

School Terrorist from the Compound RDM

Level	KXP	Spells
1	0	(none)
2	1.6	(none)
3	3.2	(none)
4	6.4	(none)
5	12.8	(none)
6	25.6	(none)
7	51.2	(none)
8	102.4	(none)
9	200	(none)
10	400	(none)
11	600	(none)
12	800	(none)
13	1000	(none)
14	1200	(none)
15	1400	(none)
16	1600	(none)
17	1800	(none)
18	2000	(none)
19	2200	(none)
20	2400	(none)
21	2600	(none)
22	2800	(none)
23	3000	(none)
24	3200	(none)
25	3400	(none)
26	3600	(none)
27	3800	(none)
28	4000	(none)
29	4200	(none)
30	4400	(none)
31	4600	(none)
32	4800	(none)
33	5000	(none)
34	5200	(none)
35	5400	(none)
36	5600	(none)

Requisites: Cml 32
Alignment: non-S
HD/level: & 2d5
Weapon Prof.: & 3+level/3
To Hit Table: 3xM-U0
Saves: Wiz
Reference: RDM
Groups: Offensive
Complexity: CF=5

PSP's = Level*100. Gets Int bonus to progression.
 Counts as Human with 3 for 2 trading. Supports euthanasia.
 1/d: Gain LVL Followers; they are level 1 and DL=1.
 Race as Human. 2 for 1 trading. Free proficiency in Sports Stats & Pornography.
 0,1/reset: Convert a Foreigner, Loverboy, Foghat, or Boston song to a SL=1 spell scroll.
 Level 1: Speak Religious Gibberish.
 Level 1: Free riding crop or whip of any type.
 Level 9: Devil's Ratings Advocate: Gain the level abilities of both [Conservative] and [Liberal].

School Fisherman Slayer RDM

Level	KXP	Spells
1	0	(none)
2	205.6	(none)
3	411.2	(none)
4	822.4	(none)
5	1644.8	(none)
6	3289.6	(none)
7	6579.2	(none)
8	13158.4	(none)
9	25700	(none)
10	51400	(none)
11	77100	(none)
12	102800	(none)
13	128500	(none)
14	154200	(none)
15	179900	(none)
16	205600	(none)
17	231300	(none)
18	257000	(none)
19	282700	(none)
20	308400	(none)
21	334100	(none)
22	359800	(none)
23	385500	(none)
24	411200	(none)
25	436900	(none)
26	462600	(none)
27	488300	(none)
28	514000	(none)
29	539700	(none)
30	565400	(none)
31	591100	(none)
32	616800	(none)
33	642500	(none)
34	668200	(none)
35	693900	(none)
36	719600	(none)

Requisites: Con 16, Wis 16, Cml 15, Class slots 3

Alignment: non-A (Overwrite to all other classes)

HD/level: & 1d6

Weapon Prof.: & 10+level

To Hit Table: 2xCTD0

Saves: Wiz

Reference: RDM

Groups: Custom, Alternate Universe, Internet, Offensive

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.

Gets 1 rank of Exceptionalness in every ability score that had a requirement in the original class.

Specialized and School Robed (-1 SL) in Urban Dictionary spells; Punomancy opposite.

See [Q8] for Psi8 rules and powers.

You have one free species enemy similar to Slayer mini-class.

Level 1:,2:,etc.: 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.

Level 6: Your Urban Dictionary spells are stun branded on a failed save.

Level 9: Extra Barbarian Con bonus; i.e. bonus is $(Con - 16) * 5 / 2$, round down.

The Last Psi664 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	43-	---
2	2.8	43-	---
3	5.6	44-	---
4	11.2	543	---
5	22.4	543	---
6	44.8	543	---
7	89.6	553	---
8	179.2	654	---
9	350	654	---
10	700	654	---
11	1050	664	3--
12	1400	765	3--
13	1750	765	3--
14	2100	765	3--
15	2450	775	4--
16	2800	876	4--
17	3150	876	4--
18	3500	876	4--
19	3850	886	5--
20	4200	987	53-
21	4550	987	53-
22	4900	987	53-
23	5250	997	63-
24	5600	A98	64-
25	5950	A98	64-
26	6300	A98	64-
27	6650	AA8	74-
28	7000	BA9	75-
29	7350	BA9	75-
30	7700	BA9	75-
31	8050	BB9	853
32	8400	CBA	863
33	8750	CBA	863
34	9100	CBA	863
35	9450	CCA	964
36	9800	DCB	974

Requisites: Chr 95
Alignment: AS
HD/level: & ++2d6
Weapon Prof.: & 10+level
To Hit Table: 2xWar
Saves: & Ftr0
Reference: RDM
Groups: Psionist, Maxi
Complexity: CF=5

+LVL*LVL*100 Goodberries to the Goodberry pool.
 +2*LVL Personality
 May have 1.5*LVL (round up) "Revive slots" instead of the usual one "Summon slot".
 An animated xM (multiplier M) being uses up M*M Revive slots.
 Free Dead Timeline racial adjective.
 You have +1 4th edition power (pick A, E, D, or U).
 Level 1: All your weapons have LVL half-pluses (if your actual weapon is better, ignore this, this is a minimum amount)
 Level 4: #Att as Barbarian
 Known Powers
 Blumpkin(SL=2): Target is held and takes CL G's of Gravity.
 Simulacrum (SL=2): 1bM: Redirect any amount of dmg from you to a subordinate.
 Force Deceptions (SL=5): Mirage Arcana your group.
 Academy Ruins (SL=5): 1bM, Pay 2 SL's: Repair a item of yours destroyed this round.
 Force Choke(SL=8): Ranged touch attack that hits: CL dmg/s. Lockdown target's actions.
 Octation (SL=8): Your next spell has +9 targets.
 Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project.
 You do not have a Multiplier.
 Living Dungeon Spell (SL=11): Duplicate an X4 super or less.
 Force Illusions (SL=14): Mirage Arcana the whole room.
 Warmonger Spell (SL=14): 1M: A group gets +WCL ihp

Prismatic Keith of Neutrality RDM

Level	KXP	Psionics		Requisites:
		mMG	SUV	Con 23, Int 22, Cml 25, Class slots 3, Race slots 1
1	0	32-	---	Alignment: LE
2	2.2	32-	---	HD/level: 3d4
3	4.4	32-	---	Weapon Prof.: 6+level
4	8.8	33-	---	To Hit Table: & M-U0
5	17.6	432	---	Saves: & 2xFtr0
6	35.2	432	---	Reference: RDM
7	70.4	432	---	Groups: Custom, Archetype, Offensive
8	140.8	442	---	Complexity: CF=4
9	275	543	---	Race Adjustment Str +0, Dex +0, Con +6, Int +5, Wis +0, Chr +0, Cml +1, AT -3, hp 13, TH 8, Div ÷1
10	550	543	---	Extra-Barbarian Dex bonus, Exceptional Con bonus.
11	825	543	---	Resist Prismatic.
12	1100	553	2--	Level 9: Your Henchmen share their abilities with you as long as you haven't sacrificed a Henchman this day.
13	1375	654	2--	Known Powers
14	1650	654	2--	Share Pain (Necromancy, SL 2): You take half damage and your ally takes the remainder for 1hr/level.
15	1925	654	2--	Fart Cloud (SL2): PPD save or Stunned. If made, nauseated.
16	2200	664	3--	Jonah and the Whale(SL=5): Reverse pickpocket and item into a target's body. Item appears outside target's body 2days later.
17	2475	765	3--	Djinn of Wishes (SL=5): Summon a DL V flying Djinn with 1M, 3/d: Limited Wish.
18	2750	765	3--	Storm Herd (SL=8): Summon X DLI flying Pegasi where X=current hp.
19	3025	765	3--	Angelic Rocket (SL=8): Summon a DL=VIII Angel with "when summoned, destroy target creature, item, or effect".
20	3300	775	4--	Hypnox* (SL=11): Summon a DL XI flying nightmare horror and all enemys' progressions become spent.
21	3575	876	42-	Psi∞ Supers (iPSP cost = 1): Telekinetic Damage (group, CCLd4 idmg, no save)
22	3850	876	42-	Force Lightning (SL=14): 5^CCL force lightning dmg (no resist). May divide by 10,000 to make into idmg.
23	4125	876	42-	Psi∞ Ultras (iPSP cost = 10): Temporally Incursed (group, RSW save for 2 idmg)
24	4400	886	52-	
25	4675	987	53-	
26	4950	987	53-	
27	5225	987	53-	
28	5500	997	63-	
29	5775	A98	64-	
30	6050	A98	64-	
31	6325	A98	64-	
32	6600	AA8	742	
33	6875	BA9	752	
34	7150	BA9	752	
35	7425	BA9	752	
36	7700	BB9	853	

Orange ORLY Jason, Monster Masher1JG RDM

Level	KXP	Psionics		Requisites: Chr 60, Cml 25, Class slots 3, Race slots 1
		mMG	SUV	
1	0	22-	---	HD/level: +++2d5
2	4.6	32-	---	Weapon Prof.: 8+level/2
3	9.2	32-	---	To Hit Table: Ftr0
4	18.4	32-	---	Saves: 2xCust
5	36.8	33-	---	Reference: RDM
6	73.6	432	---	Groups: PCDesigned, Archetype, Maxi
7	147.2	432	---	Complexity: CF=3
8	294.4	432	---	Race Adjustment Str +0, Dex +0, Con +0, Int +0, Wis +0, Chr +4,
9	575	442	---	Cml +10, AT 0, hp 7, TH 10, Div ÷1
10	1150	543	---	Free double specialization in one weapon type.
11	1725	543	---	+LVL Feats
12	2300	543	---	Gets +LVL to each track (per Psi9) and recovers LVL track points/rd (per Psi 18)
13	2875	553	2--	++1 to saves means to adjust the true die roll by 1.
14	3450	654	2--	Immune Acid.
15	4025	654	2--	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
16	4600	654	2--	Level 1: Identify potions by sight.
17	5175	664	3--	Level 1: Base AT is +5+LVL.
18	5750	765	3--	Level 1;2;etc.: (each level): +1 Int.
19	6325	765	3--	Level 1: pick a minor power: takes 1/2 M to use (change at reset)
20	6900	765	3--	Level 1: 1 attack that hits: Coup de grace.
21	7475	775	4--	Level 1: Pink Bow: 0, 1/t: Alter the breath weapon you breathe to an element of the same E or less, until you use this ability again. You are immune to that element, until you use this ability again.
22	8050	876	42-	Level 6: Regenerate LVL hp/s (troll-like, heals vile/perm dmg), restore XP/Lvl drain, within 30'
23	8625	876	42-	Known Powers
24	9200	876	42-	Force Heave (SL=2): Knockback CL/2 ft.
25	9775	886	52-	Produce Flame(SL=2): 1S: 1d6+5 fire dmg.
26	10350	987	53-	Shut the Door(SL=5): 1bM: Target rolls all TH or saves as 2 die types smaller (no save).
27	10925	987	53-	Entropy (SL=5): [x1 Enemy Special]: Each segment, +x1dmg.
28	11500	987	53-	Truename Consent (SL=8): One target truename dominated (2 saves).
29	12075	997	63-	Prison Cloud (SL8): Imprisonment.
30	12650	A98	64-	Psi∞ Supers (iPSP cost = 1): Random Timeport (one target, 1dCCL timelines in random direction, no save)
31	13225	A98	64-	Psi∞ Supers (iPSP cost = 1): Enhance (1bM to use, add your CCL to the CCL of an effect for this segment)
32	13800	A98	64-	Shangri-La Spell (SL=14): Switch two creatures Truenames or Multipliers (no save, XR to resist)
33	14375	AA8	742	
34	14950	BA9	752	Warmonger Spell (SL=14): 1M: A group gets +WCL Q∞P actions (infinitely quick P actions)
35	15525	BA9	752	
36	16100	BA9	752	

Death Angel RDM

Level	KXP	Spells	Requisites:
		123 456 789	Wis 21, Chr 24, Cml 22, Class slots 3, Race slots 1
1	0	22- --- ---	Alignment: AN
2	2.6	322 --- ---	HD/level: 2e5
3	5.2	322 --- ---	Weapon Prof.: 9+level/4
4	10.4	332 2-- ---	To Hit Table: 2xPsi
5	20.8	332 2-- ---	Saves: (none)
6	41.6	433 22- ---	Reference: RDM
7	83.2	433 22- ---	Groups: Priest, Demigod, Archetype
8	166.4	443 322 ---	Complexity: CF=4
9	325	443 322 ---	Race Adjustment Str +0, Dex +0, Con +0, Int +0, Wis +0, Chr +0, Cml +5, AT -7, hp 22, TH 4, Div +1
10	650	544 332 2--	Gets Chr bonus to spell progression. Specialized in Warrior Paladin school. Can cast
11	975	544 332 2--	Priest All sphere spells as if they were Warrior spells.
12	1300	554 433 22-	Level 1: 0, 1/t: Distribute LVL instances of tactical movement to other allies.
13	1625	554 433 22-	Level 1: You may use Omens even if not otherwise available in the current campaign.
14	1950	655 443 322	If they are already available in the current campaign, you can shift the results of Omens by plus or minus 1.
15	2275	655 443 322	Level 1:,2:,etc.: (each level): +1 Int.
16	2600	665 544 332	Level 1: +1 "illusionary" summon slot for illusionary monsters only.
17	2925	665 544 332	Known Spells:
18	3250	766 554 433	Oh Oh Oh Oh, Oh My God (SL=N): Target takes SL^4 piercing brown pudding damage (no save). [A69]: replace brown pudding with feces.
19	3575	766 554 433	Alizarin Crimson (SL=1): Stops magical ranged weapons or Deals 40 points of acid damage (Reflex half).
20	3900	776 655 443	Circle of Protection (SL=2): When cast, name a school/sphere/psi freq. Lose 1 spell slot: Immune to 1 effect of that school/sphere/psi freq.
21	4225	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)
22	4550	877 665 544	Paranoid (SL=4): 1 group gains 1 random Insanity (Spell save).
23	4875	877 665 544	Extradimensional Cloud (SL5): Rope Trick as spell.
24	5200	887 766 554	Animate Objects (Transmutation, SL 6): Animates CL*4 diminutive, CL*2 tiny, CL small objects, or CL/2 meduim objects, ect..
25	5525	887 766 554	Ain't No Grave Can Hold My Body Down (SL=7): 1D: Self Resurrection.
26	5850	988 776 655	Skarrg Goliath (SL=8): Summon a DL VIII Beast with overhit. You may choose to sacrifice this spell slot instead to give a creature +90 Th/dmg this segment.
27	6175	988 776 655	Mental Fury (SL=9): Cast 1 instance of each spell you have all at the same time. You are spent afterward.
28	6500	998 877 665	
29	6825	998 877 665	
30	7150	A99 887 766	
31	7475	A99 887 766	
32	7800	AA9 988 776	
33	8125	AA9 988 776	
34	8450	BAA 998 877	
35	8775	BAA 998 877	
36	9100	BBA A99 887	

Neutronium Captain Slayer RDM

Level	KXP	Spells			
		123	456	789	
1	0	22-	---	---	
2	69.4	22-	---	---	
3	138.8	322	---	---	
4	277.6	322	---	---	
5	555.2	332	2--	---	
6	1110.4	332	2--	---	
7	2220.8	433	22-	---	
8	4441.6	433	22-	---	
9	8675	443	322	---	
10	17350	443	322	---	
11	26025	544	332	2--	
12	34700	544	332	2--	
13	43375	554	433	22-	
14	52050	554	433	22-	
15	60725	655	443	322	
16	69400	655	443	322	
17	78075	665	544	332	
18	86750	665	544	332	
19	95425	766	554	433	
20	104100	766	554	433	
21	112775	776	655	443	
22	121450	776	655	443	
23	130125	877	665	544	
24	138800	877	665	544	
25	147475	887	766	554	
26	156150	887	766	554	
27	164825	988	776	655	
28	173500	988	776	655	
29	182175	998	877	665	
30	190850	998	877	665	
31	199525	A99	887	766	
32	208200	A99	887	766	
33	216875	AA9	988	776	
34	225550	AA9	988	776	
35	234225	BAA	998	877	
36	242900	BAA	998	877	

Requisites: Dex 20, Int 24, Cml 58, Class slots 3
Alignment: C any
HD/level: +3d4
Weapon Prof.: 10+level
To Hit Table: 2xRog
Saves: Mon
Reference: RDM
Groups: Demigod, PCDesigned, Technology, Maxi
Complexity: CF=3

The saves are 5*LVL in all categories. You also get ++LVL/2 on the natural die roll for saves, meaning even at level 1 you cannot auto-miss a save (you auto-make on 19-20).

You have one free species enemy similar to Slayer mini-class.

Level 1: Any Rogue 1 ability; +10*LVL Rogue points (this may be taken multiple times)

Level 1: 1N: Generate an energy arrow to fire (instead of using a normal arrow in a bow). This arrow is 1d10 dmg, crits on 19-20 for x3, and is a +LVL/+LVL magic weapon. It dissipates after use.

Level 5: Can "Frugal" potions (+50% to number of uses).

Known Spells:

Public Broadcasting (SL=N): A person's next spell of SL=N affects a group.

Vision of Heaven (SL=1): One evil target is dazed and -2 saves vs redemption.

Thing in the Ice (SL=2): Summon a DLII horror with defender. After 4 spells, it becomes DLIV Kraken Horror without defender and banish a group.

Jesus He Knows Me (SL=3): Summon (LVL-DL)^2 Televangelists. DL is their DL.

Hammer Helper (SL=4): Physically Dominate one target for 1 rd. It gets +1d6 Off. DL.

Reach Around(SL=5): Target get's 1 instance of Tac move and another target gets paralyzed for 1s.

Fiendish Quickening (SL=6): Your teleport spells may be cast with Z actions.

Vicious Shadows (SL=7): For CL s, when a creature is slain, you may deal a target 10*it's Int score shadow dmg.

Prison Cloud (SL8): Imprisonment.

Mercy Street (SL=9): All intelligent enemies in the room commit suicide.

Blogger.org1JG RDM

Level	KXP	Spells				Requisites:
		123	456	789		Str 26, Dex 24, Int 25, Chr 21, Class slots 3
1	0	22-	---	---	Alignment:	any W
2	4.8	22-	---	---	HD/level:	& 3e5
3	9.6	322	---	---	Weapon Prof.:	& 9+level
4	19.2	322	---	---	To Hit Table:	& Psi
5	38.4	332	2--	---	Saves:	3xM-U0
6	76.8	332	2--	---	Reference:	RDM
7	153.6	433	22-	---	Groups:	Wizard, Technology, Internet, Overt
8	307.2	433	22-	---	Complexity:	CF=3
9	600	443	322	---		
10	1200	443	322	---		Gets "Any Rogue" picks at the following levels: 1, 3, 6, 10, 15, 21, 28, 36 (in addition to the normal 9, 18, 27, 36 picks).
11	1800	544	332	2--		Can convert S -> E actions. You can use E actions as a person; if you do, it takes the place of your M or P action for the segment.
12	2400	544	332	2--		You have 0 arms and 0 legs. Your bite attack is 1d12 dmg. You fly at (LVL+2)*3" (D).
13	3000	554	433	22-		Has access to Psi(-12)C, 12C, 1200C, and 29.
14	3600	554	433	22-		1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
15	4200	655	443	322		Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).
16	4800	655	443	322		Level 1: On a natural roll of 20-LVL/2 or greater with a melee attack, you Sharpness the target.
17	5400	665	544	332		Level 1: Immune to harmful area effects from other party members
18	6000	665	544	332		Level 1: 1V, 2/d: Pass Earth for (level) rounds.
19	6600	766	554	433		Level 1: May cast Priest Healing sphere spells as if they were Wizard spells of the same level.
20	7200	766	554	433		Level 3: Specialization in Alteration gained.
21	7800	776	655	443		Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)*3.
22	8400	776	655	443		Level 54: May use Psi8 supers as if they were 11th level spells.
23	9000	877	665	544		Known Spells:
24	9600	877	665	544		[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
25	10200	887	766	554		Around My Waist and Hugs My Fanny (SL=1): Combine a group with you.
26	10800	887	766	554		Heroic Fortune (SL=2): One touched creature gains 1 temporary hero point and may use one of your level abilities of their level or less.
27	11400	988	776	655		Houdini(SL=3): Two targets switch places.
28	12000	988	776	655		Sorrow's Path (SL=4): 1bP: Swap two creatures. You and your subordinates take 20
29	12600	998	877	665		dmg.
30	13200	998	877	665		Round Robin (SL=5): +CL/5 instances of Tactile Movement.
31	13800	A99	887	766		Erase Symbol (SL=6): Erase one symbol in the dungeon.
32	14400	A99	887	766		God Was Never on Your Side (SL=7): 1bM: Counter a Divine Intervention.
33	15000	AA9	988	776		Ulamog's Crusher (SL=8): Summon a DL VIII Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects and This creature attacks every rd if able."
34	15600	AA9	988	776		Vault of the Archangel (SL=9): 1bM, Pay 4 SL's: Your Subordinates are slay branded and have vampiric regen.
35	16200	BAA	998	877		
36	16800	BAA	998	877		

Quintessential Mixerulator RDM

Level	KXP	Spells
1	0	(none)
2	33.4	(none)
3	66.8	(none)
4	133.6	(none)
5	267.2	(none)
6	534.4	(none)
7	1068.8	(none)
8	2137.6	(none)
9	4175	(none)
10	8350	(none)
11	12525	(none)
12	16700	(none)
13	20875	(none)
14	25050	(none)
15	29225	(none)
16	33400	(none)
17	37575	(none)
18	41750	(none)
19	45925	(none)
20	50100	(none)
21	54275	(none)
22	58450	(none)
23	62625	(none)
24	66800	(none)
25	70975	(none)
26	75150	(none)
27	79325	(none)
28	83500	(none)
29	87675	(none)
30	91850	(none)
31	96025	(none)
32	100200	(none)
33	104375	(none)
34	108550	(none)
35	112725	(none)
36	116900	(none)

Requisites: Int 19, Chr 18
Alignment: non-L
HD/level: & $\pm 1d4+37$
Weapon Prof.: & 6+level
To Hit Table: & Pri
Saves: 3xWiz
Reference: RDM
Groups: Custom, Technology
Complexity: CF=1

Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = $20 \times \text{level}\%$.
 Gets any "Any Rogue" pick and 80 Rogue points per level.
 Pick another class you know. The class chosen cannot be Custom, Concordant, or Demigod group, or itself have subclasses (e.g. Master Thief). Your "CL" and "LVL" for abilities is equal to your level squared instead of your level.
 Big Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = $30 \times \text{level}\%$.
 Level 1: iaER LVL*10
 Level 1:,2:,etc:, you gain access to one school or sphere (an unusual/minor school or sphere is 2 picks).
 Level 1: x2 Str bonus instead of x3/2 when wielding weapon 2-handed
 Level 4: Pick two Cthulhoid Investigator5 Level 1-3, one Occultist5 Level 1-3, or one Alien Cultist5 Level 1-3
 Level 5: nM: Repair a broken magic/psi/tech item, $n = (\text{XP value})/1000$ (round up)
 Level 5: Get +LVL/2 attacks vs. a target for each other person melleeing that target
 Level 5: Improvisation: 1V, 1/r: Create a 0 to LVL gp item, it lasts for 1 hour.
 Level 7: Specialization in Alteration gained.
 Level 13: Pick two Arcane5 Level 9-12, one Secret Agent5 Level 9-12, or one Psi16 major

Anti-Banditeer1 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	7.8	2--	---	---	
3	15.6	22-	---	---	
4	31.2	22-	---	---	
5	62.4	322	---	---	
6	124.8	322	---	---	
7	249.6	332	2--	---	
8	499.2	332	2--	---	
9	975	433	22-	---	
10	1950	433	22-	---	
11	2925	443	322	---	
12	3900	443	322	---	
13	4875	544	332	2--	
14	5850	544	332	2--	
15	6825	554	433	22-	
16	7800	554	433	22-	
17	8775	655	443	322	
18	9750	655	443	322	
19	10725	665	544	332	
20	11700	665	544	332	
21	12675	766	554	433	
22	13650	766	554	433	
23	14625	776	655	443	
24	15600	776	655	443	
25	16575	877	665	544	
26	17550	877	665	544	
27	18525	887	766	554	
28	19500	887	766	554	
29	20475	988	776	655	
30	21450	988	776	655	
31	22425	998	877	665	
32	23400	998	877	665	
33	24375	A99	887	766	
34	25350	A99	887	766	
35	26325	AA9	988	776	
36	27300	AA9	988	776	

Requisites: Dex 15, Chr 16, Class slots 2

Alignment: TS

HD/level: 1d5

Weapon Prof.: 10+level/3

To Hit Table: War

Saves: Pri

Reference: RDM

Groups: Rogue, Psionicist, Joke

Complexity: CF=1

Exceptional Str and Con.

Gets Exceptional Str, Dex, and Con.

On one spell/psi power/ability, you may change all instances of "Dispel", "Immune to", or "Ignore" to "Dispel", "Immune to", or "Ignore".

You have +1 Secondary Skill and no XP doubling past level 36.

Level 3: Speak with animals (continuous).

Level 9: NM: Counter an effect from a xN item. This is a xN effect.

Level 36: All of your psionic powers are Range same plane (sight not necessary).

Known Spells:

Summon Bird N (SL=N): Summon a DL=SL+1 Roc or (11-SL)^2 DL=SL Ravens.

The Hawkman Cometh (SL=1): Two targets swap places.

Kessig Wolf Run (SL=2): 1bM, Pay N+2 SL: One target gets Overhit and +10*N to hit/dmg/AC/Saves.

Essence Extraction (SL=3): 1bM: Deal 30 to a target. Cure 30 hp.

Organized Pseudolegal Commercial Arguments (SL=4): You and target take no actions due to your filibustering.

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)

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

Owl's Advice (SL=7): Ask the DM a question.

Orgasmatron (SL=8): Dominate the room (PPD save); successfully saved stunned.

Black Blade of Disaster (SL=9): Animated blade 2d12, 18+ that cuts through magical barriers and disintegrates on a critical hit.

Ante Pimpernel RDM

Level	KXP	Spells
1	0	(none)
2	3.4	(none)
3	6.8	(none)
4	13.6	(none)
5	27.2	(none)
6	54.4	(none)
7	108.8	(none)
8	217.6	(none)
9	425	(none)
10	850	(none)
11	1275	(none)
12	1700	(none)
13	2125	(none)
14	2550	(none)
15	2975	(none)
16	3400	(none)
17	3825	(none)
18	4250	(none)
19	4675	(none)
20	5100	(none)
21	5525	(none)
22	5950	(none)
23	6375	(none)
24	6800	(none)
25	7225	(none)
26	7650	(none)
27	8075	(none)
28	8500	(none)
29	8925	(none)
30	9350	(none)
31	9775	(none)
32	10200	(none)
33	10625	(none)
34	11050	(none)
35	11475	(none)
36	11900	(none)

Requisites: Chr 21
Alignment: any W
HD/level: & 2d4
Weapon Prof.: & 9+level/2
To Hit Table: 3xPri
Saves: 3xCust
Reference: RDM
Groups: Mirror
Complexity: CF=3

See [Q--2] for rules and powers.
 Exceptional Str and Barbarian Dex bonus.
 Level 1: 1V, spend $X*Y^2$ gp, make a Chr check at $-Y^2$: "Buy off" X Henchmen of $DL=Y$. They will not attack you or your allies. If you buy them off again (with another V action and gold), they join your side.
 Level 1: 1M: Dispel or remove a feat or kit from someone for 1 turn.
 Level 1: 1M: Dispel a familiar ability for 1 turn.
 Level 7: Ignore Non-detection cont.
 Level 9: Any Bandit1 level 10 ability
 Level 14: Insubstantial (Mental): Immune mental effects, psionics, insanity; Hold all mental stats
 Level 27: Pick 1 Level 20-26 (or lower) pick from any "5th Edition" class.

Green Paragon Henchman Opposer0 RDM

Level	KXP	Spells
1	0	(none)
2	3.2	(none)
3	6.4	(none)
4	12.8	(none)
5	25.6	(none)
6	51.2	(none)
7	102.4	(none)
8	204.8	(none)
9	400	(none)
10	800	(none)
11	1200	(none)
12	1600	(none)
13	2000	(none)
14	2400	(none)
15	2800	(none)
16	3200	(none)
17	3600	(none)
18	4000	(none)
19	4400	(none)
20	4800	(none)
21	5200	(none)
22	5600	(none)
23	6000	(none)
24	6400	(none)
25	6800	(none)
26	7200	(none)
27	7600	(none)
28	8000	(none)
29	8400	(none)
30	8800	(none)
31	9200	(none)
32	9600	(none)
33	10000	(none)
34	10400	(none)
35	10800	(none)
36	11200	(none)

Requisites: Dex 21, Con 22, Chr 22, Class slots 2

Alignment: non-T

HD/level: +2d5

Weapon Prof.: 10+level

To Hit Table: 3xWar

Saves: Psi

Reference: RDM

Groups: Concordant, Monster, Mirror

Complexity: CF=3

Can specialize in one Warrior or Rogue school, with no opposite.

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

Gets Barbarian Con.

Specialization, MTG Green School.

You have Overhit.

Level 1: 1M: Dispel a class ability for 1 turn.

Level 4: 1M: Target takes 5*LVL*LVL fire dmg (BW save for 1/2; MR to avoid). The floor at your feet takes LVL Hull dmg.

Level 13: Any Bandit1 level 16 ability

Level 21: Each level starting at 21st, pick one spell. That spell offers no saving throw (even with Scarab of Protection) and MR cannot be used against it, even irreducible MR.

Marv2 RDM

Level	KXP	Spells			
		123	456	789	
1	0	322	---	---	
2	2.4	322	---	---	
3	4.8	332	2--	---	
4	9.6	332	2--	---	
5	19.2	433	22-	---	
6	38.4	433	22-	---	
7	76.8	443	322	---	
8	153.6	443	322	---	
9	300	544	332	2--	
10	600	544	332	2--	
11	900	554	433	22-	
12	1200	554	433	22-	
13	1500	655	443	322	
14	1800	655	443	322	
15	2100	665	544	332	
16	2400	665	544	332	
17	2700	766	554	433	
18	3000	766	554	433	
19	3300	776	655	443	
20	3600	776	655	443	
21	3900	877	665	544	
22	4200	877	665	544	
23	4500	887	766	554	
24	4800	887	766	554	
25	5100	988	776	655	
26	5400	988	776	655	
27	5700	998	877	665	
28	6000	998	877	665	
29	6300	A99	887	766	
30	6600	A99	887	766	
31	6900	AA9	988	776	
32	7200	AA9	988	776	
33	7500	BAA	998	877	
34	7800	BAA	998	877	
35	8100	BBA	A99	887	
36	8400	BBA	A99	887	

Requisites: Str 23, Dex 22, Int 29, Wis 28, Class slots 4, Race slots 1
Alignment: C any (Overwrite to all other classes)
HD/level: 5d6
Weapon Prof.: 9+level/3
To Hit Table: Mon
Saves: 2xMon
Reference: RDM
Groups: Rogue, Lost, PCDesigned, Archetype
Complexity: CF=5
Race Adjustment Str +10, Dex +8, Con +0, Int +6, Wis +4, Chr +0, Cml +0, AT 3, hp 12, TH 9, Div +1
 Knows the original Spellshaper5 spells.
 You have +1 Kit.
 Level 9: add a frequency; pick from -9, 6E, 12C, 27, 72
Known Spells:
 Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL Donkeys/Mules.
 Darkness (SL=1): 1bM: Immune to a P attack from someone
 Force Heave (SL=2): Knockback CL/2 ft.
 Beautiful Remains (SL=3): Summon a DL = LVL/2 crap elemental.
 6 (SL=4): 1M: A group gets +CL*2 current and max hp (no save)
 Mirari's Wake (SL=5): Your subordinates get +1DL and whenever you gain SL's back, you get +1SL.
 Loop Quantum Gravity(SL=6): Raise or Lower the PF in the room by up to LVL.
 I Like You Just the Way you Are (SL=7): As you are (no resist).
 7 (SL=8): 1M: A group gets +CL C actions (no save)
 anti-G Resistance (SL=9): +CL% iunaGR [cont.], cannot be downgraded to lower types

Cosmos Opposer RDM

Level	KXP	Spells			
		123	456	789	
1	0	55-	---	---	
2	2.8	655	---	---	
3	5.6	655	---	---	
4	11.2	665	5--	---	
5	22.4	665	5--	---	
6	44.8	766	55-	---	
7	89.6	766	55-	---	
8	179.2	776	655	---	
9	350	776	655	---	
10	700	877	665	5--	
11	1050	877	665	5--	
12	1400	887	766	55-	
13	1750	887	766	55-	
14	2100	988	776	655	
15	2450	988	776	655	
16	2800	998	877	665	
17	3150	998	877	665	
18	3500	A99	887	766	
19	3850	A99	887	766	
20	4200	AA9	988	776	
21	4550	AA9	988	776	
22	4900	BAA	998	877	
23	5250	BAA	998	877	
24	5600	BBA	A99	887	
25	5950	BBA	A99	887	
26	6300	CBB	AA9	988	
27	6650	CBB	AA9	988	
28	7000	CCB	BAA	998	
29	7350	CCB	BAA	998	
30	7700	DCC	BBA	A99	
31	8050	DCC	BBA	A99	
32	8400	DDC	CBB	AA9	
33	8750	DDC	CBB	AA9	
34	9100	EDD	CCB	BAA	
35	9450	EDD	CCB	BAA	
36	9800	EED	DCC	BBA	

Requisites: Dex 25, Wis 26

Alignment: TN

HD/level: +++ $\frac{1}{2}$ 4d5

Weapon Prof.: 10+level

To Hit Table: Psi

Saves: 3xMon

Reference: RDM

Groups: Priest, Planar

Complexity: CF=4

Cannot get a stat bonus to progression.

Specialty Priest pick in a god with a Dex requirement

Level 1: Can specialize in 1 sphere for free. Can specialize in another sphere, but then must pick an opposite. Specialization may be either "Collective type" (1/2 cost on spells) or "2nd edition type" (+1 spell of the sphere each level).

Level 2: Rogue Expertise: LVL-1 extra skill points in 3rd edition Rogue skills; 1M, 1/d: Legend Lore

Known Spells:

Roughing up the Suspect(SL=N): Target takes SL^2 dmg and can't take physical actions.

Lay You Down to Sleep (SL=1): Put out of Misery one target if at less than 0hp.

Close the Gap(SL=2): 1bM: Target rolls all TH or saves as 1 die type smaller (no save).

Volrath's Stronghold (SL=3): 1bM, Pay 2 SL's: Resummon a summons slain this rd.

Congregate (SL=4): Target gains $10*N$ hp, where N is the number of people in the party+summons

Travel Cloud (SL5): +3 V actions/r.

It's Over (SL=6): 1bM: End the half segment.

Tooth and Nail (SL=7): Summon DL VII, can pick type, or can pick creature within type

You're Real Special (SL=grand): You create a weapon gemlet of a $SL=CL/2$ weapon flag. (ex. Sinking enchant).

Blazing Archon (SL=9): Summon a DL IX flying Archon with "Creatures can't physically attack you".

Luck Shooter2 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 15
Alignment: non-N (Overwrite to all other classes)
HD/level: 1d2
Weapon Prof.: 1+level/4
To Hit Table: 2xFtr0
Saves: 3xM-U0
Reference: RDM
Groups: Rogue
Complexity: CF=1

Gets 20 Rogue points per level. Gets an "Any Rogue" pick every odd level.
 Has all rogue abilities on all charts. Gets 90 Rogue points per level.
 Channeling. Int bonus to spells. Specialized in Wizard Metamagic school.
 You have +1 Kit.
 Level 4: Can conduct psionic attacks through mind-blade.
 Level 6: 0, 1/d: Reset self, you will not get your next Natural Reset.
 Level 17: Get save vs effects w/ no save, base=+0+items, each 5% is +1
 Level 24: Free Specialty Priest pick in Flying Spaghetti Monster {Pirate}

ORLY Mike Nonplayer Slayer RDM

Level	KXP	Psionics		Requisites:	Wis 26, Race slots 1
		mMG	SUV	Alignment:	non-T
1	0	22-	---	HD/level:	& ††1d3
2	71.6	32-	---	Weapon Prof.:	& 10+level/3
3	143.2	32-	---	To Hit Table:	& 3xCTD0
4	286.4	32-	---	Saves:	3xM-U0
5	572.8	33-	---	Reference:	RDM
6	1145.6	432	---	Groups:	Archetype
7	2291.2	432	---	Complexity:	CF=3
8	4582.4	432	---	Race Adjustment Str +0, Dex +0, Con +0, Int +0, Wis +8, Chr +0,	
9	8950	442	---	Cml +0, AT -1, hp 20, TH 1, Div †1	
10	17900	543	---	Grand in Love sphere.	
11	26850	543	---	Free Material Componenting for Illusion spells. You may Double Material	
12	35800	543	---	Component (x3 effect) for ½V action. You may Triple Material Component (x4	
13	44750	553	2--	effect) for another ½V action.	
14	53700	654	2--	Knows Proto-Lich spells as if they were a normal Priest sphere.	
15	62650	654	2--	You have one free species enemy similar to Slayer mini-class.	
16	71600	654	2--	Level 1: Regenerate Heal per segment: Each segment, you get a Heal spell cast on you.	
17	80550	664	3--	Level 1: You cast Enchantment, Charm, and Love spells at +1 caster level.	
18	89500	765	3--	Level 1: Immune to 0th-2nd level spells	
19	98450	765	3--	Level 1: Always land on feet. Immune to falling damage.	
20	107400	765	3--	Level 5: Your Enchantment, Charm, and Love based abilities and spells can work	
21	116350	775	4--	upon those typically immune to such effects, at half effect.	
22	125300	876	42-	Level 5: 1M: Gaseous Form	
23	134250	876	42-	Level 5: Detect Leeches and Eels 40' cont.	
24	143200	876	42-	Level 10: Considered a x2 creature.	
25	152150	886	52-	Level 14: +1QM action	
26	161100	987	53-	Known Powers	
27	170050	987	53-	Clean Cloud (SL2): Dispel Magic, Psionic or Inate.	
28	179000	987	53-	Circle of Protection (SL=2): When cast, name a school/sphere/psi freq. Lose 1 spell	
29	187950	997	63-	slot: Immune to 1 effect of that school/sphere/psi freq.	
30	196900	A98	64-	Force Deceptions (SL=5): Mirage Arcana your group.	
31	205850	A98	64-	Urabrask, the Hidden (SL=5): Summon a DL V Unique Praetor with "Your summons	
32	214800	A98	64-	aren't summoning sick" and "Creatures that appear in the room are summoning sick an	
33	223750	AA8	742	extra segment.	
34	232700	BA9	752	Shadow Cloud (SL8): PPD or Feeblemind. If made, Enfeeblement.	
35	241650	BA9	752	Tony Danza(SL=8): You become the "B" (Boss) of the DL you are one for 1rd	
36	250600	BA9	752	(current "B" loses status).	
				May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one	
				room).	
				Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain,	
				Summon 3 DL V's and remember this spell".	
				Psi∞ Ultras (iPSP cost = 10): Sporacle-ize (random SEL 11 status effect, group, no	
				save)	
				Shangri-La Spell (SL=14): Your summons attack as 2 DL's higher (stacks with earlier	
				versions of this).	

Maldev Instigator RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	6.2	2--	---	---	
3	12.4	22-	---	---	
4	24.8	22-	---	---	
5	49.6	322	---	---	
6	99.2	322	---	---	
7	198.4	332	2--	---	
8	396.8	332	2--	---	
9	775	433	22-	---	
10	1550	433	22-	---	
11	2325	443	322	---	
12	3100	443	322	---	
13	3875	544	332	2--	
14	4650	544	332	2--	
15	5425	554	433	22-	
16	6200	554	433	22-	
17	6975	655	443	322	
18	7750	655	443	322	
19	8525	665	544	332	
20	9300	665	544	332	
21	10075	766	554	433	
22	10850	766	554	433	
23	11625	776	655	443	
24	12400	776	655	443	
25	13175	877	665	544	
26	13950	877	665	544	
27	14725	887	766	554	
28	15500	887	766	554	
29	16275	988	776	655	
30	17050	988	776	655	
31	17825	998	877	665	
32	18600	998	877	665	
33	19375	A99	887	766	
34	20150	A99	887	766	
35	20925	AA9	988	776	
36	21700	AA9	988	776	

Requisites: Dex 16, Cml 16

Alignment: LS

HD/level: & 1d6

Weapon Prof.: & 7+level/2

To Hit Table: Ftr0

Saves: & Pri

Reference: RDM

Groups: Planar, Overt

Complexity: CF=1

Gets Exceptional Con.

Can apply a free "Crude Neutronium" weapon adjective to one weapon.

Level 1: Immune Chaos, Wild Magic, Black Ice.

Level 1: Free GGL (Specialty God) pick in a god that has a Str or Dex requirement.

Level 3: Shadow Adaptation: Immune Shadow. (You can pick Positive or Negative instead if you prefer.)

Known Spells:

[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)

Duergar Assailant (SL=1): Summon CL Dwarves of DL I; As each one dies, it deals 10 dmg or 1 rdmg to one target.

Mr Crowley (SL=2): Summon a DL=LVL Occultist.

Lightning Storm (SL 3): One group 10d6 elec dmg. Persists 1 rd.

Divine Power (Evocation, SL 4): +LVL Th, +6 Str, +LVL hp.

Mini Fury (SL=5): Do LVL Q∞M actions only for magic or psi, at the end of the effect, you are Crapped and Set

It's Over (SL=6): 1bM: End the half segment.

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

Truename Consent (SL=8): One target truename dominated (2 saves).

Nonation (SL=9): Your next spell has +10 targets.

The First Gnatphobic RDM

Level	KXP	Spells
1	0	(none)
2	3.6	(none)
3	7.2	(none)
4	14.4	(none)
5	28.8	(none)
6	57.6	(none)
7	115.2	(none)
8	230.4	(none)
9	450	(none)
10	900	(none)
11	1350	(none)
12	1800	(none)
13	2250	(none)
14	2700	(none)
15	3150	(none)
16	3600	(none)
17	4050	(none)
18	4500	(none)
19	4950	(none)
20	5400	(none)
21	5850	(none)
22	6300	(none)
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)

Requisites: Dex 16, Con 19, Class slots 3
Alignment: CS (Overwrite to all other classes)
HD/level: & 1d6
Weapon Prof.: & 10+level/3
To Hit Table: 2xPsi
Saves: 3xFtr0
Reference: RDM
Groups: Planar, PCDesigned, Technology, Random
Complexity: CF=2

Free double specialization in one weapon type(s).
 Specialized in Wild Magic (2nd edition version of specialization only: +1 spell per SL), with no opposite school.
 +1 S action only usable in segment 1.
 Level 1: Pick weapon of choice; are considered 5 levels higher for # of Attacks purposes.
 Level 10: Pick an action type. You are immune to actions of that type being locked down.

Violet Astral Doctoroggoth1JG RDM

Level	KXP	Spells
1	0	(none)
2	70	(none)
3	140	(none)
4	280	(none)
5	560	(none)
6	1120	(none)
7	2240	(none)
8	4480	(none)
9	8750	(none)
10	17500	(none)
11	26250	(none)
12	35000	(none)
13	43750	(none)
14	52500	(none)
15	61250	(none)
16	70000	(none)
17	78750	(none)
18	87500	(none)
19	96250	(none)
20	105000	(none)
21	113750	(none)
22	122500	(none)
23	131250	(none)
24	140000	(none)
25	148750	(none)
26	157500	(none)
27	166250	(none)
28	175000	(none)
29	183750	(none)
30	192500	(none)
31	201250	(none)
32	210000	(none)
33	218750	(none)
34	227500	(none)
35	236250	(none)
36	245000	(none)

Requisites: Dex 25, Con 25

Alignment: NG

HD/level: & 2d3

Weapon Prof.: & 7+level/2

To Hit Table: 2xMon

Saves: 2xMon

Reference: RDM

Groups: Planar, Futureshifted

Complexity: CF=3

Pick an Positive Integer for this class no greater than LVL. This class does not benefit from "Min Level" in the current campaign. Your "CL" and "LVL" for abilities is equal to your level to the Nth power instead of your level.

Uses the "Barbarian" line for number of attacks.

Hold Plane.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 1: Immune to Positive Energy (includes Unlive positive energy levels).

Level 1: Barbarian Luck and Cml bonus. Barbarian Cml: If your Cml is above 20, you can use 1M action and make a Cml-20 check to "Awe" a group. They make Wis checks, if they fail, they are Fascinated by you and will take no offensive action against you or your party (unless attacked).

Level 1: Immune to Astral sphere spells, and being Astral Construct or Astral Destruct "twisted".

Level 5: 1P, 1/r: +1QM next segment.

Level 5: You may convert 2W -> 1RS (for yourself).

Level 9: 1bM: "Phased out" this r, pass through obj, no affecting real things

Web (ㄣㄨㄛㄨㄛ ;益; ㄣㄨㄛㄨㄛ) .com Slayer RDM

Level	KXP	Spells			
		123	456	789	
1	0	3--	---	---	
2	105.8	33-	---	---	
3	211.6	33-	---	---	
4	423.2	433	---	---	
5	846.4	433	---	---	
6	1692.8	443	3--	---	
7	3385.6	443	3--	---	
8	6771.2	544	33-	---	
9	13225	544	33-	---	
10	26450	554	433	---	
11	39675	554	433	---	
12	52900	655	443	3--	
13	66125	655	443	3--	
14	79350	665	544	33-	
15	92575	665	544	33-	
16	105800	766	554	433	
17	119025	766	554	433	
18	132250	776	655	443	
19	145475	776	655	443	
20	158700	877	665	544	
21	171925	877	665	544	
22	185150	887	766	554	
23	198375	887	766	554	
24	211600	988	776	655	
25	224825	988	776	655	
26	238050	998	877	665	
27	251275	998	877	665	
28	264500	A99	887	766	
29	277725	A99	887	766	
30	290950	AA9	988	776	
31	304175	AA9	988	776	
32	317400	BAA	998	877	
33	330625	BAA	998	877	
34	343850	BBA	A99	887	
35	357075	BBA	A99	887	
36	370300	CBB	AA9	988	

Requisites: Dex 18, Con 18, Int 20, Chr 19, Cml 20, Class slots 4
Alignment: NS
HD/level: +++‡2d5+79
Weapon Prof.: 7+level/2
To Hit Table: War
Saves: Mon
Reference: RDM
Groups: Wizard, Mirror, Internet, Overt, Offensive
Complexity: CF=2

PSPs = (Dex+Int*2+Wis)*LVL
 Gets Str or Dex (not Wis) bonus to spell progression.
 You have one free species enemy similar to Slayer mini-class.
 Level 2: Free Jobber mini class.
 Level 9: Any Bandit1 level 10 ability
 Level 14: +4 HNCL (this can't be picked)
Known Spells:
 Summon Bird N (SL=N): Summon a DL=SL+1 Roc or (11-SL)^2 DL=SL Ravens.
 Sol Ring (SL=1): Gain +2 SL back in progression.
 Pentad Prism (SL=2): 1Z, 2/d: Gain +1SL.
 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).
 You're an Inspiration for Birth Control (SL=4): Target's next clone won't get up.
 Extradimensional Cloud (SL5): Rope Trick as spell.
 Mycosynth Lattice (SL=6): All creatures, spell/psi effects in the room count as technological. All spells cast in the room are colorless.
 Vicious Shadows (SL=7): For CL s, when a creature is slain, you may deal a target 10*it's Int score shadow dmg.
 Reiver Demon (SL=8): Summon a DL VIII flying Demon and Slay a group of non-black/non-technological creatures (PPD save).
 The Land of Make Believe (SL=9): Create your own demi-plane.