

# Chromatic Non-Binary Misogynist RDM

Level	KXP	Spells
1	0	+1 ML
2	9	+2 ML
3	18	+3 ML
4	36	+4 ML
5	72	+5 ML
6	144	+6 ML
7	288	+7 ML
8	576	+8 ML
9	1125	+9 ML
10	2250	+10 ML
11	3375	+11 ML
12	4500	+12 ML
13	5625	+13 ML
14	6750	+14 ML
15	7875	+15 ML
16	9000	+16 ML
17	10125	+17 ML
18	11250	+18 ML
19	12375	+19 ML
20	13500	+20 ML
21	14625	+21 ML
22	15750	+22 ML
23	16875	+23 ML
24	18000	+24 ML
25	19125	+25 ML
26	20250	+26 ML
27	21375	+27 ML
28	22500	+28 ML
29	23625	+29 ML
30	24750	+30 ML
31	25875	+31 ML
32	27000	+32 ML
33	28125	+33 ML
34	29250	+34 ML
35	30375	+35 ML
36	31500	+36 ML

**Requisites: Str 16, Cml 16**  
**Alignment: JS**  
**HD/level: & 1d6**  
**Weapon Prof.: & 6+level/3**  
**To Hit Table: 3xCTD0**  
**Saves: 2xCust**  
**Reference: RDM**  
**Groups: Futureshifted, Offensive**  
**Complexity: CF=1**

Rolls 1d30 to hit and for saves. Automatically hits (succeeds) on a natural 29-30.  
 Automatically misses on a 1.  
 Can identify and manipulate internet objects up to TechL=LVL+5.  
 Psi10 (class) PSPs = (LVL+Int+Wis-20)\*5.  
 Resist Chromatic.  
 Level 1: Speak Leftwing Nutjob language.  
 Level 1: Rolls 1d100-40 for ability score, proficiency and skill checks.  
 Level 2: Decide to walk with me: x2 Move for allies who share your alignment.  
 Level 5: You may convert 2W -> 1RS (for yourself).

# Indigo Combat Interventioner of Good RDM

Level	KXP	Spells				Requisites: Dex 18, Wis 18, Class slots 2 Alignment: NW HD/level: & ‡1d5 Weapon Prof.: & 7+level/3 To Hit Table: War Saves: 3xWiz Reference: RDM Groups: Priest, PCDesigned, Overt Complexity: CF=1
		123	456	789		
1	0	2--	---	---		
2	13.4	2--	---	---		
3	26.8	22-	---	---		
4	53.6	22-	---	---		
5	107.2	322	---	---		
6	214.4	322	---	---		
7	428.8	332	2--	---		
8	857.6	332	2--	---		
9	1675	433	22-	---		
10	3350	433	22-	---	"Sporacle-ize" is a Psi29 Minor for you.	
11	5025	443	322	---	Can buy Super Str or Con for 1 slot each	
12	6700	443	322	---	Sphere robe (-1 SL) in Law	
13	8375	544	332	2--	Immune Insanity.	
14	10050	544	332	2--	Level 1: +1 tac move when in academic related rooms.	
15	11725	554	433	22-	Level 1: Can trade 5(M or P) -> IRS action (you can use 1S+1V+1RS /s)	
16	13400	554	433	22-	Level 1: +100% gp from selling snake oil elixirs.	
17	15075	655	443	322	Level 1: On a natural roll of 20-LVL/2 or greater with a melee attack, you Sharpness the target.	
18	16750	655	443	322	Level 1: +1QM Action.	
19	18425	665	544	332	Level 1: Flying LVL*3" (C) and Immune to Breath Weapons.	
20	20100	665	544	332	Level 1: + LVL Feats.	
21	21775	766	554	433	Known Spells:	
22	23450	766	554	433	Murder of Crows N (SL=N): Flock of carnivorous crows attack one target (material component for two), target takes SL^4 dmg and Capital S skinned, Flock flies off afterwards.	
23	25125	776	655	443	Phthalo Blue (SL=1): Energy field destroys all objects and effects or Creatures sent to another plane (Will negates).	
24	26800	776	655	443	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).	
25	28475	877	665	544	Arenson's Aura (SL=3): 0, sacrifice a maintained effect: Dispel a maintained effect.	
26	30150	877	665	544	10 (SL=4): 1M: A group gets +LVL set Con.	
27	31825	887	766	554	We Are the Road Crew (SL=5): Your PC party doesn't generate ?'s in dungeons.	
28	33500	887	766	554	Holy Orders (SL=6): Gain priest abilities at level = LVL.	
29	35175	988	776	655	Legacy Weapon (SL=7): 1M: *Destroy* (or Capital S Slay) an item, effect, or creature (TechR to resist)	
30	36850	988	776	655	Arena Level (SL=8): The current dungeon level becomes one huge room.	
31	38525	998	877	665	Ultraplanar Boon (SL=9): Area effect: +25 distributed among random ability scores	
32	40200	998	877	665		
33	41875	A99	887	766		
34	43550	A99	887	766		
35	45225	AA9	988	776		
36	46900	AA9	988	776		

# Mixerulator RDM

Level	KXP	Spells	<b>Requisites: Int 15, Wis 15, Chr 15, Class slots 2</b> <b>Alignment: LS</b> <b>HD/level: &amp; 1d5</b> <b>Weapon Prof.: &amp; 8+level/3</b> <b>To Hit Table: 2xWiz</b> <b>Saves: 2xCTD0</b> <b>Reference: RDM</b> <b>Groups: Psionicist, Custom, Demigod</b> <b>Complexity: CF=1</b>
		123 456 789	
1	0	2-- --- ---	
2	7	2-- --- ---	
3	14	22- --- ---	
4	28	22- --- ---	
5	56	322 --- ---	
6	112	322 --- ---	
7	224	332 2-- ---	
8	448	332 2-- ---	
9	875	433 22- ---	
10	1750	433 22- ---	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.")
11	2625	443 322 ---	Can use Psi10 powers:
12	3500	443 322 ---	Gets Extra Barb Str, Extra Barb Con, Barb Wis, and Barb Chr.
13	4375	544 332 2--	Level 3: 1M: Counter an effect from an item.
14	5250	544 332 2--	Level 22: Pick another ability from I-IX above. If you pick an ability more than once, M action costs go to V, V costs go to 0 (zero action).
15	6125	554 433 22-	Known Spells:
16	7000	554 433 22-	Feather Shield N (SL=N): Blocks the first SL attacks (melee or ranged). Doesn't count as a stone skin.
17	7875	655 443 322	Working for the Man (SL=1): Spend X gp: Charm a group. (DC = square root of X).
18	8750	655 443 322	*Curse* Shield (SL=2): Damaging shield (--1 to all die rolls per hit) of type *Curse*.
19	9625	665 544 332	You Resist *Curse* while running this.
20	10500	665 544 332	Silver Drake (SL=3): When casting, sacrifice a summon: Summon a DL IV Drake, it flies.
21	11375	766 554 433	Sweet Child O' Mine (SL=4): You have a clone in storage that is SL years old.
22	12250	766 554 433	Windwalk Cloud(SL=5): Windwalk as spell.
23	13125	776 655 443	Desert Twister (SL=6): Destroy something (PP save, like a Disintegrate spell)
24	14000	776 655 443	Imprison Soul (SL=7): Trap the Soul on a target plus 1d4 Con dmg/day.
25	14875	877 665 544	Tended Garden (SL=8): Every segment you don't act, you may do the Summon Spirit
26	15750	877 665 544	"Level:" ability for 1N action. Can have +3 spirits in a summon slot.
27	16625	887 766 554	Vine (SL=9): Can have +6 spirits in a summon slot; 1V: Give a target +1 instance of tactical movement.
28	17500	887 766 554	
29	18375	988 776 655	
30	19250	988 776 655	
31	20125	998 877 665	
32	21000	998 877 665	
33	21875	A99 887 766	
34	22750	A99 887 766	
35	23625	AA9 988 776	
36	24500	AA9 988 776	

# Beast Horror of the Coast3 RDM

Level	KXP	Spells
1	0	+1 ML
2	6.8	+2 ML
3	13.6	+3 ML
4	27.2	+4 ML
5	54.4	+5 ML
6	108.8	+6 ML
7	217.6	+7 ML
8	435.2	+8 ML
9	850	+9 ML
10	1700	+10 ML
11	2550	+11 ML
12	3400	+12 ML
13	4250	+13 ML
14	5100	+14 ML
15	5950	+15 ML
16	6800	+16 ML
17	7650	+17 ML
18	8500	+18 ML
19	9350	+19 ML
20	10200	+20 ML
21	11050	+21 ML
22	11900	+22 ML
23	12750	+23 ML
24	13600	+24 ML
25	14450	+25 ML
26	15300	+26 ML
27	16150	+27 ML
28	17000	+28 ML
29	17850	+29 ML
30	18700	+30 ML
31	19550	+31 ML
32	20400	+32 ML
33	21250	+33 ML
34	22100	+34 ML
35	22950	+35 ML
36	23800	+36 ML

Requisites: Dex 15, Chr 16

Alignment: non-L

HD/level: 1d4

Weapon Prof.: 9+level/2

To Hit Table: Mon

Saves: Rog

Reference: RDM

Groups: Lost, Futureshifted

Complexity: CF=1

Each Level: Gets one Rarer3 pick with  $DL=(LVL+3)/4$ . For monster type, the DM rolls 1d13+27 and consults the [M40] monster types, treating 28 as Weird (instead of Wurm).

+1 instance of material componenting to a spell/psi power/rogue ability by spending an extra 1V action.

You have +1 Feat.

Level 1: 1/reset: The DM rolls a new choice for up to LVL CSL's of your Concordant spell slots. For each spell slot, you can choose to keep what you had, or switch over to the new spell.

Level 3: You may use Anti-Astral Projection; but in this case, you cannot use M actions. [ Str->Int, Dex->Wis, Con->Chr ]

Level 10: You may convert 1W -> 1RS (for yourself).

# E-actor Dabblers RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	8.2	2--	---	---	
3	16.4	22-	---	---	
4	32.8	22-	---	---	
5	65.6	322	---	---	
6	131.2	322	---	---	
7	262.4	332	2--	---	
8	524.8	332	2--	---	
9	1025	433	22-	---	
10	2050	433	22-	---	
11	3075	443	322	---	
12	4100	443	322	---	
13	5125	544	332	2--	
14	6150	544	332	2--	
15	7175	554	433	22-	
16	8200	554	433	22-	
17	9225	655	443	322	
18	10250	655	443	322	
19	11275	665	544	332	
20	12300	665	544	332	
21	13325	766	554	433	
22	14350	766	554	433	
23	15375	776	655	443	
24	16400	776	655	443	
25	17425	877	665	544	
26	18450	877	665	544	
27	19475	887	766	554	
28	20500	887	766	554	
29	21525	988	776	655	
30	22550	988	776	655	
31	23575	998	877	665	
32	24600	998	877	665	
33	25625	A99	887	766	
34	26650	A99	887	766	
35	27675	AA9	988	776	
36	28700	AA9	988	776	

Requisites: Dex 16, Chr 17, Cml 16, Class slots 2

Alignment: AW

HD/level: & ++1d4

Weapon Prof.: & 4+level

To Hit Table: M-U0

Saves: 3xCTD0

Reference: RDM

Groups: Concordant, Alternate Universe, Demigod

Complexity: CF=1

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.")

You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).

Level 1: 1M: Shatter a magic item (save)

Level 1: +1 XP for each grave dug; +2 XP for each stolen body.

Level 3: Ability to re-roll unfavorable rolls (only once per roll). This applies to hit point gains, damage rolls, 'to-hit' rolls, everything.

Level 7: 1bV: Interpose self in front of another person. This may be done against a P action of attacks, or a special effect. You must spend another 1bV action to get in the other person's group (if you aren't there already), so you would lose 2V actions from the rest of the round.

Level 9: All of your spells that offer a saving throw now require 3 saving throws, if any are failed, the target is treated as having not saved.

Known Spells:

[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)

Snickering Squirrel (SL=1): Summon a DL=I Squirrel with 1bM: Add ++1 to a die roll.

Soothing Word (SL=2): Removes fear/horror effect on up to CL targets

Gaea's Skyfolk (SL=3): Winged flight CL^2"

Folsom Prison Blues (SL=4): The target is Jailed (Imprisonment + hold all actions).

Party Crasher (SL=5): Summon a DL=V Goblin that ignores summoning sickness and that can attack during the monsters side of combat.

Solsbury Hill (SL=6): You Escape from current situation.

Force of Nature IV (SL=7): Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70

Old Stone (SL=8): +35 AC and saves.

SUPPRESSIVE PERSON (SL=9): You are immune from all of a target's effects.

# The Second Outland Shaman-daemon1JG RDM

Level	KXP	Spells
1	0	(none)
2	9.2	(none)
3	18.4	(none)
4	36.8	(none)
5	73.6	(none)
6	147.2	(none)
7	294.4	(none)
8	588.8	(none)
9	1150	(none)
10	2300	(none)
11	3450	(none)
12	4600	(none)
13	5750	(none)
14	6900	(none)
15	8050	(none)
16	9200	(none)
17	10350	(none)
18	11500	(none)
19	12650	(none)
20	13800	(none)
21	14950	(none)
22	16100	(none)
23	17250	(none)
24	18400	(none)
25	19550	(none)
26	20700	(none)
27	21850	(none)
28	23000	(none)
29	24150	(none)
30	25300	(none)
31	26450	(none)
32	27600	(none)
33	28750	(none)
34	29900	(none)
35	31050	(none)
36	32200	(none)

Requisites: Dex 16, Wis 15, Cml 15, Class slots 2

Alignment: NG

HD/level: & +1d6

Weapon Prof.: & 10+level

To Hit Table: & 3xMon

Saves: 2xWiz

Reference: RDM

Groups: Custom, Planar, Offensive

Complexity: CF=1

Pick an S factor for this class, which is 1, 2, or 3. Every Level: +S ability score points.

This is in addition to the normal +1 stat you get per level.

+1 S action only usable in segment 2.

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

Level 3: 1M, torture a creature: Hypnosis (no save, no blahR).

Level 4: I'll show you my dark secret: 1M: Legend Lore.

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

# Avatar of the Ultra Metallic RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	8.2	2--	---	---	
3	16.4	22-	---	---	
4	32.8	22-	---	---	
5	65.6	322	---	---	
6	131.2	322	---	---	
7	262.4	332	2--	---	
8	524.8	332	2--	---	
9	1025	433	22-	---	
10	2050	433	22-	---	
11	3075	443	322	---	
12	4100	443	322	---	
13	5125	544	332	2--	
14	6150	544	332	2--	
15	7175	554	433	22-	
16	8200	554	433	22-	
17	9225	655	443	322	
18	10250	655	443	322	
19	11275	665	544	332	
20	12300	665	544	332	
21	13325	766	554	433	
22	14350	766	554	433	
23	15375	776	655	443	
24	16400	776	655	443	
25	17425	877	665	544	
26	18450	877	665	544	
27	19475	887	766	554	
28	20500	887	766	554	
29	21525	988	776	655	
30	22550	988	776	655	
31	23575	998	877	665	
32	24600	998	877	665	
33	25625	A99	887	766	
34	26650	A99	887	766	
35	27675	AA9	988	776	
36	28700	AA9	988	776	

**Requisites: Str 15**  
**Alignment: AN**  
**HD/level: & 1d6**  
**Weapon Prof.: & 5+level/4**  
**To Hit Table: & 2xM-U0**  
**Saves: 3xPri**  
**Reference: RDM**  
**Groups: Demigod**  
**Complexity: CF=1**

Gets Wis and Chr bonus to spells.  
 Can weapon specialize using the Barbarian column.  
 Level 4: 0, lose N current hp (max N=10\*LVL): Cure N hp to one target (not above max).  
 Level 9: You know UltraWhite Gate as a 7th level Priest spell (Astral Sphere).  
 Level 10: 1F: Cast one of your spells, but it affects three groups.  
 Known Spells:  
 Upper Decker(SL=N): One item/structure takes SL^2 brown pudding Hull dmg.  
 Path to Exile (SL=1): 1bM: One target teleported CL miles away.  
 Battle Shield (SL=2): Damaging shield (50% back) of type Metal. You resist weapon special effects while running this.  
 Delay Death (Necromancy, SL 3): Target doesn't die due to hp damage for 1r/level.  
 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,".  
 Extradimensional Cloud (SL=5): Rope Trick as spell.  
 Quash (SL=6): 1bM or 1 OppM: Counter target magical/psionic effect. That person cannot use that effect for the rest of the day.  
 Planar Bubble (SL=7): Create native planar bubble around target.  
 Octation (SL=8): Your next spell has +9 targets.  
 Brass Gnat 9-5 (SL=9): When you take this power, pick Radiation, Magic, Psi, or Innate. 1bM or 1bT: Capital O Object an effect of the type chosen. Picking this more than once gives you another pick.

# The Third Lord RDM

Level	KXP	Spells
1	0	(none)
2	7.6	(none)
3	15.2	(none)
4	30.4	(none)
5	60.8	(none)
6	121.6	(none)
7	243.2	(none)
8	486.4	(none)
9	950	(none)
10	1900	(none)
11	2850	(none)
12	3800	(none)
13	4750	(none)
14	5700	(none)
15	6650	(none)
16	7600	(none)
17	8550	(none)
18	9500	(none)
19	10450	(none)
20	11400	(none)
21	12350	(none)
22	13300	(none)
23	14250	(none)
24	15200	(none)
25	16150	(none)
26	17100	(none)
27	18050	(none)
28	19000	(none)
29	19950	(none)
30	20900	(none)
31	21850	(none)
32	22800	(none)
33	23750	(none)
34	24700	(none)
35	25650	(none)
36	26600	(none)

**Requisites: Dex 17**  
**Alignment: any W**  
**HD/level: 1d3**  
**Weapon Prof.: 8+level/5**  
**To Hit Table: 2xPsi**  
**Saves: (none)**  
**Reference: RDM**  
**Groups: Technology**  
**Complexity: CF=1**

See [Q24] for rules and powers. DM Note: This is not the same as the previous Psi24 (Class-based psionics), this was moved to [X24].  
 +1 S action only usable in segment 3.  
 Level 1: TechR (Technological Resistance) and aTechR (Anti-Technological Resistance) = 10\*level%.  
 Level 1: You may choose to be Class VI/Esper-blind if you like. This does not cover Psi8, Psi16, and X24, but it covers all other frequencies.  
 Level 1: Allowed to use 1st edition illusionist spells (in PH1, UA1, etc.) as if they were normal wizard spells; you don't have to be an illusionist to use them.  
 Level 4: 0, 1/reset, go into a frozen coma-like state: Cureall Self. You cannot act until you reset.  
 Level 6: Can write scrolls.  
 Level 9: May convert 1V -> 1deadV, 1P -> 1deadP, 1M -> 1deadM, and 1F -> 1deadF. The "dead" prefix is for "Dead actions"; these actions can be used even if you're dead, incursed, etc., pretty much any state except for pixelated. You may use 1 Dead action as your action for the segment, instead of your normal 1S for the segment. Note these are not D actions and use different rules. If you somehow generate a D action, you may convert 1D -> 1deadS if you like. You may use Dead actions while conscious or not dead.  
 Level 14: 1bM, 1/r: Fork



# John RDM

Level	KXP	Spells				Requisites: Dex 18, Int 18, Wis 18, Chr 18, Class slots 4, Race slots 1 Alignment: CN HD/level: & ‡1e6 Weapon Prof.: & 10+level To Hit Table: 3xMon Saves: War Reference: RDM Groups: Wizard, Demigod, Random, Archetype Complexity: CF=1 Race Adjustments: Str +0, Dex +6, Con +0, Int +4, Wis +9, Chr +8, Cml +0, AT 7, hp 22, TH -7, Div ÷1
		123	456	789		
1	0	2--	---	---		
2	11	2--	---	---		
3	22	22-	---	---		
4	44	22-	---	---		
5	88	322	---	---		
6	176	322	---	---		
7	352	332	2--	---		
8	704	332	2--	---		
9	1375	433	22-	---		
10	2750	433	22-	---	Casts normal Wizard spells, not MTG spells. Could cast MTG spells at 2 slots each if they are known.	
11	4125	443	322	---	Specialized in Necromancy (no opposite).	
12	5500	443	322	---	Specialized in Necromancy. Has Divination and Abjuration as opposite schools.	
13	6875	544	332	2--	Specialization, Conjuraction/Summoning (no opposite)	
14	8250	544	332	2--	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.	
15	9625	554	433	22-	Level 2: 1M: Locate Object/Animal/Plant	
16	11000	554	433	22-	Level 3: Vampiric Regeneration 50%.	
17	12375	655	443	322	Level 4: Periodic Table elements are considered Semi for you.	
18	13750	655	443	322	Level 5: +1M action	
19	15125	665	544	332	Level 9: 8F, 1/d: Cure someone's Erased Truename (you Un-Erase his Truename)	
20	16500	665	544	332	Level 14: +1QM action per round, only for Spellshaper spells	
21	17875	766	554	433	Known Spells:	
22	19250	766	554	433	Upper Decker(SL=N): One item/structure takes SL^2 brown pudding Hull dmg.	
23	20625	776	655	443	Eat the Rich (SL=1): Consume Xgp: Heal X^2hp and don't have to eat today.	
24	22000	776	655	443	Wings of Aesthir (SL=2): Target gets +CL TH/dmg and flying 12" for 1t.	
25	23375	877	665	544	Tempest Drake (SL=3): Summon a DL III Drake, he flies and can Interpose to protect someone from being attacked.	
26	24750	877	665	544	You are a Pirate (SL=4): Target polymorphed into a human pirate.	
27	26125	887	766	554	Force Haste (SL=5): +CL V actions.	
28	27500	887	766	554	Rusty Trombone(SL=6): Target paralyzed permanently and you get +1 tac move.	
29	28875	988	776	655	Holy Star(SL=7): 1S: (LVL/2)d6 fire dmg to target or 1Z: Spell turn 1d4+3 SLs.	
30	30250	988	776	655	Everything I Touch I Destroy (SL=8): Your unarmed attacks are Destruction (reverse resurrection)/Disjunction branded.	
31	31625	998	877	665	Honored Dead (SL=9): Whenever you deal damage in any way, you are cured that much dmg.	
32	33000	998	877	665		
33	34375	A99	887	766		
34	35750	A99	887	766		
35	37125	AA9	988	776		
36	38500	AA9	988	776		

# Dual-Classed Fighter0 RDM

Level	KXP	Spells	Requisites: Str 16, Dex 15, Con 15, Class slots 2
		123 456 789	Alignment: LN
1	0	2-- --- ---	HD/level: & +1e5
2	8.4	2-- --- ---	Weapon Prof.: & 5+level
3	16.8	22- --- ---	To Hit Table: Ftr0
4	33.6	22- --- ---	Saves: 2xPri
5	67.2	322 --- ---	Reference: RDM
6	134.4	322 --- ---	Groups: Warrior, Demigod, Futureshifted
7	268.8	332 2-- ---	Complexity: CF=1
8	537.6	332 2-- ---	
9	1050	433 22- ---	
10	2100	433 22- ---	Has Psi9 powers.
11	3150	443 322 ---	You may mix in one class that shares a group with this class.
12	4200	443 322 ---	You have Overhit.
13	5250	544 332 2--	Level 1,2,;etc.: (every level): +1 school of specialization (no opposite)
14	6300	544 332 2--	Level 4: +LVL*2 AC
15	7350	554 433 22-	Level 6: Immune to a [C] section effect
16	8400	554 433 22-	Level 36: Base light-saber damage is (LVL/36, round down)d100.
17	9450	655 443 322	Known Spells:
18	10500	655 443 322	[Status Name] Ball (SL=SEL+1): Do this Status Effect to one group (Spell save: 0)
19	11550	665 544 332	Awaken (SL=1): Removes sleep/fatigue effect on up to CL targets
20	12600	665 544 332	Force Ally Request(SL=2): Summon CL DL (LVL+2)/2 Storm Troopers.
21	13650	766 554 433	Astral Steel (SL=3): 1bM: Target creature gets +1TH, +2 dmg this round. Storm
22	14700	766 554 433	(When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).
23	15750	776 655 443	Deep DL Summoning (SL=4): Summons a random Deep DL monster that only acts as a DL IV. You have a Deep DL summon slot in addition to your normal summon slot.
24	16800	776 655 443	You are allowed to have 2 Deep DLs (one in each slot).
25	17850	877 665 544	Cloudkill Cloud(SL=5): PPD or slain. If made, 1d4 Con/s.
26	18900	877 665 544	It's Time to Kick Ass and Chew Bubble Gum... and I'm All Outta Gum (SL=6): 1bM: x6 melee/ranged dmg this segment.
27	19950	887 766 554	Vicious Shadows (SL=7): For CL s, when a creature is slain, you may deal a target 10*it's Int score shadow dmg.
28	21000	887 766 554	4 (SL=8 ): 1M: A group gets +CL% iBR (irreducible BlahR = iRMPIR) (no save)
29	22050	988 776 655	Reya Dawnbringer (SL=9): Summon a DL IX Unique flying Angel with "On your turn, revive one of your dead subordinates"(same slot +1slot).
30	23100	988 776 655	
31	24150	998 877 665	
32	25200	998 877 665	
33	26250	A99 887 766	
34	27300	A99 887 766	
35	28350	AA9 988 776	
36	29400	AA9 988 776	

# Brainless Misogynist RDM

Level	KXP	Spells
1	0	(none)
2	11	(none)
3	22	(none)
4	44	(none)
5	88	(none)
6	176	(none)
7	352	(none)
8	704	(none)
9	1375	(none)
10	2750	(none)
11	4125	(none)
12	5500	(none)
13	6875	(none)
14	8250	(none)
15	9625	(none)
16	11000	(none)
17	12375	(none)
18	13750	(none)
19	15125	(none)
20	16500	(none)
21	17875	(none)
22	19250	(none)
23	20625	(none)
24	22000	(none)
25	23375	(none)
26	24750	(none)
27	26125	(none)
28	27500	(none)
29	28875	(none)
30	30250	(none)
31	31625	(none)
32	33000	(none)
33	34375	(none)
34	35750	(none)
35	37125	(none)
36	38500	(none)

Requisites: Int 19, Cml 19

Alignment: AE

HD/level: & 1d5

Weapon Prof.: & 7+level

To Hit Table: 3xWar

Saves: 2xFtr0

Reference: RDM

Groups: AlternateUniverse, Offensive

Complexity: CF=1

You have the abilities of a Crapper0 of level = LVL+Log(kxp total).

Counts as Human with 2 for 1 trading. Speaking is a V action.

Gets a Free Trilby (+2AT in the helmet slot. Like a Fedora but cheap).

Level 1: Get 1 normal familiar, which must be a mount and a natural animal. You don't actually ride your familiar to get it's bonus; you ride your summoned mount (the ability above).

Level 1: "Re"-vitiligo: Alter self (cont) only but always has brown skin tone.

Level 1: May material component abjuration spells for 2 effects of the same type, and at the same time increase range 0 to range touch.

Level 2: 0, 2/reset: Convert a Black Veil Brides song to a spell.

Level 3: I'll not be a gentleman: Breathe Profanity (One group, dmg=max hp)

Level 3: You may count as your own Mount or somebody elses.

Level 3: Reach Around: Stretching LVL\*5ft.

Level 6: Black Holes and Baby Universes: [x1 Enemy Special] 0, 1/s: Up to CL/3 groups of monsters is merged into a group.

Level 27: Genocide: 1M: Genocide.

# Infinite Soldier of the Rose Slayer RDM

Level	KXP	Spells
1	0	(none)
2	407.2	(none)
3	814.4	(none)
4	1628.8	(none)
5	3257.6	(none)
6	6515.2	(none)
7	13030.4	(none)
8	26060.8	(none)
9	50900	(none)
10	101800	(none)
11	152700	(none)
12	203600	(none)
13	254500	(none)
14	305400	(none)
15	356300	(none)
16	407200	(none)
17	458100	(none)
18	509000	(none)
19	559900	(none)
20	610800	(none)
21	661700	(none)
22	712600	(none)
23	763500	(none)
24	814400	(none)
25	865300	(none)
26	916200	(none)
27	967100	(none)
28	1018000	(none)
29	1068900	(none)
30	1119800	(none)
31	1170700	(none)
32	1221600	(none)
33	1272500	(none)
34	1323400	(none)
35	1374300	(none)
36	1425200	(none)

**Requisites:** Str 16  
**Alignment:** T any  
**HD/level:** & ‡1e4  
**Weapon Prof.:** & 2+level  
**To Hit Table:** Rog  
**Saves:** Psi  
**Reference:** RDM  
**Groups:** Warrior  
**Complexity:** CF=1

Gets Wis bonus to physical attacks in addition to Str and/or Dex.  
 PSPs = (Int+Wis+Chr-36)\*10 + level\*60  
 Gets True Point Blank as per Arch-Archer  
 Uses the Barbarian line for number of attacks at double level.  
 Has "infinite" of choose one: To Hit, melee dmg, ranged dmg, AC, or saves. Certain abilities may be limited to a finite amount, due to Multiverse Project limits.  
 You have one free species enemy similar to Slayer mini-class.  
 Level 5: Getting Medieval: Divide AC & save bonus by 2 for next hour: Starting next segment, get x2 TH & dmg for 1 hour.  
 Level 5: +1 to all crit ranges  
 Level 6: 1N, 1/t: Put an effect back up that you just dropped for a 0 action (has to be done within 1r).  
 Level 8: Pick a spell you have. It costs half the number of actions it normally requires.Y

# Prismatic Un Countdown RDM

Level	KXP	Spells
1	0	(none)
2	5.2	(none)
3	10.4	(none)
4	20.8	(none)
5	41.6	(none)
6	83.2	(none)
7	166.4	(none)
8	332.8	(none)
9	650	(none)
10	1300	(none)
11	1950	(none)
12	2600	(none)
13	3250	(none)
14	3900	(none)
15	4550	(none)
16	5200	(none)
17	5850	(none)
18	6500	(none)
19	7150	(none)
20	7800	(none)
21	8450	(none)
22	9100	(none)
23	9750	(none)
24	10400	(none)
25	11050	(none)
26	11700	(none)
27	12350	(none)
28	13000	(none)
29	13650	(none)
30	14300	(none)
31	14950	(none)
32	15600	(none)
33	16250	(none)
34	16900	(none)
35	17550	(none)
36	18200	(none)

Requisites: Str 28, Int 15, Chr 14, Cml 14, Class slots 3

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

HD/level: 1d5

Weapon Prof.: 10+level

To Hit Table: M-U0

Saves: 3xPri

Reference: RDM

Groups: PCDesigned, Joke, Futureshifted, Maxi

Complexity: CF=1

Free Martial Arts style, +LVL maneuvers

Automatically make Dex checks and Reflex saves.

Can weapon specialize in guns, using the "Barbarian" line for attacks.

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

Resist Prismatic.

Level 1: Jogging Shorts: +LVL\*2" move rate (may be combined with armor)

# Generic Weasel RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	12.6	2--	---	---	
3	25.2	22-	---	---	
4	50.4	22-	---	---	
5	100.8	322	---	---	
6	201.6	322	---	---	
7	403.2	332	2--	---	
8	806.4	332	2--	---	
9	1575	433	22-	---	
10	3150	433	22-	---	
11	4725	443	322	---	
12	6300	443	322	---	
13	7875	544	332	2--	
14	9450	544	332	2--	
15	11025	554	433	22-	
16	12600	554	433	22-	
17	14175	655	443	322	
18	15750	655	443	322	
19	17325	665	544	332	
20	18900	665	544	332	
21	20475	766	554	433	
22	22050	766	554	433	
23	23625	776	655	443	
24	25200	776	655	443	
25	26775	877	665	544	
26	28350	877	665	544	
27	29925	887	766	554	
28	31500	887	766	554	
29	33075	988	776	655	
30	34650	988	776	655	
31	36225	998	877	665	
32	37800	998	877	665	
33	39375	A99	887	766	
34	40950	A99	887	766	
35	42525	AA9	988	776	
36	44100	AA9	988	776	

Requisites: Wis 18, Cml 18, Class slots 2

Alignment: AW

HD/level: & 1e6

Weapon Prof.: & 7+level/2

To Hit Table: Cust

Saves: & 3xWar

Reference: RDM

Groups: Priest, Custom, PCDesigned

Complexity: CF=1

Can specialize in a school, but pick 2 opposites.

Level 1: 0, LVL/d: Legend Lore, make a LVL+ (Int modifier) check vs. DC of 10, 20, 25, or 30.

Level 1: ++LVL saves (whole party).

Level 1: Immune Poison and Charm.

Level 1: +1 tac move when in academic related rooms.

Level 1: +1 Size.

Level 1: +1 Fox familiar. (Level 1: +2 Int, Level 9: +2 Int; Can reroll 1 save/r).

Level 1: Your Color Mage spells ignore MR.

Level 6: Son of the Forest: +LVL on TH, dmg and AC when within an area of dense vegetation (forest, jungle etc.)

Level 20: Super Resources: Get a xCL/18 random Artifact each reset, it will be useful (not crap)

Known Spells:

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

Don't Stop Believin' (SL=1): Charm a target and convert it to your religion.

Living Wish (SL=2): Convert a creature spell not on the list from MTG to D&D.

Serpentine (SL=3): When cast, combine it with target host summon of yours. That summon gets +3 DL and replace "When summoned" on it with "Whenever you clear out a room in a dungeon,".

Killswitch Engage: The End of Heartache (SL=4): Dispel a mental/emotional status effect.

Queen - Princes of the Universe (SL=5): 1/day: You gain a small quickening (CLd12 chain lightning, +4TH/dmg/AC/saves for rest of the day).

Smiling Like a Killer (SL=6): 1 target chooses the result of their next offensive die roll.

Glacial Chasm (SL=7): Sacrifice a terrain feature. Your summons can't attack and pay 20hp/r. Prevent dmg dealt to you.

Father, Son, and Holy Spirit (SL=8): Three targets may share senses, spells and abilities.

Moss (SL=9): Each summon slot of yours may engage two groups of enemies instead of one.

# "The" Unique4 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	9.6	2--	---	---	
3	19.2	22-	---	---	
4	38.4	22-	---	---	
5	76.8	322	---	---	
6	153.6	322	---	---	
7	307.2	332	2--	---	
8	614.4	332	2--	---	
9	1200	433	22-	---	
10	2400	433	22-	---	
11	3600	443	322	---	
12	4800	443	322	---	
13	6000	544	332	2--	
14	7200	544	332	2--	
15	8400	554	433	22-	
16	9600	554	433	22-	
17	10800	655	443	322	
18	12000	655	443	322	
19	13200	665	544	332	
20	14400	665	544	332	
21	15600	766	554	433	
22	16800	766	554	433	
23	18000	776	655	443	
24	19200	776	655	443	
25	20400	877	665	544	
26	21600	877	665	544	
27	22800	887	766	554	
28	24000	887	766	554	
29	25200	988	776	655	
30	26400	988	776	655	
31	27600	998	877	665	
32	28800	998	877	665	
33	30000	A99	887	766	
34	31200	A99	887	766	
35	32400	AA9	988	776	
36	33600	AA9	988	776	

Requisites: Str 15, Int 15, Wis 15, Class slots 2

Alignment: JE (Overwrite to all other classes)

HD/level: & 1e6

Weapon Prof.: & 6+level/3

To Hit Table: & Rog

Saves: 2xMon

Reference: RDM

Groups: Warrior, Wizard, Alternate Universe

Complexity: CF=1

Gains Psi abilities at half the Mystic Knight's level (round up).

Gets +(LVL+2)/3 Henchmen slots. Can use the special types of Henchmen introduced in the Meat Helm and War Priest classes. Divide the cost of Henchmen by LVL.

Free Chosen One racial adjective.

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

Level 1: You get (a slightly weaker version of) the "Frank" Cheat Code [X3]: Can throw any weapon without penalty, using the "Bow" line (assuming specialization).

Level 1: 1M: Proofread document (1 page per M action)

Level 3: Pick another ability from I-III above. If you pick an ability more than once, P action costs go to V, V costs go to 0 (zero action).

Known Spells:

Horse Kick Shield N (SL=N): Counters the first SL attacks (melee). Breaks an attacker's bone for each attack countered.

Cadmium Yellow (SL=1): Stops poisons, gases, and petrification or Deals 80 points of electricity damage (Reflex half).

Force Safeguard (SL=2): +CL\*5 AC or Wall of Force CL\*10 ft.

Timetwister (SL=3): This spell can only be cast 1/turn. Your group resets its memorization to a max of 7 SL's worth.

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

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

Brass Gnat 6-3 (SL=6): Anti-x0/x1 Shell, SL 0-1: Immune to and cannot use 0th-1st SL x0-x1 effects.

A Fun Thing to Do When you're Feeling Sporty (SL=7): Capital A Abort/Stillborn a target (Capital S Skinned plus slain.)

Eldrazi Conscription (SL=8): One target gains +100 TH/+100 dmg, overhit, and "When this creature attacks, defending creature sacrifices 2 items/effects"

Lousy Attack (SL=9): Target's next melee attack is at -50 TH

# The Second Dude RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	10.4	2--	---	---	
3	20.8	22-	---	---	
4	41.6	22-	---	---	
5	83.2	322	---	---	
6	166.4	322	---	---	
7	332.8	332	2--	---	
8	665.6	332	2--	---	
9	1300	433	22-	---	
10	2600	433	22-	---	
11	3900	443	322	---	
12	5200	443	322	---	
13	6500	544	332	2--	
14	7800	544	332	2--	
15	9100	554	433	22-	
16	10400	554	433	22-	
17	11700	655	443	322	
18	13000	655	443	322	
19	14300	665	544	332	
20	15600	665	544	332	
21	16900	766	554	433	
22	18200	766	554	433	
23	19500	776	655	443	
24	20800	776	655	443	
25	22100	877	665	544	
26	23400	877	665	544	
27	24700	887	766	554	
28	26000	887	766	554	
29	27300	988	776	655	
30	28600	988	776	655	
31	29900	998	877	665	
32	31200	998	877	665	
33	32500	A99	887	766	
34	33800	A99	887	766	
35	35100	AA9	988	776	
36	36400	AA9	988	776	

Requisites: Str 30, Dex 16, Int 17, Class slots 2

Alignment: any N

HD/level: & ++1e5

Weapon Prof.: & 10+level/2

To Hit Table: 3xWiz

Saves: 2xCTD0

Reference: RDM

Groups: Demigod, Overt, Maxi

Complexity: CF=1

Gets 50 Rogue points per level instead of 40.

+1 S action only usable in segment 2.

Level 1: Immune to Creation sphere, Sphere of Creation.

Level 1: 1P: Destroy an Altar, Magical Pool, or Wall.

Level 4: 1M, 1/t: Teleport Without Error (can move up to LVL/3 planes distant)

Level 9: 1bV: Spell/Psionic Interpose yourself in front of a spell or psionic power (you become the target, if it's an area, you become the center).

Level 9: You deal x(LVL-7) dmg vs. Size G or larger targets.

Level 27: Your Plate has 1 IQEε (script-IQE) action. It also has this ability now: 1ε:

Scoop up a group of brains or souls off the floor.

Known Spells:

Fear and Loathing in Las Vegas (SL=N): Summon CL DL=SL-2 Dancing Potion Bottles.

Yellow Ochre (SL=1): 1d6 dmg, save or -1 Str and -1 Dex for 1 r

Treat your Mother Right (SL=2): Lockdown speaking actions.

Psionic Blast (SL=3): Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist)

Folsom Prison Blues (SL=4): The target is Jailed (Imprisonment + hold all actions).

Nirvana: Smells like Teen Spirit (SL=5): |AC| 20, No target, blink wounding, ER

5\*CL%.

Hellkite Charger (SL=6): Summon a DL VI dragon with +1F action.

Worldline(SL=7): Teleport/Timetravel Other within that target's natural lifespan.

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

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.



# Executioner(MTG B/R/) RDM

Level	KXP	Spells
1	0	+1 lim ML
2	7.2	+2 lim ML
3	14.4	+3 lim ML
4	28.8	+4 lim ML
5	57.6	+5 lim ML
6	115.2	+6 lim ML
7	230.4	+7 lim ML
8	460.8	+8 lim ML
9	900	+9 lim ML
10	1800	+10 lim ML
11	2700	+11 lim ML
12	3600	+12 lim ML
13	4500	+13 lim ML
14	5400	+14 lim ML
15	6300	+15 lim ML
16	7200	+16 lim ML
17	8100	+17 lim ML
18	9000	+18 lim ML
19	9900	+19 lim ML
20	10800	+20 lim ML
21	11700	+21 lim ML
22	12600	+22 lim ML
23	13500	+23 lim ML
24	14400	+24 lim ML
25	15300	+25 lim ML
26	16200	+26 lim ML
27	17100	+27 lim ML
28	18000	+28 lim ML
29	18900	+29 lim ML
30	19800	+30 lim ML
31	20700	+31 lim ML
32	21600	+32 lim ML
33	22500	+33 lim ML
34	23400	+34 lim ML
35	24300	+35 lim ML
36	25200	+36 lim ML

Requisites: Str 18, Dex 19, Con 19, Class slots 2

Alignment: LW

HD/level: ++1d5

Weapon Prof.: 9+level/2

To Hit Table: Mon

Saves: 2xCust

Reference: RDM

Groups: Warrior, Alternate Universe, Joke

Complexity: CF=1

Turn undead; cannot command.

Each time you kill a monster, you get +1 TH and +1 dmg for the rest of the fight (1 turn).

Gets Exceptional Str, Dex, & Con. Can take Super Str (but not the other 2) for 2 weapon prof.

Gets Exceptional Dex.

Level 1: 0, 1 attack: Destroy a magic item.

Level 1: 1M: Detect Evil.

Level 1: +1 TH and +2 dmg with hammers.

Level 1: +LVL AC.

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.

Level 2: Health Food: 1V, display your food: Nausea (area; PPD save)

Level 6: The monk may fall 40' without taking damage if within 4' of a wall.

Level 7: Free Riding (air-based) proficiency (1 slot).

Level 18: Gain 10d10 Smarks as followers. These are 4th level characters of various classes.

# Archer of the Rose3 RDM

Level	KXP	Spells
1	0	(none)
2	7.4	(none)
3	14.8	(none)
4	29.6	(none)
5	59.2	(none)
6	118.4	(none)
7	236.8	(none)
8	473.6	(none)
9	925	(none)
10	1850	(none)
11	2775	(none)
12	3700	(none)
13	4625	(none)
14	5550	(none)
15	6475	(none)
16	7400	(none)
17	8325	(none)
18	9250	(none)
19	10175	(none)
20	11100	(none)
21	12025	(none)
22	12950	(none)
23	13875	(none)
24	14800	(none)
25	15725	(none)
26	16650	(none)
27	17575	(none)
28	18500	(none)
29	19425	(none)
30	20350	(none)
31	21275	(none)
32	22200	(none)
33	23125	(none)
34	24050	(none)
35	24975	(none)
36	25900	(none)

**Requisites: Str 19**  
**Alignment: TG**  
**HD/level: & 1d2**  
**Weapon Prof.: & 5+level/5**  
**To Hit Table: always +0**  
**Saves: War**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=1**

May have 3+LVL "Revive slots" instead of the usual one "Summon slot".  
 Gets True Point Blank as per Arch-Archer  
 Uses the "Barbarian" line for number of attacks  
 You have +1 Feat.  
 Level 1: Dark Blessing: Add Chr modifier as a bonus to all saving throws.  
 Level 1: 1M, LVL/d: Cure Disease  
 Level 2: Defensive Awareness: Gets Dex bonus to AC even if being attacked from behind or by an invisible creature.  
 Level 2: Greater Swing: As per Great Swing but does 6 times normal damage and has a 2% per level of instant killing.  
 Level 4: +LVL\*2 AC  
 Level 4: Great Swing: Can choose to make 1 attack per physical action (regardless of how many weapons the PC is using) instead of normal number of attacks.  
 Level 9: Weapons and armor created are +1/+1 nonmagical. This increases by +1/+1 every 5 additional levels  
 Level 9: ½M: Deal LVL\*(LVL-8) negative energy dmg to a group or 6 targets (no save; aNR to avoid).  
 Level 18: Gain 10d10 Smarks as followers. These are 4th level characters of various classes.

# Theoristphobic RDM

Level	KXP	Spells
1	0	+1 lim ML
2	9.4	+2 lim ML
3	18.8	+3 lim ML
4	37.6	+4 lim ML
5	75.2	+5 lim ML
6	150.4	+6 lim ML
7	300.8	+7 lim ML
8	601.6	+8 lim ML
9	1175	+9 lim ML
10	2350	+10 lim ML
11	3525	+11 lim ML
12	4700	+12 lim ML
13	5875	+13 lim ML
14	7050	+14 lim ML
15	8225	+15 lim ML
16	9400	+16 lim ML
17	10575	+17 lim ML
18	11750	+18 lim ML
19	12925	+19 lim ML
20	14100	+20 lim ML
21	15275	+21 lim ML
22	16450	+22 lim ML
23	17625	+23 lim ML
24	18800	+24 lim ML
25	19975	+25 lim ML
26	21150	+26 lim ML
27	22325	+27 lim ML
28	23500	+28 lim ML
29	24675	+29 lim ML
30	25850	+30 lim ML
31	27025	+31 lim ML
32	28200	+32 lim ML
33	29375	+33 lim ML
34	30550	+34 lim ML
35	31725	+35 lim ML
36	32900	+36 lim ML

Requisites: Str 17, Con 31, Int 17, Chr 18, Class slots 3

Alignment: NG (Overwrite to all other classes)

HD/level: 1d4

Weapon Prof.: 8+level

To Hit Table: 3xWiz

Saves: 3xPsi

Reference: RDM

Groups: Mirror, PCDesigned, Technology, Maxi

Complexity: CF=1

You may Destroy/Destruct up to  $10^{\text{LVL}}$  pounds in any combination of living and/or inert matter you can see and have a clear line of effect to with an M action. The DC for the matter to save against is equal to 5 times your Con bonus resisted using natural resistance. If you divide your LVL by 2, you may have it be no save. If you divide your LVL by 3, you can have it be no resistance. See Destruction, Set Free for details.

Schools/Spheres: Wizard Conjuration/Summoning, Priest Buffer

x2 level with Turn Undead, and you get +LVL to the d20 and d12 rolls.

Level 1: +1 Size.

Level 1: +1 Technological proficiency slot per level (see [P8.8]).

Level 1: 0, LVL/d: Legend Lore, make a LVL+ (Int modifier) check vs. DC of 10, 20, 25, or 30.

Level 1:  $+(1+\text{LVL}/5, \text{round down})$  d handfuls to backstab dmg.

Level 1: + LVL Feats.

Level 2: Immune to "skins" of all types (Stoneskin, etc.)

Level 5: Clairnascience & Tongues

# Orange Horror of the Coast0 RDM

Level	KXP	Spells
1	0	(none)
2	8	(none)
3	16	(none)
4	32	(none)
5	64	(none)
6	128	(none)
7	256	(none)
8	512	(none)
9	1000	(none)
10	2000	(none)
11	3000	(none)
12	4000	(none)
13	5000	(none)
14	6000	(none)
15	7000	(none)
16	8000	(none)
17	9000	(none)
18	10000	(none)
19	11000	(none)
20	12000	(none)
21	13000	(none)
22	14000	(none)
23	15000	(none)
24	16000	(none)
25	17000	(none)
26	18000	(none)
27	19000	(none)
28	20000	(none)
29	21000	(none)
30	22000	(none)
31	23000	(none)
32	24000	(none)
33	25000	(none)
34	26000	(none)
35	27000	(none)
36	28000	(none)

Requisites: Dex 16, Int 16, Class slots 2

Alignment: LG

HD/level: & 1d6

Weapon Prof.: & 5+level

To Hit Table: 2xPsi

Saves: 2xWar

Reference: RDM

Groups: Lost, Futureshifted, Overt

Complexity: CF=1

Psionic effects that say "CL targets" can choose the same target more than once. This is an exception to the normal Collective rules on this.

Gets 50 Rogue points per level instead of 40.

Hold W actions. You can use a W as an S action, but you still can use only 1S+1V per segment.

Immune Acid.

You have Overhit.

Level 1: 1V, take 1/4 your max hp as damage: Deal 1/2 your max hp as damage to one target (no save, aWR to resist).

Level 1: Intermediate Str and Dex bonus.

Level 1: When researching something that's already written in the full Collective (you aren't actually researching something new), it costs only 1/2 of a Research Point each.

Level 9: Destruct VII. 1/2P: Remove a class ability or immunity from an element (affects 1 group). If used against 1 target, gets no ER.