

Do you like playing a fighter/mage? Do you prefer a wizard to a mage for his versatility? And you regret it is not possible to multiclass or pair the wizard, like in the newer D&D versions, to make him a fighter/wizard. Well, me too. So I found an alternative, and I created the sorcerer. The Sorcerer is a special profile because it does not appear in the character creation menu. It is obtained under certain conditions, after creating a wizard character.

## **Wizard Profile: SORCERER**

SORCERER: The sorcerer, like the wizard whom he is very close to, has an innate sense of magic, inherited from an unknown origin such a god, demon or dragon. He can cast as him spells instinctively, that he chooses but does not learn. But he does not chose to devote himself to mysteries only, and spends part of his training in martial arts. In his hands, the traditional staff of mage becomes a deadly weapon, which he handles with a dexterity forcing admiration. The sorcerer has less magic skills than a wizard, but unlike the latter, he does not lack resources when spells fail him.

### **Advantages:**

- +1 to THAC0 in melee every 2 levels.
- +1/2 to attack per round at levels 8 and 15.
- +1 level to staff proficiency at levels 1, 3, 9 and 15.
- +1/2 to attack when he gets levels of master and high master of staff.
- +1D2 life points per level up to level 10, +1 life point for every following level.
- +1 to saving throw vs. death every 4 levels.
- +1 to saving throw vs. polymorph every 8 levels.
- Can use his proficiency skill points to evolve in fight style "Two Handed weapons".
- Develops improved versions of some combat spells.
- Can choose Hlas of fighter in addition to those of mage.

### **Disadvantages:**

- No 1/2 to attack when he reaches the level of grand master of staff.
- Can not use items reserved to fighters.
- Ability to cast spell reduced of a spell per spell level.
- Evolution slowed by the non-exclusive practice of magic: -15% of xp.

IMPROVED SPELLS: when he casts certain spells, the sorcerer can take advantage of improved effects, which vary according the spells:

- \* Called Shot: extended duration: 1 round/3 levels
- \* Armor: reduced casting time, reduced AC: -1 AC/3 levels
- \* Strength: improved strength when casting upon himself: set at 19
- \* Fire Shield (Red/Blue): affected weapon: +1D8 damage

### **Notes to obtain the kit under BG2/BGT:**

*Under BG2 and BGT, in order to obtain the profile of Sorcerer, the character must match the following specifications:*

*Class: Wizard*

*Minimum statistics: 15 Strength & Dexterity  
Proficiency: Skilled in staff or dagger, according to preference.*

*After which you only have to assign the character the script "SCRIPT SPECIALIZER OF DUKP" via the "customize" option in the character sheet, and follow the instructions on screen. It remains to choose the weapon of choice of the character by pressing a key:  
[ B ] for Staff.  
[ D ] for Dagger.*

**Special Notes:**  
*The spell "Accurate Shot" is a change made by the mod "Spell revision". If you have not installed this mod, no problem: you only need that the sorcerer knows the spell "Infravision" in order that this spell is turned into "Accurate Shot".*

*When you learn the spells "Accurate Shot", "Armor", "Strength" and "Fire Shield (Red/Blue)", they are replaced after memorizing (thus you have to sleep) by an equivalent specially adapted to the sorcerer. However the game will present again these spells in the "classic" version when you level up. Do not fall into the trap: do not take them back.*

*The profile provides the option to use skill points for combat style "Two-Handed weapon" for the weapon of choice "Staff" and "One-Handed weapon" or "Two Weapons" for the weapon of choice "Dagger". Do not forget, when you reach levels 6 and 12, to assign your skill points to combat style associated to the weapon you have chosen. It would be a shame to miss bonuses presented by his specializations.  
However, if you get the profile later (as an example, at level 9 at the beginning of SoA), the script will convert a wasted skill point (sling, dart, dagger or staff if it is not the weapon of choice) into a more useful skill point for the combat style matching the weapon of choice. If it happens to be dagger, it still leaves you the option by on-screen instructions to choose by pressing a key: [U] for "One-Handed weapon" combat style or [D] for "Two Weapon" combat style.*

*The installation of kit also adds two items: a minor mage robe in the stock of Talentir for BGT/BGEE and hidden somewhere (easy to guess) for BG2/BG2EE, and a major mage robe in the stock of Ribald after the Underdark for BGT/BG2/BG2EE or in the stock of Hobart the gnome for IWDEE.*

**Comparison Note:**  
*And here's the comparison between a fighter/mage and a sorcerer, to help you get an idea.  
I worked on the basis of characters with similar characteristics, with the game modded by the option "great mastery for multiclasses" not to penalize the fighter/mage.  
Common characteristics of the two characters:  
Race: half-elf  
Abilities: STR 17, DEX 17, CON 17, INT 10, WIS 10, CHA 10  
Choice of weapon: two katanas for the fighter/mage, a staff for the sorcerer. Final THAC0 measured with a non-magical weapon.*

	<b><u>Fighter/Mage</u></b>	<b><u>Sorcerer</u></b>
<b><u>0 xp :</u></b>	Level 1 / 1	Level 1
<b><u>HP:</u></b>	17	12
<b><u>Proficiencies:</u></b>	2* katana, 2* two weapons	2* staff

<i>THAC0:</i>	<i>18 / 22</i>	<i>18</i>
<i>Att/round:</i>	<i>2,5 (1,5+1)</i>	<i>1,5</i>
<i>Saving Throws:</i>	<i>14, 11, 13, 15, 12</i>	<i>14, 11, 13, 15, 12</i>
<i>Spells/day: :</i>	<i>1 (level 1)</i>	<i>3 (level 1)</i>
<b><u>161000 xp :</u></b>	<i>Level 7 / 7</i>	<i>Level 9</i>
<i>HP:</i>	<i>55</i>	<i>57</i>
<i>Proficiencies:</i>	<i>4* katana, 2* two weapons</i>	<i>4* staff, 1* 2-handed weapo</i>
<i>THAC0:</i>	<i>10 / 14</i>	<i>10</i>
<i>Att/round:</i>	<i>3 (2+1)</i>	<i>2</i>
<i>Saving Throws:</i>	<i>10, 9, 11, 12, 10</i>	<i>11, 9, 10, 13, 10</i>
<i>Spells/day: :</i>	<i>4, 3, 2, 1 (level 4 max)</i>	<i>6, 6, 6, 4 (level 4 max)</i>
<b><u>500000 xp :</u></b>	<i>Level 9 / 10</i>	<i>Level 11</i>
<i>HP:</i>	<i>70</i>	<i>66</i>
<i>Proficiencies:</i>	<i>5* katana, 2* two weapons</i>	<i>4* staff, 1* 2-handed weapo</i>
<i>THAC0:</i>	<i>8 / 12</i>	<i>8</i>
<i>Att/round:</i>	<i>4 (3+1)</i>	<i>2</i>
<i>Saving Throws:</i>	<i>8, 9, 9, 9, 10</i>	<i>9, 7, 8, 11, 8</i>
<i>Spells/day: :</i>	<i>4, 4, 3, 2, 2 (level 5 max)</i>	<i>6, 6, 6, 6, 4 (level 5 max)</i>
<b><u>1000000 xp :</u></b>	<i>Level 10 / 11</i>	<i>Level 12</i>
<i>HP:</i>	<i>72</i>	<i>68</i>
<i>Proficiencies:</i>	<i>5* katana, 2* two weapons</i>	<i>4* staff, 2* 2-handed weapo</i>
<i>THAC0:</i>	<i>7 / 11</i>	<i>7</i>
<i>Att/round:</i>	<i>4 (3+1)</i>	<i>2</i>
<i>Saving Throws:</i>	<i>8, 7, 9, 9, 8</i>	<i>8, 7, 8, 11, 8</i>
<i>Spells/day: :</i>	<i>4, 4, 4, 3, 3 (level 5 max)</i>	<i>6, 6, 6, 6, 5, 3 (level 6 max)</i>
<b><u>2000000 xp :</u></b>	<i>Level 12 / 12</i>	<i>Level 14</i>
<i>HP:</i>	<i>75</i>	<i>72</i>
<i>Proficiencies:</i>	<i>5* katana, 3* two weapons</i>	<i>4* staff, 2* 2-handed weapo</i>
<i>THAC0:</i>	<i>5 / 7</i>	<i>5</i>
<i>Att/round:</i>	<i>4 (3+1)</i>	<i>2</i>
<i>Saving Throws:</i>	<i>7, 7, 8, 8, 8</i>	<i>8, 7, 8, 11, 8</i>
<i>Spells/day: :</i>	<i>4, 4, 4, 4, 4, 1 (level 6 max)</i>	<i>6, 6, 6, 6, 6, 5, 3 (level 7 max)</i>
<b><u>3000000 xp :</u></b>	<i>Level 14 / 14 (+ 2 hlas)</i>	<i>Level 16</i>
<i>HP:</i>	<i>79</i>	<i>76</i>
<i>Proficiencies:</i>	<i>5* katana, 3* two weapons</i>	<i>5* staff, 2* 2-handed weapo</i>
<i>THAC0:</i>	<i>3 / 5</i>	<i>3</i>
<i>Att/round:</i>	<i>4,5 (3,5+1)</i>	<i>3</i>
<i>Saving Throws:</i>	<i>5, 7, 6, 5, 8</i>	<i>6, 5, 5, 9, 6</i>

<i>Spells/day: :</i>	<i>5, 5, 5, 4, 4, 2, 1 (level 7 max)</i>	<i>6, 6, 6, 6, 6, 6, 5, 3 (level 8 max)</i>
<b><u>4000000 xp :</u></b>	<i>Level 16 / 15 (+ 5 hlas)</i>	<i>Level 19 (+ 2 hlas)</i>
<i>HP:</i>	<i>82</i>	<i>82</i>
<i>Proficiencies:</i>	<i>5* katana, 3* two weapons, 1* hammer</i>	<i>5* staff, 2* 2-handed weapo, 1* sling</i>
<i>THAC0:</i>	<i>1 / 3</i>	<i>1</i>
<i>Att/round:</i>	<i>4,5 (3,5+1)</i>	<i>3</i>
<i>Saving Throws:</i>	<i>4, 6, 5, 4, 7</i>	<i>6, 5, 5, 9, 6</i>
<i>Spells/day: :</i>	<i>5, 5, 5, 5, 5, 2, 1 (level 7 max)</i>	<i>6, 6, 6, 6, 6, 6, 6, 6, 4 (level 9 max)</i>
<b><u>5000000 xp :</u></b>	<i>Level 16 / 16 (+ 8 hlas)</i>	<i>Level 21 (+ 4 hlas)</i>
<i>HP:</i>	<i>85</i>	<i>86</i>
<i>Proficiencies:</i>	<i>5* katana, 3* two weapons, 2* hammer</i>	<i>5* staff, 2* 2-handed weapo, 1* sling</i>
<i>THAC0:</i>	<i>-1 / 1</i>	<i>0</i>
<i>Att/round:</i>	<i>4,5 (3,5+1)</i>	<i>3</i>
<i>Saving Throws:</i>	<i>3, 5, 4, 4, 6</i>	<i>5, 5, 5, 9, 6</i>
<i>Spells/day: :</i>	<i>5, 5, 5, 5, 5, 3, 2, 1 (level 8 max)</i>	<i>6, 6, 6, 6, 6, 6, 6, 6, 6 (level 9 max)</i>