

Here's a unique kit, a good joke, but one that might still interest you, who knows? Kit features :

4T-R4ND0M: this warrior born on April 1st doesn't use any particular technique. He uses ALL techniques.

Advantages:

- He can use Great Magic Technique once every 2 levels.
- From level 18 he can use Super magic technique once per level.

GREAT MAGIC TECHNIQUE: this technique gives the 4U-H4S4RD all the bonuses of a random ability normally acquired by another class/specialization. The ability can be of any order, but does not apply to ranged weapons.

SUPER MAGIC TECHNIQUE: this technique allows the 4U-H4S4RD to randomly simulate any high-level ability of another class/specialization, including epic spells.

Disadvantages:

- Cannot specialize in ranged weapons.
- He has no access to "normal" high-level abilities.

List of abilities he can generate with the Great Magic Technique:

- Berserker's Fury
- Dwarven Defender's Defensive stance
- Kensai'Kaï
- Barbarian's Rage
- Cavalier's Remove Fear (user-centered)
- Stalker's Haste (user-centered) or Minor Spell Deflection or Protection From Normal Missiles
- Beast Master's Animal summoning I (version II from level 7 and version III from level 14)
- Inquisitor's Dispel magic (centered on the user)
- Cleric of Helm / Inquisitor's True Sight
- Blackguard / Assassin Poison Weapon
- Blackguard Aura of despair
- Priest of Talos's Storm Shield
- Priest of Helm's Seeking Sword
- Priest of Lathander's Boon of Lathander
- Priest of Tyr's Divine Favor
- Priest of Tempus's Chaos of Battle
- Totemic Druid's Summon Spirit Animal (at random)
- Avenger's Improved Invisibility or Chaos (from level 7) or Chain Lightning (from level 14) (user-centered)
- Shapeshifter's Werewolf form (Major from level 14)(2 turns)
- Avenger's Sword spider or Baby wyvern form (2 turns)
- Blade's Offensive Spin
- Blade's Defensive Spin
- Monk's Lay On Hands
- Sun Soul monk's Greater Sun
- Dark Moon monk's Blur or Mirror Image (from level 7)

List of high-level abilities he can generate with the Super Magic Technique:

- Greater Whirling Attack
- Greater Deathblow
- Resist Magic
- Critical Strike
- Smite
- Hardiness
- War Cry
- Assassination (+ Backstab x5 capability, 1 round)
- Avoid Death
- Greater Evasion
- Alchemy
- Scribe Scrolls
- Enhanced Bard Song (centered on the user, 1 turn)
- Summon Deva or Summon Fallen planetar
- Shadow Twin
- Shadow Maze
- Spirit Form
- Favored of the Spirits
- Globe of Blades
- Aura of Flaming Death

- Regeneration (Self-Only)
- Storm of Vengeance
- Nature's Beauty
- Creeping Doom (centered on the user)
- Ethereal Retribution
- Mass Raise Dead
- Elemental Summoning or Greater Elemental Summoning
- Fire Elemental Transfomation (2 turns)
- Comet or Dragon's Breath (centered on the user)
- Time Stop
- Absolute Immunity
- Black Blade of Disaster
- Shapechange