

Lunchmeat in a Bed 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: Con 31, Cml 25
Alignment: TE
HD/level: 2d6
Weapon Prof.: 5+level/2
To Hit Table: Cust
Saves: 3xM-U0
Reference: RDM
Groups: Monster, Offensive
Complexity: CF=5

Get double XP from a subdued monster if you retrieve the consent form as a trophy (get the bonus XP during the next reset).
 Gets Barbarian Con.
 Level 1: Retard Strength: 1V: +LVL Str and Bar Str this segment.
 Level 1: Speak Rightwing Nutjob language.
 Level 1: Shortbus: +1 mount slot and 1M: Summon a DL=LVL/3 Yellow Short Bus (LVL*10hp, has an inventory).
 Level 1: 1V: Summon a good DL 1d4-1 Outer planar creature (treat DL=0 as DL=1 with only 5/5 rhp)
 Level 2: A Brief History of Time: 1M: Legend Lore or Temporal Eye (past only).
 Level 3: Quilled Sliver: 1M: Target gets +10+LVL dmg this segment; 1bM: Target gains a 10+LVL Light dmg shield this segment

Scarlet Mutant in a Beaker1 RDM

Level	KXP	Psionics	Requisites:
		mMG SUV	Chr 33, Cml 25, Class slots 3
1	0	65- ---	Alignment: TS
2	2.6	65- ---	HD/level: & 4d6
3	5.2	66- ---	Weapon Prof.: & 10+level
4	10.4	765 ---	To Hit Table: (none)
5	20.8	765 ---	Saves: Wiz
6	41.6	765 ---	Reference: RDM
7	83.2	775 ---	Groups: Psionist, Lost, Random, Offensive
8	166.4	876 ---	Complexity: CF=5
9	325	876 ---	
10	650	876 ---	Attacking costs you only ½P action. This means you can do two attack sequences in one segment using 1P.
11	975	886 5--	For Alignment, "(overwrite)" means this class requires the alignment, but it overwrites all of your other alignment restrictions to be that alignment as well.
12	1300	987 5--	You have +1 Secondary Skill and no XP doubling past level 36.
13	1625	987 5--	Level 1: ½bhX, 1/natural set, hit someone with your PC cod piece that you're wielding as a weapon: You Capital U Understand. You get a random player cheat code permanently added.
14	1950	987 5--	Level 1: Pick Pockets 20% + 2% per level.
15	2275	997 6--	Level 1: A knight may request any other knight, paladin, or cavalier to give him sanctuary in their castle or stronghold. Unless the Good-Evil axis of the two warriors are in opposition, the castle/stronghold owner must agree to give the knight food, drink, clothing, and shelter for at least 3 days, and cannot challenge him for that period of time. If the knight challenges the owner or has attacked him in the past, this benefit is lost.
16	2600	A98 6--	
17	2925	A98 6--	Level 4: 1M, (LVL-3)/d: Taunt a group (Will save)
18	3250	A98 6--	Level 9: add a frequency; pick from -9, 6E, 12C, 27, 72
19	3575	AA8 7--	Known Powers
20	3900	BA9 75-	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
21	4225	BA9 75-	X-Gate (SL=N): Choose a DL=SL monster type; gate in that type.
22	4550	BA9 75-	Echoing Ruin (SL=2): Destroy all magic items of the same exact type (Disint. save each)
23	4875	BB9 85-	Storm Cloud (SL=2): Call Lightning as spell.
24	5200	CBA 86-	The Lurking Fear (SL=5): Group slain and TWE'ed one DL lower.
25	5525	CBA 86-	Tonight, Tonight, Tonight (SL=5): Geas/Quest a target. Gets atonement at end.
26	5850	CBA 86-	7 (SL=8): 1M: A group gets +CL C actions (no save)
27	6175	CCA 96-	1 (SL=8): 1M: A group gets +1 iTH with their next attack (no save)
28	6500	DCB 97-	As You Are Cloud (SL=11): As You Are/s.
29	6825	DCB 97-	Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.
30	7150	DCB 97-	
31	7475	DDB A75	
32	7800	EDC A85	
33	8125	EDC A85	
34	8450	EDC A85	
35	8775	EEC B86	
36	9100	FED B96	

Compounderizer Slayer RDM

Level	KXP	Spells
1	0	(none)
2	42	(none)
3	84	(none)
4	168	(none)
5	336	(none)
6	672	(none)
7	1344	(none)
8	2688	(none)
9	5250	(none)
10	10500	(none)
11	15750	(none)
12	21000	(none)
13	26250	(none)
14	31500	(none)
15	36750	(none)
16	42000	(none)
17	47250	(none)
18	52500	(none)
19	57750	(none)
20	63000	(none)
21	68250	(none)
22	73500	(none)
23	78750	(none)
24	84000	(none)
25	89250	(none)
26	94500	(none)
27	99750	(none)
28	105000	(none)
29	110250	(none)
30	115500	(none)
31	120750	(none)
32	126000	(none)
33	131250	(none)
34	136500	(none)
35	141750	(none)
36	147000	(none)

Requisites: Str 28, Cml 93

Alignment: JE

HD/level: & 4e6

Weapon Prof.: & 6+level

To Hit Table: 3xWar

Saves: Psi

Reference: RDM

Groups: Custom, Maxi

Complexity: CF=5

Gets Int bonus to Wizard spell progression.

additional +2*LVL Strength For Purposes of Weapons

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

Level 1: +LVL*2 stat points for purposes of qualifying for classes

Level 1: 1M, 1/d: Locate a specific ioun stone type 5*LVL%.

Level 1: +1 Research point per reset, for researching one Magic the Gathering spell per reset.

Level 2: Regenerate LVL hp/m (this is not troll-like), you can regenerate another if touching

Level 4: 0, 1/d: Counter a Divine Intervention

Level 5: 1M, LVL/d: Know direction/distance to most powerful person on current DL.

Level 6: Regenerate LVL hp/s (troll-like, heals vile/perm dmg), restore XP/Lvl drain, within 30'

Worshipper of the Ultra Blue RDM

Level	KXP	Spells	Requisites:
		123 456 789	Str 28, Con 23, Chr 23, Class slots 3
1	0	322 --- ---	Alignment: TS
2	2.6	322 --- ---	HD/level: 5d6
3	5.2	332 2-- ---	Weapon Prof.: 10+level
4	10.4	332 2-- ---	To Hit Table: (none)
5	20.8	433 22- ---	Saves: 2xWar
6	41.6	433 22- ---	Reference: RDM
7	83.2	443 322 ---	Groups: Warrior, Mirror, Demigod, Random
8	166.4	443 322 ---	Complexity: CF=5
9	325	544 332 2--	
10	650	544 332 2--	Gets 1G action per turn. (Once per turn you can use 1G action, it acts as an infinitely quick F action.)
11	975	554 433 22-	Gets Wis and Chr bonus to spells.
12	1300	554 433 22-	PSPs = Str+Dex*2+Con+Int+Wis*2+Chr-80+(Dex+Wis-10)*(level-1)
13	1625	655 443 322	Level 1: When attacking someone, multiply your damage by the number of classes he has (max=LVL).
14	1950	655 443 322	Level 5: Any Scarlet Assassin level 5 ability
15	2275	665 544 332	Known Spells:
16	2600	665 544 332	[Status Name] Shield (SL=SEL): Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.
17	2925	766 554 433	Lose Yourself (SL=1): Sleep 1 group.
18	3250	766 554 433	Lamb of God - Laid to Rest (SL=2): Put out of Misery.
19	3575	776 655 443	I Don't Know (SL=3): Split a group into 2 groups.
20	3900	776 655 443	Hammer Helper (SL=4): Physically Dominate one target for 1 rd. It gets +1d6 Off. DL.
21	4225	877 665 544	Angelic Chorus (SL=5): Whenever you summon a creature, cure it's hp on yourself
22	4550	877 665 544	It's Over (SL=6): 1bM: End the half segment.
23	4875	887 766 554	Room Grouping (SL=7): Combine 2 rooms of enemies into one room (no save). Reverse of this spell splits one room of enemies to a separate room.
24	5200	887 766 554	Cujo (SL=8): Summon a DL=VIII CE hound and two targets grouped and held.
25	5525	988 776 655	The Tabernacle at Pendrell Vale (SL=9): Everybody must pay 1 SL for each subordinate each rd or that subordinate is slain.
26	5850	988 776 655	
27	6175	998 877 665	
28	6500	998 877 665	
29	6825	A99 887 766	
30	7150	A99 887 766	
31	7475	AA9 988 776	
32	7800	AA9 988 776	
33	8125	BAA 998 877	
34	8450	BAA 998 877	
35	8775	BBA A99 887	
36	9100	BBA A99 887	

1200L 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: Str 24, Dex 32, Class slots 2
Alignment: TN
HD/level: 5e4
Weapon Prof.: 10+level
To Hit Table: Wiz
Saves: Pri
Reference: RDM
Groups: Mirror, PCDesigned, Overt
Complexity: CF=5

Schools/Spheres: Wizard Conjunction/Summoning, Priest Buffer
 See [Q1200C] for rules and powers. You know all the powers, as long as you have the CPPs to run them. This means that yes, you can throw Majors (or even Grands/Supers) at level 1 if you have the points.
 Level 1: 1V, take 1/4 your max hp as damage: Deal 1/2 your max hp as damage to one target (no save, aWR to resist).
 Level 3: 0, LVL/d: Copy an enemy's AC, CL, Saves, or current hp as your own this segment.
 Level 13: Any Mercenary5 level 14 ability
 Level 16: pick a super power: track cost to use is 1/2 normal (change at reset)
 Level 27: +1 psionic frequency from the list of available choices.

Un Sampler of the Future5 RDM

Level	KXP	Psionics		Requisites:	Str 34, Int 31, Chr 32, Class slots 3
		mMG	SUV	Alignment:	TE (Overwrite to all other classes)
1	0	65-	---	HD/level:	4d6
2	43	65-	---	Weapon Prof.:	10+level/3
3	86	66-	---	To Hit Table:	2xWiz
4	172	765	---	Saves:	3xPri
5	344	765	---	Reference:	RDM
6	688	765	---	Groups:	Warrior, Psionist, Joke, Futureshifted
7	1376	775	---	Complexity:	CF=5
8	2752	876	---		
9	5375	876	---		
10	10750	876	---		Exceptional Str and Con.
11	16125	886	5--		Can "material component" Psi powers by spending 1V action. The doubled power does not cost extra PSPs.
12	21500	987	5--		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.
13	26875	987	5--		You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
14	32250	987	5--		Level 1: Destruct I. ½P: Deal 50*LVL Anti-Astral dmg to one target (no save, IR to resist)
15	37625	997	6--		Level 1: +2 Luck per level. You can't 2 for 1 trade this away.
16	43000	A98	6--		Level 1: 1/reset: You accept a bribe for (1d10)*100 gp. (Has no game effect other than money)
17	48375	A98	6--		Level 3: ½M: Cure LVL hp.
18	53750	A98	6--		Level 4: 1M: A group gets -LVL V actions (no save)
19	59125	AA8	7--		Level 9: Money: +1d10000 gp per reset.
20	64500	BA9	75-		Level 18: Can automatically hit any mortal creature with a non infinite negative Armor Class when using "Great Swing".
21	69875	BA9	75-		Known Powers
22	75250	BA9	75-		Live-Action Puppet (SL=N): Summon CL DL=N Animated Hand Puppets.
23	80625	BB9	85-		Ignore [Status Name] (SL=SEL): You can ignore this status while you are affected by it.
24	86000	CBA	86-		Time Walk (SL=2): This spell can be cast only once per turn. You get an extra segment this round (segment 11 at end).
25	91375	CBA	86-		Lifeforce (SL=2): 1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.
26	96750	CBA	86-		Mirari's Wake (SL=5): Your subordinates get +1DL and whenever you gain SL's back, you get +1SL.
27	102125	CCA	96-		Tobias Andrion (SL=5): Summon a DL V Human, he beats things.
28	107500	DCB	97-		Hexaract(SL=8): Travel through the 7th dimension to any alternate timeline.
29	112875	DCB	97-		Father, Son, and Holy Spirit (SL=8): Three targets may share senses, spells and abilities.
30	118250	DCB	97-		
31	123625	DDB	A75		Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)
32	129000	EDC	A85		My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.
33	134375	EDC	A85		
34	139750	EDC	A85		
35	145125	EEC	B86		
36	150500	FED	B96		

Animal Theist of Good RDM

Level	KXP	Spells	Requisites:
		123 456 789	Con 32, Wis 29, Chr 33, Cml 31, Class slots 4
1	0	544 --- ---	Alignment: LS
2	3.4	544 --- ---	HD/level: & ‡5d6
3	6.8	554 4-- ---	Weapon Prof.: & 10+level
4	13.6	554 4-- ---	To Hit Table: 3xMon
5	27.2	655 44- ---	Saves: 3xPri
6	54.4	655 44- ---	Reference: RDM
7	108.8	665 544 ---	Groups: Priest, Monster, Lost, Demigod, Futureshifted
8	217.6	665 544 ---	Complexity: CF=5
9	425	766 554 4--	
10	850	766 554 4--	Sphere robe (-1 SL) in Thought
11	1275	776 655 44-	Specialized and School Robed (-1 SL) in Paleontology (Dinosaurs).
12	1700	776 655 44-	Level 1: Each day, a random [C] section effect is rolled. You are immune to that effect today.
13	2125	877 665 544	Level 1: For a potion, can increase duration by 100% or effect by 50%. Each potion may be improved only once.
14	2550	877 665 544	Level 1: Gets +4*LVL from behind instead of the usual +4 from behind.
15	2975	887 766 554	Level 5: You and your party have reduced number of encounters in the Plane of the UltraWhite. TF Beings are not attracted to you.
16	3400	887 766 554	Level 8: Travel Companions: Any creatures you summon have their movement rate doubled.
17	3825	988 776 655	Level 8: Logic Born: You gain an insight bonus equal to LVL on any one type of die roll each round provided you act last in the round.
18	4250	988 776 655	Level 9: Construct IX. 1M: Restore the MF/PF/TF/PsiF/TechF in area, Tempus
19	4675	998 877 665	Lawfulness, repair other forms of discontinuities/tears
20	5100	998 877 665	Known Spells:
21	5525	A99 887 766	Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL Donkeys/Mules.
22	5950	A99 887 766	Path to Exile (SL=1): 1bM: One target teleported CL miles away.
23	6375	AA9 988 776	The Outsider (SL=2): CL room extra dimensional space in MC Escher style.
24	6800	AA9 988 776	Mana Leak (SL=3): 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.
25	7225	BAA 998 877	Golden Shower(SL=4): One group takes CL^3 yellow dmg.
26	7650	BAA 998 877	Deflection (SL=5): 1bM or 1 OppM: Redirect target magical/psionic effect to another target.
27	8075	BBA A99 887	Brass Gnat 6-2 (SL=6): +(LVL+1)/2 T actions per round, only for technological effects (including Brass Gnat spells). This cannot be picked more than once, but different SL versions of this same effect exist, which can be picked (once each).
28	8500	BBA A99 887	Devastation (SL=7): Slay a group (no save) and deal CL Hull dmg to all objects in that group.
29	8925	CBB AA9 988	Cujo (SL=8): Summon a DL=VIII CE hound and two targets grouped and held.
30	9350	CBB AA9 988	Crucification (SL=9): One target Crucified.
31	9775	CCB BAA 998	
32	10200	CCB BAA 998	
33	10625	DCC BBA A99	
34	11050	DCC BBA A99	
35	11475	DDC CBB AA9	
36	11900	DDC CBB AA9	

Red Thaumaturgist RDM

Level	KXP	Spells	Requisites:
		123 456 789	Dex 27, Con 29, Int 25, Wis 30, Class slots 4
1	0	433 --- ---	Alignment: T any (Overwrite to all other classes)
2	2.6	433 --- ---	HD/level: ++5d6
3	5.2	443 3-- ---	Weapon Prof.: 9+level
4	10.4	443 3-- ---	To Hit Table: (none)
5	20.8	544 33- ---	Saves: & 2xWar
6	41.6	544 33- ---	Reference: RDM
7	83.2	554 433 ---	Groups: Wizard, Alternate Universe, PC Designed, Technology, Future Shift
8	166.4	554 433 ---	Complexity: CF=5
9	325	655 443 3--	
10	650	655 443 3--	Specialized in Technology school; pick an opposite.
11	975	665 544 33-	Has a Personality score of 0 vs. intelligent items.
12	1300	665 544 33-	Psi10 (class) PSPs = (LVL+Int+Wis-20)*5.
13	1625	766 554 433	Attacking is 1/2P action.
14	1950	766 554 433	Specialization, MTG Red School
15	2275	776 655 443	Level 1: Get +LVL parting shots whenever the opportunity for parting shots arise.
16	2600	776 655 443	Level 1: 1M: Otto's Irresistible Dance (1 creature, no save)
17	2925	877 665 544	Known Spells:
18	3250	877 665 544	Max Extreme (SL=N): Summon CL DL=SL female Humans.
19	3575	887 766 554	Sting Operation (SL= 1): 1bM:Enemy that attacked you or targeted you this segment is Paralyzed.
20	3900	887 766 554	Animate Dead (SL=2): Animates a dead monster as your summon (1 DL lower)
21	4225	988 776 655	The Dunwich Horror (SL=3): Target mutated and gains the kleptomaniac compulsion (RR to resist).
22	4550	988 776 655	Spell Vulnerability (SL=4): Lower SR by CL or MR by CL*5%.
23	4875	998 877 665	Angelic Chorus (SL=5): Whenever you summon a creature, cure it's hp on yourself
24	5200	998 877 665	Brass Gnat 6-10 (SL=6): You shift TechR by CL*5%, not (CL-12)*5%. Your SL=3 Brass Gnat spells do not give TechR at all (but iTechR can be used at half percentage).
25	5525	A99 887 766	This cannot be picked more than once.
26	5850	A99 887 766	The Shadow Out of Time (SL=7): Swap minds with two targets.
27	6175	AA9 988 776	Avatar of Woe (SL=8): Summon a DL VIII Avatar with "1M: Slay a creature (no save)."
28	6500	AA9 988 776	Brass Gnat 9-3 (SL=9): Immune to NPC status. 1M or 1T: Dust of Disappearance or Dust of Appearance.
29	6825	BAA 998 877	
30	7150	BAA 998 877	
31	7475	BBA A99 887	
32	7800	BBA A99 887	
33	8125	CBB AA9 988	
34	8450	CBB AA9 988	
35	8775	CCB BAA 998	
36	9100	CCB BAA 998	

Outlander-daemon5 RDM

Level	KXP	Spells	Requisites:
		123 456 789	Con 34, Wis 28, Chr 33, Class slots 2
1	0	322 --- ---	Alignment: C any
2	3.2	322 --- ---	HD/level: 3d3
3	6.4	332 2-- ---	Weapon Prof.: 10+level/3
4	12.8	332 2-- ---	To Hit Table: 2xPri
5	25.6	433 22- ---	Saves: 3xPsi
6	51.2	433 22- ---	Reference: RDM
7	102.4	443 322 ---	Groups: Priest, Monster, Planar
8	204.8	443 322 ---	Complexity: CF=5
9	400	544 332 2--	
10	800	544 332 2--	Your brain cannot be put on a plate.
11	1200	554 433 22-	Gets 60 Rogue points per level
12	1600	554 433 22-	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
13	2000	655 443 322	Level 1: 0, 1/r: Counter someone entering your group (either by moving or by other means).
14	2400	655 443 322	Level 1: RMR level*13% .
15	2800	665 544 332	Level 1: Flying 18" (C)
16	3200	665 544 332	Level 2: Granted Powers: Use scrolls as a wizard at one half your cleric level.
17	3600	766 554 433	Level 4: Cautery Sliver: 1M: 10+LVL dmg (holy fire) to one target (no save); 1M: Cure 10+LVL hp to one target
18	4000	766 554 433	Level 4: Kadabra: 0, 1/t: +1S action this round; 1M: High Frequency Sample a minor power
19	4400	776 655 443	Level 10: Instrument of Labour: You can cause fatigue an exhaustion even in creatures that have no constitution score, at half effect.
20	4800	776 655 443	Level 10: Instrument of the Air: You can automatically revoke the ability of flight in your group.
21	5200	877 665 544	Known Spells:
22	5600	877 665 544	Spiderman(SL=N): You cured SL^4 hp and target takes SL^3 white pudding dmg.
23	6000	887 766 554	Cloaca (SL=1): One of your Bird summons acts as a rope trick.
24	6400	887 766 554	Sygg, River Guide (SL=2): Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.
25	6800	988 776 655	Brass Gnat 3-5 (SL=3): When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or 1T: Dispel an effect of the type chosen. Picking this more than once gives you another pick.
26	7200	988 776 655	Coastal Piracy (SL=4): Whenever you kill a creature, restore 1 SL in memorization
27	7600	998 877 665	* Twilight Touch (SL=5): Touch to Twilight (Psionic Blast save at -CL)
28	8000	998 877 665	Smiling Like a Killer (SL=6): 1 target chooses the result of their next offensive die roll.
29	8400	A99 887 766	Gosta Dirk (SL=7): Summon a DL VII Human Warrior, he is not sick, and can Part/Lower Water.
30	8800	A99 887 766	Winding Canyons (SL=8): 1bM, Pay 2 SL's: You may cast Summon spells on the monster's side of combat.
31	9200	AA9 988 776	Intelligence (SL=9): +12 Int [cont.]
32	9600	AA9 988 776	
33	10000	BAA 998 877	
34	10400	BAA 998 877	
35	10800	BBA A99 887	
36	11200	BBA A99 887	

Protector RDM

Level	KXP	Spells			
		123	456	789	
1	0	655	---	---	
2	2.6	655	---	---	
3	5.2	665	5--	---	
4	10.4	665	5--	---	
5	20.8	766	55-	---	
6	41.6	766	55-	---	
7	83.2	776	655	---	
8	166.4	776	655	---	
9	325	877	665	5--	
10	650	877	665	5--	
11	975	887	766	55-	
12	1300	887	766	55-	
13	1625	988	776	655	
14	1950	988	776	655	
15	2275	998	877	665	
16	2600	998	877	665	
17	2925	A99	887	766	
18	3250	A99	887	766	
19	3575	AA9	988	776	
20	3900	AA9	988	776	
21	4225	BAA	998	877	
22	4550	BAA	998	877	
23	4875	BBA	A99	887	
24	5200	BBA	A99	887	
25	5525	CBB	AA9	988	
26	5850	CBB	AA9	988	
27	6175	CCB	BAA	998	
28	6500	CCB	BAA	998	
29	6825	DCC	BBA	A99	
30	7150	DCC	BBA	A99	
31	7475	DDC	CBB	AA9	
32	7800	DDC	CBB	AA9	
33	8125	EDD	CCB	BAA	
34	8450	EDD	CCB	BAA	
35	8775	EED	DCC	BBA	
36	9100	EED	DCC	BBA	

Requisites: Wis 29
Alignment: JS
HD/level: 4d5
Weapon Prof.: 5+level/5
To Hit Table: 2xFtr0
Saves: CTD0
Reference: RDM
Groups: Priest
Complexity: CF=5

Sphere robe (-1 SL) in Sun
 Sphere robe (-1 SL) in Astral
 Level 1: All BlahR's you face are reduced by 5*level%. All irreducible BlahR's you face are reduced by level%.
 Known Spells:
 [Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
 Queen - One Vision (SL=1): Target can use your GGL pick.
 Force Heave (SL=2): Knockback CL/2 ft.
 Darkfire(SL=3): 1S: Throw fire at target for 1d4+LVL/2 fire dmg.
 Resurrection (SL=4): Resurrect someone who's been killed within the past CL s.
 Mama, I'm Coming Home (SL=5): Escape home.
 NRG - Instruments of Destruction (SL=6): Create a Vile Everdancing Weapon [SLdCL] +CL TH/+CL dmg that ignores skins of all types.
 Glacial Chasm (SL=7): Sacrifice a terrain feature. Your summons can't attack and pay 20hp/r. Prevent dmg dealt to you.
 Seal the Tomb (SL=8): 1bM: Target rolls all TH or saves as 3 die types smaller (no save).
 Mercy Street (SL=9): All intelligent enemies in the room commit suicide.

Mister John the Solstice Sorcerer RDM

Level	KXP	Spells	Requisites:
		123 456 789	Dex 29, Con 26, Int 31, Wis 32, Class slots 5, Race slots 1
1	0	544 --- ---	Alignment: LG
2	2.6	544 --- ---	HD/level: 2e6
3	5.2	554 4-- ---	Weapon Prof.: 9+level/2
4	10.4	554 4-- ---	To Hit Table: & War
5	20.8	655 44- ---	Saves: 2xWiz
6	41.6	655 44- ---	Reference: RDM
7	83.2	665 544 ---	Groups: Wizard, Priest, Alternate Universe, Joke, Archetype
8	166.4	665 544 ---	Complexity: CF=5
9	325	766 554 4--	Race Adjustment Str +0, Dex +0, Con +7, Int +14, Wis +15, Chr +0, Cml +0, AT -2, hp 0, TH -8, Div +1
10	650	766 554 4--	Gets your choice of Str or Int bonus to spell progression.
11	975	776 655 44-	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.
12	1300	776 655 44-	Level 1: Free instance of the Smurf Familiar. It's abilities are: Level 1: +50% base Non-Weapon Proficiencies; Level 9: +LVL*10% MR; Level 18: +50% base Non-Weapons; 1M: Psi6G Escape. It is a "vanilla" Smurf and doesn't give any of the Smurf pick powers on the next page.
13	1625	877 665 544	Level 1: Read Languages (25+5*level)%.
14	1950	877 665 544	Level 1: 1M: Summon a DL=(LVL+2)/3 monster (type Pokemon). You gain the abilities that Pokemon type grants as long as you have that summon.
15	2275	887 766 554	Level 1: +1 to all saves
16	2600	887 766 554	Level 2: Offensive Awareness: Gets Dex bonus to TH with melee weapons.
17	2925	988 776 655	Level 3: Unholy Adaptation: Immune Unholy. (You can pick Holy or Eldritch instead if you prefer.)
18	3250	988 776 655	Level 4: 1/d: Create Technological item of TechL=LVL
19	3575	998 877 665	Level 9: Fast-Write Scrolls: 1F, lose N SL=N spells in memorization: Write a SL=N permanent spell scroll
20	3900	998 877 665	Level 10: Your summons can do "1S: Lend an S to you."
21	4225	A99 887 766	Known Spells:
22	4550	A99 887 766	Metallica - And Justice for All (SL=N): 1bM, Spend 100*N gold pieces: Auto-parry N^2 attacks and pick pockets/reverse pick pockets for each attack parried.
23	4875	AA9 988 776	Duergar Assailant (SL=1): Summon CL Dwarves of DL I; As each one dies, it deals 10 dmg or 1 rdmg to one target.
24	5200	AA9 988 776	The Real Slim Shady (SL=2): CL Mirror Images.
25	5525	BAA 998 877	Masochism (Enchantment, SL 3): For every 10 dmg you take, gain a +1 to Th, saves, skill checks for 1r/level (max 1iTh, 1isave, 1iskills)
26	5850	BAA 998 877	Cleanin' Out My Closet (SL=4): Peel the Onion on 1 target (drop all prepared effects).
27	6175	BBA A99 887	Armored Guardian (SL=5): Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.
28	6500	BBA A99 887	Brass Gnat 6-1 (SL=6): 1M or 1T: Lower the CL on all effects by 2 in 30' radius (no save, can use ER). Picking this more than once increases the reduction by 2.
29	6825	CBB AA9 988	Worldline(SL=7): Teleport/Time travel Other within that target's natural lifespan.
30	7150	CBB AA9 988	Insurrection (SL=8): Charm a group (Will save, ignores immunity to Charm effects)
31	7475	CCB BAA 998	Assassination (SL=9): 1 target is slain (PPD save)
32	7800	CCB BAA 998	
33	8125	DCC BBA A99	
34	8450	DCC BBA A99	
35	8775	DDC CBB AA9	
36	9100	DDC CBB AA9	

Dancing Fortune Teller RDM

Level	KXP	Psionics		Requisites:
		mMG	SUV	Str 27, Int 30, Chr 33, Class slots 3
1	0	32-	---	Alignment: JS
2	2.6	32-	---	HD/level: 5d6
3	5.2	33-	---	Weapon Prof.: 8+level/2
4	10.4	432	---	To Hit Table: 2xPri
5	20.8	432	---	Saves: Cust
6	41.6	432	---	Reference: RDM
7	83.2	442	---	Groups: Warrior, Psionist, PCDesigned, Futureshifted
8	166.4	543	---	Complexity: CF=5
9	325	543	---	
10	650	543	---	Rolls 1d30 to hit and for saves. Automatically hits (succeeds) on a natural 29-30.
11	975	553	2--	Automatically misses on a 1.
12	1300	654	2--	Gets the generic "All Warrior", "All Wizard", "All Priest", "All Rogue", and "All Psionist" abilities.
13	1625	654	2--	Level 1: You may use Astral Projection; but in this case, you cannot use P actions or physically attack at all. [Int->Str, Wis->Dex, Chr->Con]
14	1950	654	2--	Level 9: Repair VII. ½M: Restore an effect that was dispelled within the last round.
15	2275	664	3--	Level 16: Another +8 TH, +8 dmg, -8 AC penalty, -8 save penalty. (total +36/+36/-36/-36)
16	2600	765	3--	Level 27: pick another frequency from the L9 list
17	2925	765	3--	Level 27: Pick another frequency to add, but it can be ANY frequency (Psi7 and the like are allowed).
18	3250	765	3--	Known Powers
19	3575	775	4--	Operator Manipulation (SL=N): Change one mathematical operator to a different symbol. + or - = SL 2, * or / = SL 5, ^ or √ = SL 8, ^^ or √√ = SL 11.
20	3900	876	42-	[Status Name] PFA (SL=SEL): Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.
21	4225	876	42-	Force of Darkness (SL=2): Dim light levels in surrounding area CL/10 ft.
22	4550	876	42-	INCIDENT II (SL = 2): Wall of Fire or Probe as spell.
23	4875	886	52-	Summon Myr 5 (SL=5): Summon a DL=5 Myr
24	5200	987	53-	Comfortably Numb (SL=5): Astral Projection, -CL physical stats, +CL mental stats.
25	5525	987	53-	Force Hop (SL=8): 1bX: Leap CL/2 ft. May make a charge attack at xCL/2 dmg.
26	5850	987	53-	Force Hop (SL=8): 1bX: Leap CL/2 ft. May make a charge attack at xCL/2 dmg.
27	6175	997	63-	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
28	6500	A98	64-	Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)
29	6825	A98	64-	
30	7150	A98	64-	
31	7475	AA8	742	
32	7800	BA9	752	
33	8125	BA9	752	
34	8450	BA9	752	
35	8775	BB9	853	
36	9100	CBA	863	

Green Emulator Machine0 RDM

Level	KXP	Spells
1	0	(none)
2	2.8	(none)
3	5.6	(none)
4	11.2	(none)
5	22.4	(none)
6	44.8	(none)
7	89.6	(none)
8	179.2	(none)
9	350	(none)
10	700	(none)
11	1050	(none)
12	1400	(none)
13	1750	(none)
14	2100	(none)
15	2450	(none)
16	2800	(none)
17	3150	(none)
18	3500	(none)
19	3850	(none)
20	4200	(none)
21	4550	(none)
22	4900	(none)
23	5250	(none)
24	5600	(none)
25	5950	(none)
26	6300	(none)
27	6650	(none)
28	7000	(none)
29	7350	(none)
30	7700	(none)
31	8050	(none)
32	8400	(none)
33	8750	(none)
34	9100	(none)
35	9450	(none)
36	9800	(none)

Requisites: Str 28
Alignment: A any
HD/level: 3d3
Weapon Prof.: 8+level
To Hit Table: 3xFtr0
Saves: & 3xFtr0
Reference: RDM
Groups: Custom
Complexity: CF=5

Can weapon specialize using the Warrior line. If you pick this twice, use the Barbarian line instead. If you pick this three times, use Swashbuckler number of attacks = (LVL+2)/2 with one weapon. If you pick this four times, use number attacks = LVL.
 Gets Exceptional Str & Con. Can take Super Str & Con for 2 weapon proficiencies each.
 Gets 1X action per round.
 Specialization, MTG Green School.
 You have Overhit.
 Level 1: Read (but not Write) Languages continuous.
 Level 1: +1 X7 minor. Level 9: +1 X7 major. Level 18: +1 X7 grand. Level 27: +1 X7 super.
 Level 1: 1M: Aura Alteration (you appear to be another alignment to Know Alignment etc.), you can be up to LVL steps removed from LE alignment (cannot use diagonals).
 Level 5: Get +LVL/2 attacks vs. a target for each other person meleeing that target
 Level 6: 1V, 1M, touch: +1 Str, Dex, or Con (maintained effect) (only 1 effect per target)
 Level 13: +1 limited ML (don't get new SL's) (can pick this multiple times)
 Level 14: Add a group to this class
 Level 28: You may pick "5th edition" for classes.

Quintessential Compounder1JG RDM

Level	KXP	Spells
1	0	(none)
2	2.2	(none)
3	4.4	(none)
4	8.8	(none)
5	17.6	(none)
6	35.2	(none)
7	70.4	(none)
8	140.8	(none)
9	275	(none)
10	550	(none)
11	825	(none)
12	1100	(none)
13	1375	(none)
14	1650	(none)
15	1925	(none)
16	2200	(none)
17	2475	(none)
18	2750	(none)
19	3025	(none)
20	3300	(none)
21	3575	(none)
22	3850	(none)
23	4125	(none)
24	4400	(none)
25	4675	(none)
26	4950	(none)
27	5225	(none)
28	5500	(none)
29	5775	(none)
30	6050	(none)
31	6325	(none)
32	6600	(none)
33	6875	(none)
34	7150	(none)
35	7425	(none)
36	7700	(none)

Requisites: Cml 31
Alignment: NS
HD/level: & 4d3(no con bonus)
Weapon Prof.: & 9+level/3
To Hit Table: & always +0
Saves: Pri
Reference: RDM
Groups: Custom
Complexity: CF=5

This class mixes several classes together. Let N be the number of classes and the G be the number of groups among your classes. N+G must be equal to LVL+1 or less. This class cannot mix in classes from the Custom, Concordant, or Monster groups, and cannot be mixed into other classes.

Gets Barbarian Str and Exceptional Dex.

Rogue abilities as per Thief0. If you pick this twice, use Dungeoneer (or any other -eer) instead. If you pick this three times, use TANB1 instead.

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

Level 1: 1M, 1/d: Gate in random demon (1+LVL)*5%

Level 1: 0, while drinking a potion: Do a "sip" on the potion, which might identify it.

Then the rest of the potion resolves. You may reverse the effect of the entire potion of yourself

Level 1: 1M, 1/t: One group fails morale (save)

Level 1: Can use a limited number of Psi6E powers. Get 1 "progression point" per level; it costs 1 progression point for a minor, 2 for a major, 4 for a grand, 8 for a super. You may change your progression each reset. PSPs are as per Psi1A class.

Level 2: Damage +4 with physical attacks (can pick this multiple times)

Level 5: Effect Evasion (each 1% = +1 saves) 1V to use {Rogue ability: 0 / Wis-9 / Wis-12}

Level 13: Pick two from: Pharmacist5 Level 9-12, Witch Level 9-12, or Psi30 grand

Level 22: Enter plane of Shadow; immune to Shadow-based effects.

Dragon Guy RDM

Level	KXP	Spells
		123 456 789
1	0	322 --- ---
2	2.8	322 --- ---
3	5.6	332 2-- ---
4	11.2	332 2-- ---
5	22.4	433 22- ---
6	44.8	433 22- ---
7	89.6	443 322 ---
8	179.2	443 322 ---
9	350	544 332 2--
10	700	544 332 2--
11	1050	554 433 22-
12	1400	554 433 22-
13	1750	655 443 322
14	2100	655 443 322
15	2450	665 544 332
16	2800	665 544 332
17	3150	766 554 433
18	3500	766 554 433
19	3850	776 655 443
20	4200	776 655 443
21	4550	877 665 544
22	4900	877 665 544
23	5250	887 766 554
24	5600	887 766 554
25	5950	988 776 655
26	6300	988 776 655
27	6650	998 877 665
28	7000	998 877 665
29	7350	A99 887 766
30	7700	A99 887 766
31	8050	AA9 988 776
32	8400	AA9 988 776
33	8750	BAA 998 877
34	9100	BAA 998 877
35	9450	BBA A99 887
36	9800	BBA A99 887

Requisites: Con 29, Wis 24, Cml 89, Class slots 2

Alignment: C any

HD/level: & 5d4

Weapon Prof.: & 9+level/2

To Hit Table: Rog

Saves: 3xM-U0

Reference: RDM

Groups: Priest, Lost, Maxi

Complexity: CF=5

Sustain Wis, San (Sanity)

Choose one - Flying at LVL*3" (D) and immune to breath weapons OR Specialized in Dragon magic (Dracomancy).

Level 3: Clairnascience & Tongues

Level 4: 1V, when casting a touch spell: Have a damaging shield of that effect instead of the touch effect. This shield lasts 1 turn.

Level 7: You have one Revive slot. If you kill a creature (you put it at negative hp and/or you dealt the "slay" effect to it), you may spend 1M within 1r to revive it.

Level 9: Species Enemy every level as per Strider

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.

Known Spells:

Pink Sock(SL=N): One target can't take V actions, Capital C crapped, and takes SL^3 Pink dmg.

I Can't Dance (SL=1): Target becomes flatfooted and loses all Dex based AC.

Dutch Rudder(SL=2): You and target held and can't take P actions.

Arenson's Aura (SL=3): 0, sacrifice a maintained effect: Dispel a maintained effect.

Angry Dragon(SL=4): Breath Weapon: White Jelly (1/3r or 3/d, =current hp, BW save:½); Immune White Jelly.

Siege-Gang Commander (SL=5): Summon 4 DL1 Goblins. As each one dies, it deals 20 dmg or 2 rdmg to one target.

Progenitor Mimic (SL=6): Progenitor Mimic (SL=6): Copy a creature and it has "On your turn, summon another copy of this creature without this ability". You may have CL copies this way in a slot.

War Pigs (SL=7): Cast a CSL=4 Warlord Spell.

Lavaball Trap (SL=8): 1bM: Deal CL Hull dmg to two objects. Deal 40 earth dmg to one group(no save).

Charisma (SL=9): +12 Chr [cont.]

Planar0 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 27, Cml 27
Alignment: non-W
HD/level: 3d3
Weapon Prof.: 3+level
To Hit Table: 3xMon
Saves: 3xM-U0
Reference: RDM
Groups: Concordant, Offensive
Complexity: CF=5

Gets two specialty god picks. Gets Chr bonus to spells.
 Gets 2 Rogue picks per level and 40 Rogue points per level.
 Exceptional Dex bonus=(stat-12). Can buy Exc Wis Bonus for 3 weapon prof.
 Gets Dex bonus to spell progression.
 You have Overhit.
 Level 1: 5% per level resistance to Charm spells.
 Level 5: Your Urban Dictionary spells require LVL saves choose the worst.

The Second Artificer 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: Chr 27
Alignment: AS
HD/level: & 3d4
Weapon Prof.: & 7+level/3
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Lost
Complexity: CF=5

Can have Exceptional Int, Wis, or Chr bonus.
 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.
 +1 S action only usable in segment 2.
 Level 1: If your race matches your class, you get x+0.5 (+50%) XP.
 Level 1: You have access to the complete Familiar list, including broken Familiars like Egg and Weasel.
 Level 1: You may access X4 (old Psi4) or X24 (old Psi24) as a Wild Talent slot (Mini Class slot). X4 uses the old multipliers (x1.5/x2/x3/x4) and X24 uses the old costs (1/2/3/4).
 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: If you kill someone by energy draining them, you can raise him as a Wraith0/7 with their previous stats. He becomes available next segment. You have LVL-1 "Revive" slots, each one can hold one Wraith0/7. You still have your regular Summon slot in addition, which can be used as an additional Revive slot if desired.
 You get the raise even if you used a energy drain source other than the Wraith0/7 ability (you cast an Energy Drain spell, for example). You can dismiss a Revive with a 0 action. If you raise a Wraith0/7 and don't have a Revive slot available, they become free-roaming undead, but they cannot harm you (as you are his master).
 Level 9: Detect Deception: can sense lies and see through all illusions with 1M.

Lolcat RDM

Level	KXP	Spells
		123 456 789
1	0	544 --- ---
2	2.4	544 --- ---
3	4.8	554 4-- ---
4	9.6	554 4-- ---
5	19.2	655 44- ---
6	38.4	655 44- ---
7	76.8	665 544 ---
8	153.6	665 544 ---
9	300	766 554 4--
10	600	766 554 4--
11	900	776 655 44-
12	1200	776 655 44-
13	1500	877 665 544
14	1800	877 665 544
15	2100	887 766 554
16	2400	887 766 554
17	2700	988 776 655
18	3000	988 776 655
19	3300	998 877 665
20	3600	998 877 665
21	3900	A99 887 766
22	4200	A99 887 766
23	4500	AA9 988 776
24	4800	AA9 988 776
25	5100	BAA 998 877
26	5400	BAA 998 877
27	5700	BBA A99 887
28	6000	BBA A99 887
29	6300	CBB AA9 988
30	6600	CBB AA9 988
31	6900	CCB BAA 998
32	7200	CCB BAA 998
33	7500	DCC BBA A99
34	7800	DCC BBA A99
35	8100	DDC CBB AA9
36	8400	DDC CBB AA9

Requisites: Str 92, Dex 31, Con 24, Int 23, Class slots 3

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

HD/level: & 4d6

Weapon Prof.: & 10+level

To Hit Table: 2xCust

Saves: M-U0

Reference: RDM

Groups: Rogue, Joke, Futureshifted, Maxi

Complexity: CF=5

When rolling saving throws, you may divide the DC by LVL, then roll 1d20 with no modifiers.

Exceptional Str and Con.

Level 1: All die rolls at +4 on die type but -2 on result ("1d6" @ "1d10-2")

Level 1: Animal empathy

Level 1: Photographic Memory: You remember everything you see.

Level 4: Bind wounds is LVL hp (can't bind an already bound wound)

Known Spells:

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

Man in Black (SL=1): No target, +1D action, and +CL or better to hit.

* Battle Arsenal (SL=2): All your weapons and armor get +1/+1. (Cannot material component or cast on others)

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).

Bon Jovi - It's My Life (SL=4): Counters a physical domination effect and death's door self.

Something Special Let Me Tell You More (SL=5): [x1] Enemy Special of an Offensive Status Effect such as Prolapsed, Aborted, Violated, etc. that you can already cast.

Five Finger Death Punch: Wash it All Away (SL=6): 1bM: Counter an effect that targets a group.

Iridescent Angel (SL=7): Summon a DL VII Angel, it is immune to magic, psi, innates, and radiation.

Force of Nature V (SL=8): Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90

I Pity the Fool (SL=9): Automatic Divine Intervention.

ORLY Rick RDM

Level	KXP	Spells			
		123	456	789	
1	0	322	---	---	
2	3	322	---	---	
3	6	332	2--	---	
4	12	332	2--	---	
5	24	433	22-	---	
6	48	433	22-	---	
7	96	443	322	---	
8	192	443	322	---	
9	375	544	332	2--	
10	750	544	332	2--	
11	1125	554	433	22-	
12	1500	554	433	22-	
13	1875	655	443	322	
14	2250	655	443	322	
15	2625	665	544	332	
16	3000	665	544	332	
17	3375	766	554	433	
18	3750	766	554	433	
19	4125	776	655	443	
20	4500	776	655	443	
21	4875	877	665	544	
22	5250	877	665	544	
23	5625	887	766	554	
24	6000	887	766	554	
25	6375	988	776	655	
26	6750	988	776	655	
27	7125	998	877	665	
28	7500	998	877	665	
29	7875	A99	887	766	
30	8250	A99	887	766	
31	8625	AA9	988	776	
32	9000	AA9	988	776	
33	9375	BAA	998	877	
34	9750	BAA	998	877	
35	10125	BBA	A99	887	
36	10500	BBA	A99	887	

Requisites: Str 30, Dex 30, Class slots 2, Race slots 1

Alignment: CG (Overwrite to all other classes)

HD/level: & 4d6

Weapon Prof.: & 10+level/5

To Hit Table: 3xRog

Saves: Rog

Reference: RDM

Groups: AlternateUniverse, Archetype

Complexity: CF=5

Race Adjustment Str +0, Dex +1, Con +0, Int +0, Wis +0, Chr +0,
Cml +0, AT 1, hp 9, TH -9, Div ÷1

This class uses "Defiler" type magic, and drains the MF with time.

Considered a "Beholder" race.

Counts as an "Evil Outer" race.

Specialized in Necromancy (no opposite).

Level 1: Can turn lycanthropes as if they were undead (DM will assign turning values).

Level 1: +1 "illusionary" summon slot for illusionary monsters only.

Level 1: If Open Hands stuns, chance to kill is (level)*3+(target's AC)% (no save)

Level 1: If you kill someone by energy draining them, you can raise him as a

Wraith0/7 with their previous stats. He becomes available next segment. You have

LVL-1 "Revive" slots, each one can hold one Wraith0/7. You still have your regular

Summon slot in addition, which can be used as an additional Revive slot if desired.

You get the raise even if you used a energy drain source other than the Wraith0/7

ability (you cast an Energy Drain spell, for example). You can dismiss a Revive with a

0 action. If you raise a Wraith0/7 and don't have a Revive slot available, they become

free-roaming undead, but they cannot harm you (as you are his master).

Level 1: Resist Gravity, Telekinesis, falling damage

Level 7: Specialization in Alteration gained.

Level 18: CF=6: Super Barbarian Str bonus; i.e. bonus is (Str-18)*3.

Known Spells:

Upper Decker(SL=N): One item/structure takes SL^2 brown pudding Hull dmg.

Mind Games (SL=1): Target loses his next action (Spell save)

Telekinesis (SL 2): Move a target 20' from its current location.

Wing Shards (SL=3): Slay a creature attacking you. Doesn't have to target. May use

1bM to cast. Storm (When you cast this spell, fork it for each spell cast before it this

segment).

Giant Fan (SL=4): 1V: Move an effect from one person to another (aER to resist)

The Lurking Fear (SL=5): Group slain and TWE'ed one DL lower.

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

source)

Ith, High Arcanist (SL=7): Summon a DL VII Human Wizard, he can save/rescue a

creature from being in a nasty group of monsters.

Skarrg Goliath (SL=8): 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.

Brane-World Cosmology(SL=9): All enemies in the room are considered one target for

your next spell.

Ill-Omen Bard5 RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

Requisites: Dex 31, Wis 25
Alignment: CS
HD/level: & ‡2d3
Weapon Prof.: & 9+level/3
To Hit Table: Cust
Saves: 3xCTD0
Reference: RDM
Groups: Rogue, Futureshifted
Complexity: CF=5

Moving costs you only ½V action. (This effectively doubles your movement rate.)
 This class can never get a stat bonus to it's spell progression, a bonus to ML, an extra "0" (or "1") on the progression, or an overwrite to its spell progression.
 Psi10 (class) PSPs = (LVL+Int+Wis-20)*5.
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
 Level 7: Leap of the Clouds: Jumping distance (vertical or horizontal) is not limited according to her height.
 Level 8: Dispel a x1 effect | Instantaneous | Disjunct
 Level 19: Empty Body: Can assume an ethereal state for 1 round per level per day, as per the spell etherealness.