

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	#
Singer, The	Str 11, I 18, SN & 1	+4 dmg; 1bV, -LVL TH this segment: +LVL dmg this segment	Taunt	RDM	1
Monk, Illuminated	CIS 11	1Z: Enfeeblement for 1reset	Ceremony	RDM	2
War Mage	CIS 11	+4+(LVL+2)/2 hp; immune Fear; +2 physical saves; +1 Camel mount (it has 20+(LVL+2)/2*4 hp)	Understand Alien Technology	RDM	3
Epic Barbarian	CISK 17, I 18, H	+3 weapon proficiencie(s)	Generic Skill - Repair of an SSD box - Power/Def.	RDM	4
Daggerspell Mage	C+I 44	+1 Dex; halve your number of nonweapon proficiencies (round loss down)	Geology & Mineralogy	RDM	5
Necromancer, Skeletal Minion	C 16, S+K 44	Always have access to the store of weapons (in non-combat time)	Chanting	RDM	6
Monk, Raging	CISK 17, KWD 13	1 day of M actions: Cure/Cause Moderate Wounds; 1/s, Level 9: Brew random potion	Multiverse Science - Time/Loop Theory	RDM	7
Ranger, Elf	CISK 17, Wis 11, H	1 triple weapon spec. (even non-war); Room/Board costs 15 gp	Language, Deva	RDM	8
Aristocrat	CIS 11	+5 weapon proficiency(s); 1/d: Gain a LVL/2^2 gp weapon	Water Find/Sense	RDM	9
Humanoid Bard	Str 11, I 18, H	+5 TH at sea; -2 NPC reactions; 4 weapon slot(s) with land-based armor	Computer Skill - Bypassing Security	RDM	10
Serpent Totem Barbarian	Str 11	1 double weapon spec. (even non-war); +5/+3 magical protection (AC/saves)	Language, Brownie	RDM	11
Soul Master	CIS 11, SK 17	Reduce level divisor for which spells you can cast with 1Z only by 1.	Psychology	RDM	12
Troubadour of Stars	C+I 44, I 18, Alignment CN	See progression below; it is not channelling and there is a stat bonus. If you take this kit twice, it is channelling.	Computer Skill - Defeating Security	RDM	13
Galvanist	C 16	Can Rebuke Black Ice with CL=(LVL+2)/2-3	Minting	RDM	14
Diviner	CIS 11, S+K 44	Access to "All Warrior" abilities. Access to [E44] Rogue magic item store.	Animal Training	RDM	15
Frontiersman	CI 9, I 18, H	XM: +4 to any one subability score for X/2 segments; 5 Begging slot(s)	Running	RDM	16
Sorcerer, Raptoran	CIS 11	PaPR (Str+Wis-27)*15%	Hypnosis	RDM	17
Green Dragon Shaman	C 16, I 18, SN & 1	+1 normal familiar (must be some sort of mount)	Mime	RDM	18
Ghost Mage	Str 11, KWD 13	CF=3: Always have access to the store of generic items	Smelting	RDM	19
Gnome Paladin	CIS 11	+4/+3 AC/saves vs. two item type(s); -5 TH all other weapons; +(LVL+2)/2+1 hp	Barber	RDM	20
Half-Elf Fighter	CISK 17, Wis 11	Access to "All Psionicist" abilities. Access to [E43] Priest magic item store.	Street Sense	RDM	21
Orc Grunt	CISK 17, KWD 13	Can Rebuke Black Ice with CL=(LVL+2)/2-3	Language, Sylph	RDM	22
Illusionist	Str 11, SK 17	CF=3: Always have access to the store of weapons	Stealth	RDM	23
Breachgnome	S	You MUST material component (spending 1 Talking) when casting spells, but get x2 effect	Amphibians	RDM	24
Hinterland Bandit	S	+3 NPC reactions; x3 starting money; Read Languages 10*(LVL+2)/2%	Juggling	RDM	25
Mourner	CI 9, KWD 13, H	Always have access to the store of weapons (in non-combat time)	Smelting	RDM	26
Icesinger	S	+1 TH in second round; +3 dmg in first segment	Poison Resistance	RDM	27
Dragonmark Heir	S	# Attacks = (LVL+2)/2 vs. Size C or smaller creatures	Painting (non-artistic)	RDM	28
Artificer	CIS 11	1 triple weapon spec. (even non-war); Room/Board costs 15 gp	Light Sleeping	RDM	29
Chameleon	C+I 44, Wis 11, H	+1 all weapon checks when indoors; Find/Remove Traps 20%*(LVL+2)/2	Language, Undercommon	RDM	30
Paladin, Aura of Banishment	C 16	CF=3: Always have access to the store of generic items	Technician - Detect Alarms / Defenses	RDM	31
Summoner	CI 9, KWD 13, H	x+3 Personality Score; 1F, LVL/2/t: Locate Unique Object within 100'	Shipbuilding	RDM	32

Non-Spellcasting Paladin	S, SK 17, SN & 1	+4/+3 AC/saves vs. two item type(s); -5 TH all other weapons; +(LVL+2)/2+1 hp	Vehicle Operation	RDM	33
Montare	Str 11	+1 TH in second round; +3 dmg in first segment	Generic Skill - Repair of an SSD box - Weapons	RDM	34
Shadow Khan	CISK 17, SK 17	+4 nonweapon prof.; Find/Remove Traps 10%*(LVL+2)/2; -3 NPC reactions	Life Sciences - Bionics	RDM	35
Purple Dragon Knight	Str 11, S+K 44, Alignment CN	+1 Dex; halve your number of nonweapon proficiencies (round loss down)	Set Snares	RDM	36
Caller of the Hunt	CIS 11	When charming or charmed by someone else, an action is not lost (act immediately)	Legends & Folklore	RDM	37
Thanhotepic	CISK 17, KWD 13	Overwrite one Warrior progression to use the Druid1 progression	Fishing	RDM	38
Non-Spellcasting Paladin	S	CF=4: Double Resist local terrain	Trail Hiding	RDM	39
Silver Order, The	S, Wis 11, H	1 double weapon spec. (even non-war); +5/+3 magical protection (AC/saves)	Mental Resistance	RDM	40
Halfling Druid	S	+3 Martial Arts style(s)	Leatherworking	RDM	41
Buccaneer (Updated!)	CIS 11, Wis 11, H	You MUST material component (spending 1 Talking) when casting spells, but get x2 effect	Language, Gnoll	RDM	42
High Handcrafter	CISK 17, KWD 13	Ability to use Professional Wrestling [P14]	Language, Ultracommon (*)	RDM	43
Warbringer	CI 9, I 18, H	+4 Professional Wrestling style(s)	Symbol Lore	RDM	44
Initiate of Pistis Sophia	C+I 44, KWD 13	X^5 / (LVL) hours: Build a Tech Level X item	Alertness	RDM	45
Monk, Holy	Str 11, S+K 44	+1 AC; 4 Tightrope Walking slot(s); 2 Language, Common slot(s); 4 Language, Dryad slot(s);	Medical Skill - Activating Freeze Fields	RDM	46
Hathran	CI 9, S+K 44	+1 NPC reactions; 1 Trail Hiding slot(s); +10% gp when selling armors	Agriculture	RDM	47
Battle Sorcerer	C 16	-4 NPC reactions; Gain Exceptional Str and Wis	Crustaceans & Mollusks	RDM	48
Necromancer, Enhance Undead	S, I 18	+1/+3 AC/saves vs. missiles; x2.5 wpn slots, extra only for missile weapons	Marsupials	RDM	49
Noble Psionicist	C+I 44, Wis 11, H	CF=3: Always have access to the store of generic items	Robotics - Repairing Robots	RDM	50
Collector	CISK 17, KWD 13	+3 Martial Arts style(s)	Sports (Dex-based)	RDM	51
Barbarian, Serpent Totem	Str 11, I 18, H	+120 gp per reset (including before the game starts if you begin with this kit)	Medical Science - General Medicine	RDM	52
Daggerspell Mage	CIS 11	Immune Specials; Find/Remove Specials (Int-10)*15%	Language, Sylph	RDM	53
Fetishist	Str 11, S+K 44	+5 TH at sea; -2 NPC reactions; 4 weapon slot(s) with land-based armor	Language, Bleah (write)	RDM	54
Sellsword	CIS 11	+4 nonweapon proficiencies; -1 NPC reactions	Transporter Operational Procedures	RDM	55
Solar Collection	Str 11, Wis 11, H	+1 normal familiar (must not be a real-world animal)	Listening	RDM	56
Rope Master, The	Str 11, S+K 44, Alignment CN	+15% XP in the class not associated with this kit (not retroactive)	Weaponsmithing	RDM	57
Ice Lord	S	+5% money found in the dungeon (does affect sold items)	Projectile Weapons	RDM	58
Death Lord	C 16	+120 gp per reset (including before the game starts if you begin with this kit)	Planetary Science - Geology	RDM	59
Votary	CIS 11	+3 P action(s); 5 Economics slot(s); +5" movement rate	Skinning	RDM	60
The Fathomer	(none)	+1 Mount (like a Paladin's)	Spelunking	RDM	61
Mind Mage	C+I 44	+2 NPC reactions; 4 Armoring slot(s); Impersonation 5*LVL%	Bartending	RDM	62
Forestwalker	C+I 44	+15% XP in the class not associated with this kit (not retroactive)	Painting (non-artistic)	RDM	63
Rogue, Halfling	CISK 17, I 18	+1 normal familiar (must be some sort of mount)	Language, Sheddu	RDM	64
Cleric, Rage	C+I 44, SK 17	+5% money found in the dungeon (does affect sold items)	Psionic Theory	RDM	65
Deep Diviner	CIS 11	+1 NPC reactions; +LVL Dex checks; -4 TH penalty	Language, Bleah (write)	RDM	66
Religious Adept	S	+1 mount (it has LVL/2*5 hp)	Healing	RDM	67
Beast-Rider	CISK 17, I 18, SN & 1	+4/+3 AC/saves vs. two item type(s); -5 TH all other weapons; +(LVL+2)/2+1 hp	Medical Skill - Curing Diseases	RDM	68
Master of the Void	C 16, I 18, H	Always has shelter; local people will feed you and hide you from authorities	Multiverse Science - Time/Loop Theory	RDM	69
Dragon Knight	CIS 11, S+K 44	+3 weapon needed to hit you; Detect Noise (Str+Wis-27)*15%	Understand Alien Technology	RDM	70
Scout	S	1 double weapon spec. (even non-war); +5/+3 magical protection (AC/saves)	Medical Science - Surgery	RDM	71

Crane Shen	C 16, S+K 44	Replace which line you specialize on to three better (Non-Warrior / Ranger / Warrior / Barbarian / Barbarian+1)	Deflector Shield Technology	RDM	72
Evoker, Energy Affinity	C 16	+1*LVL PSPs in Psi23; +1 prof. slot(s) in a Psi23 power per 3 level(s); -1 AC	Art & Music Lore	RDM	73
Historian	CI 9, S+K 44, SN & 1	+4 Professional Wrestling style(s)	Calligraphy	RDM	74
Stonedeath Assassin	CIS 11, SK 17	1P, LVL/2/rd: Alarm, Detect MF/PF/TF/LF, or Detect Illusion	Cryptography	RDM	75
Huntsman	CI 9, S+K 44	+3 weapon needed to hit you; Detect Noise (Str+Wis-27)*15%	Language, Elvish	RDM	76
Champion of Corellon Larethian	Str 11	+5 TH at sea; -2 NPC reactions; 4 weapon slot(s) with land-based armor	Lycanthrope Lore	RDM	77
Battlecaster	CI 9, S+K 44	+4 TH and x+1 dmg vs. Sigil / Maelstrom and Dragon-kin	Language, Bugbear	RDM	78
Barbarian, Jaguar Totem	Str 11, Wis 11, H	+1 TH; Considered 1/2 of a size class larger for weapons (e.g. M-> M/L)	Sculpting	RDM	79
Dark Poet, The	C 16, I 18, SN & 1	Access to "All Psionicist" abilities. Access to [E43] Priest magic item store.	Butler	RDM	80
Goliath Druid	CI 9, SK 17, SN & 1	Opponents get -LVL/2*5-20% blahR and -3 saves vs. your effects	Appraising	RDM	81
Epic Artificer	S	Access to "All Psionicist" abilities. Access to [E43] Priest magic item store.	Deflector Shield Technology	RDM	82
Wu Jen	S	+4 Professional Wrestling style(s)	Life Support Systems Technology	RDM	83
Rake, The	S, S+K 44, H	Access to "All Monster" abilities. Access to [E41] Warrior magic item store.	Torture Resistance	RDM	84
Battle Mage	CISK 17, Wis 11	Access to "All Warrior" abilities. Access to [E45] Psionicist magic item store.	Survival	RDM	85
Barbarian, Horse Totem	C+I 44, KWD 13	+1 NPC reactions; +LVL Dex checks; -4 TH penalty	Hiding	RDM	86
Arcane Trickster	C+I 44, KWD 13	Access to "All Psionicist" abilities. Access to [E42] Wizard magic item store.	Riding, Water-based	RDM	87
Exterminator	CI 9, S+K 44	Ability to use Professional Wrestling [P14]	Mapping, Dungeon	RDM	88
Monk, Chaos	C+I 44, KWD 13	+5 TH at sea; -2 NPC reactions; 4 weapon slot(s) with land-based armor	Musical Instrument	RDM	89
Survivalist	CI 9, S+K 44, SN & 1	+5 TH/dmg/AC and opponents -4 dmg in a 1 sq. mile area	Language, Shedu	RDM	90
Enlightened Fist	S, SK 17, SN & 1	+1 NPC reactions; 1 Trail Hiding slot(s); +10% gp when selling armors	Psionic Theory	RDM	91
Battle Howler of Gruumsh	CIS 11, Wis 11	+1 Mount (like a Paladin's)	Legends & Folklore	RDM	92
Stalker of Kharash	CISK 17, KWD 13	CF=4: +LVL/2 martial arts maneuvers	No Noticeable Effect Casting	RDM	93
Eyes of the Evening	S, S+K 44, H	Detect Secret Doors 2*LVL% cont.; Backstab x5; 1Language, Manticore slot; 1 Communications Systems Operation slot	Trees	RDM	94
Spirit Warrior	Str 11	nZ, LVL/2/d: Construct a weapon of up to LVL/2*15 gp value (n=value/LVL)	Chanting	RDM	95
Cavalryman	Str 11, I 18	Ability to use Professional Wrestling [P14]	Life Sciences - Zoology	RDM	96
Knight	C+I 44, Wis 11, H	CF=5: Immune local terrain	Martial Arts - Nerve Combat	RDM	97
Lunar Rogue	Str 11, I 18, H	Always has shelter; local people will feed you and hide you from authorities	Taxidermist	RDM	98
Justice Hammer of Moradin	CISK 17, KWD 13, SN & 1	-4 NPC reactions; Gain Exceptional Str and Wis	Guild Lore	RDM	99
Geomancer	Str 11	CF=3: Always have access to the store of weapons	Planetary Science - Geology	RDM	100