

And here's a special profile, not original because it's very known and appreciated, after "The Complete Book of Elves" original language of Ad&d 2nd edition. The bladesinger is a special profile because it does not appear under the character menu creation. It is obtained under certain conditions, after creating a multiclass fighter/mage elf character.

Multi-class Fighter/Mage (elf) Profile : BLADESINGER

BLADESINGER : Of all the elven fighters, few are as dangerous as bladesingers. They have spent their entire lives studying their weapon of choice, and have become absolute masters. In addition, they learned to cast spells while fighting, doubling their power.

The sure steps of the Bladesinger do not only make him a beautiful creature when fighting, they also allow him to place in the best positions. He instinctively knows to grasp the flow of battle and draw the wise handlings that allow him to optimize his strikes. He also knows how to attract the flow of surrounding magic and convert it to his own advantage. Although he can not attack while casting a spell, he can defend himself against melee attacks thanks to it.

Unwavering defender of the elven faith, the bladesinger not only has to devote himself all times to make the elven cause advance, but he must also assist any elf in need. Unless it is proved that this elf is an enemy of the Elven faith, the bladesinger must do everything to save him, even if it requires giving one's life.

Advantages:

- Instinctive use of best places: +1 to speed factor, +1 every 4 levels thereafter.
- Superior mastery of his weapon: He can freely develop his proficiency in 1-handed long weapons, and when he becomes grand master (5 stars), he gains an exceptional bonus +1 to hit and damage.
- Defensive use of magic flows: AC bonus equal to half of his own level +1. This bonus does not apply against missiles.
- Combat Training: He can wear an armor without that this prevents spellcasting.

Disadvantages:

- Learning focused on a type of weapon: It can only be 1-handed long swords.
- Learning focused on melee combat: He does not use projectile weapons.
- Learning focused on 1-hand combat: if he holds a shield or a second weapon, he loses his exceptional mastery bonus and can not cast spells.
- Primarily defensive magic: if he holds a weapon, he suffers from a -2 penalty to casting time. This penalty disappears if he has free hands.
- Fighting Style claiming flexibility: he never wears an armor heavier than studded leather.

Special: after character creation, the bladesinger automatically becomes a multi-class fighter/mage.

Notes:

The Bladesinger character is created by creating an elf warrior. It is after the game starts that he automatically becomes a multi-class fighter / mage and gets some spells, some of which are random.

Note over p&p version of profile:

Usually, according to p&p version of profile, the bladesinger which has is second hand occupied (weapon or shield) loses his AC bonus beside the rest. But I was unable to finalize it in the profile. By modifying files, it created a cheating chance to get AC bonus by levelling up; by modifying the script, it ended up in a very long script that slowed the game. Therefore I have not implemented this disadvantage.

P&p profile has also an advantage of +1 every 4 experience levels for all special combat skills (disarmament, overthrow, blocking, etc...). None of them is implemented in the game, unfortunately. So I have replaced it by "+1 to speed factor, +1 every 4 levels thereafter."

Game Tip:

To negate the inconvenience "-2 penalty to cast time", simply do not hold a weapon in hand.

Remove the weapon to cast spells and put it back to return to attack can be done very simply, with two buttons: you have two weapons available slots. Put your weapon in the first and leave empty the second (it is useless to put shortcuts to 2 weapons).

Thus, a click on the empty slot makes you put away your weapon to enter the "fist fight" mode, ie unarmed, caster mode and no casting time penalty.

Clicking on the weapon makes you actually take in hand.

Special Note:

The installation of the profile also adds a special armor in BGT (BG1 part) and BGEE, that can be found later in the adventure and only if the party includes a Bladesinger.