

The Worst Demigod Status 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 Cml checks and Reaction checks. If you have a summon,
11	1125	(none)	monsters will attack it before you.
12	1500	(none)	Sustain Wis, San (Sanity).
13	1875	(none)	Automatically make Dex checks and Reflex saves.
14	2250	(none)	Free Vanilla racial adjective that you must take.
15	2625	(none)	You have Overhit.
16	3000	(none)	Level 1: ++1 saves
17	3375	(none)	Level 5: +1 Research point / reset
18	3750	(none)	Level 6: +1 Race Ability (÷1)
19	4125	(none)	Level 7: Fool: -1 Int, +50 Rogue points
20	4500	(none)	Level 7: +1 kit (still limited to total kits = LVL)
21	4875	(none)	Level 7: +4 set Reason (Will saves); *
22	5250	(none)	Level 7: Resist two [C] section effects
23	5625	(none)	Level 11: x1.1 saves bonus
24	6000	(none)	Level 11: set dmg 242 per missile attack
25	6375	(none)	Level 18: +1 proficiency
26	6750	(none)	Level 25: set TH 260
27	7125	(none)	Level 25: +4 set Fitness (hp bonus)
28	7500	(none)	Level 25: x1.1 XP
29	7875	(none)	Level 28: Hit Points +6
30	8250	(none)	Level 31: inDR 62/+31
31	8625	(none)	Level 32: +1 damage (with weapons)
32	9000	(none)	Level 34: CL=(34 or HNCL); PSPs = ½ of normal Psionicist(877 7)
33	9375	(none)	Level 36: 1 psi power gets -1 SL
34	9750	(none)	
35	10125	(none)	
36	10500	(none)	

Orange Speciality Proficiencies Requirements 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 Con checks, Fort saves, System Shock and Resurrection survival rolls.
11	975	(none)	Double your Personality score.
12	1300	(none)	Immune Acid.
13	1625	(none)	You have Overhit.
14	1950	(none)	Level 1: +1/3 size "considered larger" for purposes of weapons and armor
15	2275	(none)	Level 4: +1 feat (can go beyond limit with this)
16	2600	(none)	Level 5: +30 saving throws that you distribute
17	2925	(none)	Level 7: +2 damage per die with spells or psi
18	3250	(none)	Level 8: +1 limited ML *
19	3575	(none)	Level 9: What you need when saving = (save DC)÷9
20	3900	(none)	Level 14: +1 CL in one class
21	4225	(none)	Level 18: Hit Dice & 1d4
22	4550	(none)	Level 20: +1 kit (still limited to total kits = LVL)
23	4875	(none)	Level 24: x1.1 saves bonus
24	5200	(none)	Level 24: +1 kit (still limited to total kits = LVL)
25	5525	(none)	Level 26: Immune to an element; does "spread"
26	5850	(none)	Level 29: +1 alignment
27	6175	(none)	Level 31: +1 to number of summons (same group)
28	6500	(none)	Level 31: x16.5 base TH from class
29	6825	(none)	Level 35: AC 37
30	7150	(none)	Level 36: Immune to an element; doesn't "spread"
31	7475	(none)	Level 36: +1 professional wrestling maneuver
32	7800	(none)	
33	8125	(none)	
34	8450	(none)	
35	8775	(none)	
36	9100	(none)	

Arch- Stat Status 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	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)	Double your Personality score.
11	1125	(none)	Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.
12	1500	(none)	Automatically make Chr checks, Psionic Blast saves, and Leadership (Morale) checks.
13	1875	(none)	Free Arch class adjective. You have Overhit.
14	2250	(none)	Level 1: What you need when saving = (save DC)÷1
15	2625	(none)	Level 3: +1 feat (can go beyond limit with this)
16	3000	(none)	Level 3: 1 spell gets -1 SL
17	3375	(none)	Level 6: CL=(6 or HNCL); know 6 schools(21- 1-- ---)
18	3750	(none)	Level 8: +1 tentacle
19	4125	(none)	Level 8: Level 8 Custom5 pick
20	4500	(none)	Level 11: +4 set Balance/Reflex (AC)
21	4875	(none)	Level 13: +3" move rate
22	5250	(none)	Level 14: 0, 1/r: Counter someone entering your group (either by moving or by other means).
23	5625	(none)	Level 17: xx1.02 XP for the whole party
24	6000	(none)	Level 18: +2 set Dex
25	6375	(none)	Level 20: Everyone has --1 TH vs. you
26	6750	(none)	Level 21: Set Chr = 52
27	7125	(none)	Level 24: set TH 250
28	7500	(none)	Level 27: +4 set Efficiency (TH)
29	7875	(none)	Level 31: +1 LVL with Omens
30	8250	(none)	Level 34: +4 set Reason (prog. bonus)
31	8625	(none)	Level 34: +10 all saves
32	9000	(none)	
33	9375	(none)	
34	9750	(none)	
35	10125	(none)	
36	10500	(none)	

White Damage 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 Str checks, PP saves, Bend Bars and Lift Gates rolls.

+1 summon slot.

Specialization, MTG White School

You have Overhit.

Level 1: 1-- --- --- [---]

Level 3: +4 set Knowledge (prof.)

Level 7: +1 CL in one class

Level 7: set TH 80

Level 9: Immune to a [C] section effect and it's Capital version

Level 10: +100 max hp

Level 11: -1/3 Size Class

Level 17: +1 A' action /r (3A' -> 1QZ)

Level 19: 765 443 1-- [---]

Level 20: 1 species resistance

Level 21: You are immune to "summoning sickness" and "teleport sickness".

Level 21: +1 to number of summons (same group)

Level 29: +1 A' action /r (3A' -> 1QZ)

Level 31: +5 proficiencies

Level 32: +2 half plusses /reset

Level 34: +1 B Action /r

Level 35: aBlahR (aRaMaPaIR) +10%

Level 36: set dmg 6480 per melee attack

Scarlet Exponential To Hit 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

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).

When using Wisdom for bonus spells, can use Simplified Wis Bonus, or convert all the SLs in the standard chart into one pool, and redistribute SLs as you like.

Resist falling damage.

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 1: x1.5 base TH from class

Level 2: |AC| 4

Level 3: +2 set Str; +2 more Str FPOW *

Level 4: +1 Edition Number to this class

Level 7: +1 tentacle

Level 7: x(Stat)/(Prereq.) XP, Max = x4.5 XP

Level 7: +2 damage per die with spells or psi

Level 7: +49 eels

Level 11: CL=(11 or HNCL); PSPs = 1/2 of normal Psionicist(332 -)

Level 11: +4 set Leadership (followers); *

Level 15: Set Str = 40

Level 16: +4 set Muscle (dmg); *

Level 17: +4 set Balance/Reflex (AC)

Level 19: +1 set Cml

Level 19: +1 specialty Discipline (psionics)

Level 22: CL=(22 or HNCL); know 22 schools(666 666 6)

Level 26: +1 damage per die (with spells / psi)

Level 26: iStatusR 130%

Anti- Status Picks 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

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.
 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).
 Resist falling damage.
 On one spell/psi power/ability, you may change all instances of "Dispel", "Immune to", or "Ignore" to "Dispel", "Immune to", or "Ignore".
 You have Overhit.
 Level 3: Connected: You know a friend in every city, for shelter and/or locating a shop/person
 Level 3: 1M, 1/t: Dispel Exhaustion
 Level 4: x1.1 saves bonus
 Level 5: Tactical move: 1N: +1 group
 Level 5: +4 set Reason (prog. bonus)
 Level 6: +2 proficiencies (all from this class must be same)
 Level 7: +1 alignment
 Level 12: ++1 to hit
 Level 13: +4 set Leadership (followers); *
 Level 13: ++1 to hit
 Level 18: Your summons have +1 rhp
 Level 18: +4 set Health (Fort saves); *
 Level 23: Immune to an element; doesn't "spread"
 Level 27: 1M, 1/t: Fix
 Level 28: Set Con = 66
 Level 29: +2 AT; you don't get AT from armor
 Level 31: +2 set Dex
 Level 35: -1/3 Size Class

Maldev 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

Sustain Con.

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).

Automatically make Wis checks and Will saves.

Sustain Wis, San (Sanity).

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

You have Overhit.

Level 5: Custom2 picks (Max F=2.5)

Level 6: You get x3 effect with these [C7] Combat Maneuvers: Bash, Bypassing Armor, Charge, Cleave, Disarm, Kick, Parry, Sap, Shield Bash, Subdue.

Level 14: What you need when saving = (save DC)÷14

Level 16: +4 set Intuition (prog. bonus)

Level 19: +4 set Presence (prog. bonus); *

Level 19: set AC 210

Level 21: +1 race slot

Level 24: iStatusR 120%

Level 24: 10% to one oBlahR

Level 28: x1.1 saves bonus

Level 30: x1.1 AC (shift from 10)

Level 30: +30 saving throws that you distribute

Level 30: +1 professional wrestling maneuver

Level 33: ++1 to hit

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

Level 35: +2 set Dex

Level 36: +2 set Str; +2 more Str FPOW *

Level 36: +1 LVL with Omens

Orange Damage Requirements 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)	Sustain Con.
11	900	(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.
12	1200	(none)	Immune Acid.
13	1500	(none)	You have Overhit.
14	1800	(none)	Level 3: +4 set Health (Fort saves); *
15	2100	(none)	Level 4: +15% irreducible among **
16	2400	(none)	Level 5: 32- --- --- [---]
17	2700	(none)	Level 6: 12 charges of 1s immunity
18	3000	(none)	Level 8: +1 per die w/ damaging spells
19	3300	(none)	Level 8: Ignore one BlahR
20	3600	(none)	Level 9: +5% money (incl. sold items)
21	3900	(none)	Level 11: Sell items for 64+LVL% of value instead of 50%
22	4200	(none)	Level 13: Immune to an element; doesn't "spread"
23	4500	(none)	Level 16: +0.2 in mixed race abilities
24	4800	(none)	Level 17: +1 LVL with Omens
25	5100	(none)	Level 19: +5 proficiencies
26	5400	(none)	Level 20: Set Wis = 50
27	5700	(none)	Level 29: +2 AT; you don't get AT from armor
28	6000	(none)	Level 30: +2 damage per die with spells or psi
29	6300	(none)	Level 32: +4 set Coordination (TH)
30	6600	(none)	Level 33: +1 professional wrestling maneuver
31	6900	(none)	Level 34: +2 damage per die with spells or psi
32	7200	(none)	
33	7500	(none)	
34	7800	(none)	
35	8100	(none)	
36	8400	(none)	

True Status 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

When using Wisdom for bonus spells, can use Simplified Wis Bonus, or convert all the SLs in the standard chart into one pool, and redistribute SLs as you like.
 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.
 Automatically make Int checks and category=Spell saves.
 You have Overhit.
 Level 4: ++1 damage (this adds +1 base die of damage)
 Level 8: Level 8 Quintessential Custom6 pick
 Level 9: One Rogue Ability, with LVL*10 points
 Level 9: Level 9 Custom5 pick
 Level 11: Area effect psi power hits +1 group
 Level 12: Custom2 picks (Max F=6)
 Level 14: +4 set Reason (prog. bonus)
 Level 15: +1 kit (still limited to total kits = LVL)
 Level 19: x1.1 AC (shift from 10)
 Level 20: x1.1 saves bonus
 Level 21: +1 limited ML *
 Level 23: Immune to a [C] section effect and it's Capital version
 Level 25: What you need to hit = (target's AC)÷25
 Level 29: +2 set Con; Regen +29 hp/s *
 Level 29: +1 B Action /r
 Level 32: +1 Edition Number to this class
 Level 36: x1.1 XP
 Level 36: set dmg 2592 per missile attack

Green Stat Armor Class Picks 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

This class gives +1 rank of Exceptional Int which stacks on top on what you already have (unless the source says it can't be improved).
 Specialization, MTG Green School.
 You have Overhit.
 Level 1: +1 to hit
 Level 4: ++1 to d20 and +1d12 effect with Turning
 Level 5: +5% party money with jobs
 Level 6: 1 species enemy
 Level 10: CL=(10 or HNCL); know 10 schools(322 1-1 -)
 Level 11: +20% irreducible among *
 Level 11: ++1 to d20 and +1d12 effect with Turning
 Level 15: 40 rogue points
 Level 18: +LVL*100 item XP in Weapon flags per day
 Level 18: 333 222 21- [--- --]
 Level 19: +1 to d20 & d12 rolls for Turn Undead
 Level 19: Level 19 Quintessential Custom6 pick
 Level 21: +4 set Muscle (dmg); *
 Level 25: +18750 smurfberries
 Level 26: +1 damage (with weapons)
 Level 28: +784 eels
 Level 29: +1 wear location
 Level 31: +5 proficiencies

The Last Ignore Damage Picks 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	2.8	(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)	Sustain Con.
11	1050	(none)	This class gives +1 rank of Exceptional Int which stacks on top on what you already have (unless the source says it can't be improved).
12	1400	(none)	Free Dead Timeline racial adjective.
13	1750	(none)	You have Overhit.
14	2100	(none)	Level 2: One Level 2 Rogue ability, 20 rogue points
15	2450	(none)	Level 5: +750 smurfberries
16	2800	(none)	Level 9: x1.1 damage Level 9: ++1 saves
17	3150	(none)	Level 9: +1 attack per P action with one weapon
18	3500	(none)	Level 10: 20 charges of 1s immunity
19	3850	(none)	Level 11: x1.1 saves bonus
20	4200	(none)	Level 13: +4 set Leadership (followers); *
21	4550	(none)	Level 17: +1 class slot in chosen group
22	4900	(none)	Level 22: +1 Edition Number to this class Level 22: +4 AC
23	5250	(none)	Level 23: +1 A' action /r (3A' -> 1QZ)
24	5600	(none)	Level 26: +1 professional wrestling maneuver
25	5950	(none)	Level 33: Halve the F in Custom1 picks (Max F=16.5)
26	6300	(none)	Level 34: +1 per die w/ damaging spells
27	6650	(none)	Level 34: Everyone has --1 saves vs. your effects
28	7000	(none)	Level 35: Hit Dice & 1d4
29	7350	(none)	Level 35: #Att w/ Wpn Spec is 11/2
30	7700	(none)	
31	8050	(none)	
32	8400	(none)	
33	8750	(none)	
34	9100	(none)	
35	9450	(none)	
36	9800	(none)	

Infinite Armor Class Picks RDM

Level	KXP	Spells
1	0	(none)
2	42.6	(none)
3	85.2	(none)
4	170.4	(none)
5	340.8	(none)
6	681.6	(none)
7	1363.2	(none)
8	2726.4	(none)
9	5325	(none)
10	10650	(none)
11	15975	(none)
12	21300	(none)
13	26625	(none)
14	31950	(none)
15	37275	(none)
16	42600	(none)
17	47925	(none)
18	53250	(none)
19	58575	(none)
20	63900	(none)
21	69225	(none)
22	74550	(none)
23	79875	(none)
24	85200	(none)
25	90525	(none)
26	95850	(none)
27	101175	(none)
28	106500	(none)
29	111825	(none)
30	117150	(none)
31	122475	(none)
32	127800	(none)
33	133125	(none)
34	138450	(none)
35	143775	(none)
36	149100	(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 an instance of Wis bonus to one spell progression.

Get an instance of Wis bonus to one spell progression.

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

Has "infinite" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's. Certain abilities may be limited to a finite amount, due to Multiverse Project limits.

You have Overhit.

Level 1: +30 smurfberries

Level 4: +2 half plusses /reset

Level 8: inDR 16/+8

Level 12: +2 set Wis; +2 Personality *

Level 14: +2 set Chr; +10% Money *

Level 16: +5 damage (with weapons)

Level 17: Your spells/psi shift blahR by -25%

Level 20: +1 GGL pick

Level 21: +2 half plusses /reset

Level 25: +1 attack per P action with one weapon

Level 27: +1 proficiency

Level 27: ++1 to d20 and +1d12 effect with Turning

Level 27: CL=(27 or HNCL); PSPs = 1/2 of normal Psionicist(665 5)

Level 27: CL=(27 or HNCL); PSPs = 1/2 of normal Psionicist(HB6 4)

Level 31: iStatusR 155%

Level 34: +1 class slot in chosen group

Level 35: Your summons have +1 rhp

Level 35: +1 feat (can go beyond limit with this)

To Hit 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 Wis which stacks on top on what you already have (unless the source says it can't be improved).
 You have Overhit.
 Level 1: +1 kit (still limited to total kits = LVL)
 Level 1: +4 set Leadership (followers); *
 Level 1: +4 set Coordination (TH)
 Level 3: Your summons have +1 rhp
 Level 13: set dmg 845 per melee attack
 Level 15: +1 to hit
 Level 16: Blink Wounder: (May cast as a 0 action): Blink. If you material component, you can blink twice this segment (you may act between the blinks)
 Level 16: |AC| 18
 Level 17: +4 set Leadership (followers); *
 Level 21: x(Stat)/(Prereq.) XP, Max = x1.5 XP
 Level 21: +1/3 size "considered larger" for purposes of weapons and armor
 Level 22: +1 attack per P action with one weapon
 Level 23: Emulate the abilities of (LVL-3)/2 specialty priest powers
 Level 23: +1 Race Ability (÷1)
 Level 29: +10% dmg w/ damaging spells
 Level 33: CL=(33 or HNCL); know 33 schools(BBB BAA)
 Level 35: 1M, 1/d: Reverse Pixelation
 Level 35: Area effect psi power hits +1 group

Scarlet XP Picks 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 Int which stacks on top on what you already have (unless the source says it can't be improved).

Sustain Str.

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).

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 1: +2 set Str; +2 more Str FPOW *

Level 2: x1.1 AC (shift from 10)

Level 4: +1 to number of summons (same group)

Level 5: +x(level+1) max hp

Level 6: +1 GGL pick

Level 7: +1 race slot

Level 8: 1M: Tesseract (teleport to any location you can see)

Level 9: +1 tentacle

Level 14: +1/4 to all "number of attacks" rates

Level 14: +100 max hp

Level 15: +1 to number of summons (same group)

Level 19: Immune to a [C] section effect

Level 21: Set Str = 52

Level 26: Everyone has --1 TH vs. you

Level 30: +3 distributed among save categories

Level 31: +0.2 in mixed race abilities

Level 35: 40 rogue points

Level 36: xx1.02 XP for the whole party

Dragon Saves 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

+2 Kit slots.

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

Dragon magic (Dracomancy).

You have Overhit.

Level 2: 1 species enemy

Level 3: +3 SLs

Level 5: Immune to a [C] section effect

Level 7: 0, 1/d: Immune to someone for 1t

Level 9: 40 rogue points

Level 12: x1.1 saves bonus

Level 13: Everyone has --1 saves vs. your effects

Level 13: +2 AT; you don't get AT from armor

Level 15: 1 species resistance

Level 17: CL=(17 or HNCL); know 17 schools(666 666 6)

Level 21: Set Wis = 52

Level 22: CL=(22 or HNCL); know 22 schools(554 444 4)

Level 26: +1/3 size "considered larger" for purposes of weapons and armor

Level 26: +1 limited ML *

Level 29: +4 set Leadership (followers); *

Level 34: +2 set Int

Level 36: x10 hp

Level 36: Set Cml = 90

XP 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

Sustain Str.

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).

Double your Personality score.

You have Overhit.

Level 1: x1.1 damage

Level 2: +70 gp per reset

Level 2: 1M, 1/t: Death's Door

Level 3: -1 to HNCL, Luck

Level 3: Area effect spell hits +1 group

Level 6: Set Con = 22

Level 8: x3 hp

Level 9: +7 weapon needed to hit you

Level 10: Tactical move: 1N: +1 group

Level 12: +1 set Cml

Level 16: +1 per die w/ damaging spells

Level 17: +1 wear location

Level 21: Everyone has --1 TH vs. you

Level 23: CL=(23 or HNCL); PSPs = 1/2 of normal Psionicist(D94 2)

Level 24: +20 AT

Level 28: inDR 56/+28

Level 30: ++1 to d20 and +1d12 effect with Turning

Level 31: +1/3 Size Class

Status Penalty RDM

Level	KXP	Spells	Requisites:
		123 456 789	Alignment: any
1	0	766 --- ---	HD/level:
2	3.6	766 --- ---	Weapon Prof.: 0+level/0
3	7.2	776 6-- ---	To Hit Table: (none)
4	14.4	776 6-- ---	Saves: (none)
5	28.8	877 66- ---	Reference: RDM
6	57.6	877 66- ---	Groups: Mini
7	115.2	887 766 ---	Complexity: CF=5
8	230.4	887 766 ---	
9	450	988 776 6--	
10	900	988 776 6--	Sustain Chr, Cml.
11	1350	998 877 66-	You have Overhit.
12	1800	998 877 66-	Level 1: AC 3
13	2250	A99 887 766	Level 3: 3-- --- --- [---]
14	2700	A99 887 766	Level 5: +2 AT; you don't get AT from armor
15	3150	AA9 988 776	Level 5: Immune to a [C] section effect and it's Capital version
16	3600	AA9 988 776	Level 6: +1 Edition Number to this class
17	4050	BAA 998 877	Level 8: BlahR (RMPIR) +10%
18	4500	BAA 998 877	Level 10: +1 damage per die (with spells / psi)
19	4950	BBA A99 887	Level 14: +1 to hit
20	5400	BBA A99 887	Level 15: +5 3rd edition skill points
21	5850	CBB AA9 988	Level 15: +2 set Int
22	6300	CBB AA9 988	Level 15: +30 saving throws that you distribute
23	6750	CCB BAA 998	Level 16: +4 set Coordination (TH)
24	7200	CCB BAA 998	Level 16: Your summons have +1 offensive DL
25	7650	DCC BBA A99	Level 18: +1 specialty School or Sphere
26	8100	DCC BBA A99	Level 22: +2 damage per die with spells or psi
27	8550	DDC CBB AA9	Level 27: +1 B Action /r
28	9000	DDC CBB AA9	Level 29: x1.1 AC (shift from 10)
29	9450	EDD CCB BAA	Level 32: Your summons have +1 rhp
30	9900	EDD CCB BAA	Known Spells:
31	10350	EED DCC BBA	Remove [Status Name] (SL=SEL): You can remove this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).
32	10800	EED DCC BBA	Have X, Will Travel (SL=1): Choose an item; that item has instant returning.
33	11250	FEE DDC CBB	Force Spike (SL=2): 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.
34	11700	FEE DDC CBB	All My Shootings Be Drivebys (SL=3): When you leave a group of enemies, you may use a psi power as a Z action.
35	12150	FFE EDD CCB	Living Lands (SL=4): Summon CL Treefolk (DL=2), together they occupy 1 summon slot.
36	12600	FFE EDD CCB	Call of the Wild (SL=5): Summon any real-world animal (your choice), you get CL/DL of them (round up)

It's Over (SL=6): 1bM: End the half segment.
Penteract(SL=7): Travel through the 6th dimension to an alternate timeline where you existed, currently exist or yet to exist.
Force Choke(SL=8): Ranged touch attack that hits: CL dmg/s. Lockdown target's actions.
The Birds (SL=9): Double your bird summons (1 group) and all of your Bird summons are Capital S skinned Branded.

The Final Exponential Armor Class 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).
 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).
 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).
 +1 slowS action.
 You have Overhit.
 Level 1: +1 A' action /r (3A' -> 1QZ)
 Level 1: Your summons have +1 defensive DL
 Level 2: 1M, 1/d: Protection from Death
 Level 3: 1M, 1/d: Raise Dead
 Level 5: +3 weapon needed to hit you
 Level 9: -1/3 Size Class
 Level 11: +1 attack per P action with one weapon
 Level 16: +2 proficiencies (all from this class must be same)
 Level 17: x1.1 to hit bonus
 Level 18: +1 ability score point
 Level 21: +1 attack per P action with one weapon
 Level 21: +4 set Leadership (followers); *
 Level 23: Gets two picks from Custom Mini9.1
 Level 23: +4 set Leadership (followers); *
 Level 26: ++1 saves
 Level 27: +3" move rate
 Level 31: +1 professional wrestling maneuver
 Level 33: +2 set Dex

Status 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

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).
 Automatically make Wis checks and Will saves.
 Sustain hp and immune to Vile and Permanent dmg.
 You have Overhit.
 Level 1: +1 LVL with Omens
 Level 3: 3-- --- --- [---]
 Level 4: Weapon Spec, +3 half plusses
 Level 5: 1 DL worth of magic items /reset
 Level 11: +4 set Knowledge (prof.)
 Level 13: x7.5 base TH from class
 Level 14: CL=(14 or HNCL); know 14 schools(433 321 2)
 Level 18: Your summons have +1 rhp
 Level 19: +1 tentacle
 Level 20: Set Str = 50
 Level 20: |AC| 22
 Level 23: 46 charges of 1s immunity
 Level 25: +1 feat (can go beyond limit with this)
 Level 25: Area effect spell hits +1 group
 Level 27: -1/3 Size Class
 Level 31: +4 set Reason (prog. bonus)
 Level 35: +20 AT
 Level 36: +1 specialty School or Sphere

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

Resist falling damage.

Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.

You have Overhit.

Level 1: One Level 1 Rogue ability, 20 rogue points

Level 2: 0, 1/d: Immune to someone for 1t

Level 4: +4 set Health (Fort saves); *

Level 5: Level 5 Custom5 pick

Level 6: +LVL*3" bonus to movement rate

Level 7: ½M: Cure 10*LVL hp to one target.

Level 9: +3 distributed among save categories

Level 13: +5 3rd edition skill points

Level 13: -13 per physical attack

Level 14: +1 Research point / reset

Level 16: Weapon Spec, +3 half plusses

Level 21: set TH 220

Level 22: +1QQV action

Level 25: -25 per physical attack

Level 27: +1 alignment

Level 32: +1 to d20 & d12 rolls for Turn Undead

Level 34: Immune to a [C] section effect

Level 35: CL=(35 or HNCL); PSPs = ½ of normal Psionicist(887 7)