

Randomly Generated Kits

Name	Req	Effect	Bonus Prof	Source
Shadow Khan	CW 18, SK 11	You have a revealed location known to everyone else	Starship Communications Procedures	RDM
Runic Blade	C 17	+3 Personality Score; 1V, LVL/s: Locate Unique Object within 250'	Ecology	RDM
Spellsword	Cml 10, SK 11	Always have access to the store of armors (in non-combat time)	Biology	RDM
Monk, Decisive Strike	D, KIM 17, SN & 1	# Attacks = LVL/2 vs. Size C or smaller creatures	Winemaking	RDM
Occult Slayer	CW 18, KIM 17, SN & 1	+2*(LVL+2)/2 PSPs in Psi2; +5 prof. slot(s) in a Psi81 power per 2 level(s); -4 Saves	Fungus Identification	RDM
Urban Druid	Cml 10, SK 11	1 single weapon spec. (even non-war); +3/+5 magical protection (AC/saves)	Martial Arts - Tumbling	RDM
Monk, Sacred Strike'	C 17	+1 normal familiar (must be some sort of mount)	Robotics - Altering Mission	RDM
Epic Artificer	CW 18, KIM 17, SN & 1	+1 Martial Arts style(s)	Amphibians	RDM
Witch Collection, The	CW 18, S+K 35, SN & 1	CF=5: +(LVL+2)/2 professional wrestling maneuvers	Magical Engineering	RDM
Rage Cleric	CW 18	Exceptional Cml, Wis, or Int	Tumbling (defensive)	RDM
Acrobat Warrior	CWSK 9, S+K 35, Alignment TG	If your progression does not have a stat bonus, add Cml bonus to it. If it does, add +2 to your effective Cml score for it.	Subtle Casting	RDM
Paladin, Power of Self	CWSK 9, Wis 15	CF=3: Double Resist local terrain; Double Resist Natural effects	Humanoid Lore	RDM
Athlete, The	Cml 10, W 15, H	2 Survival slot(s); 1V: Make tiny object invisible; 1P: Locate creature 20'	Electronics Technology	RDM
Bowman Charger	CW 18	+(LVL+2)/2 hp when Binding Wounds	Computer Operation	RDM
Alchemist Savant	D, Wis 15, H	+3 TH; +2 NPC reactions; Scribe Scroll	Charioteering	RDM
Elf Paragon	CW 18, S+K 35, SN & 1	See progression below; it is not channelling and there is no stat bonus. If you take this kit twice, it is channelling.	Magic Item Use	RDM
Wonderworker	Cml 10, SK 11	-9 to an ability score requirement in a class (standard 7 stats only: no Luck, HNCL, etc.)	Heraldry, Space	RDM
Savage Wizard	CWSK 9	+1/+5 AC/saves vs. missiles; x2 wpn slots, extra only for missile weapons	Spacemanship	RDM
Wyrm Slayer	CWS 12	+4 mental saves; +1 weapon prof.	Agriculture	RDM
Siphoner, The	Cml 10	Any Rogue 2 pick, with 5*(LVL+2)/2 Rogue points for it	Hit Stuff Targetted	RDM
Cartographer	C+W 47, Wis 15, SN & 1	+1 weapon prof.; Move Silently 5%*(LVL+2)/2; -1 NPC reactions	Economics	RDM
Peace Keeper	C+W 47	+3 weapon proficiencies; -1 NPC reactions	Language, Satyr	RDM
Tattooed Monk	Cml 10, SK 11, Alignment TG	+1 Martial Arts style(s)	Debate	RDM
Red Mage, The	C 17, KIM 17	Ki Shout: Mouth's M, LVL/2/rd: Cml becomes 19 w/ Exceptional bonus	Spacemanship	RDM
Contemplative	CWSK 9, W 15, Alignment TG	nV, LVL/d: Construct a weapon of up to LVL*25 gp value (n=value/LVL)	Psycho-Social Skill - Communication	RDM
Hunting Monk	C 17	Reduce level divisor for which spells you can cast with 1P only by 1.	Survival, Anti-Matter based Prime	RDM
Psychomancer	C+W 47, KIM 17	+2*(LVL+2)/2 PSPs in Psi2; +5 prof. slot(s) in a Psi81 power per 2 level(s); -4 Saves	Genie Lore	RDM
Thane	Cml 10, SK 11, H	+1 Animal Companion(like a Druid's)	Dweomercraft	RDM
Wizard, Changeling	Cml 10, W 15	+30% money found in the dungeon (does affect sold items)	Fire Walking	RDM
Stormtalon	CW 18, SK 11	+3 Cml checks; +2 Wis checks; +5 Martial Arts - Tumbling proficiencie(s)	Spacemanship	RDM
Nightstalker	CWS 12, W 15	Access to "All Psionicist" abilities. Access to [E48] Monster magic item store.	Agriculture	RDM
Hammer of Moradin	CW 18	Ability to use Professional Wrestling [P14]	Undead Lore	RDM
Falconer, The	CWSK 9, W 15	Always has shelter; local people won't feed you or hide you from authorities	Life Sciences - Ecology	RDM
Noble Warrior	D, KIM 17, SN & 1	Can Turn Outer NE with CL=LVL/2-5	Mime	RDM
Blue Dragon Shaman	D, W 15	Specialized in Monster alteration school, pick an opposite	Space Science - Astrogation/Navigation	RDM

Mouseburglar	CW 18	+3 weapon proficiencies; -1 NPC reactions	Medical Skill - Diagnosis	RDM
Warlock	CW 18, KIM 17	4 Poison Resistance slot(s); Dimensional Anchor cont.	Paper-Making	RDM
Priest of the Mysteries	D, W 15	+1 weapon prof.; Move Silently 5%*(LVL+2)/2; -1 NPC reactions	Fortune Telling	RDM
Vigilante	Cml 10, SK 11, H	Overwrite one Rogue progression to use the Druid1 progression	Geology & Mineralogy	RDM
Rage Cleric	CW 18	+3 TH; +2 NPC reactions; Scribe Scroll	Spacemanship	RDM
Urban Druid	C+W 47, W 15, H	4 Poison Resistance slot(s); Dimensional Anchor cont.	Armor Optimization	RDM
Sea Dog	D, W 15	When charming or charmed by someone else, an action is not lost (act immediately)	Small Equipment Systems Operation	RDM
Summoner	Cml 10, SK 11, Alignment TG	Access to "All Warrior" abilities. Access to [E42] Wizard magic item store.	Language, Bugbear	RDM
Holy Monk	CW 18, Wis 15, SN & 1	+2 Professional Wrestling style(s)	Gyrojet Weapons	RDM
Mercenary	CWS 12, Wis 15	+2 Professional Wrestling style(s)	Law & Customs, Local	RDM
Charlatan	CW 18, KIM 17, H	Give and receive food (see Knight class); 2bM, (LVL+2)/2/s: +/--(3+(LVL+2)/2)% to 1 roll	Life Sciences - Genetics	RDM
Zhentarim Spy	D, KIM 17	Replace which line you specialize on to three better (Non-Warrior / Ranger / Warrior / Barbarian / Barbarian+1)	Language, Sylph	RDM
Planeswarrior	CWS 12, KIM 17	1V: Panic for 1rd	Environmental - Analyzing Samples	RDM
Poltergeist	CW 18, KIM 17	Don't generate "?" in dungeons	Origami	RDM
Purebreath Devotee	CWS 12	1P: Drowning one enemy	Fishing	RDM
Janissary	CWS 12	+1 TH at sea; -1 NPC reactions; 3 nonweapon slot(s) with air-based armor	Ethereal Planar Knowledge	RDM
Underworld Scourge	CWS 12	+1 mount (it has (LVL+2)/2*20 hp)	Life Sciences - Botany	RDM
Bard	CW 18, Wis 15, SN & 1	See progression below; it is not channelling and there is no stat bonus. If you take this kit twice, it is channelling.	Robotics - Identification	RDM
Shadowmind	D	-1 NPC reactions; Gain Barbarian Cml and Wis	Modify Personal Technology	RDM
Raptoran Sorcerer	CWSK 9, S+K 35, Alignment TG	+2 nonweapon proficiencie(s)	Astronomy	RDM
Monkey Shen	CWS 12, KIM 17	+15% XP in the class not associated with this kit (retroactive)	Puzzle Solving	RDM
Ancestral Speaker	CWS 12	CF=5: Resist local terrain	Communications Systems Technology	RDM
Quori Nightmare	CW 18, SK 11	+15% XP in the class not associated with this kit (retroactive)	Puzzle Solving	RDM
Divine Bard	D, KIM 17	1 single weapon spec. (even non-war); +3/+5 magical protection (AC/saves)	Shuttlecraft Pilot	RDM
Thayan Knight	CW 18, Wis 15, SN & 1	+1 Martial Arts style(s)	MR Penetration	RDM
Cleric of the Faith Ethical (Ethoist)	Cml 10, SK 11	CF=5: +(LVL+2)/2 professional wrestling maneuvers	Warp Field Manipulation	RDM
Fighter of Elements, The	CWSK 9, SK 11, Alignment TG	CF=5: Free single weapon specialization (even non-Warrior)	Social Science - Economics	RDM
Buccaneer (Updated!)	C+W 47, KIM 17	Gain a 1/d ability from 4th edition, even if your class isn't that edition	Language, Dryad	RDM
Siphoner, The	Cml 10, SK 11	Shurikens use the "Spec Barb1 Cav1" line for number of attacks.	Nature Lore	RDM
Celebrant of Sharess	CWSK 9, W 15	+15% XP in the class not associated with this kit (retroactive)	Language, Ancient (speak)	RDM
Charlatan	CWS 12, W 15	+4 NPC reactions; x3 starting money; Musical Inspiration 15*LVL%	Bartending	RDM
Shield Bearer	C+W 47	+2 dmg; 0, -LVL TH this segment: +LVL dmg this segment	Demonology	RDM
Non-Spellcasting Ranger	C+W 47, W 15, H	+2 P action(s); 1 Life Support Systems Technology slot(s); +3" movement rate	Fire Control	RDM
Ranger Knight of Furyondy	Cml 10, SK 11, H	Ki Shout: Mouth's M, LVL/2/rd: Cml becomes 19 w/ Exceptional bonus	Generic Skill - Theory of an SSD box - Power/Def.	RDM
Horselord	CW 18	1Z, 1V: Turn Island; +5/+5 AC/saves vs. Intelligent Trap/Trick/Specials; Level 13: Manual/Alternate Universe	Generic Skill - Theory of an SSD box - Generic	RDM

Traveler of the Silken Road	Cml 10, W 15, H	CF=5: Immune local terrain	Forgery	RDM
Bodyguard	CWS 12, W 15	+2 weapon needed to hit you; Move Silently (Cml+Wis-32)*5%	Spelljamming Helm Operation	RDM
Entropomancer	Cml 10, SK 11, H	+4 AC; 4 Space Science - Astrogation/Navigation slot(s); 2 Dyer slot(s); 3 Jumping slot(s);	Etiquette	RDM
Buccaneer, The	D, S+K 35	Ki Shout: Mouth's M, LVL/2/rd: Cml becomes 19 w/ Exceptional bonus	Computer Skill - Bypassing Security	RDM
Dragon Shaman, Blue	D, W 15, Alignment TG	+3/+4 AC/saves vs. two armor type(s); -2 hp all other weapons; +LVL/2+1 Saves	Language, Shedu	RDM
Outcast	CW 18, KIM 17, SN & 1	+15% XP in the class not associated with this kit (retroactive)	Immortal Lore	RDM
Rath's Bounty Hunter	CWS 12, W 15	Ki Shout: Mouth's M, LVL/2/rd: Cml becomes 19 w/ Exceptional bonus	Physical Science - Computer Science	RDM
Chameleon	Cml 10, S+K 35, Alignment TG	Ki Shout: Mouth's M, LVL/2/rd: Cml becomes 19 w/ Exceptional bonus	Hunting	RDM
Paladin of Slaughter	CWSK 9, SK 11	XM: +3 to any one subability score for X/2 rounds; 5 Tracking slot(s)	Martial Arts - Tumbling	RDM
Bearlord	CWSK 9, Wis 15	CF=4: Items < 1pp cost nothing for you	Oceanography	RDM
Storm Druid	CW 18	+1 normal familiar (must be some sort of mount)	Depth Sense	RDM
Soul Master	D, W 15, SN & 1	+4 mental saves; +1 weapon prof.	Water Find/Sense	RDM
Elemental Sorcerer	Cml 10	Legend Lore (other crystal spheres) 5*(LVL+2)/2%, (alternate primes) 10*LVL/2%	Bribery	RDM
Thrall of Kostchtchie	Cml 10, S+K 35, H	Exceptional Cml, Wis, or Int	Technician - Repairing Machinery	RDM
Monk, Steadfast	CWSK 9, Wis 15	+4 AC; 4 Space Science - Astrogation/Navigation slot(s); 2 Dyer slot(s); 3 Jumping slot(s);	Butcher	RDM
Elven Minstrel	C+W 47, W 15, H	CF=3: Double Resist local terrain; Double Resist Natural effects	Language, Naga	RDM
Tribal Wizard	CW 18	XM: +3 to any one subability score for X/2 rounds; 5 Tracking slot(s)	Computer Skill - Bypassing Security	RDM
Maiden of the Vine	CWSK 9, W 15	Always have access to the store of armors (in non-combat time)	Social Science - Archaeology	RDM
Thayan Knight	CWSK 9, SK 11, H	+10 Body Language rolls	Computer Skill - Defeating Security	RDM
Maiden of Pain	CW 18, S+K 35, SN & 1	Any Rogue 2 pick, with 5*(LVL+2)/2 Rogue points for it	Dragon Lore	RDM
Corsair	D, W 15	+1 Animal Companion(like a Druid's)	Gaming	RDM
Warrior Priest	D, W 15	+1 TH; Considered 1/4 of a size class larger for weapons (e.g. M-> M/L)	Gardening	RDM
Sea Mother Whip	CW 18, KIM 17	+10 Body Language rolls	Diplomacy	RDM
Mystic Keeper of Corellon Larethian	CW 18, S+K 35, H	Gain a 1/d ability from 4th edition, even if your class isn't that edition	Social Science - Political Science	RDM
Psi Spider	D, KIM 17, SN & 1	Specialized in Monster alteration school, pick an opposite	Mammals	RDM
Master Ranger	CW 18, KIM 17	+2 TH/AC/dmg and opponents -2 Saves in a 1 sq. mile area	Debate	RDM
Silver Order, The	C+W 47, Wis 15, SN & 1	Give and receive food (see Knight class); 2bM, (LVL+2)/2/s: +/- (3+(LVL+2)/2)% to 1 roll	Evasion	RDM
Dwarven Rogue	C+W 47, KIM 17, Alignment TG	Any Rogue 2 pick, with 5*(LVL+2)/2 Rogue points for it	Bushes & Shrubs	RDM
Barbarian, RelentlessSmash Sicarii, The	D, KIM 17	4 Poison Resistance slot(s); Dimensional Anchor cont.	Medical Skill - Minor Surgery	RDM
	C 17	CF=1: Always have access to the store of armor	Hunting	RDM