

# Orange Damage RDM

Level	KXP	Spells
1	0	(none)
2	12.6	(none)
3	25.2	(none)
4	50.4	(none)
5	100.8	(none)
6	201.6	(none)
7	403.2	(none)
8	806.4	(none)
9	1575	(none)
10	3150	(none)
11	4725	(none)
12	6300	(none)
13	7875	(none)
14	9450	(none)
15	11025	(none)
16	12600	(none)
17	14175	(none)
18	15750	(none)
19	17325	(none)
20	18900	(none)
21	20475	(none)
22	22050	(none)
23	23625	(none)
24	25200	(none)
25	26775	(none)
26	28350	(none)
27	29925	(none)
28	31500	(none)
29	33075	(none)
30	34650	(none)
31	36225	(none)
32	37800	(none)
33	39375	(none)
34	40950	(none)
35	42525	(none)
36	44100	(none)

**Requisites:**

**Alignment:** any

**HD/level:**

**Weapon Prof.:** 0+level/0

**To Hit Table:** (none)

**Saves:** (none)

**Reference:** RDM

**Groups:** Mini

**Complexity:** CF=1

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

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.)

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.

+1 instance of tactical movement. Double movement rate.

Immune Acid.

You have Overhit.

Level 2: Resist two elements or one element

Level 3: +1 damage per die (with spells / psi)

Level 4: +2 weapon needed to hit you

Level 4: +1 damage (with weapons)

Level 4: set dmg 80 per melee attack

Level 5: 0, 1/d: Immune to someone for 1t

Level 11: +0.2 in mixed race abilities

Level 11: CL=(11 or HNCL); know 11 schools(553 321 -)

Level 12: +20 AT

Level 12: Your summons have +1 offensive DL

Level 14: Set Wis = 38

Level 16: +1 Race Ability (÷1)

Level 17: +1 to d20 & d12 rolls for Turn Undead

Level 21: set hp 4410

Level 21: +4 set Fitness (hp bonus)

Level 23: ++1 to hit

Level 26: Your spells/psi shift blahR by -25%

Level 27: Custom2 picks (Max F=13.5)

# "The" XP RDM

Level	KXP	Spells
1	0	(none)
2	16	(none)
3	32	(none)
4	64	(none)
5	128	(none)
6	256	(none)
7	512	(none)
8	1024	(none)
9	2000	(none)
10	4000	(none)
11	6000	(none)
12	8000	(none)
13	10000	(none)
14	12000	(none)
15	14000	(none)
16	16000	(none)
17	18000	(none)
18	20000	(none)
19	22000	(none)
20	24000	(none)
21	26000	(none)
22	28000	(none)
23	30000	(none)
24	32000	(none)
25	34000	(none)
26	36000	(none)
27	38000	(none)
28	40000	(none)
29	42000	(none)
30	44000	(none)
31	46000	(none)
32	48000	(none)
33	50000	(none)
34	52000	(none)
35	54000	(none)
36	56000	(none)

**Requisites:**  
**Alignment:** any  
**HD/level:**  
**Weapon Prof.:** 0+level/0  
**To Hit Table:** (none)  
**Saves:** (none)  
**Reference:** RDM  
**Groups:** Mini  
**Complexity:** CF=1

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, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.  
 Double your Personality score.  
 Free Chosen One racial adjective.  
 You have Overhit.  
 Level 2: +1 AC (adds your armor base AT again)  
 Level 3: Halve the F in Custom1 picks (Max F=1.5)  
 Level 4: +5 proficiencies  
 Level 8: +3200 leeches  
 Level 10: +2 set Dex  
 Level 11: +1 ability score point  
 Level 15: +1 Edition Number to this class  
 Level 17: +1 race slot  
 Level 17: BlahR (RMPIR) +10%  
 Level 18: +1 tentacle  
 Level 18: +1 professional wrestling maneuver  
 Level 19: Immune to an element; does "spread"  
 Level 27: +2 set Int  
 Level 27: Your spells/psi shift blahR by -25%  
 Level 28: Everyone has --1 saves vs. your effects  
 Level 28: 40 rogue points  
 Level 34: CL=(34 or HNCL); know 34 schools(888 888 888)  
 Level 36: xx1.02 XP for the whole party

# The Worst To Hit Specialization RDM

Level	KXP	Spells
1	0	(none)
2	14	(none)
3	28	(none)
4	56	(none)
5	112	(none)
6	224	(none)
7	448	(none)
8	896	(none)
9	1750	(none)
10	3500	(none)
11	5250	(none)
12	7000	(none)
13	8750	(none)
14	10500	(none)
15	12250	(none)
16	14000	(none)
17	15750	(none)
18	17500	(none)
19	19250	(none)
20	21000	(none)
21	22750	(none)
22	24500	(none)
23	26250	(none)
24	28000	(none)
25	29750	(none)
26	31500	(none)
27	33250	(none)
28	35000	(none)
29	36750	(none)
30	38500	(none)
31	40250	(none)
32	42000	(none)
33	43750	(none)
34	45500	(none)
35	47250	(none)
36	49000	(none)

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Automatically make Wis checks and Will saves.

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

This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.

Free Vanilla racial adjective that you must take.

You have Overhit.

Level 2: What you need to hit = (target's AC)÷2

Level 7: #Att w/ Wpn Spec is 2/1

Level 8: +5% money (incl. sold items)

Level 9: +1 to d20 & d12 rolls for Turn Undead

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

Level 12: +1/4 to all "number of attacks" rates

Level 12: +2 damage per die with spells or psi

Level 12: Immune to 2 specific effects

Level 15: +1 damage (with weapons)

Level 17: -3 to stat requirements

Level 20: 1 species enemy

Level 24: CL=(24 or HNCL); know 24 schools(555 555 554)

Level 27: +1/3 Size Class

Level 27: +5 proficiencies

Level 27: +1 wear location

Level 28: +23520 smurfberries

Level 30: +1QQV action

Level 35: +5 proficiencies

# Yellow Ignore Saving Throws RDM

Level	KXP	Spells
1	0	(none)
2	14.6	(none)
3	29.2	(none)
4	58.4	(none)
5	116.8	(none)
6	233.6	(none)
7	467.2	(none)
8	934.4	(none)
9	1825	(none)
10	3650	(none)
11	5475	(none)
12	7300	(none)
13	9125	(none)
14	10950	(none)
15	12775	(none)
16	14600	(none)
17	16425	(none)
18	18250	(none)
19	20075	(none)
20	21900	(none)
21	23725	(none)
22	25550	(none)
23	27375	(none)
24	29200	(none)
25	31025	(none)
26	32850	(none)
27	34675	(none)
28	36500	(none)
29	38325	(none)
30	40150	(none)
31	41975	(none)
32	43800	(none)
33	45625	(none)
34	47450	(none)
35	49275	(none)
36	51100	(none)

**Requisites:**  
**Alignment:** any  
**HD/level:**  
**Weapon Prof.:** 0+level/0  
**To Hit Table:** (none)  
**Saves:** (none)  
**Reference:** RDM  
**Groups:** Mini  
**Complexity:** CF=1

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Int. Get Int bonus to CL; you can no more than double the original CL of a class.  
 You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis. 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.  
 Immune Lightning  
 You have Overhit.  
 Level 1: +1/4 to all "number of attacks" rates  
 Level 3: +1 LVL with Omens  
 Level 6: +4 set Presence (prog. bonus); \*  
 Level 9: +5 proficiencies  
 Level 12: +1 Edition Number to this class  
 Level 13: +1 specialty Discipline (psionics)  
 Level 14: +1 Edition Number to this class  
 Level 14: ++1 AC (adds your armor base AT again)  
 Level 16: +5% party money with jobs  
 Level 17: Set Con = 44  
 Level 17: Regenerate LVL\*(LVL+1)/2 hp /s  
 Level 17: +1 specialty School or Sphere  
 Level 22: +30 saving throws that you distribute  
 Level 23: set TH 240  
 Level 24: Everyone has --1 saves vs. your effects  
 Level 28: 56 charges of 1s immunity  
 Level 29: +24370 gp per reset  
 Level 33: x1.1 saves bonus

# The Third Ignore 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=1
1	0	(none)	
2	16.8	(none)	
3	33.6	(none)	
4	67.2	(none)	
5	134.4	(none)	
6	268.8	(none)	
7	537.6	(none)	
8	1075.2	(none)	
9	2100	(none)	
10	4200	(none)	+1 instance of tactical movement. Double movement rate.
11	6300	(none)	Resist falling damage.
12	8400	(none)	Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.
13	10500	(none)	Double your Personality score.
14	12600	(none)	+1 S action only usable in segment 3.
15	14700	(none)	You have Overhit.
16	16800	(none)	Level 15: set hp 2250
17	18900	(none)	Level 16: CL=(16 or HNCL); know 16 schools(555 553 21-)
18	21000	(none)	Level 17: 1 spell gets -1 SL
19	23100	(none)	Level 17: Immune to a [C] section effect
20	25200	(none)	Level 17: Hit Points +6
21	27300	(none)	Level 17: set dmg 578 per missile attack
22	29400	(none)	Level 18: +1 alignment
23	31500	(none)	Level 19: 38 charges of 1s immunity
24	33600	(none)	Level 22: +1 specialty Discipline (psionics)
25	35700	(none)	Level 24: +1 alignment
26	37800	(none)	Level 25: +10 all saves
27	39900	(none)	Level 25: CL=(25 or HNCL); know 25 schools(555 555 555)
28	42000	(none)	Level 27: +100 max hp
29	44100	(none)	Level 27: +4 set Balance/Reflex (AC)
30	46200	(none)	Level 28: set dmg 3920 per melee attack
31	48300	(none)	Level 30: CL=(30 or HNCL); know 30 schools(777 777 666)
32	50400	(none)	Level 30: +4 set Knowledge (prof.)
33	52500	(none)	Level 32: 1 spell gets -1 SL
34	54600	(none)	
35	56700	(none)	
36	58800	(none)	

# Capital Proficiencies Penalty 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=1
1	0	(none)	
2	13.6	(none)	
3	27.2	(none)	
4	54.4	(none)	
5	108.8	(none)	
6	217.6	(none)	
7	435.2	(none)	
8	870.4	(none)	
9	1700	(none)	
10	3400	(none)	Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.
11	5100	(none)	You have Overhit.
12	6800	(none)	Level 2: ++1 to d20 and +1d12 effect with Turning
13	8500	(none)	Level 2: Custom2 picks (Max F=1)
14	10200	(none)	Level 4: +15% irreducible among **
15	11900	(none)	Level 7: 40 rogue points
16	13600	(none)	Level 8: 1M, 1/t: Cureall
17	15300	(none)	Level 8: x1.1 to hit bonus
18	17000	(none)	Level 9: +1 CL in one class
19	18700	(none)	Level 9: One Level 9 Rogue ability, 20 rogue points
20	20400	(none)	Level 10: +2710 gp per reset
21	22100	(none)	Level 15: +1 GGL pick
22	23800	(none)	Level 15: +13 weapon needed to hit you
23	25500	(none)	Level 16: +1 B Action /r
24	27200	(none)	Level 22: +1 GGL pick
25	28900	(none)	Level 27: +4 set Presence (prog. bonus); *
26	30600	(none)	Level 27: Set Str = 64
27	32300	(none)	Level 29: x1.1 saves bonus
28	34000	(none)	Level 29: x1.1 saves bonus
29	35700	(none)	Level 33: Your unarmed attacks cause 1 level of energy drain (no save, aNR to resist)
30	37400	(none)	
31	39100	(none)	
32	40800	(none)	
33	42500	(none)	
34	44200	(none)	
35	45900	(none)	
36	47600	(none)	

# Arch- Armor Class 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=1
1	0	(none)	
2	11.6	(none)	
3	23.2	(none)	
4	46.4	(none)	
5	92.8	(none)	
6	185.6	(none)	
7	371.2	(none)	
8	742.4	(none)	
9	1450	(none)	
10	2900	(none)	Sustain Con.
11	4350	(none)	Automatically make Int checks and category=Spell saves.
12	5800	(none)	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).
13	7250	(none)	Free Arch class adjective.
14	8700	(none)	You have Overhit.
15	10150	(none)	Level 2: +1 professional wrestling maneuver
16	11600	(none)	Level 3: BlahR (RMPIR) +10%
17	13050	(none)	Level 3: +30 saving throws that you distribute
18	14500	(none)	Level 3: +15% irreducible among **
19	15950	(none)	Level 4: Level 4 Custom5 pick
20	17400	(none)	Level 5: +x(level+1) max hp
21	18850	(none)	Level 5: 25% of one BlahR Evasion
22	20300	(none)	Level 7: Can trade nonweapon <-> weapon proficiencies 1 per 1
23	21750	(none)	Level 12: +2 set Str; +2 more Str FPOW *
24	23200	(none)	Level 13: set hp 1690
25	24650	(none)	Level 18: +4 set Presence (prog. bonus); *
26	26100	(none)	Level 20: +15% irreducible among **
27	27550	(none)	Level 24: +x(level+1) max hp
28	29000	(none)	Level 25: ++1 AC (adds your armor base AT again)
29	30450	(none)	Level 29: +4 set Muscle (dmg); *
30	31900	(none)	Level 32: You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis.
31	33350	(none)	Level 34: +5 damage (with weapons)
32	34800	(none)	Level 34: Hit Dice & 1d4
33	36250	(none)	
34	37700	(none)	
35	39150	(none)	
36	40600	(none)	

# NPCDesigned XP 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=1
1	0	(none)	
2	11.4	(none)	
3	22.8	(none)	
4	45.6	(none)	
5	91.2	(none)	
6	182.4	(none)	
7	364.8	(none)	
8	729.6	(none)	
9	1425	(none)	
10	2850	(none)	Sustain Str.
11	4275	(none)	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).
12	5700	(none)	You have Overhit.
13	7125	(none)	Level 6: Halve the F in Custom1 picks (Max F=3)
14	8550	(none)	Level 7: +1 limited ML *
15	9975	(none)	Level 9: +1/3 size "considered larger" for purposes of weapons and armor
16	11400	(none)	Level 11: +1 race slot
17	12825	(none)	Level 13: Level 13 Quintessential Custom6 pick
18	14250	(none)	Level 13: x1.1 XP
19	15675	(none)	Level 13: +1 race slot
20	17100	(none)	Level 17: +2 set Str; +2 more Str FPOW *
21	18525	(none)	Level 18: x5.5 hp
22	19950	(none)	Level 18: +4 set Reason (prog. bonus)
23	21375	(none)	Level 19: +2 set Chr; +10% Money *
24	22800	(none)	Level 20: set dmg 2000 per melee attack
25	24225	(none)	Level 22: Set Int = 54
26	25650	(none)	Level 28: Gets two picks from Custom Mini9.1
27	27075	(none)	Level 31: +4 AC
28	28500	(none)	Level 32: +1 Research point / reset
29	29925	(none)	Level 32: 1 DL worth of magic items /reset
30	31350	(none)	Level 36: 1 species resistance
31	32775	(none)	
32	34200	(none)	
33	35625	(none)	
34	37050	(none)	
35	38475	(none)	
36	39900	(none)	



# Beast Saves Picks RDM

Level	KXP	Spells
1	0	(none)
2	13	(none)
3	26	(none)
4	52	(none)
5	104	(none)
6	208	(none)
7	416	(none)
8	832	(none)
9	1625	(none)
10	3250	(none)
11	4875	(none)
12	6500	(none)
13	8125	(none)
14	9750	(none)
15	11375	(none)
16	13000	(none)
17	14625	(none)
18	16250	(none)
19	17875	(none)
20	19500	(none)
21	21125	(none)
22	22750	(none)
23	24375	(none)
24	26000	(none)
25	27625	(none)
26	29250	(none)
27	30875	(none)
28	32500	(none)
29	34125	(none)
30	35750	(none)
31	37375	(none)
32	39000	(none)
33	40625	(none)
34	42250	(none)
35	43875	(none)
36	45500	(none)

**Requisites:**  
**Alignment:** any  
**HD/level:**  
**Weapon Prof.:** 0+level/0  
**To Hit Table:** (none)  
**Saves:** (none)  
**Reference:** RDM  
**Groups:** Mini  
**Complexity:** CF=1

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Str.  
 +1 instance of material componenting to a spell/psi power/rogue ability by spending an extra 1V action.  
 You have Overhit.  
 Level 1: x1.5 base TH from class  
 Level 3: 1 species resistance  
 Level 3: set dmg 45 per melee attack  
 Level 4: +1 class slot in chosen group  
 Level 4: Set Dex = 18  
 Level 4: One Level 4 Rogue ability, 20 rogue points  
 Level 6: +1 to hit  
 Level 7: Immune to a [C] section effect  
 Level 7: +10% dmg w/ damaging spells  
 Level 9: +1/3 Size Class  
 Level 13: +2 set Str; +2 more Str FPOW \*  
 Level 14: CL=(14 or HNCL); know 14 schools(665 544 3--)  
 Level 20: 40 rogue points  
 Level 31: x8.75 hp  
 Level 34: |AC| 36  
 Level 35: 1M, 1/d: Reverse Pixelation  
 Level 35: Immune to an element; does "spread"  
 Level 36: +2 set Wis; +2 Personality \*

# Arch- Improved Damage Progression RDM

Level	KXP	Spells
1	0	(none)
2	15.6	(none)
3	31.2	(none)
4	62.4	(none)
5	124.8	(none)
6	249.6	(none)
7	499.2	(none)
8	998.4	(none)
9	1950	(none)
10	3900	(none)
11	5850	(none)
12	7800	(none)
13	9750	(none)
14	11700	(none)
15	13650	(none)
16	15600	(none)
17	17550	(none)
18	19500	(none)
19	21450	(none)
20	23400	(none)
21	25350	(none)
22	27300	(none)
23	29250	(none)
24	31200	(none)
25	33150	(none)
26	35100	(none)
27	37050	(none)
28	39000	(none)
29	40950	(none)
30	42900	(none)
31	44850	(none)
32	46800	(none)
33	48750	(none)
34	50700	(none)
35	52650	(none)
36	54600	(none)

**Requisites:**  
**Alignment:** any  
**HD/level:**  
**Weapon Prof.:** 0+level/0  
**To Hit Table:** (none)  
**Saves:** (none)  
**Reference:** RDM  
**Groups:** Mini  
**Complexity:** CF=1

Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.  
 This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.  
 Free Arch class adjective.  
 You have Overhit.  
 Level 1: Custom2 picks (Max F=0.5)  
 Level 3: +1 attack per P action with one weapon  
 Level 3: +2 proficiencies (all from this class must be same)  
 Level 5: +x(level+1) max hp  
 Level 6: +2 proficiencies (all from this class must be same)  
 Level 7: +1V action  
 Level 14: +15% irreducible among \*\*  
 Level 14: +1 alignment  
 Level 16: +1 class slot in chosen group  
 Level 18: Your summons have +1 offensive DL  
 Level 23: CL=(23 or HNCL); know 23 schools(887 777)  
 Level 23: +26450 leeches  
 Level 28: Immune to an element; doesn't "spread"  
 Level 29: +25230 smurfberries  
 Level 31: +1 GGL pick  
 Level 31: CL=(31 or HNCL); know 31 schools(777 777 777)  
 Level 33: +15% irreducible among \*\*  
 Level 36: +5% money (incl. sold items)

# Violet Damage Specialization RDM

Level	KXP	Spells
1	0	(none)
2	15	(none)
3	30	(none)
4	60	(none)
5	120	(none)
6	240	(none)
7	480	(none)
8	960	(none)
9	1875	(none)
10	3750	(none)
11	5625	(none)
12	7500	(none)
13	9375	(none)
14	11250	(none)
15	13125	(none)
16	15000	(none)
17	16875	(none)
18	18750	(none)
19	20625	(none)
20	22500	(none)
21	24375	(none)
22	26250	(none)
23	28125	(none)
24	30000	(none)
25	31875	(none)
26	33750	(none)
27	35625	(none)
28	37500	(none)
29	39375	(none)
30	41250	(none)
31	43125	(none)
32	45000	(none)
33	46875	(none)
34	48750	(none)
35	50625	(none)
36	52500	(none)

**Requisites:**  
**Alignment:** any  
**HD/level:**  
**Weapon Prof.:** 0+level/0  
**To Hit Table:** (none)  
**Saves:** (none)  
**Reference:** RDM  
**Groups:** Mini  
**Complexity:** CF=1

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).  
 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).  
 Hold Plane.  
 You have Overhit.  
 Level 1: +2 set Dex  
 Level 2: +0 weapon needed to hit you  
 Level 3: Immune to a [C] section effect  
 Level 6: Merge Rogue chart up to LVL=6  
 Level 7: aBlahR (aRaMaPaIR) +10%  
 Level 9: +1 Race Ability (+1)  
 Level 9: CL=(9 or HNCL); know 9 schools(322 -2- ---)  
 Level 11: 1 species resistance  
 Level 14: ++1 damage (this adds +1 base die of damage)  
 Level 15: 40 rogue points  
 Level 17: +2 proficiencies (all from this class must be same)  
 Level 18: Immune to a [C] section effect and it's Capital version  
 Level 19: set dmg 722 per missile attack  
 Level 20: +1 damage (with weapons)  
 Level 21: +1QZ action  
 Level 28: +1 Research point / reset  
 Level 32: +3 distributed among save categories  
 Level 33: +0.2 in mixed race abilities

# Group Saving Throws RDM

Level	KXP	Spells
1	0	(none)
2	12.4	(none)
3	24.8	(none)
4	49.6	(none)
5	99.2	(none)
6	198.4	(none)
7	396.8	(none)
8	793.6	(none)
9	1550	(none)
10	3100	(none)
11	4650	(none)
12	6200	(none)
13	7750	(none)
14	9300	(none)
15	10850	(none)
16	12400	(none)
17	13950	(none)
18	15500	(none)
19	17050	(none)
20	18600	(none)
21	20150	(none)
22	21700	(none)
23	23250	(none)
24	24800	(none)
25	26350	(none)
26	27900	(none)
27	29450	(none)
28	31000	(none)
29	32550	(none)
30	34100	(none)
31	35650	(none)
32	37200	(none)
33	38750	(none)
34	40300	(none)
35	41850	(none)
36	43400	(none)

**Requisites:**

**Alignment:** any

**HD/level:**

**Weapon Prof.:** 0+level/0

**To Hit Table:** (none)

**Saves:** (none)

**Reference:** RDM

**Groups:** Mini

**Complexity:** CF=1

Get an instance of Wis bonus to one spell progression.

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.

You have Overhit.

Level 1: +4 set Leadership (followers); \*

Level 1: Sustain Chr, Cml.

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

Level 8: +30 saving throws that you distribute

Level 9: +15% irreducible among \*\*

Level 12: +7200 leeches

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

Level 16: +1 GGL pick

Level 19: 1 spell gets -1 SL

Level 19: 0, 1/d: Immune to someone for 1t

Level 20: +1 damage per die (with spells / psi)

Level 21: |AC| 23

Level 24: +10 AC

Level 31: Immune to an element; doesn't "spread"

Level 34: aBlahR (aRaMaPaIR) +10%

Level 35: +1 Research point / reset

Level 35: +4 set Muscle (dmg); \*

Level 36: Hit Dice & 1d4

# The Worst Status Immuner 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=1
1	0	(none)	
2	15.8	(none)	
3	31.6	(none)	
4	63.2	(none)	
5	126.4	(none)	
6	252.8	(none)	
7	505.6	(none)	
8	1011.2	(none)	
9	1975	(none)	
10	3950	(none)	You can use an unlimited amount of shifting of Subability scores ("sleazing") for Chr.
11	5925	(none)	You may trade in 4 picks here to make a school/sphere ½M to cast. Material componenting still costs 1V though.
12	7900	(none)	1M, Gaze at a group: Awe power: Will save at DC=10+Cml or Charmed (can use CR to resist)
13	9875	(none)	
14	11850	(none)	Get an instance of Wis bonus to one spell progression.
15	13825	(none)	Free Vanilla racial adjective that you must take.
16	15800	(none)	You have Overhit.
17	17775	(none)	Level 2: iStatusR 10%
18	19750	(none)	Level 4: You may use an X frequency number=N as if it was a psionic frequency (note the lowest X frequency is X4).
19	21725	(none)	Level 7: What you need to hit = (target's AC)÷7
20	23700	(none)	Level 10: -1/3 Size Class
21	25675	(none)	Level 13: 1 species resistance
22	27650	(none)	Level 14: One Level 14 Rogue ability, 20 rogue points
23	29625	(none)	Level 14: +4 set Intuition (prog. bonus)
24	31600	(none)	Level 14: CL=(14 or HNCL); know 14 schools(433 321 -1-)
25	33575	(none)	Level 15: x2 Str bonus instead of x3/2 when wielding weapon 2-handed
26	35550	(none)	Level 16: inDR 32/+16
27	37525	(none)	Level 19: Your summons have +1 defensive DL
28	39500	(none)	Level 20: Gets two picks from Custom Mini9.1
29	41475	(none)	Level 20: Set Str = 50
30	43450	(none)	Level 26: set hp 6760
31	45425	(none)	Level 28: +5 proficiencies
32	47400	(none)	Level 31: Gets two picks from Custom Mini9.1
33	49375	(none)	Level 32: +30720 smurfberries
34	51350	(none)	Level 34: CL=(34 or HNCL); know 34 schools(BBB BBB)
35	53325	(none)	
36	55300	(none)	

# Status Immuner 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:**

**Alignment:** any

**HD/level:**

**Weapon Prof.:** 0+level/0

**To Hit Table:** (none)

**Saves:** (none)

**Reference:** RDM

**Groups:** Mini

**Complexity:** CF=1

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

You have Overhit.

Level 2: Your summons have +1 offensive DL

Level 5: One "held/sustained" stat

Level 8: CL=(8 or HNCL); know 8 schools(433 2-- ---)

Level 8: |AC| 10

Level 12: +1 proficiency

Level 14: Hit Points +6

Level 16: +20 AT

Level 19: +x(level+1) max hp

Level 20: +12000 smurfberries

Level 21: Your summons have +1 rhp

Level 28: x(Stat)/(Prereq.) XP, Max = x15 XP

Level 28: CL=(28 or HNCL); know 28 schools(666 666 666)

Level 29: Overwrite a spell/psi progression with ML=29

Level 32: +5% party money with jobs

Level 33: +4 set Balance/Reflex (AC)

Level 33: +4 set Leadership (followers); \*

Level 35: BlahR (RMPIR) +10%

Level 35: ++1 AC (adds your armor base AT again)

# Overwrite Saves Requirements RDM

Level	KXP	Spells	Requirements
1	0	(none)	Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0
2	13.4	(none)	To Hit Table: (none)
3	26.8	(none)	Saves: (none)
4	53.6	(none)	Reference: RDM
5	107.2	(none)	Groups: Mini
6	214.4	(none)	Complexity: CF=1
7	428.8	(none)	
8	857.6	(none)	
9	1675	(none)	
10	3350	(none)	+1 summon slot.
11	5025	(none)	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.
12	6700	(none)	You have Overhit.
13	8375	(none)	Level 3: +20% irreducible among *
14	10050	(none)	Level 4: +10% dmg w/ damaging spells
15	11725	(none)	Level 6: set dmg 180 per melee attack
16	13400	(none)	Level 13: +4 set Coordination (TH)
17	15075	(none)	Level 14: CL=(14 or HNCL); know 14 schools(665 544 3--)
18	16750	(none)	Level 15: ++1 to hit
19	18425	(none)	Level 16: +1 per die w/ damaging spells
20	20100	(none)	Level 21: Your teleportation type effects cannot be redirected
21	21775	(none)	Level 21: CL=(21 or HNCL); know 21 schools(544 444 4)
22	23450	(none)	Level 25: +2 set Con; Regen +25 hp/s *
23	25125	(none)	Level 27: +1 alignment
24	26800	(none)	Level 27: What you need when saving = (save DC)÷27
25	28475	(none)	Level 29: +20% irreducible among *
26	30150	(none)	Level 33: +20 AT
27	31825	(none)	Level 34: +32 weapon needed to hit you
28	33500	(none)	Level 34: -1 to HNCL, Luck
29	35175	(none)	Level 35: +4 set Coordination (TH)
30	36850	(none)	Level 36: +0.2 in mixed race abilities
31	38525	(none)	
32	40200	(none)	
33	41875	(none)	
34	43550	(none)	
35	45225	(none)	
36	46900	(none)	

# Scarlet Divisor Saves RDM

Level	KXP	Spells
1	0	(none)
2	10.6	(none)
3	21.2	(none)
4	42.4	(none)
5	84.8	(none)
6	169.6	(none)
7	339.2	(none)
8	678.4	(none)
9	1325	(none)
10	2650	(none)
11	3975	(none)
12	5300	(none)
13	6625	(none)
14	7950	(none)
15	9275	(none)
16	10600	(none)
17	11925	(none)
18	13250	(none)
19	14575	(none)
20	15900	(none)
21	17225	(none)
22	18550	(none)
23	19875	(none)
24	21200	(none)
25	22525	(none)
26	23850	(none)
27	25175	(none)
28	26500	(none)
29	27825	(none)
30	29150	(none)
31	30475	(none)
32	31800	(none)
33	33125	(none)
34	34450	(none)
35	35775	(none)
36	37100	(none)

**Requisites:**  
**Alignment:** any  
**HD/level:**  
**Weapon Prof.:** 0+level/0  
**To Hit Table:** (none)  
**Saves:** (none)  
**Reference:** RDM  
**Groups:** Mini  
**Complexity:** CF=1

Automatically make Chr checks, Psionic Blast saves, and Leadership (Morale) checks.  
 Automatically make Dex checks and Reflex saves.  
 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: +1 LVL with Omens  
 Level 1: +4 set Coordination (TH)  
 Level 3: inDR 6/+3  
 Level 5: +1 to number of summons (same group)  
 Level 7: +1 set Cml  
 Level 9: +1 GGL pick  
 Level 10: Everyone has --1 saves vs. your effects  
 Level 12: +2 set Wis; +2 Personality \*  
 Level 12: x1.1 saves bonus  
 Level 13: set dmg 338 per missile attack  
 Level 14: 0, 1/r: Counter someone entering your group (either by moving or by other means).  
 Level 17: Merge Rogue chart up to LVL=17  
 Level 24: +17280 smurfberries  
 Level 25: +1 attack per P action with one weapon  
 Level 31: +5 proficiencies  
 Level 33: +1 Henchmen or Mount slot  
 Level 34: aBlahR (aRaMaPaIR) +10%  
 Level 36: Immune to a [C] section effect and it's Capital version



# Anti- Specific 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=1
1	0	(none)	
2	13.4	(none)	
3	26.8	(none)	
4	53.6	(none)	
5	107.2	(none)	
6	214.4	(none)	
7	428.8	(none)	
8	857.6	(none)	
9	1675	(none)	
10	3350	(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	5025	(none)	On one spell/psi power/ability, you may change all instances of "Dispel", "Immune to", or "Ignore" to "Dispel", "Immune to", or "Ignore".
12	6700	(none)	You have Overhit.
13	8375	(none)	Level 2: Your summons have +1 rhp
14	10050	(none)	Level 4: +4 set Reason (prog. bonus)
15	11725	(none)	Level 4: +2 set Int
16	13400	(none)	Level 5: Resist two elements or one element
17	15075	(none)	Level 6: Immune to 2 specific effects
18	16750	(none)	Level 10: iStatusR 50%
19	18425	(none)	Level 14: +1 to d20 & d12 rolls for Turn Undead
20	20100	(none)	Level 15: 10% to one oBlahR
21	21775	(none)	Level 18: Gets two picks from Custom Mini9.1
22	23450	(none)	Level 19: +3" move rate
23	25125	(none)	Level 21: -1/3 Size Class
24	26800	(none)	Level 24: Resist demonic powers: This includes Psi6, Psi(-6), and innate abilities of evil outer-planar creatures.
25	28475	(none)	Level 28: +5 3rd edition skill points
26	30150	(none)	Level 30: xx1.02 XP for the whole party
27	31825	(none)	Level 31: Sustain all actions; Time/Reality stability; Immune to Hold, Stop, Time Stop, Temporal Stasis
28	33500	(none)	Level 31: +1 per die w/ damaging spells
29	35175	(none)	Level 33: +54450 leeches
30	36850	(none)	Level 34: x1.1 XP
31	38525	(none)	
32	40200	(none)	
33	41875	(none)	
34	43550	(none)	
35	45225	(none)	
36	46900	(none)	

# Specific Saves 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=1
1	0	(none)	
2	14.8	(none)	
3	29.6	(none)	
4	59.2	(none)	
5	118.4	(none)	
6	236.8	(none)	
7	473.6	(none)	
8	947.2	(none)	
9	1850	(none)	
10	3700	(none)	Double your Personality score.
11	5550	(none)	You have Overhit.
12	7400	(none)	Level 2: +4 set Reason (prog. bonus)
13	9250	(none)	Level 4: +20 AT
14	11100	(none)	Level 5: -1/3 Size Class
15	12950	(none)	Level 5: +1 per die w/ damaging spells
16	14800	(none)	Level 8: x1.1 XP
17	16650	(none)	Level 8: ++1 damage (this adds +1 base die of damage)
18	18500	(none)	Level 11: +1 Class sheet / reset
19	20350	(none)	Level 12: +4320 smurfberries
20	22200	(none)	Level 12: +2 half plusses /reset
21	24050	(none)	Level 14: CL=(14 or HNCL); know 14 schools(555 442 1--)
22	25900	(none)	Level 14: inDR 28/+14
23	27750	(none)	Level 18:  AC  20
24	29600	(none)	Level 19: Can have 2 groups of the same summon
25	31450	(none)	Level 24: -1 to HNCL, Luck
26	33300	(none)	Level 25: Merge Rogue chart up to LVL=25
27	35150	(none)	Level 25: +1 Race Ability (+1)
28	37000	(none)	Level 25: Immune to an element; does "spread"
29	38850	(none)	Level 31: ++1 saves
30	40700	(none)	
31	42550	(none)	
32	44400	(none)	
33	46250	(none)	
34	48100	(none)	
35	49950	(none)	
36	51800	(none)	

# Prerequisite Damage RDM

Level	KXP	Spells
1	0	(none)
2	14.6	(none)
3	29.2	(none)
4	58.4	(none)
5	116.8	(none)
6	233.6	(none)
7	467.2	(none)
8	934.4	(none)
9	1825	(none)
10	3650	(none)
11	5475	(none)
12	7300	(none)
13	9125	(none)
14	10950	(none)
15	12775	(none)
16	14600	(none)
17	16425	(none)
18	18250	(none)
19	20075	(none)
20	21900	(none)
21	23725	(none)
22	25550	(none)
23	27375	(none)
24	29200	(none)
25	31025	(none)
26	32850	(none)
27	34675	(none)
28	36500	(none)
29	38325	(none)
30	40150	(none)
31	41975	(none)
32	43800	(none)
33	45625	(none)
34	47450	(none)
35	49275	(none)
36	51100	(none)

**Requisites:**  
**Alignment:** any  
**HD/level:**  
**Weapon Prof.:** 0+level/0  
**To Hit Table:** (none)  
**Saves:** (none)  
**Reference:** RDM  
**Groups:** Mini  
**Complexity:** CF=1

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.  
 You get x3 effect with these [C7] Combat Maneuvers: Bash, Bypassing Armor, Charge, Cleave, Disarm, Kick, Parry, Sap, Shield Bash, Subdue.  
 Sustain Con.  
 You have Overhit.  
 Level 1: 1M, 1/d: Protection from Death  
 Level 2: +120 smurfberries  
 Level 2: ++1 to hit  
 Level 4: CL=(4 or HNCL); PSPs = ½ of normal Psionicist(4-- -)  
 Level 4: x1.1 saves bonus  
 Level 6: +4 set Reason (prog. bonus)  
 Level 7: Level 7 Custom5 pick  
 Level 11: +1 B Action /r  
 Level 16: What you need to hit = (target's AC)÷16  
 Level 17: -1/3 Size Class  
 Level 19: set hp 3610  
 Level 21: Set Chr = 52  
 Level 23: +2 set Str; +2 more Str FPOW \*  
 Level 24: +4 set Coordination (TH)  
 Level 27: xx1.02 XP for the whole party  
 Level 28: +1 alignment  
 Level 32: +4 set Knowledge (prof.)  
 Level 32: Area effect spell hits +1 group

# Stat Status Picks RDM

Level	KXP	Spells
1	0	(none)
2	14.4	(none)
3	28.8	(none)
4	57.6	(none)
5	115.2	(none)
6	230.4	(none)
7	460.8	(none)
8	921.6	(none)
9	1800	(none)
10	3600	(none)
11	5400	(none)
12	7200	(none)
13	9000	(none)
14	10800	(none)
15	12600	(none)
16	14400	(none)
17	16200	(none)
18	18000	(none)
19	19800	(none)
20	21600	(none)
21	23400	(none)
22	25200	(none)
23	27000	(none)
24	28800	(none)
25	30600	(none)
26	32400	(none)
27	34200	(none)
28	36000	(none)
29	37800	(none)
30	39600	(none)
31	41400	(none)
32	43200	(none)
33	45000	(none)
34	46800	(none)
35	48600	(none)
36	50400	(none)

**Requisites:**

**Alignment:** any

**HD/level:**

**Weapon Prof.:** 0+level/0

**To Hit Table:** (none)

**Saves:** (none)

**Reference:** RDM

**Groups:** Mini

**Complexity:** CF=1

Resist falling damage.

Resist falling damage.

You have Overhit.

Level 3: +1V action

Level 9: +4 set Coordination (TH)

Level 9: +4 set Reason (Will saves); \*

Level 10: ++1 to hit

Level 13: +1 proficiency

Level 16: 1M, 1/t: Cureall+Remove 1 [C] effect

Level 19: +1 wear location

Level 20: +20 SLs

Level 21: 1M, 1/d: Reverse Pixelation

Level 24: CL=(24 or HNCL); know 24 schools(555 555 554)

Level 24: +1 to d20 & d12 rolls for Turn Undead

Level 25: x1.1 AC (shift from 10)

Level 26: +4 set Presence (prog. bonus); \*

Level 26: +2 set Wis; +2 Personality \*

Level 28: +1 ability score point

Level 29: x(Stat)/(Prereq.) XP, Max = x15.5 XP

Level 34: Custom2 picks (Max F=17)

Level 35: +1 to number of summons (same group)