

The Artisan's Kitpack

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Fighter Kits

Arcane Archer



NOTE: This class may be additionally installed as a fighter/mage kit as an optional component.

Master of the elven warbands, the arcane archer is a warrior skilled in using magic to supplement their combat prowess. Beyond the woods, arcane archers gain renown throughout entire kingdoms for their supernatural accuracy with a bow and their ability to imbue their arrows with magic. In a group, they can strike fear into an entire enemy army. While human arcane archers are rare due to elvenkind withholding their secret techniques, they are not unheard of.

Advantages:

- +1 to hit with any missile weapon at level 1 and every 5 levels thereafter.
- Gains the Enhance Arrow ability.

ENHANCE ARROW: The arcane archer passively imbues arrows with magic. Projectiles launched by the arcane archer are always treated as weapons of +1 enchantment and deal one extra point of magic damage, increasing by one for every five levels gained to a maximum of +5 enchantment and five magic damage at 20th level. Additional damage is affected by the target's magic resistance.

- 3rd level: May use Entropic Shield once per day.

ENTROPIC SHIELD: A magical field glowing with a multicolored hue appears around the arcane archer, providing immunity to normal missiles and a -2 bonus to armor class against missile weapons for 1 round per level. This bonus increases to -4 at 10th level and -6 at 17th level.

- 5th level: May use Imbue Arrow ability three times per day.

IMBUE ARROW: Using arcane magic, the arcane archer enchants next missile within one round to explode, dealing 1d6 additional fire damage for every five levels gained thereafter in an area of effect.

- 9th level: May use Seeker Arrow ability once per day.

SEEKER ARROW: A skilled arcane archer can enchant arrows to strike its target unerringly. next missile attack within one round is a guaranteed critical hit and deals two points of extra damage for every five levels gained thereafter.

- 13th level: May use Phase Arrow ability once per day.

PHASE ARROW: An experienced arcane archer can enchant next arrow within one round to become an incorporeal missile that penetrates armor, dealing 4d6 bonus magical damage and reducing the target's missile resistance by 50% as well as their armor class vs. missiles by two points every five levels gained thereafter for 1 turn.

- 17th level: May use Arrow of Death ability once per day.

ARROW OF DEATH: A master arcane archer can enchant next arrow within one round to instantly slay foe. Targets with more than 60 hit points may make a save vs. death to avoid the effect. Saving throw penalty increases by one for every five levels gained thereafter.

Disadvantages:

- Hit Die: d8
- THACO penalty of 2 when wielding a melee weapon.
- Race restricted to human, elf or half-elf.
- May not exceed proficiency (one slot) in weapons other than longbows and shortbows.
- May not exceed proficiency (one slot) in any weapon style.
- May not wear armor heavier than elven chain mail.

Vanguard



Note: This kit is not available for dwarves.

The vanguard is a frontline warrior trained to fight in the middle of enemy lines. Tough and durable, a vanguard is a reliable defender capable of holding the line and enduring blows that would fell a lesser man.

Advantages:

- May use Defensive Stance once per day. Gains one use at level 1, one use at level 4, and an additional use every 4 levels thereafter.

DEFENSIVE STANCE: For 1 turn, the Vanguard gains +50% resistance to all forms of physical damage, a +2 bonus to Saving Throws, and a 50% movement rate penalty.

- Gains 5% resistance to crushing, slashing, piercing, and missile damage every 5 levels to a maximum of 20% at level 20.

- Hit Die: d12

Disadvantages:

- May not exceed High Mastery (four slots) in single-handed melee weapons.

- May not exceed Specialization (two slots) in any other weapon.

Berserker



This is a warrior who is in tune with their animalistic side and, during combat, can achieve an ecstatic state of mind that will enable them to fight longer, harder, and more savagely than any person has a right to. Berserkers tend to be barbarian-like in nature, but not always. Sometimes it is a conscious choice that a warrior in training makes. Regardless, opponents on the battlefield will be unsettled when they see the savage and inhuman elements of the Berserker's personality. This class is common amongst dwarves, known to them as the Battlerager.

Advantages:

- Immunity to fear, morale failure and involuntary berserk effects.

- Gains the In Extremis passive effect.

IN EXTREMIS: Berserkers revel in the thrill of carnage to a sadomasochistic degree, and fight harder when approaching death while most warriors would falter or retreat. While powerful, the berserker's technique is a double-edged sword – as the berserker accumulates more wounds in battle, their blows become increasingly deadly, yet their defense falters, becoming more vulnerable to further damage.

>75% Hit Points: +2 to THACO and Damage, -2 penalty to Armor Class

>50% Hit Points: +4 to THACO and Damage, -4 penalty to Armor Class

>25% Hit Points: +8 to THACO and Damage, -6 penalty to Armor Class

- May use the Enrage ability once per day. Gains one use at level 1 and an additional use every 4 levels thereafter.

ENRAGE: The berserker taps into their frenzy through sheer force of will, instantly gaining the maximum benefits of In Extremis regardless of current hit points for one turn. However, tapping into the berserker's desperate power causes them to suffer 10% of their maximum hit points in damage each round. This damage is non-lethal and will only knock the berserker unconscious.

- From 4th level onwards, may use the Reckless Frenzy ability at will.

RECKLESS FRENZY: The berserker deliberately injures themselves, instantly reducing their hit points to 25% of their maximum. This ability has no effect if used while the berserker is already below 25% maximum hit points. Additionally, Reckless Frenzy removes the berserker's winded state.

- From 7th level onwards, the berserker gains +2/+4/+8 to their movement rate while under the effects of In Extremis.

- From 10th level onwards, the berserker's trance-like state makes them more likely to shrug off debilitating effects, gaining +2/+5/+10 to all Saving Throws while under the effects of In Extremis.

- From 14th level onwards, the berserker gains 10%/20%/50% resistance to all damage while under the effects of In Extremis.

- From 20th level onwards, the berserker gains +1/+3/+10 to critical hit rate while under the effects of In Extremis.

Disadvantages:

- Becomes winded for five rounds after using Enrage, suffering a -2 penalty to Armor Class, to-hit rolls, and damage rolls. Additionally, the berserker is unable to gain the benefits of In Extremis while winded.

- May not Specialize in ranged weapons.

- Alignment restricted to any non-lawful.

Kensai



This class's name, which means "sword saint" in the common tongue, refers to a warrior who has been specially trained to be one with their weapon. The kensai is deadly, fast, and trained

to fight without the protection of armor. (Note: Despite its common name, a Kensai may use any melee weapon with which they are proficient.)

Advantages:

- Base Armor Class of 8.
- -1 bonus to Speed Factor every 4 levels.
- Gains a +10% bonus to all physical damage dealt.
- Gains the Ki Critical innate.

KI CRITICAL: +2 bonus to critical hit rate. Gains an additional +2 at 10th level and +1 every 5 levels thereafter.

- May use the Ki Focus ability once per day. Gains one use at level 1 and an additional use every 4 levels thereafter.

KI FOCUS: All successful attacks within the next 12 seconds will never miss and deal 20% increased physical damage.

- From 3rd level onwards, may use the Defensive Fighting ability at will.

DEFENSIVE FIGHTING: The Kensai sets their base Armor Class to a value equal to 6 - (level/2 rounded up). This ability lasts indefinitely until deactivated. However, while Defensive Fighting is active, the Kensai loses his Ki Critical modifier, becomes unable to critically strike, and is unable to use Ki Strike or Ki Focus.

- From 5th level onwards, may use the Ki Strike ability once per round.

KI STRIKE: The Kensai's next attack within one round of casting the ability has a doubled Ki Critical modifier and deals maximum damage. The Kensai incurs a cumulative fatigue penalty upon landing the attack, the amount of which decreases as the Kensai gains levels. Ki Strike will fail if the Kensai is overly fatigued.

- From 10th level onwards, gains the Perfect Defense innate.

PERFECT DEFENSE: When Defensive Fighting is active, the Kensai becomes immune to backstabs. Additionally, the Kensai gains a cumulative +1 bonus to Armor Class for each enemy within a 15-ft. range.

- From 15th level onwards, gains the Perfect Offense innate.

PERFECT OFFENSE: The Kensai will no longer critically miss on an attack roll of 1.

Disadvantages:

- May not use any armor, helmets, gauntlets, bracers or shields.
- May not use missile weapons.
- Does not gain access to the Hardiness, Resist Magic or War Cry high level abilities.
- Alignment restricted to any non-chaotic.

Ranger Kits

Dark Hunter



Dark Hunters use their skills in stealth and survival for the purposes of infiltration, espionage, and manhunting, though they are no less capable in direct combat when necessary. While regarded as rangers in name only by typical woodsmen, Dark Hunters tend to be more welcome in guilds and groups of power as assassins and intelligence gatherers.

Dark Hunters, unlike typical rangers, may be of any alignment and, as their skills are not bestowed by a deity like typical rangers, will never fall.

ADVANTAGES:

- +25% to Move Silently and Hide In Shadows.
- May use Backstab ability, although for a lower damage multiplier than Thieves:

Level 1-8: x2

Level 9-16: x3

Level 17+: x4

- May use the Poison Weapon ability once per day. Gains an additional use every 5 levels.
- +3 to hit and damage against humanoids.

POISON WEAPON: The dark hunter is capable of coating their weapon for the next eight hours with a slow-acting but extremely potent poison. This poison deals damage and reduces the target's Constitution immediately and every following round for at least four rounds. After four rounds have passed, the target must make a Saving Throw vs. Death or remain poisoned for another four rounds. Therefore, the poison has the potential to last indefinitely as long as the target does not make a successful Saving Throw. The target may not die of Constitution loss caused by the poison.

1st level: Target suffers two poison damage and loses one point of Constitution. No save modifier.

6th level: Target suffers four poison damage and loses one point of Constitution. Save modifier of -1.

11th level: Target suffers six poison damage and loses two points of Constitution. Save modifier of -2.

16th level: Target suffers eight poison damage and loses two points of Constitution. Save modifier of -3.

21st level: Target suffers ten poison damage and loses three points of Constitution. Save modifier of -4.

- From 3rd level onwards, may use the Set Snare ability once per day with 50% chance of success, plus an additional 10% for every 3 levels gained thereafter. Gains extra uses every 6 levels thereafter.

SET SNARE: Set a trap in the chosen location when no hostile creatures are in sight. Traps grow more powerful with the character's level and can only be triggered by enemies.

1st Level: Deals 2d8+5 missile damage.

11th Level: Deals 2d8+5 missile damage, plus 2d6 poison damage per round for the next 3 rounds.

16th Level: Deals 3d8+5 missile damage, plus 4d8+2 fire damage.

21st Level: Deals 3d8+5 missile damage and 20 poison damage with no save; slays target if a Save vs. Death with a +4 bonus is failed.

- From 10th level onwards, may use the Set Manhunter Snare ability once per day.

SET MANHUNTER SNARE: The Manhunter Snare is a powerful trap intended for crippling and tracking marks. This trap deals 10d10+20 missile damage and greatly reduces the victim's

movement rate, as well as causing them to bleed uncontrollably, dealing an additional 24 damage over 4 rounds. Additionally, the target is revealed for the bleed duration, remaining visible outside of allies' vision range and are unable to enter stealth or become invisible.

DISADVANTAGES:

- May not cast priest spells.
- May not wear armor heavier than studded leather.
- May not use the Charm Animal ability.

Rashemi Berserker



NOTE: This kit is exclusive to Minsc.

The distant land of Rashemen has a strong tradition of berserker warriors. The berserkers of Rashemen are organized into lodges named after local creatures, such as the Ice Dragon Berserker Lodge. True to their names, Rashemi berserkers are famed for their mighty rage, but also for their prowess in battle, sense of honor, and fierce loyalty to their land and rulers, the wychlaran. Newly inducted berserkers undertake a coming-of-age tradition known as 'dajemma', a journey far from their homeland to see and understand the world. Often, they travel alongside a wychlaran to whom they are sworn to defend with their lives. The berserkers of Rashemen are the mortal enemies of the Red Wizards of Thay, who they have been at war with for centuries.

ADVANTAGES:

- Hit Die: d12
- May achieve mastery in any melee weapon.
- May use the Berserker Rage ability once per day. Gains one additional use every 5 levels.

BERSERKER RAGE: The Rashemi berserker becomes enraged for 2 turns. While enraged, he gains a +2 bonus to his Strength, one bonus attack per round, and becomes immune to charm, confusion, fear, feeblemind, hold, level drain, maze, stun, and sleep. The Rashemi berserker also gains 15 temporary Hit Points, which are taken away at the end of the berserk spree, possibly knocking him unconscious. However, his armor class is penalized by 4 points while enraged. Additionally, the berserker is unable to perform any action aside from movement and attacking, such as spellcasting, using items, stealth or talking until the rage has ended. Bonuses to Strength increase to +4 at 12th level and +6 at 20th level.

Once the duration has ended, the Rashemi berserker becomes winded, reducing his THACO, armor class and damage by four points, and he is unable to go berserk again for one turn.

– 5th level: May use Mighty Blow.

MIGHTY BLOW: The Rashemi berserker may choose to forsake accuracy for more power, reducing his THACO by 4 but dealing 4 extra points of damage per hit (melee only). THACO and damage modifiers increase to 8 from level 20 onwards. This ability may be toggled at will.

– 8th level: Gains Unbreakable Will.

UNBREAKABLE WILL: Rashemi berserkers have tremendous willpower. The berserker permanently gains +3 to saves vs. spell, which is doubled while berserk. The Rashemi berserker also gains immunity to psionics while berserk.

– 12th level: Gains Unstoppable Rage.

UNSTOPPABLE RAGE: The Rashemi berserker has become a juggernaut while enraged, truly a being to be feared. The berserker is immune to all movement-hindering effects and Imprisonment while berserk.

– 16th level: Gains Tireless Rage.

TIRELESS RAGE: The Rashemi berserker is no longer winded and will not suffer damage after his rage has ended.

– 18th level: Gains Deathless Frenzy.

DEATHLESS FRENZY: The Rashemi berserker's rage is so great that it allows him to temporarily stave off death. From 18th level onwards, the Rashemi berserker is unable to die by any means within the first five rounds of entering rage.

DISADVANTAGES:

– Alignment restricted to any non-lawful.

– May not wear heavier armor than splint mail.

– May cast one less priest spell per level.

– May not Specialize in ranged weapons.

Paladin Kits

Divine Champion

The divine champion is the strong right arm of their deity. They serve as a guardian of holy sites, a protector of pilgrims and a leader of crusades. Though paladins fill these roles in many good-aligned churches, a divine champion can take up the banner of any deity, regardless of alignment or ethos. These holy warriors are loved by their patron's worshipers and hated by the church's enemies in equal measure.

Divine Champions may be of any alignment and will never fall, regardless of alignment or reputation.

Advantages:

- May achieve High Mastery (4 slots) in any weapon.
- Gains +1 to all Saving Throws at level 5 and every 5 levels gained thereafter.
- From level 2 onwards, may use the Smite Infidel ability once per day, gaining an additional use every 2 levels gained.

SMITE INFIDEL: The divine champion's next attack within two rounds deals 1d4 points of magic damage per 2 levels to any creature of a different moral (good, neutral, evil) alignment to the caster.

- From level 5 onwards, may use the Divine Wrath ability once per day.

DIVINE WRATH: The divine champion channels a portion of their deity's power, gaining a +4 bonus to Strength, Dexterity and Constitution for 1 turn + 1 round per level gained thereafter. After the effect has expired, the divine champion becomes fatigued.

Disadvantages:

- May not Turn Undead.
- May not cast priest spells.

Mystic Fire

Knights of the Mystic Fire are paladins dedicated to the church of Mystra, goddess of magic. They are proficient in martial combat as well as arcane magic. Aside from traditional virtues of

paladinhood, Mystic Fire Knights devote part of their lives in the discovery and study of ancient magic.

Advantages:

- +2 bonus to Lore per level.
- May cast two additional spells per level.
- +1 to Saving Throws vs. Spells. Gains an additional +1 at level 5 and every 5 levels gained thereafter.
- The Mystic Fire's spells are cast as though were a cleric of the same level.
- May cast the following spells as priest spells:

Level 1: Magic Missile, Shocking Grasp, Shield, Find Familiar

Level 2: Mirror Image, Web, Melf's Acid Arrow, Invisibility

Level 3: Fireball, Lightning Bolt, Haste, Minor Spell Deflection

Level 4: Greater Malison, Fire Shield (Red), Stoneskin, Secret Word

- May use 'Shatter Spell' ability once per day and an additional use every 6 levels thereafter.

SHATTER SPELL: Knights of the Mystic Fire are able to smite spellcasters and disrupt their defensive spells as well as their ability to cast magic. The next attack made by the Mystic Fire within two rounds will dispel the target's combat protections. Additionally, if the target fails a save vs. spells at -2, they suffer 100% spell failure for two rounds.

- May use 'Spellblade' ability once per day from 5th level onwards.

SPELLBLADE: The Mystic Fire Knight enchants weapon for the next hour, giving it a +3 enchantment level and dealing 1d4 magic damage (+1d4 per five caster levels up to level 20) and reducing targets' magic resistance by 5% per hit for two turns. Enchantment bonus increases to +4 at 12th level and +5 at 18th level.

Disadvantages:

- -1 penalty to THACO modifier, with an additional -1 at 10th level and every 10 levels thereafter.

- May not learn the following High Level Abilities: Whirlwind Attack, Greater Whirlwind Attack, Power Attack, Critical Strike, Smite
- May not use Protection From Evil.
- May not Turn Undead.
- May not use Lay on Hands.

Blackguard



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

Advantages

- Immune to level drain and fear.
- May turn undead as a Paladin of the same level.
- May use Backstab ability, although for a lower damage multiplier than Thieves:

Level 1-8: x2

Level 9-16: x3

- May memorize a small selection of Mage spells:

Level 1: Blindness, Larloch's Minor Drain

Level 2: Horror, Invisibility

Level 3: Vampiric Touch, Hold Undead

Level 4: Improved Invisibility, Contagion

- May use the Life Drain ability once per day. An extra use is gained at levels 8 and 12.

LIFE DRAIN: The blackguard saps the vitality of an unfortunate victim within touch range, draining 1 point of THACO and Damage (an additional point is drained per 5 levels up to a

maximum of 5 points at 20th level), as well as 1 hit point per level, and adding it to their maximum. The drained attributes last for 3 rounds + 1 round per level. Non-living beings, such as undead and constructs, are immune to the effects.

– May use the Poison Weapon ability once per day. Gains one use at level 1, one use at level 5, and an additional use every 5 levels thereafter.

POISON WEAPON: The blackguard is capable of coating their weapon for the next eight hours with a slow-acting but extremely potent poison. This poison deals damage and reduces the target's Constitution immediately and every following round for at least four rounds. After four rounds have passed, the target must make a Saving Throw vs. Death or remain poisoned for another four rounds. Therefore, the poison has the potential to last indefinitely as long as the target does not make a successful Saving Throw. The target may not die of Constitution loss caused by the poison.

1st level: Target suffers two poison damage and loses one point of Constitution. No save modifier.

6th level: Target suffers four poison damage and loses one point of Constitution. Save modifier of -1.

11th level: Target suffers six poison damage and loses two points of Constitution. Save modifier of -2.

16th level: Target suffers eight poison damage and loses two points of Constitution. Save modifier of -3.

21st level: Target suffers ten poison damage and loses three points of Constitution. Save modifier of -4.

– 3rd level: Gains the Aura of Despair passive ability.

AURA OF DESPAIR: Blackguards perpetually radiate a malignant aura, inflicting negative effects on all enemies within 15 feet of them based on the Blackguard's level. Non-living beings, such as undead and constructs, are unaffected.

3rd - All enemies suffer a -1 penalty to Saving Throws and Morale and a -10% penalty to all damage dealt.

10th - All enemies suffer a -2 penalty to Saving Throws and Morale and a -15% penalty to all damage dealt.

17th - All enemies suffer a -3 penalty to Saving Throws and Morale and a -20% penalty to all damage dealt.

24th - All enemies suffer a -4 penalty to Saving Throws and Morale and a -25% penalty to all damage dealt.

– 12th level: May use the Fiendish Reckoning ability once per day.

FIENDISH RECKONING: The blackguard draws upon the power of their fiendish host, gaining a +4 bonus to THACO, +30% damage dealt from all sources, and +20 bonus hit points for 3 rounds. Killing a creature while Fiendish Reckoning is in effect heals the blackguard for 20 hit points and resets the duration. However, if no creature is killed within the initial duration, the blackguard suffers 40 magical damage and incurs a -4 penalty to THACO and -50% penalty to all damage dealt for 6 rounds as punishment.

Disadvantages:

- Incurs a -2 penalty to Reputation.
- Alignment restricted to evil.
- May not cast Detect Evil.
- May not cast Protection From Evil as an innate ability.
- May not use the Lay on Hands ability.

Druid Kits

Hivemaster



The Hivemaster is a druid that focuses on fostering and protecting insects and arachnids, including giant versions thereof. Most commonly stylise themselves after either communal insects, such as ants or bees (hence the name), or predators like spiders, scorpions and dragonflies.

Advantages:

- Immunity to all poisons and the following spells: Web, Summon Insects, Insect Plague, Creeping Doom
- Gains a +2 bonus to Armor Class and Saving Throws vs. all insectoid creatures (e.g. spiders, beetles)

- May cast Web and Spider Spawn as 2nd and 4th level priest spells respectively.
- May use the Poison Weapon ability once per day. Gains another use at levels 7 and 14.

POISON WEAPON: The hivemaster is capable of coating their weapon for the next eight hours with a slow-acting but extremely potent poison. This poison deals damage and reduces the target's Constitution immediately and every following round for at least four rounds. After four rounds have passed, the target must make a Saving Throw vs. Death or remain poisoned for another four rounds. Therefore, the poison has the potential to last indefinitely as long as the target does not make a successful Saving Throw. The target may not die of Constitution loss caused by the poison.

1st level: Target suffers two poison damage and loses one point of Constitution. No save modifier.

6th level: Target suffers four poison damage and loses one point of Constitution. Save modifier of -1.

11th level: Target suffers six poison damage and loses two points of Constitution. Save modifier of -2.

16th level: Target suffers eight poison damage and loses two points of Constitution. Save modifier of -3.

21st level: Target suffers ten poison damage and loses three points of Constitution. Save modifier of -4.

- 5th level: May shapeshift into a huge spider once per day.
- 8th level: May shapeshift into a sword spider once per day.
- 14th level: May shapeshift into a wraith spider once per day.

Disadvantages:

- May not wear heavier armor than leather.
- May not shapeshift into default animal forms.

Elementalist



Elementalist druids specialize in the natural energies of Nature, allowing them to command the elements with exceptional skill.

Advantages:

- +20% resistance to acid, cold, electrical and fire damage.
- +20% to acid, cold, elemental and fire damage dealt.
- Two arcane spells per spell level are added to repertoire, all the way up to the 7th level. These are listed below:

1st level: Burning Hands, Shocking Grasp

2nd level: Agannazar's Scorchers, Melf's Acid Arrow

3rd level: Fireball, Lightning Bolt

4th level: Fire Shield (Red), Ice Storm

5th level: Cone of Cold, Sunfire

6th level: Chain Lightning, Death Fog

7th level: Protection from the Elements, Delayed Blast Fireball

Disadvantages:

- May not wear any armor.
- May not cast any spells of the Animal and non-Elemental Summoning Spheres.
- May not shapeshift into any animal forms.

Thief Kits

Rogue Archer



Many rogues choose the use of ranged weapons out of pragmatism, choosing to approach combat from a safe distance. Rogue Archers are experienced enough with such weapons to

become a match for any warrior from a distance, taking down their foes with deadly missiles without ever needing to put themselves within threat range.

Advantages:

- +1 to hit and damage rolls with any missile weapon at level 1 and every 3 levels thereafter.
- Gains bonus attacks from specialization.
- May achieve Mastery (3 slots) in any missile weapon.
- May use the Called Shot ability once per day. Gains one use at level 4 and an additional use every 4 levels thereafter.

CALLED SHOT: All successful ranged attacks within the next 10 seconds have the following cumulative effects besides normal damage, according to the level of the Rogue Archer:

4th level: -1 penalty to target's THACO.

8th level: -1 penalty to target's Saving Throws vs. Spell.

12th level: -1 penalty to the target's Strength score.

16th level: +2 bonus to damage roll.

Disadvantages:

- May not use Backstab ability.

Magekiller



In regions where magic is feared and persecuted, the skills of those capable of hunting and eliminating magic-users are highly sought after. The Magekiller is a rogue who specializes in tracking, stealth and antimagic, becoming highly skilled at recognizing and countering magic of all kinds.

Advantages:

- +25% bonus to Detect Illusions.
- +2 bonus to Saving Throws vs. Spells. Gains an additional +1 per 10 levels.

- The Magekiller's backstabs have a chance to remove magical effects from their target as per a Dispel Magic spell.
- May cast Breach as an innate ability once per day. Gains an extra use at 10th and 15th level.
- 8th level: May cast Spell Immunity as an innate ability once per day.
- 12th level: May cast Globe of Invulnerability as an innate ability once per day.
- 16th level: May cast Spell Turning as an innate ability once per day.
- 20th level: May cast Pierce Shield as an innate ability once per day.

Disadvantages:

- -1 to backstab multiplier compared to an unkitted Thief:

Level 1-4: x1 (no multiplier)

Level 5-8: x2

Level 9-12: x3

Level 13+: x4

- May only distribute 15 skill points per level among thieving skills.
- May not dual-class to Mage.
- May not use the Set Snare ability.

Trickster



Perhaps the most complex and most difficult type of rogue to define, tricksters have few abilities to truly call their own. Rather than develop their skills through formal training, tricksters make use of their cleverness and strong memory to master the skills of other classes at a near-instant rate and use them as though with many years of practice—a talent often deridingly described as one part wit and two parts luck. Therefore, no two tricksters are truly alike. As a jack-of-all-trades, the trickster differs from the bard in that their skills are learned spontaneously rather through study. While versatile and quick to adapt, their lack of true specialization makes them slower to develop.

Advantages:

- Luck: +1 bonus to Saving Throws, attack rolls, and minimum damage/healing rolls as well as +5% to all thieving skills.
- Opportunist: The Trickster's critical hits reduce the target's Armor Class, THACO and damage by 1 for one round.
- May use the Trickery ability once per day. Gains an extra use every 3 levels.

TRICKERY: The Trickster uses masterful sleight of hand and quick movement to instantly replace themselves with a life-sized replica of themselves for one round, becoming invisible in the process. The trickster's next attack is an automatic critical hit. The deception is so great that illusion-dispelling magicks and even creatures that see through invisibility are fooled and will not attack the trickster while the replica is standing.

- May use the Mimicry ability.

MIMICRY: Whether through careful examination, learning through use, or natural talent, tricksters are able to imitate the skills of almost any profession and adapt them as their own. When used, this ability may be permanently exchanged for one ability or passive effect of another kit.

- 5th level: Gains one use of Mimicry.
- 8th level: Opportunist penalties increased to 2.
- 10th level: Passive Luck bonus is doubled. Gains one use of Mimicry.
- 15th level: Opportunist penalties increased to 3. Gains one use of Mimicry.
- 20th level: Passive Luck bonus is tripled. Gains one use of Mimicry.

Disadvantages:

- Backstab progression is significantly weaker than a normal Thief's:

Level 1-8: x2

Level 9+: x3

- May not be of Lawful alignment.
- Overconfidence: -1 penalty to Armor Class.
- Only receives 90% of all experience earned.

Assassin



The Way of the Assassin is a feared profession, and rightfully so. A master of the art of killing, the assassin is noteworthy for being able to slay a living man with a single calculated blow or from the slightest cut with a poisoned blade. No man alive is capable of killing a target in as many ways as an assassin, and once an assassin has marked a chosen target, their fate is often sealed. While the act of assassination demands swiftness and guile, an assassin's most important skill is patience; the patience to analyze their target, observing for weaknesses, and finding the most effective way to ensure the kill and fade away unseen.

Those who choose to walk the path of assassination do so for a variety of reasons. Many are opportunists, selling their services for personal gain. Some are vigilantes, hoping to make the world a better (or at least more peaceful) place by exterminating 'undesirables'. Yet others do so simply for the thrill of the kill. It is said that no two assassins are alike in either motive or technique.

Because of the unsavory nature of their profession as well as their preferred mode of operation, assassins are dreaded and reviled by decent folk. Assassins do not seek fame and recognition, as such things are detrimental to their cause and thus they rarely take positions of leadership or band in groups at all. The best assassins are all but unknown.

Advantages:

- Begins with a x3 backstab multiplier. The assassin's backstab multiplier caps at x7 at 17th level.
- Gains a +10% bonus to Hide in Shadows and Move Silently at 1st level and an extra +5% for every level thereafter.
- Gains a +1 bonus to Saving Throws vs. Death at 1st level and every 10 levels thereafter.
- May use the Poison Weapon ability once per day starting at level 1 and gaining one extra use every six levels thereafter.
- Gains the Analysis and Enhanced Backstab passive effects.

- From 5th level onwards, gains the Hidden Blade passive effect.
- From 10th level onwards, may use the Cloak of Shadows ability once per turn.

Disadvantages:

- -2 penalty to Charisma.
- -2 penalty to starting Reputation.
- May not wear armor heavier than leather armor.
- May not Set Traps.
- May only be of any non-good alignment.
- May only distribute 10 skill points per level among thieving skills.

ABILITIES:

POISON WEAPON: The assassin is capable of coating weapon for the next eight hours with a slow-acting but extremely potent poison. This poison deals damage and reduces the target's Constitution immediately and every following round for at least four rounds. After four rounds have passed, the target must make a Saving Throw vs. Death or remain poisoned for another four rounds. Therefore, the poison has the potential to last indefinitely as long as the target does not make a successful Saving Throw. The target may not die of Constitution loss caused by the poison.

1st level: Target suffers two poison damage and loses one point of Constitution. No save modifier.

6th level: Target suffers four poison damage and loses one point of Constitution. Save modifier of -1.

11th level: Target suffers six poison damage and loses two points of Constitution. Save modifier of -2.

16th level: Target suffers eight poison damage and loses two points of Constitution. Save modifier of -3.

21st level: Target suffers ten poison damage and loses three points of Constitution. Save modifier of -4.

ANALYSIS: For every round that the assassin remains invisible, gains a +1 bonus to hit and damage up to a cap of +2 at 1st level. This bonus increases by at +1 at 5th level and every 5 levels thereafter. Attacking depletes all stacked bonuses instantly while leaving stealth non-aggressively causes bonuses to gradually deplete over time.

ENHANCED BACKSTAB: The assassin is capable of crippling victim with backstabs, inflicting one of the following effects. Save modifiers decrease by one for every six levels gained thereafter.

Paralysis: Target must save vs. death at +2 or become paralyzed for 2 rounds.

Hamstring: Target must save vs. death or have their movement rate and Dexterity halved for 8 rounds.

Bleeding: Target must save vs. death at +2 or suffer 1d4+1 piercing damage every round for 2 rounds + 1 round/6 levels.

Cutthroat: Target must save vs. death or be silenced for 20 rounds.

Lethality (Level 17+): Target must save vs. death at +4 or be slain instantly. If target is immune to death effects, deal 20% maximum hit points in damage instead.

HIDDEN BLADE: When the assassin kills target, briefly turns invisible and moves at double movement rate for one round. This may not occur more than once every five rounds, reduced by one round for every 5 levels gained thereafter (no cooldown at 30th level)

CLOAK OF SHADOWS: The assassin becomes completely invisible and undetectable for two rounds or until attacks, becoming immune to all revealing effects. Even creatures that can normally see through invisibility are unable to target the assassin during this time.

Sorcerer Kits

Pale Master



Necromancy is usually a poor choice for arcane spellcasters — those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Advantages:

– 1st level: Gains Boneskin.

BONESKIN: The pale master's tough, cadaverous flesh gives them a +1 to AC (+2 at 7th, +3 at 13th).

– 2nd level: May use Animate Dead once per day.

ANIMATE DEAD: As per the mage and cleric spell, summons an allied skeleton warrior to serve the caster.

– 3rd level: Gains Deathless Vigor.

DEATHLESS VIGOR: The pale master's body becomes more akin to the undying flesh of his undead associates. Gains infravision, immunity to sleep and +1 to saves vs. death (+2 at 8th, +3 at 13th).

– 6th level: The pale master gives in to terrible necrophiliac urges. He cuts off his arm and replaces it with an undead prosthetic, which may be skeletal in form or preserved flesh stitched in place like that of a flesh golem. May use Undead Graft twice per day.

UNDEAD GRAFT: The pale master touches a target with a ghoulish hand. Target must save vs. death or be held for 5 rounds.

– 10th level: Undead Graft saving throw at -1.

– 12th level: Gains Tough as Bone.

TOUGH AS BONE: The pale master becomes more and more like one of the implacable undead. Immunity to hold, stun and poison.

– 14th level: Undead Graft saving throw at -2.

– 15th level: May use Create Skeleton Abomination once per day.

CREATE SKELETON ABOMINATION: Summons a powerful skeleton abomination to serve the caster for 2 hours.

– 16th level: The pale master's touch becomes deadly and can instantly kill a target. May use Deathless Master's Touch twice per day.

DEATHLESS MASTER'S TOUCH: The pale master touches a target with a life-snuffing hand. Target must save vs. death with a -3 penalty or die instantly.

– 18th level: Undead Graft saving throw at -3.

– 20th level: Gains Deathless Mastery.

DEATHLESS MASTERY: The pale masters are practically undead creatures themselves. Immunity to death magic and level drain.

- Hit Die: d6

Disadvantages:

- May cast one fewer spell per level per day.
- Alignment restricted to non-good.
- Incurs a -2 penalty to Charisma.

Dragon Disciple



NOTE: This kit can be installed as its standard version or a nerfed version with reduced stat bonuses.

Dragon Disciples are powerful Sorcerers with dragons' blood somewhere in their lineage. Their natural magical talents bring out their draconic heritage, allowing them to cast powerful magical spells and exhibit dragon-like abilities.

Advantages:

- 1st level: +1 bonus to AC.
- 3rd level: May use Breath Weapon once per day.

BREATH WEAPON: The Dragon Disciple breathes a gout of flame up to 30 ft. long, inflicting 3d8 points of fire damage on all creatures caught within the 140-degree cone.

- 4th level: Gains 25% innate Fire Resistance.
- 5th level: +1 bonus to AC and Strength.
- 6th level: Breath Weapon damage increases to 4d8.
- 8th level: Innate Fire Resistance rises to 50%.
- 9th level: Breath Weapon damage increases to 5d8.
- 10th level: +1 bonus to AC and Intelligence.

- 12th level: Breath Weapon damage increases to 6d8. Innate Fire Resistance rises to 75%.
- 15th level: +1 bonus to AC and Constitution.
- 17th level: +1 bonus to Strength. (Un-nerfed version)
- 18th level: Movement rate increased by 2.
- 20th level: Gains Dragon Apotheosis.

DRAGON APOTHEOSIS: The dragon disciple completes its transformation, becoming effectively a half-dragon. Gains +1 (+2 in un-nerfed version) to Strength, +1 to Charisma, +2 to AC as well as immunity to blindness, unconsciousness, hold and fire damage.

- Hit Die: d6

Disadvantages:

- May cast one fewer spell per level per day.

Shaman Kits

Warhorn Shaman



Northern shamans who are also skilled warriors, Warhorn Shamans are capable of calling upon spirits of warriors from planes such as Valhalla or Warrior's Rest. Many of these shamans worship Tempus, the Lord of Battles, and often are just as capable in battle as they are in shamanic magic.

Advantages:

- Hit Die: d10
- May be of any non-Lawful alignment.
- May specialize in all weapons that are usable by shamans.
- May fully specialize in all weapon styles.

- Gains immediate access to a number of unique spells, which can be cast like any other: Battle Ardor, Rallying Cry, Fury of the Winds, Storm Barrier, Stormbound Axes, Wrath of the Skies, Undying Fervor

- May use Rage ability once per day. Gains one use at level 1 and an additional use every 6 levels thereafter.

RAGE: The enraged state lasts for 1 turn. While enraged, a Berserker gains a bonus of +2 to attack and damage rolls as well as to Armor Class, and becomes immune to charm, confusion, fear, feeblemind, hold, imprisonment, level drain, maze, stun, and sleep. The Berserker also gains 15 temporary Hit Points which are taken away at the end of berserk spree, possibly knocking unconscious.

- Shamanic Dance summons the following creatures:

Level 1: Warrior Spirits (long sword, longbow), up to 2 spirits at the same time.

Level 6: Berserker Spirits (dual axes, two-handed sword), up to 3 spirits at the same time.

Level 12: Ancestral Spirits (fighter/clerics), up to 4 spirits at the same time.

Level 18: Valkyries (archer, shieldmaiden), up to 5 spirits at the same time.

Disadvantages:

- Only has one half the normal Detect Illusions score.

- May not cast shaman-exclusive spells.

- May only be human.

- May cast one fewer spell per level per day.
