

And here there is a kit inspired by a single desire: creating a character who uses spells without following the way laid by "divine" or "arcane". (Originally he had to be a sorcerer, but then he would have been unable to wear an armor). The warlord casts spells, wears an armor and breaks the traditional range of spells that one expects to get playing. If he wouldn't have to memorize them, he would have been as I imagined him: he would find the strength "inside" and would use magic "bending it to his will". But for the limited possibilities of the game engine he is a fighter paired to a mage:

Human Fighter Profile: EXALTED FIGHTER

He is, among the fighters, a fanatic who lives only to fight, swearing only by war and dreaming only of victories. Some even more fanatical still try by all means to gain power to crush opponents.

Such a fighter, if he discovers an innate magical potential, can see it as a new source of power and chooses to learn it to make use of it: if that is the case, he gains a new status: he becomes a Warlord.

Advantages:

- Nothing special as he did not embrace the career of mage.
- To match a mage, he only needs 17 intelligence and 12 wisdom; his physical characteristics are not important.

Disadvantages:

- He believes that only the real weapons of war are worthy to being learned.
- Obsessed by the idea of earning power, he can not be lawful good.
- Thinking about ranged fight tactics as cowardly, he refuses to use any ranged weapon.

To get the full power of the kit, the player must first create an exalter fighter, then pairing up to a mage. He automatically becomes:

Human Mage Profile: WARLORD

The warlord if a fanatical fighter who has seen his gift of arcane magic as a unique way to become a pitiless war machine. Continuing to train to combat, he has focused his discovery of "essential" magic, all that would allow him to become more powerful in combat or inflict heavy damage to his opponents. Ignoring traditional magic he forms his own panel of spells, whose whole purpose is shown in combat.

Proud fighter, he does not use "loose" techniques as hiding behind invocations or fight from afar. On the opposite he does not look for nobility in battle, and therefore has no scruple about inflicting the worst torments to his targets, either mental destruction or total annihilation.

Advantages:

- Magic comes spontaneously to him, he can continue to lead the fight, and his fighting skills are only partly reduced:
 - * He gains 1D3 additional hit point per level.
 - * His saving throw vs. death increases by 1 every 4 levels (maximum +5).
 - * His table of THAC0 begins at 18 and the follows that of a cleric.
 - * He can wear any armor without being bothered to cast spells (when he levels his levels of fighter).
- An inner research during respited allows him to regularly discover new spells.
- His skills of memorizing evolves faster than those of a traditional mage.

Disadvantages:

- Using gifts of innate magic, he understands nothing about arcane magic, and can not use or learn from magic scrolls.
- Devoting a part of his time to train as a fighter, he can not fully evolve in his mage function (-15% xp).
- Thinking about ranged fights tactics as cowardly, he refuses to use any ranged weapon.

Note:

On some mega-install the script that gives the new kit to the exalted warrior does not work. If this is the case for you, you can still become Warlord by giving the character the script "DUKP SPECIALIZER SCRIPT" by the "customize" option in the character sheet. This alternative system leads to the same result but only works if your character has not evolved as mage (he is always a level 1 mage).

Memorization abilities of the kit match those of a specialized mage, although with a limit of 5 spells per spell level, as shown in the table below:

		Spell Level								
		1	2	3	4	5	6	7	8	9
Level										
1	2	0	0	0	0	0	0	0	0	0
2	3	0	0	0	0	0	0	0	0	0
3	3	2	0	0	0	0	0	0	0	0
4	4	3	0	0	0	0	0	0	0	0
5	5	3	2	0	0	0	0	0	0	0
6	5	3	3	0	0	0	0	0	0	0
7	5	4	3	2	0	0	0	0	0	0
8	5	4	4	3	0	0	0	0	0	0
9	5	4	4	3	2	0	0	0	0	0
10	5	5	4	3	3	0	0	0	0	0
11	5	5	5	4	4	0	0	0	0	0
12	5	5	5	5	5	2	0	0	0	0
13	5	5	5	5	5	3	0	0	0	0
14	5	5	5	5	5	3	2	0	0	0
15	5	5	5	5	5	3	2	0	0	0
16	5	5	5	5	5	4	3	2	0	0
17	5	5	5	5	5	4	4	3	0	0
18	5	5	5	5	5	4	4	3	2	0
19	5	5	5	5	5	5	4	4	2	0
20	5	5	5	5	5	5	4	4	3	0
21	5	5	5	5	5	5	4	4	3	0
22	5	5	5	5	5	5	4	4	4	0
23	5	5	5	5	5	5	4	4	4	0

(The spells of level 10 (hlas) are still memorized like spells of level 9)

24	5	5	5	5	5	5	5	4	4
25	5	5	5	5	5	5	5	5	4
26	5	5	5	5	5	5	5	5	4
27	5	5	5	5	5	5	5	5	5

Miscellaneous Notes:

The warlord develops his own range of spells, and can not have access to the original game spells (he can not use scrolls). If an in-game event offers you the chance to learn a spell, it will not be prevented, but it will tarnish in his spell book. In this case please let me know this event, in order to prevent it in a future release.

It also means that whatever spell you choose during your mage matching, it will be deleted and replaced by the personal range of the Warlord. Do not panic, this is normal.

The kit as presented in the current version of DUKP is UNFINISHED. All spells should include an animation and a unique sound, and this is not yet the case. There are also a dozen other spells that are planned, but they lack icons; therefore they are not included in this release. The kit still remains fully functional, and I hope it fulfils you.

Full list of spells that the Warlord discover:

Level 1: (6 spells)

Alternative Mastery
Expert's Eye
Fist of Iron
Force Shield
Resistance
Step Up

Level 2: (9 spells)

Blur
Cat's Grace
Dispel Magic
Ghost Armor
Giant's Strength
Good Luck
Instinctive Strike
Mirror Image
Static Shock

Level 3: (11 spells)

Chain Lightning
Chameleon
Circle of Ice
Dispelling Field
Elemental Resistance
Ghost Hit
Ghost Weapon
Haste
Intuition
Iron Tornado
Shiver Armor

Level 4: (12 spells)

Disorder
Elemental Shield
Elemental Weapon
FireBall
Free Action
Frost Orb
Heal
Mental Steel
Panacea
Rage
Stabilization
Stroke of Luck

Level 5: (14 spells)

Charged Weapon
Draconic Strength
Heroism
Infernal Shout
Invisibility
Lightning
Magic Resistance
Mental Control
Multi-Elemental Projection
Pulverisation
Regeneration
Spooky Fist
Stoneskin
Supernatural Sight

Level 6: (13 spells)

Cloudkill
Devil Hand
Entropic Weapon
Entropy Shield
Fighter Resurgence

Level 7: (13 spells)

Acid Rain
Antimagic Globe
Devastation
Elemental Barrier
Execution

Level 8: (11 spells)

Aggressive Rock
Elemental Shock
Ethereal Cover
Expertise of Executioner
Killer Weapon

Level 9: (9 spells)

Camouflage
Drought
Incendiary Cloud
Invulnerability
Mass Control

<i>Fortitude</i>	<i>Lasting Magic</i>	<i>Mass Disorder</i>	<i>Shields of the Exalted</i>
<i>Frenzy</i>	<i>Lava Tips</i>	<i>Meteor Swarm</i>	<i>Transformigration</i>
<i>Giant's Strength</i>	<i>Magic in All</i>	<i>Mirror Image</i>	<i>Vaporization</i>
<i>Hail</i>	<i>Major Disorder</i>	<i>Stonebody</i>	<i>Void Weapon</i>
<i>Phantom Hit</i>	<i>Major Elemental Shield</i>	<i>Unleash the Beast</i>	
<i>Physical Image</i>	<i>Ultimate Dispelling Field</i>	<i>Wrath of the Skies</i>	
<i>Static Discharge</i>	<i>Ultimate Heal</i>		
<i>Wind Armor</i>	<i>Wrath of the Earth</i>		

Details on hlas:

The hlas of the Warlord will offer you a choice between two ways:

The Path of Arcane Researches:

- Allows you to read magic scrolls.*
- Changes some scrolls in their improved/flawless versions.*
- Grants you a contingency spell and a spell combination ability.*
- It allows you to cast your healing spells on any party member.*
- Finally it also allows you to cast your healing spells on the whole party.*
- Eventually, it allows you to later develop level "10" spells.*
- Spells that grant you some extra slots to learn additional level "9" spells.*

The Path of Inner Search:

- Grants you immunity against silence, wild magic and spell deflection.*
- Splits casting time of your spells in two stages.*
- Finally allows you to cast any spell at any moment, like a wizard.*

Note:

If you level up several hlas at once (for testers and cheaters^^), "double spells" seen "triple" bugs will appear. You can do your work with Shadowkeeper or EEkeeper. These bugs will not appear if you level up normally, that is, one by one.

Hla "Arcane Researches", fixed spells:

- Chain Lightning: no longer affects allies*
- Iron Tornado: more penalties or more chances to fail spells*
- Rage: more chances to go berserk, more body stress*
- Charged Weapon: more chances of explosion*
- Energy in All: more chances of opposite effect*
- Stonebody: more slow, more guttural voice*
- Unleash the Beast: more chances of uncontrolled savagery*

Hla "Arcane Researches", Spells of Level "10" to develop:

<i>Annihilation</i>	<i>Antimagic Shield</i>	<i>Cryogenic Storm</i>
<i>Dark Globe of Revenge</i>	<i>Death Magic</i>	<i>Hybridization</i>
<i>Last Resort</i>	<i>Major Chaos Strike</i>	<i>Miracle</i>
<i>Nova Energy</i>		

Spoiler: Full details of spells with undetailed random effects in description:

Disorder (or Mass Disorder):

- 7%: berserk, 2 turns*
- 15%: confusion, 7 rounds*
- 15%: confusion (saving throw -4), 1 turn*
- 15%: dizzy, 8 rounds*
- 11%: unconscious, 9 rounds*
- 7%: horrified, 6 rounds*
- 13%: moron (feeble), 7 rounds*
- 17%: migraine (-2 to all saving throws), 2 turns*

Disorder cast at level 12 (or Mass Disorder cast at level 22):

- 7%: berserk, 2 turns*
- 10%: confusion, 7 rounds*
- 10%: confusion (saving throw -4), 1 turn*
- 10%: fool (confusion), permanent*
- 7%: dizzy, 8 rounds*
- 11%: unconscious, 9 rounds*
- 8%: traumatized (dizzy), permanent*
- 7%: horrified, 6 rounds*
- 6%: moron (feeble), 7 rounds*
- 8%: migraine (-2 to all saving throws), 2 turns*
- 9%: autism (-4 to all saving throws), permanent*
- 7%: feeble, permanent*

Draconic Strength:

<u>Dragon Type</u>	<u>base AC</u>	<u>Magic Resistance</u>	<u>Hit Dice</u>	<u>Immunity to the element</u>
<i>White Dragon</i>	<i>1</i>	<i>5%</i>	<i>11</i>	<i>Cold</i>
<i>Black Dragon</i>	<i>1</i>	<i>10%</i>	<i>12</i>	<i>Acid</i>
<i>Copper Dragon</i>	<i>-1</i>	<i>10%</i>	<i>13</i>	<i>Acid</i>
<i>Blue Dragon</i>	<i>0</i>	<i>20%</i>	<i>14</i>	<i>Electricity</i>
<i>Bronze Dragon</i>	<i>-2</i>	<i>20%</i>	<i>14</i>	<i>Electricity</i>
<i>Silver Dragon</i>	<i>-3</i>	<i>25%</i>	<i>15</i>	<i>Cold</i>
<i>Red Dragon</i>	<i>-3</i>	<i>30%</i>	<i>15</i>	<i>Fire</i>
<i>Golden Dragon</i>	<i>-4</i>	<i>30%</i>	<i>16</i>	<i>Fire</i>

<u>Dragon Age</u>	<u>Bonus to AC</u>	<u>Bonus to MR</u>	<u>Bonus to HDs</u>	<u>Combat Modifier</u>
Juvenile	none	no mr	none	+2
Young Adult	-1	none	+1	+2
Adult	-2	+5%	+2	+3
Middle Age	-3	+10%	+3	+3
Old	-4	+15%	+4	+4
Very Old	-5	+20%	+5	+4
Venerable	-6	+25%	+6	+5
Worm	-7	+30%	+7	+5

Miracle :

- 2%: Strength & Dexterity & Constitution set at 25 + THAC0 set at 0 + AC set at -5 (1 turn ½)
- 1%: THAC0 set at 0 + AC set at -5 (1 turn ½, all party members)
- 2%: +14 to all saving throws (2 turns, all party members)
- 2%: Cumulation of "Fortitude" + "Panacea" + Ultimate Heal + Regeneration (2 turns)
- 1%: Cumulation of "Fortitude" + "Panacea" + Resurrection (2 turns, all party members)
- 2%: Diversion of all spells (1 turn)
- 1%: Diversion of all spells up to level 6 (1 turn, all party members)
- 3%: Cumulation of 4 elemental shields (70% to all resistances), 4x3D8 damage to striker (1 turn)
- 3%: Shields of the Exalted (1 turn, all party members)
- 3%: Magic Rest (all party members)
- 2%: 100% to all elemental resistances (2 turns)
- 1%: 75% to all elemental resistances (2 turns, all party members)
- 2%: 75% physical damage resistance (1 turn)
- 1%: 50% physical damage resistance (1 turn, all party members)
- 2%: Invulnerability (12 rounds)
- 1%: Invulnerability (5 rounds, all party members)
- 2%: Auto Critical Hit (4 rounds)
- 1%: Auto Critical Hits (2 rounds, all party members)
- 2%: +10 to chances to inflict critical hits (1 turn)
- 1%: +7 to chances to inflict critical hits (1 turn, all party members)
- 2%: +100% magic resistance (1 turn)
- 1%: +70% magic resistance (1 turn, all party members)
- 2%: Physical Image x4 (1 turn ½)
- 1%: Physical Image x2 (1 turn ½, all party members)
- 2%: Regeneration 5 HPs/second (1 turn)
- 1%: Regeneration 2 HPs/second (1 turn, all party members)
- 2%: Chain and casting time reduced by 4 (4 rounds)
- 1%: Chain + 2 spells memorized per round (spell level 1D4+5) (5 rounds)
- 2%: Fatal Hits 50% (saving throw -4) (1 turn)
- 1%: Fatal Hits 33% (saving throw -4) (1 turn, all party members)
- 1%: Time Stop + chain (5 rounds)
- 2%: Time Stop + Iron Tornado (3 rounds)

- 2%: Stoneskin x15 (12 hours)
- 1%: Stoneskin x11 (12 hours, all party members)
- 3%: Frenzy (1 turn, all party members)
- 2%: Mirror Image x3 (2 turns)
- 1%: Mirror Image (2 turns, all party members)
- 1%: Time Stop (2 rounds, all party members)
- 3%: Camouflage (1 turn, all party members)
- 3%: Storm of Steel (5 rounds, all party members)
- 2%: -4 levels to all enemies (no saving throw)
- 2%: Contagion + Poison + Curse + Blindness to all enemies (no saving throw) (2 turns)
- 2%: Paralysis (infallible effect) to all enemies (saving throw at -8) (5 rounds)
- 2%: Petrification of all enemies (saving throw at -6)
- 2%: Devastation (no saving throw, no MR)(2 turns) + Attack Spells + Breach to all enemies
- 2%: Destruction of all enemies (saving throw at -6)
- 2%: Spraying of all enemies (saving throw at -6)
- 2%: Lightning 20D8 upon all enemies (and surrounding area) (saving throw to halve)
- 1%: Summoning of 1D2+1 Planetar/Solar/Deva
- 1%: Summoning of 1D2+1 Balor/Glabrezu/Marilith
- 1%: Summoning of 1D2+1 Pit Fiend/Cornugon ⁽⁺⁾
- 1%: Summoning of 1D2 elementals of 16HDs of each element
- 2%: Gain 600,000 experience points
- 1%: Gain 200,000 experience points per character (all party members) ⁽⁺⁾
- 2%: Gain 1 "power" item (re-random)*
- 1%: Improved statistics (re-random)* ⁽⁺⁾
- 1%: Gain an innate power of demonic origin (re-random)* ⁽⁺⁾
- 2%: Recast 2 times
- 2%: Recast without the disadvantage of bad luck

⁽⁺⁾= +1% in case of a
recast miracle

***Miracle: power items**

	<u>type</u>	<u>origin</u>
1%: "Cera Sumat", Holy Avenger ^(m)	Long Sword	IWD2
1%: Mark of the Savant	Dagger	PST
1%: Punch Daggers of Moorin ^(m)	Dagger	PST
2%: Bell's Shield	Bracelet(Helm?)	PST
2%: "Celestial Fire"	"Blade" at choice	PST
2%: Valiant ^(m)	Scimitar	IWD
2%: Necromancer's Amulet ^(m)	Amulet	Morrowind
2%: Blessed Helm of Lathander	Helm	IWD
2%: Shimmering Sash	Belt	IWD
2%: "Eye of Vecna" ^(m)	MISC	PST
3%: Mithran's Cloak	Cloak	IWD
3%: Protean Hammer	Hammer	IWD2
3%: Stone Gullet of L'Phahl the Gross	MISC	PST
3%: Sash of Shadows	Belt	IWD2

^(m)= modified in
comparison

3%: Short Bow of Ebullience	Short Bow	IWD	to original
3%: Mithral Arc ^(m)	Long Bow	IWD	
3%: Umei Kaihen	Dagger	PST	
3%: Strange Potion	Potion	Gunnm / ©Deratiseur	
3%: Ring of Thex	Ring	PST	
3%: Celestial Aura	Plate Armor	IWD2	
3%: Ring Zero	Ring	PST	
3%: Cloak of Scintillating Colors	Cloak	IWD (HOW)	
3%: Mystery of the Dead ^(m)	Shield	IWD	
4%: Spell Diver ^(m)	Short Sword	IWD	
4%: Alamion ^(m)	Long Sword	IWD	
4%: Fists of Randagulf	Bracers	Morrowind	
4%: Little Giant	Belt	IWD2	
4%: Edion's Ring of Wizardry	Ring	IWD (HOW)	
4%: Cold Steel Reflection ^(m)	Ring	IWD2	
4%: Aramite Ring ^(m)	Ring	IWD2	
4%: Aegis of Torment	Ring	PST	
4%: Cuirass of the Savior's Hide	Leather Armor	Morrowind	
4%: Ebony Armor	Splint Armor	Morrowind	
4%: Heart of <CHARNAME>	Long Sword	IWD2	

***Miracle: improved statistics (permanent):**

10%: +1 Strength
10%: +1 Dexterity
10%: +1 Constitution
10%: +1 Intelligence
10%: +1 to all saving throws
10%: +3 to saving throws vs. death
10%: +5 HD
10%: +1 AC
10%: +3% magic resistance
5%: immunity to poisons
5%: immunity to diseases

***Miracle: innate powers of demonic origins (permanent):**

10%: Regeneration 1HP/round
10%: Immunity to poisons
10%: +25% magic resistance
5%: +25% fire resistance
5%: +25% electricity resistance
10%: Immunity to normal weapons
10%: "Gate" 1x/day
10%: "Dimension Door" 3x/day

4%: "Detect Invisibility" 3x/day
3%: "Animate Dead" 3x/day
3%: "Charm Person" 3x/day
3%: "Improved Invisibility" 3x/day
3%: "FireBall" 3x/day
4%: "Hold Person" 3x/day
3%: "Cloudkill" 3x/day
3%: "Project Image" 3x/day
4%: "True Sight" 3x/day