

Gruul MOUNTY Jerry1 RDM

Level	KXP	Spells
1	0	(none)
2	2.4	(none)
3	4.8	(none)
4	9.6	(none)
5	19.2	(none)
6	38.4	(none)
7	76.8	(none)
8	153.6	(none)
9	300	(none)
10	600	(none)
11	900	(none)
12	1200	(none)
13	1500	(none)
14	1800	(none)
15	2100	(none)
16	2400	(none)
17	2700	(none)
18	3000	(none)
19	3300	(none)
20	3600	(none)
21	3900	(none)
22	4200	(none)
23	4500	(none)
24	4800	(none)
25	5100	(none)
26	5400	(none)
27	5700	(none)
28	6000	(none)
29	6300	(none)
30	6600	(none)
31	6900	(none)
32	7200	(none)
33	7500	(none)
34	7800	(none)
35	8100	(none)
36	8400	(none)

Requisites: Cml 21
Alignment: LG
HD/level: 3e2
Weapon Prof.: 5+level/5
To Hit Table: 2xPsi
Saves: Rog
Reference: RDM
Groups: AlternateUniverse
Complexity: CF=3

Flying; Regenerate LVL hp/s (self and rider)
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 5: (Single) material componenting for abjuration spells is free.
 Level 12: 1bM: If a monster randomly rolls to attack someone, you can have it attack you instead.

Protector Mystic RDM

Level	KXP	Spells
1	0	(none)
2	8.6	(none)
3	17.2	(none)
4	34.4	(none)
5	68.8	(none)
6	137.6	(none)
7	275.2	(none)
8	550.4	(none)
9	1075	(none)
10	2150	(none)
11	3225	(none)
12	4300	(none)
13	5375	(none)
14	6450	(none)
15	7525	(none)
16	8600	(none)
17	9675	(none)
18	10750	(none)
19	11825	(none)
20	12900	(none)
21	13975	(none)
22	15050	(none)
23	16125	(none)
24	17200	(none)
25	18275	(none)
26	19350	(none)
27	20425	(none)
28	21500	(none)
29	22575	(none)
30	23650	(none)
31	24725	(none)
32	25800	(none)
33	26875	(none)
34	27950	(none)
35	29025	(none)
36	30100	(none)

Requisites: Str 18, Dex 18, Int 18, Class slots 2
Alignment: AN
HD/level: 1d6
Weapon Prof.: 7+level/2
To Hit Table: & Ftr0
Saves: 3xWiz
Reference: RDM
Groups: AlternateUniverse, Lost, Random
Complexity: CF=1

Psi-3 PSPs = $(LVL * LVL + LVL * 10 + Stat - 14) / 4$. Example: Level 1 character with a Stat=18 has $(1 * 1 + 1 * 10 + 18 - 14) / 4 = 3$ PSPs.
 Free triple specialization in three armor type(s).
 Level 1: 1M: Animal Friendship
 Level 1: Displaced (+2 AC, first attack misses)
 Level 1: Any Rogue 1 ability, or two Rogue 1 abilities based on Dex. This class gets 20*LVL Rogue points.
 Level 2: Resist Hold, Stun, Paralyzation, Summ. Sickness (two of these effects must affect you in order for it to work)
 Level 4: 0, 1/d: Counterspell
 Level 9: Extra Barbarian Str bonus; i.e. bonus is $(Str - 16) * 5 / 2$, round down.
 Level 9: Gate: 1M: Gate
 Level 18: 1M: Restore the LF
 Level 27: Your Plate has 1 IQEε (script-IQE) action. It also has this ability now: 1ε: Scoop up a group of brains or souls off the floor.

Orange High SL Invokerurgist Slayer RDM

Level	KXP	Psionics		Requisites:
		mMG	SUV	Dex 96, Con 23, Int 25, Chr 31, Class slots 4
1	0	32-	---	Alignment: TN
2	42	32-	---	HD/level: ++++4d5
3	84	33-	---	Weapon Prof.: 9+level/4
4	168	432	---	To Hit Table: 2xM-U0
5	336	432	---	Saves: (none)
6	672	432	---	Reference: RDM
7	1344	442	---	Groups: Wizard, PCDesigned, Technology, Joke, Maxi
8	2688	543	---	Complexity: CF=5
9	5250	543	---	
10	10500	543	---	AC +LVL
11	15750	553	2--	Immune Acid.
12	21000	654	2--	You have one free species enemy similar to Slayer mini-class.
13	26250	654	2--	Level 1: 1/reset: You accept a bribe for (1d10)*100 gp. (Has no game effect other than money)
14	31500	654	2--	Known Spells:
15	36750	664	3--	Pure Max (SL=1): No target, group no target, and iDR All/flesh.
16	42000	765	3--	Muffling Cloud (SL2): Spell save or can't use spells, psionics.
17	47250	765	3--	All My Shootings Be Drivebys (SL=3): When you leave a group of enemies, you may use a psi power as a Z action.
18	52500	765	3--	Ajani Vengeant (SL=4): Summon a DL3 Cat that can cast Sleep, Lightning Helix and Earthquake. +1 summon slot too.
19	57750	775	4--	Djinn of Wishes (SL=5): Summon a DL V flying Djinn with 1M, 3/d: Limited Wish.
20	63000	876	42-	Over My Dead Bodies (SL=6): Your slain and Capital S slain subordinates have +1deadP action and 1deadP: Attack a target. These subordinates count as zombies and are Really Put out of Misery branded.
21	68250	876	42-	
22	73500	876	42-	
23	78750	886	52-	Cruel Ultimatum (SL=7): Slay a creature in your group, target creature loses 3 SL's and target creature takes 50 vile dmg. Your cured 50hp, gain 3SL's, and revive a dead subordinate.
24	84000	987	53-	
25	89250	987	53-	Hexaract(SL=8): Travel through the 7th dimension to any alternate timeline.
26	94500	987	53-	E=MC Hawking (SL=9): Pick one – Immune matter or Immune energy.
27	99750	997	63-	Dread Cacodemon* (SL=10): Summon a DL X demon. Slay all creatures in 1 group (no save), and a group of your summons can't act this segment.
28	105000	A98	64-	
29	110250	A98	64-	
30	115500	A98	64-	
31	120750	AA8	742	
32	126000	BA9	752	
33	131250	BA9	752	
34	136500	BA9	752	
35	141750	BB9	853	
36	147000	CBA	863	

Lancer-Other Slayer RDM

Level	KXP	Spells
1	0	(none)
2	208.6	(none)
3	417.2	(none)
4	834.4	(none)
5	1668.8	(none)
6	3337.6	(none)
7	6675.2	(none)
8	13350.4	(none)
9	26075	(none)
10	52150	(none)
11	78225	(none)
12	104300	(none)
13	130375	(none)
14	156450	(none)
15	182525	(none)
16	208600	(none)
17	234675	(none)
18	260750	(none)
19	286825	(none)
20	312900	(none)
21	338975	(none)
22	365050	(none)
23	391125	(none)
24	417200	(none)
25	443275	(none)
26	469350	(none)
27	495425	(none)
28	521500	(none)
29	547575	(none)
30	573650	(none)
31	599725	(none)
32	625800	(none)
33	651875	(none)
34	677950	(none)
35	704025	(none)
36	730100	(none)

Requisites: Str 17, Dex 18, Class slots 2
Alignment: NS
HD/level: & ‡1d6
Weapon Prof.: & 10+level
To Hit Table: & Psi
Saves: 3xCTD0
Reference: RDM
Groups: Warrior, Lost, Overt
Complexity: CF=1

Has Exceptional Wis bonus. Gets (Exceptional) Wis bonus to this class's Caster Level (CL). This cannot be improved to Barbarian (or higher).
 You have one free species enemy similar to Slayer mini-class.
 Level 1: 1M, 1/r: Shapechange Other into a random DL=(LVL+2)/3 monster of [M40] monster type 41-2e6. (LVL saves vs. PP; aHR to resist)
 Level 1: 1P: Unsummon a summon.
 Level 1: Intermediate Str and Dex bonus.
 Level 1: Time/Reality Stability.
 Level 3: Aura of Despair: All enemies within 10 feet get -2 on all saves.
 Level 4: You energy drain 1 level whenever someone hits you (for each hit, if you have stonelines or were immune to the attack, the level drain doesn't occur).
 Level 9: You deal x(LVL-7) dmg vs. Size G or larger targets.
 Level 9: You deal x(LVL-7) dmg vs. Size G or larger targets.

Orange Brass Petitionerjuvinator5 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: Str 33, Int 24, Wis 32, Chr 29, Class slots 3

Alignment: non-S

HD/level: 5d5

Weapon Prof.: 9+level

To Hit Table: 2xWiz

Saves: Psi

Reference: RDM

Groups: Warrior, Concordant, Demigod, PCDesigned

Complexity: CF=5

++1 to hit means to adjust the true die roll by 1.

Simplified Int bonus to spell progression.

Immune Acid.

You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).

Level 1: All spells do not have the 1P action requirement. If the spell would not have required 1P action to cast in the first place, one instance of Material Componenting is gained.

Level 3: Ability to re-roll unfavorable rolls (only once per roll). This applies to hit point gains, damage rolls, 'to-hit' rolls, everything.

Level 5: You and your party have reduced number of encounters in the Plane of the UltraBlack.

Level 9: The saves of 1/9xDemigod means you actually get a P Save or an M Save against G action / [X] section effects.

Level 18: +LVL-13 lifep (life points) to your max hp total. (Each lifep is 1 ihp that requires a slay in between each one.)

Known Spells:

Diamond Valley (SL=1): 1bP, Sacrifice a summon: Gain its DL*10 in hp.

Force Attraction/Impulse (SL=2): Telekinesis, X=(lbs.)*(speed in ft.)/CL

Malediction (SL=3): One touched creature: Put out of Misery. Gain 1 temporary hero point/5HD it had.

Don't play mind checkers with me, man. I'm not in the mood (SL=4): 1bM: Counter a mental domination attempt.

Farseeing (SL=5): Remote viewing.

Beacon of Immortality (SL=6): Double current hp (like a Tenser's, but a different source)

I Ain't No Nice Guy (SL=7): 1 target change alignment (No resist).

Running Scared (SL=8): Automatically Turn all enemies in the room as undead.

The Way I Am (SL=9): +1bM and 1bM: Shapechange.

Brave New World (SL=10): Create a pocket demi-plane.

Lancerizer3 RDM

Level	KXP	Spells			
		123	456	789	
1	0	544	---	---	
2	4.2	544	---	---	
3	8.4	554	4--	---	
4	16.8	554	4--	---	
5	33.6	655	44-	---	
6	67.2	655	44-	---	
7	134.4	665	544	---	
8	268.8	665	544	---	
9	525	766	554	4--	
10	1050	766	554	4--	
11	1575	776	655	44-	
12	2100	776	655	44-	
13	2625	877	665	544	
14	3150	877	665	544	
15	3675	887	766	554	
16	4200	887	766	554	
17	4725	988	776	655	
18	5250	988	776	655	
19	5775	998	877	665	
20	6300	998	877	665	
21	6825	A99	887	766	
22	7350	A99	887	766	
23	7875	AA9	988	776	
24	8400	AA9	988	776	
25	8925	BAA	998	877	
26	9450	BAA	998	877	
27	9975	BBA	A99	887	
28	10500	BBA	A99	887	
29	11025	CBB	AA9	988	
30	11550	CBB	AA9	988	
31	12075	CCB	BAA	998	
32	12600	CCB	BAA	998	
33	13125	DCC	BBA	A99	
34	13650	DCC	BBA	A99	
35	14175	DDC	CBB	AA9	
36	14700	DDC	CBB	AA9	

Requisites: Int 32, Wis 96, Chr 24, Class slots 3
Alignment: TE (Overwrite to all other classes)
HD/level: ++++5d6+99
Weapon Prof.: 8+level
To Hit Table: 3xRog
Saves: 2xWar
Reference: RDM
Groups: Wizard, Technology, Random, Maxi
Complexity: CF=5

Channeling. Int bonus to spells. Specialized in Wizard Metamagic school.
 +LVL*LVL Eels to the Eel pool.
 You can use an unlimited amount of shifting of Subability scores ("sleazing") for Dex.
 You have +1 Feat.
 Level 2: 1M: Target gets alignment changed to yours & target confused (Will save for each effect)
 Level 6: Gain one 1st level apprentice per level.
 Level 6: 1M, (LVL-5)/d: Resurrection
 Level 10: Swashbuckler #Att =(LVL+2)/2 melee only
 Known Spells:
 Don't Stop Believin' (SL=1): Charm a target and convert it to your religion.
 Dutch Rudder(SL=2): You and target held and can't take P actions.
 Foal Play (SL=3): Target gets polymorphed into a Horse (Fort save). If save missed target gains the mentality of a donkey (Will save).
 You're No Son of Mine (SL=4): Target immune to ranger species enemy ability.
 Round Robin (SL=5): +CL/5 instances of Tactile Movement.
 Karakas (SL=6): 1bM: Unsummon a unique being.
 Sword of Darkness (SL=7): Creates an animated 1d4,19+ sword with -1 level drain brand.
 Befoul (SL=8): 100ft/lvl by 100ft/lvl by 10ft/lvl water becomes poisonous.
 Apocalypse from the Sky (SL=9): All in a 10mi/lvl radius take 10d6 dmg.
 Rap God (SL=10): Cast one Int or Chr based Demigod0 spell with DCL=1.

The Second Pokemon1 RDM

Level	KXP	Spells
		123 456 789
1	0	44- --- ---
2	3.2	544 --- ---
3	6.4	544 --- ---
4	12.8	554 4-- ---
5	25.6	554 4-- ---
6	51.2	655 44- ---
7	102.4	655 44- ---
8	204.8	665 544 ---
9	400	665 544 ---
10	800	766 554 4--
11	1200	766 554 4--
12	1600	776 655 44-
13	2000	776 655 44-
14	2400	877 665 544
15	2800	877 665 544
16	3200	887 766 554
17	3600	887 766 554
18	4000	988 776 655
19	4400	988 776 655
20	4800	998 877 665
21	5200	998 877 665
22	5600	A99 887 766
23	6000	A99 887 766
24	6400	AA9 988 776
25	6800	AA9 988 776
26	7200	BAA 998 877
27	7600	BAA 998 877
28	8000	BBA A99 887
29	8400	BBA A99 887
30	8800	CBB AA9 988
31	9200	CBB AA9 988
32	9600	CCB BAA 998
33	10000	CCB BAA 998
34	10400	DCC BBA A99
35	10800	DCC BBA A99
36	11200	DDC CBB AA9

Requisites: Int 28, Chr 29, Class slots 3
Alignment: AS (Overwrite to all other classes)
HD/level: 3d6
Weapon Prof.: 7+level
To Hit Table: CTD0
Saves: CTD0
Reference: RDM
Groups: Demigod, PCDesigned, Joke, Random
Complexity: CF=4

Exceptional Str and Con.
 Gets Ancillary Barbarian Str [bonus=(Str-24)*9/2], Mega Barbarian Dex [bonus=(Dex-20)*7/2], Ultra Barbarian Con [bonus=(Con-22)*4], however, the bonus from these stats cannot be greater than 13*S, where S is the S number. These bonus types can all be reduced to Barbarian bonus, if your stats suck, but you have to reduce all three at the same time.
 Gets Dex bonus to spell progression.
 May specialize just like any Warrior, but you read 1 levels higher on the number of attacks chart.
 +1 S action only usable in segment 2.
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 1: Identify potions by sight.
 Level 1:,2:,etc:.(every level): +1 to Str, Dex, or Con.
 Level 3: 0, 1/r: Unspend a spell slot.
 Level 9: add a frequency; pick from -9, 6E, 12C, 27, 72
 Level 14: +4 HNCL (this can't be picked)
 Known Spells:
 Nimbus of Light(SL=1): 1S: 1d8+LVL light dmg and expended.
 Disenchant (SL=2): Dispel an effect.
 To X or Not to X (SL=3): 1bM: Choose an action. One target has a 50% chance to take that action or not.
 Defense of the Heart (SL=4): If there are 3 creatures in your group, summon 2 DL LVL/2's from the Fist of Suns spell list.
 Party Crasher (SL=5): Summon a DL=V Goblin that ignores summoning sickness and that can attack during the monsters side of combat.
 Wide One Projection (SL=6): Party overwrites one ability score to another.
 Vicious Shadows (SL=7): For CL s, when a creature is slain, you may deal a target 10*it's Int score shadow dmg.
 6 (SL=8): 1M: A group gets +1 max ihp or +1 max+current ihp if they have at least 1 ihp (no save)
 Chronomancy (SL=9): You get 1G action per round instead of 1G action per 3 rounds.
 Quantum Teleportation(SL=10): Ultrawhite Gate.

The Second Psi Instigator-Other4 RDM

Level	KXP	Spells	Requisites: Dex 25, Int 25
1	0	(none)	Alignment: A any
2	3.6	(none)	HD/level: & 3d6
3	7.2	(none)	Weapon Prof.: & 6+level/2
4	14.4	(none)	To Hit Table: 2xMon
5	28.8	(none)	Saves: Psi
6	57.6	(none)	Reference: RDM
7	115.2	(none)	Groups: Lost, Overt
8	230.4	(none)	Complexity: CF=3
9	450	(none)	
10	900	(none)	See [Q1200L] for rules and powers.
11	1350	(none)	Gets Int bonus to psionic progression.
12	1800	(none)	Gets Str or Dex (not Wis) bonus to spell progression.
13	2250	(none)	Gets Barbarian Str, Exceptional Dex, and Barbarian Con.
14	2700	(none)	+1 S action only usable in segment 2.
15	3150	(none)	You have +1 4th edition power (pick A, E, D, or U).
16	3600	(none)	Level 1: Intermediate Str and Dex bonus.
17	4050	(none)	Level 1:,2:,etc:: +1 Specialty God pick per level, in a Barneyed God. You may pick the same Barneyed God more than once.
18	4500	(none)	Level 1: 1bM: One creature deals double combat damage this segment.
19	4950	(none)	Level 1: Number of class slots = 10.
20	5400	(none)	Level 1: 1bV: Interpose yourself in front of an attack sequence.
21	5850	(none)	Level 1: 1bM: One creature deals double combat damage this segment.
22	6300	(none)	Level 9: Planar Displaced (+4 AC, one plane removed) or Double Displaced (+4 AC, first two attacks miss)
23	6750	(none)	
24	7200	(none)	
25	7650	(none)	
26	8100	(none)	
27	8550	(none)	
28	9000	(none)	
29	9450	(none)	
30	9900	(none)	
31	10350	(none)	
32	10800	(none)	
33	11250	(none)	
34	11700	(none)	
35	12150	(none)	
36	12600	(none)	

Rick Slayer RDM

Level	KXP	Spells			
		123	456	789	
1	0	22-	---	---	
2	52.4	322	---	---	
3	104.8	322	---	---	
4	209.6	332	2--	---	
5	419.2	332	2--	---	
6	838.4	433	22-	---	
7	1676.8	433	22-	---	
8	3353.6	443	322	---	
9	6550	443	322	---	
10	13100	544	332	2--	
11	19650	544	332	2--	
12	26200	554	433	22-	
13	32750	554	433	22-	
14	39300	655	443	322	
15	45850	655	443	322	
16	52400	665	544	332	
17	58950	665	544	332	
18	65500	766	554	433	
19	72050	766	554	433	
20	78600	776	655	443	
21	85150	776	655	443	
22	91700	877	665	544	
23	98250	877	665	544	
24	104800	887	766	554	
25	111350	887	766	554	
26	117900	988	776	655	
27	124450	988	776	655	
28	131000	998	877	665	
29	137550	998	877	665	
30	144100	A99	887	766	
31	150650	A99	887	766	
32	157200	AA9	988	776	
33	163750	AA9	988	776	
34	170300	BAA	998	877	
35	176850	BAA	998	877	
36	183400	BBA	A99	887	

Requisites: Str 27, Cml 25, Class slots 2, Race slots 1

Alignment: LS

HD/level: 3d4

Weapon Prof.: 9+level/3

To Hit Table: 2xPri

Saves: Wiz

Reference: RDM

Groups: AlternateUniverse, Archetype

Complexity: CF=4

Race Adjustment Str +9, Dex +0, Con +0, Int +0, Wis +0, Chr +0,
Cml +10, AT 4, hp 15, TH 7, Div ÷1

Specialized in Necromancy (no opposite).

Gets +(LVL+2)/3 Henchmen slots. Can use the special types of Henchmen introduced in the Meat Helm and War Priest classes. Divide the cost of Henchmen by LVL. You have one free species enemy similar to Slayer mini-class.

Level 8: Pick two Rakshasa5 Level 5-7, one Cthulhoid Horror5 Level 5-7, or one Vampire5 Level 5-7

Known Spells:

Speak with Birds (SL=1): You can speak with Birds and ask them questions, which they will give reasonable answers to.

Cyclonic Rift (SL=2): Dispel target spell/psi/inate enemy effect. This may be

memorized as a SL=7. If it is, replace all instances of "target" with "each".

Oblivion Ring (SL=3): One item, creature or spell effect imprisoned for CL segments.

Zalgo's Ebon Members (SL=4): CL tentacles appear in area of effect and attack one group for 1d4 each plus paralysis (ppd save).

Farseeing (SL=5): Remote viewing.

Dragon Roost (SL=6): Once per round, get a DL V Dragon as a summon (limit=LVL/3)

Holy Star(SL=7): 1S: (LVL/2)d6 fire dmg to target or 1Z: Spell turn 1d4+3 SLs.

Unearthly Beauty(SL=8): 1S: Slay Target.

Dexterity (SL=9): +12 Dex [cont.]

Dark Depths (SL=10): 10F, Pay 30SL's, dispel this effect: Summon a DL XX flying indestructable Avatar creature.

Indigo Owl the Last Trainer2 RDM

Level	KXP	Spells	Requisites:
		123 456 789	Dex 81, Con 24, Wis 30, Cml 28, Class slots 4, Race slots 1
1	0	33- --- ---	Alignment: LE (Overwrite to all other classes)
2	4.6	433 --- ---	HD/level: & ++4d4
3	9.2	433 --- ---	Weapon Prof.: & 8+level
4	18.4	443 3-- ---	To Hit Table: 3xRog
5	36.8	443 3-- ---	Saves: 3xPsi
6	73.6	544 33- ---	Reference: RDM
7	147.2	544 33- ---	Groups: Demigod, Futureshifted, Archetype, Maxi
8	294.4	554 433 ---	Complexity: CF=4
9	575	554 433 ---	Race Adjustment Str +0, Dex +8, Con +7, Int +0, Wis +8, Chr +0, Cml +13, AT -9, hp 17, TH 8, Div +1
10	1150	655 443 3--	Considered a "Pocket Dragon" race.
11	1725	655 443 3--	Hold G actions. You may use 1S+1V+1X+1G per segment. You may convert 1G -> 1X and 1X->1F.
12	2300	665 544 33-	Weapon specializes using the "Barbarian" line.
13	2875	665 544 33-	Gets free material componenting, and can do double material componenting (x3 effect in one category or x2 in two categories) if 1V is spent.
14	3450	766 554 433	Immune Insanity.
15	4025	766 554 433	You have +1 Kit.
16	4600	776 655 443	Level 1:,2:,etc.: (every level): +1 Follower, treat this as a level=LVL*3 Priest.
17	5175	776 655 443	Level 1: Legend Lore & Identify 30+LVL*10%. This is doubled when dealing with Necromany, Undead, or the Occult.
18	5750	877 665 544	Level 1: Troll-like regeneration 3 hp/s.
19	6325	877 665 544	Level 1: Each time you kill someone, get their DL^2 in current hp (can go beyond max, lasts only 1r).
20	6900	887 766 554	Level 2: 1M, Gaze: Charm Person (Will save)
21	7475	887 766 554	Level 6: 0, lose 2 SL in memorization: +10 TH and dmg this round. You may run this effect more than once, you are limited only by 0 actions and SL's.
22	8050	988 776 655	Level 6: Immune to Blow Your Head Off, Twilight, Ego Domination, Retributive Strikes
23	8625	988 776 655	Level 13: You may pass through a T'kan Energy Barrier, if it is from your home Multiverse.
24	9200	998 877 665	Level 18: With a 9th level spell, you can create illusionary potions which actually affect the persons drinking them. There is a 1% (non-adjustable) chance the drinker will somehow not be affected by the potion. In this case, the person will no longer be able to believe this power (or the Level 9 one, either). The person cannot control this in any way. The only way to avoid this result is with the Avoid Fate power.
25	9775	998 877 665	Known Spells:
26	10350	A99 887 766	Won't you be my Neighbor (SL=1): Combine a group with your group.
27	10925	A99 887 766	Astral Deamoring (SL=2): -CL to AC (one group, spell save).
28	11500	AA9 988 776	It's Such a Good Feeling (SL=3): Group Capital P Pawned.
29	12075	AA9 988 776	Love Each Other (SL=4): Two targets fall in love.
30	12650	BAA 998 877	* Twilight Touch (SL=5): Touch to Twilight (Psionic Blast save at -CL)
31	13225	BAA 998 877	It's Over (SL=6): 1bM: End the half segment.
32	13800	BBA A99 887	Vicious Shadows (SL=7): For CL s, when a creature is slain, you may deal a target 10*it's Int score shadow dmg.
33	14375	BBA A99 887	Snow Cloud (SL8): Prismatic Sphere as spell.
34	14950	CBB AA9 988	Alteration (SL=9): 1 target rerolls Int, Wis, and Chr using 1d25, lasts for 1 turn (PP save)
35	15525	CBB AA9 988	Kozilek, the Great Distortion (SL=10): Summon a [x2] Unique DL X eldrazi with "Must be attacked by more than 1 creature" and "When cast, +7 SL's" and "Sacrifice a spell slot of SL=X: Counter a spell of that SL".
36	16100	CCB BAA 998	

Prismatic Avatar of the Ultra Prismatic3 RDM

Level	KXP	Spells			Requisites:
		123	456	789	Str 19
1	0	3--	---	---	Alignment: AN (Overwrite to all other classes)
2	4.6	33-	---	---	HD/level: 2d6
3	9.2	33-	---	---	Weapon Prof.: 6+level/5
4	18.4	433	---	---	To Hit Table: Psi
5	36.8	433	---	---	Saves: 3xPri
6	73.6	443	3--	---	Reference: RDM
7	147.2	443	3--	---	Groups: Demigod
8	294.4	544	33-	---	Complexity: CF=2
9	575	544	33-	---	
10	1150	554	433	---	Casts normal Wizard spells, not MTG spells. Could cast MTG spells at 2 slots each if they are known.
11	1725	554	433	---	Str score is considered +5*LVL higher for purposes of size of weapons that can be wielded. Never has a Dex requirement for weapon size.
12	2300	655	443	3--	Resist Prismatic.
13	2875	655	443	3--	You have +1 Feat.
14	3450	665	544	33-	Level 13: You may pass through a T'kan Energy Barrier, if it is from your home Multiverse.
15	4025	665	544	33-	Known Spells:
16	4600	766	554	433	False Orders (SL=1): (1bM to cast) Force a monster to attack someone else (he will only attack his enemies)
17	5175	766	554	433	Thinner (SL=2): Target cursed to lose a virtual size category/segment.
18	5750	776	655	443	Astral Legioning (SL=3): Join two legions together.
19	6325	776	655	443	Deep DL Summoning (SL=4): Summons a random Deep DL monster that only acts as a DL IV. You have a Deep DL summon slot in addition to your normal summon slot.
20	6900	877	665	544	You are allowed to have 2 Deep DLs (one in each slot).
21	7475	877	665	544	Extinction (SL=5): Slay all creatures of one race in a group (PPD save)
22	8050	887	766	554	Karakas (SL=6): 1bM: Unsummon a unique being.
23	8625	887	766	554	Big Time (SL=7): Holy Word that affects all enemies.
24	9200	988	776	655	Good to be Bad (SL=8): Group charmed and alignment changed to CE.
25	9775	988	776	655	Let's Hope You Feel Better Now (SL=9): Put a target's truename on your "Plate".
26	10350	998	877	665	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.
27	10925	998	877	665	
28	11500	A99	887	766	
29	12075	A99	887	766	
30	12650	AA9	988	776	
31	13225	AA9	988	776	
32	13800	BAA	998	877	
33	14375	BAA	998	877	
34	14950	BBA	A99	887	
35	15525	BBA	A99	887	
36	16100	CBB	AA9	988	

The Worst Tiny Game Thug1JG RDM

Level	KXP	Spells	Requisites:
		123 456 789	Str 26, Dex 29, Wis 27, Chr 26, Class slots 4
1	0	33- --- ---	Alignment: NS (Overwrite to all other classes)
2	4	433 --- ---	HD/level: 4d6
3	8	433 --- ---	Weapon Prof.: 10+level
4	16	443 3-- ---	To Hit Table: 3xWiz
5	32	443 3-- ---	Saves: 2xWiz
6	64	544 33- ---	Reference: RDM
7	128	544 33- ---	Groups: Warrior, Priest, Concordant, Demigod, Overt
8	256	554 433 ---	Complexity: CF=4
9	500	554 433 ---	
10	1000	655 443 3--	You have 1 Vanguard Avatar per level. See Vanguard Class for further information.
11	1500	655 443 3--	Gets Swashbuckler #Att =(LVL+2)/2 melee only
12	2000	665 544 33-	Specialization, Numbers sphere
13	2500	665 544 33-	Free Vanilla racial adjective that you must take.
14	3000	766 554 433	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
15	3500	766 554 433	Level 1: You may raise Luck with your ability score points from level.
16	4000	776 655 443	Level 1: Does not suffer ill effects of casting a spell above his normal casting ability.
17	4500	776 655 443	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.
18	5000	877 665 544	Level 1: +1 XP for each grave dug; +2 XP for each stolen body.
19	5500	877 665 544	Level 2: Granted Powers: You can turn or destroy lycanthropes.
20	6000	887 766 554	Level 4: 1M, Touch: Energy Drain 2 levels
21	6500	887 766 554	Level 12: You may convert 8G -> 1KG. You may convert 2JG -> 1JQG.
22	7000	988 776 655	Level 36: All of your spells that offer a saving throw now require 6 saving throws, if any are failed, the target is treated as having not saved.
23	7500	988 776 655	Known Spells:
24	8000	998 877 665	Come Talk to Me (SL=1): Blindness/Deafness melee shield.
25	8500	998 877 665	Pentad Prism (SL=2): 1Z, 2/d: Gain +1SL.
26	9000	A99 887 766	Lightning Tendrils (SL 3): One ally immune electricity and weapons x2 reach and lightning blast branded.
27	9500	A99 887 766	You are a Pirate (SL=4): Target polymorphed into a human pirate.
28	10000	AA9 988 776	Mama, I'm Coming Home (SL=5): Escape home.
29	10500	AA9 988 776	Goodbye Agony (SL=6): Target consumes a crap to Heal.
30	11000	BAA 998 877	Strawman (SL=7): Project image plus name changes to "[character's first name] of the family [character's last name]".
31	11500	BAA 998 877	Chaos Cloud (SL8): High Freq. Sample every round.
32	12000	BBA A99 887	Iron Man (SL=9): DT 10, hp become Stunhp, and ER 100%.
33	12500	BBA A99 887	THETAN TRANCENDANCE (SL = 10): Ignore body of followers requirement and +9HNCL for False God class.
34	13000	CBB AA9 988	
35	13500	CBB AA9 988	
36	14000	CCB BAA 998	

Sacrificer-Other5 RDM

Level	KXP	Spells
1	0	(none)
2	2.6	(none)
3	5.2	(none)
4	10.4	(none)
5	20.8	(none)
6	41.6	(none)
7	83.2	(none)
8	166.4	(none)
9	325	(none)
10	650	(none)
11	975	(none)
12	1300	(none)
13	1625	(none)
14	1950	(none)
15	2275	(none)
16	2600	(none)
17	2925	(none)
18	3250	(none)
19	3575	(none)
20	3900	(none)
21	4225	(none)
22	4550	(none)
23	4875	(none)
24	5200	(none)
25	5525	(none)
26	5850	(none)
27	6175	(none)
28	6500	(none)
29	6825	(none)
30	7150	(none)
31	7475	(none)
32	7800	(none)
33	8125	(none)
34	8450	(none)
35	8775	(none)
36	9100	(none)

Requisites: Dex 33
Alignment: CS
HD/level: & +2d5+39
Weapon Prof.: & 5+level/4
To Hit Table: 2xPsi
Saves: 3xRog
Reference: RDM
Groups: Overt
Complexity: CF=5

You have 0 arms and 0 legs. Your bite attack is 1d12 dmg. You fly at (LVL+2)*3" (D).
 You have +LVL instances of Tactical Movement (you may move to 1+LVL groups of targets with a single V action).
 $PSPs = (Dex + Int * 2 + Wis) * LVL$
 Weapon Specialization uses "Spec Barbarian" line for number of attacks.
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
 Level 1: Your summons and created monsters explode for DL^3 dmg (to one target) when they are killed.
 Level 1: 1M: Dispel a x1 effect.
 Level 1: 1F, 1/h: Remove a x1 Terrain Feature.
 Level 1: Intermediate Str and Dex bonus.
 Level 1: Dragon Cleave: As per the epic feat; if you use a melee attack and kill (put below 0 hp) a target, you gain +1 attack.

"The" Common Pal1 RDM

Level	KXP	Spells
1	0	(none)
2	3.8	(none)
3	7.6	(none)
4	15.2	(none)
5	30.4	(none)
6	60.8	(none)
7	121.6	(none)
8	243.2	(none)
9	475	(none)
10	950	(none)
11	1425	(none)
12	1900	(none)
13	2375	(none)
14	2850	(none)
15	3325	(none)
16	3800	(none)
17	4275	(none)
18	4750	(none)
19	5225	(none)
20	5700	(none)
21	6175	(none)
22	6650	(none)
23	7125	(none)
24	7600	(none)
25	8075	(none)
26	8550	(none)
27	9025	(none)
28	9500	(none)
29	9975	(none)
30	10450	(none)
31	10925	(none)
32	11400	(none)
33	11875	(none)
34	12350	(none)
35	12825	(none)
36	13300	(none)

Requisites: Str 78, Chr 23
Alignment: TG
HD/level: & ++4e4
Weapon Prof.: & 6+level
To Hit Table: M-U0
Saves: 2xCTD0
Reference: RDM
Groups: Futureshifted, Maxi
Complexity: CF=4

Gets Int bonus to spell progression.
 You can use an unlimited amount of shifting of Subability scores ("sleazing") for Int.
 +LVL*LVL Eels to the Eel pool.
 Free Chosen One racial adjective.
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 1: 1/reset: The DM rolls a new choice for up to LVL CSL's of your Concordant spell slots. For each spell slot, you can choose to keep what you had, or switch over to the new spell.
 Level 1: You are not limited to LVL when purchasing the Weapon Proficiency "Weapon Mastery"; you have no limit at all.
 Level 1: Construct II. 1M: Combine two groups of enemies into one group (no save).
 Level 2: Training: Gain 1 stat point per reset.
 Level 3: Can convert 3M -> 1 OppM
 Level 3: You may use Anti-Astral Projection; but in this case, you cannot use M actions. [Str->Int, Dex->Wis, Con->Chr]
 Level 5: Construct IV. ½M: Remove a BlahR from 1 target, Halve the irrBlahR from 1 target, or Halve the BlahR from a group (no ER)
 Level 8: 1bM, (LVL-3)/d: Target creature rolls a natural 1 on a saving throw against you this segment.

Beast Rogers2 RDM

Level	KXP	Spells	Requisites:
		123 456 789	Str 30, Dex 33, Class slots 2, Race slots 1
1	0	655 --- ---	Alignment: non-W
2	3.6	655 --- ---	HD/level: & ++++5d4
3	7.2	665 5-- ---	Weapon Prof.: & 10+level
4	14.4	665 5-- ---	To Hit Table: M-U0
5	28.8	766 55- ---	Saves: (none)
6	57.6	766 55- ---	Reference: RDM
7	115.2	776 655 ---	Groups: Demigod, Archetype
8	230.4	776 655 ---	Complexity: CF=5
9	450	877 665 5--	Race Adjustment Str +13, Dex +17, Con +0, Int +0, Wis +0, Chr +0, Cml +0, AT 10, hp 4, TH 5, Div +1
10	900	877 665 5--	This class treats all spells listed for Illusionist1 in Unearthed Arcana (1st Edition) as Illusion spells.
11	1350	887 766 55-	Gets 70 Rogue points per level.
12	1800	887 766 55-	+1 instance of material componenting to a spell/psi power/rogue ability by spending an extra 1V action.
13	2250	988 776 655	You have +1 Kit.
14	2700	988 776 655	Level 1: Each day, a random [C] section effect is rolled. You are immune to that effect today.
15	3150	998 877 665	Level 1: You act as a TechL=LVL Computer (+LVL/2 Int, +LVL*2 Nonweapons).
16	3600	998 877 665	Level 2: Greatest Swing: As per Great Swing but does 7 times normal damage and has a 3% per level of instant killing.
17	4050	A99 887 766	Level 4: 0, sacrifice a summon: Unsummon a summoned creature.
18	4500	A99 887 766	Level 5: You may convert 2W -> 1RS (for yourself).
19	4950	AA9 988 776	Level 9: Can use 3G actions per segment, if you have them.
20	5400	AA9 988 776	Level 9: 1D, 8/lifetime: Resurrect self
21	5850	BAA 998 877	Level 13: Pick two Rakshasa5 Level 9-12, one Charanodaemon5 Level 9-12, or one Vampire5 Level 9-12
22	6300	BAA 998 877	Level 18: +LVL-13 lifep (life points) to your max hp total. (Each lifep is 1 ihp that requires a slay in between each one.)
23	6750	BBA A99 887	Known Spells:
24	7200	BBA A99 887	Realmwright (SL=1): Summon a DL I Vedalken Wizard with "As this is summoned, name a room type. Rooms you inhabit are of that type in addition to their other types".
25	7650	CBB AA9 988	Force Heave (SL=2): Knockback CL/2 ft.
26	8100	CBB AA9 988	Exponentiation (SL=3): Your next spell has +4 targets.
27	8550	CCB BAA 998	2 (SL=4): 1M: A group gets +CL dmg (no save)
28	9000	CCB BAA 998	Your heart is your employee (SL=5): Physically dominate a target's heart and control its heart rate.
29	9450	DCC BBA A99	Mana Reflection (SL=6): Whenever you gain SL's back, you get twice as many.
30	9900	DCC BBA A99	Firestarter (SL=7): Duplicate a SL = 5 or less Pyromanicac spell (collective 6.9)
31	10350	DDC CBB AA9	Walls Fall Out (SL=8): Capital P Prolapse a group (Crapped plus slain, no save)
32	10800	DDC CBB AA9	Constitution (SL=9): +12 Con [cont.]
33	11250	EDD CCB BAA	Dread Cacodemon* (SL=10): Summon a DL X demon. Slay all creatures in 1 group (no save), and a group of your summons can't act this segment.
34	11700	EDD CCB BAA	
35	12150	EED DCC BBA	
36	12600	EED DCC BBA	

Red Giant Physicist1JG RDM

Level	KXP	Spells
1	0	(none)
2	4.2	(none)
3	8.4	(none)
4	16.8	(none)
5	33.6	(none)
6	67.2	(none)
7	134.4	(none)
8	268.8	(none)
9	525	(none)
10	1050	(none)
11	1575	(none)
12	2100	(none)
13	2625	(none)
14	3150	(none)
15	3675	(none)
16	4200	(none)
17	4725	(none)
18	5250	(none)
19	5775	(none)
20	6300	(none)
21	6825	(none)
22	7350	(none)
23	7875	(none)
24	8400	(none)
25	8925	(none)
26	9450	(none)
27	9975	(none)
28	10500	(none)
29	11025	(none)
30	11550	(none)
31	12075	(none)
32	12600	(none)
33	13125	(none)
34	13650	(none)
35	14175	(none)
36	14700	(none)

Requisites: Str 24
Alignment: J any
HD/level: & ††3e6
Weapon Prof.: & 1+level/2
To Hit Table: 2xPsi
Saves: 2xCTD0
Reference: RDM
Groups: Technology
Complexity: CF=3

Gets Brass Gnat spells, see Brass Gnat spell table (next page). Gets Bug spells starting at level 27, see [PC7].
 Can cast Wizard Invocation spells.
 Can have up to LVL/2 (round up) MTG magic items (see the Planeswalker Artificer class for list of MTG items). The maximum CC (Casting Cost, treat as SL) for each is (LVL+3)/4.
 Gets 2X actions per round.
 Specialization, MTG Red School
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
 Level 1: TechR (Technological Resistance) and aTechR (Anti-Technological Resistance) = 10*level%.
 Level 1: Immune to haste and slow (this immunity may be lowered).
 Level 1: Resist Gravity, Telekinesis, falling damage
 Level 4: Pick two Arcane5 Level 1-3, one Secret Agent5 Level 1-3, or one Psi16 minor
 Level 9: Immune to Capital E Extract, Empathy, ESP, Forget, Mental Surgery, Telepathy

"The" Random Hammerer RDM

Level	KXP	Spells
1	0	(none)
2	6.4	(none)
3	12.8	(none)
4	25.6	(none)
5	51.2	(none)
6	102.4	(none)
7	204.8	(none)
8	409.6	(none)
9	800	(none)
10	1600	(none)
11	2400	(none)
12	3200	(none)
13	4000	(none)
14	4800	(none)
15	5600	(none)
16	6400	(none)
17	7200	(none)
18	8000	(none)
19	8800	(none)
20	9600	(none)
21	10400	(none)
22	11200	(none)
23	12000	(none)
24	12800	(none)
25	13600	(none)
26	14400	(none)
27	15200	(none)
28	16000	(none)
29	16800	(none)
30	17600	(none)
31	18400	(none)
32	19200	(none)
33	20000	(none)
34	20800	(none)
35	21600	(none)
36	22400	(none)

Requisites: Str 16, Int 29

Alignment: NG

HD/level: 1d6

Weapon Prof.: 9+level

To Hit Table: M-U0

Saves: 2xMon

Reference: RDM

Groups: Random, Maxi

Complexity: CF=1

+1 extra Nonweapon Prof per level.

Attacking costs you only ½P action. This means you can do two attack sequences in one segment using 1P.

+LVL dmg per die with damaging spells

Free Chosen One racial adjective.

Level 1: Pick weapon of choice; are considered 5 levels higher for # of Attacks purposes.

Level 3: Detect/Identify Anti-Psionics & Anti-Innates

Level 6: Automatic proficiency in all weapons that you have seen in operation (does not count as "free" slots, so 2 slots are still needed to single specialize, etc.).

Green Hammerer Slayer RDM

Level	KXP	Spells
1	0	(none)
2	207	(none)
3	414	(none)
4	828	(none)
5	1656	(none)
6	3312	(none)
7	6624	(none)
8	13248	(none)
9	25875	(none)
10	51750	(none)
11	77625	(none)
12	103500	(none)
13	129375	(none)
14	155250	(none)
15	181125	(none)
16	207000	(none)
17	232875	(none)
18	258750	(none)
19	284625	(none)
20	310500	(none)
21	336375	(none)
22	362250	(none)
23	388125	(none)
24	414000	(none)
25	439875	(none)
26	465750	(none)
27	491625	(none)
28	517500	(none)
29	543375	(none)
30	569250	(none)
31	595125	(none)
32	621000	(none)
33	646875	(none)
34	672750	(none)
35	698625	(none)
36	724500	(none)

Requisites: Chr 16
Alignment: CE
HD/level: & 1e6
Weapon Prof.: & 4+level/2
To Hit Table: & Pri
Saves: 2xCTD0
Reference: RDM
Groups: Random
Complexity: CF=1

Can "material component" Psionicist abilities by spending ½V action.
 Specialization, MTG Green School.
 You have one free species enemy similar to Slayer mini-class.
 Level 1: 0, 1 attack: Destroy a magic item.
 Level 9: All Rogue abilities within 30' of you are lowered by 100%.
 Level 12: If you need a 2 or less to hit a target, you may attack it twice for each attack.

The Greatest Breath 1200L 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: Str 24, Dex 29, Chr 29, Class slots 2

Alignment: LE

HD/level: 5e6

Weapon Prof.: 9+level

To Hit Table: M-U0

Saves: 3xM-U0

Reference: RDM

Groups: Warrior, Mirror, Overt

Complexity: CF=5

Gets Str or Dex (not Wis) bonus to spell progression.

Gets Exceptional Str.

Gets Exceptional Con.

Free Paragon racial adjective.

Level 1: Immune to Destruction sphere, Disintegrate, Annihilation.

Level 1: Immune to Destruction sphere, Disintegrate, Annihilation.

Level 1: Free Wilderness Survival proficiency (1 slot).

The Second Hammerer RDM

Level	KXP	Spells
1	0	(none)
2	2.4	(none)
3	4.8	(none)
4	9.6	(none)
5	19.2	(none)
6	38.4	(none)
7	76.8	(none)
8	153.6	(none)
9	300	(none)
10	600	(none)
11	900	(none)
12	1200	(none)
13	1500	(none)
14	1800	(none)
15	2100	(none)
16	2400	(none)
17	2700	(none)
18	3000	(none)
19	3300	(none)
20	3600	(none)
21	3900	(none)
22	4200	(none)
23	4500	(none)
24	4800	(none)
25	5100	(none)
26	5400	(none)
27	5700	(none)
28	6000	(none)
29	6300	(none)
30	6600	(none)
31	6900	(none)
32	7200	(none)
33	7500	(none)
34	7800	(none)
35	8100	(none)
36	8400	(none)

Requisites: Wis 23, Chr 26

Alignment: NS

HD/level: & 4d4

Weapon Prof.: & 10+level/2

To Hit Table: 2xM-U0

Saves: always +0

Reference: RDM

Groups: Technology, Random

Complexity: CF=4

Gets Super Barbarian Wis bonus, which is +(Wis-18)*3.

Gets Super Barbarian Wis bonus, which is +(Wis-18)*3.

For this class only, Psi24 minors are SL=1, majors are SL=3, grands are SL=5, supers are SL=8, and ultras are SL=11.

Each Level: The DM rolls a random class from the internet (he has a big directory of files). You get the some (or all) of the abilities of that class; you will at least get the effect of a "line of text" and the "level:" of your level; you will probably get more.

You do not need to meet the requirements of the class.

+1 S action only usable in segment 2.

Level 1: Regeneration rate is (Con-12) per segment, troll-like.

Level 1: Identify and operate technological weapons of TechL=LVL*2 or lower that are found in the dungeon. This includes Psi8 weapons. Can modify them at a cost of 400 gp per TechL difference.

Level 2: Your items that use charges use only half the number of charges (retain fractions)

Level 4: 0, 1/reset, go into a frozen coma-like state: Cureall Self. You cannot act until you reset.

Level 7: Invisibility (psi freq. 0) level times per day.