

Astral Opposer RDM

Level	KXP	Spells
1	0	(none)
2	1.8	(none)
3	3.6	(none)
4	7.2	(none)
5	14.4	(none)
6	28.8	(none)
7	57.6	(none)
8	115.2	(none)
9	225	(none)
10	450	(none)
11	675	(none)
12	900	(none)
13	1125	(none)
14	1350	(none)
15	1575	(none)
16	1800	(none)
17	2025	(none)
18	2250	(none)
19	2475	(none)
20	2700	(none)
21	2925	(none)
22	3150	(none)
23	3375	(none)
24	3600	(none)
25	3825	(none)
26	4050	(none)
27	4275	(none)
28	4500	(none)
29	4725	(none)
30	4950	(none)
31	5175	(none)
32	5400	(none)
33	5625	(none)
34	5850	(none)
35	6075	(none)
36	6300	(none)

Requisites: Dex 32, Con 31, Cml 29, Class slots 3

Alignment: non-S

HD/level: ++++5d6

Weapon Prof.: 6+level

To Hit Table: 2xRog

Saves: Psi

Reference: RDM

Groups: AlternateUniverse, Planar, Random, Offensive

Complexity: CF=5

+level slots for Henchmen, auto-make Chr and Morale checks. Divide cost by LVL.

Hide in Plane [plane]: Specify a whole plane (not a layer). You do not generate "?" marks in that plane; monsters generally don't initiate combat with you (even if they see you).

Gets 60 Rogue points per level

Level 1: Get one "Any Rogue level 1" pick.

Level 1: +1 TH and +2 dmg with hammers.

Level 6: Jack: +LVL divided among Chr, Cml, or level for purposes of how many kits and feats you can have.

Level 6: And soft skin, forever: 75% MPIRR.

The Fifth Genocide Nazi in a Fashionable Hat1JG RDM

Level	KXP	Psionics		Requisites:
		mMG	SUV	Int 73, Chr 21, Cml 21, Class slots 2
1	0	54-	---	Alignment: LG
2	3.2	54-	---	HD/level: 3d6
3	6.4	54-	---	Weapon Prof.: 9+level/2
4	12.8	55-	---	To Hit Table: 2xMon
5	25.6	654	---	Saves: Psi
6	51.2	654	---	Reference: RDM
7	102.4	654	---	Groups: Psionist, Maxi, Offensive
8	204.8	664	---	Complexity: CF=4
9	400	765	---	
10	800	765	---	Gets access to 1 psionic frequency per level. If it is not a "common" psionic
11	1200	765	---	frequency (or a frequency that you know from a class sheet), you do not know it
12	1600	775	4--	automatically. You must then either spend 2 picks on it, or 1 pick plus a Research
13	2000	876	4--	Point.
14	2400	876	4--	+1 S action only usable in segment 5.
15	2800	876	4--	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
16	3200	886	5--	Level 6: Immune to Blow Your Head Off, Twilight, Curse, bad effects of reading
17	3600	987	5--	magical books/scrolls
18	4000	987	5--	Level 6: 1M: Shut off Concordant effect (aXR to resist)
19	4400	987	5--	Level 11: Pick another ability from I-VI above. If you pick an ability more than once,
20	4800	997	6--	M action costs go to V, V costs go to 0 (zero action).
21	5200	A98	64-	Known Spells:
22	5600	A98	64-	Resist Planar Alignment (SL=1): Radiate light or shoot 2 1d6 bolts.
23	6000	A98	64-	Wither Limb (SL=2): One of target's limbs of your choice is rendered useless.
24	6400	AA8	74-	What? No!, I sell propane (SL=3): Remove a status effect of SEL = CL or less.
25	6800	BA9	75-	Organized Pseudolegal Commercial Arguments (SL=4): You and target take no
26	7200	BA9	75-	actions due to your filibustering.
27	7600	BA9	75-	Mass Probability Travel (SL=5): CL groups Probability Travel
28	8000	BB9	85-	Dual Nature (SL=6): Whenever you summon or create creatures, you get twice as
29	8400	CBA	86-	many of them.
30	8800	CBA	86-	Titanic Ultimatum (SL=7): You and your subordinates get +50th/+50dmg, +1IP
31	9200	CBA	86-	action, overhit, and vampiric regen this rd.
32	9600	CCA	964	Higher Ground (SL=8): Creates a x2 Terrain Feature that you and your henchmen get
33	10000	DCB	974	+1 to multiplier.
34	10400	DCB	974	Vault of the Archangel (SL=9): 1bM, Pay 4 SL's: Your Subordinates are slay branded
35	10800	DCB	974	and have vampiric regen.
36	11200	DDB	A75	Daniel Tiger's Neighborhood (SL=10): You are Retired and your character slot is

replaced by a baby Tiger classed in Mister Rodgers at +1 level.

Indigo Divination Wizard(MTG U/B/G)4 RDM

Level	KXP	Spells	Requisites:
		123 456 789	Con 29, Int 27, Wis 98, Cml 31, Class slots 4
1	0	655 --- ---	Alignment: TG (Overwrite to all other classes)
2	3.4	655 --- ---	HD/level: ++++½4d6
3	6.8	665 5-- ---	Weapon Prof.: 10+level
4	13.6	665 5-- ---	To Hit Table: 2xCust
5	27.2	766 55- ---	Saves: 3xCTD0
6	54.4	766 55- ---	Reference: RDM
7	108.8	776 655 ---	Groups: Wizard, Priest, Planar, Maxi, Offensive
8	217.6	776 655 ---	Complexity: CF=5
9	425	877 665 5--	
10	850	877 665 5--	Specialized in Necromancy. Has Divination and Abjuration as opposite schools.
11	1275	887 766 55-	+LVL*LVL*100 Goodberries to the Goodberry pool.
12	1700	887 766 55-	Immune Insanity.
13	2125	988 776 655	You have +1 4th edition power (pick A, E, D, or U).
14	2550	988 776 655	Level 1: Helmet Hero: +LVL Helmet wear locations.
15	2975	998 877 665	Level 1: 1V, 2/d: Pass Earth for (level) rounds.
16	3400	998 877 665	Level 1:,2:,etc.: Get your LVL in Master Monster picks. CF=4: You may save picks to get a bigger pick. For example you can combine a 1st and a 17th to get an 18th.
17	3825	A99 887 766	Level 4: Aura of Protection (as per Paladin)
18	4250	A99 887 766	Level 4: 0, 1/d: Counter a Divine Intervention
19	4675	AA9 988 776	Level 5: LVL/5 bonus feats. These feats must be a metamagic feat, an item creation feat, or Spell Mastery.
20	5100	AA9 988 776	Level 13: You may pass through barriers in the Plane of Mirrors, if it is from your home Multiverse.
21	5525	BAA 998 877	Level 25: All of your spells that offer a saving throw now require 5 saving throws, if any are failed, the target is treated as having not saved.
22	5950	BAA 998 877	Known Spells:
23	6375	BBA A99 887	Sap Green (SL=1): 2d8; save or magnetised 3d4 r
24	6800	BBA A99 887	Deflection (SL 2): Warrior allies get +2AC. CF3: +20AC.
25	7225	CBB AA9 988	Unravel Destiny (SL=3): One target gets -2 on all rolls for each Hero Points it has and takes 2d6 dmg per Hero Point it spends (Will save).
26	7650	CBB AA9 988	9 (SL=4): 1M: A group gets +LVL set Dex.
27	8075	CCB BAA 998	Maelstrom Nexus (SL=5): When you cast your first spell each rd, cast another spell from this class at random of SL=(SL of first spell-1)
28	8500	CCB BAA 998	Rusty Trombone(SL=6): Target paralyzed permanently and you get +1 tac move.
29	8925	DCC BBA A99	Heptation (SL=7): Your next spell has +8 targets.
30	9350	DCC BBA A99	Befoul (SL=8): 100ft/lvl by 100ft/lvl by 10ft/lvl water becomes poisonous.
31	9775	DDC CBB AA9	Healing (SL=9): 1 target cured 1 ihp (or all of finite hp) (reverse gives PP save)
32	10200	DDC CBB AA9	Daniel Tiger's Neighborhood (SL=10): You are Retired and your character slot is replaced by a baby Tiger classed in Mister Rodgers at +1 level.
33	10625	EDD CCB BAA	
34	11050	EDD CCB BAA	
35	11475	EED DCC BBA	
36	11900	EED DCC BBA	

Accidental Choicer RDM

Level	KXP	Spells
1	0	(none)
2	11	(none)
3	22	(none)
4	44	(none)
5	88	(none)
6	176	(none)
7	352	(none)
8	704	(none)
9	1375	(none)
10	2750	(none)
11	4125	(none)
12	5500	(none)
13	6875	(none)
14	8250	(none)
15	9625	(none)
16	11000	(none)
17	12375	(none)
18	13750	(none)
19	15125	(none)
20	16500	(none)
21	17875	(none)
22	19250	(none)
23	20625	(none)
24	22000	(none)
25	23375	(none)
26	24750	(none)
27	26125	(none)
28	27500	(none)
29	28875	(none)
30	30250	(none)
31	31625	(none)
32	33000	(none)
33	34375	(none)
34	35750	(none)
35	37125	(none)
36	38500	(none)

Requisites: Con 15, Cml 16, Class slots 3
Alignment: TE
HD/level: & +++1d5
Weapon Prof.: & 10+level/3
To Hit Table: 3xMon
Saves: 3xPsi
Reference: RDM
Groups: AlternateUniverse, Futureshifted, Random, Offensive
Complexity: CF=1

1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")
 Gets Dex bonus TH and dmg with missile weapons.
 Has a spell progression (unlike Custom5), but does not have a stat bonus to begin with. Can cast Wizard, Priest, Psi-5, or Psi5 powers out of progression. Your PSP pool = Str + Con + Int + Chr - 48 + 3*Level.
 Your CCL (Concordant Caster Level) (or BugL) is your CL divided by 2 (round down). Your WCL (Warlord CL) is your CL divided by 4 (rounded down).
 Level 7: 1 borrowed P, 1/r: Deny N attacks from occurring, where N is your #Att.
*<i>{Living Blade}</i>
 Level 9: +1 butt slot that serves as a portable hole.
 Level 12: +LVL/2 HNCL
 Level 14: Train Slayer5: N resets of actions: A Slayer5 of LVL=N is raised by one level permanently.*

Autistic Abuser in a Bed0 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	5	22-	---	---
3	10	22-	---	---
4	20	322	---	---
5	40	322	---	---
6	80	332	2--	---
7	160	332	2--	---
8	320	433	22-	---
9	625	433	22-	---
10	1250	443	322	---
11	1875	443	322	---
12	2500	544	332	2--
13	3125	544	332	2--
14	3750	554	433	22-
15	4375	554	433	22-
16	5000	655	443	322
17	5625	655	443	322
18	6250	665	544	332
19	6875	665	544	332
20	7500	766	554	433
21	8125	766	554	433
22	8750	776	655	443
23	9375	776	655	443
24	10000	877	665	544
25	10625	877	665	544
26	11250	887	766	554
27	11875	887	766	554
28	12500	988	776	655
29	13125	988	776	655
30	13750	998	877	665
31	14375	998	877	665
32	15000	A99	887	766
33	15625	A99	887	766
34	16250	AA9	988	776
35	16875	AA9	988	776
36	17500	BAA	998	877

Requisites: Dex 19, Cml 19
Alignment: TS (Overwrite to all other classes)
HD/level: 2d5
Weapon Prof.: 4+level/4
To Hit Table: 2xRog
Saves: 2xPri
Reference: RDM
Groups: Overt, Offensive
Complexity: CF=2

You may melee things that aren't in your group (you have 10*LVL' reach).
 You have Overhit.
 Level 1: 1M: Drain all changes from an item. If it was your item, do N*2 dmg to one target (N=# charges)
 Level 1: 1M: Drain all changes from an item. If it was your item, do N*2 dmg to one target (N=# charges)
 Level 7: Euphoria: While wearing your Trilby, you experience Capital E Euphoria (Astral Projection; Regen LVL hp/s)
 Level 9: Any spell/psi power with "Lore" in its name you know as a spell of like SL.
Known Spells:
 Indian Yellow (SL=1): 1d10 dmg; save or blinded 1d4+4 r
 Beef Curtains(SL=2): Wall of Flesh.
 Astral Legioning (SL=3): Join two legions together.
 Stars of Arvador (SL=4): Create CL stars. Release upto 3/r. Touch attack for 1d8.
 Dragon Breath(SL=5): 1S: Breathe an E=1 1d8xLVL/2 dmg element.
 Erase Symbol (SL=6): Erase one symbol in the dungeon.
 Strawman (SL=7): Project image plus name changes to "[character's first name] of the family [character's last name]".
 Reiver Demon (SL=8): Summon a DL VIII flying Demon and Slay a group of non-black/non-technological creatures (PPD save).
 Detonate (SL=9): Destroy an artifact (item save Disintegrate) or do 25 dmg to 1 target (no resistance).
 Progenitus (SL=10): Summon a DL X Unique 5 headed Hydra with "no target, can't be damaged, can't be enchanted, attacks are No Resistance branded, and If this is killed, you reset this spell slot "(same slot, +1 slot).

Butt Predator BBW RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	33-	---
2	3.8	43-	---
3	7.6	43-	---
4	15.2	43-	---
5	30.4	44-	---
6	60.8	543	---
7	121.6	543	---
8	243.2	543	---
9	475	553	---
10	950	654	---
11	1425	654	---
12	1900	654	---
13	2375	664	3--
14	2850	765	3--
15	3325	765	3--
16	3800	765	3--
17	4275	775	4--
18	4750	876	4--
19	5225	876	4--
20	5700	876	4--
21	6175	886	5--
22	6650	987	53-
23	7125	987	53-
24	7600	987	53-
25	8075	997	63-
26	8550	A98	64-
27	9025	A98	64-
28	9500	A98	64-
29	9975	AA8	74-
30	10450	BA9	75-
31	10925	BA9	75-
32	11400	BA9	75-
33	11875	BB9	853
34	12350	CBA	863
35	12825	CBA	863
36	13300	CBA	863

Requisites: Wis 25, Chr 25, Cml 22, Class slots 3

Alignment: AS (Overwrite to all other classes)

HD/level: +++3d6

Weapon Prof.: 8+level/3

To Hit Table: CTD0

Saves: 2xMon

Reference: RDM

Groups: Priest, Psionicist, Futureshifted, Offensive

Complexity: CF=3

Sphere robe (-1 SL) in Healing

Level 1: Destruct II. 1P: Destroy a x0 or x1 magic item.

Level 1: Fabricator II. 1P: Create one dose/charge of a potion/oil, dust, or scroll of XPV=LVL*100 or less. This item fades in 1 turn. You can build 1 item of this type per reset that is permanent, however.

Level 3: Immune hostile environments. Immune exhaustion.

Level 8: 1M: Your multiplier becomes x2 for this round only.

Level 9: White Knight: Gets a free Knight of the Rose1 class.

Level 15: Divine Voice: 1M+1P+1V action: all within 180' save vs. spell or Entralld (as spell). Cleric can issue a Mass Suggestion as well.

Level 16: You may pick another sphere to cost only 1 spell each to cast. (total 4)

Known Spells:

Dirty Sanchez(SL=1): Target loses sense of smell and nauseated.

Storm Cloud (SL2): Call Lightning as spell.

Vorel of the Hull Clade (SL=3): Summon a Unique DL III Human Merfolk with "1M:

For each buff effect on target creature/item/room, add a copy of that effect that stacks".

Cincinnati Bowtie(SL=4): Strangles target at CL^3 dmg per segment and prone.

Maelstrom Nexus (SL=5): When you cast your first spell each rd, cast another spell from this class at random of SL=(SL of first spell-1)

Peer Pressure (SL=6): Charm a group.

The Patient Decides When It's Best to Go (SL=7): Target commits suicide. (2 saves).

Praetor's Council (SL=8): Reset your spell memorization and you have no limit on number of maintains this day. You cannot cast this spell again until you natural reset.

Combat (SL=9): 1 target has -25 on Saves for 1 turn

The Mother of All X (SL=10): Choose an item: hang an "i" onto one ability on that item that refers to TH, dmg, AC, saves.

Prismatic Common Dude3 RDM

Level	KXP	Spells
1	0	(none)
2	2	(none)
3	4	(none)
4	8	(none)
5	16	(none)
6	32	(none)
7	64	(none)
8	128	(none)
9	250	(none)
10	500	(none)
11	750	(none)
12	1000	(none)
13	1250	(none)
14	1500	(none)
15	1750	(none)
16	2000	(none)
17	2250	(none)
18	2500	(none)
19	2750	(none)
20	3000	(none)
21	3250	(none)
22	3500	(none)
23	3750	(none)
24	4000	(none)
25	4250	(none)
26	4500	(none)
27	4750	(none)
28	5000	(none)
29	5250	(none)
30	5500	(none)
31	5750	(none)
32	6000	(none)
33	6250	(none)
34	6500	(none)
35	6750	(none)
36	7000	(none)

Requisites: Con 26, Chr 77, Cml 25, Class slots 3

Alignment: any G

HD/level: 4d4

Weapon Prof.: 6+level

To Hit Table: 3xWar

Saves: 3xRog

Reference: RDM

Groups: Joke, Internet, Maxi, Offensive

Complexity: CF=4

See [Q8] for Psi8 rules and powers.

Exceptional Str and Con.

1F, during reset: Refill your portion of the goodberry pool.

Exceptional Str and Con.

Resist Prismatic.

You have +1 Feat.

Level 3: Resist demonic powers: This includes Psi6, Psi(-6), and innate abilities of evil outer-planar creatures.

Mister Mike of Shadowdale RDM

Level	KXP	Psionics		Requisites: Dex 17, Int 17, Chr 18, Cml 18, Class slots 5, Race slots 1
		mMG	SUV	
1	0	2--	---	HD/level: 1d6+7
2	7.2	2--	---	Weapon Prof.: 8+level
3	14.4	22-	---	To Hit Table: 3xCTD0
4	28.8	32-	---	Saves: M-U0
5	57.6	32-	---	Reference: RDM
6	115.2	32-	---	Groups: Concordant, Lost, Joke, Archetype, Offensive
7	230.4	33-	---	Complexity: CF=1
8	460.8	432	---	Race Adjustment Str +0, Dex +2, Con +0, Int +9, Wis +0, Chr +1,
9	900	432	---	Cml +3, AT 0, hp 10, TH 2, Div ÷1
10	1800	432	---	PSP's = Int Bonus*LVL.
11	2700	442	---	Level 1:,2:,etc.: (each level): +1 Int.
12	3600	543	---	Level 1: 1 attack that hits: Coup de grace.
13	4500	543	---	Level 1: Speak Bullroar language.
14	5400	543	---	Level 1: You may use (pick one): Mixed races, Race adjectives, Mixed classing (There are limits to which classes can be Mixed together, see the DM), or Class adjectives.
15	6300	553	2--	Level 1: Does not suffer ill effects of casting a spell above his normal casting ability.
16	7200	654	2--	If the Arch-Mage's Knowledge score isn't high enough to cast the spell, he suffers the normal effects as per a normal Wizard.
17	8100	654	2--	Level 18: Mindslayer: 1F, 1/reset: You decide how the monsters attack on their side of combat this segment.
18	9000	654	2--	Level 27: Triple Rainbow!:: Unarmed attacks are triple rainbow silver branded.
19	9900	664	3--	Known Spells:
20	10800	765	3--	Resist Planar Alignment (SL=1): Radiate light or shoot 2 1d6 bolts.
21	11700	765	3--	Implied Consent (SL=2): Suggestion as spell (2 saves).
22	12600	765	3--	Christine (SL=3): Create a DL = LVL/2 LE intelligent car mount.
23	13500	775	4--	In Dreams (SL=4): Move up to 500 miles in (48-CL) turns through dreams.
24	14400	876	42-	Tomorrow, Tomorrow (SL=5): Target Fixed at the beginning of next segment.
25	15300	876	42-	Hexation (SL=6): Your next spell has +7 targets.
26	16200	876	42-	Flame Wave (SL=7): CL/3 groups each take 40 eldritch fire dmg (no save)
27	17100	886	52-	Force Coaxing (SL=8): Communicate with other sith/force users. Range=Same Plane
28	18000	987	53-	Regeneration (SL=9): Target degenerates at 3 hp/s (multiple instances stack)
29	18900	987	53-	The Call of Cthulhu (SL=10): Summon a DL=XV Cthulhu Avatar you comprehend and control.
30	19800	987	53-	
31	20700	997	63-	
32	21600	A98	64-	
33	22500	A98	64-	
34	23400	A98	64-	
35	24300	AA8	742	
36	25200	BA9	752	

Aids Misogynist1JG RDM

Level	KXP	Spells			
		123	456	789	
1	0	3--	---	---	
2	3.6	33-	---	---	
3	7.2	33-	---	---	
4	14.4	433	---	---	
5	28.8	433	---	---	
6	57.6	443	3--	---	
7	115.2	443	3--	---	
8	230.4	544	33-	---	
9	450	544	33-	---	
10	900	554	433	---	
11	1350	554	433	---	
12	1800	655	443	3--	
13	2250	655	443	3--	
14	2700	665	544	33-	
15	3150	665	544	33-	
16	3600	766	554	433	
17	4050	766	554	433	
18	4500	776	655	443	
19	4950	776	655	443	
20	5400	877	665	544	
21	5850	877	665	544	
22	6300	887	766	554	
23	6750	887	766	554	
24	7200	988	776	655	
25	7650	988	776	655	
26	8100	998	877	665	
27	8550	998	877	665	
28	9000	A99	887	766	
29	9450	A99	887	766	
30	9900	AA9	988	776	
31	10350	AA9	988	776	
32	10800	BAA	998	877	
33	11250	BAA	998	877	
34	11700	BBA	A99	887	
35	12150	BBA	A99	887	
36	12600	CBB	AA9	988	

Requisites: Wis 19, Cml 20, Class slots 2
Alignment: TE
HD/level: & +1d6
Weapon Prof.: & 6+level
To Hit Table: Mon
Saves: War
Reference: RDM
Groups: Priest, Lost, Offensive
Complexity: CF=2

Gets LVL levels of Exceptionalness in Str, and up to 36 levels of Exceptionalness in Con. If you care, the 36th level of Exceptionalness in Con, which has no name, is bonus = (Con-82)*19. If your Con is exactly equal to 144, you're better off with the 33rd level of Exceptionalness in Con, which gives you a +1190 bonus.
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
 Level 3: I'll not be a gentleman: Breathe Profanity (One group, dmg=max hp)
 Level 4: You energy drain 1 level whenever someone hits you (for each hit, if you have stonemarks or were immune to the attack, the level drain doesn't occur).
 Level 13: +1 summon slot.
 Level 16: All of your spells that offer a saving throw now require 4 saving throws, if any are failed, the target is treated as having not saved.
 Level 36: 3 IISlowOppC', 1bbbD, 1 Mouth's ξ (script-X), 13 Research Points, Capital F Fold 1 being that counts as an Ultra Familiar and a Mount and an Animal Companion, Pixelate Capital P Plenty of Souls or Packages (on Plates) within sight:
 Get one randomly chosen x5 ICL=13 Intermediate God0 power per round until you reach 13 powers. After the 13th round, the first power on the list is removed, and a new power is added to the end of the list (so you "cycle" between powers). You can "freeze" this process when you like your selection.
 Known Spells:
 Be Somebody (SL=1): You defend as a [x2] being; when rolling saving throws, roll 2 and keep 1.
 Arabian Sunglasses(SL=2): You gain Clairvoyance and ESP.
 Severed Fate (SL=3): One target is shaken and can't spend Hero Points for CL turns (Will save).
 6 (SL=4): 1M: A group gets +CL*2 current and max hp (no save)
 Shield Cloud (SL5): +4*CL bonus to AC,saves.
 TRUTH REVEALED (SL = 6): You Capital U understand and ask the DM a question.
 Camel Toe/Moose Knuckle(SL=7): Target's codpiece visible if female/male!
 2 (SL=8): 1M: A group gets +1 idmg with their next attack (no save)
 The Tabernacle at Pendrell Vale (SL=9): Everybody must pay 1 SL for each subordinate each rd or that subordinate is slain.
 Villain Number One (SL=10): Cast a CSL=1 Villain spell.

Destruction Instigatoreer RDM

Level	KXP	Spells
1	0	(none)
2	7.4	(none)
3	14.8	(none)
4	29.6	(none)
5	59.2	(none)
6	118.4	(none)
7	236.8	(none)
8	473.6	(none)
9	925	(none)
10	1850	(none)
11	2775	(none)
12	3700	(none)
13	4625	(none)
14	5550	(none)
15	6475	(none)
16	7400	(none)
17	8325	(none)
18	9250	(none)
19	10175	(none)
20	11100	(none)
21	12025	(none)
22	12950	(none)
23	13875	(none)
24	14800	(none)
25	15725	(none)
26	16650	(none)
27	17575	(none)
28	18500	(none)
29	19425	(none)
30	20350	(none)
31	21275	(none)
32	22200	(none)
33	23125	(none)
34	24050	(none)
35	24975	(none)
36	25900	(none)

Requisites: Dex 17, Con 16, Cml 16, Class slots 4

Alignment: AG (Overwrite to all other classes)

HD/level: & 1d6

Weapon Prof.: & 10+level/3

To Hit Table: Wiz

Saves: 2xWiz

Reference: RDM

Groups: Rogue, Concordant, Monster, Overt, Offensive

Complexity: CF=1

Feat: +1 feat.

Gets Barbarian Con.

PSPs = (Con+Int+Wis+Chr) * LVL

Level 1: 0, 1/r: Ignore someone else's immunity to Chaos for this segment.

Level 2: Effective caster level is 10.

Level 4: 1M: Summon a goblin (AC 20, hp 10, TH +20, dmg 20). It is a summon but does not use a summon slot. It does not have summoning sickness. At end of round, it is automatically unsummoned.

Level 4: Can create potions in 1/(level-3) the normal time.

Level 6: Pick two from: Quintessential level 1-5 or 5th edition level 1-3

Level 8: Effective caster level is 361.

Soldier(MTG W/1JG RDM

Level	KXP	Spells			
		123	456	789	
1	0	55-	---	---	
2	3	655	---	---	
3	6	655	---	---	
4	12	665	5--	---	
5	24	665	5--	---	
6	48	766	55-	---	
7	96	766	55-	---	
8	192	776	655	---	
9	375	776	655	---	
10	750	877	665	5--	
11	1125	877	665	5--	
12	1500	887	766	55-	
13	1875	887	766	55-	
14	2250	988	776	655	
15	2625	988	776	655	
16	3000	998	877	665	
17	3375	998	877	665	
18	3750	A99	887	766	
19	4125	A99	887	766	
20	4500	AA9	988	776	
21	4875	AA9	988	776	
22	5250	BAA	998	877	
23	5625	BAA	998	877	
24	6000	BBA	A99	887	
25	6375	BBA	A99	887	
26	6750	CBB	AA9	988	
27	7125	CBB	AA9	988	
28	7500	CCB	BAA	998	
29	7875	CCB	BAA	998	
30	8250	DCC	BBA	A99	
31	8625	DCC	BBA	A99	
32	9000	DDC	CBB	AA9	
33	9375	DDC	CBB	AA9	
34	9750	EDD	CCB	BAA	
35	10125	EDD	CCB	BAA	
36	10500	EED	DCC	BBA	

Requisites: Str 27, Wis 21, Cml 27, Class slots 3
Alignment: J any (Overwrite to all other classes)
HD/level: 4d5
Weapon Prof.: 8+level/3
To Hit Table: 3xFtr0
Saves: & Ftr0
Reference: RDM
Groups: Warrior, Priest, Futureshifted, Offensive
Complexity: CF=4

Sphere robe (-1 SL) in Plant
 Gets Rogue abilities: 1 at Level 1, plus 1 on every level divisible by 3. Doesn't get the level 9 pick (this class isn't a Rogue). Has 30+10*LVL Rogue points.
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
 Level 7: My Sweet Angel. Damage that would put you below 1 hp puts you at 1 hp as long as you control a follower.
Known Spells:
 Speak with Horses (SL=1): You can speak with Horses and ask them questions, which they will give reasonable answers to.
 Blumpkin(SL=2): Target is held and takes CL G's of Gravity.
 What? No!, I sell propane (SL=3): Remove a status effect of SEL = CL or less.
 Lich (SL=4): Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn.
 I Walk the Line (SL=5): Charm target and change its alignment.
 Establish Joinder (SL=6): Ignore project image, mirror image, inertial barrier, no target, etc.
 Brilliant Ultimatum (SL=7): You can cast 1d6 spells of SL=1d7 next segment as 1M
 Insurrection (SL=8): Charm a group (Will save, ignores immunity to Charm effects).
 Plague Wind (SL=9): Slay all enemies in the room (PPD save)
 Time Stretch (SL=10): +2 Q∞M actions this segment.

The Fourth Dashing Potion Bottle2 RDM

Level	KXP	Spells			Requisites: Dex 18, Con 18, Cml 46, Class slots 3
		123	456	789	
1	0	2--	---	---	HD/level: & 2d5
2	5.2	22-	---	---	Weapon Prof.: & 7+level/2
3	10.4	22-	---	---	To Hit Table: Cust
4	20.8	322	---	---	Saves: 3xM-U0
5	41.6	322	---	---	Reference: RDM
6	83.2	332	2--	---	Groups: PCDesigned, Futureshifted, Maxi, Offensive
7	166.4	332	2--	---	Complexity: CF=2
8	332.8	433	22-	---	
9	650	433	22-	---	
10	1300	443	322	---	+LVL V actions; can convert 2V->1QV; 2QV->1QQV
11	1950	443	322	---	Movement rate doubled, then add +LVL*3"
12	2600	544	332	2--	Gets free material componenting, and can do double material componenting (x3 effect in one category or x2 in two categories) if 1V is spent.
13	3250	544	332	2--	+LVL*3/2 GGL picks.
14	3900	554	433	22-	+1 S action only usable in segment 4.
15	4550	554	433	22-	You have +1 Kit.
16	5200	655	443	322	Level 2: +LVL TH or dmg vs. a creature type
17	5850	655	443	322	Level 3: 1V, while drinking a potion: "Material Component" a potion's effect, so it does double effect on you.
18	6500	665	544	332	Level 3: 1V, while drinking a potion: "Material Component" a potion's effect, so it does double effect on you.
19	7150	665	544	332	Level 6: Can turn anyone not of your Religion as if they were undead
20	7800	766	554	433	Known Spells:
21	8450	766	554	433	Mountain Mixture (SL=1): Stops divination and mental attacks or Turned to stone (Fortitude negates).
22	9100	776	655	443	Dutch Rudder(SL=2): You and target held and can't take P actions.
23	9750	776	655	443	Ground State(SL=3): One target may only use 1S+1V/segment (Fort Save).
24	10400	877	665	544	Divine Power (Evocation, SL 4): +LVL Th, +6 Str, +LVL hp.
25	11050	877	665	544	Swirling Cloud (SL5): CL^3 dmg and Will save or Confusion.
26	11700	887	766	554	Solsbury Hill (SL=6): You Escape from current situation.
27	12350	887	766	554	Brilliant Ultimatum (SL=7): You can cast 1d6 spells of SL=1d7 next segment as 1M
28	13000	988	776	655	Suicide Solution (SL=8): CL groups polymorphed to alcohol (no save).
29	13650	988	776	655	Unique Speed (SL=9): Pick a Deified Antemortal0 spell. That spell costs only 1/2G action to use.
30	14300	998	877	665	Ace of Spades (SL=10): 1 target gains +1ihp or takes 1dmg (no save).
31	14950	998	877	665	
32	15600	A99	887	766	
33	16250	A99	887	766	
34	16900	AA9	988	776	
35	17550	AA9	988	776	
36	18200	BAA	998	877	

Clairvoyant in a Jar2 RDM

Level	KXP	Psionics		Requisites:
		mMG	SUV	Dex 17, Con 17, Chr 17, Cml 16, Class slots 4
1	0	2--	---	Alignment: any W
2	7	2--	---	HD/level: 1d6
3	14	22-	---	Weapon Prof.: 10+level
4	28	32-	---	To Hit Table: 2xCust
5	56	32-	---	Saves: 3xPri
6	112	32-	---	Reference: RDM
7	224	33-	---	Groups: Psionicist, Lost, Technology, Overt, Offensive
8	448	432	---	Complexity: CF=1
9	875	432	---	
10	1750	432	---	If you wish to Surgically Experiment on someone, you spend 1P on one attack. If you
11	2625	442	---	hit; you do one instance of your surgical tool damage to a target (you may apply Str
12	3500	543	---	bonus if you wish). Surgical Experimentation generally does not work on Boss-type
13	4375	543	---	(or Sub-Boss-type) creatures, uniques, or creatures not killed by loss of limbs (such as
14	5250	543	---	undead).
15	6125	553	2--	You have +1 Kit.
16	7000	654	2--	Level 1: 1 reset: Create a light-saber. It is 1d16/1d16, 20 for x4.; it has +LVL/2 TH
17	7875	654	2--	and +LVL*3/2 dmg. It has the sharpness flag with range 19-20, the range improves
18	8750	654	2--	by 1 per 9 levels.
19	9625	664	3--	Level 1: You automatically have Exceptional in any stat that has a requirement of 13
20	10500	765	3--	or higher in any of your classes. You automatically have Barbarian in any stat that
21	11375	765	3--	has a requirement of 18 or higher in any of your classes.
22	12250	765	3--	Level 3: Nazi Propaganda: 1M: Charm person/monster.
23	13125	775	4--	Level 4: Has access to another psionic frequency (pick one).
24	14000	876	42-	Level 5: 1P: Verbally degrade a target. Target becomes deaf, dazed, dispelled, &
25	14875	876	42-	dominated (mentally) (IR to resist).
26	15750	876	42-	Known Spells:
27	16625	886	52-	Realmwright (SL=1): Summon a DL I Vedalken Wizard with "As this is summoned,
28	17500	987	53-	name a room type. Rooms you inhabit are of that type in addition to their other types".
29	18375	987	53-	Iron Horse (SL=2): Summon a DL LVL/2 Motorcycle Mount to ride.
30	19250	987	53-	FAIR GAME (SL = 3): Target gains a severe allergy versus Scientology spells.
31	20125	997	63-	Zalgo's Ebon Members (SL=4): CL tentacles appear in area of effect and attack one
32	21000	A98	64-	group for 1d4 each plus paralysis (ppd save).
33	21875	A98	64-	Mirari's Wake (SL=5): Your subordinates get +1DL and whenever you gain SL's
34	22750	A98	64-	back, you get +1SL.
35	23625	AA8	742	Dark Offering (SL=6): Slay a creature (PPD save), you gain it's hp to current hp
36	24500	BA9	752	Diluvian Primordial (SL=7): Summon a flying DL VII with "When summoned, for

White Clairvoyant1 RDM

Level	KXP	Psionics		Requisites:
		mMG	SUV	Dex 26, Con 25, Chr 25, Cml 26, Class slots 3
1	0	33-	---	Alignment: TN
2	5.2	43-	---	HD/level: & 3d3
3	10.4	43-	---	Weapon Prof.: & 10+level
4	20.8	43-	---	To Hit Table: War
5	41.6	44-	---	Saves: 3xM-U0
6	83.2	543	---	Reference: RDM
7	166.4	543	---	Groups: Psionist, Technology, Overt, Offensive
8	332.8	543	---	Complexity: CF=3
9	650	553	---	
10	1300	654	---	Gets +1M action. You may not use V actions for movement.
11	1950	654	---	Knows Wizard and Dr Kevorkian spells. Wiz bonus to progression.
12	2600	654	---	Barbarian Str, Dex, Con.
13	3250	664	3--	Specialization, MTG White School
14	3900	765	3--	You have +1 Secondary Skill and no XP doubling past level 36.
15	4550	765	3--	Level 1: Psi8 powers, see progression and [Q8].
16	5200	765	3--	Level 1: +1bM and 1bM: Counter a racial ability.
17	5850	775	4--	Level 1: Has a backstab x(2+LVL/4) with ranged weapons.
18	6500	876	4--	Level 3: 1V: Throw LVL pipe bombs from your inventory.
19	7150	876	4--	Level 4: When you Remove Craps (for 1V action), you remove all Craps within LVL*10'.
20	7800	876	4--	Level 5: 1M, LVL/d: Divine Intervention
21	8450	886	5--	Level 18: Mindslaver: 1F, 1/reset: You decide how the monsters attack on their side of combat this segment.
22	9100	987	53-	Level 18: You have infinite percentage in "Find/Institutionalize Specials". (flavor of the window)
23	9750	987	53-	Known Spells:
24	10400	987	53-	Deathrite Shaman (SL=1): Summon a DL I Elf Shaman with 1M: +1SL, gain 20hp or each creature in a group loses 20hp.
25	11050	997	63-	In Space, No One Can X You Y (SL=2): Choose one of the five senses and an action; when you take that action, that sense is undetectable from you.
26	11700	A98	64-	FAIR GAME (SL = 3): Target gains a severe allergy versus Scientology spells.
27	12350	A98	64-	Polyakov Action(SL=4): Erase one target's quantum signature(Fort Save).
28	13000	A98	64-	Opalescent Glare (SL=5): Evil creatures save or die (if save made, fear).
29	13650	AA8	74-	Tea Bag(SL=6): Target blind and you get 1 pick from T-Bear's bag (bag pick is only 1/d).
30	14300	BA9	75-	
31	14950	BA9	75-	Diluvian Primordial (SL=7): Summon a flying DL VII with "When summoned, for each opponent that cast a spell this turn, you may cast a copy of it".
32	15600	BA9	75-	Befoul (SL=8): 100ft/lvl by 100ft/lvl by 10ft/lvl water becomes poisonous.
33	16250	BB9	853	Anti-Magic (SL=9): All spells of SL=CL or lower in area cannot be (choose one):
34	16900	CBA	863	Cast or Maintained (x1 Special)
35	17550	CBA	863	A Legend in My Time (SL=10): Cast a CSL = 1 Legend Spell.
36	18200	CBA	863	

Black Conjurer RDM

Level	KXP	Spells
		123 456 789
1	0	766 --- ---
2	3	766 --- ---
3	6	776 6-- ---
4	12	776 6-- ---
5	24	877 66- ---
6	48	877 66- ---
7	96	887 766 ---
8	192	887 766 ---
9	375	988 776 6--
10	750	988 776 6--
11	1125	998 877 66-
12	1500	998 877 66-
13	1875	A99 887 766
14	2250	A99 887 766
15	2625	AA9 988 776
16	3000	AA9 988 776
17	3375	BAA 998 877
18	3750	BAA 998 877
19	4125	BBA A99 887
20	4500	BBA A99 887
21	4875	CBB AA9 988
22	5250	CBB AA9 988
23	5625	CCB BAA 998
24	6000	CCB BAA 998
25	6375	DCC BBA A99
26	6750	DCC BBA A99
27	7125	DDC CBB AA9
28	7500	DDC CBB AA9
29	7875	EDD CCB BAA
30	8250	EDD CCB BAA
31	8625	EED DCC BBA
32	9000	EED DCC BBA
33	9375	FEE DDC CBB
34	9750	FEE DDC CBB
35	10125	FFE EDD CCB
36	10500	FFE EDD CCB

Requisites: Int 32, Chr 25, Cml 28, Class slots 2

Alignment: AW

HD/level: 5d6

Weapon Prof.: 8+level/2

To Hit Table: 2xM-U0

Saves: 2xPri

Reference: RDM

Groups: Wizard, Mirror, Offensive

Complexity: CF=5

BlahR's are offensive (o). This means you reduce BlahR's that you face by this amount. Irreducible BlahR's are reduced at 1 per 5% of oBlahR. Unadjustable BlahR's cannot be adjusted this way. If you have unspent oBlahR left over, roll it, if you make it, you multiply your effect by x2 (or x+1).

Can cast spells only from All, Animal, Eeling, and Summoning spheres. Eeling spells cost ½ of a spell each to cast.

Specialized in Necromancy. Has Divination and Abjuration as opposite schools.

Gets Con or Wis bonus to spells (your choice).

Specialization, MTG Black School

Level 1: You hit like a girl: 1N, LVL/d: Name a Status effect, a spell, or psionic ability from an opponent of different gender. You are immune to that effect this segment.

Level 1: May throw missile weapons with both hands.

Level 2: Free DL=LVL/5 "2Wycked" heavily modified Dodge Stealth mount.

Level 5: Ed Schultz: Get an "any Slut1" pick and LVL*50 Rogue points in it.

Level 9: Any spell/psi power with "Lore" in its name you know as a spell of like SL.

Known Spells:

Sol Ring (SL=1): Gain +2 SL back in progression.

Puffy Cloud (SL2): Wall of Cloud.

Christine (SL=3): Create a DL = LVL/2 LE intelligent car mount.

Horse Power (SL=4): Your Horse summons get a +2S+2V action Haste.

Force Electrical Communiqué (SL=5): Telepathy with all intelligent items in room. They may lend their E actions.

Tesseract(SL=6): Travel through the 5th dimension to any point in time/space within your character's natural lifespan.

Heptation (SL=7): Your next spell has +8 targets.

Reverse the Sands (SL=8): Switch current hp totals with someone (no save)

Pretty Woman (SL=9): Polymorph a target into a human female with no abilities (no save, XR to resist).

Octeract(SL=10): Travel through the 9th dimension to any alternate universe of any given P,M, T, Tech, etcetera factors.

Blogger RDM

Level	KXP	Spells				Requisites: Str 20, Con 23, Int 18, Chr 22, Cml 23, Class slots 4
		123	456	789		
1	0	44-	---	---	Alignment: J any (Overwrite to all other classes)	
2	3	44-	---	---	HD/level: & 3d6	
3	6	544	---	---	Weapon Prof.: & 9+level	
4	12	544	---	---	To Hit Table: & 2xM-U0	
5	24	554	4--	---	Saves: 2xFtr0	
6	48	554	4--	---	Reference: RDM	
7	96	655	44-	---	Groups: Warrior, Wizard, Technology, Internet, Offensive	
8	192	655	44-	---	Complexity: CF=3	
9	375	665	544	---		
10	750	665	544	---	Gets one level of Exceptional stat per level, among Str, Dex, or Con.	
11	1125	766	554	4--	Enemies require a +LVL*2 or better weapon to hit you.	
12	1500	766	554	4--	Gets one specialty school; no opposite. Alternatively can be specialized in Alteration and Divination with no opposite.	
13	1875	776	655	44-	Level 1: Immune to Maze and variants (e.g. Fire Maze)	
14	2250	776	655	44-	Known Spells:	
15	2625	877	665	544	Indian Yellow (SL=1): 1d10 dmg; save or blinded 1d4+4 r	
16	3000	877	665	544	Tesseract Cloud(SL2): Move a cloud from one group to another.	
17	3375	887	766	554	Reverse Damage (SL=3): 1bM: One effect that's damaging you heals you for that amount instead.	
18	3750	887	766	554	Horse Power (SL=4): Your Horse summons get a +2S+2V action Haste.	
19	4125	988	776	655	Extradimensional Cloud (SL5): Rope Trick as spell.	
20	4500	988	776	655	Erase Symbol (SL=6): Erase one symbol in the dungeon.	
21	4875	998	877	665	Blatant Thievery (SL=7): Pick Pockets LVL*10% on each target in a group.	
22	5250	998	877	665	Insurrection (SL=8): Charm a group (Will save, ignores immunity to Charm effects).	
23	5625	A99	887	766	Assassination (SL=9): 1 target is slain (PPD save)	
24	6000	A99	887	766	Octeract(SL=10): Travel through the 9th dimension to any alternate universe of any given P,M, T, Tech, etcetera factors.	
25	6375	AA9	988	776		
26	6750	AA9	988	776		
27	7125	BAA	998	877		
28	7500	BAA	998	877		
29	7875	BBA	A99	887		
30	8250	BBA	A99	887		
31	8625	CBB	AA9	988		
32	9000	CBB	AA9	988		
33	9375	CCB	BAA	998		
34	9750	CCB	BAA	998		
35	10125	DCC	BBA	A99		
36	10500	DCC	BBA	A99		

Indigo PC Designed Remover4 RDM

Level	KXP	Spells				Requisites: Con 22, Int 22, Wis 22, Cml 19, Class slots 4
		123	456	789		
1	0	2--	---	---	Alignment: non-S	
2	6.4	22-	---	---	HD/level: & 2d5	
3	12.8	22-	---	---	Weapon Prof.: & 9+level/2	
4	25.6	322	---	---	To Hit Table: War	
5	51.2	322	---	---	Saves: 3xMon	
6	102.4	332	2--	---	Reference: RDM	
7	204.8	332	2--	---	Groups: Alternate Universe, Mirror, Demigod, PCDesigned, Offensive	
8	409.6	433	22-	---	Complexity: CF=2	
9	800	433	22-	---		
10	1600	443	322	---	+LVL*5% WaWR; DR LVL*5/+LVL; inertial barrier cont.; displacement cont.;	
11	2400	443	322	---	people need +LVL weapon to hit you.	
12	3200	544	332	2--	Gets Super Barbarian Con, Wis, and Chr bonus, which is +(stat-18)*3.	
13	4000	544	332	2--	Immune Insanity.	
14	4800	554	433	22-	You have +1 4th edition power (pick A, E, D, or U).	
15	5600	554	433	22-	Level 1: Lockdown all Held (h) actions within sight.	
16	6400	655	443	322	Level 1: Lockdown all Instantaneous (I) actions within sight.	
17	7200	655	443	322	Level 1:,2:,etc: (every level): Choose a species type (see list below). You resist effects (not attacks) vs. that species type. You may pick the same species type more than once; each pick is cumulative.	
18	8000	665	544	332	Level 5: Can "Frugal" potions (+50% to number of uses).	
19	8800	665	544	332	Level 7: Free Thanatron euthanasia machine. Really put out of misery branded. 1V: Help a target onto the machine (reflex negates).	
20	9600	766	554	433	Level 9: You may use your Retarded Animal Baby picks as Master Monster picks instead.	
21	10400	766	554	433		
22	11200	776	655	443	Level 9: 1F: Restore the local PF by 1. (This may be done multiple times.)	
23	12000	776	655	443	Level 18: +1 psionic frequency from the list of available choices.	
24	12800	877	665	544	Known Spells:	
25	13600	877	665	544	Bright Red (SL=1): Stops nonmagical ranged weapons or Deals 20 points of fire damage (Reflex half).	
26	14400	887	766	554	Animate Dead (SL=2): Animates a dead monster as your summon (1 DL lower)	
27	15200	887	766	554	Exponentiation (SL=3): Your next spell has +4 targets.	
28	16000	988	776	655	7 (SL=4): 1M: A group gets +CL B actions (no save)	
29	16800	988	776	655	Common Law (SL=5): Cast only 1/week. Erase one debt up to (LVL^2)*100gp.	
30	17600	998	877	665	Dual Nature (SL=6): Whenever you summon or create creatures, you get twice as many of them.	
31	18400	998	877	665	Imprison Soul (SL=7): Trap the Soul on a target plus 1d4 Con dmg/day.	
32	19200	A99	887	766	Force Choke(SL=8): Ranged touch attack that hits: CL dmg/s. Lockdown target's actions.	
33	20000	A99	887	766	Deflection/Parry (SL=9): 1 target -25 AC (PP save)	
34	20800	AA9	988	776	A Legend in My Time (SL=10): Cast a CSL = 1 Legend Spell.	
35	21600	AA9	988	776		
36	22400	BAA	998	877		

Yellow Special Pirate RDM

Level	KXP	Spells
1	0	(none)
2	5.8	(none)
3	11.6	(none)
4	23.2	(none)
5	46.4	(none)
6	92.8	(none)
7	185.6	(none)
8	371.2	(none)
9	725	(none)
10	1450	(none)
11	2175	(none)
12	2900	(none)
13	3625	(none)
14	4350	(none)
15	5075	(none)
16	5800	(none)
17	6525	(none)
18	7250	(none)
19	7975	(none)
20	8700	(none)
21	9425	(none)
22	10150	(none)
23	10875	(none)
24	11600	(none)
25	12325	(none)
26	13050	(none)
27	13775	(none)
28	14500	(none)
29	15225	(none)
30	15950	(none)
31	16675	(none)
32	17400	(none)
33	18125	(none)
34	18850	(none)
35	19575	(none)
36	20300	(none)

Requisites: Dex 17, Chr 16, Cml 17, Class slots 4

Alignment: TE

HD/level: +++1d6

Weapon Prof.: 9+level/2

To Hit Table: & always +0

Saves: 3xWar

Reference: RDM

Groups: Custom, PCDesigned, Random, Overt, Offensive

Complexity: CF=1

Gets 34 Rogue points per level, see table below:

40 Rogue points per level.

Gets +LVL to each track (per Psi9) and recovers LVL track points/rd (per Psi 18)

Immune Lightning

Level 1: pick a minor power: track cost to use is 1/2 normal (change at reset)

Level 1:,2:,etc.: (every level) : +1scrA action.

Level 1: 1P: Halve the hp on one target (no resistance).

Level 1: 1P: Destroy an Altar, Magical Pool, or Wall.

Level 4: pick a major power: track cost to use is 1/2 normal (change at reset)

Statistician Machine RDM

Level	KXP	Spells	Requisites:
		123 456 789	Dex 28, Con 31, Int 35, Cml 35, Class slots 4
1	0	433 --- ---	Alignment: L any (Overwrite to all other classes)
2	3.4	433 --- ---	HD/level: & ‡5d6
3	6.8	443 3-- ---	Weapon Prof.: & 9+level/2
4	13.6	443 3-- ---	To Hit Table: & Pri
5	27.2	544 33- ---	Saves: 2xCTD0
6	54.4	544 33- ---	Reference: RDM
7	108.8	554 433 ---	Groups: Custom, Monster, Planar, Random, Offensive
8	217.6	554 433 ---	Complexity: CF=5
9	425	655 443 3--	
10	850	655 443 3--	Divide the cost of Potions by LVL.
11	1275	665 544 33-	Gets 1X action per round.
12	1700	665 544 33-	Gets Extra-Barbarian Con.
13	2125	766 554 433	Level 1: You energy drain 1 level with every attack (even through weapons).
14	2550	766 554 433	Level 1: 1M: LVL instances of Resist Insanity
15	2975	776 655 443	Level 4: Robert Freeman: +1 DL LVL/2 Animal Companion named "Robert Freeman".
16	3400	776 655 443	Level 4: Get one "Any Rogue level 4" pick.
17	3825	877 665 544	Level 5: 1M: Telepathy that allows communication with any intelligent creature
18	4250	877 665 544	Level 5: Regenerate LVL hp/r (this is troll-like), restore 1 stat point or limb /m, can touch
19	4675	887 766 554	Level 14: 1M, 1/d: Summon LVL^2 Soldier5 NPCs (lvl = LVL-9, max=18)
20	5100	887 766 554	Level 18: Double Rainbow!: Unarmed attacks are double rainbow silver branded.
21	5525	988 776 655	Level 792: 1 years' worth of F actions, Sacrifice 1 character slot: You ascend to the plane of Social Justice serving as a defender of all impoverished minorities. You are put on the GGL as a xN multiplier God (your multiplier, minimum [x3]) with relevant abilities of Social Justice.
22	5950	988 776 655	Known Spells:
23	6375	998 877 665	Dark Sienna (SL=1): 1d12 dmg; save or nauseated until leaves area.
24	6800	998 877 665	*Curse* Shield (SL=2): Damaging shield (--1 to all die rolls per hit) of type *Curse*.
25	7225	A99 887 766	You Resist *Curse* while running this.
26	7650	A99 887 766	Volrath's Stronghold (SL=3): 1bM, Pay 2 SL's: Resummon a summons slain this rd.
27	8075	AA9 988 776	Blinding Beauty(SL=4): 1S: Blind target (fort save).
28	8500	AA9 988 776	Mother Kangaroo (SL=5): Summon a DL=V Kangaroo with "attacks/defends as 1d6 DL's higher".
29	8925	BAA 998 877	Gravity Sphere (SL=6): No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)
30	9350	BAA 998 877	Diluvian Primordial (SL=7): Summon a flying DL VII with "When summoned, for each opponent that cast a spell this turn, you may cast a copy of it".
31	9775	BBA A99 887	5 (SL=8): 1M: A group gets +LVL M actions (no save)
32	10200	BBA A99 887	Myojin of Life's Web (SL=9): Summon a DL IX Unique indestructible Myojin with "1M, This creature loses indestructible: Summon LVL worth of DL's of creatures"
33	10625	CBB AA9 988	(same slot,+1slot)
34	11050	CBB AA9 988	Daniel Tiger's Neighborhood (SL=10): You are Retired and your character slot is replaced by a baby Tiger classed in Mister Rodgers at +1 level.
35	11475	CCB BAA 998	
36	11900	CCB BAA 998	

Green Kineticist Slayer RDM

Level	KXP	Spells				Requisites:
		123	456	789		Dex 16, Wis 29, Chr 15, Cml 15, Class slots 4
1	0	2--	---	---	Alignment:	C any
2	208.2	2--	---	---	HD/level:	+++ $\frac{1}{2}$ 1d6
3	416.4	22-	---	---	Weapon Prof.:	6+level
4	832.8	22-	---	---	To Hit Table:	2xFtr0
5	1665.6	322	---	---	Saves:	3xWar
6	3331.2	322	---	---	Reference:	RDM
7	6662.4	332	2--	---	Groups:	Rogue, Psionicist, Custom, Maxi, Offensive
8	13324.8	332	2--	---	Complexity:	CF=1
9	26025	433	22-	---		
10	52050	433	22-	---		Bar Wisdom. Use Wisdom bonus for bonus hp.
11	78075	443	322	---		Has a mask (need not be seen).
12	104100	443	322	---		Exceptional Str and Con. 50 rogue points/level. Knows all Str-based rogue abilities.
13	130125	544	332	2--		Channeling. Int bonus to spells. Specialized in Wizard Metamagic school.
14	156150	544	332	2--		Specialization, MTG Green School.
15	182175	554	433	22-		You have one free species enemy similar to Slayer mini-class.
16	208200	554	433	22-		Level 1: pick a minor power: takes 1/2 M to use (change at reset)
17	234225	655	443	322		Level 1: 1P: Fear (1 group, no save). Ignore immunity to fear.
18	260250	655	443	322		Level 2: Immune to Rainbow Silver effect
19	286275	665	544	332		Level 4: 1V: +1 QV next segment.
20	312300	665	544	332		Known Spells:
21	338325	766	554	433		War Charge (SL=1): When charging with at least 100 Henchmen, all who see this are Feared (Will save).
22	364350	766	554	433		The Outsider (SL=2): CL room extra dimensional space in MC Escher style.
23	390375	776	655	443		* Dancing Shield (SL=3): You may have one of your Shields be Dancing (doesn't require an arm). (Cannot material component or cast on others)
24	416400	776	655	443		Horse Power (SL=4): Your Horse summons get a +2S+2V action Haste.
25	442425	877	665	544		Pentation (SL=5): Your next spell has +6 targets.
26	468450	877	665	544		You just gotta grab a beer and let it burn (SL=6): Create a potion of Alcohol and one group takes CLd12 fire dmg. (PropaneR to resist)
27	494475	887	766	554		Butane's a Bastard Gas (SL=7): Room fills with Butane(-CL Unholy Con stat dmg).
28	520500	887	766	554		Force Absorption/Dissipation (SL=8): Absorb X dmg of any E factor element or element.
29	546525	988	776	655		Summoning I (SL=9): Summon three DL=(CL+5)/2 beings to fight for you of type weird.
30	572550	988	776	655		Avada Kedavra (Killing Curse) (SL=A): Slay a target no resist.
31	598575	998	877	665		
32	624600	998	877	665		
33	650625	A99	887	766		
34	676650	A99	887	766		
35	702675	AA9	988	776		
36	728700	AA9	988	776		