level. In general, uninteresting spells switch to a lower level, and vice versa, the spells too powerful switch to a higher level.

Fixed Spells:

- "Dispelling Field" had the name and text of the spell "Affliction". It is fixed.
- "Disorder" and "Mass Disorder" displayed twice the "unconscious" information. It is fixed.
- "Rage": it can now be successfully cast from level 16, and makes accessible the casting spell buttons as it should: when the spell duration expires.
- "Ghost Strike": slight fix in the "advanced" version that inflicted less damage than it should.
- "Hail" and "Acid Rain" now have an animation spreading over 10 meters wide, as far as area of effect.
- "Execution" required a saving throw vs. spells and imposed no penalty. It is fixed. Now the saving throw vs. death is at -2.
- "Elemental Shock" inflicted too much damage (12D6 instead of 10D6, ditto for the d4 +1). It is fixed. It did anything if cast at visual range, it is also fixed. It underwent the same fix as the spell "Frost Orb".
- Hla "Death Magic": The generated area of death magic is fixed to really be 12-meters radius, as in the spell description and the original dispel area.

- Hla "Major Chaos Strike": the swords were independently treated, thus the victim could resist some and suffer others. It was not logical and it has been fixed. Now the MR of the target protects against the full spell if it works. Also fixed the 2D8 missing magic damage.

Bladesinger:

Changes:

- The profile now takes the name of Bladesinger, according to the books "The Complete Book of Elves" and "Elves of Evermeet" French version.

Derat's Unused Kits Pack 0.9.8 (25/06/2014) (v10): "Ready For Translations"

This version should have been only a minor update to add the time-consuming hla of the Warlord; but the discovery of new bugs, mainly due to a too hasty online publication, made me resume work on the full mod.

This is the final version of DUKP. It does not figure as 1.0 because it should have been of the long planned pack, including Lord of the Dead and Cryomancer. But these kits will never see the day, lack of icons to represent the fifty new spells/hlas they include. DUKP remains incomplete.

General:

Improvements:

- DUKP now supports BG2EE.
- Tra files are now split into multiple smaller files, in order to facilitate the task of potential translators.

Removals:

- 4 kits:
 - *Cheat Death: the initiator of movement: I realized he was wrong and useless as I had imaged him. Indeed, game engine, out of "improved haste" conditions, limits the number of attacks per round up to 5. So if Cheat Death fights with two weapons and has great mastery, he already has 4,5 attacks per round. Any fury whatever be their level thus add only a half attack, including hla furies of level 4 and 5. This kit is no longer relevant.*
 - *Bladesinger: like Cheat Death, he suffers from a severe lack of popularity. Nobody ever spoke about him (except by mistaking him with Bladesinger after Misdrha'al Hymmet), and I fully understand why: myself I never wanted to play him; his -2 disadvantages to casting time and second weapon prohibited always repelled me: a classic fighter/mage remains a better choice.*
 - *Improved Beastmaster: idem, his popularity verges on zero: no one has ever spoken about him. Moreover it is not a "real" original kit and allows to shamelessly cheat (by pairing a cleric at level 12), he no longer has a place in a clean DUKP.*
 - *Bladesinger v3: last, but not least: this kit is more downloaded in the independent mode than full DUKP. After fixing spells that did not improve, after having returned the kit its elven armor, this is the last unacknowledged question of fans I answer: I give the kit its status as stand alone (May Misdrha'al Hymmet forgive me for having squatted so long).*

Fixes:

- There are no more false error messages displayed about the script "pxprofil" when installing some kits.

Preacher of Fire:

Changed Spells:

- "Lava Ball" becomes "Magmatic Bomb" and is rewritten to be more traditional. It is now taken into consideration by the two possible hla paths.

Fixed Spells:

- The spell "Explosive Combustion" no longer has the same icon of the spell "Detonate".
- The physical body explosion produced by the spell "Caloric Overload" is now no longer hidden by the body of the victim is the latter is impressive.

Fixed Creatures:

- Fire Plasm: its scratch is now considered as a magical weapon (+2, +3 for giant) and can not regenerate by its own minor incendiary cloud.

Fixes:

- Magmatic mephits are no longer part of the list of creatures that can be called with the improved spell "Call Fire Servant": these mephits do not inhabitate the plane of fire (P&P list of monstrous bestiary).

- Transformation into "Fire Incarnation" and metamorphosis into hell fire elemental can no longer be dispelled if TobEx is installed.

Master of the Swarm:

Added:

- 1 animation: Remorhaz.
- 2 creatures: Matriarch ettercap, Remorhaz.
- 1 spell: "Pass-through-Web".

Improvements:

- The kit includes additional components which are available through an associated download.

Changes:

- Installing the kit now gives to BGEE and BG2EE spiders their "original" colours as they had in BG.
- The Huge Spider can now be summoned before getting hlas, this to justify the new metamorphosis option given to kit.

Removals:

- 1 creature: Rhino Dynast (the change of Rhino/Huge management no longer allows to justify it).

Changed Spells:

- Spell "Spider Summon" improved version: Red Widow takes the place of the huge spider as 5th choice.
- Spell "Call of the Mastodon": it becomes "Call Mastodon" and now offers the choice of 3 creatures.
- Hla "Mastery of Vermin Summoning – Spiders and Beetles": changes to match the changed place of Rhino Beetle and Huge Spider.
- Hla "Mastery of Vermin Summoning – Exceptional": it now allows to summon a Matriarch Ettercap instead of the nymph with the spell "Call Woodland Beings".

Changed Creatures:

- The reincarnated spider can no longer be sent back with the spell "Death Spell" (special dedication to jack-OF-Blade).

Fixed Spells:

- Fix of the ability "metamorphosis": metamorphosis into huge spider no longer crashes the game (a file forgotten in the archive).
- Fix of spell text "spider swarm summon", it is a level 5 spell, not 6.
- Fix the school of the spell "giant vermin", according the text it is an alteration spell. It is also no longer recognized as "offensive" spell by the surrounding creatures.

Fixed Creatures:

- The grey Kra'linn is now immune to neurotoxic web of its peers and no longer generates its aura of fear when it is dead.

Sorcerer:

Added:

- 5 spells to learn to cast an improved version of them.
- A special robe that can be purchased by the stock of Ribald after leaving the Underdark.

Improvements:

- He now gets the extra attacks granted by mastering his weapon.
- Combat styles are no longer automatically obtained now (because taking them into consideration the kit was gaining proficiency points way faster than a fighter) but can be chosen at levelling up.
- Added a piece of code to turn wasted proficiency skill points (as an example: sling and dart) in combat style proficiency.
- He no longer let choose his combat style while getting the kit, but simply his favourite weapon (dagger or staff). Dagger allows to freely improve in both combat styles which were previously associated to him.

Changes:

- The 1D3 life points earned during the first 10 levels become 1D2, this because multiple comparisons always gave him more life points than a fighter/mage.
- The levels at which he gets proficiency points become regular, and start at level 1.
- The Great robe of Ogi-Luc is no longer in a box by an opponent to kill, but by the stock of a very well known BG1/BGEE merchant. It changes place for BG2/BG2EE.

Fixes:

- He did not have access to hlas (typo error). It is fixed.

Adept of the Insured Impact:

Changes:

- The kit changes name to take a more easily remembered name: Savant Artilleryman.
- The background is slightly rewritten.
- Added two new advantages: at level 10 he develops a new spell and at level 18 he turns all magic missile of which he is the target.

Added:

- 1 spell: "Impact Missile".

Fixed Spells:

- An error in the installation routine caused cold and electricity magic missiles had only a 2% chance to inflict... fire damage. It is fixed.
- Major Acid Missiles are no longer quiet when impacting.

Warlord:

Added:

- 1 spell: "Multi-Elemental Projection".
- A complete hlas table, including 8 new abilities and offering 2 distinct continuation options.

Changes:

- He now takes the name of "Exalted Fighter" in the class selection menu, and is no longer listed as "invalid" in BGEE.
- His THAC0 table now starts at level 18 instead of 20, this to justify fighter levels levelled up before pairing.
- His extra hit points are no more random for the first 10 levels (because this was beyond the rule of 10 levels following the level he paired).
- His memorization spells table is no more original and follows that of specialized mages, but with the maximum of 5 spells per spell level (This to no longer get a strange result when the component "Alter Mage Spell Progression Table" after BG2 Tweaks is installed).

Changed Spells:

- "Stonebody" has a reduced duration.
- "Miracle": rewriting of the list of the findable items: +7 power items, -3 unattractive items.

Fixed Spells:

- "Chameleon": fixed a bug that allowed the advantage of invisibility after permanent immobility after a successful dispelling or rest.
- "Major Elemental Shield", "electricity shield": the backlash now stuns the victim instead of paralyzing, and the penalty to saving throw is no more subjected to a 2nd saving throw, it becomes automatic upon shock, as indicated in the text.
- "Iron Tornado" was much advantageous that its description and it had no animation (forget to copy after changing test version). It is fixed, it now matches its description (which also slightly changes).
- "Physical Image": an error in the installation routine caused showing twice the animation instead of protection against cumulation of spell. It is fixed.
- Transformation into a demon by the spell "Unleash the Beast" can no longer be dispelled if TobEx is installed.

Fixed Items:

- "Alamion" now has an effect of "transformation into ice" resembling petrification: paralysis and death by a single hit. To compensate this, chance of effect is set at 5% chance.
- "Ring Zero": "Mechanus' Cannon" is no longer silent.
- "Ring of Thex", "Aegis of Torment", "Heart of <CHARNAME>" and "Mark of the Savant": fixed the effect "+x life points" in order not to allow to heal in repeatedly equipping the item.

Fixes:

- A typo error in the tp2 caused him to become mere fighter during character creation under BG(2)EE. It is fixed.
- Fixed name and description of the class that were wrong under BG(2)EE.

Derat's Unused Kits Pack v1.1:

I thought that the DUKP was a finished project, but a happy new relaunched the work: Nightfarer offered me an English translation, the world is mine!

And that's even good after all, because I found many text references that did not correspond to anything "normal" during installations upon BGEE and IWDEE, the DUKP therefore deserved a good update for this necessary correction.

General:

Improvements:

- Conversion of serial number x.xx into integer number because it is easier to understand. Update of this file depending on this change.
- Added IWDEE compatibility.
- Added an archive to start the DUKP on Mac OS-X (theoretical, nobody wanted to leave a feedback while testing)
- Added an alternative download, a "light" version of DUKP without the Master of the Swarm and the Vermin Hunter.

Changes:

- Return of the Bladesinger Kit. This because of the downside "-2 to casting time" is not so painful when one uses the tip I have stated in the read_me, and because having used it on the black-pits 2, its cumulative AC bonus to the use of the fighting technique "1-hand weapon" and the breastplate of Aeger finally make it a very good element.
- Change to the language selection during installation: French is no more "automatic", in order not to multiply unnecessary files in UTF8 (english does not need it).

Fixes:

- Fixed the reassignment of text for BGEE which also affected BG2EE as well when it shouldn't.
- Updated all text assignments for installations on BGEE and IWDEE in order not to present anymore bizarre texts when casting some spells. (Huge job!)

Hunter of Vermin:

Added:

- 1 creature in the panel of Vermin Call: the giant Tunnelling Termite (alongside a new animation: Sand maggot after DII).

Preacher of Fire:

Changes:

- Choosing the Pyromaniac way now presents access to spell "Protection From Evil" and "Protection From Evil 3 meters radius". (It wasn't rp being able to cast these spells with such a connection).

Master of the Swarm:

Added:

- 2 animations: Sand maggot after DII and Young Sand maggot after DII.
- 3 creatures: Termite Worker, Termite Tracker and Termite Soldier.
- A level quest spell: Termite Summon.

Improvements:

- From now on new components are installed only if mega-mod Check The Bodies is not installed. This to avoid a conflict with it. These components are:
 - 2 animations: *Demon Beetle after DII and Mechanical Spider of Arcanum.*
 - 2 creatures: *Critter Wizard and Crystal Araneae.*
 - 2 improved spells: *"Call Woodland Beings" and "Extraplanar Vermin".*

Changes:

- Chaos Rattle becomes a special component installed only if CtB is not installed.
- There is no more an "optional download" available. All components contained therein are now automatically included in the kit, most depends upon the installation or not of the mod CtB.

Creature Changes:

- "Chaos Rattle": "Molecular Disintegration" due to its hit and simplified: -2 to strength and dexterity and -1 to movement for every round until death.

Item Changes:

- "Phase Spider": a missing file in the archive prevented it to create its 2 illusion copies. This is fixed.

Shadow Walker:

Changes:

- He can now use short bows (he needed this little boost because I wanted to include him in my test party in IWDEE and he was the numbskull of the party).

Fixes:

- He has no more 25 point to distribute when getting new levels in the enhanced versions.

Sorcerer:

Improvements:

- "Strength" and "Fire Shield" spells that he learns are now replaced (as already are "Accurate Strike" and "Armor"), in order that their improvement works with sequencers and contingencies (they were not working previously).
- The kit is now selectable during character creation in enhanced editions. His life points are handled differently in its editions (paired to those of the thief).
- The Combat Robe of Sarat-Tapai can now be purchased in the store of Hobart the gnome (dungeon of the Luremaster) in IWDEE.

Fixes:

- The Combat Robe of Sarat-Tapai can now be purchased in Ribald's Store after the Underdark in a BGT installation. (Previously forgotten).

Savant Artilleryman:

Improvements:

- The kit now replaces mage specialization "Summoner" and can therefore be selected during character creation.

Fixes:

- Fixed "IMPACT MISSILES" spell icons that were not displayed.

Warlord:

Added:

- A level 10 spell: "Hybridization". (It was important to offer at least 9 level 10 spells to take advantage of the level 9 spell bonus).

Improvements:

- Added some missing sound and animation. There are still 30 to find :-(
- Integration of the kit in the "multi-profiler script of DUKP" as a backup solution in case when the pairing would not give the kit.

Improved Spells:

- "Lasting Magic" now protects against "Breach" and "lose-magic" spell types.
- "Miracle": the backlash of bad luck is reduced by half.
- "Annihilation" now has a "necessary investment" significantly reduced, in order to make it more attractive.

Fixed Spells:

- Complete revision of spells system "on target" and "on party", fixed:
- Spells that affected the caster instead of target.
- Spells that could accumulate while they should not have.
- Spells that did not affect the party when they should have.
- Spells that had a bad assigned text.
- "Chameleon": a corrupted saved file in the archive caused the game to crash when trying to cast the spell. It has been fixed.
- Level 12 "Disorder" and level 22 "Mass Disorder" had "Call Lightning" animation (rest of programming test). It has been fixed.
- "Static Discharge": minor change to have lightning appear even if the target straightly dies.
- "Foresight": fixed choice icons that lasted set at 2x8.
- "Ghostly Weapon" and "Entropic Weapon": fixed weapons in order not to be detached from the hand of the caster, and thus retrievable in case of death of him.
- "Void Weapon": fixed weapons in order to have disintegration properly working.
- "Miracle": addition of missing sounds, fixed a double message, fixed wrong texts.

Items Fixes:

- Fixed the sparkling lash that could be used by anyone.

Fixes:

- Fixed the PDF introduction file that was bugged due to an improper policy use.
- Fixed spell icons that did not want to open in Bam Workshop 2.
- Changed a tiny detail in the spell that gives the kit after pairing. With this change, my pairing "which did not give the kit" in my mega-install worked in my new game. Hoping that this reduces the number of bug reports saying "it does not work".
- Removed the incompatibility warning with "all files" option of "Generalized Biffing". It finally works, there is something else (but what?) bugging spell selection.
- The exalted warrior is no more above-named "strange potion" in character sheets in enhanced versions.
- A typo error in the TP2 file made the kit able to read scrolls after the integration of the new hlas. It is now fixed.

Unused Derat's Kits Pack v12 (30/09/2015)

One more. Why, when I said DUKP is done? Simply because I amuse myself a little, I still find bugs, and I sometimes find resources to finish the "few things to do" remained unfinished.

There's not much to it, but this version is justified for its added compatibility with Mac OS-X, which existed since version 10 but had never been confirmed. It's finally done.

General:

Improvements:

- Added an archive to launch the DUKP on Mac OS-X.
- Reformatting pdfs. There are now adapted to wide screen.
- Back during the installation of automatic recognition of the necessary language, disappeared during the announcement of incorrect English translation. (Actually Nightfarer (translator) and Gertwenger (reviewer) have translated the DUKP 0.9.5a embedded in the BWP)
- Special Items installed with the kits: they can now be found IF the party includes a character with the corresponding kit.

Preacher of Fire:

Additions:

- A spell: "Burning Blood".

Improvements:

- The "Explosion", "Rage of the preacher" and "Elemental Explosion" spells now have a unique icon to differentiate.

Modified Spells:

- "Magmatic Bomb": the text is slightly changed and it gets a lot of alteration.

Fixed Spells:

- "Magmatic Bomb": added missile level 18 which is now referenced in the spell.

Fixes:

- Return of "Burning Blade" spell that was forgotten in the tp2 ... since the 0.8.5 release.

Master of the Swarm:

Modified Creatures:

- Crystal Araenae: it changes its abilities and is no longer an extra-planar creature but an elemental creature.

Fixed Creatures:

- The gray Kra'linn now correctly emanates its aura of fear (a piece of forgotten script).
- All beetles based on the animation of the little black beetle (bombardier) find their sound panel that was lost on the way.

Fixes:

- Deleted "DII Arach" folder which occupied 2.5 mbs for nothing, no creature uses it.

- Fixed additional components that settled anyway when CTB was installed (error in the tp2). Leonardo Watson, thank you.

Shadow Walker:

Modifications:

- Removed the inconvenience "only 1-handed light weapons": added to the ridiculous THAC0, it was really too much, and always discouraged me from using this kit. Now he can use bows, crossbows and swords, it makes him more interesting.

Sorcerer:

Modifications:

- The Combat Robe of Sarat-Tapai, too powerful, now requires some characteristics to be at 17 at minimum to be worn.

Fixed item:

- The Great Robe of Ogi-Luke now gives 18/99 strength as it should (and 18/00, even if it does not make much difference ^^).

Warlord:

Improvements:

- Added a few previously missing animations and sounds. Still few and the kit will be really finished.
- Fixed multiple in text errors by Freddy_Gwendo (thank you very much).

Modified Spells:

- Some spells change icon "Wrath of Heaven", "Chain Lightning".
- "Major Chaos Strike": the text is slightly rewritten and all slashing damage becomes piercing damage.
- "Miracle": the duration of the bad luck post-casting is further reduced: 24h. This in order not to make it too complicate to manage.

Fixed Spells:

- "Elemental Weapon": correction of acid, cold and electric version which was + 1D12 damage instead of + 1D6 (level 7-10).
- "Multi-Elemental Projection": Fixed projectile that was too short (previously based on "Prismatic Spray").
- "Mass disorder" version boosted by "Inner Research - Simplified Manipulations": the target was a creature instead of a zone, and the animation of the area was played twice. It's corrected.

Fixed Items:

- Fixed the ability of the Necromancer amulet that was aforementioned "stone skin" instead of "spells trap".
- Fixed the ability "Heal Moderate Wound" of the Blessed Helmet of Lathander which had a different text under BGEE.

Bladesinger:

Additions:

- Installing the kit now adds a special elven armor to be found in BGEE or BGT (BG1 part) if the party includes a Bladesinger.

Improvements:

- Major simplification of the way to get the kit: just create an elf fighter.
- Text Rewritten: it now goes to the essential.

Modifications:

- Added bonus "+1 to initiative to all 4 levels." (To replace his P&P bonus to all combat techniques.)

Unused Derat's Kits Pack v13: "Nothing is ever granted"

The DUKP had to be done long ago. Besides v12 was released only to meet the demand of a Mac Os-X format. But the work on the Pyromagus motivated me to fix things remained wobbly on the "Preacher of Fire" and the installation on IWDEE made me realize the redundancy errors on the "Savant Artilleryman." So I returned to work on those two. And then one thing leading to another, touching my "baby" deeply inspired me to get back; that is the reason the DUKP this time takes advantage of what was lacking for a long time: adding

kits. (Note: its kits are "worked / redesigned / wanted" that no previous kit of DUKP has ever been because I really can not ensure that they will be reworked if needed.)

General:

Added:

- 1 kit: theurgical Explorer.

Improvements:

- Integration of the installation routine including Iconv and the HANDLE_CHARSETS instruction as per suggestion of Isaya to permanently facilitate translations.

Correction:

- Fixed a bug where the character script for sorcerer was crashing the EE editions if you try to apply a character script (a shame because this script is useless for the sorcerer in EE editions !!)
- Return of the pdf description of the Preacher of Fire left away from the archive of DUKP v12.

Preacher of Fire:

Improvements:

- Improved compatibility with IWDEE on which spells are sometimes different from those of BG2 (EE):
 - *"Remove Fear" and "Free Action": modified duration under IWDEE, patching and text adapted accordingly.*
 - *"Pillar of Fire": IWDEE version savvy to 6d8, which does not correspond to the spirit of the preacher: the preacher in IWDEE found the 20D8 max version is that of BG2.*
 - *"Flames" (druid spell of IWDEE): added to the spell panel of the preacher in IWDEE but at level 2 (with his management by hlas).*

Improved spells:

- "Quasit pyrokamikazes": The spell now proposes to invoke kamikaze quasits or exploding mephits, as desired.
- Modification of certain spells animations to make the kit always better:
 - *"Rain of Fire" gains an entirely new house made icon.*
 - *"Elemental FireBall" and "Hellish FireBall" earn a new animation that better suits a fiery breath from another plane. For the occasion, their area of effect changed from 10 meters to 9 meters.*
 - *"Aura of Flaming Death" gets a new animation to better reflect an aura.*
 - *The Hla "Rage of the preacher" gets the animation of Elemental FireBall that better suits explosion beginning at a central point.*

Modified Spells:

- "Lava Bomb" is rewritten because it was duplicating "Flame Arrow" and "Melf's Minute Meteors". On the occasion it becomes a spell of level 2, pale copy of "Melf's Acid Arrows" in order to balance the number of "new" spells per spell levels (5 per level for levels 2 to 6).
- "Burning Hands", with its awful animation that walked through, has become "Fire Breath", level 4 spell with a real animation that is fine.
- "Spray" is a spell level 5 and inflicts a little more damage.
- "Ardent Mantle" now adds a camouflage bonus to AC. This bonus is based on illusion and thus disappears against a True Sight of the opponent.
- "Bombing Mephits" becomes "Exploding Mephits". On the occasion, the damage of explosions become 6d8.
- "Hellish Orbs" sees its power reduced and the text is more clear. The animation of the missile of the orbs also changes.

Fixed Spells:

- "Ardent Mantle": it no longer displays the character icon "immunity to weapons".
- "Flame Strike" Elemental Version: Fixed text that did not indicate changes with levels.
- "Hellish Flame Strike": now has an area of effect of 5 meters, as was written in the description but was long forgotten.
- "Hellish Flame Strike" and "Elemental Explosion" now have an installed bam, in order to avoid conflict with the mod "Psionics Unleashed" which replaces the original bam and was bugged these spells.
- Fixed the last spells designed on which I had forgotten attributes "can no longer be blocked by protection from evocation school" on versions improved by the "way of the Elementalist."

Master of the Swarm:

Fixed Creatures:

- Fixed the Planar Spider and Phase Spider which did not attack on sight (forgot the patching routine)
- Reduced the range of the backlash of the burned body of the fire spider, which even affected a halberdier (ie too far to be justified).

Shadow Walker:

Fixes:

- Fixed description text: deleting the text that indicated he could use spells of shadow class (because I never added those spells as they include the spells of Shadow Monsters and Half-Shadow Monsters, not in the spirit of the kit), and added an indication that he can not use long swords.
- Fixed the tp2 error that prevented compiling the script and made the "gray mantle" ineffective.
- Fixed hla "Teleport by Shadows" that had no descriptive text in the selection table of hlas.
- Return of the "20% to be distributed by level" disappeared from v12.
- Fixed character creation: he can not allocate point in the "long sword" proficiency.

Sorcerer:

Improvements:

- Slightly changed the description and the name of the kit for EE edition to indicate the change in life points table and make the choice between the two easiest kits.

Savant Artilleryman:

Changes:

- Almost complete rewriting of the kit, which suffered from two major flaws: "Major Missiles" was duplicated with "Mordenkainen's Force Missiles" under IWDEE and "Impact Missiles" did not work as it should have and was impossible to correct. Deprived of its two original spells, the kit is simplified: it now only manages "Magic Missiles" (the base) and "Mordenkainen's Force Missiles" (IWDEE version). For this spell to be present in BG2 (EE), the kit now adds several copies of the corresponding parchment scattered throughout the game. The spell is also referenced to be usable by a sorcerer.

Fixed spells:

- Fixed electricity and cold versions of the Magic Missiles spell that made fire damage at level 30 (typo in the patching routine)
- Fixed acid version of the Magic Missiles spell that showed the acid animation even if it was blocked by Magic Resistance.

Warlord:

Fixed Spells:

- Fixed the code that handles the hla "Arcane Improvement: depersonalization" in order not have some more improved spells cast "in contact".

Bladesinger:

Fixes:

- He can now no longer allocate skill points in "Weapon and Shield" and "Two arms" during character creation.
- He does not have 8 additional hit points at creation.

Derat's Unused Kits Pack v13 Bilanguage:

General:

Additions:

- English translation by Nightfarer

Fixes:

- Modification of all kits using a script for that script no longer be overwritten by installing a third-party mod. This should fix the bug of the Shadow Mantle of the Shadow Walker being bugged by Rogue Rebalancing, as an example.

- Removal of the "Specializer Script of DUKP" for all installations except the Sorcerer under BG2 / BGT, in order not to be incompatible with BWP.

Preacher of Fire:

Improvements:

- Change of spells management to remove under IWDEE: it is done by patching the installation, in order not to remove some spells from mega mods (such as DDT) in BG2.

Fixes:

- Removal of spell "Lesser Restitution" of the preacher spell panel, the spell should not theoretically be from the beginning, then what was it doing there?
- Under IWDEE, removal of the spell panel for the "Infallible Endurance" and "Favor of Ilmater" spells and change of the "Exaltation" spell cast by the preacher so that it could no longer heal.
- Fixed the text of "Magma Bomb", which has been replaced by that of "Flames".

Master of the Swarm:

Added:

- A creature: Fire-eater Scytode (for the mastery of "extra-planar vermin" spell).
- A level 3 spell: "Insect Spy"

Improvements:

- Modification of the planar spider to behave now like ghost trolls, these μ £ # §% so difficult to kill with SCS installed.

Fixes:

- Fixed the 2das affecting the sound of creatures for they no longer use a second or third column anyway not read by ToB (internal game bug).

Shadow Walker:

Changes:

- He changes name to a less strange name to become Shadows Surveyor

Added:

- A special item to pick up upon the corpse of a monster.
- 6 Hlas to allow to become a reflection

Sorcerer:

Fixes:

- Return of the dart and sling skills in the possible proficiencies, in order that he is not stuck levelling up after level 17.
- Changed the unusables code so that he can use as he should the "Battle Robe of Sarat-Tapai".
- Changed the Battle Robe of Sarat-Tapai for it properly affects the melee THAC0. (Opcode for it does not work as described).

Savant Artilleryman:

Added:

- Added several copies of the "Mordenkainen's Force Missiles" spell in two stores of BG1 part of BGT and BGEE, plus one for the merchants of Black Pits in BGEE and BG2EE.

Warlord:

Added:

- 6 new spells: "Bang", "Assassin's Strike", "Counterspell", "Elemental Destruction", "Last Resort" and "Incarnated Magic".

Improvements:

- Added a lot of animations and sounds previously missing. Still few and the kit will be really finished.

Fixes:

- Improved compatibility with IWDEE (the kit used sounds and animations after BG2 that were not the same in IWDEE).

Theurgical Explorer:

Changes:

- Simplification of the system that gives multi-classing, based on that of the Bladesinger. The kit no longer uses script: why make it complicated when it can be simple?
- Reduced the level upon which are obtained the divine symbol and divine favour, in order that they take effect before the very end of the ToB.
- Removal of benefit "Divine Aid: 100% chance of learning spells regardless of his intelligence". (I thought it was an incorrigible bug, reported by a beta tester, but in fact, would it not pulled this "bug" of BG2tweak pack installed?)

Fixes:

- Fixed forgotten piece of code that caused the personalized spell "Wonderful Memory" not to be memorized into the mage spells.
- Fixed the copy error that prevented to install the kit in BGEE.
- Fixed a strange bug that removed a memorized spell of every priest level to every reload of the game if the kit was applied to another character with lvl1npc.

Derat's Unused Kits Pack v14:

General:

Additions:

- A script to correct the katanas under BG2EE because they are even more buggy than on BG2 (unusable different from ALL the other weapons) and were unusable by the Warlord.

Modification:

- Removed the incompatibility note with Refinements mod in the read_me. Instead, an attempt to modify all hlas tables so that Refinements 4.10 or above can not add spells that do not match the spirit of the kit (as an exemple: "Summon Elementals/Elemental Princes" for the Master of the Swarm when it is not supposed to be able to summon elementals or "Recitation" for the Preacher of Fire when he is no longer devoted to any god). But the latter still remains very intrusive.

Preacher of Fire:

Modification of Spells:

- "Incineration": damage reduced from 3D6 to 2D8 (level 1 spell).

Fixed Spells:

- The "Magma Bomb" gets the icon missing from last update again.
- The "Ardent Mantle" correctly displays "Camouflaged" instead of its description now.

Fixes:

- Under EEs, spells no longer appear in advance when the level required to cast them is not reached.
- The spell "Remove Fear" is no longer missing from level 1 spell panel.
- Fix of the errors of English translation: The spell Magma Bomb (Magma Ball) no longer has the text of Flames (Produce fire) instead of its own.

Master of the Swarm:

Fixed Spells:

- Fixed a mistype in the installation file that prevented summoning a Crystal Spider.

Fixed Creatures:

- Fixed a mistype in the installation file that prevented the degeneracy caused by the Chaos Ring from working.

Fixes:

- Under SOD, living dead no longer have the appearance of vermins.
- Under EEs, spells no longer appear in advance when the level required to cast them is not reached.
- Under EEs, the spiders no longer have horrible colors (I had forgotten in the tp2 the COPY line of patches existing since v12).

Shadow Walker:

Improvements:

- Small correction of the spell "Blur": it is no longer compatible with him (game base fix).

Fixes:

- His hlas now include a title allowing to clearly identify them.

Warlord:

Added:

- 1 new level 10 spell: "Last Resort".

Sorcerer:

Modifications:

- The "specialist script" of DUKP is now copied under EEs as well, in order to give the kit to a sorcerer who is not the main character (he must still have the required characteristics).

Fixed:

- Fix of the errors in the English Translation: under EEs the "daggers" sorcerer no long display the text of "staff" sorcerer .

Theurgical Explorer:

Modifications:

- Removal of the disadvantage "Divine Balance: -1 divine spell memorizable by spell level" that causes great bugs (no spells at level 1, loosing spells by recharging, etc...).
- Bonuses to casting time are now gained at levels 8 and 15.
- Added a script to have more frequent pauses (randomly).

Fixes:

- Fixed the bug that prevented getting mage spells at character creation.
- The kit is now correctly named Theurgical Explorer / Wild mage in the character sheet and inventory (at the top).