

Stat Proficiencies Immuner 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=5

Automatically make Chr checks, Psionic Blast saves, and Leadership (Morale) checks.
 You have Overhit.
 Level 2: +4 set Intuition (prog. bonus)
 Level 3: +2 set Con; Regen +3 hp/s *
 Level 7: +3 distributed among save categories
 Level 8: +10% dmg w/ damaging spells
 Level 8: Gets two picks from Custom Mini9.1
 Level 9: One "held/sustained" stat
 Level 9: +1 attack per P action with one weapon
 Level 10: x1.1 XP
 Level 12: +7200 leeches
 Level 12: What you need when saving = (save DC)÷12
 Level 13: xx1.02 XP for the whole party
 Level 15: +2 set Int
 Level 16: +1 race slot
 Level 25: +1 to number of summons (same group)
 Level 26: set AC 280
 Level 27: Weapon Specialization, #Att as Barbarian
 Level 31: +1 to hit
 Level 33: +1 all saves

The First Proficiencies Immuner 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:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

You may take both forms of this Mini-class. Each still costs 1 Mini-class slot.

Automatically make Con checks, Fort saves, System Shock and Resurrection survival rolls.

+1 S action only usable in segment 1.

You have Overhit.

Level 4: +1V action

Level 7: CL=(7 or HNCL); know 7 schools(22- 2-- -)

Level 8: Everyone has --1 saves vs. your effects

Level 11: +2 set Wis; +2 Personality *

Level 12: +2 set Dex

Level 17: +4 set Presence (prog. bonus); *

Level 21: Level 21 Quintessential Custom6 pick

Level 21: aBlahR (aRaMaPaIR) +10%

Level 23: x1.1 to hit bonus

Level 23: +x(level+1) max hp

Level 24: +16570 gp per reset

Level 25: +1 to number of summons (same group)

Level 28: Level 28 Custom5 pick

Level 28: 1 psi power gets -1 SL

Level 34: +4 set Reason (Will saves); *

Level 35: +1 A' action /r (3A' -> 1QZ)

Level 35: +1 alignment

Level 35: What you need when saving = (save DC)÷35

Armor Class Immuner RDM

Level	KXP	Spells
1	0	(none)
2	3	(none)
3	6	(none)
4	12	(none)
5	24	(none)
6	48	(none)
7	96	(none)
8	192	(none)
9	375	(none)
10	750	(none)
11	1125	(none)
12	1500	(none)
13	1875	(none)
14	2250	(none)
15	2625	(none)
16	3000	(none)
17	3375	(none)
18	3750	(none)
19	4125	(none)
20	4500	(none)
21	4875	(none)
22	5250	(none)
23	5625	(none)
24	6000	(none)
25	6375	(none)
26	6750	(none)
27	7125	(none)
28	7500	(none)
29	7875	(none)
30	8250	(none)
31	8625	(none)
32	9000	(none)
33	9375	(none)
34	9750	(none)
35	10125	(none)
36	10500	(none)

Requisites:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=5

This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved).
 You have Overhit.
 Level 1: Invisibility (+4 AC)
 Level 6: +4 set Balance/Reflex (AC)
 Level 7: set dmg 98 per missile attack
 Level 10: Ignore one BlahR
 Level 10: +4 set Efficiency (TH)
 Level 16: CL=(16 or HNCL); know 16 schools(666 666 6)
 Level 18: +2 set Con; Regen +18 hp/s *
 Level 19: What you need when saving = (save DC)÷19
 Level 19: +4 set Reason (prog. bonus)
 Level 22: -3 to stat requirements
 Level 23: inDR 46/+23
 Level 24: +5 3rd edition skill points
 Level 25: xx1.02 XP for the whole party
 Level 27: +2 damage per die with spells or psi
 Level 27: xx1.02 XP for the whole party
 Level 27: Your summons have +1 offensive DL
 Level 33: set AC 350
 Level 35: You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action.

Damage Progression 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=5

This class gives +1 rank of Exceptional Dex which stacks on top on what you already have (unless the source says it can't be improved).
 With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg.
 This autohits and removes him from your group.
 Resist falling damage.
 You can use an unlimited amount of shifting of Subability scores ("sleazing") for Cml. (This doesn't mean much. The two halves of Comeliness are "Appearance" and "Streetwise", for the record.)
 You have Overhit.
 Level 1: 1 spell gets -1 SL
 Level 7: CL=(7 or HNCL); know 7 schools(22- 2-- -)
 Level 9: Set Wis = 28
 Level 11: #Att w/ Wpn Spec is 5/2
 Level 16: CL=(16 or HNCL); know 16 schools(666 554 43-)
 Level 17: 1 species resistance
 Level 18: aBlahR (aRaMaPaIR) +10%
 Level 21: +441 eels
 Level 23: +2 set Str; +2 more Str FPOW *
 Level 24: +1 LVL with Omens
 Level 25: CL=(25 or HNCL); know 25 schools(776 666 6)
 Level 26: +2 set Str; +2 more Str FPOW *
 Level 27: iStatusR 135%
 Level 28: +100 max hp
 Level 31: A98 776 544 [31-]
 Level 32: |AC| 34
 Level 35: +4 set Leadership (followers); *
 Level 36: +1 per die w/ damaging spells

The Second XP 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:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.

+1 S action only usable in segment 2.

You have Overhit.

Level 3: +4 set Knowledge (prof.)

Level 4: Immune to a [C] section effect

Level 13: +20% irreducible among *

Level 15: Hit Dice & 1d4

Level 16: +1 CL in one class

Level 18: +5% money (incl. sold items)

Level 21: +1 Class sheet / reset

Level 22: +2 set Wis; +2 Personality *

Level 24: CL=(24 or HNCL); know 24 schools(555 544 4)

Level 26: +4 set Intuition (prog. bonus)

Level 28: +5 3rd edition skill points

Level 28: ++1 AC (adds your armor base AT again)

Level 32: Troll-like regen LVL hp/s

Level 32: +2 damage per die with spells or psi

Level 33: +31 weapon needed to hit you

Level 34: +2 set Dex

Level 34: +4 set Coordination (TH)

Level 35: +1 CL in one class

Group To Hit Penalty RDM

Level	KXP	Spells	
1	0	(none)	Requisites:
2	2.8	(none)	Alignment: any
3	5.6	(none)	HD/level:
4	11.2	(none)	Weapon Prof.: 0+level/0
5	22.4	(none)	To Hit Table: (none)
6	44.8	(none)	Saves: (none)
7	89.6	(none)	Reference: RDM
8	179.2	(none)	Groups: Mini
9	350	(none)	Complexity: CF=5
10	700	(none)	+1 instance of tactical movement. Double movement rate.
11	1050	(none)	Sustain Int, Logic.
12	1400	(none)	You have Overhit.
13	1750	(none)	Level 1: +5 proficiencies
14	2100	(none)	Level 2: +2 set Int
15	2450	(none)	Level 5: x(Stat)/(Prereq.) XP, Max = x3.5 XP
16	2800	(none)	Level 6: +10% dmg w/ damaging spells
17	3150	(none)	Level 7: You have an infinite weight and capacity Tenser's Floating Disc.
18	3500	(none)	Level 11: Immune to 2 specific effects
19	3850	(none)	Level 12: Immune to an element; does "spread"
20	4200	(none)	Level 14: +1 AC
21	4550	(none)	Level 14: +100 max hp
22	4900	(none)	Level 15: -1 to HNCL, Luck
23	5250	(none)	Level 18: 40 rogue points
24	5600	(none)	Level 24: x1.1 damage
25	5950	(none)	Level 24: Set Wis = 58
26	6300	(none)	Level 27: Fast-Write Scrolls: 1F, lose N SL=N spells in memorization: Write a SL=N permanent spell scroll
27	6650	(none)	Level 27: +15% irreducible among **
28	7000	(none)	Level 27: +1 Research point / reset
29	7350	(none)	Level 31: +1 kit (still limited to total kits = LVL)
30	7700	(none)	Level 31: +1 to d20 & d12 rolls for Turn Undead
31	8050	(none)	
32	8400	(none)	
33	8750	(none)	
34	9100	(none)	
35	9450	(none)	
36	9800	(none)	

The Final Proficiencies RDM

Level	KXP	Spells	Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=5
1	0	(none)	
2	3	(none)	
3	6	(none)	
4	12	(none)	
5	24	(none)	
6	48	(none)	
7	96	(none)	
8	192	(none)	
9	375	(none)	
10	750	(none)	Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.
11	1125	(none)	Sustain Chr, Cml.
12	1500	(none)	Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.
13	1875	(none)	+1 slowS action.
14	2250	(none)	You have Overhit.
15	2625	(none)	Level 2: +1 proficiency
16	3000	(none)	Level 4: 0, 1/d: Immune to someone for 1t
17	3375	(none)	Level 8: Hit Dice & 1d4
18	3750	(none)	Level 10: +3 distributed among save categories
19	4125	(none)	Level 12: What you need when saving = (save DC)÷12
20	4500	(none)	Level 13: 0, 1/d: Immune to someone for 1t
21	4875	(none)	Level 14: +30 saving throws that you distribute
22	5250	(none)	Level 14: +4 set Muscle (dmg); *
23	5625	(none)	Level 15: set TH 160
24	6000	(none)	Level 18: +1 to number of summons (same group)
25	6375	(none)	Level 19: +1 CL in one class
26	6750	(none)	Level 25: +3 distributed among save categories
27	7125	(none)	Level 25: Level 25 Quintessential Custom6 pick
28	7500	(none)	Level 27: +1 professional wrestling maneuver
29	7875	(none)	Level 28: Set Str = 66
30	8250	(none)	Level 29: Set Dex = 68
31	8625	(none)	Level 30: 1M: Remove a Special (-100+25*LVL%) (-100% per multiplier beyond x1).
32	9000	(none)	Level 33: +1 Race Ability (÷1)
33	9375	(none)	
34	9750	(none)	
35	10125	(none)	
36	10500	(none)	

Dragon Proficiencies RDM

Level	KXP	Spells
1	0	(none)
2	3	(none)
3	6	(none)
4	12	(none)
5	24	(none)
6	48	(none)
7	96	(none)
8	192	(none)
9	375	(none)
10	750	(none)
11	1125	(none)
12	1500	(none)
13	1875	(none)
14	2250	(none)
15	2625	(none)
16	3000	(none)
17	3375	(none)
18	3750	(none)
19	4125	(none)
20	4500	(none)
21	4875	(none)
22	5250	(none)
23	5625	(none)
24	6000	(none)
25	6375	(none)
26	6750	(none)
27	7125	(none)
28	7500	(none)
29	7875	(none)
30	8250	(none)
31	8625	(none)
32	9000	(none)
33	9375	(none)
34	9750	(none)
35	10125	(none)
36	10500	(none)

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

Sustain hp and immune to Vile and Permanent dmg.

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

Dragon magic (Dracomancy).

You have Overhit.

Level 3: +1 Class sheet / reset

Level 3: +10 AC

Level 5: Your summons have +1 offensive DL

Level 5: Immune to a [C] section effect and it's Capital version

Level 6: x1.1 to hit bonus

Level 6: Everyone has --1 TH vs. you

Level 7: +10 all saves

Level 8: +4 set Reason (prog. bonus)

Level 12: BlahR (RMPIR) +10%

Level 13: 10% to one oBlahR

Level 14: +1 per die w/ damaging spells

Level 16: +1 professional wrestling maneuver

Level 17: inDR 34/+17

Level 20: +40000 goodberries

Level 25: x1.1 saves bonus

Level 26: +1 ability score point

Level 32: +29770 gp per reset

Level 36: 72 charges of 1s immunity

Scarlet True Saving Throws Specialization RDM

Level	KXP	Spells
1	0	(none)
2	3	(none)
3	6	(none)
4	12	(none)
5	24	(none)
6	48	(none)
7	96	(none)
8	192	(none)
9	375	(none)
10	750	(none)
11	1125	(none)
12	1500	(none)
13	1875	(none)
14	2250	(none)
15	2625	(none)
16	3000	(none)
17	3375	(none)
18	3750	(none)
19	4125	(none)
20	4500	(none)
21	4875	(none)
22	5250	(none)
23	5625	(none)
24	6000	(none)
25	6375	(none)
26	6750	(none)
27	7125	(none)
28	7500	(none)
29	7875	(none)
30	8250	(none)
31	8625	(none)
32	9000	(none)
33	9375	(none)
34	9750	(none)
35	10125	(none)
36	10500	(none)

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

Sustain Dex.

Automatically make Chr checks, Psionic Blast saves, and Leadership (Morale) checks.

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).

For Alignment, "(overwrite)" means this class requires the alignment, but it overwrites all of your other alignment restrictions to be that alignment as well.

You have Overhit.

Level 4: One Level 4 Rogue ability, 20 rogue points

Level 6: 1 species resistance

Level 8: 1 spell gets -1 SL

Level 9: x5.5 base TH from class

Level 12: +5 3rd edition skill points

Level 13: Level 13 Custom5 pick

Level 14: +3 distributed among save categories

Level 16: x1.1 XP

Level 17: x(Stat)/(Prereq.) XP, Max = x9.5 XP

Level 19: -1 to HNCL, Luck

Level 19: set hp 3610

Level 21: CL=(21 or HNCL); know 21 schools(666 666 6)

Level 21: +13230 smurfberries

Level 23: Area effect spell hits +1 group

Level 23: +5 damage (with weapons)

Level 26: CL=(26 or HNCL); know 26 schools(776 666 666)

Level 26: Everyone has --1 saves vs. your effects

Level 33: 1 species resistance

Meta- Proficiencies 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=5

This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved).
 You have Overhit.
 Level 1: set dmg 2 per missile attack
 Level 1: 1 species enemy
 Level 4: +1 Research point / reset
 Level 7: +2 set Chr; +10% Money *
 Level 10: Area effect psi power hits +1 group
 Level 10: +1 CL in one class
 Level 11: 1 species enemy
 Level 12: +1 damage (with weapons)
 Level 14: +10% dmg w/ damaging spells
 Level 16: +1/4 to all "number of attacks" rates
 Level 17: +2 proficiencies (all from this class must be same)
 Level 19: +361 eels
 Level 23: +2 set Dex
 Level 24: Overwrite a spell/psi progression with ML=24
 Level 27: +1 damage per die (with spells / psi)
 Level 28: +1 damage per die (with spells / psi)
 Level 30: +1 Class sheet / reset
 Level 36: Ignore one BlahR

Arcane Absolute Damage Penalty 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=5

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis.
 Have access to minor schools/spheres written in the collective that share a group with this class.
 You have Overhit.
 Level 4: Turn Undead at CL=4 (or +1 to existing CL)
 Level 6: +1 A' action /r (3A' -> 1QZ)
 Level 7: +49 eels
 Level 13: Immune to a [C] section effect and it's Capital version
 Level 14: +1 class slot in chosen group
 Level 15: +6750 smurfberries
 Level 16: +1 Edition Number to this class
 Level 18: Set Chr = 46
 Level 19: 25% of one BlahR Evasion
 Level 20: CL=(20 or HNCL); PSPs = ½ of normal Psionicist(A73 1)
 Level 21: +1 race slot
 Level 25: x7.25 hp
 Level 26: +2 set Chr; +10% Money *
 Level 27: +1 race slot
 Level 28: 0, 1/d: Immune to someone for 1t
 Level 31: +5% party money with jobs
 Level 32: CL=(32 or HNCL); know 32 schools(888 877 777)
 Level 36: +1 GGL pick

Specific Proficiencies 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:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis.

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Con.

You get the bonus P,V actions based on high Dex used in earlier versions of the Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 for +1P (so at Dex 22 you can have either +2V or +1P).

You have Overhit.

Level 1: +1 kit (still limited to total kits = LVL)

Level 3: +1 specialty Discipline (psionics)

Level 3: +5 3rd edition skill points

Level 8: |AC| 10

Level 9: BlahR (RMPIR) +10%

Level 12: +5 3rd edition skill points

Level 15: +4 set Coordination (TH)

Level 15: +2 set Con; Regen +15 hp/s *

Level 15: +2 damage per die with spells or psi

Level 19: +1 GGL pick

Level 20: ++1 saves

Level 23: +1/3 Size Class

Level 23: +2 set Wis; +2 Personality *

Level 26: +67600 goodberries

Level 28: 1M, 1/d: Reverse Pixelation

Level 34: +1 damage (with weapons)

Level 35: +2 AT; you don't get AT from armor

Level 35: +4 set Knowledge (prof.)

The Best Status Progression RDM

Level	KXP	Spells	Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=5
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)	Sustain Wis, San (Sanity).
11	975	(none)	You may "project" (copy) your Cml onto one other ability score. This is a constant overwrite, and does count for meeting stat requirements.
12	1300	(none)	This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved).
13	1625	(none)	This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.
14	1950	(none)	Free Of Legend racial adjective.
15	2275	(none)	You have Overhit.
16	2600	(none)	Level 2: +2 damage per die with spells or psi
17	2925	(none)	Level 2: Everyone has --1 TH vs. you
18	3250	(none)	Level 2: x2 base TH from class
19	3575	(none)	Level 3: x1.75 hp
20	3900	(none)	Level 5: +5% money (incl. sold items)
21	4225	(none)	Level 8: Kung Fat: Ability to take professional wrestling, plus a kit slot to take a professional wrestling style.
22	4550	(none)	Level 10: Level 10 Custom5 pick
23	4875	(none)	Level 11: +1 AC
24	5200	(none)	Level 15: Immune to a [C] section effect
25	5525	(none)	Level 17: +1 Research point / reset
26	5850	(none)	Level 23: +1 proficiency
27	6175	(none)	Level 25: +10 AC
28	6500	(none)	Level 28: Weapon Spec, +3 half plusses
29	6825	(none)	Level 30: set hp 9000
30	7150	(none)	Level 30: AC 32
31	7475	(none)	Level 33: +1 Research point / reset
32	7800	(none)	Level 35: +1 to hit
33	8125	(none)	Level 36: x1.1 AC (shift from 10)
34	8450	(none)	
35	8775	(none)	
36	9100	(none)	

Orange Meta- Status Penalty 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:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

Get Int bonus to CL; you can no more than double the original CL of a class.

Get an instance of Wis bonus to one spell progression.

Immune Acid.

You have Overhit.

Level 2: Resist two elements or one element

Level 2: +10 all saves

Level 4: Overwrite a spell/psi progression with ML=4

Level 10: x(Stat)/(Prereq.) XP, Max = x6 XP

Level 11: x(Stat)/(Prereq.) XP, Max = x6.5 XP

Level 11: +1 B Action /r

Level 17: +5 3rd edition skill points

Level 18: +18 SLs

Level 22: Merge Rogue chart up to LVL=22

Level 23: 40 rogue points

Level 23: CL=(23 or HNCL); PSPs = ½ of normal Psionicist(554 4)

Level 25: Set Int = 60

Level 33: #Att w/ Wpn Spec is 11/2

Level 34: x(Stat)/(Prereq.) XP, Max = x18 XP

Level 35: +2 set Wis; +2 Personality *

Level 35: set hp 12250

Level 35: Turn Undead at CL=35 (or +1 to existing CL)

Level 36: 1 spell gets -1 SL

Grand XP RDM

Level	KXP	Spells
		123 456 789
1	0	433 --- ---
2	3.8	433 --- ---
3	7.6	443 3-- ---
4	15.2	443 3-- ---
5	30.4	544 33- ---
6	60.8	544 33- ---
7	121.6	554 433 ---
8	243.2	554 433 ---
9	475	655 443 3--
10	950	655 443 3--
11	1425	665 544 33-
12	1900	665 544 33-
13	2375	766 554 433
14	2850	766 554 433
15	3325	776 655 443
16	3800	776 655 443
17	4275	877 665 544
18	4750	877 665 544
19	5225	887 766 554
20	5700	887 766 554
21	6175	988 776 655
22	6650	988 776 655
23	7125	998 877 665
24	7600	998 877 665
25	8075	A99 887 766
26	8550	A99 887 766
27	9025	AA9 988 776
28	9500	AA9 988 776
29	9975	BAA 998 877
30	10450	BAA 998 877
31	10925	BBA A99 887
32	11400	BBA A99 887
33	11875	CBB AA9 988
34	12350	CBB AA9 988
35	12825	CCB BAA 998
36	13300	CCB BAA 998

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

Sustain Str.

Double your Personality score.

Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.

You have the Cleave feat.

You have Overhit.

Level 1: Level 1 Quintessential Custom6 pick

Level 4: -1 to HNCL, Luck

Level 7: Weapon Spec, +3 half plusses

Level 7: +4 set Knowledge (prof.)

Level 8: Resist two elements or one element

Level 11: +1 alignment

Level 12: +4 set Reason (Will saves); *

Level 13: +1 to hit

Level 14: +1 to d20 & d12 rolls for Turn Undead

Level 14: +1QQV action

Level 15: set TH 160

Level 20: Halve the F in Custom1 picks (Max F=10)

Level 21: Your teleportation type effects cannot be redirected

Level 24: CL=(24 or HNCL); know 24 schools(666 666 666)

Level 27: Ignore one BlahR

Level 29: +4 set Coordination (TH)

Level 32: CL=(32 or HNCL); know 32 schools(BBA AAA)

Level 32: +2 set Chr; +10% Money *

Known Spells:

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

Lose Yourself (SL=1): Sleep 1 group.

The Boys Are Back In Town (SL=2): Summon 2*CL DL=CL/2 Electric Church Priests.

Alabama Hotpocket(SL=3): CL^3 Fire and Brown Pudding dmg.

Gaea's Touch (SL=4): +1QM only for Pixie Queen spells

Mirari's Wake (SL=5): Your subordinates get +1DL and whenever you gain SL's back, you get +1SL.

Gravity Sphere (SL=6): No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)

Violent Ultimatum (SL=7): Destroy three target creatures, spell/psi effects or items.

The Shadow Over Innsmouth (SL=8): Gain a free Deep One racial adj. (&+2str, &+2dex, &+2con, &-2int, &-2wis, &-2chr, &-2cml, &+2AC, &+10hp, &+0th, &÷0.5, claws 1d6 inject seed branded, water breathing, fear aura).

Healing (SL=9): 1 target cured 1 ihp (or all of finite hp) (reverse gives PP save)

Metallic Meta- Proficiencies Specialization RDM

Level	KXP	Spells	Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=5
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)	Automatically make Wis checks and Will saves.
11	975	(none)	Sustain Int, Logic.
12	1300	(none)	Resist Metallic.
13	1625	(none)	You have Overhit.
14	1950	(none)	Level 3: Immune to a [C] section effect
15	2275	(none)	Level 5: 10 charges of 1s immunity
16	2600	(none)	Level 12: 1 species resistance
17	2925	(none)	Level 13: +1 proficiency
18	3250	(none)	Level 13: +2 AT; you don't get AT from armor
19	3575	(none)	Level 17: Level 17 Quintessential Custom6 pick
20	3900	(none)	Level 17: +4 set Reason (prog. bonus)
21	4225	(none)	Level 18: Hit Points +6
22	4550	(none)	Level 20: Level 20 Quintessential Custom6 pick
23	4875	(none)	Level 20: +1 per die w/ damaging spells
24	5200	(none)	Level 21: +4 set Reason (Will saves); *
25	5525	(none)	Level 22: ++1 to hit
26	5850	(none)	Level 23: ++1 to hit
27	6175	(none)	Level 28: x1.1 AC (shift from 10)
28	6500	(none)	Level 29: +5 proficiencies
29	6825	(none)	Level 33: +20% irreducible among *
30	7150	(none)	Level 34: +2 set Int
31	7475	(none)	Level 34: 10% to one oBlahR
32	7800	(none)	
33	8125	(none)	
34	8450	(none)	
35	8775	(none)	
36	9100	(none)	

Proficiencies 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:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg.

This autohits and removes him from your group.

You get x3 effect with these [C7] Combat Maneuvers: Bash, Bypassing Armor, Charge, Cleave, Disarm, Kick, Parry, Sap, Shield Bash, Subdue.

This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved).

This class gives +1 rank of Exceptional Str which stacks on top on what you already have (unless the source says it can't be improved).

You have Overhit.

Level 1: +2 to hit with one weapon, or against one enemy type

Level 1: Immune to a [C] section effect and it's Capital version

Level 4: Set Wis = 18

Level 5: +1 CL in one class

Level 5: -1 to HNCL, Luck

Level 6: +1 to d20 & d12 rolls for Turn Undead

Level 8: One Level 8 Rogue ability, 20 rogue points

Level 9: CL=(9 or HNCL); know 9 schools(322 -2- ---)

Level 13: Set Con = 36

Level 15: +1/3 size "considered larger" for purposes of weapons and armor

Level 19: Immune to an element; doesn't "spread"

Level 19: Halve the F in Custom1 picks (Max F=9.5)

Level 20: Immune to 2 specific effects

Level 23: +1 B Action /r

Level 26: You may use Astral Projection; but in this case, you cannot use P actions or physically attack at all.

Level 26: 887 655 432 [---]

Level 31: x8.75 hp

Level 32: +4 set Balance/Reflex (AC)

Black Mirror Saves 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=5

Automatically make Int checks and category=Spell saves.
 You may "project" (copy) your Cml onto one other ability score. This is a constant overwrite, and does count for meeting stat requirements.
 Double your Personality score.
 Automatically make Con checks, Fort saves, System Shock and Resurrection survival rolls.
 Specialization, MTG Black School
 You have Overhit.
 Level 2: +4 set Knowledge (prof.)
 Level 2: +10% dmg w/ damaging spells
 Level 3: +4 set Leadership (followers); *
 Level 5: +1 professional wrestling maneuver
 Level 8: Halve the F in Custom1 picks (Max F=4)
 Level 16: +2 AT; you don't get AT from armor
 Level 18: Ignore one BlahR
 Level 19: Everyone has --1 saves vs. your effects
 Level 19: Can have 2 groups of the same summon
 Level 21: Area effect spell hits +1 group
 Level 22: +1 Race Ability (÷1)
 Level 23: +1 attack per P action with one weapon
 Level 25: +2 set Str; +2 more Str FPOW *
 Level 29: Ignore one BlahR
 Level 30: CL=(30 or HNCL); know 30 schools(777 777 7)
 Level 31: x1.1 to hit bonus
 Level 36: Set Wis = 82
 Level 36: x10 hp

The Fifth Spell To Hit 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:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=5

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Str.

+2 Kit slots.

+1 S action only usable in segment 5.

You have Overhit.

Level 8: 0, 1/d: Immune to someone for 1t

Level 11: +10 AC

Level 13: +2 half plusses /reset

Level 13: ++1 to d20 and +1d12 effect with Turning

Level 15: +1 race slot

Level 18: 36 charges of 1s immunity

Level 19: x5.75 hp

Level 20: ++1 damage (this adds +1 base die of damage)

Level 21: +100 max hp

Level 24: +22 weapon needed to hit you

Level 25: Level 25 Custom5 pick

Level 25: ++1 AC (adds your armor base AT again)

Level 26: +4 set Coordination (TH)

Level 26: +1 to number of summons (same group)

Level 28: +2 set Con; Regen +28 hp/s *

Level 29: iIR LVL*10%

Level 32: Everyone has --1 saves vs. your effects

Level 32: +1 all saves

Capital Saving Throws RDM

Level	KXP	Spells	Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=5
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)	You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action.
11	900	(none)	You can use an unlimited amount of shifting of Subability scores ("sleazing") for Str.
12	1200	(none)	Gives +2 Personality per level, regardless of which calculation is being used
13	1500	(none)	(Int+Chr+level or Wis+Con+level). The Alt2 version (Reason) gives this bonus as well; the Alt1 version (Intuition) does not.
14	1800	(none)	Resist falling damage.
15	2100	(none)	You have Overhit.
16	2400	(none)	Level 1: x1.1 damage
17	2700	(none)	Level 3: +1 B Action /r
18	3000	(none)	Level 4: +4 set Reason (prog. bonus)
19	3300	(none)	Level 4: +1/4 to all "number of attacks" rates
20	3600	(none)	Level 4: What you need to hit = (target's AC)÷4
21	3900	(none)	Level 5: set dmg 125 per melee attack
22	4200	(none)	Level 7: x2.75 hp
23	4500	(none)	Level 11: CL=(11 or HNCL); know 11 schools(553 321 -)
24	4800	(none)	Level 12: Set Chr = 34
25	5100	(none)	Level 13: +2 set Dex
26	5400	(none)	Level 24: Custom2 picks (Max F=12)
27	5700	(none)	Level 25: set hp 6250
28	6000	(none)	Level 30: Immune to Retributive Strikes (your's or other's), Own Effects, Ego of x(LVL-6)/3 mult.
29	6300	(none)	Level 31: Level 31 Quintessential Custom6 pick
30	6600	(none)	Level 32: +2 AT; you don't get AT from armor
31	6900	(none)	Level 32: +1/3 Size Class
32	7200	(none)	Level 36: set dmg 2592 per missile attack
33	7500	(none)	Level 36: +4 set Knowledge (prof.)
34	7800	(none)	
35	8100	(none)	
36	8400	(none)	