

Randomly Generated CF=1 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 0)	Effect	Bonus Prof(at +0 bonus)	Source	#
Favored Soul, Deity's Favor	M+I 30	Legend Lore 5*LVL/2%; Spicer 15*LVL/2%; Psycho-Social Skill - Persuasion 15*LVL%;	Language, Kobold	RDM	1
Natural Philosopher	M 15	Reduce level divisor for which spells you can cast with 1M only by 1.	Meteorology & Climatology	RDM	2
Bilker	Wis 14, WC 17	See progression below; it is not channelling and there is a stat bonus. If you take this kit twice, it is channelling.	Running	RDM	3
Half-Orc Druid	M 15, CSK 15	+5 weapon prof.; Climb Walls 15*LVL/2; -1 NPC reactions	Dragon Lore	RDM	4
Abjurer, Spontaneous Dispelling	M+I 30, WC 17, SN & 3	+1 Mount (like a Paladin's)	Meteorology & Climatology	RDM	5
Ranger, Solitary Hunter	MI 9, WC 17, H	1V: Enfeeblement for 1hr	Poison Resistance	RDM	6
Ajami	M 15, W+C 37	+15% money found in the dungeon (does affect sold armors)	Cheating	RDM	7
Celebrant of Sharess	MIWC 13, Dex 10, Alignment CG	CF=4: Immune local terrain	Calligraphy	RDM	8
Dervish	M+I 30, CSK 15	+1 Dragon Companion	Survival, Anti-Matter based Prime	RDM	9
Ice Lord	MIW 13, W+C 37	+1 mount (it has (LVL+2)/2*5 hp)	Endurance	RDM	10
Digitalogist	M+I 30, I 12	+3/+3 AC/saves vs. two armor type(s); -4 AC all other weapons; +LVL/2+1 hp	Bouncer	RDM	11
Ranger, Elf	Wis 14, WC 17	-1 NPC reactions; Gain Exceptional Wis and Dex	Language, Undercommon	RDM	12
Illusionist, Brief Figment	MIW 13, WC 17	Ability to use Professional Wrestling [P14]	Mapping, Wilderness	RDM	13
Guildsman	Wis 14	See progression below; it is not channelling and there is a stat bonus. If you take this kit twice, it is channelling.	Animal Noise	RDM	14
Mindspy	M 15, WC 17, H	+3 Demonology rolls	Generic Skill - Operation of an SSD box - Power/Def.	RDM	15
Claw Fighter	MIWC 13	Don't generate "z" in the wilderness	Cheesemaking	RDM	16
Elemental Sorcerer	M 15, WC 17, SN & 3	+3*LVL/2 PSPs in Psi15; +4 prof. slot(s) in a Psi9 power per 2 level(s); -3 AC	Environmental - Analyzing Samples	RDM	17
Goliath Rogue	Wis 14, I 12	See progression below; it is not channelling and there is a stat bonus. If you take this kit twice, it is channelling.	Drinking	RDM	18
Transmuter	M 15	Access to "All Wizard" abilities. Access to [E41] Warrior magic item store.	Builder	RDM	19
Arcanist II, The	MI 9, CSK 15, Alignment CG	x+1 Personality Score; 1M, (LVL+2)/2/hr: Locate Unique Object within 200'	Sign Language	RDM	20
Trophy Hunter, The	M+I 30, I 12	+1 Z action(s); 3 Language, Dwarvish slot(s); +6" movement rate	Mammals	RDM	21
Brothers of the stews	M+I 30, WC 17, SN & 3	+5+LVL/2 dmg; dispel Dispel (effect); +3 mental saves; +1 Boar mount (it has 20+(LVL+2)/2*3 hp)	Robotics - Adding Equipment	RDM	22
Peasant Hero	MIW 13, CSK 15	CF=3: +(LVL+2)/2 professional wrestling maneuvers	Starship Engineering	RDM	23
Sacred Fist	MIW 13, Dex 10, SN & 3	1M: Find a flaw in a house's / person's / security system's defenses	Technobabble Sense	RDM	24
Desert Mage, The	M 15, WC 17, SN & 3	CF=5: Free double weapon specialization (even non-Warrior)	Balance	RDM	25
Half-Orc Barbarian	CC, W+C 37	Double Resist Traps; Find/Remove Traps (Con+13)*5%	Space Science - Astronomy	RDM	26
Cleric, Spontaneous Domain Casting	MIWC 13	+2 Str; halve your number of nonweapon proficiencies (round loss down)	Psycho-Social Skill - Communication	RDM	27
Fighting Monk	M+I 30	1M, (LVL+2)/2/d: Armor, Detect Phase, or Detect Magic	Starship Helm Operation	RDM	28
Mithraic Priest	M+I 30, CSK 15	X^4 / (LVL) hours: Build a Tech Level X item	Puzzle Solving	RDM	29
Barbarian, Berserker Strength	M+I 30, I 12	Access to "All Wizard" abilities. Access to [E42] Wizard magic item store.	Mountaineering	RDM	30
Ancestral Speaker	MIW 13	+1 Wis checks; +2 Dex checks; +2 Personal Weapons Technology proficiencie(s)	Public Speaking	RDM	31

Honorbound	MIWC 13, CSK 15, Alignment CG	+1 weapon proficiencies; -4 NPC reactions	Technician - Repairing Machinery	RDM	32
Paladin, Angel's Sight	M+I 30, CSK 15	1 Planetary Science - Geology slot(s); 1 Talking: Make medium object invisible; 1P: Locate creature 40'	Survival	RDM	33
Beggar-Thief	MIWC 13	1 single weapon spec. (even non-war); +5/+2 magical protection (AC/saves)	Hunting	RDM	34
Non-Spellcasting Paladin	MIW 13	+3 nonweapon proficiencies	Modeling	RDM	35
Jongleur	M 15, Dex 10, H	+3/+3 AC/saves vs. two armor type(s); -4 AC all other weapons; +LVL/2+1 hp	Clockmaking	RDM	36
Abjurer, Resistance to Energy	(none)	1P: Death Ward; +2 hp per die with Cause spells; -1 wpn prof.	Paper-Making	RDM	37
Steel Fury	Wis 14	+1 normal familiar (must be a real-world animal)	Cryptography	RDM	38
Equerry	CC	+1 Mount (like a Paladin's)	Water Vehicle Operation	RDM	39
Mageweaver	M+I 30, I 12	+4 TH; +5 NPC reactions; Deft Hands	Martial Arts - Defensive Throwing	RDM	40
Alternate Witch	Wis 14, W+C 37	1 single weapon spec. (even non-war); +5/+2 magical protection (AC/saves)	Weaving	RDM	41
Ajami	M 15, WC 17, H	Shurikens use the "Dart" line for number of attacks.	Language, Sylph	RDM	42
Half-Elf Fighter	CC, CSK 15	+2 NPC reactions; +LVL Int checks; -2 Saves penalty	Locksmithing	RDM	43
Changeling Rogue	M 15	Exceptional Wis, Dex, or Con	Philosophy & Ethics	RDM	44
Starmaster	CC	Legend Lore (other crystal spheres) 10*LVL/2%, (alternate primes) 15*LVL%	Language, Dragon	RDM	45
Psion, The	M+I 30, W+C 37, SN & 3	+2 Str; halve your number of nonweapon proficiencies (round loss down)	Speed Casting	RDM	46
Halfling Paragon	MIWC 13	Detect Secret Doors 4*LVL/2% cont.; Backstab x5; 1Psycho-Social Skill - Hypnosis slot; 1 Bouncer slot	Martial Arts - Tumbling	RDM	47
Osteomancer	M 15, Dex 10	Access to "All Monster" abilities. Access to [E48] Monster magic item store.	Robotics - Identification	RDM	48
Cossak	MI 9, CSK 15	CF=3: Always have access to the store of armor	Generic Skill - Theory of an SSD box - Weapons	RDM	49
Bard	M 15	+2 NPC reactions; x2 starting money; Musical Inspiration 5*LVL%	Meditative Focus	RDM	50
Vlaude's Track of Immortality	MIW 13, Dex 10	+4 NPC reactions; 1 Piloting, Water-based slot(s); Spying 20*LVL%	Hiking	RDM	51
Favored Soul	M+I 30, W+C 37, SN & 3	+2 Saves; 4 Psycho-Social Skill - Hypnosis slot(s); 2 Generic Skill - Operation of an SSD box - Power/Def. slot(s); 5 Taxidermist slot(s);	Weaving	RDM	52
Hunter, The	M 15, I 12	Any Rogue 2 pick, with 2*LVL/2 Rogue points for it	Language, Bleah (*)	RDM	53
Cleric of the Faith Ethical (Ethoist)	M+I 30, CSK 15, Alignment CG	+2 NPC reactions; +LVL Int checks; -2 Saves penalty	Butcher	RDM	54
Sisters of Mercy	M 15	+LVL hp when Binding Wounds	Weaving	RDM	55
Traveler	MIWC 13, CSK 15, SN & 3	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.	Language, Salamander	RDM	56
Medician	MIWC 13	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.	Interrogation	RDM	57
Sorcerer, Blood of Khyber	CC, W+C 37	When charming or charmed by someone else, an action is not lost (act immediately)	Yelling	RDM	58
Humanoid Scholar	M+I 30, I 12	CF=2: Immune local terrain; Double Resist Natural effects	Medical Science - Surgery	RDM	59
Thespian	MIW 13, I 12, H	x+1 Personality Score; 1M, (LVL+2)/2/hr: Locate Unique Object within 200'	Bowyer/Fletcher	RDM	60
Beast Trainer	MIW 13	1M, (LVL+2)/2/d: Armor, Detect Phase, or Detect Magic	Politics	RDM	61
Barbarian, Bear Totem	M+I 30, CSK 15, Alignment CG	X^4 / (LVL) hours: Build a Tech Level X item	Language, Demon	RDM	62
Ranger, Elf	M+I 30, I 12	Legend Lore (Str-10)*10%; +3Research Point(s) (once per kit, the day after taking it)	Concealment	RDM	63
Cavalier	MIWC 13, CSK 15	+1 Dragon Companion	Tumbling (defensive)	RDM	64
Arcane Devotee	(none)	+1 Mount (like a Paladin's)	Language, Orc	RDM	65
Fighter, Warforged	M 15, CSK 15	+1 normal familiar (must be a real-world animal)	Reading Lips	RDM	66
Athlete, The	CC, W+C 37	+48 gp per reset (including before the game starts if you begin with this kit)	Multiverse Science - Time/Loop Theory	RDM	67

True Caster	MIW 13, Dex 10, Alignment CG	+1 normal familiar (must be a real-world animal)	Trees	RDM	68
CLOD (Updated!)	CC	Shurikens use the "Dart" line for number of attacks.	Psycho-Social Skill - Understand	RDM	69
Human Paragon	CC	+1 Mount (like a Paladin's)	Mountaineering	RDM	70
Rocktender	MIW 13, CSK 15, SN & 3	CF=3: Items < 1gp cost nothing for you	Dancing	RDM	71
Radiant Servant of Pelor	M 15	+15% money found in the dungeon (does affect sold armors)	Dweomercraft	RDM	72
Auditor	MIW 13, I 12, H	Overwrite one Rogue progression to use the Druid1 progression	Technician - Deactivate Alarms/Defense	RDM	73
Draco Knight	(none)	1 day of F actions: Neutralize Poison/Poison; 1/hr, Level 7: Craft random scroll	Singing	RDM	74
Sniper	M 15, WC 17, H	+2 NPC reactions; +LVL Int checks; -2 Saves penalty	Space Science - Astronautics/Engineer	RDM	75
Pirate	(none)	+4 Saves in first round; +1 dmg in second segment	Meditation	RDM	76
Abjurer, Spontaneous Dispelling	M+I 30	+1 normal familiar (must not be some sort of mount)	Intimidation	RDM	77
Stormtalon	MIW 13, CSK 15, SN & 3	+20% XP in the class not associated with this kit (retroactive)	Bushes & Shrubs	RDM	78
Panther Shen	MIWC 13, I 12	+1 Mount (like a Paladin's)	Light Sleeping	RDM	79
Labourer	M+I 30	+1 TH on land; -2 NPC reactions; 3 nonweapon slot(s) with air-based weapon	Life Sciences - Zoology	RDM	80
Consecrated Harrier	MI 9, I 12	+1 Wis checks; +2 Dex checks; +2 Personal Weapons Technology proficiencie(s)	Life Sciences - Ecology	RDM	81
Defender	MIW 13, WC 17	1 triple weapon spec. (even non-war); Room/Board costs 20 gp	Mime	RDM	82
Mental Overlord	M+I 30	+1 TH and x+5 dmg vs. Water and Intelligent Trap/Trick/Special-kin	Marksmanship - Modern Weapon	RDM	83
Light Bringer	MIWC 13, CSK 15	nV, LVL/d: Construct a weapon of up to LVL*5 gp value (n=value/LVL)	Astrogration Skill - Pilot Interstellar Jump	RDM	84
Gnome Bard	M 15, WC 17, H	+4 TH and dmg with first attack on each enemy	Computer Skill - Manipulating Programs	RDM	85
Scar Enforcer	MIW 13, Dex 10, Alignment CG	Always have access to the store of armors (in non-combat time)	Environmental - Analyzing Samples	RDM	86
Argent Savant	MI 9	CF=2: Immune local terrain; Double Resist Natural effects	Outer Planar Knowledge	RDM	87
Evoker, Focus Caster	CC, W+C 37	+5 NPC reactions; 2 Weight Sense slot(s); +25% gp when selling armors	Trailing	RDM	88
Soul Master	M+I 30	Legend Lore 5*LVL/2%; Spicer 15*LVL/2%; Psycho-Social Skill - Persuasion 15*LVL%;	Immortal Lore	RDM	89
Spiritist	Wis 14	CF=3: +(LVL+2)/2 professional wrestling maneuvers	Weaponsmithing	RDM	90
Wizard, Arcane Reabsorbtion	Wis 14, Dex 10, SN & 3	Gain a weapon prof. from 2nd edition, even if your class isn't that edition	Disguise	RDM	91
Hunting Monk	M 15	+5+LVL/2 dmg; dispel Dispel (effect); +3 mental saves; +1 Boar mount (it has 20+(LVL+2)/2*3 hp)	Weather Sense	RDM	92
Morninglord of Lathander	M 15	Legend Lore 5*LVL/2%; Spicer 15*LVL/2%; Psycho-Social Skill - Persuasion 15*LVL%;	Environmental - Analyzing Samples	RDM	93
Defender of Sealtiel	M+I 30, Dex 10, H	Always has shelter; local people will feed you or hide you from authorities	Psionic Detection	RDM	94
Sicarii, The	CC, W+C 37	+2 NPC reactions; +LVL Int checks; -2 Saves penalty	Language, Daemon	RDM	95
Wilderness Runner	M 15	When charming or charmed by someone else, an action is not lost (act immediately)	Observation	RDM	96
Scout	Wis 14, WC 17	+20% XP in the class not associated with this kit (retroactive)	Heraldry, Space	RDM	97
Seeker of the Misty Isle	MIWC 13, Dex 10, Alignment CG	Exceptional Wis, Dex, or Con	Cephalopods & Echinoderms	RDM	98
Clansman	Wis 14	+1 Z action(s); 3 Language, Dwarvish slot(s); +6" movement rate	Information Gathering	RDM	99
Barbarian, FearsomeGaze	M+I 30	See progression below; it is not channelling and there is a stat bonus. If you take this kit twice, it is channelling.	Language, True Tongue (*)	RDM	100