

## Derats's Abolute Wacky Arcanists Pack v9

A pack of 52 spellcasters, whose special feature is to make you change the way you play.

Compatibility: compatible with all EE games and all other mods. Preferably (but not necessarily) installed after mods that add/modify spells. (ex: Spell Revision).

### **Mage kits:**

#### **Scourge:**

Advantage:

- He remembers all his spells and regains his innate abilities each 5 seconds.

Disadvantage:

- Can only learn spells from Evocation and Necromancy schools.

Note:

- This kit also installs a new level 1 evocation spell (from my mod L'Interplan), necessary to be able to choose the 6 minimum spells when creating the character in BG2. (7 in TOB, but who creates a new character for TOB, seriously?)
- Not available in IWDEE (magic schools are different).
- OP Multi-class: Scourge/Cleric (all cleric spells + Heal each round)

### **Enraged:**

Advantages:

- Whenever he kills a creature he gain Improved Alacrity for one round.
- +15% damage dealt, weapon or spell.

Disadvantages:

- He gives no credit to defensives schools and does not learn any spells from the schools of Abjuration, Divination, and Illusion.
- When his hit points drop below 25% he becomes a Spell berserk.(For 5 rounds the Enraged can no longer move or attack. He can only think of casting spells: he gain Improved Alacrity and -2 to casting time but has a 10% chance of missing incantations.)

Notes:

- Playing with schools is not a simple exercise: because of this, some spells are "green" and you MUST choose at least one of them when creating your character. However, there is no problem with memorizing spells afterwards.
- Not available in IWDEE (magic schools are different).

### **Spell stealer:**

Advantages:

- Can at will, on contact, make an arcanist forget a spell (no saving throw) to remember himself a spell of maximum known level.
- Can once a day, on contact, make an arcanist forget all his spells (saving throw against death) to remember all his spells himself.

Disadvantages:

- Can memorize one less spell per spell level.
- Each access to a new spell level is slowed down by one level (first spell of level 1 at level 2 of wizard).

### **Mangacian:**

Advantages:

- He knows only one spell, Magic Missile, which he can cast at will and of which he is the specialist:
  - \* 1 additional missile every 3 levels, up to a maximum of 11 missiles.
  - \* Missile damage 1D4+1, 1D6+2 at level 10, 1D8+3 at level 20, 1D10+4 at level 30, 1D12+5 at level 40, 3D4+6 at level 50.
  - \* Each missile has a 5% chance of inflicting double damage, 10% at level 20, 15% at level 40.
  - \* Spell protection considers this spell to be of equal level to the number of missiles sent (IE: considered a level 6 spell when 6 missiles are sent). At 10 missiles sent, no spell protection can block this spell, apart from Shield and Protection against Evocation.

Disadvantages:

- He can't learn any other spells.
- He has no access to any hla.

Notes:

- The Kit also installs a player script called "PXMANGA". Don't forget to use it:)
- To use the Magic Missile, put it on a quick spell slot. Don't forget to assign a keyboard/mouse key to this quick spell shortcut.
- When creating a character in BG2EE, you MUST choose spells. Choose anything you like anyway, as all spells learned are forgotten as soon as the game starts.
- Find an alternative way to give it "Improved Alacrity" and it becomes a god. (un simple way: dual class Dweomerist -> Hammerer)

### **Legendary singularity:**

Advantage:

- Damage inflicted tripled.

Disadvantages:

- Life points fixed at 1 per level.
- Not affected by effects that increase the number of maximum hit points.
- Physical, elemental and magic resistances: -50%.
- Saving throws: -4

Notes:

Multi-class to try out: Legendary Singularity/Warrior for a glass cannon that instead of dealing 20-25 damage (weapon +3 strength 19) deals 60-75 damage....

Other multi-class to try out: Thief/Legendary singularity for 15D6 sneaks attack....

Alternatively, it also works as dual classe: Legendary singularity level X → warrior or thief (Assassin for 21D6 sneaks attack).

### **Master combiner:**

Advantages:

- He automatically learns combination spells as spells one level down.
- At 5th level he gains the ability Spell Combination, which he can use once a day.

SPELL COMBINATION:

This spell allows you to combine spells and cast the result from the special abilities button. The number and level of spells that can be combined depends on the Master Combiner's level:

Level 5 to 8: 2 spells up to level 3

Level 9 to 12: 2 spells up to level 4

Level 13 to 16: 2 spells up to level 5

Level 17 to 20: 3 spells up to level 5

Level 21 to 24: 3 spells up to level 6

Level 25 to 28: 3 spells up to level 7

Level 29 and +: 3 spells up to level 8

Once the spell combination has been discharged, the button disappears.

- All spell combinations (by a spell or its special ability) it triggers are enhanced: +35% damage and duration.

Disadvantage:

- Transmuter and Invoker at the same time, but without additional spells.

Note:

- Spell combination spells: Minor Sequencer (lvl 3), Spell Sequencer (lvl 6), Spell Trigger (lvl 7), Dillpater's Triple Dweomer (new spell, level 9)
- Transmutator sucks because opposite Abjuration is too penalizing? In two words: Polymorph other (-2 to saving throw).
- In IWDEE, this kit has 4 opposite schools. Ouch!
- Multi-class to try: Master Combiner/Cleric (Minor Sequencer Bless + Chant (casting time 1), Spell Sequencer 3x Animate Dead lvl 15 (level 3 spell for clerics), Spell Trigger 3x Aerial Servant, Triple Dweomer of Dillpater 3x Summon Deva (cheat: normally limited to 1 but when cast at the same time the limitation is ignored) or 3x Portal or 3x Elemental Summoning. (all level 7 spell for clerics).

### **Spheromaniac:**

Advantages:

- For each spell level he knows two orb/sphere/globe spells that he can cast indefinitely:
  - Level 1 infinite spells: Chromatic Orb and Magic Missile
  - Level 2 infinite spells: Otiluke's Resilient Sphere and Cone of Elemental Orbs
  - Level 3 infinite spells: Explosive Orbs and Fireball
  - Level 4 infinite spells: Minor Globe of Invulnerability and Black Sphere
  - Level 5 infinite spells: Vitriolic Sphere and Otiluke's Freezing Sphere
  - Level 6 infinite spells: Fatal Sphere of Total Dissipation and Electric Sphere
  - Level 7 infinite spells: Fatal Sphere of Absolute Vulnerability and Delayed Blast Fireball
  - Level 8 infinite spells: Globe of Blades and Globe of Total Invulnerability
  - Level 9 infinite spells: Ice Orb and Globe of Absolute Immunity
- All his spells are "on target", even normally personal spells (such as Globe of Invulnerability).

Disadvantages:

- He can't learn any other spells or hla.
- He cannot use scrolls.

Note:

- No "Antimagic Shell" spell because "on target" can make warriors and thieves immune to magic, that's OP.
- When creating a character in BG2EE, you MUST choose spells. Choose anything you like anyway, as all spells learned are forgotten as soon as the game starts.

- Find an alternative way to give it "Improved Alacrity" and it becomes a god (a very simple way: Dweomerist → Spheromaniac).

### **Artillerist:**

Advantages:

- When he casts the "Melf's Minute Meteors" spell, he always creates 20 meteors, 30 at level 18, 40 at level 27 and 50 at lvl 36.
- When he casts the "Energy Blades" spell, he always creates 30 blades, 40 at level 27 and 50 at level 36.
- +1 to TAC0 with projectile weapons every 5 levels.

Disadvantages:

- He can't be Good.
- The projectiles he creates last a maximum of one turn and disappear automatically if he moves.

### **Spell modeler:**

Advantage:

- He models spells: whenever he should cast a spell, instead he can cast any existing spell of the corresponding level.
- Casting time: -2.
- He doesn't need to learn hla; he can cast them as level 9 spells from level 23.
- Hit Die: D6.

Disadvantages:

- He cannot "learn" spells.
- He cannot cast spells "normally".
- If he tries to cast Contingency/Sequencer spells, he's wasting his time, it won't work.
- Each time he models a spell, he loses one hit point.

### **Unwise:**

Advantages:

- +3 spells per spell level
- Maximum spell casting time set at 6.
- Hit Die: D6.

Disadvantages:

- Each time he kills a creature, all members of the group suffer 1D4 points of non-lethal damage.
- Wisdom: -3

Note:

If the Unwise kills several creatures at once (e.g. with a fireball), the damage occurrence for the group is only applied once.

### **Prefounder:**

Advantages:

- He models spells: whenever he should cast a spell, instead he can cast any existing spell of the corresponding level.
- He can also model clerical and druidic spells, and casts quest spells as level 8 spells.
- +2 spells per spell level.

Disadvantages:

- He can't "learn" spells.
- He can't cast spells "normally".
- He has no access to mage's hlas and epic spells.
- Each time he casts a spell, all group members (regardless of range) and all enemies within 4.5 meters lose a number of hit points equal to half the level of the spell cast, rounded up.
- Contingency/sequencer spells don't affect him.
- Alignment limited to evil.

### **Sorcerer kits:**

#### **Eoratian:**

Advantage:

- He remembers all his spells and regains his innate abilities at the end of each fight.

Disadvantages:

- Can memorize three fewer spells per spell level.
- Each access to a new spell level is slowed down by one level (first spell level 1 at level 2 of spellcaster).
- Unaffected by effects that allow to memorize more spells.

### **Anomaly:** (changed animation: magic elemental)

Advantages:

- Immune to offensive magic and 100% magic resistance.
- Immune to poison, disease and level drain.

- Immune to dead magic, miscast and imposed wild surges.
- Gains two hit points each time he casts a spell (out of combat only if an automatic combat script is allocated to him)
- Can cast a ball of energy +1 once per round at will, inflicting 1D4+1 magical damage. The "enchantment" level and damages increases by +1 per 5 levels of the anomaly, up to a maximum of +7.

Disadvantages:

- Wild magic, but without the spells common to the conventional wild mage.
- Conventional healing (spells, potions) do not affect it.

Notes:

- To heal him you have several options: sleep, casting spells, "vampiric touch" spell, maybe others.
- His weapon requires the dart skill.
- Its "Every time it casts a spell" advantage doesn't trigger with Improved Alacrity and doesn't work in combat if the Anomaly's combat script is the "super new script with checkboxes included in EE".

**Magic minuims:** (changed animation: particles in motion)

Advantages:

- Doubled amount of memorable spells.
- +2 to AC, +2 additionnal against slashing and piercing attacks.
- Protection from normal weapons.

Disadvantage:

- Cannot use any items.

Special:

- Can't give himself a physical form: Polymorph spells give him a weapon but no body.

Note:

- Someone told me that "Protection against normal weapons" in BG1EE is cheated. Nobody thinks about it, but the Metamorph has the same advantage.

**Incantator:**

Advantages:

- +50% spell duration.
- +50% elemental and magical damage done.
- +4 to caster level.

Disadvantage:

- Casting time: +3.

Note:

- His advantages works with Sequencers/Contingency (casting time 1): yours is the Chain Contingency of 3x Horrid Wiltings for 90D8, or the Spell Sequencer of 3x Flame Arrow for 90D6.
- Robe of Vecna to cancel its disadvantage.
- I had thought of this kit as a mage's kit, but ..... Warrior/Incantator.

**Spirit of the Mirror:** (animation: constantly changing color)

Advantages:

- Unlimited Spell Turning.
- Light Reflection: +3 to AC.
- Can use "Reflected Image" at will as a special ability.
- Automatically learns all image spells when he reaches the required level.
- Can cast "on target" image spells.
- Can cast "personal" versions of image spells as spells one level below.

Disadvantage:

- Very fragile: -50% fewer hit points and -100% crushing damage resistance.

Note:

- Image Spells: Mirror Image (lvl 1), Major Reflected Image (lvl 3)(new spell from my mod L'Interplan), Mislead (lvl 5), Project Image (lvl 6), Imaged Ally(lvl 6)(new spell) and Simulacrum (lvl 7).
- The mirror spirit receives two copies of each spell: the "personal" version at reduced level and the "on-target" version at normal level. Spell names are changed, but only by the descriptive text, as some mods can change the effect of spells (like Spell revision, for example).
- When choosing your spells, avoid taking image spells, as this would be a waste.

**Zap:**

Advantages:

- +10 to movement speed
- +1 Attack per round
- -4 to casting time
- Improved Alacrity
- +3 to saving throws against wands and breaths

Disadvantage:

- When he does NOTHING he loses one hit point every 3 seconds.

Notes:

- At least two 2 rings of regeneration or similar objects to cancel its disadvantage.
- Its advantages are NOT haste and therefore can be cumulated with haste

### **Sorcerer:**

Advantages:

- +1 proficient point in dagger and in staff at level 1 and every 6 levels thereafter, up to grandmaster at level 24.
- +½ attack per round at levels 9, 17 and 23.
- +1 melee THAC0 every 2 levels.
- +1 to saving throw vs. death every 4 levels.
- +1 to saving throw vs. polymorph every 8 levels.
- Can advance in fighting styles "One weapon", "Two weapons" and "Two Handed weapons".
- Know improved versions of some combat spells.
- Can choose Hlas of fighter in addition to those of mage.
- Hit Die: D6.

Disadvantages:

- Ability to cast spell reduced of two spells per spell level.
- Development slowed by the non-exclusive practice of magic: -15% of xp.
- Immune to effects that change the xp received.

IMPROVED SPELLS: the Sorcerer spontaneously knows a few combat spells, which he enhances by casting them:

- \* Called Shot: extended duration: 1 round/3 levels
- \* Armor: reduced casting time and reduced AC: -1 AC/3 levels
- \* Strength: improved strength when casting upon himself: set at 19
- \* Tenser's Deadly Strikes: always maximum duration and +5% critical strike chance.
- \* Fire Shield (Red/Blue): affected weapon: +1D8 damage

Notes:

- With the "Tweak Anthology" mod and its "Everyone Gets Bonus APR from Specialization" component, the sorcerer easily reaches 5 attacks per round.
- with the "semi-multi-cleric" mod, the sorcerer can gain priest spells (Draw upon Holy Might, Righteous Magic, Blade Barrier, Heal, Insect plague, etc....) and become super-powerful.
- The sorcerer has a bug with the "Skills and abilities" mod: he no longer has the dagger and staff skills, but instead other skills that are of no use to him. To correct this, use Eekeeper.

### **Psycho absorber:**

Advantages:

- Every 3 rounds he memorize a lost spell of the maximum known level. If there is no spell to memorize at that level, it is one spell level below instead.
- Permanent Spell trap.
- Every time he kills a creature, he recalls a spell of the highest level he knows.
- Casting time fixed to 1.
- After each rest he memorizes 1D10 spells of the maximum known level.

Disadvantage:

- Any loss of consciousness: sleep (after a rest or induced), stun, fear, berserk, charm, confusion, debility, or death causes him to forget all his spells.

### **Overflow:**

Advantages:

- All his attacks add 1D4 points of magic damage. At higher levels, other random effects are added (all non-damaging effects allow a saving throw against spells to cancel and last one turn):
  - From level 4 onwards, all his attacks have an additional 5% chance of slowing down the target.
  - From level 8 all attacks have an additional 5% chance of stunning the target.
  - From level 12 onwards, all attacks have an additional 5% chance of adding 1D8 points of magic damage.
  - From level 16 onwards, all his attacks have an additional 5% chance of holding the target.

- From level 20 onwards, all attacks have an additional 5% chance of disintegrating the target.
- From level 24 all attacks have an additional 5% chance of adding 1D12 points of magic damage.
- From level 28 onwards, all magical effects of his attacks are applied to a small area and affect only enemies.
- Spells targeting him are disrupted: +15% resistance to magic.
- Spells he casts are enhanced: +15% duration and elemental and magical damage inflicted, and +3 at caster level.

- Disadvantage:
- The spells he casts are disrupted: 15% chance of miscast.

**Cleric kits:**  
**Dweomerist:**

- Advantages:
- Doubled amount of memorable cleric spells.
  - Improved Alacrity.
  - Maximum spell casting time set at 5.

- Disadvantage:
- Mage Hit Die and THAC0.

- Notes:
- Overpowered multi-class: Dweomerist/Mage (mage with permanent Improved Alacrity)
  - Overpowered dual-class: Dweomerist lvl x -> Mage (mage with permanent Improved Alacrity)
  - Overpowered dual class: Dweomerist -> Mangacian (Autopause for killing everyone on the screen by target them with an infinty of boosted Magic missile)
  - Special multi-class: Ranger/Dweomerist (Reduced THAC0 and life but priest/druid spells + Doubled amount of ranger spells)

- Chaos eoratian:**
- Advantage:
- His spells and innate abilities are restored at the end of each fight.

- Disadvantages:
- Maximum 5 spells per spell level (4 at level 7), modulated by wisdom.
  - Alignment limited to Chaotic.
  - Every time a spell is cast, there is a 5% chance of a Wild Surge effect.

- Miracle maker:**
- Advantages:
- He can cast Limited Wish at will.
  - At 9th level, he can use any item.
  - At level 18 he can cast Wish at will.

- Disadvantages:
- Wisdom -2
  - Does not know any level 6 and 7 spells.
  - No access to hla.

- Notes:
- The -2 in Wisdom is not to reduce Wish, it's to prevent the kit from reaching 24 in Wisdom, where it would gain an additional level 6 spell.
  - Not available in BGEE and IWDEE (the quest provided by minor wish not being available).
  - Do you know the trick to infinite XP with limited Wish? Wisdom less than 9 and wish "I wish to be protected from undead right now" to summon 1 ancient vampire, 2 elder vampires and 3 vampires, all offensives. Répulse Undead or a big fight, it's up to you to dispose of it, but with this kit it's reusable as you like. (or team it up with a Scion of Life for super-fast infinite xp^^)
  - OP dual class: Miracle maker lvl 9 -> Kensai or Morituri (kensai or morituri with "can use any item")

- Fury:**
- Advantage:
- +½ attack per round every 4 levels (maximum +4 attacks per round at level 32).

- Disadvantage:
- Hit Die: D4.

- Note:
- Interesting multiclass: Warrior/Fury (carry a shield or two-handed weapon and still achieve 5 attacks per round)

**Necrophorus:** (animation: pure black skin)

Advantages:

- Memorizes all instant-kill spells as lower-level spells.
- Knows new instant-kill spells.
- Protection against death and level drain.
- At level 5 and every 5 levels thereafter, can cast Slay living as a special ability.
- Gains 5 hit points each time he kills a creature.
- 2% chance on hit (melee or ranged) to kill target. No saving throw and magic resistance ignored.

Disadvantages:

- No healing, restoration, regeneration, resurrection or protection against death/negative plane spells.
- Cannot be resurrected.
- Alignment limited to Evil.

Note:

- Instant-kill spells: Slay Living (lvl 4), Harm (lvl 5), Finger of Death (lvl 6), Symbol: Death (lvl 6).
- New spells: Death spell (lvl 5), Disintegrate (lvl 5), Wail of the Banshee (hla), Power word: death (hla).
- If you use it for a multiclass (warrior/necrophore, for example), its HLA table becomes that of the standard multiclass, and you lose the ability to learn Wail of the Banshee and Power Word: Death.
- Interesting multiclass: Warrior/Necrophorus (5 hp from killing and 2% of auto killing)
- Cheated Multi-class: Ranger/Necrophorus (illegal because good/bad at the same time)( priest/druid spells + 5 hp from killing + dual weapons both 2% of auto killing)

**Scion of Life:** (animation changed: creature of white mist)

Advantages:

- Life points doubled.
- Turn Undead level doubled.
- Memorizes all healing, restoration, regeneration, cure and resurrection spells as spells one level lower, at distance, with an incantation time of 1.
- Can use Cure Light Wounds at will as a special ability.

Disadvantages:

- Does not know spells that summon creatures.
- Does not know spells that cause wounds, poison or instant-kill.
- Does not know spells that summon magical weapons.
- Alignment limited to good.

Notes:

- His nickname is "the undead smasher" ^^.
- Multi-class to try: Ranger/Scion of Life (Return undead at normal level and priest/druid spells)

**Blessed healer:**

Advantage:

- Every healing spell he casts is automatically re-cast on himself.

Disadvantages:

- Mage THAC0.
- Alignment limited to good.

Note:

- His "Every time he casts a spell" advantage doesn't work in combat if the Blessed healer's combat script is the "super new script with checkboxes included in EE".

**Divine chosen:**

Advantages:

- Aid: +1 and +1 every 6 levels.
- Bless: +1 and +1 every 6 levels.
- Draw Upon Holy Might: +1 and +1 every 6 levels.
- Chooses warrior Hlas instead of cleric Hlas.

Disadvantage:

- Cannot cast any spells.

Note:

- Played as an overboosted warrior.
- Interesting multiclassing: Thief/Divine Chosen (strength 19+, sneak attacks minimum damages boosted).

**Universal Divine Dweomerist:**

Advantages:

- Whenever he should cast a spell, he can instead cast any existing spell of the corresponding level.
- He can cast all divine spells, including druidic spells.
- He doesn't need to learn any hla; he can cast them as level 7 spells from level 22.

Disadvantages:

- Casting time: +1
- -3 spells per spell level.
- Hit Die: D6.
- Alignment limited to neutral.

### **Druid kits:**

**Pyroclasm:** (changed animation: fire elemental)

Advantages:

- 125% fire resistance.
- Immune to normal weapons and +1.
- Immune to diseases, poisons, sneak attacks, webs, entangle and grease.
- Knows a dozen additional fire spells.
- Inflicts 5% more fire damage per level, maximum +100%.
- Can attack with its fire fist or with a small fireball whose damage and enchantment level vary according to the pyroclasm's level: 1D4+1 at level 1, 1D6+2 at level 5, 1D8+3 at level 10, 1D10+4 at level 15 and 1D12+5 at level 20.
- Can be of any alignment.

Disadvantages:

- Vulnerability to cold 50%.
- Cannot carry any object
- Cannot metamorphose.
- Does not gain other elemental resistances.

Notes:

- Additional fire spells: Burning Hands, Agannazar Scorchers, Flame Arrow, Fireball, Melf Minute Meteors, Fire Shield (red) (lvl3), Sunfire (lvl 4), Delayed Blast Fireball (lvl 5), Summon Efreet (lvl5), Fire Storm (moved lvl 6), Incendiary Cloud (lvl 7), Dragon's Breath (Hla)
- His little fireball requires the dart skill.

### **Instable mutant monstrosity:**

Advantage:

- At level 1 and every 5 levels thereafter: +1 in strength, dexterity and constitution and -1 in intelligence, wisdom and charisma. (maximum +7/+7/+7/-7/-7/-7 at level 30).

Disadvantages:

- He is charged with highly unstable energy and consequently once a round when he suffers damage he has a 5% chance of being disintegrated by generating a ball of magical energy which inflicts 10D10 points of magical damage to all creatures within 4.5 meters of him (saving throw against spells for ½).
- When dying, he is automatically disintegrated and generates the ball of magical energy.

Note:

- "Whenever he takes damage" means once per round in the event of poison, disease, insect plague or other such stuff. Be very vigilant.

### **Horde spirit:**

Advantage:

- All his animal and elemental summoning spells (not archomental) have a doubled effect.

Disadvantage:

- Knows no healing or regeneration spells.

Notes:

- Its advantage only applies to vanilla spells. It does not support spells added by mods. (exception: it supports IWDEE's "Giant Insects" and "Tracker" even on BG(2)EE).
- His "Every time he casts a spell" advantage doesn't work in combat if the Horde Spirit's combat script is the "super new script with checkboxes included in EE".
- By default, no more than 5 creatures can be summoned into play, which limits the effect of doubled spells. I therefore advise you to break the summoning limit using one of the many tweak mods that do this.

### **Ravager:**

Advantages:

- Knows some twenty clerical and arcane elemental spells.



- Casts some elemental spells at a lower level than he should.
- Doubled elemental resistance.

Disadvantages:

- Knows no creature summoning spells.
- Has no interest in metamorphosis.
- Not immune to poison.

Note:

- Additional known spells: Burning hands, Shocking grasp, Chill touch, Acid arrow, Agannazar Scorchers, Snillloc's snowball swarm (in IWDEE), Lightning bolt (lvl 2), Flame Arrow, Fireball, Fire shield (red/blue) (lvl 3), Ice storm (lvl 3), Flame Strike (lvl 4), Vitriolic sphere, Beltyn's burning blood (in IWDEE), Cone of cold, Sunfire, Chain lightning (lvl 5), Otiluke's freezing sphere (lvl 5), Fire storm (lvl 6), Transmute flesh to stone, Delayed blast fireball (lvl 6), Acid rain (in IWDEE, lvl 6), Incendiary cloud (lvl 7), Meteor swarm (Hla), Comet (hla, required Meteor swarm)

### **Polymorph:**

Advantages:

- Resistance to blunt damage: +25%.
- He can use the "Polymorph Self" spell at will as a special ability.
- From level 7 he can use all special druidic forms at will.
- From level 15 he can use the "Shapechange" spell at will as a special ability.
- Hit Die: D12.

Disadvantages:

- He can't cast any spells
- He has no access to hla.

Note:

- At level 7 he can transform into a werewolf. This transformation evolves into a major werewolf at level 13.

### **Master of the Wit:**

Advantages:

- Protection against animals.
- He can charm a wild animal (not summoned) at will: the animal cannot make a saving throw, and becomes his faithful companion. It can follow him into any zone. Control is definitive until death.
- From level 12 onwards, his charming ability can also affect woodland creatures: spiders, beetles, snakes, ankheg, wyverns.
- From level 15, protection against woodland creatures he can charm.
- From level 24, his ability to charm can also affect certain exotic creatures: carrion crawlers, trolls, umber hulks, otyughs, basilisks.
- From level 30, protection against exotic creatures he can charm.

Disadvantages:

- He cannot cast any spells.
- He has no access to hla.
- He has no elemental or poison resistance.
- He cannot use metamorphoses.

### **Bard kits:**

#### **Spellsinger:**

Advantage:

- His song allows those who hear it to recall spells of level 1 +1 per 4 levels of the Chantesort (example: can recall spells of level 5 and below at level 16).

Disadvantage:

- His song costs him hit points: 1 hit point lost for recalling level 1-3 spells, 2 hit points lost for recalling level 4-6 spells, 3 hit points lost for recalling level 7-9 spells.

#### **Tempus fugiōm:**

Advantage:

- His song imposes slowness on enemies and grants haste to allies.

Disadvantage:

- His song exhausts him: +1 fatigue per round of singing.

#### **Nishruunoam:**

Advantage:

- His song has a 15% chance of invoking nishruu(s).

Disadvantages:

- 10% chance each time he casts a spell that a hostile nishruu appears.
- 1% chance when he sings that the nishruu that appears will be hostile.

### **Disciple of Ratatoskr:**

Advantage:

- His song turns all enemies who fail a saving throw versus metamorphosis into squirrels.

Disadvantage:

- His song turns him into a squirrel if he fails a saving throw versus metamorphosis at +3.

### **Antimaginationum:**

Advantages:

- His song dispels magic (100%), imposes a 15% chance of spellcasting failure and reduces the magic resistance of all victims by 10% for one turn, cumulative.
- 40% resistance to magic.

Disadvantages:

- His song also affects his allies.
- The power of his spells is greatly reduced by his aura: -30% damage and duration.

Note:

- The reduced damage of his spells is indicated to enemies by "resists x points of damage". For example, for a 10D6 fireball, an enemy might indicate "suffers 18 points of fire damage inflicted by xxx (resists 12 points of damage)": it has no resistance to fire, and this is the game's way of indicating reduced damage.

### **Magivore:**

Advantages:

- His song allows him to absorb residual magic from surrounding spells: All allies who hear him gains Improved Alacrity.
- The residual magic surrounding him protects him: while singing and up to one turn after the end of his song: +15% resistance to magic.

Disadvantage:

- The residual magic surrounding him makes his spells unstable: until one turn after the end of his song, all spells he casts have a 20% chance of generating an explosion of magical energy inflicting 10D10 points of magical damage (saving throw against spells for ½) to himself and all surrounding creatures within a 4.5-meter radius.

### **Cruw of chaos:**

Advantages:

- His chant applies one of the effects of a Chaos Sphere to every enemy.
- Each time he scores a critical hit, all surrounding enemies suffer one of the effects of a Chaos Sphere.
- +2 critical strike chance.
- He knows the three spells reserved for entropists.
- Knows the Chaos Sphere spell as a level 5 spell.
- He knows the Improved Chaos Shield spell as a level 6 cumulative spell.
- His level counts double for the roll on the hiatus table.
- He is immune to confusion.

Disadvantages:

- The spells he casts systematically create an entropic hiatus.
- Every time he critically fails, all those around him suffer the effects of a Chaos Sphere.
- +2 to critical failure chance.
- Alignment limited to chaotic.

### **Lifesinger:**

Advantages:

- His song regenerates her allies' hit points: 1 hp per round at level 1, 2 hp per round at level 15, 3 hp per round at level 30.
- His song has a 1% chance per Lifesinger level (maximum 30%) of curing poisons and diseases.

Disadvantages:

- He cannot learn spells from the necromancy, evocation or summoning schools.
- He is not affected by his own singing.
- Alignment limited to good.

Note:

- Not available in IWDEE (schools of magic are different).

### **Imperiosa:**

Advantages:

- His song reproduces the effects of Power Words and accumulates them:  
From level 1 onwards, his song produces the effects of Power Words: Sleep  
From level 5 onwards, his song also produces the effects of Power Word: Deafness  
From level 10 onwards, his song also produces the effects of Power Word: Silence  
From level 15 onwards, his song also produces the effects of Power Word: Stun  
From level 20 onwards, his song also produces the effects of Power Word: Blindness  
From level 25 onwards, his song also produces the effects of Power Word: Death  
From level 30 onwards, his song also produces the effects of Power Word: Destruction
- Charisma: +2

Disadvantages:

- Can't cast any spells.
- It cannot be chaotic or good.

Note:

- Power Word: Destruction requires targets to make a saving throw against death or be disintegrated, or else suffer 2D6 points of damage.

### **Deathraiser:**

Advantages:

- His chant has a 20% chance +1% chance per level (max 40%) of raising the dead in zombie form.
- Every 4 levels of Lèvemort, the zombies he raises have an extra HD (including TAC0 and saving throw) and +1 to movement (max +10).
- From level 8, zombies he raises inflict Contagion on hit.
- From level 16, the zombies he raises gain ½ additional attack per round.
- From level 24, the zombies he raises inflict Hold Person on hit.
- From level 32, the zombies he raises gain ½ extra attack per round.
- From level 40 the zombies he raises inflict Hold Monster on hit.

Disadvantages:

- Necromancer and enchanter at the same time, but without additional spells.
- 1 spell per spell level, additional -1 at levels 20 and 40.
- Aligned limited to evil.

### **Shaman kits:**

#### **Clan champion:**

Advantages:

- The Spirits protects him: +1 to Armor Class and saving throws, +2 to maximum hit points and +5% to magic resistance at level 1 and every 7 levels thereafter.
- The Spirits strengthen him: +1 to all characteristics at level 12 and every 12 levels thereafter.
- The spirits teach him secrets: he knows a few non-druidic spells that can help him defend the clan, and he can specialize in all melee weapons and in the Two-handed Weapon and Sword and Shield combat styles.
- His dance creates the effects of Bless on allies, but not on himself. From level 7 it also creates the effects of Chant (not on enemies) and from level 15 it also creates the effects of Defensive Harmony<sup>2</sup> (AC +2).

Disadvantages:

- It can cast one less spell per spell level.
- His Detect Illusions score is 0 and does not progress.

Notes:

- Known non-druid spells: Strength, Minor Globe of Invulnerability, Holy Power, Righteous Magic, Protection against normal weapons, Guardian Spirit (lvl 6, Mismatch), Mantle (lvl 6), Tenser's Transformation (lvl 7).

### **Nightmare Storyteller:**

Advantages:

- Knows the spells Sleep, Spook, Power Word: Sleep, Horror, Emotion: Despair and Phantasmal Killer.
- His dance has a 10% +2% chance per level (maximum 50%) of creating Phantasmal Killers who attack enemies.
- He is immune to fear and magical sleep.

Disadvantages:

- After each rest he has a 1% chance per level (maximum 20%) of being attacked by 1D4+2 killer nightmare incarnations.
- He cannot be of good alignment.

Notes:

- Killer Nightmare Incarnations are 7DV (13 DVS from level 15) monsters with 3 attacks that kill on failed death saving throws. Save before sleeping.....

### **Saiyan Healer:**

Advantages:

- He knows several spells of destruction: Magic Missile, Agannazar's Scorchers, Fireball, Vitriolic Sphere, Cone of Cold, Chain Lightning and Energy Blades.
- His dance grants him 15% damage inflicted and -1 to casting time for one turn and cumulative. (e.g. if he dances for 5 rounds, he will inflict +60% damage and gain -4 to casting time for one turn when he stops dancing).
- At level 28, the bonuses granted by his dance are doubled, granting him Improved Alacrity and Improved Haste for 2 rounds and turning his hairs golden.
- His fist attacks evolve with his level as follows:
  - At level 1: 1D6 non-lethal damage, +1 to hit, 1.5 attacks per round, considered a +1 weapon.
  - At Level 5: 1D8 non-lethal damage, +2 to hit, 2 attacks per round
  - At level 10: 1D10 non-lethal damage, +3 to hit, 2.5 attacks per round, considered a +2 weapon
  - At level 15: 1D12 non-lethal damage, +4 to hit, 3 attacks per round
  - At level 20: 2D6 non-lethal damage, +5 to hit, 3.5 attacks per round, considered a +3 weapon
  - At level 25: 2D8 non-lethal damage, +6 to hit, 4 attacks per round
  - At level 30: 2D10 non-lethal damage, +6 to hit, 4.5 attacks per round, considered a weapon +4
  - At level 35: 2D12 non-lethal damage, +7 to hit, 5 attacks per round.
- Can specialize in two-handed weapons and two-handed weapon style.

Disadvantages:

- While dancing, he cannot move.
- He cannot use projectile weapons.
- He cannot use one-handed weapons or shields.
- He does not gain unique shamanic spells.

Notes:

- The effects of his dance last only one turn, in fact it will not give his total bonuses for a full turn. Example if he dances 6 rounds:  
He dances 1 round  
He dances 2 rounds +15% damage and -1 casting for one turn  
He dances 3 rounds +30% damage and -2 casting for 9 rounds (the 1st effect has already lasted one round)  
He dances 4 rounds +45% damage and -3 casting for 8 rounds (the 1st effect has already lasted two rounds and the 2nd one)  
He dances 5 rounds +60% damage and -4 incantation for 7 rounds (the 1st effect has already lasted three rounds, the 2nd two and the 3rd one).  
He dances 6 rounds +75% damage and -5 incantation for 6 rounds (Etc...)  
He stops dancing and can cast spells with -5 incantation time and +75% damage inflicted for 6 rounds, 60%/-4 in round 7, 45%/-3 in round 8, 30%/-2 in round 9, 15%/-1 in round 10.
- Why do his fists do non-lethal damage? Very simple: in manga, heroes never kill their opponents, they just stun them and that's it (personally, I think that's lame, a boss just stuns and the arc is over).
- Level 35 requires over 8M xp and is therefore only accessible if you install an infinite xp patch.

### **Miscellaneous Class Kits:**

#### **Paramander (paladin):**

Advantages:

- +2 spells per spell level.
- Knows several profane spells:
  - Level 1: Burning Hands, Charm Person and Stinking Cloud
  - Level 2: Ray of Enfeeblement, Horror and Dimension Door
  - Level 3: Fireball, Slow and Enchanted Weapon
  - Level 4: Polymorph Other, Confusion and Otiluke's Resilient Sphere
  - Level 5: Hold Monster and Death Spell.

Disadvantages:

- Neutral alignment.
- Cannot wear armor greater than studded leather.
- Cannot use projectile weapons.
- Cannot use the Detect Evil ability.
- Cannot use the Protection from Evil ability.

Note:

- In BG2EE/EET, the vanilla paladin can only cast 4 levels of spells. If you want to take advantage of level 5 spells, you'll need to mod your game to change the paladin's spell table. The Tweak Anthology, IWDification and Selphira tweaks make this possible.

### **Athran (paladin):**

Advantages:

- Casts 3rd-level spells in place of 1st-level spells, 4th-level spells in place of 2nd-level spells, etc.....
- Number of memorizable spells doubled.
- -2 casting time.
- Can achieve high mastery with quarterstaffs.

Disadvantages:

- Can only be proficient with all other weapons.
- Can only learn the "two-handed weapon" fighting style.
- Cannot turn undead.
- Does not know wounding spells or spells that kill directly.
- Knows no spells to summon the undead, demons or fallen Devas.
- Life dice: D8.

Note:

- In BG2EE/EET, the vanilla paladin can only cast 4 levels of spells. If you want to take advantage of level 5+ spells, you'll need to mod your game to change the paladin's spell table. The Tweak Anthology, IWDification and Selphira tweaks make this possible.
- If your Athran has spell slots for levels 5 and 6, it casts level 7 spells instead of level 5 spells and quest (hla) spells instead of level 6 spells.

### **Initiate of the White Flame (Monk)**

Advantages:

- He can cast all priest spells as special abilities. He has access to a new spell level every 4 levels and can cast a maximum of 4 spells per spell level.
- For each spell level he can cast any spell of that level.

Disadvantages:

- He can only be Loyal Good
- He don't gains magic resistance.
- He don't gains increased movement.
- He isn't immune to haste and slow.
- He doesn't know the Quivering Palm.

Note:

Overpowered kit: Draw Upon Holy Might (19+ strength), Righteous magic (maximum damage on 1D20), Slay Living (3 rounds, 4 APR)

### **Multiclassed Kits:**

#### **Infuser: (Fighter -> Fighter/Mage)**

Advantage:

- Any melee weapon he uses inflicts 1D4 additional magic damage, +1D4 every 5 levels.
- Any melee weapon he uses is considered magic +1 and grants +1 to hit, +1 every 5 levels.
- Automatically becomes a warrior-mage after creation.
- Can wear any type of armor without being unable to cast spells.
- Has a little more hit points than a standard warrior-mage.

Disadvantages:

- Can only cast spells from the Alteration, Abjuration and Illusion schools.
- Don't use ranged weapons.
- Starts the game with no known spells.

Notes:

- It is selected as a warrior kit.
- It is the warrior's level that counts for bonuses (e.g. +4D4, to hit +4 and weapon +4 when he is warrior 15/mage 14).
- Not available in IWDEE (magic schools are different).
- This kit is cheated: the additional magic damage bypasses Stoneskin.
- Bug: on a BG2EE game, the scrolls he can use are green. OK. On a mega EET installation, all the scrolls appear red, even the ones he can use. I don't know where this is coming from.

### **Magisterium (Cleric/mage)**

Advantages:

- Automatically becomes a Cleric/Mage after creation.
- If a spell is common to both classes but of a lower level in one class, he learns that spell at the lower level in the other class. The group gains learning xp for this conversion.
- He regularly discovers how to reproduce a druidic spell in arcane form. The group gains learning xp for this discovery.

- +3 arcane spells per spell level.
- Each time he casts a spell, he gains 75 xp (including reduction) and has a 10% chance of triggering " Arcanic Luck ".

ARCANIC LUCK: when this effect is active the magisterium recalls an arcane spell and a divine spell of the highest known level, is healed of 1D12+5 hit points, is covered by 1D5+2 mirror images and applies +4 to spellcaster level and +30% damage/duration on spells it casts for the next 2 rounds.

Disadvantage:

- Time spent researching leaves little time to understanding the rest: -25% xp received.
- He wears no armor (he can wear a robe).
- He can't turn undead.
- He must be of neutral alignment.

Notes:

- He is selected as a mage kit.
- His "Every time he casts a spell" advantage doesn't work with Improved Alacrity and doesn't work in combat if the magician's combat script is the "super new script with checkboxes included in EE".
- Converted cleric/mage spells: Remove Fear (from cleric) level 1, Hold Person (from cleric) level 2, Detect Invisibility (from mage) level 2, Animate Dead (from cleric) level 3, Mental Domination (from cleric) level 4, Protection From Lightning (from cleric) level 4, Confusion (from mage) level 4, True Seeing (from cleric) level 5, Gate (from cleric) level 7 and Energy Blades (from cleric, quest level) level 8.