

Grand Quick Magus RDM

Level	KXP	Spells	Requisites: Str 21, Int 21
		123 456 789	Alignment: NE
1	0	33- --- ---	HD/level: 1d5
2	2.8	33- --- ---	Weapon Prof.: 7+level
3	5.6	433 --- ---	To Hit Table: & Rog
4	11.2	433 --- ---	Saves: 2xPri
5	22.4	443 3-- ---	Reference: RDM
6	44.8	443 3-- ---	Groups: Wizard, Internet
7	89.6	544 33- ---	Complexity: CF=3
8	179.2	544 33- ---	
9	350	554 433 ---	
10	700	554 433 ---	Specialization in Chromancy; pick one opposite school.
11	1050	655 443 3--	See [Q8] for Psi8 rules and powers.
12	1400	655 443 3--	School robe (-1 SL) in Conjuratation/Summoning
13	1750	665 544 33-	Specialization, Enchantment/Charm (no opposite)
14	2100	665 544 33-	You have the Cleave feat.
15	2450	766 554 433	Level 1: +1 Technological proficiency slot per level (see [P8.8]).
16	2800	766 554 433	Known Spells:
17	3150	776 655 443	Summon Angband Monster N (SL=N): Summons an Angband Monster of DL N.
18	3500	776 655 443	Reba McEntire - The Night the Lights Went Out in Georgia (SL=1): Illusionary gun weapon that fires 1/s; CL^2 to two targets
19	3850	877 665 544	Alaskan Pipeline(SL=2): Frozen poop weapon attacks by itself 1/r; CL^2 brown jelly and ice dmg.
20	4200	877 665 544	Brass Gnat 3-5 (SL=3): When you take this power, pick Radiation, Magic, Psi, or Innate. 1M or 1T: Dispel an effect of the type chosen. Picking this more than once gives you another pick.
21	4550	887 766 554	
22	4900	887 766 554	Disturbed - I'm Alive (SL=4): You can't be charmed, dominated, polymorphed, or shapechanged as long as you are not slain
23	5250	988 776 655	Windwalk Cloud(SL=5): Windwalk as spell.
24	5600	988 776 655	Randy Travis - Three Wooden Crosses (SL=6): Three targets SEL=5 Slain and a fourth target gets a randomly generated magic item
25	5950	998 877 665	
26	6300	998 877 665	Scour from Existence (SL=7): 1bM: Target item/creature/effect is Annihilated.
27	6650	A99 887 766	Everything I Touch I Destroy (SL=8): Your unarmed attacks are Destruction (reverse resurrection)/Disjunction branded.
28	7000	A99 887 766	
29	7350	AA9 988 776	Charisma (SL=9): +12 Chr [cont.]
30	7700	AA9 988 776	
31	8050	BAA 998 877	
32	8400	BAA 998 877	
33	8750	BBA A99 887	
34	9100	BBA A99 887	
35	9450	CBB AA9 988	
36	9800	CBB AA9 988	

Grand Improved Buddy Slayer RDM

Level	KXP	Spells
1	0	(none)
2	3.8	(none)
3	7.6	(none)
4	15.2	(none)
5	30.4	(none)
6	60.8	(none)
7	121.6	(none)
8	243.2	(none)
9	475	(none)
10	950	(none)
11	1425	(none)
12	1900	(none)
13	2375	(none)
14	2850	(none)
15	3325	(none)
16	3800	(none)
17	4275	(none)
18	4750	(none)
19	5225	(none)
20	5700	(none)
21	6175	(none)
22	6650	(none)
23	7125	(none)
24	7600	(none)
25	8075	(none)
26	8550	(none)
27	9025	(none)
28	9500	(none)
29	9975	(none)
30	10450	(none)
31	10925	(none)
32	11400	(none)
33	11875	(none)
34	12350	(none)
35	12825	(none)
36	13300	(none)

Requisites: Con 62
Alignment: TE (Overwrite to all other classes)
HD/level: 3d3
Weapon Prof.: 10+level
To Hit Table: Psi
Saves: 2xWar
Reference: RDM
Groups: Futureshifted, Maxi
Complexity: CF=3

Replaces all dice with d30's for Turn Undead (both the turning roll and the result), and for Omens.
 You have the Cleave feat.
 You have one free species enemy similar to Slayer mini-class.
 Level 1: You may use Astral Projection; but in this case, you cannot use P actions or physically attack at all. [Int->Str, Wis->Dex, Chr->Con]
 Level 1: You may have up to LVL+2 instances of Weapon Specialization for each weapon, where each instance gives 3 half-plusses in the weapon. (e.g. at level 1 you can be Triple Specialized in Long Sword, giving +0/+9 TH/dmg).
 Level 1: Detect Lie or Undetectable Lie (1 at a time, cont.)
 Level 3: Can convert 3M -> 1 OppM
 Level 3: Immune to paralysis (but not hold). People do not multiply their damage by their level when you're held.
 Level 5: Construct IV. ½M: Remove a BlahR from 1 target, Halve the irrBlahR from 1 target, or Halve the BlahR from a group (no ER)
 Level 12: +LVL/2 HNCL
 Level 12: +LVL/2 HNCL

Green Conspiracy Turd3 RDM

Level	KXP	Spells	
1	0	(none)	Requisites: Wis 26
2	3.6	(none)	Alignment: non-E
3	7.2	(none)	HD/level: 3d6
4	14.4	(none)	Weapon Prof.: 6+level/3
5	28.8	(none)	To Hit Table: 2xPri
6	57.6	(none)	Saves: 3xCust
7	115.2	(none)	Reference: RDM
8	230.4	(none)	Groups: Joke
9	450	(none)	Complexity: CF=3
10	900	(none)	Exceptional Str and Con.
11	1350	(none)	Exceptional Str and Con.
12	1800	(none)	Exceptional Str and Con.
13	2250	(none)	Exceptional Str and Con.
14	2700	(none)	Specialization, MTG Green School.
15	3150	(none)	You have +1 Feat.
16	3600	(none)	Level 1: CR 60+LVL*5%.
17	4050	(none)	Level 1: Protection from Junk Food: Immune poison, bad effects from potions/food (incl. miscibility)
18	4500	(none)	Level 1: Baseball Bat: (Size M; 2d6/2d4; 19+/x2; attack as Melee)
19	4950	(none)	Level 1: Only during reset: Spend 20*N gp: +N XP.
20	5400	(none)	Level 1: 1P, 1/t: Refill the Smurfberry pool, to a max of 10*LVL Smurfberries.
21	5850	(none)	Smurfberries are eaten like Goodberries; each Smurfberry cures 2 hp, or gives a new saving throw against an effect. If the effect had no previous save, use RSW; the target number = 10+CL of the effect.
22	6300	(none)	Level 1: Free instance of the Smurf Familiar. It's abilities are: Level 1: +50% base Non-Weapon Proficiencies; Level 9: +LVL*10% MR; Level 18: +50% base Non-Weapons; 1M: Psi6G Escape. It is a "vanilla" Smurf and doesn't give any of the Smurf pick powers on the next page.
23	6750	(none)	
24	7200	(none)	
25	7650	(none)	Level 1: Footballs (thrown; Size S; 1d4/1d3; 20/x2; attack as Dart)
26	8100	(none)	Level 5: +N-4 Con, -N+4 Chr, where N is any number from 4 to LVL.
27	8550	(none)	
28	9000	(none)	
29	9450	(none)	
30	9900	(none)	
31	10350	(none)	
32	10800	(none)	
33	11250	(none)	
34	11700	(none)	
35	12150	(none)	
36	12600	(none)	

Trans Jester3 RDM

Level	KXP	Spells
1	0	(none)
2	2.4	(none)
3	4.8	(none)
4	9.6	(none)
5	19.2	(none)
6	38.4	(none)
7	76.8	(none)
8	153.6	(none)
9	300	(none)
10	600	(none)
11	900	(none)
12	1200	(none)
13	1500	(none)
14	1800	(none)
15	2100	(none)
16	2400	(none)
17	2700	(none)
18	3000	(none)
19	3300	(none)
20	3600	(none)
21	3900	(none)
22	4200	(none)
23	4500	(none)
24	4800	(none)
25	5100	(none)
26	5400	(none)
27	5700	(none)
28	6000	(none)
29	6300	(none)
30	6600	(none)
31	6900	(none)
32	7200	(none)
33	7500	(none)
34	7800	(none)
35	8100	(none)
36	8400	(none)

Requisites: Con 25, Cml 25

Alignment: non-J

HD/level: 3d3

Weapon Prof.: 9+level

To Hit Table: Rog

Saves: CTD0

Reference: RDM

Groups: Custom, Joke

Complexity: CF=3

Exceptional Str and Con.

Gains access to one psionic frequency per level.

Gets the generic "All Warrior", "All Wizard", "All Priest", and "All Rogue" abilities.

You have +1 Feat.

aMtgDeathtouchR 41% (all dmg to you is Mtg Deathtouch).

Level 1: Footballs (thrown; Size S; 1d4/1d3; 20/x2; attack as Dart)

Level 1: Kung Fat: Ability to take professional wrestling, plus a kit slot to take a professional wrestling style.

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

Level 7: Boredom w/ Heroic Tales: 1M, 3/d: Sleep (Area effect, PP save)

Level 8: Pick two from: Dweomershaper5 Level 5-7, Bringer5 Level 1-3, Rogue5

Level 1-3

Level 27: This "Level:" pick may be non-simple, something that normally cannot be picked (e.g. a Swashbuckler ability), or a line of text at the top of a class description that isn't a "Level:" ability at all.

Living Shifter1 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	4.2	+2 lim ML
3	8.4	+3 lim ML
4	16.8	+4 lim ML
5	33.6	+5 lim ML
6	67.2	+6 lim ML
7	134.4	+7 lim ML
8	268.8	+8 lim ML
9	525	+9 lim ML
10	1050	+10 lim ML
11	1575	+11 lim ML
12	2100	+12 lim ML
13	2625	+13 lim ML
14	3150	+14 lim ML
15	3675	+15 lim ML
16	4200	+16 lim ML
17	4725	+17 lim ML
18	5250	+18 lim ML
19	5775	+19 lim ML
20	6300	+20 lim ML
21	6825	+21 lim ML
22	7350	+22 lim ML
23	7875	+23 lim ML
24	8400	+24 lim ML
25	8925	+25 lim ML
26	9450	+26 lim ML
27	9975	+27 lim ML
28	10500	+28 lim ML
29	11025	+29 lim ML
30	11550	+30 lim ML
31	12075	+31 lim ML
32	12600	+32 lim ML
33	13125	+33 lim ML
34	13650	+34 lim ML
35	14175	+35 lim ML
36	14700	+36 lim ML

Requisites: Con 21
Alignment: NE
HD/level: & 3d3
Weapon Prof.: & 4+level/3
To Hit Table: Psi
Saves: 3xPri
Reference: RDM
Groups: Monster
Complexity: CF=3

Gets Barbarian Con.
 Gets a master monster pick per level
 Gets a master monster pick per level
 Gets Barbarian Con.
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 1:,2:,etc.: The DM rolls a Monster Summoning result of $DL=2*LVL/5$ (round up). The result will be of the "Weird" group, with a random [M2] Monster Template added to it. You gain the racial abilities of what the DM rolls.
 Level 1: 1V: Summon a good DL 1d4-1 Outer planar creature (treat DL=0 as DL=1 with only 5/5 rhp)
 Level 1: Immune Poison. Tail's P: Do an attack at 1d2 dmg plus poison (LVL*10 dmg, save for 0)
 Level 2: Sinew Sliver: +LVL saves; +LVL TH; +LVL max hp
 Level 6: You may use Ethereal or Anti-Ethereal Projection. [Str->Dex, Int->Con, Wis->Chr, or the reverse]
 Level 9: Any Rogue 9 ability, or two Rogue 9 abilities based on Dex. (This is in addition to the normal "Any Rogue 9" ability you get for being a Rogue.)
 Level 18: Your Frank Cheat Code uses Dart number of attacks. (This is the best this gets; there is no Shuriken version later.)

Cleric of the Future Slayer RDM

Level	KXP	Spells
1	0	(none)
2	2.4	(none)
3	4.8	(none)
4	9.6	(none)
5	19.2	(none)
6	38.4	(none)
7	76.8	(none)
8	153.6	(none)
9	300	(none)
10	600	(none)
11	900	(none)
12	1200	(none)
13	1500	(none)
14	1800	(none)
15	2100	(none)
16	2400	(none)
17	2700	(none)
18	3000	(none)
19	3300	(none)
20	3600	(none)
21	3900	(none)
22	4200	(none)
23	4500	(none)
24	4800	(none)
25	5100	(none)
26	5400	(none)
27	5700	(none)
28	6000	(none)
29	6300	(none)
30	6600	(none)
31	6900	(none)
32	7200	(none)
33	7500	(none)
34	7800	(none)
35	8100	(none)
36	8400	(none)

Requisites: Wis 23, Cml 23

Alignment: TE

HD/level: & 2d6

Weapon Prof.: & 10+level/3

To Hit Table: 2xCTD0

Saves: (none)

Reference: RDM

Groups: Futureshifted, Random

Complexity: CF=3

Gets a master monster pick per level.

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 one free species enemy similar to Slayer mini-class.

Level 11: Immune to all Energy/Stat drains.

Red Kineticist in a Syringe RDM

Level	KXP	Psionics		Requisites: Chr 19 Alignment: LN HD/level: +++2d2 Weapon Prof.: 9+level/2 To Hit Table: Pri Saves: 2xMon Reference: RDM Groups: Psionicist Complexity: CF=3
		mMG	SUV	
1	0	22-	---	
2	2.8	32-	---	
3	5.6	32-	---	
4	11.2	32-	---	
5	22.4	33-	---	
6	44.8	432	---	
7	89.6	432	---	
8	179.2	432	---	
9	350	442	---	
10	700	543	---	Can specialize in one school or get one Grand sphere, or both, but in this case must pick a School and a Sphere to be Opposite in.
11	1050	543	---	Specialization, MTG Red School
12	1400	543	---	Level 1: 0, 1 attack: Attempt to disarm your opponent. Roll to hit and damage normally, but you do no damage, instead, keep track of this pseudo-damage.
13	1750	553	2--	Known Powers
14	2100	654	2--	[Status Name] Bolt (SL=SEL): Do this Status Effect to one target (Spell save: 0)
15	2450	654	2--	Kanye West - Niggas in Paris (SL=N): Spend 1000*N gp: You are N % Real. See Brown Originator mini for more details
16	2800	654	2--	Simulacrum (SL=2): 1bM: Redirect any amount of damage from you to one of your subordinates.
17	3150	664	3--	Five Finger Death Punch - Living The Dream (SL=2): Dispel a charm/compulsion effect (even while charmed) if you are true [x1] multiplier
18	3500	765	3--	Boseiju, Who Shelters All (SL=5): 1bV, Pay 20hp: Next spell you cast can't be countered.
19	3850	765	3--	Mirari (SL=5): 1bM, lose a SL=5 spell in memorization: Fork
20	4200	765	3--	Gaea's Avenger (SL=8): Immune to x5 and lower artifact effects that you (or your party) do not control
21	4550	775	4--	Munging(SL=8): Three targets grouped. First target Capital S slain, second takes 20d6 falling dmg, third Crapped.
22	4900	876	42-	Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)
23	5250	876	42-	Force Beast Language (SL=11): Speak with and mentally dominate target monster.
24	5600	876	42-	
25	5950	886	52-	
26	6300	987	53-	
27	6650	987	53-	
28	7000	987	53-	
29	7350	997	63-	
30	7700	A98	64-	
31	8050	A98	64-	
32	8400	A98	64-	
33	8750	AA8	742	
34	9100	BA9	752	
35	9450	BA9	752	
36	9800	BA9	752	

Barney Hermitologist RDM

Level	KXP	Spells
1	0	(none)
2	3.4	(none)
3	6.8	(none)
4	13.6	(none)
5	27.2	(none)
6	54.4	(none)
7	108.8	(none)
8	217.6	(none)
9	425	(none)
10	850	(none)
11	1275	(none)
12	1700	(none)
13	2125	(none)
14	2550	(none)
15	2975	(none)
16	3400	(none)
17	3825	(none)
18	4250	(none)
19	4675	(none)
20	5100	(none)
21	5525	(none)
22	5950	(none)
23	6375	(none)
24	6800	(none)
25	7225	(none)
26	7650	(none)
27	8075	(none)
28	8500	(none)
29	8925	(none)
30	9350	(none)
31	9775	(none)
32	10200	(none)
33	10625	(none)
34	11050	(none)
35	11475	(none)
36	11900	(none)

Requisites: Dex 26
Alignment: TE
HD/level: 1d3
Weapon Prof.: 7+level/5
To Hit Table: 2xWar
Saves: 2xWar
Reference: RDM
Groups: Lost
Complexity: CF=3

Gets Exceptional Dex and Chr.

Can weapon specialize, using the Ranger1 line.

Priest Spells: Get 3 Grand, 2 Major, 1 Minor spheres.

Each Level: Rolls a random class from the unfinished classes (section [PC99]. You get on "line of text", all level colons of that exact level (even non-pickable), and the difference in spell progression from the previous level to this one.

Level 1: 1M, 1/r: Shapechange Self into a random DL=(LVL+2)/3 monster of [M40] monster type 3d13+1. It's permanent, unless you don't like it.

Level 1: You may use (pick one): Mixed races, Race adjectives, Mixed classing (There are limits to which classes can be Mixed together, see the DM), or Class adjectives.

Level 1: You may access X4 (old Psi4) or X24 (old Psi24) as a Wild Talent slot (Mini Class slot). X4 uses the old multipliers (x1.5/x2/x3/x4) and X24 uses the old costs (1/2/3/4).

Level 1: Base AT is +5+LVL.

Level 1: May use 1 material component effect per spell as a zero action.

Level 1: Number of class slots = 10.

Level 1: If your race matches your class, you get x+0.5 (+50%) XP.

Patient in the World RDM

Level	KXP	Spells	
1	0	(none)	Requisites: Int 64
2	2.2	(none)	Alignment: JN
3	4.4	(none)	HD/level: 1d5
4	8.8	(none)	Weapon Prof.: 9+level/3
5	17.6	(none)	To Hit Table: Rog
6	35.2	(none)	Saves: 3xM-U0
7	70.4	(none)	Reference: RDM
8	140.8	(none)	Groups: Maxi
9	275	(none)	Complexity: CF=3
10	550	(none)	+LVL/5 QZ actions
11	825	(none)	Level 1: Detect Lie or Undetectable Lie (1 at a time, cont.)
12	1100	(none)	Level 1: Connected: You know a friend in every city, for shelter and/or locating a shop/person
13	1375	(none)	Level 3: Detect/Identify Anti-Psionics & Anti-Innates
14	1650	(none)	Level 3: Thrown Fu: +LVL to hit with thrown objects; thrown objects are always at least base #Att = 1 and range 60'.
15	1925	(none)	Level 3: Thrown Fu: +LVL to hit with thrown objects; thrown objects are always at least base #Att = 1 and range 60'.
16	2200	(none)	Level 3: Thrown Fu: +LVL to hit with thrown objects; thrown objects are always at least base #Att = 1 and range 60'.
17	2475	(none)	Level 4: Can have 2 of the same familiar using only 1 familiar slot
18	2750	(none)	Level 6: Regenerate LVL hp/s (troll-like, heals vile/perm dmg), restore XP/Lvl drain, within 30'
19	3025	(none)	
20	3300	(none)	
21	3575	(none)	
22	3850	(none)	
23	4125	(none)	
24	4400	(none)	
25	4675	(none)	
26	4950	(none)	
27	5225	(none)	
28	5500	(none)	
29	5775	(none)	
30	6050	(none)	
31	6325	(none)	
32	6600	(none)	
33	6875	(none)	
34	7150	(none)	
35	7425	(none)	
36	7700	(none)	

Chromatic www. (3 9).txt RDM

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

Requisites: Cml 27
Alignment: NW
HD/level: 1d3
Weapon Prof.: 3+level/2
To Hit Table: (none)
Saves: 3xM-U0
Reference: RDM
Groups: Internet
Complexity: CF=3

See [Q8] for Psi8 rules and powers.

Resist Chromatic.

Level 1: +2 Con per level. This bonus cannot be used to qualify for the Troll0 class itself, and you can't 2 for 1 trade it away.

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

Level 1:,2:,etc.: The DM rolls a random class from the internet (he has a big directory of files). You get the some (or all) of the abilities of that class; you will at least get the effect of a "line of text" and the "level:" of your level; you will probably get more.

You do not need to meet the requirements of the class.

Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)*2.

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

Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)*5/2, round down.

Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)*5/2, round down.

Level 14: +4 HNCL (this can't be picked)

Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)*3.

(5) 5 RDM

Level	KXP	Spells
		123 456 789
1	0	44- - - - -
2	4	44- - - - -
3	8	544 - - - - -
4	16	544 - - - - -
5	32	554 4- - - -
6	64	554 4- - - -
7	128	655 44- - - -
8	256	655 44- - - -
9	500	665 544 - - -
10	1000	665 544 - - -
11	1500	766 554 4- -
12	2000	766 554 4- -
13	2500	776 655 44-
14	3000	776 655 44-
15	3500	877 665 544
16	4000	877 665 544
17	4500	887 766 554
18	5000	887 766 554
19	5500	988 776 655
20	6000	988 776 655
21	6500	998 877 665
22	7000	998 877 665
23	7500	A99 887 766
24	8000	A99 887 766
25	8500	AA9 988 776
26	9000	AA9 988 776
27	9500	BAA 998 877
28	10000	BAA 998 877
29	10500	BBA A99 887
30	11000	BBA A99 887
31	11500	CBB AA9 988
32	12000	CBB AA9 988
33	12500	CCB BAA 998
34	13000	CCB BAA 998
35	13500	DCC BBA A99
36	14000	DCC BBA A99

Requisites: Int 22
Alignment: NW
HD/level: 3e6
Weapon Prof.: 10+level/3
To Hit Table: 2xWar
Saves: 3xCTD0
Reference: RDM
Groups: Wizard, Internet
Complexity: CF=3

School robe (-1 SL) in Divination
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
 Level 1:,2:,etc.: May cast spells of spell level N/4 (round down) without using a P action.
 Level 1:,2:,etc.: The DM rolls a random class from the internet (he has a big directory of files). You get the some (or all) of the abilities of that class; you will at least get the effect of a "line of text" and the "level:" of your level; you will probably get more. You do not need to meet the requirements of the class.
 Level 9: +LVL-8 Kits, must be Int-based.
 Known Spells:
 [Status Name] Bolt-On (SL=SEL): Do this Status Effect to one target (Spell save: 0)
 Cadmium Yellow (SL=1): Stops poisons, gases, and petrification or Deals 80 points of electricity damage (Reflex half).
 Ring of Fire (SL=2): LVLd6 Fireball that Dimension Doors the target.
 Leering Gargoyle (SL=3): Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.
 Disturbed - A Welcome Burden (SL=4): CN subordinates summoned from a Rock Music Sampler spell you control get +1 offensive DL
 Mama, I'm Coming Home (SL=5): Escape home.
 Loop Quantum Gravity(SL=6): Raise or Lower the PF in the room by up to LVL.
 Sword of Darkness (SL=7): Creates an animated 1d4,19+ sword with -1 level drain brand.
 Gaea's Avenger (SL=8): Immune to x5 and lower artifact effects that you (or your party) do not control
 Ice Assassin (SL=9): Creates clone insane duplicate of creature out of ice.

ChirurgonologistJG RDM

Level	KXP	Spells
1	0	(none)
2	2.4	(none)
3	4.8	(none)
4	9.6	(none)
5	19.2	(none)
6	38.4	(none)
7	76.8	(none)
8	153.6	(none)
9	300	(none)
10	600	(none)
11	900	(none)
12	1200	(none)
13	1500	(none)
14	1800	(none)
15	2100	(none)
16	2400	(none)
17	2700	(none)
18	3000	(none)
19	3300	(none)
20	3600	(none)
21	3900	(none)
22	4200	(none)
23	4500	(none)
24	4800	(none)
25	5100	(none)
26	5400	(none)
27	5700	(none)
28	6000	(none)
29	6300	(none)
30	6600	(none)
31	6900	(none)
32	7200	(none)
33	7500	(none)
34	7800	(none)
35	8100	(none)
36	8400	(none)

Requisites: Str 19, Cml 23

Alignment: JE

HD/level: 3d4

Weapon Prof.: 10+level/3

To Hit Table: 2xPri

Saves: & M-U0

Reference: RDM

Groups: Lost, Offensive

Complexity: CF=3

Gets +1M action. You may not use V actions for movement.

2/reset: Convert a spell not on the list from MTG to D&D.

PSP's = Level*100. Gets Int bonus to progression.

Enemies require a +LVL*2 or better weapon to hit you.

Level 3: Immune Flesh.

Indigo Investigator3 RDM

Level	KXP	Spells
1	0	(none)
2	5.6	(none)
3	11.2	(none)
4	22.4	(none)
5	44.8	(none)
6	89.6	(none)
7	179.2	(none)
8	358.4	(none)
9	700	(none)
10	1400	(none)
11	2100	(none)
12	2800	(none)
13	3500	(none)
14	4200	(none)
15	4900	(none)
16	5600	(none)
17	6300	(none)
18	7000	(none)
19	7700	(none)
20	8400	(none)
21	9100	(none)
22	9800	(none)
23	10500	(none)
24	11200	(none)
25	11900	(none)
26	12600	(none)
27	13300	(none)
28	14000	(none)
29	14700	(none)
30	15400	(none)
31	16100	(none)
32	16800	(none)
33	17500	(none)
34	18200	(none)
35	18900	(none)
36	19600	(none)

Requisites: Con 19
Alignment: JG (Overwrite to all other classes)
HD/level: & 2d3
Weapon Prof.: & 9+level/3
To Hit Table: 2xFtr0
Saves: 3xWar
Reference: RDM
Groups: AlternateUniverse
Complexity: CF=3

Has abilities (and spell/psi progressions) as per Guard, Smith, Abjurer, Sage, Cloistered Cleric, Healer, Bard1, Psi10, Psi23. You cannot "owe stat points" to qualify for this class.
 Has Barbarian Str and Exceptional Con.
 Specialized in Animal, Plant, and War spheres. Spells of these spheres cost ½M to cast.
 Specialized in Enchantment; Normal in Abjuration; all other schools are Opposite.
 Immune Insanity.
 You have +1 Feat.
 Level 9: Spell Gate: 1M: Spell Gate

Mob 1200Leer1 RDM

Level	KXP	Spells
1	0	(none)
2	2.4	(none)
3	4.8	(none)
4	9.6	(none)
5	19.2	(none)
6	38.4	(none)
7	76.8	(none)
8	153.6	(none)
9	300	(none)
10	600	(none)
11	900	(none)
12	1200	(none)
13	1500	(none)
14	1800	(none)
15	2100	(none)
16	2400	(none)
17	2700	(none)
18	3000	(none)
19	3300	(none)
20	3600	(none)
21	3900	(none)
22	4200	(none)
23	4500	(none)
24	4800	(none)
25	5100	(none)
26	5400	(none)
27	5700	(none)
28	6000	(none)
29	6300	(none)
30	6600	(none)
31	6900	(none)
32	7200	(none)
33	7500	(none)
34	7800	(none)
35	8100	(none)
36	8400	(none)

Requisites: Dex 23
Alignment: non-G
HD/level: 1d2
Weapon Prof.: 7+level
To Hit Table: Wiz
Saves: 2xCTD0
Reference: RDM
Groups: Overt
Complexity: CF=3

Gets Barbarian Str, Barbarian Dex, and Exceptional Con.
 Gets Int bonus to psionic progression.
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 1: On a natural roll of 20-LVL/2 or greater with a melee attack, you Sharpness the target.
 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: 1F, 1/h: Remove a x1 Terrain Feature.
 Level 1: 0, 1/r: Ignore someone else's immunity to Chaos for this segment.
 Level 1: Immune to harmful area effects from other party members

Random Luckier4 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	3.8	+2 lim ML
3	7.6	+3 lim ML
4	15.2	+4 lim ML
5	30.4	+5 lim ML
6	60.8	+6 lim ML
7	121.6	+7 lim ML
8	243.2	+8 lim ML
9	475	+9 lim ML
10	950	+10 lim ML
11	1425	+11 lim ML
12	1900	+12 lim ML
13	2375	+13 lim ML
14	2850	+14 lim ML
15	3325	+15 lim ML
16	3800	+16 lim ML
17	4275	+17 lim ML
18	4750	+18 lim ML
19	5225	+19 lim ML
20	5700	+20 lim ML
21	6175	+21 lim ML
22	6650	+22 lim ML
23	7125	+23 lim ML
24	7600	+24 lim ML
25	8075	+25 lim ML
26	8550	+26 lim ML
27	9025	+27 lim ML
28	9500	+28 lim ML
29	9975	+29 lim ML
30	10450	+30 lim ML
31	10925	+31 lim ML
32	11400	+32 lim ML
33	11875	+33 lim ML
34	12350	+34 lim ML
35	12825	+35 lim ML
36	13300	+36 lim ML

Requisites: Str 24, Int 21

Alignment: non-N

HD/level: +1d5

Weapon Prof.: 9+level/4

To Hit Table: 3xCTD0

Saves: 2xPri

Reference: RDM

Groups: PCDesigned, Random

Complexity: CF=3

Free double specialization in one weapon type.

+1 summon slot for Undead.

Specialized in Wild Magic (2nd edition version of specialization only: +1 spell per SL), with no opposite school.

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

Level 1: +1+(LVL/3) summon slots, only for Horses, Mules, or Donkeys.

Level 1: +(1+LVL/5, round down) d handfuls to spell DC's.

Level 1: Pick Pockets 20% + 2% per level.

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

Level 1: +(1+LVL/5, round down) d handfuls to specialized weapon dmg.

Level 1: Beguiling, Hypnosis, Charm, Suggestion has only (95-level*5)% chance of affecting the monk

Level 1: +1 attack with off-hand weapon (max 2)

Child Abuser RDM

Level	KXP	Spells
1	0	(none)
2	2.6	(none)
3	5.2	(none)
4	10.4	(none)
5	20.8	(none)
6	41.6	(none)
7	83.2	(none)
8	166.4	(none)
9	325	(none)
10	650	(none)
11	975	(none)
12	1300	(none)
13	1625	(none)
14	1950	(none)
15	2275	(none)
16	2600	(none)
17	2925	(none)
18	3250	(none)
19	3575	(none)
20	3900	(none)
21	4225	(none)
22	4550	(none)
23	4875	(none)
24	5200	(none)
25	5525	(none)
26	5850	(none)
27	6175	(none)
28	6500	(none)
29	6825	(none)
30	7150	(none)
31	7475	(none)
32	7800	(none)
33	8125	(none)
34	8450	(none)
35	8775	(none)
36	9100	(none)

Requisites: Cml 20
Alignment: JG
HD/level: 2d2
Weapon Prof.: 3+level/4
To Hit Table: 2xWar
Saves: & 2xRog
Reference: RDM
Groups: Offensive
Complexity: CF=3

2/reset: Convert a term not on the list from Urbandictionary.com to D&D.
 PSP's = Int Bonus*LVL.
 Compact Disc: #Att 1/1; Thrown weapon (Str and Dex TH bonus; Str dmg bonus);
 dmg d(10*LVL); Plays music; Returning (travels; end of segment)
 Exc Str, Exc Dex, and Exc Chr bonus.
 You fail Reflex saves.
 Level 1:,2:,etc.: You get +4 TH and x+1 dmg vs.Black Human's or You resist all
 attacks or special effects (choose one) from them. It takes 6 picks to become
 completely immune.
 Level 1: Has a backstab x(2+LVL/4) with ranged weapons.
 Level 2: Around the lake tonight: Water Breathing 10ft radius continuous.

Maldev Numbers Inquisition RDM

Level	KXP	Spells			Requisites: Con 20, Wis 18 Alignment: any E (Overwrite to all other classes) HD/level: +++3d4 Weapon Prof.: 9+level To Hit Table: & 3xCTD0 Saves: 3xCTD0 Reference: RDM Groups: Priest, Joke Complexity: CF=3
		123	456	789	
1	0	44-	---	---	
2	3.6	44-	---	---	
3	7.2	544	---	---	
4	14.4	544	---	---	
5	28.8	554	4--	---	
6	57.6	554	4--	---	
7	115.2	655	44-	---	
8	230.4	655	44-	---	
9	450	665	544	---	
10	900	665	544	---	
11	1350	766	554	4--	
12	1800	766	554	4--	
13	2250	776	655	44-	
14	2700	776	655	44-	
15	3150	877	665	544	
16	3600	877	665	544	
17	4050	887	766	554	
18	4500	887	766	554	
19	4950	988	776	655	
20	5400	988	776	655	
21	5850	998	877	665	
22	6300	998	877	665	
23	6750	A99	887	766	
24	7200	A99	887	766	
25	7650	AA9	988	776	
26	8100	AA9	988	776	
27	8550	BAA	998	877	
28	9000	BAA	998	877	
29	9450	BBA	A99	887	
30	9900	BBA	A99	887	
31	10350	CBB	AA9	988	
32	10800	CBB	AA9	988	
33	11250	CCB	BAA	998	
34	11700	CCB	BAA	998	
35	12150	DCC	BBA	A99	
36	12600	DCC	BBA	A99	

Specialization, All sphere
Can apply a free "Crude Neutronium" weapon adjective to one weapon.
Level 10: Instrument of Stoicism: You gain a Constitution bonus equal to LVL.
Known Spells:
Rachmaninov - Vocalise (SL=N): Wishoid for a Classic Music Sampler spell of SL=N-1 or less
Pure Max (SL=1): No target, group no target, and iDR All/flesh.
Disturbed - Believe (SL=2): Dispel a geas/quest or atonment
Three Blind Mice (SL=3): Three targets are SEL=2 Blind and sharpness one limb each.
Vanish into Memory (SL=4): Unsummon a creature. You gain 2*N-R SL's in your Psi1 IU/W progression, where N is it's DL and R is it's remaining rhp's.
Dust Cloud (SL=5): CLd8 wilting dmg/r.
Beacon of Immortality (SL=6): Double current hp (like a Tenser's, but a different source)
Ain't No Grave Can Hold My Body Down (SL=7): 1D: Self Resurrection.
Hexaract(SL=8): Travel through the 7th dimension to any alternate timeline.
Dismissal (SL=9): Dismiss a DL=CL being

ORLY Keith, Insanitarium Escapee RDM

Level	KXP	Spells	Requisites: Dex 22, Wis 21, Class slots 2, Race slots 1 Alignment: JS HD/level: 3d2 Weapon Prof.: 10+level/2 To Hit Table: & 3xCTD0 Saves: Mon Reference: RDM Groups: Archetype, Internet Complexity: CF=3 Race Adjustments: Str +0, Dex +4, Con +0, Int +0, Wis +10, Chr +0, Cml +0, AT 1, hp 9, TH 5, Div ÷1
		123 456 789	
1	0	33- - - - -	
2	4	33- - - - -	
3	8	433 - - - - -	
4	16	433 - - - - -	
5	32	443 3-- - - -	
6	64	443 3-- - - -	
7	128	544 33- - - -	
8	256	544 33- - - -	
9	500	554 433 - - -	
10	1000	554 433 - - -	Gets Wis bonus to progression.
11	1500	655 443 3--	Can manipulate an object with TechF equal to your level or less.
12	2000	655 443 3--	Can manipulate an object with TechF equal to your level or less.
13	2500	665 544 33-	Level 1: Trailing, Wilderness Survival, Two-Weapon Fighting proficiencies. No off-hand penalty with any number of weapons.
14	3000	665 544 33-	Level 1: Sustain Int.
15	3500	766 554 433	Level 4: 1M, (LVL-3)/d: Taunt a group (Will save)
16	4000	766 554 433	Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)*5/2, round down.
17	4500	776 655 443	Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)*5/2, round down.
18	5000	776 655 443	Level 11: +LVL-10 segments per round.
19	5500	877 665 544	Known Spells: X-Gate (SL=N): Choose a DL=SL monster type; gate in that type.
20	6000	877 665 544	Alizarin Crimson (SL=1): Stops magical ranged weapons or Deals 40 points of acid damage (Reflex half).
21	6500	887 766 554	I'm doped out of my gourd (SL=2): One target becomes addicted to the Drug sphere
22	7000	887 766 554	Marijuana effect with effective # of days without the drug = CL*5.
23	7500	988 776 655	Cunning Wish (SL=3): Convert an instant spell not on the list from MTG to D&D.
24	8000	988 776 655	Lich (SL=4): Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn.
25	8500	998 877 665	Hearing Solar Winds (SL=5): Create a [x2] PC Special of "All turning results end as dusted".
26	9000	998 877 665	Army Teleport (SL=6): Teleports any number of (willing) beings within sight.
27	9500	A99 887 766	Disturbed - Innocence (SL=7): Spells/Psi powers can't be SEL=9 insisted/objected to while this is running
28	10000	A99 887 766	Eldrazi Conscription (SL=8): One target gains +100 TH/+100 dmg, overhit, and
29	10500	AA9 988 776	"When this creature attacks, defending creature sacrifices 2 items/effects"
30	11000	AA9 988 776	The Whisperer in Darkness (SL=9): Gain knowledge of the location of any one item,
31	11500	BAA 998 877	or summon a DL=IX or less being, from the Cthulhu mythos.
32	12000	BAA 998 877	
33	12500	BBA A99 887	
34	13000	BBA A99 887	
35	13500	CBB AA9 988	
36	14000	CBB AA9 988	

0X (Advanced) Wild BuilderMTG RDM

Level	KXP	Spells	Requisites: Con 19, Int 22
		123 456 789	Alignment: TN
1	0	44- - - -	HD/level: 3d5
2	3.6	44- - - -	Weapon Prof.: 4+level
3	7.2	544 - - -	To Hit Table: (none)
4	14.4	544 - - -	Saves: 2xPri
5	28.8	554 4-- - -	Reference: RDM
6	57.6	554 4-- - -	Groups: Wizard, Random
7	115.2	655 44- - -	Complexity: CF=3
8	230.4	655 44- - -	
9	450	665 544 - - -	
10	900	665 544 - - -	Simplified Int bonus to progression.
11	1350	766 554 4--	All dice in all Rogue abilities is replaced by d30's.
12	1800	766 554 4--	Turn Undead as a Priest of 3 levels lower.
13	2250	776 655 44-	Gets all Cml-based Rogue abilities.
14	2700	776 655 44-	+1 S action
15	3150	877 665 544	Level 1:,2:,etc.: This class gets a "Level:" pick from other Wizard classes. Take the XP for that Master Wizard-DM level, look it up on the other class's XP chart, and that is the level of the pick you get in the other class. See LordDM for an example. If the other class has a level requirement, treat it as an additional 2^(L-1) KXP requirement, where L is the level needed. For example, if a class requires level 5 in another class, that would be treated as an additional 16 KXP requirement. You may combine two (or more) picks together to get one pick, in which case you add the XP values together before referencing the other class. Again the pick cannot exceed your Master Wizard-DM level. This lets you pick from a very expensive class.
16	3600	877 665 544	
17	4050	887 766 554	
18	4500	887 766 554	Level 2: Resist Hold, Stun, Paralyzation, Summ. Sickness (two of these effects must affect you in order for it to work)
19	4950	988 776 655	
20	5400	988 776 655	Level 12: Each level, roll an INT*2% check with no modifiers. If you make it, your familiar (if any) has it's familiar abilities of all levels (i.e. you get Level 18 and 27 abilities now).
21	5850	998 877 665	Known Spells:
22	6300	998 877 665	Rachmaninov - Vocalise (SL=N): Wishoid for a Classic Music Sampler spell of SL=N-1 or less
23	6750	A99 887 766	Taylor Swift/Colbie Caillat - Breathe (SL=1): Split two targets apart and one of the targets is SEL=2 Drowning
24	7200	A99 887 766	
25	7650	AA9 988 776	Heroic Fortune (SL=2): One touched creature gains 1 temporary hero point and may use one of your level abilities of their level or less.
26	8100	AA9 988 776	
27	8550	BAA 998 877	Brass Gnat 3-10 (SL=3): 1M or 1T: Raise or lower the Tech Level of an object by 1 (max Tech Level = N+LVL, where N is the number of times you pick this power).
28	9000	BAA 998 877	Trial (Trial/Error) (SL=4): Unsummon all creatures in a group, at least one of your summons must be in that group.
29	9450	BBA A99 887	Force Deceptions (SL=5): Mirage Arcana your group.
30	9900	BBA A99 887	Rusty Trombone(SL=6): Target paralyzed permanently and you get +1 tac move.
31	10350	CBB AA9 988	Thespian's Stage (SL=7): 1bP, Pay 2 SL's: This copies of any other terrain feature.
32	10800	CBB AA9 988	Summon the Pack (SL=8): Open a M:tg booster and summon each creature in that pack. They count as Zombies in addition.
33	11250	CCB BAA 998	
34	11700	CCB BAA 998	The Whisperer in Darkness (SL=9): Gain knowledge of the location of any one item, or summon a DL=IX or less being, from the Cthulhu mythos.
35	12150	DCC BBA A99	
36	12600	DCC BBA A99	

0X (Advanced) Physical Outlanderoggoth3 RDM

Level	KXP	Spells
1	0	(none)
2	2.8	(none)
3	5.6	(none)
4	11.2	(none)
5	22.4	(none)
6	44.8	(none)
7	89.6	(none)
8	179.2	(none)
9	350	(none)
10	700	(none)
11	1050	(none)
12	1400	(none)
13	1750	(none)
14	2100	(none)
15	2450	(none)
16	2800	(none)
17	3150	(none)
18	3500	(none)
19	3850	(none)
20	4200	(none)
21	4550	(none)
22	4900	(none)
23	5250	(none)
24	5600	(none)
25	5950	(none)
26	6300	(none)
27	6650	(none)
28	7000	(none)
29	7350	(none)
30	7700	(none)
31	8050	(none)
32	8400	(none)
33	8750	(none)
34	9100	(none)
35	9450	(none)
36	9800	(none)

Requisites: Chr 19
Alignment: non-N
HD/level: & 1e2
Weapon Prof.: & 3+level
To Hit Table: 3xCTD0
Saves: 2xFtr0
Reference: RDM
Groups: Planar
Complexity: CF=3

May weapon specialize using the "Spec Non-War" column for number of attacks.
 Gets one Charanodaemon5 or Witch5 pick per level; see table next page.
 +1 S action
 You have +1 Feat.
 Level 1: Immune to TK and Falling Damage (but not high Gravity)
 Level 1: Your unarmed attacks cause 1d4 stat damage (random stats, no save, aNR to resist)
 Level 1: You have a damaging shield of a E=1+LVL/3 element; it does 10*CL% dmg back. The element may be changed with 1M action.