Here is the Bladesinger version 7. Corrections, improvements and compatibility with Enhanced versions and EET are included.

Elven Fighter Kit: BLADESINGER:

Among the High Elves, magic is ubiquitous. It is very rare to see one who cannot cast some little cantrip from a very early age. Bladesingers are a caste that consist of highly trained fighters who combine a perfect mastery of their weapon with the ability to use powerful spells. A potent combination.
The Bladesinger knows how to manipulate the flow of magic around him to protect himself and augment his abilities. In addition, he is also able to mold magical energy to his will to cast spells. However, there are a few trade-offs to such power. First, he must keep one hand free to be able to cast magic. Magic requires somatic gestures to be turned at the will of the conjurer.
Second, he must not wear any armor. To compensate for this, a Bladesinger is given specialised armor during training which is tailor-made and allows him to cast will offer protection. The armor is also a badge of identification and a Bladesinger will not willingly part with it.

Advantages :
- Strengthening magic: +1 strength.
- Force Shield: -1 to Armor Class every 2 levels.
- He can cast spells like a wizard. He gains spells every two levels on average:
Level 1 : Druid Spells 1
Level 3 : Enchantment Spells 1
Level 5 : Evocation Spells 1
Level 8 : Druid Spells 2
Level 10: Enchantment Spells 2
Level 12: Evocation Spells 2
Level 15: Druid Spells 3
Level 18: High Magic
- At level 21, he can access "Ultimate Mastery", a secret reserved for the highest members of his caste. A further use is gained at levels 23, 25, 28, 31, 35 and 38.

Disavantages :
- His training applies only to long-bladed swords. He does not know how to handle other weapons.
- He can not wear any armor other than his elven chainmail.
- He must keep his off-hand free to be able to cast spells.
ULTIMATE MASTERY: This ability significantly improves the abilities of the Bladesinger. By invoking this ability, for 2 rounds, he:
- Gets 5 attacks per round.
- Gets +3 to attack, +2 damage and +2 to armor class.
- Can caste chain spells and casting speed si improved by 4.

List of spells that the Bladesinger can cast:
Druid Spells 1 (received: x3 at level 1, x1 at level 2 and x1 at level 3)
Entanglement
Barkskin
Flame Blade
Slow Poison

Doom
Good Berries

Enchantment Spells 1 (received: x3 at level 3, x1 at level 4 and x1 at level 5)
Friends
Sleep
Luck
Ray of Enfeeblement
Dire Charm
Paralyze

Evocation Spells 1 (received: x3 at level 5, x1 at level 6 and x1 at level 7)
Chromatic Orb
Magic Missile
Shield
Web
Lightning
Agannazar's Scorcher

Druid Spells 2 (received: x3 at level 8, x1 at level 9 and x1 at level 10)
Call Lightning
Miscast Magic
Call Woodland Beings
Cure Disease
Summon Insects
Animal Summoning

Enchantment Spells 2 (received: x3 at level 10, x1 at level 11 and x1 at level 12)
Greater Malison
Enchanted Weapon
Chaos
Domination
Feeblemind
Emotion

Evocation Spells 2 (received: x3 at level 12, x1 at level 13 and x1 at level 14)
Fire Shield (Red)
Ice Storm
Sunfire
Chain Lightning
Otiluke's Freezing Sphere (IWD version)

Druid Spells 3 (received: x3 at level 15, x1 at level 16 and x1 at level 17)
Chaotic Commands
Insect Plague
Nature's Beauty
Summon Spider
Wyvern Call

High Magic (received: x3 at level 18, x1 at level 19 and x1 at level 20)

Summon Djinni (corrected)
Power Word, Blind
Spellstrike
Trap spells
Freedom
Imprisonment

Notes on modified spells:
Good Berries: creates 1D4 +2 berries that cure 1 HP per berry for every 3 levels of the caster.
Animal Summoning: can summon all animals summonable by summoning I and II spells, usually centering on 18 HD animals.
Summon Spider: summons a sword spider (20% chance to summon a 2nd one).

Versions history:
Bladesinger: creation of Misdrha'al Hymmet
Bladesinger Weidu: weiduisation, by Deratiseur
Bladesinger V2: fixes the objects removal script at the beginning of BG2, by Isaya
Arcane Blade: integration into DUKP, rephrasing of name and text, fixing the following:
- The imposed right hand item: deleted. The kit gets the code that prevents wearing a shield. "One-Handed weapon" proficiency works again :)
- Spells: corrected (they are now improving along with level) and modified (doubles, clerical and shapeshifts are replaced).
- Benefit "He gains spells on average every 2 levels": adds a small discrepancy to simulate a levelling up.
Bladesinger V3: rephrasing the text to take it as much as possible similar to the original, the elven armor disappeared during DUKP integration comes back, added compatibility with BGEE.
Bladesinger V4: Improved compability with BGEE/BG2EE, full return to the condition of independent module.
Bladesinger V5 : addition of the english translation by Nightfarer & Gertwenger .
Bladesinger V6 : addition of the IWDEE compability, light changes of the internal name of the kit to avoid incompabilities.
Bladesinger V7 : addition of the EET compability, updated english readme.