

Grand Frank of the Neighborhood3 RDM

Level	KXP	Psionics		Requisites: Con 16, Chr 18, Class slots 2, Race slots 1 Alignment: LS HD/level: & 2d5 Weapon Prof.: & 6+level To Hit Table: CTD0 Saves: always +0 Reference: RDM Groups: Technology, Archetype Complexity: CF=2 Race Adjustments: Str +0, Dex +0, Con +4, Int +0, Wis +0, Chr +6, Cml +0, AT -9, hp 14, TH -4, Div ÷1
		mMG	SUV	
1	0	3--	---	
2	3.6	33-	---	
3	7.2	43-	---	
4	14.4	43-	---	
5	28.8	43-	---	
6	57.6	44-	---	
7	115.2	543	---	
8	230.4	543	---	
9	450	543	---	
10	900	553	---	Exceptional Str and Con.
11	1350	654	---	Gets Wisdom bonus for Druid spells. Grand in Animal, Healing, Plant, Travellers.
12	1800	654	---	Can spend stat points due to level to Luck (in fact you must do this in order to fill the Luck requirement).
13	2250	654	---	You have the Cleave feat.
14	2700	664	3--	You have +1 Feat.
15	3150	765	3--	Level 1: Attempt to build a single-function device of TechL = N. Add 1 to N if the item is size H, 2 if size G, 4 if size F, etc.
16	3600	765	3--	Known Powers
17	4050	765	3--	Energy Bolt N (SL=N): Deal 10*(N-2) magic dmg to one group, cure that amount to another target
18	4500	775	4--	Dutch Oven(SL=N): One target nauseated, takes SL^2 dmg and entangled for 1 segment.
19	4950	876	4--	I'm doped out of my gourd (SL=2): One target becomes addicted to the Drug sphere
20	5400	876	4--	Marijuana effect with effective # of days without the drug = CL*5.
21	5850	876	4--	Disturbed - Sons of Plunder (SL=2): 1bM: Counter a Rock Music Sampler spell
22	6300	886	5--	Olivia Rodrigo - Happier (SL=5): Your alignment is NE. Trade the contents of a subordinate slot with another target's slot of equal or greater DL (save)
23	6750	987	53-	Riku of Two Reflections (SL=5): Summon a DL V Unique Wizard with "When you cast a non-summon spell, spend 2 SL's. If you do, fork that spell" and "When you summon a creature, spend 2 SL's. If you do, you get +1 summon"(+1 slot).
24	7200	987	53-	Hexaract(SL=8): Travel through the 7th dimension to any alternate timeline.
25	7650	987	53-	Running Scared (SL=8): Automatically Turn all enemies in the room as undead.
26	8100	997	63-	Force Hovering (SL=11): Telekinesis Levitation X=X*1000 pounds.
27	8550	A98	64-	Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project.
28	9000	A98	64-	You do not have a Multiplier.
29	9450	A98	64-	
30	9900	AA8	74-	
31	10350	BA9	75-	
32	10800	BA9	75-	
33	11250	BA9	75-	
34	11700	BB9	853	
35	12150	CBA	863	
36	12600	CBA	863	

White Quintessential Emulator4 RDM

Level	KXP	Spells
1	0	(none)
2	4.6	(none)
3	9.2	(none)
4	18.4	(none)
5	36.8	(none)
6	73.6	(none)
7	147.2	(none)
8	294.4	(none)
9	575	(none)
10	1150	(none)
11	1725	(none)
12	2300	(none)
13	2875	(none)
14	3450	(none)
15	4025	(none)
16	4600	(none)
17	5175	(none)
18	5750	(none)
19	6325	(none)
20	6900	(none)
21	7475	(none)
22	8050	(none)
23	8625	(none)
24	9200	(none)
25	9775	(none)
26	10350	(none)
27	10925	(none)
28	11500	(none)
29	12075	(none)
30	12650	(none)
31	13225	(none)
32	13800	(none)
33	14375	(none)
34	14950	(none)
35	15525	(none)
36	16100	(none)

Requisites: Con 20
Alignment: NS
HD/level: 2d3
Weapon Prof.: 7+level/3
To Hit Table: Mon
Saves: 3xCTD0
Reference: RDM
Groups: Custom
Complexity: CF=2

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.")
 Psi10 (class) PSPs = (LVL+Int+Wis-20)*5.
 1 Psi10 PSP = 2 Psi1 PSPs. Points are regained at (Int+Wis)/2 per hour, or (total multipliers of beings within 100') per hour
 Specialization, MTG White School
 You have +1 4th edition power (pick A, E, D, or U).
 Level 1: 0, NP/r: One (willing) party member or subordinate acts on the bottom of this segment instead of the top. (Cannot have acted the top of this segment.)
 Level 2: 1F, torture a creature: Command (no save, WR to resist). This can be done to a monster 1 size class above the torture device.
 Level 7: 1F, 1/reset: Create an item of any E=LVL/2 material, do not need to pay cost {Outcast}
 Level 16: Sphere, School, or Discipline robe (can pick each one of these once)

The Fifth Psychic2 RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	7	22- --- ---
3	14	22- --- ---
4	28	322 --- ---
5	56	322 --- ---
6	112	332 2-- ---
7	224	332 2-- ---
8	448	433 22- ---
9	875	433 22- ---
10	1750	443 322 ---
11	2625	443 322 ---
12	3500	544 332 2--
13	4375	544 332 2--
14	5250	554 433 22-
15	6125	554 433 22-
16	7000	655 443 322
17	7875	655 443 322
18	8750	665 544 332
19	9625	665 544 332
20	10500	766 554 433
21	11375	766 554 433
22	12250	776 655 443
23	13125	776 655 443
24	14000	877 665 544
25	14875	877 665 544
26	15750	887 766 554
27	16625	887 766 554
28	17500	988 776 655
29	18375	988 776 655
30	19250	998 877 665
31	20125	998 877 665
32	21000	A99 887 766
33	21875	A99 887 766
34	22750	AA9 988 776
35	23625	AA9 988 776
36	24500	BAA 998 877

Requisites: Str 21, Chr 20

Alignment: JG

HD/level: 2d6+91

Weapon Prof.: 4+level

To Hit Table: 3xPsi

Saves: 3xPsi

Reference: RDM

Groups: Warrior, Psionicist

Complexity: CF=2

You get 1 Grand, 2 Major, and 5 Minor spheres. Your god may alter this amount.

PSPs = (Str+Con)*Level.

Wizard spells as per Bard2. If you pick this twice, use Mage2 instead. If you pick this three times, use Arch-Mage instead.

+1 S action only usable in segment 5.

You have +1 Kit.

Level 1: Know normal animal abilities and weaknesses, and how to trap them.

Level 1: Nonmagical weapons and armor are at half monetary cost for you

Level 9: pick a grand power: takes 1/2 M to use (change at reset)

Level 10: +1 AC (combines with everything).

Level 16: Immune to poison.

Known Spells:

Olivia Rodrigo - All I Want (SL=N): Summon a DL=N-1 NG dishonest human male with 1M: Light or Knock

Unholy Strength (SL=1): Get +2 TH and dmg (considered magical plusses), and +1 AC and saves.

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

Disturbed - In Another Time (SL=3): Dispel Technology to one group

Kanye West - Heartless (SL=4): One target loses it's heart (ppd save)

Shut the Door(SL=5): 1bM: Target rolls all TH or saves as 2 die types smaller (no save).

Peer Pressure (SL=6): Charm a group.

Quantum Entanglement(SL=7): You and target share same quantum signature.

2 (SL=8): 1M: A group gets +1 idmg with their next attack (no save)

Darksteel Forge (SL=9): Your items are indestructible.

Deified Inteventioner MTG RDM

Level	KXP	Spells			
		123	456	789	
1	0	3--	---	---	
2	105.2	33-	---	---	
3	210.4	33-	---	---	
4	420.8	433	---	---	
5	841.6	433	---	---	
6	1683.2	443	3--	---	
7	3366.4	443	3--	---	
8	6732.8	544	33-	---	
9	13150	544	33-	---	
10	26300	554	433	---	
11	39450	554	433	---	
12	52600	655	443	3--	
13	65750	655	443	3--	
14	78900	665	544	33-	
15	92050	665	544	33-	
16	105200	766	554	433	
17	118350	766	554	433	
18	131500	776	655	443	
19	144650	776	655	443	
20	157800	877	665	544	
21	170950	877	665	544	
22	184100	887	766	554	
23	197250	887	766	554	
24	210400	988	776	655	
25	223550	988	776	655	
26	236700	998	877	665	
27	249850	998	877	665	
28	263000	A99	887	766	
29	276150	A99	887	766	
30	289300	AA9	988	776	
31	302450	AA9	988	776	
32	315600	BAA	998	877	
33	328750	BAA	998	877	
34	341900	BBA	A99	887	
35	355050	BBA	A99	887	
36	368200	CBB	AA9	988	

Requisites: Con 18, Chr 17
Alignment: CG (Overwrite to all other classes)
HD/level: & 2d6
Weapon Prof.: & 9+level/2
To Hit Table: & 3xRog
Saves: 2xWiz
Reference: RDM
Groups: Psionicist, Demigod
Complexity: CF=2

Pick an Positive Integer for this class no greater than LVL. This class does not benefit from "Min Level" in the current campaign. Your "CL" and "LVL" for abilities is equal to your level + N instead of your level.
 Gets Barbarian Str and Exceptional Con. Uses "Cavalier" line for number of attacks. Psionics in one frequency you know, using Psi1A progression. If you pick this twice, use Psi1 progression. If you pick this three times, use ArchPsi1 progression.
 Level 1: 1V, may borrow from the future: May parry up to LVL attacks this segment. Use your total attack bonus with the weapon (or you can use your bare hands, in case add Str+Dex+2 as usual),
 Level 1:,2:,etc.: (every level): +1G action
 Level 9: You may convert 7G -> 1RG or 1Q∞G.
 Level 9: 0, while casting a Deified Mortal0 spell with a "(PPD save)" listed, (LVL-8) /turn: Your spell has no save.
 Known Spells:
 Olivia Rodrigo - Drivers License (SL=N): Summon a non-living mount of DL=N+1 with Mtg Defender. You lose and can't have any animal companions
 Be Somebody (SL=1): You defend as a [x2] being; when rolling saving throws, roll 2 and keep 1.
 Gaea's Might (SL=2): Target gains +N AC/saves/TH/dmg; N is number of groups of classes you have
 Disturbed - Glass Shatters (SL=3): Target takes 7d6+2*Str bonus falling damage, SEL=3 Stunned, and SEL=1 Prone for 1d5 segments (Spell save)
 POTENTIAL TROUBLE SOURCE (SL=4): 1bM: Counter an attack. You get to make 1 attack against the target.
 * Twilight Touch (SL=5): Touch to Twilight (Psionic Blast save at -CL)
 Smiling Like a Killer (SL=6): 1 target chooses the result of their next offensive die roll.
 Pretty Paper (SL=7): Create a temporary Artificer24 artifact which lasts for CL rounds.
 Tended Garden (SL=8): Every segment you don't act, you may do the Summon Spirit "Level:" ability for 1N action. Can have +3 spirits in a summon slot.
 Bringer of the Red Dawn (SL=9): Summon a DL IX Bringer with overhit and "On your turn, dominate a creature(no save, duration 1s, same slot, +1 slot)."

Arcane Order of Chaos RDM

Level	KXP	Spells				Requisites: Con 18, Wis 19 Alignment: CE HD/level: & +2d2 Weapon Prof.: & 5+level To Hit Table: Cust Saves: & 3xWar Reference: RDM Groups: Priest, Planar Complexity: CF=2
		123	456	789		
1	0	3--	---	---		
2	5.4	33-	---	---		
3	10.8	33-	---	---		
4	21.6	433	---	---		
5	43.2	433	---	---		
6	86.4	443	3--	---		
7	172.8	443	3--	---		
8	345.6	544	33-	---		
9	675	544	33-	---		
10	1350	554	433	---	Specialization, Thought sphere	
11	2025	554	433	---	May "material component" Psi30 powers by using 1V action. Note there are powers that are "Touch" for 1 target, if you material component these, you can hit your group (yourself excluded), or hit 1 target at range.	
12	2700	655	443	3--	Specialization, Charm sphere	
13	3375	655	443	3--	Specialization, Chaos sphere	
14	4050	665	544	33-	Have access to minor schools/spheres written in the collective that share a group with this class.	
15	4725	665	544	33-	Level 1: Barbarian Int bonus instead of Exceptional.	
16	5400	766	554	433	Level 1: Immune to Sun sphere spells.	
17	6075	766	554	433	Level 5: 2M: Close a Gate or Dimension Door. Your room has a x1 Special of Proof against Teleportation.	
18	6750	776	655	443	Level 6: The monk may fall 40' without taking damage if within 4' of a wall.	
19	7425	776	655	443	Level 16: You defend as a x11 being (this effect cannot be dispelled/twisted)	
20	8100	877	665	544	Known Spells:	
21	8775	877	665	544	Disturbed - Deify (SL=N): Lower a target's multiplier by N (N saves to succeed)	
22	9450	887	766	554	Taylor Swift/Colbie Caillat - Breathe (SL=1): Split two targets apart and one of the targets is SEL=2 Drowning	
23	10125	887	766	554	Overrule (SL=2): 1bM, spend N additional SL's: Counterspell, unless they spend 10*N SL's, and you are cured 10*N hp.	
24	10800	988	776	655	Limp Bizket - Break Stuff (SL=3): Do a Barbarian Smash on an item for XP.	
25	11475	988	776	655	Hall of the Bandit Lord (SL=4): 1bM, Pay 30hp: You next summon can immediately act.	
26	12150	998	877	665	Force Deceptions (SL=5): Mirage Arcana your group.	
27	12825	998	877	665	At the Mountains of Madness (SL=6): Summon CL DL=LVL/2 Shoggoths.	
28	13500	A99	887	766	Kanye West - No Church in the Wild (SL=7): Disable all priest/divine spells and abilities in a CL*10ft radius if outside	
29	14175	A99	887	766	Without Me (SL=8): Contingent Resurrection.	
30	14850	AA9	988	776	Disturbed - The Brave and the Bold (SL=9): Cast only 1/d. Cast a CSL = 1 Hero Spell	
31	15525	AA9	988	776		
32	16200	BAA	998	877		
33	16875	BAA	998	877		
34	17550	BBA	A99	887		
35	18225	BBA	A99	887		
36	18900	CBB	AA9	988		

The Second Pinpoint Savant5 RDM

Level	KXP	Psionics		Requisites: Chr 17 Alignment: CG HD/level: & 1d3 Weapon Prof.: & 1+level To Hit Table: Psi Saves: 3xWiz Reference: RDM Groups: Psionicist Complexity: CF=2
		mMG	SUV	
1	0	2--	---	
2	4.6	22-	---	
3	9.2	32-	---	
4	18.4	32-	---	
5	36.8	32-	---	
6	73.6	33-	---	
7	147.2	432	---	
8	294.4	432	---	
9	575	432	---	
10	1150	442	---	Rogue abilities as per Thief0. If you pick this twice, use Dungeoneer (or any other -
11	1725	543	---	eer) instead. If you pick this three times, use TANB1 instead. If you pick this four
12	2300	543	---	times, get 200 rogue points per level and two Any Rogue picks per level.
13	2875	543	---	You have a set Caster Level (CL) with spells of 14+LVL (e.g. at level 1 your CL is 15,
14	3450	553	2--	not 1). Since this is a set CL, effects that add to CL do not function for you (unless it
15	4025	654	2--	adds to "set CL", which is extraordinarily rare).
16	4600	654	2--	+1 S action only usable in segment 2.
17	5175	654	2--	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability
18	5750	664	3--	check).
19	6325	765	3--	Level 1: +1 Nonweapon Proficiency per level. These slots may be spent on existing
20	6900	765	3--	Psi--2 powers (not additional ones). Each slot increases a power's check score both by
21	7475	765	3--	1, or you can roll an extra 1d20 (choose better result).
22	8050	775	4--	Level 1: pick a minor power: takes 1/2 M to use (change at reset)
23	8625	876	42-	Level 1: Deva Intervention: 1st = 1%, 2nd = 2%, 3rd = 3%, 4th&up = (level*3-8)%.
24	9200	876	42-	Level 1: MR=(level*5)%; RR=(level*5-30)%; CR=(level*7)%; NR=(level*7-50)%
25	9775	876	42-	Known Powers
26	10350	886	52-	[Status Name] Ball (SL=SEL+1): Do this Status Effect to one group (Spell save: 0)
27	10925	987	53-	Blue Oyster Cult - Godzilla (SL=N): Summon a DL=N Unique Reptile that breathes
28	11500	987	53-	E=N Nuclear Radiation (dmg=current rhps).
29	12075	987	53-	Burning Wish (SL=2): Convert a sorcery spell not on the list from MTG to D&D.
30	12650	997	63-	Well Aren't you Just Precious (SL=2): Your light-sabers are defender and offender
31	13225	A98	64-	branded.
32	13800	A98	64-	Ram Jam - Black Betty (SL=5): Target becomes your mount.
33	14375	A98	64-	CAUSE OVER LIFE (SL=5): Your effects are not dropped if you are dropped.
34	14950	AA8	742	Try (SL=8): 1bM: Lend an action.
35	15525	BA9	752	Tattered Shoji (SL=8): Wind Walk 96" on the party; the party gains +25 AC and saves.
36	16100	BA9	752	Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2
				Slaughter to Prevail - Baba Yaga (SL=11): Spend 13,000 gp: Summon a DL=13
				Unique Hag Wizard Avatar named Baba Yaga and her hut.

Jockist RDM

Level	KXP	Spells
1	0	+1 ML
2	3.2	+2 ML
3	6.4	+3 ML
4	12.8	+4 ML
5	25.6	+5 ML
6	51.2	+6 ML
7	102.4	+7 ML
8	204.8	+8 ML
9	400	+9 ML
10	800	+10 ML
11	1200	+11 ML
12	1600	+12 ML
13	2000	+13 ML
14	2400	+14 ML
15	2800	+15 ML
16	3200	+16 ML
17	3600	+17 ML
18	4000	+18 ML
19	4400	+19 ML
20	4800	+20 ML
21	5200	+21 ML
22	5600	+22 ML
23	6000	+23 ML
24	6400	+24 ML
25	6800	+25 ML
26	7200	+26 ML
27	7600	+27 ML
28	8000	+28 ML
29	8400	+29 ML
30	8800	+30 ML
31	9200	+31 ML
32	9600	+32 ML
33	10000	+33 ML
34	10400	+34 ML
35	10800	+35 ML
36	11200	+36 ML

Requisites: Chr 20
Alignment: CS
HD/level: 1d6
Weapon Prof.: 5+level/3
To Hit Table: 3xMon
Saves: Rog
Reference: RDM
Groups: Joke
Complexity: CF=2

Exceptional Str and Con.
 Level 1: You always have a (free) Smurfy Hat as a helmet, it is AC +LVL with no Rogue adjustments. You can remove it and wear a different cap/hat/helmet if you like.
 Level 1: Football Padding: +3+LVL AC (may be combined with armor)
 Level 1: Protection from Junk Food: Immune poison, bad effects from potions/food (incl. miscibility)
 Level 1: Hockey Stick: (Size L; 3d6/3d6; 19+/x2; attack as Melee)
 Level 1: Can choose results from Wand of Wonder
 Level 1: +LVL" move rate
 Level 3: Diet: 1/reset: Lose 2-20 pounds weight

Orange Sovereign Citizen1JG RDM

Level	KXP	Spells
1	0	+1 ML
2	3.2	+2 ML
3	6.4	+3 ML
4	12.8	+4 ML
5	25.6	+5 ML
6	51.2	+6 ML
7	102.4	+7 ML
8	204.8	+8 ML
9	400	+9 ML
10	800	+10 ML
11	1200	+11 ML
12	1600	+12 ML
13	2000	+13 ML
14	2400	+14 ML
15	2800	+15 ML
16	3200	+16 ML
17	3600	+17 ML
18	4000	+18 ML
19	4400	+19 ML
20	4800	+20 ML
21	5200	+21 ML
22	5600	+22 ML
23	6000	+23 ML
24	6400	+24 ML
25	6800	+25 ML
26	7200	+26 ML
27	7600	+27 ML
28	8000	+28 ML
29	8400	+29 ML
30	8800	+30 ML
31	9200	+31 ML
32	9600	+32 ML
33	10000	+33 ML
34	10400	+34 ML
35	10800	+35 ML
36	11200	+36 ML

Requisites: Con 16, Chr 16
Alignment: NW
HD/level: & 2d4
Weapon Prof.: & 8+level
To Hit Table: 2xFtr0
Saves: 2xWar
Reference: RDM
Groups: Mirror, Joke
Complexity: CF=2

Psi--2 powers are resisted using aaPR.
 Exceptional Str and Con.
 Exceptional Str and Barbarian Dex bonus.
 Immune Acid.
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
 Level 1: Jogging Suit: +LVL AC; +LVL" move rate (may be combined with armor)
 Level 1: Jogging Shorts: +LVL*2" move rate (may be combined with armor)

Mouny 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: Wis 17
Alignment: NW
HD/level: & 1d4
Weapon Prof.: & 8+level
To Hit Table: CTD0
Saves: 2xFtr0
Reference: RDM
Groups: AlternateUniverse
Complexity: CF=2

May have 1+LVL "Revive slots" instead of the usual one "Summon slot". An animated xM (multiplier M) being uses up M*M Revive slots.
 Has a Wizard progression (no stat bonus). Specialized in Illusion. Has normal access to Alteration, Divination, Enchantment/Charm. Has lesser (SL 0-4) access to Conjunction/Summoning. Other schools are opposite.
 Level 1: 1 attack that hits: Coup de grace.
 Level 1: +1 Specialty school.
 Level 8: Resistance to Charm, +4 (or 18 Int) vs. psionic attacks
 Level 9: Can construct religious stronghold, cost is ½ due to religious help. Must contain temple/cathedral/church at least 2500 sq.ft. If cleric clears area, gains 9 sp/inhabitant from trade/taxes/tithes

Mixed Destroyer of Quantity RDM

Level	KXP	Spells
1	0	(none)
2	2.2	(none)
3	4.4	(none)
4	8.8	(none)
5	17.6	(none)
6	35.2	(none)
7	70.4	(none)
8	140.8	(none)
9	275	(none)
10	550	(none)
11	825	(none)
12	1100	(none)
13	1375	(none)
14	1650	(none)
15	1925	(none)
16	2200	(none)
17	2475	(none)
18	2750	(none)
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)

Requisites: Cml 17
Alignment: non-S
HD/level: 1d3
Weapon Prof.: 8+level
To Hit Table: 2xCust
Saves: CTD0
Reference: RDM
Groups: AlternateUniverse
Complexity: CF=2

Has a spell progression (unlike Custom5), but does not have a stat bonus to begin with.
 Can cast Wizard, Priest, Psi-5, or Psi5 powers out of progression. Your PSP pool =
 Str + Con + Int + Chr - 48 + 3*Level.
 Grand in Priest Necromancy spells.
 Level 1: Can turn lycanthropes as if they were undead (DM will assign turning values).

Grand Hermit0 RDM

Level	KXP	Spells
		123 456 789
1	0	3-- --- ---
2	6.4	33- --- ---
3	12.8	33- --- ---
4	25.6	433 --- ---
5	51.2	433 --- ---
6	102.4	443 3-- ---
7	204.8	443 3-- ---
8	409.6	544 33- ---
9	800	544 33- ---
10	1600	554 433 ---
11	2400	554 433 ---
12	3200	655 443 3--
13	4000	655 443 3--
14	4800	665 544 33-
15	5600	665 544 33-
16	6400	766 554 433
17	7200	766 554 433
18	8000	776 655 443
19	8800	776 655 443
20	9600	877 665 544
21	10400	877 665 544
22	11200	887 766 554
23	12000	887 766 554
24	12800	988 776 655
25	13600	988 776 655
26	14400	998 877 665
27	15200	998 877 665
28	16000	A99 887 766
29	16800	A99 887 766
30	17600	AA9 988 776
31	18400	AA9 988 776
32	19200	BAA 998 877
33	20000	BAA 998 877
34	20800	BBA A99 887
35	21600	BBA A99 887
36	22400	CBB AA9 988

Requisites: Int 22, Cml 22
Alignment: non-E
HD/level: & +++2d3
Weapon Prof.: & 6+level/3
To Hit Table: 3xWar
Saves: Rog
Reference: RDM
Groups: Wizard, Lost
Complexity: CF=2

Gets your choice of Str or Int bonus to spell progression.
 Can have up to LVL MTG magic items. The maximum CC (Casting Cost, treat as SL) for each is (LVL+2)/3.
 You have the Cleave feat.
 You have Overhit.
 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: May specialize in Enchantment/Charm; pick an opposite if you do this.
 Level 1: Time/Reality Stability.
 Level 1: 1P: Dispel a spell/psionic effect.
 Level 1: 1M: LVL instances of Resist Insanity
 Level 1: 1P+1V, LVL/h: Draw your own brain forth and consume it. This Heals you (Cureall at level 8, Fix at level 17). All in your group who see this must save vs. Psionic Blast or lose 1d13 San points (aGazeR to resist).
 Level 7: Dodge trick: +1 AC
 Level 8: You are considered a WereDinosaur and may polymorph yourself into a Dinosaur for 1V action. You are Size F.
 Level 20: With a 9th level spell, you can create illusionary potions which actually affect the persons drinking them. There is a 1% (non-adjustable) chance the drinker will somehow not be affected by the potion.
 Known Spells:
 Public Broadcasting (SL=N): A person's next spell of SL=N affects a group.
 Slipknot - Wait and Bleed (SL=1): You have invisibility as long as you are physically wounded and bleeding
 Force of Darkness (SL=2): Dim light levels in surrounding area CL/10 ft.
 Demand (Supply/Demand) (SL=3): Wishoid for a SL 2 Psi11U/W spell
 Ayesha Tanaka (SL=4): Summon a DL IV Human Artificer, it can group monsters together, and counter magic item abilities.
 Walk a Crooked Mile (SL=5): 1 target gets 1 Tac move or TWE.
 Killers (SL=6): Summon CL^2 DL VI UltraBlack or Alternate Universe beings.
 The World According to Max (SL=7): Ask the DM a question.
 You're Real Special (SL=8): You create a weapon gemlet of a SL=CL/2 weapon flag. (ex. Sinking enchant).
 Ice Assassin (SL=9): Creates clone insane duplicate of creature out of ice.

The Fourth Time Exorcist of Evil1JG RDM

Level	KXP	Spells			Requisites: Wis 18 Alignment: AN HD/level: & 2d5 Weapon Prof.: & 5+level/4 To Hit Table: Wiz Saves: 2xMon Reference: RDM Groups: Priest Complexity: CF=2
		123	456	789	
1	0	3--	---	---	
2	4.6	33-	---	---	
3	9.2	33-	---	---	
4	18.4	433	---	---	
5	36.8	433	---	---	
6	73.6	443	3--	---	
7	147.2	443	3--	---	
8	294.4	544	33-	---	
9	575	544	33-	---	
10	1150	554	433	---	
11	1725	554	433	---	
12	2300	655	443	3--	
13	2875	655	443	3--	
14	3450	665	544	33-	
15	4025	665	544	33-	
16	4600	766	554	433	
17	5175	766	554	433	
18	5750	776	655	443	
19	6325	776	655	443	
20	6900	877	665	544	
21	7475	877	665	544	
22	8050	887	766	554	
23	8625	887	766	554	
24	9200	988	776	655	
25	9775	988	776	655	
26	10350	998	877	665	
27	10925	998	877	665	
28	11500	A99	887	766	
29	12075	A99	887	766	
30	12650	AA9	988	776	
31	13225	AA9	988	776	
32	13800	BAA	998	877	
33	14375	BAA	998	877	
34	14950	BBA	A99	887	
35	15525	BBA	A99	887	
36	16100	CBB	AA9	988	

Sphere robe (-1 SL) in All
 +1 S action only usable in segment 4.
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
 Level 10: Stain of Evil: Any damage you deal can only be healed within a consecrated area.
 Level 20: Epic Shield Focus: Your shield protects yourself and one adjacent ally
 Known Spells:
 Pyotr Ilyich Tchaikovsky - The Nutcracker (SL=N): You animate a humanoid shaped object into a DL=N-1 Construct with 1M: Cast a priest war sphere spell of SL=N-1
 Mind Games (SL=1): Target loses his next action (Spell save)
 I'm doped out of my gourd (SL=2): One target becomes addicted to the Drug sphere Marijuana effect with effective # of days without the drug = CL*5.
 I Don't Know (SL=3): Split a group into 2 groups.
 Meddling Kids (SL=4): Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]
 Reach Around(SL=5): Target get's 1 instance of Tac move and another target gets paralyzed for 1s.
 I'm gonna give you three seconds; exactly three-fucking-seconds, to wipe that stupid looking grin off your face, or I will gouge out your eyeballs and skull-fuck you! ONE! TWO! THREE! (SL=6): You and a target grouped. That target is blinded and Capital F Fucked Up (Continuous Broken). Cast only on segments 5+.
 Hunt (SL=7): If your subordinates are in your group, they get +1 DL.
 Reverse the Sands (SL=8): Switch current hp totals with someone (no save)
 Mercy Street (SL=9): All intelligent enemies in the room commit suicide.

Horrorling 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: Con 16, Int 18

Alignment: non-S

HD/level: & ‡2d6

Weapon Prof.: & 9+level/2

To Hit Table: (none)

Saves: 2xM-U0

Reference: RDM

Groups: Monster, Planar

Complexity: CF=2

Gets a master monster pick per level

Gets 60 Rogue points per level

Level 1: +LVL to Turn Undead level (if you don't have Turn Undead at all, your Turn Undead level is -4).

Level 1: Grouchy Smurf: +5 dmg with physical attacks; 1M: Dispel an X4

(Superstition) effect

Maldev Bi Schlop RDM

Level	KXP	Spells
1	0	+1 lim ML
2	3.4	+2 lim ML
3	6.8	+3 lim ML
4	13.6	+4 lim ML
5	27.2	+5 lim ML
6	54.4	+6 lim ML
7	108.8	+7 lim ML
8	217.6	+8 lim ML
9	425	+9 lim ML
10	850	+10 lim ML
11	1275	+11 lim ML
12	1700	+12 lim ML
13	2125	+13 lim ML
14	2550	+14 lim ML
15	2975	+15 lim ML
16	3400	+16 lim ML
17	3825	+17 lim ML
18	4250	+18 lim ML
19	4675	+19 lim ML
20	5100	+20 lim ML
21	5525	+21 lim ML
22	5950	+22 lim ML
23	6375	+23 lim ML
24	6800	+24 lim ML
25	7225	+25 lim ML
26	7650	+26 lim ML
27	8075	+27 lim ML
28	8500	+28 lim ML
29	8925	+29 lim ML
30	9350	+30 lim ML
31	9775	+31 lim ML
32	10200	+32 lim ML
33	10625	+33 lim ML
34	11050	+34 lim ML
35	11475	+35 lim ML
36	11900	+36 lim ML

Requisites: Cml 18
Alignment: non-A (Overwrite to all other classes)
HD/level: & 2d5
Weapon Prof.: & 7+level/2
To Hit Table: 2xFtr0
Saves: 3xCTD0
Reference: RDM
Groups: Lost, Offensive
Complexity: CF=2

Gets 50 Rogue points per level.
 Sustain all stats and actions. Immune to paralysis, hold, stun, summoning sickness, and similar effects. Immune to charm, domination, ego domination, and similar effects.
 Can apply a free "Crude Neutronium" weapon adjective to one weapon.
 Vulnerable SEL=3 Minor Fucked Up
 Level 1: You energy drain 1 level with every attack (even through weapons).

Accidental Lancerer RDM

Level	KXP	Spells
1	0	(none)
2	3.6	(none)
3	7.2	(none)
4	14.4	(none)
5	28.8	(none)
6	57.6	(none)
7	115.2	(none)
8	230.4	(none)
9	450	(none)
10	900	(none)
11	1350	(none)
12	1800	(none)
13	2250	(none)
14	2700	(none)
15	3150	(none)
16	3600	(none)
17	4050	(none)
18	4500	(none)
19	4950	(none)
20	5400	(none)
21	5850	(none)
22	6300	(none)
23	6750	(none)
24	7200	(none)
25	7650	(none)
26	8100	(none)
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)

Requisites: Str 17, Int 19
Alignment: JE
HD/level: & 2d5
Weapon Prof.: & 10+level/3
To Hit Table: & Psi
Saves: 2xCust
Reference: RDM
Groups: Futureshifted, Random
Complexity: CF=2

Gets 30 Rogue points per level. Gets 1 rogue pick(s) per level.
 Gets a 5th edition pick per level.
 Gets 30 Rogue points per level. Gets 1 rogue pick(s) per level.
 Can turn Undead as a Priest of equal level.
 Level 1: Construct III. 1M: Lock a door; it requires an Open Locks roll at -25*LVL, a combined Str (using the MR calculation) check at -10*LVL, or LVL Knock spells to open the door. If using "?" (Question Marks) in the dungeon for wandering encounters, you can alternatively simply erase a "?".

Dragon Blogger1 RDM

Level	KXP	Spells
1	0	(none)
2	3.2	(none)
3	6.4	(none)
4	12.8	(none)
5	25.6	(none)
6	51.2	(none)
7	102.4	(none)
8	204.8	(none)
9	400	(none)
10	800	(none)
11	1200	(none)
12	1600	(none)
13	2000	(none)
14	2400	(none)
15	2800	(none)
16	3200	(none)
17	3600	(none)
18	4000	(none)
19	4400	(none)
20	4800	(none)
21	5200	(none)
22	5600	(none)
23	6000	(none)
24	6400	(none)
25	6800	(none)
26	7200	(none)
27	7600	(none)
28	8000	(none)
29	8400	(none)
30	8800	(none)
31	9200	(none)
32	9600	(none)
33	10000	(none)
34	10400	(none)
35	10800	(none)
36	11200	(none)

Requisites: Con 19
Alignment: J any
HD/level: 1d2
Weapon Prof.: 6+level/2
To Hit Table: CTD0
Saves: 3xPri
Reference: RDM
Groups: Internet
Complexity: CF=2

See [Q8] for Psi8 rules and powers.
 Choose one - Flying at LVL*3" (D) and immune to breath weapons OR Specialized in Dragon magic (Dracomancy).
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)*2.
 Level 14: +4 HNCL (this can't be picked)

Prismatic Dank Meme Citizen3 RDM

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

Requisites: Wis 19, Cml 18

Alignment: LE

HD/level: 1d6

Weapon Prof.: 10+level/5

To Hit Table: 3xWiz

Saves: & 2xWar

Reference: RDM

Groups: PCDesigned, Joke

Complexity: CF=2

Exceptional Str and Con.

Exceptional Str and Con.

Exceptional Str and Con.

Resist Prismatic.

You have +1 Feat.

Level 1: ++LVL RSW, Spell, and Fort saves.

Level 1: ++LVL RSW, Spell, and Will saves.

Level 1: ++LVL RSW, BW, and Reflex saves.

Level 3: +1QV action each segment for +LVL-2 segments, then Feign Death (can't drop) for 1 round.

Level 8: 1M: Friends

Infinite Juvenator 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: Wis 19
Alignment: NG
HD/level: 1d6
Weapon Prof.: 3+level/2
To Hit Table: Ftr0
Saves: 3xPsi
Reference: RDM
Groups: Futureshifted
Complexity: CF=2

Can use Psi10 powers
 Can use Psi10 powers
 Has "just enough" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's.
 Level 1: Construct III. 1M: Lock a door; it requires an Open Locks roll at -25*LVL, a combined Str (using the MR calculation) check at -10*LVL, or LVL Knock spells to open the door. If using "?" (Question Marks) in the dungeon for wandering encounters, you can alternatively simply erase a "?".
 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: Rolls 1d100 to hit and for saves. Automatically hits (succeeds) on a natural 90-100. Automatically misses on a 01-09. Critical ranges for weapons are 4 times listed values (so 20+/x2 becomes 80+/x2, and 16+/x4 becomes 64+/x4). DM Note: When rolling to hit, I recommend you roll d10's (for the first digit) first, as most likely you either hit by a lot or missed by a lot.
 Level 1: You are not limited to LVL when purchasing the Weapon Proficiency "Weapon Mastery"; you have no limit at all.
 Level 1: Repair II. 1M: Repair a x0 or x1 magic item.
 Level 5: Destruct VI. 1P: Target gains +1QP action this segment
 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)

Ante Liberatorler 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, Cml 19

Alignment: CN

HD/level: 2d5

Weapon Prof.: 7+level/3

To Hit Table: & 3xCTD0

Saves: 2xM-U0

Reference: RDM

Groups: AlternateUniverse, Mirror

Complexity: CF=2

Exceptional Str and Barbarian Dex bonus.

BlahR's are offensive (o). This means you reduce BlahR's that you face by this amount. Irreducible BlahR's are reduced at 1 per 5% of oBlahR. Unadjustable BlahR's cannot be adjusted this way. If you have unspent oBlahR left over, roll it, if you make it, you multiply your effect by x2 (or x+1).

Gets one "Any Rogue" pick per level, plus an extra "Any Rogue 1" pick at level 1. 60+40*level Rogue points.

Level 3: Speak with animals (continuous).

Bandit1 RDM

Level	KXP	Spells
1	0	(none)
2	4.4	(none)
3	8.8	(none)
4	17.6	(none)
5	35.2	(none)
6	70.4	(none)
7	140.8	(none)
8	281.6	(none)
9	550	(none)
10	1100	(none)
11	1650	(none)
12	2200	(none)
13	2750	(none)
14	3300	(none)
15	3850	(none)
16	4400	(none)
17	4950	(none)
18	5500	(none)
19	6050	(none)
20	6600	(none)
21	7150	(none)
22	7700	(none)
23	8250	(none)
24	8800	(none)
25	9350	(none)
26	9900	(none)
27	10450	(none)
28	11000	(none)
29	11550	(none)
30	12100	(none)
31	12650	(none)
32	13200	(none)
33	13750	(none)
34	14300	(none)
35	14850	(none)
36	15400	(none)

Requisites: Con 16, Int 17

Alignment: NG

HD/level: 2d4+45

Weapon Prof.: 7+level/2

To Hit Table: 2xMon

Saves: Mon

Reference: RDM

Groups: AlternateUniverse, Lost

Complexity: CF=2

You (as a character) get 1P+1M+1V as your base actions instead of 1S+1V.

Your brain cannot be put on a plate.

Gains the use of one school or sphere (Warrior, Wizard, Priest, or Rogue) per level.

Cannot cast spells from schools/spheres it doesn't have at all (they are not "Opposite",

they are "Not Available"). Alternatively, can learn one psionic power (of any

frequency you know) instead of a school/sphere pick. This power doesn't cost PSPs to

use, but it still costs a spell slot of SL=2 (minor), 5 (major), or 8 (grand). If it costs a

variable amount of PSPs to use, you have 10*LVL PSPs (Psi1 scale) per usage.

You have +1 Secondary Skill and no XP doubling past level 36.

Level 1: Time/Loop Reality Stability.

Level 1: Time/Reality Stability.

Rogue Abilities:

Level 1: Impersonation (Physical/Personality/Mannerisms), Base 10, Bonus Chr-10,

Penalty Chr-12

Level 1: Evasion (0, make by 5% per amount hit: no dmg from weapon), Base 10,

Bonus Dex-11, Penalty Dex-15

Level 1: Hide in Shadows || Meld in Shadows/Mirrors, Base 5, Bonus Dex-11, Penalty

Dex-16

Level 9: Dispel Exhaustion ||| Heal, Base 10, Bonus Con-18, Penalty Con-25

Level 12: Find the Path, Base 0, Bonus Wis-9, Penalty Wis-13