

# Yellow Crotch-Ass-Bastard RDM

Level	KXP	Spells	Requisites:
		123 456 789	Con 30, Cml 32
1	0	544 --- ---	Alignment: C any
2	3	544 --- ---	HD/level: & 5d6
3	6	554 4-- ---	Weapon Prof.: & 10+level
4	12	554 4-- ---	To Hit Table: 2xCTD0
5	24	655 44- ---	Saves: & 2xCTD0
6	48	655 44- ---	Reference: RDM
7	96	665 544 ---	Groups: Monster, Offensive
8	192	665 544 ---	Complexity: CF=5
9	375	766 554 4--	
10	750	766 554 4--	Knows Warrior and Rogue spells.
11	1125	776 655 44-	Gets Extra-Barbarian Con.
12	1500	776 655 44-	Immune Lightning
13	1875	877 665 544	Level 1: Flying LVL*2+5" (B)
14	2250	877 665 544	Level 1: May cast Priest Healing sphere spells as if they were Wizard spells of the same level.
15	2625	887 766 554	Level 33: 1N, Eat a Brain on Plate, Eat a Psi6E Larva, and Eat a Pawn: Remove all negative status effects on you. If you use a $\mu$ action, this effect cannot be Objected to.
16	3000	887 766 554	If you use an X action, you can add N your multiplier of positive [C] effects.
17	3375	988 776 655	Known Spells:
18	3750	988 776 655	The One on the Right is on the Left (SL=N): Summon an angel & devil of DL SL-1.
19	4125	998 877 665	Misery (SL=1): Target can't use V actions. If target has legs, they are broken.
20	4500	998 877 665	Boros Charm (SL=2): Choose one – Do 40 fire dmg to a creature, or you and your items are indestructible this segment, or one target does double physical damage this segment
21	4875	A99 887 766	
22	5250	A99 887 766	Fowl Play (SL=3): Target gets polymorphed into a chicken (PP save). If save missed target gains the mentality of a chicken (Will save).
23	5625	AA9 988 776	Damnation* (SL=4): Slay a group (no save).
24	6000	AA9 988 776	Mass Probability Travel (SL=5): CL groups Probability Travel
25	6375	BAA 998 877	Smoke On The Water (SL=6): The room is engulfed in E=4 Vapor (Smoke+Water) and E=4 Drag (Fire+Sky). The room takes CL*CL dmg/s (hole in middle).
26	6750	BAA 998 877	A Fun Thing to Do When you're Feeling Sporty (SL=7): Capital A Abort/Stillborn a target (Capital S Skinned plus slain.)
27	7125	BBA A99 887	
28	7500	BBA A99 887	Avatar of Woe (SL=8): Summon a DL VIII Avatar with "1M: Slay a creature (no save)."
29	7875	CBB AA9 988	
30	8250	CBB AA9 988	Mass Mass Heal (SL=9): Heals up to 100 groups of creatures. (Yes, this can be reversed.)
31	8625	CCB BAA 998	
32	9000	CCB BAA 998	
33	9375	DCC BBA A99	
34	9750	DCC BBA A99	
35	10125	DDC CBB AA9	
36	10500	DDC CBB AA9	

# Zoo Comrade from the Compound1 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:** Cml 28  
**Alignment:** LW  
**HD/level:** ‡3e4  
**Weapon Prof.:** 8+level/3  
**To Hit Table:** 2xM-U0  
**Saves:** Ftr0  
**Reference:** RDM  
**Groups:** Offensive  
**Complexity:** CF=5

Knows Urban Librarian spells. Gets Cha bonus to spells.  
 Has a mask (need not be seen).  
 Address females as M'lady. Gets a free fur suit (+2AT cloak).  
 You have the abilities of a Crapper0 of level = LVL+Log(kxp total).  
 You have +1 Secondary Skill and no XP doubling past level 36.  
 Level 1: Klu Klux Klan Patch: +1Str, Immune Psi11 B spells and recognized as a fellow Klansman.  
 Level 1: Free Spaghetti "The Enforcer" subordinate that is your familiar and you are it's mount (lvl1: +DL AC, lvl9: 1bV: parry an attack from an ally to you, lvl18: +1level in R.A.P.E.D.1 [Ranger1 Archer1 Paladin1 Executioner1 Duelist1] semi-class).  
 Level 1:,2:,etc.: (every level): One Dex-based Rogue ability.  
 Level 1: Your voice acts as a taunt to any opponents of different gender in the room.  
 Level 1: Mighty Foot: 1V: Kick a target w/in 5ft for 10dmg.  
 Level 1: You can communicate psionically with all of your Henchmen. This link cannot be "tapped".  
 Level 3: 0,2/reset: +1 free item from Aurora's Emporium Catalogue.  
 Level 5: 1M, LVL/d: Divine Intervention

# Black X7 of the Ultra Red RDM

Level	KXP	Spells	Requisites:
		123 456 789	Str 31, Con 29, Int 29, Class slots 2
1	0	655 --- ---	Alignment: A any (Overwrite to all other classes)
2	3.6	655 --- ---	HD/level: & ++++5e6
3	7.2	665 5-- ---	Weapon Prof.: & 10+level
4	14.4	665 5-- ---	To Hit Table: 3xM-U0
5	28.8	766 55- ---	Saves: 2xMon
6	57.6	766 55- ---	Reference: RDM
7	115.2	776 655 ---	Groups: Warrior, Lost, Demigod
8	230.4	776 655 ---	Complexity: CF=5
9	450	877 665 5--	
10	900	877 665 5--	Gets Exceptional Dex.
11	1350	887 766 55-	Gets 1G action per 3 rounds. (Once per 3 rounds you can use 1G action, it acts as an infinitely quick F action.)
12	1800	887 766 55-	Can specialize in weapons using "Non-War" line.
13	2250	988 776 655	Has Exceptional Int bonus. Gets Int bonus to spell progression (instead of Wis).
14	2700	988 776 655	Specialization, MTG Black School
15	3150	998 877 665	Level 1: Your "Miracle" spells do not drain the MF.
16	3600	998 877 665	Level 2: Flying LVL*3".
17	4050	A99 887 766	Level 5: Detect change in TF or LF cont.
18	4500	A99 887 766	Level 9: Can use 3G actions per segment, if you have them.
19	4950	AA9 988 776	Known Spells:
20	5400	AA9 988 776	Energy Bolt N (SL=N): Deal 10*(N-2) magic dmg to one group, cure that amount to another target
21	5850	BAA 998 877	Noble Hierarch (SL=1): Summon a DL 1 human druid with "1M: Gain +1SL and "Whenever a subordinate attacks alone, it gets +10th/+10dmg"
22	6300	BAA 998 877	Wings of Aesthir (SL=2): Target gets +CL TH/dmg and flying 12" for 1t.
23	6750	BBA A99 887	Exponentiation (SL=3): Your next spell has +4 targets.
24	7200	BBA A99 887	Nature's Blessing (SL=4): +CL distributed among AC/saves/TH/dmg as you like
25	7650	CBB AA9 988	Blow it out Your Ass! (SL=5): One target Prolapsed.
26	8100	CBB AA9 988	It's Over (SL=6): 1bM: End the half segment.
27	8550	CCB BAA 998	Ancient Law (SL=7): Dispel a x1 or x2 effect.
28	9000	CCB BAA 998	Father, Son, and Holy Spirit (SL=8): Three targets may share senses, spells and abilities.
29	9450	DCC BBA A99	Black Blade of Disaster (SL=9): Animated blade 2d12,18+ that cuts through magical barriers and disintegrates on a critical hit.
30	9900	DCC BBA A99	
31	10350	DDC CBB AA9	
32	10800	DDC CBB AA9	
33	11250	EDD CCB BAA	
34	11700	EDD CCB BAA	
35	12150	EED DCC BBA	
36	12600	EED DCC BBA	

# Green Master0 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 31, Dex 25, Con 26, Int 92, Class slots 4

**Alignment:** J any (Overwrite to all other classes)

**HD/level:** +++‡5d6

**Weapon Prof.:** 3+level

**To Hit Table:** 3xCust

**Saves:** 2xWiz

**Reference:** RDM

**Groups:** Warrior, Rogue, Lost, Random, Maxi

**Complexity:** CF=5

Gets a(n) F action per day.

Specialization, MTG Green School.

You have Overhit.

Level 1:,2:,etc. (each level): +2 Dex. This bonus cannot be used to qualify for the Quickling0 class itself, and you can't 2 for 1 trade it away.

Level 1: Whenever you cast a spell from this class, add +1d6-1d6 to your CL, with a minimum CL = (your real CL)/2, round down.

Level 2: +LVL TH or dmg vs. a creature type

Level 2: Resist Hold, Stun, Paralyzation, Summ. Sickness (two of these effects must affect you in order for it to work)

Level 15: BOMBS!: 1P, 1 charge (have LVL charges /d): LVL\*(2m4) technological damage, area (no save, TechR to resist)

Level 16: Immune to poison.

# Black Mystic 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:** Con 33  
**Alignment:** non-L  
**HD/level:** 5d4  
**Weapon Prof.:** 2+level  
**To Hit Table:** & 2xPri  
**Saves:** 3xFtr0  
**Reference:** RDM  
**Groups:** Monster, AlternateUniverse  
**Complexity:** CF=5

Turn undead; cannot command.  
 Specialization, MTG Black School  
 Level 1: 0, Surgically Experiment on a creature: Sharpness (no save, WR to resist).  
 Roll 1d100. If the result is LVL or less, you can do a Vorpal (Sharp their head) if you like. If the result is LVL\*5 or less, you can pick which limb (except head).  
 Level 1:,2:,etc.: Get an "Any Rogue N" pick. You split this into smaller picks; e.g. a Level 6 pick could be split into a Level 2 and a Level 4 pick, or six Level 1 picks, etc. You cannot combine picks to create a higher level pick.  
 Level 1: +LVL AC.  
 Level 2: Offensive Awareness: Gets Dex bonus to TH with melee weapons.  
 Level 5: 1M: Power Word Blind (hp limit = LVL^2, includes a stun)  
 Level 9: 1M: Target person gets +LVL\*3 distributed among TH, dmg, AC, and saves, but another target person in the same party gets negative the same amount (no save; both targets must make aIR to avoid).  
 Level 9: 0, you are being killed: Gaseous Form, you are not actually dead, move rate = LVL"  
 Level 9: Can cast one 1st level Lich spell or four 0th level Lich spells.  
 Level 9: Get 4 minors, 2 minors + 1 major, or 2 majors chosen from Psi7 or Psi14

# Dancing Swordsman1JG 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:** Wis 25, Chr 31  
**Alignment:** non-G  
**HD/level:** ++4d4  
**Weapon Prof.:** 10+level  
**To Hit Table:** 2xCust  
**Saves:** 2xCust  
**Reference:** RDM  
**Groups:** PCDesigned, Technology  
**Complexity:** CF=5

Knows the original Spellshaper5 spells.  
 Gets Brass Gnat spells, see Brass Gnat spell table (next page). Gets Bug spells starting at level 27, see [PC7].  
 Barbarian Int bonus.  
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.  
 Level 1:,2:,etc.: (each level): +1 Int.  
 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 2: +1 Technological proficiency per even level, see [P8.8] for list.  
 Level 5: Periodic Table elements are considered Quasi for you.  
 Level 9: Identify non-unique monsters by sight.

# Herp Politicianist1JG 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:** Str 30  
**Alignment:** AW (Overwrite to all other classes)  
**HD/level:** ‡5d5  
**Weapon Prof.:** 8+level/5  
**To Hit Table:** & 3xRog  
**Saves:** Cust  
**Reference:** RDM  
**Groups:** Mirror, Joke  
**Complexity:** CF=5

Gets Super Barbarian Chr bonus, which is +(Chr-18)\*3.  
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.  
 Level 1: When casting a spell at someone, multiply your damage by the number of classes he has (max=LVL).  
 Level 1:,2:,etc.:(every level): Choose one Sage knowledge in one of these areas:  
 Level 5: Dust of Appearance 30'r cont.  
 Level 18: Free instance of the "Pikachu, the Cutest Pokeman" Familiar. It's abilities are: +2P; +2V; +2M; +2 Opp; +2F; Sustain Actions; +level segments/r. It is a "vanilla" Pokemon and doesn't give any of the Pokemon pick powers on the next page.

# Red Gunnery Sergeant John, Insanitarium Escapee RDM

Level	KXP	Psionics		Requisites:
		mMG	SUV	Str 25, Int 29, Chr 30, Cml 26, Class slots 4, Race slots 1
1	0	43-	---	Alignment: AG (Overwrite to all other classes)
2	2.8	43-	---	HD/level: & ++++5d5
3	5.6	44-	---	Weapon Prof.: & 7+level/3
4	11.2	543	---	To Hit Table: & 3xPsi
5	22.4	543	---	Saves: always +0
6	44.8	543	---	Reference: RDM
7	89.6	553	---	Groups: Warrior, Psionist, Mirror, Archetype
8	179.2	654	---	Complexity: CF=5
9	350	654	---	Race Adjustment Str +3, Dex +0, Con +0, Int +5, Wis +0, Chr +12, Cml +1, AT -9, hp 13, TH -8, Div +1
10	700	654	---	Gets Exceptional Str, Dex, Con, and Int.
11	1050	664	3--	Pick an "e" factor >=3. You may change "e" during a reset. You duplicate up to LVL classes each at 1/2 total XP. Your duplicated level must be equal to or less than "e".
12	1400	765	3--	This class cannot duplicate classes from the Custom, Concordant, or Monster groups.
13	1750	765	3--	Considered a Lycanthrope (pick a type, some are included in the Racial Adjective rules in [P3.5]). You can choose to not suffer the XP divisor penalty, but you also do not gain the lycanthrope's racial modifiers.
14	2100	765	3--	Specialization, MTG Red School
15	2450	775	4--	Level 1:,2:,etc.: Gain access to a frequency from -(LVL+10)/2 (round towards 0) to LVL+10 (e.g. at level 1 you can pick from -5 to 11). Note that Psi7 powers do not have true "minors" or "majors", so picking Psi7 is fairly useless until you have a grand.
16	2800	876	4--	Level 1: Base AT is +5+LVL.
17	3150	876	4--	Level 1: You have 4 mouth-tentacles that do 1dLVL dmg. It uses your Mouth's P to attack with them. If all 4 hit on one target, you have drawn the enemy's brain forth (RSW save). You cannot wield weapons or other objects with these mouth-tentacles.
18	3500	876	4--	Level 2: Defensive Awareness: Gets Dex bonus to AC even if being attacked from behind or by an invisible creature.
19	3850	886	5--	Level 5: Considered 1 size larger for what size weapons you can wield
20	4200	987	53-	Known Powers
21	4550	987	53-	Hell's Angels: The Strange and Terrible Saga of the Outlaw Motorcycle Gangs
22	4900	987	53-	(SL=N): Duplicate a Psi-6G or E power of SL=N.
23	5250	997	63-	Stampede N (SL=N): Stampede of Horses attack one target (material component for two), target takes SL^4 dmg and Capital T trampled.
24	5600	A98	64-	Balance (SL=2): This spell can only be cast 1/turn. Your group sacrifices subordinates, items, and effects equal to the amount controlled by the least respectively.
25	5950	A98	64-	Naturalize (SL=2): Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn
26	6300	AA8	74-	Jonah and the Whale(SL=5): Reverse pickpocket and item into a target's body. Item appears outside target's body 2days later.
27	6650	BA9	75-	Dust Cloud (SL=5): CLd8 wilting dmg/r.
28	7000	BA9	75-	Hundred-Talon (SL=8): Can have +4 spirits in a summon slot.
29	7350	BA9	75-	Talking Cloud (SL=8): Powerword Stun with no hp limit.
30	7700	BA9	75-	Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)
31	8050	BB9	853	Force Beast Language (SL=11): Speak with and mentally dominate target monster.
32	8400	CBA	863	
33	8750	CBA	863	
34	9100	CBA	863	
35	9450	CCA	964	
36	9800	DCB	974	

# Arcane Herp Setterist RDM

Level	KXP	Psionics		Requisites:	Str 32, Int 26
		mMG	SUV	Alignment:	NS
1	0	32-	---	HD/level:	4d4
2	2.8	32-	---	Weapon Prof.:	6+level/2
3	5.6	33-	---	To Hit Table:	& 3xPsi
4	11.2	432	---	Saves:	always +0
5	22.4	432	---	Reference:	RDM
6	44.8	432	---	Groups:	Technology, Joke
7	89.6	442	---	Complexity:	CF=5
8	179.2	543	---		
9	350	543	---		
10	700	543	---		Exceptional Str and Con.
11	1050	553	2--		Gets Exceptional Int bonus.
12	1400	654	2--		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.
13	1750	654	2--		Exceptional Str and Con.
14	2100	654	2--		Have access to minor schools/spheres written in the collective that share a group with this class.
15	2450	664	3--		Level 1: Football Padding: +3+LVL AC (may be combined with armor)
16	2800	765	3--		Level 1:,2:,etc.:(every level): +1 to Str, Dex, or Con.
17	3150	765	3--		Level 1: +LVL AC.
18	3500	765	3--		Level 2: Identify Object's chemical makeup by sight.
19	3850	775	4--		Level 3: Periodic Table elements are considered Semi for you.
20	4200	876	42-		Known Powers
21	4550	876	42-		Neighborhood Trolley (SL=N): Summon a DL=N Trolley that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.
22	4900	876	42-		Teaser,Pleaser,Shocker,ect.(SL=N): SL targets grouped and held, first takes SL^3 piercing dmg.
23	5250	886	52-		Force Spike (SL=2): 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.
24	5600	987	53-		Raging River (SL=2): Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.
25	5950	987	53-		Force Haste (SL=5): +CL V actions.
26	6300	987	53-		Round Robin (SL=5): +CL/5 instances of Tactile Movement.
27	6650	997	63-		Snow Cloud (SL=8): Prismatic Sphere as spell.
28	7000	A98	64-		Running Scared (SL=8): Automatically Turn all enemies in the room as undead.
29	7350	A98	64-		Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)
30	7700	A98	64-		Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2
31	8050	AA8	742		
32	8400	BA9	752		
33	8750	BA9	752		
34	9100	BA9	752		
35	9450	BB9	853		
36	9800	CBA	863		

# Brain in a Savant in a Beaker4 RDM

Level	KXP	Spells	Requisites:
		123 456 789	Int 27, Chr 32, Cml 29, Class slots 2
1	0	544 --- ---	Alignment: T any
2	3	544 --- ---	HD/level: & 4e6
3	6	554 4-- ---	Weapon Prof.: & 8+level
4	12	554 4-- ---	To Hit Table: War
5	24	655 44- ---	Saves: 3xWar
6	48	655 44- ---	Reference: RDM
7	96	665 544 ---	Groups: Wizard, Psionicist, Joke
8	192	665 544 ---	Complexity: CF=5
9	375	766 554 4--	
10	750	766 554 4--	+1 Kit per level
11	1125	776 655 44-	Exceptional Str and Con.
12	1500	776 655 44-	You have +1 4th edition power (pick A, E, D, or U).
13	1875	877 665 544	Level 1: You always have a (free) Smurfy Hat as a helmet, it is AC +LVL with no Rogue adjustments. You can remove it and wear a different cap/hat/helmet if you like.
14	2250	877 665 544	Level 1: +1 Technological proficiency slot per level (see [P8.8]).
15	2625	887 766 554	Level 1: Considered specialized in the school of Divination. You may select an additional school to be specialized; in this case, you must also select an opposite school.
16	3000	887 766 554	
17	3375	988 776 655	Level 1: Jogging Suit: +LVL AC; +LVL" move rate (may be combined with armor)
18	3750	988 776 655	Level 1: Enemies need a +2 weapon to hit you.
19	4125	998 877 665	Level 18: Can convert Movement to Mental actions, under the same restriction as the Level 1 ability until level 27.
20	4500	998 877 665	Known Spells:
21	4875	A99 887 766	Donkey Punch(SL=N): You and target grouped. Do one punch at +SL/xSL dmg and critical on 20-SL/x3
22	5250	A99 887 766	
23	5625	AA9 988 776	Yellow Ochre (SL=1): 1d6 dmg, save or -1 Str and -1 Dex for 1 r
24	6000	AA9 988 776	Close the Gap(SL=2): 1bM: Target rolls all TH or saves as 1 die type smaller (no save).
25	6375	BAA 998 877	I Don't Know (SL=3): Split a group into 2 groups.
26	6750	BAA 998 877	Tetration (SL=4): Your next spell has +5 targets.
27	7125	BBA A99 887	Gaea's Embrace (SL=5): Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r
28	7500	BBA A99 887	Brass Gnat 6-3 (SL=6): Anti-x0/x1 Shell, SL 0-1: Immune to and cannot use 0th-1st SL x0-x1 effects.
29	7875	CBB AA9 988	
30	8250	CBB AA9 988	Diluvian Primordial (SL=7): Summon a flying DL VII with "When summoned, for each opponent that cast a spell this turn, you may cast a copy of it".
31	8625	CCB BAA 998	Arena Level (SL=8): The current dungeon level becomes one huge room.
32	9000	CCB BAA 998	Reya Dawnbringer (SL=9): Summon a DL IX Unique flying Angel with "On your turn, revive one of your dead subordinates"(same slot +1slot).
33	9375	DCC BBA A99	
34	9750	DCC BBA A99	
35	10125	DDC CBB AA9	
36	10500	DDC CBB AA9	

# Guardian Chirurgeon2 RDM

Level	KXP	Spells				Requisites: Dex 30, Int 32, Wis 29, Class slots 2
		123	456	789		
1	0	655	---	---	Alignment: non-C (Overwrite to all other classes)	
2	2.8	655	---	---	HD/level: 1d4	
3	5.6	665	5--	---	Weapon Prof.: 2+level	
4	11.2	665	5--	---	To Hit Table: (none)	
5	22.4	766	55-	---	Saves: 3xM-U0	
6	44.8	766	55-	---	Reference: RDM	
7	89.6	776	655	---	Groups: Wizard, Priest, Overt	
8	179.2	776	655	---	Complexity: CF=5	
9	350	877	665	5--		
10	700	877	665	5--	School robe (-1 SL) in Invocation/Evocation	
11	1050	887	766	55-	+1 Kit per level	
12	1400	887	766	55-	Sphere robe (-1 SL) in War	
13	1750	988	776	655	Sphere robe (-1 SL) in Numbers	
14	2100	988	776	655	You have +1 Kit.	
15	2450	998	877	665	Level 1: +1 martial arts maneuver per level.	
16	2800	998	877	665	Level 1: Read Languages (25+5*level)%.	
17	3150	A99	887	766	Level 1: 1P: Halve the hp on one target (no resistance).	
18	3500	A99	887	766	Level 1: Infravision and Infrared Sight (Heat Vision).	
19	3850	AA9	988	776	Level 12: Troll-like regen LVL hp (including vile) /s	
20	4200	AA9	988	776	Level 15: 6 bonus spell levels, lost when advance to Level 16.	
21	4550	BAA	998	877	Level 16: Immune to Forbiddance Zones, Alignment Change, Opposition	
22	4900	BAA	998	877	Known Spells:	
23	5250	BBA	A99	887	Summon Angband Monster N (all SL's): Summons an Angband Monster of DL N.	
24	5600	BBA	A99	887	What are you? Some Bottom-Feeding, Scum-Sucking Algae Eater? (SL=1): Legend Lore.	
25	5950	CBB	AA9	988	Shatter (SL=2): Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).	
26	6300	CBB	AA9	988	Half-Kitten, Half- (SL=3): When cast, combine it with target host summon of yours.	
27	6650	CCB	BAA	998	That summon gets +1 offensive/+2 defensive DL and replace "When summoned" on it with "Whenever you're dealt damage,".	
28	7000	CCB	BAA	998	Humming- (SL=4): When cast, combine it with target host summon of yours. That summon gets flying, +2 offensive/+3 defensive DL and replace "When summoned" on it with "Whenever this attacks with 2 other creatures,".	
29	7350	DCC	BBA	A99	Crystal Cloud (SL=5): Clairvoyance, Clairaudience and ESP.	
30	7700	DCC	BBA	A99	Desert Twister (SL=6): Destroy something (PP save, like a Disintegrate spell)	
31	8050	DDC	CBB	AA9	False Hope (SL=7): 1bM: Take no damage from one attack or effect	
32	8400	DDC	CBB	AA9	Red Rain (SL=8): Red rain that lowers all enemy defenses in the room.	
33	8750	EDD	CCB	BAA	Unique Speed (SL=9): Pick a Deified Antemortal0 spell. That spell costs only 1/2G action to use.	
34	9100	EDD	CCB	BAA		
35	9450	EED	DCC	BBA		
36	9800	EED	DCC	BBA		

# Soldier of the Rose1 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:** Str 27, Con 28, Wis 99, Chr 29, Class slots 3

**Alignment:** AS

**HD/level:** 5d6

**Weapon Prof.:** 9+level

**To Hit Table:** 3xWar

**Saves:** 3xM-U0

**Reference:** RDM

**Groups:** Warrior, Monster, Technology, Maxi

**Complexity:** CF=5

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).

May specialize in weapons using the "Non-Warrior" line. Can purchase Musketeer/Cannoneer items at &divide;LVL cost.

+LVL\*2 Dex

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

Level 1: Immune to Gravity (but not TK / falling damage)

Level 1:,2:,etc.: The DM rolls a random class from the internet. You get the some (or all) of the abilities of that class; at least get the effect of a "line of text" and the "level:" of your level. You do not need to meet the requirements of the class.

Level 2: 1M: Target gets alignment changed to yours & target confused (Will save for each effect)

Level 4: Pick two Arcane5 Level 1-3, one Secret Agent5 Level 1-3, or one Psi16 minor

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

Level 9: 14bM, 7bP, 21bV (can borrow into next round): Capital O Object or Capital I Insist

Level 9: 1λ, 1 Mouth's P: Target creature makes a Will save. If he fails, he is Insane (40%, roll 1d4 insanities), Feeble-minded (30%), Confused (20%), or Crapped (10%).

His Brain is Put on your Plate.

Level 18: 1scrP: Do 1 idmg to one target.

# Grand Keyboard Spammer0 RDM

Level	KXP	Spells
		123 456 789
1	0	544 --- ---
2	2.8	544 --- ---
3	5.6	554 4-- ---
4	11.2	554 4-- ---
5	22.4	655 44- ---
6	44.8	655 44- ---
7	89.6	665 544 ---
8	179.2	665 544 ---
9	350	766 554 4--
10	700	766 554 4--
11	1050	776 655 44-
12	1400	776 655 44-
13	1750	877 665 544
14	2100	877 665 544
15	2450	887 766 554
16	2800	887 766 554
17	3150	988 776 655
18	3500	988 776 655
19	3850	998 877 665
20	4200	998 877 665
21	4550	A99 887 766
22	4900	A99 887 766
23	5250	AA9 988 776
24	5600	AA9 988 776
25	5950	BAA 998 877
26	6300	BAA 998 877
27	6650	BBA A99 887
28	7000	BBA A99 887
29	7350	CBB AA9 988
30	7700	CBB AA9 988
31	8050	CCB BAA 998
32	8400	CCB BAA 998
33	8750	DCC BBA A99
34	9100	DCC BBA A99
35	9450	DDC CBB AA9
36	9800	DDC CBB AA9

Requisites: Con 28, Int 31

Alignment: JE

HD/level: & 2d6

Weapon Prof.: & 10+level/2

To Hit Table: 3xPsi

Saves: 3xCTD0

Reference: RDM

Groups: PCDesigned, Internet

Complexity: CF=5

# Attacks with melee = (Level+2)/2, otherwise as Warrior.

You count as a potion for effects that refer to potions.

See [Q8] for Psi8 rules and powers.

You have the Cleave feat.

You have Overhit.

Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).

Known Spells:

[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)

Darkness (SL=1): 1bM: Immune to a P attack from someone

Well Aren't you Just Precious (SL=minor): Your light-sabers are defender and offender branded.

Brass Gnat 3-13 (SL=3): 1N, 1/t: Immune to Head Blown Off or Summoning Sickness.

Picking this more than once lets you use this power an additional time per turn.

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

Conquerer's Pledge (SL=5): Summon 6 DL I Kor Soldiers(one group). If you spend an additional 6th level SL, you summon 12 instead.

Prismatic Eye (SL=6): Creates mobile orb that shoots prismatic spray rays you roll TH with.

Mules Tenacity (SL=7): 1bM: Dimensional Anchor the room.

When the Man comes Around (SL=8): CL groups sent to Seven Heavens.

Rise of the Dark Realms\* (SL=9): Resurrect all creatures from one group slain this round as your Revives (1/2 DL, +1 Slot).

# Chromatic Potion Bottle4 RDM

Level	KXP	Spells	Requisites:
		123 456 789	Dex 31, Wis 29
1	0	655 --- ---	Alignment: T any
2	3.4	655 --- ---	HD/level: & 4d3
3	6.8	665 5-- ---	Weapon Prof.: & 4+level
4	13.6	665 5-- ---	To Hit Table: 2xFtr0
5	27.2	766 55- ---	Saves: Psi
6	54.4	766 55- ---	Reference: RDM
7	108.8	776 655 ---	Groups: Demigod, PCDesigned
8	217.6	776 655 ---	Complexity: CF=5
9	425	877 665 5--	
10	850	877 665 5--	Barbarian Str, Dex, or Con; gain another at Level 4 and the last at Level 9.
11	1275	887 766 55-	Knows the original Spellshaper5 spells.
12	1700	887 766 55-	Resist Chromatic.
13	2125	988 776 655	You have +1 4th edition power (pick A, E, D, or U).
14	2550	988 776 655	Level 1:,2:,etc.: (every level): +1W action.
15	2975	998 877 665	Level 4: pick a major power: takes 1/2 M to use (change at reset)
16	3400	998 877 665	Level 5: 1M+1P: Brew Space-Mead, a potion that when drank does Astral Spell and an Abyssal Water effect.
17	3825	A99 887 766	Level 7: 0, 1/r: Recharge one of your magic items by 1 charge (even a potion)
18	4250	A99 887 766	Level 9: You know UltraBlack Gate as a 7th level Priest spell (Astral Sphere).
19	4675	AA9 988 776	Level 9: 0, LVL/d: Copy an enemy's CR, NR, WR, or TR as your own this segment.
20	5100	AA9 988 776	Level 9: Can use 3G actions per segment, if you have them.
21	5525	BAA 998 877	Level 21: You may convert 1IG -> 1WG (A "lent" RG action, but you can't use your G that segment).
22	5950	BAA 998 877	Known Spells:
23	6375	BBA A99 887	Summon Angband Monster N (all SL's): Summons an Angband Monster of DL N.
24	6800	BBA A99 887	Quantum Theory(SL=1): Shrink one target LVL sizes(Fort save).
25	7225	CBB AA9 988	Maze of Ith (SL=2): 1bM: Immune to a P attack from someone.
26	7650	CBB AA9 988	Guiding Spirit (SL=3): Summon a DL III Angel, it flies, and makes your Summon
27	8075	CCB BAA 998	Psi11U/W powers cost only 1/2M each.
28	8500	CCB BAA 998	Hazerider Drake (SL=4): Summon a DL IV Drake, it is immune to area effect
29	8925	DCC BBA A99	damaging spells/psi.
30	9350	DCC BBA A99	Maelstrom Archangel (SL=5): Summon a DL V flying Angel. When it deals melee
31	9775	DDC CBB AA9	damage to a Boss, Sub-boss, or NPC party, you may cast one spell as a 0 action.
32	10200	DDC CBB AA9	Brass Gnat 6-2 (SL=6): +(LVL+1)/2 T actions per round, only for technological
33	10625	EDD CCB BAA	effects (including Brass Gnat spells). This cannot be picked more than once, but
34	11050	EDD CCB BAA	different SL versions of this same effect exist, which can be picked (once each).
35	11475	EED DCC BBA	Titanic Ultimatum (SL=7): You and your subordinates get +50th/+50dmg, +1IP
36	11900	EED DCC BBA	action, overhit, and vampiric regen this rd.

# Back- Acrobat(MTG W/B/G)1JG RDM

Level	KXP	Spells	Requisites: Str 27, Dex 25, Wis 25, Class slots 2
1	0	(none)	Alignment: non-N
2	3.4	(none)	HD/level: & 4d5+80
3	6.8	(none)	Weapon Prof.: & 9+level
4	13.6	(none)	To Hit Table: 3xMon
5	27.2	(none)	Saves: 2xFtr0
6	54.4	(none)	Reference: RDM
7	108.8	(none)	Groups: Rogue, Custom, Futureshifted
8	217.6	(none)	Complexity: CF=5
9	425	(none)	
10	850	(none)	Gets 80 Rogue points per level.
11	1275	(none)	Each Level: Rolls a random class from the unfinished classes (section [PC99]. You get on "line of text", all level colons of that exact level (even non-pickable), and the difference in spell progression from the previous level to this one.
12	1700	(none)	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
13	2125	(none)	Level 1: Destruct I. ½P: Deal 50*LVL Anti-Astral dmg to one target (no save, IR to resist)
14	2550	(none)	Level 1: Gets +4*LVL from behind instead of the usual +4 from behind.
15	2975	(none)	Level 4: 1V, 1/d: Cure Con*level hp of damage. This may be broken up into smaller amounts over the day if desired.
16	3400	(none)	Level 8: 1bM, (LVL-3)/d: Target creature rolls a natural 1 on a saving throw against you this segment.
17	3825	(none)	Level 9: 0: Use a rogue ability (This effectively allows you to overwrite action costs on rogue abilities to 0 actions if you want)
18	4250	(none)	Level 9: Repair IX. 1M: Remove a Special (-100+25*LVL%) (-100% per multiplier beyond x1).
19	4675	(none)	Level 9: Fabricator VIII. 1P: Create any magic item of XPV=(LVL-8)*900 or less. This item fades in 1 turn. You can build 1 item of this type per reset that is permanent, however.
20	5100	(none)	Level 13: Fabricator XI. 1P: Create a temporary artifact as if an Artificer of equal level, or create a Casting Cost LVL/3 or less MTG Artifact that lasts for 1 turn (see Planeswalker Artificer).
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)	

# The Fourth Initiate RDM

Level	KXP	Spells	Requisites:
		123 456 789	Str 31, Dex 27, Int 27, Cml 28, Class slots 3
1	0	766 --- ---	Alignment: C any
2	4	766 --- ---	HD/level: & +5m5
3	8	776 6-- ---	Weapon Prof.: & 9+level/3
4	16	776 6-- ---	To Hit Table: Mon
5	32	877 66- ---	Saves: 2xWiz
6	64	877 66- ---	Reference: RDM
7	128	887 766 ---	Groups: Planar, Demigod, PCDesigned, Offensive
8	256	887 766 ---	Complexity: CF=5
9	500	988 776 6--	
10	1000	988 776 6--	+1 Familiar slot.
11	1500	998 877 66-	1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")
12	2000	998 877 66-	Schools/Spheres: Wizard Conjuraction/Summoning, Priest Buffer
13	2500	A99 887 766	Hold W actions. You can use a W as an S action, but you still can use only 1S+1V per segment.
14	3000	A99 887 766	+1 S action only usable in segment 4.
15	3500	AA9 988 776	Level 1: Immune to Blindness
16	4000	AA9 988 776	Level 1: GooseStepping: +1V action.
17	4500	BAA 998 877	Level 1:,2:,etc.: (every level): Two level N (or lower) Warrior5 picks.
18	5000	BAA 998 877	Level 18: May convert 1V -> 1incursedV, 1P -> 1incursedP, 1M -> 1incursedM, and 1F -> 1incursedF. The "incursed" prefix is for "incursed actions"; these actions can be used while under any SEL 12 or less status. You may use 1 incursed action as your action for the segment, instead of your normal 1S for the segment.
19	5500	BBA A99 887	Known Spells:
20	6000	BBA A99 887	Disintegrate N (SL=N): Deals 10*N fire dmg to target. If target drops, Slain+no remains.
21	6500	CBB AA9 988	Have X, Will Travel (SL=1): Choose an item; that item has instant returning.
22	7000	CBB AA9 988	Soothing Word (SL=2): Removes fear/horror effect on up to CL targets
23	7500	CCB BAA 998	Blasting Station (SL=3): 1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)
24	8000	CCB BAA 998	Cloud Cover (SL=4): Whenever someone dispels one of your spell/psi effects, you can recast that effect for ½M within the next round.
25	8500	DCC BBA A99	Gaea's Embrace (SL=5): Target gains +3 AC/saves/TH/dmg and Troll-like regen CL hp/r
26	9000	DCC BBA A99	Dirty Gas Pump(SL=6): You and target grouped. Target is blind, heal CL^4 hp and deal CL^3 brown gas dmg.
27	9500	DDC CBB AA9	Seeds of Life (SL=7): 1 sq. mile area is restored, CL trees grow instantly, removes Defiled status
28	10000	DDC CBB AA9	Fiddlehead (SL=8): Regenerate CL hp/s. Each segment may use this regeneration on any friendly target in sight.
29	10500	EDD CCB BAA	Bringer of the Red Dawn (SL=9): Summon a DL IX Bringer with overhit and "On your turn, dominate a creature(no save, duration 1s, same slot, +1 slot)."
30	11000	EDD CCB BAA	
31	11500	EED DCC BBA	
32	12000	EED DCC BBA	
33	12500	FEE DDC CBB	
34	13000	FEE DDC CBB	
35	13500	FFE EDD CCB	
36	14000	FFE EDD CCB	

# Baroneer RDM

Level	KXP	Spells
		123 456 789
1	0	544 --- ---
2	2.8	544 --- ---
3	5.6	554 4-- ---
4	11.2	554 4-- ---
5	22.4	655 44- ---
6	44.8	655 44- ---
7	89.6	665 544 ---
8	179.2	665 544 ---
9	350	766 554 4--
10	700	766 554 4--
11	1050	776 655 44-
12	1400	776 655 44-
13	1750	877 665 544
14	2100	877 665 544
15	2450	887 766 554
16	2800	887 766 554
17	3150	988 776 655
18	3500	988 776 655
19	3850	998 877 665
20	4200	998 877 665
21	4550	A99 887 766
22	4900	A99 887 766
23	5250	AA9 988 776
24	5600	AA9 988 776
25	5950	BAA 998 877
26	6300	BAA 998 877
27	6650	BBA A99 887
28	7000	BBA A99 887
29	7350	CBB AA9 988
30	7700	CBB AA9 988
31	8050	CCB BAA 998
32	8400	CCB BAA 998
33	8750	DCC BBA A99
34	9100	DCC BBA A99
35	9450	DDC CBB AA9
36	9800	DDC CBB AA9

**Requisites:** Str 25, Dex 26, Int 22, Cml 27, Class slots 3

**Alignment:** any N

**HD/level:** & 5d6

**Weapon Prof.:** & 10+level/3

**To Hit Table:** 3xRog

**Saves:** Wiz

**Reference:** RDM

**Groups:** Wizard, Alternate Universe, Planar, Lost

**Complexity:** CF=5

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

Channeling. Int bonus to spells. Specialized in Wizard Metamagic school.

Gets 1 script-X action per round. Shoggoth powers use F or script-X actions to use.

Gets an ability score of your choice as bonus to spell progression.

Level 18: Your magical effects cannot be dispelled by Dispel Magic of any multiplier.

Known Spells:

Disintegrate N (SL=N): Deals 10\*N fire dmg to target. If target drops, Slain+no remains.

Won't you be my Neighbor (SL=1): Combine a group with your group.

Naturalize (SL=2): Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn

Stylin (SL=3): You can wear 2 suits of armor.

Pressured Consent (SL=4): One target physically dominated (2 saves).

Armored Guardian (SL=5): Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.

Online Chat (SL=6): Create a psi network with the party and any willing participants from "The Stage".

Sword of Darkness (SL=7): Creates an animated 1d4,19+ sword with -1 level drain brand.

Munging(SL=8): Three targets grouped. First target Capital S slain, second takes 20d6 falling dmg, third Crapped.

Mental Fury (SL=9): Cast 1 instance of each spell you have all at the same time. You are spent afterward.

# The First Ante Pimpernel(--49) RDM

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

**Requisites:** Con 25, Wis 27, Chr 30, Cml 23, Class slots 4  
**Alignment:** non-S  
**HD/level:** & 5d5  
**Weapon Prof.:** & 10+level/3  
**To Hit Table:** 2xFtr0  
**Saves:** 2xM-U0  
**Reference:** RDM  
**Groups:** Custom, Alternate Universe, Mirror, PCDesigned, Technology  
**Complexity:** CF=5

Knows the original Spellshaper5 spells.  
 Gets 1 Rogue pick at 1st level, then 1 more every 3rd level.  
 You have a set Caster Level (CL) with spells of 14+LVL (e.g. at level 1 your CL is 15, not 1). Since this is a set CL, effects that add to CL do not function for you (unless it adds to "set CL", which is extraordinarily rare).  
 +1 S action only usable in segment 1.  
 Level 13: Any The Hidden level 13 ability  
 Known Spells:  
 Spiderman(SL=N): You cured SL^4 hp and target takes SL^3 white pudding dmg.  
 Sting Operation (SL= 1): 1bM:Enemy that attacked you or targeted you this segment is Paralyzed.  
 Meddling Mage (SL=2): Summon a DL II Human Wizard, he Banhammers one spell or psi effect of SL 0-3 in the room [x1 Special]  
 Forgot About Dre (SL=3): 1bM: Counter target magical/psionic effect.  
 Fork (SL=4): 1bM or 1 OppM: Copy target magical/psionic effect.  
 Hatred\* (SL=5): 1bM, pay N hp: Target gets +N to hit and dmg this segment.  
 Dirty Gas Pump(SL=6): You and target grouped. Target is blind, heal CL^4 hp and deal CL^3 brown gas dmg.  
 Butane's a Bastard Gas (SL=7): Room fills with Butane(-CL Unholy Con stat dmg).  
 Fierce Pride of the Beastlands (SL=8): Summon 3d4 DL VI Celestial Dire Lions.  
 Iona, Shield of Emeria (SL=9): Summon a DL VII Angel. Choose a school/sphere. Spells from the chosen school/sphere can't be cast in the room.

# Power0 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:** Chr 32  
**Alignment:** L any (Overwrite to all other classes)  
**HD/level:** ‡5d3  
**Weapon Prof.:** 7+level/3  
**To Hit Table:** 3xPri  
**Saves:** 2xCust  
**Reference:** RDM  
**Groups:** Concordant, Futureshifted  
**Complexity:** CF=5

1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")  
 Gets 3 Specialty God picks. Gets Wis+Chr-10 bonus to spells.  
 You have Overhit.  
 Level 1: Thieves' Cant.  
 Level 5: You may convert 2W -> 1RS (for yourself).  
 Level 9: +1 size.  
 Level 9: Repair VIII. 1M or 1bM: Heal a summon or animal companion  
 Level 16: All of your spells that offer a saving throw now require 4 saving throws, if any are failed, the target is treated as having not saved.  
 Level 27: You attack or defend as a x2 being. (toggle this using 1M or 1T action.)

# Animal Horror4 RDM

Level	KXP	Spells
		123 456 789
1	0	433 --- ---
2	3.4	433 --- ---
3	6.8	443 3-- ---
4	13.6	443 3-- ---
5	27.2	544 33- ---
6	54.4	544 33- ---
7	108.8	554 433 ---
8	217.6	554 433 ---
9	425	655 443 3--
10	850	655 443 3--
11	1275	665 544 33-
12	1700	665 544 33-
13	2125	766 554 433
14	2550	766 554 433
15	2975	776 655 443
16	3400	776 655 443
17	3825	877 665 544
18	4250	877 665 544
19	4675	887 766 554
20	5100	887 766 554
21	5525	988 776 655
22	5950	988 776 655
23	6375	998 877 665
24	6800	998 877 665
25	7225	A99 887 766
26	7650	A99 887 766
27	8075	AA9 988 776
28	8500	AA9 988 776
29	8925	BAA 998 877
30	9350	BAA 998 877
31	9775	BBA A99 887
32	10200	BBA A99 887
33	10625	CBB AA9 988
34	11050	CBB AA9 988
35	11475	CCB BAA 998
36	11900	CCB BAA 998

Requisites: Wis 26

Alignment: LW

HD/level: 5d6

Weapon Prof.: 8+level

To Hit Table: Wiz

Saves: (none)

Reference: RDM

Groups: Demigod

Complexity: CF=5

Gets Extra Barb Str, Extra Barb Con, Barb Wis, and Barb Chr.

Gets Extra Barb Str, Extra Barb Con, Barb Wis, and Barb Chr.

Gets Extra-Bar bonus in the stat you're using for the Requisite. Bonus=(Stat-16)\*5/2.

Specialization, Animal sphere

You have +1 4th edition power (pick A, E, D, or U).

Level 1: Each day, a random [C] section effect is rolled. 1M: Do that [C] section effect. When the DM rolls the effect, he will tell you if it affects an individual or a group, and whether they get a save.

Level 1: Overwrite the Alignment requirement of another class to be "any".

Level 2: Resist Elements of EE=LVL/2 and lower.

Level 4: 0, sacrifice a summon: Unsummon a summoned creature.

Level 9: You know UltraBlack Gate as a 7th level Priest spell (Astral Sphere).

Level 9: Can use 3G actions per segment, if you have them.

Level 12: You may convert 8G -> 1KG. You may convert 2JG -> 1JQG.

Level 36: 3 IISlowOppC', 1bbbD, 1 Mouth's ξ (script-X), 13 Research Points, Capital F Fold 1 being that counts as an Ultra Familiar and a Mount and an Animal

Companion, Pixelate Capital P Plenty of Souls or Packages (on Plates) within sight:

Get one randomly chosen x5 ICL=13 Intermediate God0 power per round until you reach 13 powers. After the 13th round, the first power on the list is removed, and a new power is added to the end of the list (so you "cycle" between powers). You can "freeze" this process when you like your selection.

Known Spells:

[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)

War Charge (SL=1): When charging with at least 100 Henchmen, all who see this are Feared (Will save).

Wither Limb (SL=2): One of target's limbs of your choice is rendered useless.

Wrack (SL=3): Target is blinded and can't take P actions.

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

Mother Kangaroo (SL=5): Summon a DL=V Kangaroo with "when summoned, roll 1d6 and this attacks/defends as that many DL's higher".

8 Mile (SL=6): TWE with no summoning sickness.

Legacy Weapon (SL=7): 1M: \*Destroy\* (or Capital S Slay) an item, effect, or creature (TechR to resist)

Silver Seraph (SL=8): Summon a DL VI flying Angel with "As long as you have cast 7 spells this combat, you're other subordinates get +1DL".

Iron Man (SL=9): DT 10, hp become Stunhp, and ER 100%.