

Infinite Capital XP RDM

Level	KXP	Spells
1	0	(none)
2	212.8	(none)
3	425.6	(none)
4	851.2	(none)
5	1702.4	(none)
6	3404.8	(none)
7	6809.6	(none)
8	13619.2	(none)
9	26600	(none)
10	53200	(none)
11	79800	(none)
12	106400	(none)
13	133000	(none)
14	159600	(none)
15	186200	(none)
16	212800	(none)
17	239400	(none)
18	266000	(none)
19	292600	(none)
20	319200	(none)
21	345800	(none)
22	372400	(none)
23	399000	(none)
24	425600	(none)
25	452200	(none)
26	478800	(none)
27	505400	(none)
28	532000	(none)
29	558600	(none)
30	585200	(none)
31	611800	(none)
32	638400	(none)
33	665000	(none)
34	691600	(none)
35	718200	(none)
36	744800	(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.
 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 Overhit.
 Level 1: Immune to a [C] section effect and it's Capital version
 Level 2: +1 to number of summons (same group)
 Level 8: +4 set Fitness (hp bonus)
 Level 9: Immune to a [C] section effect
 Level 10: +1/3 Size Class
 Level 12: +4 set Presence (prog. bonus); *
 Level 13: +13 SLs
 Level 16: 25% of one BlahR Evasion
 Level 19: +10830 smurfberries
 Level 21: +1 per die w/ damaging spells
 Level 22: +1 tentacle
 Level 24: CL=(24 or HNCL); know 24 schools(555 544 4)
 Level 24: +1 GGL pick
 Level 27: +4 set Knowledge (prof.)
 Level 29: +4 set Balance/Reflex (AC)
 Level 32: +4 set Leadership (followers); *
 Level 33: 1 DL worth of magic items /reset
 Level 35: -3 to stat requirements

Damage 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

Automatically make Wis checks and Will saves.

Double your Personality score.

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

You have Overhit.

Level 1: Halve the F in Custom1 picks (Max F=0.5)

Level 1: 1 psi power gets -1 SL

Level 3: +4 set Balance/Reflex (AC)

Level 8: 1 DL worth of magic items /reset

Level 10: +2710 gp per reset

Level 13: +3" move rate

Level 15: +1 specialty Discipline (psionics)

Level 20: 1 species resistance

Level 21: Resist two elements or one element

Level 23: Immune to 2 specific effects

Level 24: Set Wis = 58

Level 29: +1 limited ML *

Level 29: +1 tentacle

Level 29: iaER +50%

Level 32: +102400 goodberries

Level 32: +30720 smurfberries

Level 35: +1 race slot

Level 36: +38880 smurfberries

Capital Status Immuner 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

You may "project" (copy) your Cml onto one other ability score. This is a constant overwrite, and does count for meeting stat requirements.
 You get the bonus P,V actions based on high Dex used in earlier versions of the Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 for +1P (so at Dex 22 you can have either +2V or +1P).
 You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis.
 You have Overhit.
 Level 1: +1 specialty School or Sphere
 Level 3: +1 Class sheet / reset
 Level 8: +20 AT
 Level 8: ++1 to d20 and +1d12 effect with Turning
 Level 8: CL=(8 or HNCL); know 8 schools(443 2-- -)
 Level 8: x3 hp
 Level 8: Your summons have +1 rhp
 Level 14: Immune to a [C] section effect
 Level 14: 40 rogue points
 Level 14: Specialization, Sphere
 Level 15: Immune to 2 specific effects
 Level 19: +18050 leeches
 Level 20: 40 charges of 1s immunity
 Level 21: Set Wis = 52
 Level 22: xx1.02 XP for the whole party
 Level 26: Custom2 picks (Max F=13)
 Level 27: +36450 leeches
 Level 32: Area effect spell hits +1 group

Damage Immuner RDM

Level	KXP	Spells
1	0	(none)
2	12	(none)
3	24	(none)
4	48	(none)
5	96	(none)
6	192	(none)
7	384	(none)
8	768	(none)
9	1500	(none)
10	3000	(none)
11	4500	(none)
12	6000	(none)
13	7500	(none)
14	9000	(none)
15	10500	(none)
16	12000	(none)
17	13500	(none)
18	15000	(none)
19	16500	(none)
20	18000	(none)
21	19500	(none)
22	21000	(none)
23	22500	(none)
24	24000	(none)
25	25500	(none)
26	27000	(none)
27	28500	(none)
28	30000	(none)
29	31500	(none)
30	33000	(none)
31	34500	(none)
32	36000	(none)
33	37500	(none)
34	39000	(none)
35	40500	(none)
36	42000	(none)

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

With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg. This autohits and removes him from your group.
 You can use an unlimited amount of shifting of Subability scores ("sleazing") for Chr.
 You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action.
 You have Overhit.
 Level 3: +1/3 Size Class
 Level 3: +1 all saves
 Level 5: CL=(5 or HNCL); know 5 schools(432 --- -)
 Level 5: 32- --- --- [---]
 Level 8: +1 damage per die (with spells / psi)
 Level 9: set dmg 162 per missile attack
 Level 16: +1 all saves
 Level 18: +1 all saves
 Level 21: Set Con = 52
 Level 23: +2 damage per die with spells or psi
 Level 24: +1 Research point / reset
 Level 24: +1 race slot
 Level 26: +19510 gp per reset
 Level 26: Set Wis = 62
 Level 26: Resist two elements or one element
 Level 33: ++1 to hit
 Level 33: +1 Race Ability (+1)
 Level 35: +2 set Wis; +2 Personality *

The First Divisor Status Penalty RDM

Level	KXP	Spells
1	0	(none)
2	13.8	(none)
3	27.6	(none)
4	55.2	(none)
5	110.4	(none)
6	220.8	(none)
7	441.6	(none)
8	883.2	(none)
9	1725	(none)
10	3450	(none)
11	5175	(none)
12	6900	(none)
13	8625	(none)
14	10350	(none)
15	12075	(none)
16	13800	(none)
17	15525	(none)
18	17250	(none)
19	18975	(none)
20	20700	(none)
21	22425	(none)
22	24150	(none)
23	25875	(none)
24	27600	(none)
25	29325	(none)
26	31050	(none)
27	32775	(none)
28	34500	(none)
29	36225	(none)
30	37950	(none)
31	39675	(none)
32	41400	(none)
33	43125	(none)
34	44850	(none)
35	46575	(none)
36	48300	(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 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 S action only usable in segment 1.
 You have Overhit.
 Level 8: +1 wear location
 Level 9: Everyone has --1 saves vs. your effects
 Level 10: +4 set Coordination (TH)
 Level 14: Area effect spell hits +1 group
 Level 15: +2 set Str; +2 more Str FPOW *
 Level 17: +1 kit (still limited to total kits = LVL)
 Level 17: Hit Points +6
 Level 18: CL=(18 or HNCL); PSPs = ½ of normal Psionicist(443 2)
 Level 20: 1 species enemy
 Level 20: +1QV action
 Level 22: ++1 to hit
 Level 26: #Att w/ Wpn Spec is 9/2
 Level 27: x1.1 damage
 Level 27: 10% to one oBlahR
 Level 29: Barbarian1 Dexterity bonus
 Level 31: set AC 330
 Level 33: Overwrite a spell/psi progression with ML=33
 Level 35: Immune to an element; does "spread"

Exponential Armor Class 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	13.8	(none)	
3	27.6	(none)	
4	55.2	(none)	
5	110.4	(none)	
6	220.8	(none)	
7	441.6	(none)	
8	883.2	(none)	
9	1725	(none)	
10	3450	(none)	You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).
11	5175	(none)	Sustain Wis, San (Sanity).
12	6900	(none)	You may take both forms of this Mini-class. Each still costs 1 Mini-class slot.
13	8625	(none)	+1 summon slot.
14	10350	(none)	You have Overhit.
15	12075	(none)	Level 1: +1 alignment
16	13800	(none)	Level 3: +9 eels
17	15525	(none)	Level 5: -1/3 Size Class
18	17250	(none)	Level 5: +5% party money with jobs
19	18975	(none)	Level 5: AC 7
20	20700	(none)	Level 7: Your summons have +1 defensive DL
21	22425	(none)	Level 8: +1/4 to all "number of attacks" rates
22	24150	(none)	Level 9: x1.1 damage
23	25875	(none)	Level 11: +10% dmg w/ damaging spells
24	27600	(none)	Level 16: +10 AC
25	29325	(none)	Level 17: One Level 17 Rogue ability, 20 rogue points
26	31050	(none)	Level 22: +1 damage (with weapons)
27	32775	(none)	Level 23: 333 322 222 [1-- --]
28	34500	(none)	Level 24: Can material component Major powers
29	36225	(none)	Level 26: +2 set Int
30	37950	(none)	Level 26: +1 to hit
31	39675	(none)	Level 31: +1 damage per die (with spells / psi)
32	41400	(none)	Level 34: Set Int = 78
33	43125	(none)	
34	44850	(none)	
35	46575	(none)	
36	48300	(none)	

The Worst Saves 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=1
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)	Double your Personality score.
11	5400	(none)	Free Vanilla racial adjective that you must take.
12	7200	(none)	You have Overhit.
13	9000	(none)	Level 1: +1/3 Size Class
14	10800	(none)	Level 1: Custom2 picks (Max F=0.5)
15	12600	(none)	Level 4: +2 set Con; Regen +4 hp/s *
16	14400	(none)	Level 5: +1 per die w/ damaging spells
17	16200	(none)	Level 12: CL=(12 or HNCL); know 12 schools(655 443 ---)
18	18000	(none)	Level 13: ++1 AC (adds your armor base AT again)
19	19800	(none)	Level 16: Immune to a [C] section effect and it's Capital version
20	21600	(none)	Level 16: +1QV action
21	23400	(none)	Level 16: +12800 leeches
22	25200	(none)	Level 17: What you need to hit = (target's AC)÷17
23	27000	(none)	Level 17: +20 AT
24	28800	(none)	Level 22: +2 half plusses /reset
25	30600	(none)	Level 22: +4 set Leadership (followers); *
26	32400	(none)	Level 29: One Level 29 Rogue ability, 20 rogue points
27	34200	(none)	Level 29: Immune to 2 specific effects
28	36000	(none)	Level 30: 25% of one BlahR Evasion
29	37800	(none)	Level 30: CL=(30 or HNCL); know 30 schools(777 777 666)
30	39600	(none)	Level 33: x(Stat)/(Prereq.) XP, Max = x17.5 XP
31	41400	(none)	
32	43200	(none)	
33	45000	(none)	
34	46800	(none)	
35	48600	(none)	
36	50400	(none)	

Damage Progression RDM

Level	KXP	Spells
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)
11	5025	(none)
12	6700	(none)
13	8375	(none)
14	10050	(none)
15	11725	(none)
16	13400	(none)
17	15075	(none)
18	16750	(none)
19	18425	(none)
20	20100	(none)
21	21775	(none)
22	23450	(none)
23	25125	(none)
24	26800	(none)
25	28475	(none)
26	30150	(none)
27	31825	(none)
28	33500	(none)
29	35175	(none)
30	36850	(none)
31	38525	(none)
32	40200	(none)
33	41875	(none)
34	43550	(none)
35	45225	(none)
36	46900	(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).
 Automatically make Chr checks, Psionic Blast saves, and Leadership (Morale) checks. You have Overhit.
 Level 2: 1 DL worth of magic items /reset
 Level 3: +15% irreducible among **
 Level 6: +5% money (incl. sold items)
 Level 8: 322 1-- --- [--- --]
 Level 8: 1 spell gets -1 SL
 Level 9: CL=(9 or HNCL); PSPs = ½ of normal Psionicist(63- -)
 Level 13: Level 13 Quintessential Custom6 pick
 Level 14: +1 race slot
 Level 15: -1 to HNCL, Luck
 Level 15: Area effect spell hits +1 group
 Level 17: +1 Race Ability (+1)
 Level 18: +2 half plusses /reset
 Level 19: Your summons have +1 defensive DL
 Level 20: Tactical move: 1N: +1 group
 Level 20: Set Dex = 50
 Level 24: +5 3rd edition skill points
 Level 31: x1.1 saves bonus
 Level 33: +1 professional wrestling maneuver

The Best True 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	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)	Get +1d+0 hit dice in each class.
11	5025	(none)	Automatically make Wis checks and Will saves.
12	6700	(none)	You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis.
13	8375	(none)	Sustain Wis, San (Sanity).
14	10050	(none)	Free Of Legend racial adjective.
15	11725	(none)	You have Overhit.
16	13400	(none)	Level 6: +LVL*2 stat points for purposes of qualifying for classes
17	15075	(none)	Level 8: Can use Omens and Turn Undead
18	16750	(none)	Level 9: 1 DL worth of magic items /reset
19	18425	(none)	Level 9: +2 set Int
20	20100	(none)	Level 12: +144 eels
21	21775	(none)	Level 15: +1 kit (still limited to total kits = LVL)
22	23450	(none)	Level 15: 1 species resistance
23	25125	(none)	Level 17: Set Dex = 44
24	26800	(none)	Level 17: +3 distributed among save categories
25	28475	(none)	Level 18: +1 Research point / reset
26	30150	(none)	Level 18: CL=(18 or HNCL); PSPs = ½ of normal Psionicist(A62 1)
27	31825	(none)	Level 19: +4 set Reason (Will saves); *
28	33500	(none)	Level 20: 40 charges of 1s immunity
29	35175	(none)	Level 20: CL=(20 or HNCL); PSPs = ½ of normal Psionicist(A73 1)
30	36850	(none)	Level 25: +4 set Presence (prog. bonus); *
31	38525	(none)	Level 27: +1 wear location
32	40200	(none)	Level 27: Merge Rogue chart up to LVL=27
33	41875	(none)	Level 27: Immune to a [C] section effect
34	43550	(none)	
35	45225	(none)	
36	46900	(none)	

The Fourth 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

Get an instance of Wis bonus to one spell progression.

+1 S action only usable in segment 4.

You have Overhit.

Level 1: +1 B Action /r

Level 2: +1 damage per die (with spells / psi)

Level 3: aBlahR (aRaMaPaIR) +10%

Level 4: CL=(4 or HNCL); know 4 schools(1-1 --- -)

Level 11: Resist two elements or one element

Level 12: +5 proficiencies

Level 12: Custom2 picks (Max F=6)

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

Level 16: Overwrite a spell/psi progression with ML=16

Level 16: Set Str = 42

Level 17: +17 SLs

Level 17: +14450 leeches

Level 24: Set Cml = 66

Level 24: Level 24 Quintessential Custom6 pick

Level 25: Everyone has --1 saves vs. your effects

Level 26: +676 eels

Level 34: +1 race slot

Level 36: +1 limited ML *

Multi-Classed Divisor To Hit Penalty RDM

Level	KXP	Spells
1	0	(none)
2	13.8	(none)
3	27.6	(none)
4	55.2	(none)
5	110.4	(none)
6	220.8	(none)
7	441.6	(none)
8	883.2	(none)
9	1725	(none)
10	3450	(none)
11	5175	(none)
12	6900	(none)
13	8625	(none)
14	10350	(none)
15	12075	(none)
16	13800	(none)
17	15525	(none)
18	17250	(none)
19	18975	(none)
20	20700	(none)
21	22425	(none)
22	24150	(none)
23	25875	(none)
24	27600	(none)
25	29325	(none)
26	31050	(none)
27	32775	(none)
28	34500	(none)
29	36225	(none)
30	37950	(none)
31	39675	(none)
32	41400	(none)
33	43125	(none)
34	44850	(none)
35	46575	(none)
36	48300	(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).

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

For one group on this class, you may mix in one class you know that shares a group with it.

You have Overhit.

Level 2: +1 professional wrestling maneuver

Level 4: +2 set Wis; +2 Personality *

Level 4: Everyone has --1 saves vs. your effects

Level 4: set hp 160

Level 4: +10 AC

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

Level 11: +1/3 Size Class

Level 13: +16900 goodberries

Level 14: +1 ability score point

Level 14: +1 LVL with Omens

Level 16: +1 proficiency

Level 16: +LVL to hit

Level 17: +1/3 Size Class

Level 21: +1 limited ML *

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

Level 21: +15% irreducible among **

Level 25: BlahR (RMPIR) +10%

Level 28: x1.1 damage

XP 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 Str 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.

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

You have Overhit.

Level 1: x2 XP if all classes in same group

Level 3: -3 per physical attack

Level 3: Set Wis = 16

Level 3: Inaudible (Move Silently)

Level 5: Weapon Spec, +3 half plusses

Level 6: -6 per physical attack

Level 9: 322 2-- --- [--- --]

Level 12: +5% party money with jobs

Level 14: x1.1 damage

Level 19: 1 spell gets -1 SL

Level 20: 1 species enemy

Level 21: Halve the F in Custom1 picks (Max F=10.5)

Level 23: set dmg 1058 per missile attack

Level 23: Immune to an element; doesn't "spread"

Level 24: +0.2 in mixed race abilities

Level 29: CL=(29 or HNCL); know 29 schools(665 555 5)

Level 30: +30 SLs

Level 36: +1QQQQV action

Grand Saving Throws Specialization RDM

Level	KXP	Spells
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)
11	5025	(none)
12	6700	(none)
13	8375	(none)
14	10050	(none)
15	11725	(none)
16	13400	(none)
17	15075	(none)
18	16750	(none)
19	18425	(none)
20	20100	(none)
21	21775	(none)
22	23450	(none)
23	25125	(none)
24	26800	(none)
25	28475	(none)
26	30150	(none)
27	31825	(none)
28	33500	(none)
29	35175	(none)
30	36850	(none)
31	38525	(none)
32	40200	(none)
33	41875	(none)
34	43550	(none)
35	45225	(none)
36	46900	(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 Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.

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

1M, Gaze at a group: Awe power: Will save at DC=10+Cml or Charmed (can use CR to resist)

You have the Cleave feat.

You have Overhit.

Level 3: Set Cml = 24

Level 4: x3 base TH from class

Level 5: x(Stat)/(Prereq.) XP, Max = x3.5 XP

Level 5: +1 CL in one class

Level 6: CL=(6 or HNCL); PSPs = ½ of normal Psionicist(51- -)

Level 6: Set Str = 22

Level 7: +10 AC

Level 7: 1M, 1/t: Cureall

Level 12: Your summons have +1 offensive DL

Level 13: Set Str = 36

Level 14: ++1 damage (this adds +1 base die of damage)

Level 18: +1/4 to all "number of attacks" rates

Level 18: +2 proficiencies (all from this class must be same)

Level 18: Immune to an element; does "spread"

Level 23: +1 specialty Discipline (psionics)

Level 29: +1 to d20 & d12 rolls for Turn Undead

Level 31: +0.2 in mixed race abilities

Level 32: CL=(32 or HNCL); PSPs = ½ of normal Psionicist(MD9 5)

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

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 can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis. Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.

You have Overhit.

Level 6: +1 proficiency

Level 7: 1M, 1/d: Resurrection

Level 7: Merge Rogue chart up to LVL=7

Level 8: ++1 saves

Level 8: inDR 16/+8

Level 9: x1.1 XP

Level 11: 1 species enemy

Level 14: Halve the F in Custom1 picks (Max F=7)

Level 17: +10 AC

Level 20: 1M, 1/d: Reverse Pixelation

Level 20: +1 specialty Discipline (psionics)

Level 26: Area effect psi power hits +1 group

Level 26: x1.1 to hit bonus

Level 27: Hit Dice & 1d4

Level 30: +4 set Fitness (hp bonus)

Level 33: x(Stat)/(Prereq.) XP, Max = x17.5 XP

Level 34: +2 proficiencies (all from this class must be same)

Level 35: x9.75 hp

XP RDM

Level	KXP	Spells
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)
11	5100	(none)
12	6800	(none)
13	8500	(none)
14	10200	(none)
15	11900	(none)
16	13600	(none)
17	15300	(none)
18	17000	(none)
19	18700	(none)
20	20400	(none)
21	22100	(none)
22	23800	(none)
23	25500	(none)
24	27200	(none)
25	28900	(none)
26	30600	(none)
27	32300	(none)
28	34000	(none)
29	35700	(none)
30	37400	(none)
31	39100	(none)
32	40800	(none)
33	42500	(none)
34	44200	(none)
35	45900	(none)
36	47600	(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 may "project" (copy) your Cml onto one other ability score. This is a constant overwrite, and does count for meeting stat requirements.
 Get Int bonus to CL; you can no more than double the original CL of a class.
 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.
 Get Int bonus to CL; you can no more than double the original CL of a class.
 You have Overhit.
 Level 1: +1 A' action /r (3A' -> 1QZ)
 Level 2: CL=(2 or HNCL); know 2 schools(3-- --- ---)
 Level 7: 431 --- --- [---]
 Level 8: |AC| 10
 Level 11: +15% irreducible among **
 Level 12: +4 set Intuition (prog. bonus)
 Level 14: +5 proficiencies
 Level 16: Immune Hold, Charm, Fear
 Level 18: -3 to stat requirements
 Level 19: +1QQZ action
 Level 19: Can have 2 groups of the same summon
 Level 24: BlahR (RMPIR) +10%
 Level 26: Ignore one BlahR
 Level 27: Your summons have +1 offensive DL
 Level 28: -28 per physical attack
 Level 29: +1 set Cml
 Level 29: x1.1 AC (shift from 10)
 Level 30: +1 feat (can go beyond limit with this)

Grand XP 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 may trade in 4 picks here to make a school/sphere ½M to cast. Material componenting still costs 1V though.

Gives +2 Personality per level, regardless of which calculation is being used (Int+Chr+level or Wis+Con+level). The Alt2 version (Reason) gives this bonus as well; the Alt1 version (Intuition) does not.

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

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).

You have the Cleave feat.

You have Overhit.

Level 3: Set Wis = 16

Level 4: Your summons have +1 defensive DL

Level 8: +1 feat (can go beyond limit with this)

Level 10: Level 10 Custom5 pick

Level 12: ++1 to hit

Level 13: x1.1 saves bonus

Level 17: CL=(17 or HNCL); know 17 schools(555 553 32-)

Level 17: 1 DL worth of magic items /reset

Level 18: 1 species resistance

Level 19: -1/3 Size Class

Level 21: +1 Class sheet / reset

Level 23: +1 ability score point

Level 24: +2 set Chr; +10% Money *

Level 26: 333 332 222 [21- --]

Level 26: +4 set Efficiency (TH)

Level 29: +15% irreducible among **

Level 30: +10 AC

Level 32: 0, 1/d: Immune to someone for 1t

To Hit RDM

Level	KXP	Spells
1	0	(none)
2	12.2	(none)
3	24.4	(none)
4	48.8	(none)
5	97.6	(none)
6	195.2	(none)
7	390.4	(none)
8	780.8	(none)
9	1525	(none)
10	3050	(none)
11	4575	(none)
12	6100	(none)
13	7625	(none)
14	9150	(none)
15	10675	(none)
16	12200	(none)
17	13725	(none)
18	15250	(none)
19	16775	(none)
20	18300	(none)
21	19825	(none)
22	21350	(none)
23	22875	(none)
24	24400	(none)
25	25925	(none)
26	27450	(none)
27	28975	(none)
28	30500	(none)
29	32025	(none)
30	33550	(none)
31	35075	(none)
32	36600	(none)
33	38125	(none)
34	39650	(none)
35	41175	(none)
36	42700	(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.

You have Overhit.

Level 1: +30 smurfberries

Level 5: 1M, 1/t: Heal

Level 5: +1 AC

Level 7: +1 LVL with Omens

Level 7: $x(\text{Stat})/(\text{Prereq.}) \text{ XP}$, Max = $x4.5 \text{ XP}$

Level 8: 1 spell gets -1 SL

Level 9: Overwrite a spell/psi progression with ML=9

Level 11: Level 11 Quintessential Custom6 pick

Level 13: +1 kit (still limited to total kits = LVL)

Level 13: +1 attack per P action with one weapon

Level 15: +20% irreducible among *

Level 18: +30 saving throws that you distribute

Level 24: 1 species enemy

Level 25: +3 distributed among save categories

Level 27: 10% to one oBlahR

Level 29: -1/3 Size Class

Level 30: $+x(\text{level}+1) \text{ max hp}$

Level 34: Ignore one BlahR

Specific To Hit 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 may trade in 4 picks here to make a school/sphere ½M to cast. Material componenting still costs 1V though.
 You have Overhit.
 Level 1: Level 1 Custom5 pick
 Level 1: One "held/sustained" stat
 Level 8: 40 rogue points
 Level 9: +2 set Dex
 Level 11: CL=(11 or HNCL); PSPs = ½ of normal Psionicist(332 -)
 Level 13: Your summons have +1 defensive DL
 Level 14: +1 to hit
 Level 14: Your summons have +1 defensive DL
 Level 18: +2 set Str; +2 more Str FPOW *
 Level 19: +1 to number of summons (same group)
 Level 23: 1 psi power gets -1 SL
 Level 23: Merge Rogue chart up to LVL=23
 Level 26: CL=(26 or HNCL); know 26 schools(776 666 666)
 Level 27: +5 3rd edition skill points
 Level 27: +4 set Fitness (hp bonus)
 Level 34: 68 charges of 1s immunity
 Level 35: Set Int = 80
 Level 36: -3 to stat requirements

Stat Damage 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

Automatically make Int checks and category=Spell saves.

You have Overhit.

Level 2: set dmg 20 per melee attack

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

Level 6: -1/3 Size Class

Level 6: CL=(6 or HNCL); know 6 schools(432 1-- -)

Level 9: Your spells/psi shift blahR by -25%

Level 9: +4 set Balance/Reflex (AC)

Level 12: +12 SLs

Level 14: x1.1 to hit bonus

Level 14: Area effect psi power hits +1 group

Level 16: 654 431 --- [---]

Level 17: CL=(17 or HNCL); know 17 schools(444 433 3)

Level 24: +4 set Efficiency (TH)

Level 26: +26 SLs

Level 27: CL=(27 or HNCL); know 27 schools(666 666 655)

Level 31: +6" move rate

Level 32: 64 charges of 1s immunity

Level 32: x9 hp

Level 34: inDR 68/+34

Absolute XP Immuner RDM

Level	KXP	Spells
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)
11	5100	(none)
12	6800	(none)
13	8500	(none)
14	10200	(none)
15	11900	(none)
16	13600	(none)
17	15300	(none)
18	17000	(none)
19	18700	(none)
20	20400	(none)
21	22100	(none)
22	23800	(none)
23	25500	(none)
24	27200	(none)
25	28900	(none)
26	30600	(none)
27	32300	(none)
28	34000	(none)
29	35700	(none)
30	37400	(none)
31	39100	(none)
32	40800	(none)
33	42500	(none)
34	44200	(none)
35	45900	(none)
36	47600	(none)

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Sustain Con.

You have Overhit.

Level 1: $x(\text{Stat})/(\text{Prereq.}) \text{ XP}$, Max = $x1.5 \text{ XP}$

Level 1: Resist two elements or one element

Level 3: +900 goodberries

Level 7: With an attack, you can Throw a Size M target $\text{Str} * 10'$, doing $(\text{Str})d6$ falling dmg. This autohits and removes him from your group.

Level 8: +1 all saves

Level 8: Custom2 picks (Max F=4)

Level 9: +1 Race Ability ($\div 1$)

Level 14: Turn Undead at CL=14 (or +1 to existing CL)

Level 28: +1 Race Ability ($\div 1$)

Level 29: Hit Points +6

Level 30: +1 to d20 & d12 rolls for Turn Undead

Level 31: Turn Undead at CL=31 (or +1 to existing CL)

Level 31: +4 set Balance/Reflex (AC)

Level 31: -1 to HNCL, Luck

Level 31: ++1 to d20 and +1d12 effect with Turning

Level 33: BlahR (RMPIR) +10%

Level 35: +1 race slot

Level 36: +20 AT