

Randomly Generated CF=6 Kits

You get 1 kit per 2nd edition class. You may purchase extra kits at 4 nonweapon proficiencies each, if you have fewer kits than your highest level number. You may have the same kit more than once, but the stat requirement increases.

Req: Requisites. S=Str, D=Dex, K=Con, I=Int, W=Wis, C=Chr, M=Cml, H=HNCL (Highest level). These have a requirement of 9, unless two of the same letter appears, then it's 18. If you have the same kit twice, the requirements double. If you have the same kit three times, they triple, etc.

Bonus Prof: All kits give one bonus proficiency, listed here. Some give more, these are listed under the "Effect" entry.

Name	Req(reduced by 5)	Effect	Bonus Prof(at +5 bonus)	Source
Fairgrounds Wrestler	C, M 11, SN & 3	+5 TH and dmg with first attack on each enemy	Language, Oriental Common	RDM
Oppressor	W+M 47, I+C 33, Alignment TS	-2 NPC reactions; Gain Barbarian Wis and Str	Generic Skill - Repair of an SSD box - Control	RDM
Wizard, Arcane Reabsorbition	W+M 47	+1 dmg; 1bV, -(LVL+2)/2 TH this segment: +(LVL+2)/2 dmg this segment	Language, Common	RDM
Battleguard of Tempus	WMIC 17, CKS 16, SN & 3	+2 dmg; 1 Language, Githyanki slot(s); 4 Nature Lore slot(s); 3 Language, Daemon slot(s);	Fortune Telling	RDM
Sword of Righteousness	WMIC 17	+1 TH in second round; +1 AC in second segment	Cephalopods & Echinoderms	RDM
Urban Soul	W 12, I+C 33, SN & 3	1 segment of M actions: Cure/Cause Serious Wounds; 1/t, Level 7: Craft random scroll	Crustaceans & Mollusks	RDM
Rocktender	WMI 9, I+C 33, Alignment TS	+5 TH and x+5 dmg vs. Random(ite) and Sigil / Maelstrom- kin	Spelunking	RDM
Convict	Wis 10, I+C 33, SN & 3	+1 TH at sea; -3 NPC reactions; 5 nonweapon slot(s) with ship-based item	Metaphysics	RDM
Professional Gladiator	C, CKS 16	X^3 / (LVL/2) segments: Build a Tech Level X item	Environmental - Naming	RDM
Cliff Raiders of Aba Mal Ali, The	WMI 9, I+C 33, Alignment TS	1 segment of M actions: Cure/Cause Serious Wounds; 1/t, Level 7: Craft random scroll	Bribery	RDM
Alienist	WMIC 17, M 11, Alignment TS	+1/+3 AC/saves vs. three weapon type(s); -4 dmg all other weapons; +(LVL+2)/2+1 hp	Language, Bleah (speak)	RDM
Enchanter, Focus Caster	WMIC 17, M 11	Get a Wild Talent in Psi3 or Psi0.01, it doesn't cost a Mini class slot or XP	Astrogration Skill - Risk Jumping	RDM
Hierophant	C, Str 17	Can Rebuke Underdark with CL=LVL-1	Guild Lore	RDM
Sortier	(none)	1P: Hypnotized for 1rd	Gaming	RDM
Winter Warrior, The	C	1 segment of M actions: Cure/Cause Serious Wounds; 1/t, Level 7: Craft random scroll	Technician - Detect Alarms / Defenses	RDM
Monk, Bane of the Clockwork	WMIC 17, M 11, SN & 3	1P: Restoration; +1 hp per die with Cause spells; -1 wpn prof.	Vehicle Operation	RDM
Kuma	W+M 47, CKS 16, Alignment TS	+150 gp per reset (including before the game starts if you begin with this kit)	Acting	RDM
Reaver	WMI 9	+1 melee; Can parry unarmed as if had a weapon	Running	RDM
Ghul Lord	WMIC 17, Str 17, H	Access to "All Psionicist" abilities. Access to [E42] Wizard magic item store.	Language, Ogre	RDM
Occult Slayer	WM 14	+5 TH and dmg with first attack on each enemy	Medical Science - Surgery	RDM
Barbarian, Boar Totem	WMIC 17, Str 17, H	+3 weapon needed to hit you; Move Silently (Wis+Str- 22)*10%	Weight Sense	RDM
Blademaster	C, IC 18	nP, LVL/2/rd: Construct a weapon of up to LVL*10 gp value (n=value/LVL)	Medical Skill - Minor Surgery	RDM
Shifter Ranger	W+M 47, I+C 33	+5 NPC reactions; 1/3Z action: Escape Artist check; 5 Politics slot(s)	Poetry	RDM
Gambit	WMIC 17	+3+LVL Saves; ignore Fascinated; +3 mental saves; +1 Elephant mount (it has 25+LVL/2*5 hp)	Ichthyoids	RDM
Justicars of Tyr, The	WMI 9	Access to "All Priest" abilities. Access to [E43] Priest magic item store.	Tumbling (offensive)	RDM
Blind fighter	W 12, IC 18, Alignment TS	Don't generate "," in the wilderness	Chemistry	RDM
Investigator	WM 14, M 11	1P: Restoration; +1 hp per die with Cause spells; -1 wpn prof.	Psycho-Social Skill - Psycho Pathology	RDM
Fighter Mage	W 12	-2 NPC reactions; Gain Barbarian Wis and Str	Logic	RDM
Witching Seductress	C, Str 17	Detect Motive 2*LVL% cont.; Backstab x4; 1Barber slot; 1 Demolitions - Defusing Charges slot	Painting (non-artistic)	RDM
Seer	WMI 9, Str 17	+1 nonweapon proficiencies; -1 NPC reactions	Survival	RDM
Witchman	W 12, I+C 33, SN & 3	+3+LVL Saves; ignore Fascinated; +3 mental saves; +1 Elephant mount (it has 25+LVL/2*5 hp)	Foraging	RDM

Brothers Malleus, The	W+M 47, I+C 33, Alignment TS	Level 11: Duplicate one Class's abilities at level = (your level)/12, round down	Medical Skill - Minor Surgery	RDM
Steel Fury	W+M 47, I+C 33, Alignment TS	Access to "All Psionicist" abilities. Access to [E41] Warrior magic item store.	Dancing	RDM
Philosopher-Mage	WM 14, CKS 16	+3 Martial Arts style(s)	Anti-Security Procedures	RDM
Battle Howler of Gruumsh	W 12, IC 18, Alignment TS	Any Rogue 5 pick, with 4*LVL/2 Rogue points for it	Fortune Telling	RDM
Scholar	W+M 47, CKS 16, Alignment TS	1 Marksmanship - Archaic Weapon slot(s); Deepockets cont.	Language, Lammasu	RDM
Convict	WM 14	+1 mount (it has (LVL+2)/2*10 hp)	Forgery	RDM
Bone Singer	WM 14, IC 18	Ability to use Martial Arts [P7]	Appraising	RDM
Adept	W 12, IC 18	+40% money found in the dungeon (doesn't affect sold items)	Beekeeping	RDM
Gambit	W 12	Access to "All Warrior" abilities. Access to [E41] Warrior magic item store.	Hit Stuff Targetted	RDM
Eldeen Ranger, Wardens of the Woods	WMI 9	CF=2: Double Resist local terrain	Environmental Suit Operation	RDM
Scout, The	W 12, IC 18, H	2V: Find a flaw in a house's / person's / security system's defenses	Ancient History	RDM
Conjurer, Enhanced Summoning	W 12	+5 NPC reactions; 1/3Z action: Escape Artist check; 5 Politics slot(s)	Modify Personal Technology	RDM
Mamluk	WMIC 17	+5 NPC reactions; 3 Warp Field Manipulation slot(s); +35% gp when selling armors	Signaling	RDM
Ritual Warrior	C, IC 18, Alignment TS	Always has shelter; local people won't feed you or hide you from authorities	Religion	RDM
Gambit	WMIC 17	+3 NPC reactions; 5 Inner Planar Knowledge slot(s); Disguise 15*LVL%	Language, Bleah (*)	RDM
Messenger	WMI 9	Ki Shout: Mouth's V, LVL/s: Wis becomes 20 w/ Barbarian bonus	Trail Hiding	RDM
Necrocoundrel	Wis 10, CKS 16, SN & 3	PaPR (Wis+Str-29)*10%	Environmental - Finding Directions	RDM
Warforged Paladin	WMI 9	+5 Philosophy & Ethics rolls	Piloting, Water-based	RDM
Emmisary of Evil	W 12	x+5 Personality Score; 1M, (LVL+2)/2/d: Locate Unique Object within 100'	Amphibians	RDM
Gypsy-bard	WMIC 17	CF=2: Immune local terrain; Resist Natural effects	Cryptography	RDM
Halfling Burglar	W 12	Level 11: Duplicate one Class's abilities at level = (your level)/12, round down	Trailing	RDM
Messenger	C, CKS 16	Access to "All Rogue" abilities. Access to [E43] Priest magic item store.	Tumbling (defensive)	RDM
Savage	W+M 47, CKS 16, Alignment TS	Gain a secondary skill from 1st edition, even if your class isn't that edition	Hiking	RDM
Knife Specialist	W+M 47, M 11	Give and receive shelter (see Knight class); 2bV, LVL/hr: +/- (5+(LVL+2)/2)% to 1 roll	Medical Skill - Major Surgery	RDM
Sellsword	Wis 10, M 11, H	+4 weapon proficiency(s); 1/w: Gain a LVL^2 gp armor	Martial Arts - Nerve Combat	RDM
Medician	W+M 47, M 11	Ability to use Martial Arts [P7]	Life Sciences - Ecology	RDM
Temple Guard	WMI 9, IC 18, SN & 3	1 double weapon spec. (even non-war); Room/Board costs 0 gp	Signaling	RDM
Incarnate	W+M 47, IC 18, H	Access to "All Psionicist" abilities. Access to [E42] Wizard magic item store.	Ancient Technology	RDM
Defender	W 12, IC 18	1P: Hypnotized for 1rd	Leadership	RDM
Illusionist, Illusion Master	Wis 10, Str 17	Replace which line you specialize on to three better (Non-Warrior / Ranger / Warrior / Barbarian / Barbarian+1)	Bribery	RDM
Savage Wizard	W+M 47, IC 18, Alignment TS	Level 11: Duplicate one Class's abilities at level = (your level)/12, round down	Amphibians	RDM
Noble Warrior	C, CKS 16	Hammers use the "Dart" line for number of attacks.	Sculpting	RDM
Exoticist	C	Ki Shout: Mouth's V, LVL/s: Wis becomes 20 w/ Barbarian bonus	Animal Noise	RDM
Illusionist, Shadow Shaper	W 12	+4 TH; Considered 1/4 of a size class larger for weapons (e.g. M-> M/L)	Language, Salamander	RDM
Epic Fighter	WMI 9, Str 17, Alignment TS	+1 melee; Can parry unarmed as if had a weapon	Poison Resistance	RDM

Master Thrower	WMI 9	+40% money found in the dungeon (doesn't affect sold items)	Ventriloquism	RDM
Dragon Disciple	WMI 9	Opponents get -(LVL+2)/2*1-25% blahR and -3 saves vs. your effects	Reading Lips	RDM
Paladin of Freedom	W 12, Str 17, Alignment TS	1P: Hypnotized for 1rd	Zero-G Operation	RDM
Combat Artist	WMIC 17, CKS 16, Alignment TS	x3 TH with Daggers; 1M: Friends (terrestrial only)	Alchemy	RDM
Copper Dragon Shaman	W+M 47, M 11	CF=1: Resist local terrain	Language, Modern (speak)	RDM
Chronomancer	W 12	Ki Shout: Mouth's V, LVL/s: Wis becomes 20 w/ Barbarian bonus	Torture Resistance	RDM
Free Wizard	W+M 47, I+C 33	Specialized in Monster evocation school, pick an opposite	Social Science - Law	RDM
Pariah	C	CF=2: Double Resist local terrain	Local History	RDM
Devoted Knight	W 12	Ki Shout: Mouth's V, LVL/s: Wis becomes 20 w/ Barbarian bonus	Mining	RDM
Beggar-Thief	W 12, Str 17, Alignment TS	+5 NPC reactions; 3 Warp Field Manipulation slot(s); +35% gp when selling armors	Technician - Repairing Machinery	RDM
Gnome Paladin	Wis 10	+1 TH/AC/Saves and opponents -2 TH in a 1 sq. mile area	Language, Centaur	RDM
Wild Reaper	W 12, I+C 33, SN & 3	X^3 / (LVL/2) segments: Build a Tech Level X item	Ground Vehicle Operation	RDM
Troubleshooter	WM 14	+3 Martial Arts style(s)	Environmental - Naming	RDM
Paladin of Freedom	WM 14	+4 weapon proficiency(s); 1/w: Gain a LVL^2 gp armor	Economics	RDM
Triune	W 12, IC 18, Alignment TS	If your progression does not have a stat bonus, add Wis bonus to it. If it does, add +4 to your effective Wis score for it.	Shuttlecraft Systems Technology	RDM
Monk, Decisive Strike	Wis 10, M 11	+5 NPC reactions; 3 Warp Field Manipulation slot(s); +35% gp when selling armors	Electronics Technology	RDM
Serpent Mage	(none)	+1 Mount	Medical Skill - Curing Diseases	RDM
Jedi	C	+150 gp per reset (including before the game starts if you begin with this kit)	MR Penetration	RDM
Spy	WMI 9	PaPR (Wis+Str-29)*10%	Light Sleeping	RDM
Berserker	C	1 Marksmanship - Archaic Weapon slot(s); Deepockets cont.	Multiverse Science - Time/Loop Theory	RDM
Tauren (Monster Class)	W+M 47, IC 18, Alignment TS	+4 weapon proficiency(s); 1/w: Gain a LVL^2 gp armor	Animal Training	RDM
Sniper	WMIC 17, IC 18, Alignment TS	+1 normal familiar (must not be some sort of mount)	Spicer	RDM
Totemic Druid	WMI 9, Str 17	+5 NPC reactions; 3 Warp Field Manipulation slot(s); +35% gp when selling armors	Running	RDM
Shield Maiden	WMI 9, I+C 33, Alignment TS	+3 all nonweapon checks when indoors; Climb Walls 15%*LVL	Paper-Making	RDM
Transmuter, Spell Versatility	WMIC 17	Access to "All Psionicist" abilities. Access to [E42] Wizard magic item store.	Literature	RDM
Anatomist	WM 14	+4 physical saves; +1 nonweapon prof.	Planetary Science - Meteorology	RDM
Defender of Sealtiel	WMIC 17	+4 TH; Considered 1/4 of a size class larger for weapons (e.g. M-> M/L)	Teasing	RDM
Pious Templar	WMI 9	+3 Martial Arts style(s)	Life Sciences - Zoology	RDM
Diviner	W 12	+3 NPC reactions; 5 Inner Planar Knowledge slot(s); Disguise 15*LVL%	Holodeck Technology	RDM
Alchemist Savant	W 12, IC 18, H	X^3 / (LVL/2) segments: Build a Tech Level X item	Language, Sylph	RDM
Holy Monk	WMI 9	Legend Lore 5*LVL/2%; Shuttlecraft Pilot 5*LVL%; Language, Groll 15*LVL/2%;	Language, Oriental Common	RDM
Sogo Monk	WM 14, M 11	Ability to use Martial Arts [P7]	Robotics - Repairing Robots	RDM
Breachgnome	C, M 11, SN & 3	+2 Str; third your number of nonweapon proficiencies (round loss up)	Balance	RDM
Light Bringer	WMI 9	+2 hp; +5 NPC reactions; Improved Overrun	Butcher	RDM