

Divine V-actor RDM

Level	KXP	Spells			Requisites: Str 25 Alignment: CS HD/level: & 2d2 Weapon Prof.: & 6+level To Hit Table: 2xMon Saves: 3xRog Reference: RDM Groups: Demigod, PCDesigned Complexity: CF=3
		123	456	789	
1	0	22-	---	---	
2	4.2	22-	---	---	
3	8.4	322	---	---	
4	16.8	322	---	---	
5	33.6	332	2--	---	
6	67.2	332	2--	---	
7	134.4	433	22-	---	
8	268.8	433	22-	---	
9	525	443	322	---	
10	1050	443	322	---	Bonus Grand in "All" sphere. Sphere Robe (-1 SL per spell) in "All" sphere.
11	1575	544	332	2--	Level 1: +(LVL*1000) XPV Custom Bioware per day.
12	2100	544	332	2--	Level 1: +1 instance of Tactical Movement.
13	2625	554	433	22-	Level 1: +1QV Action.
14	3150	554	433	22-	Level 2: You may convert 2G -> 1 IG (Instantaneous Godly Action). Instantaneous actions cannot be responded to except by J actions (or better).
15	3675	655	443	322	Level 18: +LVL-13 lifep (life points) to your max hp total. (Each lifep is 1 ihp that requires a slay in between each one.)
16	4200	655	443	322	Known Spells:
17	4725	665	544	332	Kanye West - All of the Lights (SL=N): MultiPrismatic ray for N colors
18	5250	665	544	332	Speak with Horses (SL=1): You can speak with Horses and ask them questions, which they will give reasonable answers to.
19	5775	766	554	433	Azorius First-Wing (SL=2): Summon a DL II Griffin, it flies, and can remove bad effects on people.
20	6300	766	554	433	Charisma (SL=3): Your attacks are charm branded (Will save)
21	6825	776	655	443	Disturbed - Mine (SL=4): If an enemy enters your group, subordinates you control in that group may make 1 attack each against that enemy
22	7350	776	655	443	Your heart is your employee (SL=5): Physically dominate a target's heart and control its heart rate.
23	7875	877	665	544	Brass Gnat 6-4 (SL=6): Effects Resistance (ER) = CL*10%. Picking this a second time gives you aER.
24	8400	877	665	544	Deep Listening (SL=7): Create a [x2] PC Terrain Feature of "When using clairaudience-related effects, the subject's ears aren't burning".
25	8925	887	766	554	Beacon of Tomorrows (SL=8): You get an extra segment this round (segment 11 at end)
26	9450	887	766	554	Capricorn (SL=9): +1 X action and cast a CSL 1 Pariah spell.
27	9975	988	776	655	
28	10500	988	776	655	
29	11025	998	877	665	
30	11550	998	877	665	
31	12075	A99	887	766	
32	12600	A99	887	766	
33	13125	AA9	988	776	
34	13650	AA9	988	776	
35	14175	BAA	998	877	
36	14700	BAA	998	877	

Shamanoggoth3 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 22
Alignment: NW
HD/level: 3d4
Weapon Prof.: 2+level/2
To Hit Table: M-U0
Saves: Cust
Reference: RDM
Groups: Planar
Complexity: CF=3

Gets Exceptional Str, Dex, or Con (pick one).

You have +1 Feat.

Level 1: All your weapons are branded with an E=1+LVL/4 element, that does an additional 2*LVL dmg per strike. You may change this element with 1V action.

Unarmed attacks do double this bonus damage.

Level 1: Exceptional Dex bonus. This may be taken more than once, each is another level of Exc Dex.

Level 3: Innate Adaptation: Double Resist Innate abilities (or anything resisted using IR).

Level 9: 1F: Restore Multiplier; Remove Multiplier damage (incl. Vile Multiplier damage)

Level 9: Disintegrate: 1 attack: Disintegrate (PP save)

Level 9: 1F: Restore Multiplier; Remove Multiplier damage (incl. Vile Multiplier damage)

Psi Armorer Slayer RDM

Level	KXP	Spells
1	0	(none)
2	4	(none)
3	8	(none)
4	16	(none)
5	32	(none)
6	64	(none)
7	128	(none)
8	256	(none)
9	500	(none)
10	1000	(none)
11	1500	(none)
12	2000	(none)
13	2500	(none)
14	3000	(none)
15	3500	(none)
16	4000	(none)
17	4500	(none)
18	5000	(none)
19	5500	(none)
20	6000	(none)
21	6500	(none)
22	7000	(none)
23	7500	(none)
24	8000	(none)
25	8500	(none)
26	9000	(none)
27	9500	(none)
28	10000	(none)
29	10500	(none)
30	11000	(none)
31	11500	(none)
32	12000	(none)
33	12500	(none)
34	13000	(none)
35	13500	(none)
36	14000	(none)

Requisites: Str 21, Dex 19

Alignment: CS

HD/level: & 2d5+76

Weapon Prof.: & 8+level/2

To Hit Table: 2xWar

Saves: 2xWiz

Reference: RDM

Groups: Warrior, Overt

Complexity: CF=3

Gets +1 Henchmen or Mount slot

Gets Barbarian Dex.

PSPs = (Con+Int+Wis+Chr) * LVL

You have one free species enemy similar to Slayer mini-class.

Level 1: Gain "Thieves' Cant" language.

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

Level 9: Can make existing items into Items of Quality, it takes 1 hour per item.

Blue Un Countdown of the Future0 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: Con 18
Alignment: AG (Overwrite to all other classes)
HD/level: 3d4
Weapon Prof.: 6+level
To Hit Table: CTD0
Saves: 2xWar
Reference: RDM
Groups: Futureshifted
Complexity: CF=3

Gets free material componenting, and can do double material componenting (x3 effect in one category or x2 in two categories) if 1V is spent.
 Gets free material componenting, and can do double material componenting (x3 effect in one category or x2 in two categories) if 1V is spent.
 Can weapon specialize in guns, using the "Barbarian" line for attacks.
 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.
 Specialization, MTG Blue School
 You have Overhit.
 Level 1: You count as an additional +LVL weapon to hit others.
 Level 13: Repair XII. 1M: 1M: Remove a Terrain Feature (-275+25*LVL%) (-100% per multiplier beyond x1).

Blue Plantling3 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: Str 19, Con 21

Alignment: LG

HD/level: 3d5

Weapon Prof.: 10+level

To Hit Table: Psi

Saves: Ftr0

Reference: RDM

Groups: Warrior, Monster

Complexity: CF=3

Gets Extra-Barbarian Con.

Gets Barbarian Con.

Gets Barbarian Con.

Specialization, MTG Blue School

You have +1 Feat.

Level 4: Mental link with a number of lieutenants (followers that are Warriors of at least 4th level) equal to your level (this operates on its own unique psionic frequency).

Level 13: Construct X. ½M or 1bM: Lock down one action type in the room.

Instantaneous Alchemist2 RDM

Level	KXP	Psionics		Requisites: Dex 21, Int 25, Cml 22, Class slots 2 Alignment: JE HD/level: 3d6 Weapon Prof.: 8+level To Hit Table: 3xMon Saves: 2xPri Reference: RDM Groups: Wizard, Lost, Technology Complexity: CF=3
		mMG	SUV	
1	0	33-	---	
2	4.2	43-	---	
3	8.4	43-	---	
4	16.8	43-	---	
5	33.6	44-	---	
6	67.2	543	---	
7	134.4	543	---	
8	268.8	543	---	
9	525	553	---	
10	1050	654	---	Specialization in Chromancy; pick one opposite school.
11	1575	654	---	See [Q16] for Psi16 rules and powers.
12	2100	654	---	See [Q24] for rules and powers. DM Note: This is not the same as the previous Psi24 (Class-based psionics), this was moved to [X24].
13	2625	664	3--	2/reset: Convert a spell not on the list from MTG to D&D.
14	3150	765	3--	You have +1 Kit.
15	3675	765	3--	Level 1: 1M: Proofread document (1 page per M action)
16	4200	765	3--	Level 1: 1P: Draw target's brain forth (LVL saves vs. RSW; aCReflection to resist). You can eat it now (Heal self) or put it on your Plate. The target died, by the way, unless it's undead or something.
17	4725	775	4--	
18	5250	876	4--	Level 2: Identify Object/Person's weight, home plane, home multiverse (quantum signature) by sight.
19	5775	876	4--	Level 3: Pass through overgrown areas without trace and at full movement rate.
20	6300	876	4--	Level 8: Identify Technological item, function, and (at a -50% penalty) function (level-7)*10%
21	6825	886	5--	
22	7350	987	53-	Level 14: Any Rogue 14 ability; +10*LVL Rogue points (this may be taken multiple times)
23	7875	987	53-	Known Powers
24	8400	987	53-	Disturbed - Fire It Up (SL=N): Wishoid for Pharmacist5 drug sphere spell of SL=N-1
25	8925	997	63-	Killswitch Engage - The End of Heartache (SL=N): Summon a DL=N being unique to your character of opposite gender
26	9450	A98	64-	Aura of Dominion (SL=2): Target can use 2M this segment.
27	9975	A98	64-	Treat your Mother Right (SL=2): Lockdown speaking actions.
28	10500	A98	64-	Don't Give Up (SL=5): 1bM: Reroll a TH or Saving throw roll.
29	11025	AA8	74-	WAP - Cardi B (SL=5): Your gender changes to female. You may use your codpiece as a weapon as long as you are female. You may do a charge combat action with it at +8 TH and x3 dmg
30	11550	BA9	75-	Everything I Touch I Destroy (SL=8): Your unarmed attacks are Destruction (reverse resurrection)/Disjunction branded.
31	12075	BA9	75-	
32	12600	BA9	75-	
33	13125	BB9	853	Bohemian Rhapsody (SL=8): Wild Magic Surge up to 5 groups (hole in middle).
34	13650	CBA	863	Living Dungeon Spell (SL=11): Duplicate an X4 super or less.
35	14175	CBA	863	I Know All, I See All (SL=11): +1OppF only for monster's side of combat.
36	14700	CBA	863	

Shooter2 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: Dex 24, Cml 20

Alignment: TS

HD/level: 2d6

Weapon Prof.: 10+level/4

To Hit Table: 2xWar

Saves: Psi

Reference: RDM

Groups: PCDesigned, Overt

Complexity: CF=3

Chaos Psionic Points (CPPs) = (Str+Dex+Wis+Chr) * (Psi1200C level)

Gets Barbarian Str, Exceptional Dex, and Barbarian Con.

+1 summon slot for Undead.

You have +1 Kit.

Level 1: 0, 1/r: Ignore someone else's immunity to Chaos for this segment.

Level 1: On a natural roll of 20-LVL/2 or greater with a melee attack, you Sharpness the target.

Level 1: + 1 tail.

Level 1: Flying LVL*3" (C) and Immune to Breath Weapons.

Scion Aspirant RDM

Level	KXP	Spells
1	0	+1 lim ML
2	2.2	+2 lim ML
3	4.4	+3 lim ML
4	8.8	+4 lim ML
5	17.6	+5 lim ML
6	35.2	+6 lim ML
7	70.4	+7 lim ML
8	140.8	+8 lim ML
9	275	+9 lim ML
10	550	+10 lim ML
11	825	+11 lim ML
12	1100	+12 lim ML
13	1375	+13 lim ML
14	1650	+14 lim ML
15	1925	+15 lim ML
16	2200	+16 lim ML
17	2475	+17 lim ML
18	2750	+18 lim ML
19	3025	+19 lim ML
20	3300	+20 lim ML
21	3575	+21 lim ML
22	3850	+22 lim ML
23	4125	+23 lim ML
24	4400	+24 lim ML
25	4675	+25 lim ML
26	4950	+26 lim ML
27	5225	+27 lim ML
28	5500	+28 lim ML
29	5775	+29 lim ML
30	6050	+30 lim ML
31	6325	+31 lim ML
32	6600	+32 lim ML
33	6875	+33 lim ML
34	7150	+34 lim ML
35	7425	+35 lim ML
36	7700	+36 lim ML

Requisites: Chr 23
Alignment: any S
HD/level: 1d2
Weapon Prof.: 7+level/4
To Hit Table: 3xWiz
Saves: 3xRog
Reference: RDM
Groups: Concordant
Complexity: CF=3

Has Major access to all "normal" Priest spells. Yes, this class gets normal Priest 10th's in it's progression; this is not a typo.
 Exceptional Int and Wis, Barbarian Chr.
 Gets Exc Str. Can purchase Exc Dex for 3 weapon slots and Exc Con for 2 weapon slots.
 +1 Feat per level.
 Level 1: +1 size.

Dashing Beater5 RDM

Level	KXP	Spells
1	0	(none)
2	70.8	(none)
3	141.6	(none)
4	283.2	(none)
5	566.4	(none)
6	1132.8	(none)
7	2265.6	(none)
8	4531.2	(none)
9	8850	(none)
10	17700	(none)
11	26550	(none)
12	35400	(none)
13	44250	(none)
14	53100	(none)
15	61950	(none)
16	70800	(none)
17	79650	(none)
18	88500	(none)
19	97350	(none)
20	106200	(none)
21	115050	(none)
22	123900	(none)
23	132750	(none)
24	141600	(none)
25	150450	(none)
26	159300	(none)
27	168150	(none)
28	177000	(none)
29	185850	(none)
30	194700	(none)
31	203550	(none)
32	212400	(none)
33	221250	(none)
34	230100	(none)
35	238950	(none)
36	247800	(none)

Requisites: Con 23, Chr 25

Alignment: LW (Overwrite to all other classes)

HD/level: & 1d5

Weapon Prof.: & 6+level/2

To Hit Table: War

Saves: 3xMon

Reference: RDM

Groups: Monster, PCDesigned

Complexity: CF=3

Attacking is ½P action.

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.

When this class is taken, you may use "Mixed Classing" to mix this class into one of your archetype classes. If you do, you get +1IRM action. You can use this action while under the effects of any SEL=LVL/2 or less status effect.

Gets Exceptional Con.

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

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

Level 1: Sorcery: Can spend ½M+½V instead of 1M to cast spells

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

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: Double Resist Fire, Unholy Fire, Water, Unholy Water, Wood, Cold

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

Level 2: Clot Sliver: Regenerate LVL hp/s

Level 3: Nidorino: Your kick dmg is 1d30; 1V: Kick with base #Att = 2/1

Indigo Benefactor RDM

Level	KXP	Spells
		123 456 789
1	0	22- --- ---
2	4	22- --- ---
3	8	322 --- ---
4	16	322 --- ---
5	32	332 2-- ---
6	64	332 2-- ---
7	128	433 22- ---
8	256	433 22- ---
9	500	443 322 ---
10	1000	443 322 ---
11	1500	544 332 2--
12	2000	544 332 2--
13	2500	554 433 22-
14	3000	554 433 22-
15	3500	655 443 322
16	4000	655 443 322
17	4500	665 544 332
18	5000	665 544 332
19	5500	766 554 433
20	6000	766 554 433
21	6500	776 655 443
22	7000	776 655 443
23	7500	877 665 544
24	8000	877 665 544
25	8500	887 766 554
26	9000	887 766 554
27	9500	988 776 655
28	10000	988 776 655
29	10500	998 877 665
30	11000	998 877 665
31	11500	A99 887 766
32	12000	A99 887 766
33	12500	AA9 988 776
34	13000	AA9 988 776
35	13500	BAA 998 877
36	14000	BAA 998 877

Requisites: Int 22, Chr 19, Class slots 2
Alignment: any N (Overwrite to all other classes)
HD/level: +++‡3d6
Weapon Prof.: 6+level/4
To Hit Table: 2xMon
Saves: 3xMon
Reference: RDM
Groups: Custom, Alternate Universe, Demigod
Complexity: CF=3

iAaAR +7*LVL% (this is iRMPiWEaRaMaPalaWaER, you can track of each separately if you have other sources)
Casts normal Wizard spells, not MTG spells. Could cast MTG spells at 2 slots each if they are known.
Immune Insanity.
Level 6: You may pick "30th edition" for classes.
Level 10: You may convert 1W -> 1RS (for yourself).
Known Spells:
Mary Had a Little Lamb (SL=N): Summon a DL=N Lamb animal that cannot be banished/dismissed and can be a mount.
Disturbed - Run (SL=1): 1bM+1bP, when an enemy you have Legend Lore-ed is leaving your group: Assassination (HD limit ignored, 1/10 resistance)
Hey Diddle Diddle (SL=2): Can only be cast at night. One target gets +1 tac move and another target loses its Plate.
John Cena - Basic Thuganomics (SL=3): Gain access to Second Tier Professional Wrestling maneuver Attitude Adjustment (Firemans carry powerslam) (F/S,Push, 2 att / 1V, Target takes 4d6+Str bonus falling damage, target makes Str-20 check or prone).
Cleanin' Out My Closet (SL=4): Peel the Onion on 1 target (drop all prepared effects).
Swift Silence (SL=5): The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)
Slipknot - Duality (SL=6): Your summons can't be dismissed and can still act while at 0 rhp as long as you are either SEL=2 Blind or in SEL=1 Pain
Gosta Dirk (SL=7): Summon a DL VII Human Warrior, he is not sick, and can Part/Lower Water.
5 (SL=8): 1M: A group gets +LVL M actions (no save)
Child of Gaea (SL=9): Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL days

Yellow Shaman0 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 20, Chr 20

Alignment: non-W

HD/level: +3d5

Weapon Prof.: 8+level/2

To Hit Table: & War

Saves: 2xCust

Reference: RDM

Groups: Concordant, Planar

Complexity: CF=3

Gets Exc Str. Can purchase Exc Dex for 3 weapon slots and Exc Con for 2 weapon slots.

Immune Lightning

You have Overhit.

Level 1: All spells do not have the 1P action requirement. If the spell would not have required 1P action to cast in the first place, one instance of Material Componenting is gained.

Level 1: Free GGL (Specialty God) pick in a god that has an Int requirement.

Level 1: Quadruple specialized (6 half-plusses plus two slots of "buffering" for off-handedness) in every weapon.

Level 9: Gets 1X action per round.

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

Hermit of the Coast RDM

Level	KXP	Spells	Requisites: Str 21, Wis 22, Chr 24, Class slots 2 Alignment: L any HD/level: & ‡3d6 Weapon Prof.: & 8+level To Hit Table: & 2xWiz Saves: & Ftr0 Reference: RDM Groups: Priest, Lost, Joke Complexity: CF=3
		123 456 789	
1	0	33- - - - -	
2	3.8	33- - - - -	
3	7.6	433 - - - - -	
4	15.2	433 - - - - -	
5	30.4	443 3-- - - -	
6	60.8	443 3-- - - -	
7	121.6	544 33- - - -	
8	243.2	544 33- - - -	
9	475	554 433 - - -	
10	950	554 433 - - -	Your brain cannot be put on a plate.
11	1425	655 443 3--	Exceptional Str and Con.
12	1900	655 443 3--	Gets Exceptional Dex and Chr.
13	2375	665 544 33-	Sphere robe (-1 SL) in Healing
14	2850	665 544 33-	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.
15	3325	766 554 433	Level 1: Hockey Stick: (Size L; 3d6/3d6; 19+/x2; attack as Melee)
16	3800	766 554 433	Level 4: +LVL/3 M actions
17	4275	776 655 443	Level 9: Money: +1d10000 gp per reset.
18	4750	776 655 443	Level 36: 3 IISlowOppC', 1bbbD, 1 Mouth's ξ (script-X), 13 Research Points, Capital F Fold 1 being that counts as an Ultra Familiar and a Mount and an Animal Companion, Pixelate Capital P Plenty of Souls or Packages (on Plates) within sight:
19	5225	877 665 544	Get one randomly chosen x5 ICL=13 Intermediate God0 power per round until you reach 13 powers. After the 13th round, the first power on the list is removed, and a new power is added to the end of the list (so you "cycle" between powers). You can "freeze" this process when you like your selection.
20	5700	877 665 544	
21	6175	887 766 554	Known Spells:
22	6650	887 766 554	[Status Name] PFA (SL=SEL): Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.
23	7125	988 776 655	Skullclamp (SL=1): Your summons get +CL TH/dmg, -CL AC/saves/rhp
24	7600	988 776 655	Close the Gap(SL=2): 1bM: Target rolls all TH or saves as 1 die type smaller (no save).
25	8075	998 877 665	Leering Gargoyle (SL=3): Summon a DL III Gargoyle, it flies, and it can become very tough (+20 rhp) but then cannot physically attack.
26	8550	998 877 665	Cloud Cover (SL=4): Whenever someone dispels one of your spell/psi effects, you can recast that effect for ½M within the next round.
27	9025	A99 887 766	Shania Twain - You're Still The One (SL=5): One target becomes your familiar for this segment. You may use one of its combat effects
28	9500	A99 887 766	Brass Gnat 6-4 (SL=6): Effects Resistance (ER) = CL*10%. Picking this a second time gives you aER.
29	9975	AA9 988 776	Poppin' and Breakin' (SL=7): Break a target.
30	10450	AA9 988 776	Hundred-Talon (SL=8): Can have +4 spirits in a summon slot.
31	10925	BAA 998 877	Wild Magic II (SL=9): Cast two randomly rolled spells on this table
32	11400	BAA 998 877	
33	11875	BBA A99 887	
34	12350	BBA A99 887	
35	12825	CBB AA9 988	
36	13300	CBB AA9 988	

The Greatest Mutant1 RDM

Level	KXP	Spells	Requisites: Int 21, Cml 22
		123 456 789	Alignment: JE
1	0	44- --- ---	HD/level: & 1d3
2	4.2	44- --- ---	Weapon Prof.: & 7+level
3	8.4	544 --- ---	To Hit Table: 2xPri
4	16.8	544 --- ---	Saves: 3xM-U0
5	33.6	554 4-- ---	Reference: RDM
6	67.2	554 4-- ---	Groups: Wizard, PCDesigned
7	134.4	655 44- ---	Complexity: CF=3
8	268.8	655 44- ---	
9	525	665 544 ---	
10	1050	665 544 ---	Specialization, Illusion (no opposite)
11	1575	766 554 4--	Specialization, Necromancy (no opposite)
12	2100	766 554 4--	Free Paragon racial adjective.
13	2625	776 655 44-	You have +1 Secondary Skill and no XP doubling past level 36.
14	3150	776 655 44-	Level 1: May cast Priest Healing sphere spells as if they were Wizard spells of the same level.
15	3675	877 665 544	Level 1: Irreducible Pick Pockets LVL*5% (not shifted by target's HD/Level)
16	4200	877 665 544	Level 1: +(1+LVL/5, round down) d handfuls to turning undead instead of the d20 and 1d12 (you get the d handfuls on the turn roll and for how many turned).
17	4725	887 766 554	Level 1: +1 technological proficiency per level, see Psi8.
18	5250	887 766 554	Level 1: Can use +LVL ioun stones at the same time, beyond the normal limit. (DM note: If you exceed this limit, remember you can create "Y-cable" ioun stones on the fly with "d" picks)
19	5775	988 776 655	Level 1: +1 number of attacks with each weapon.
20	6300	988 776 655	Level 4: Create Chemical Mixture of (level) Complexity Level (see next page; also
21	6825	998 877 665	Tinker Gnome).
22	7350	998 877 665	Level 8: Identify Technological item, function, and (at a -50% penalty) function (level-7)*10%
23	7875	A99 887 766	Known Spells:
24	8400	A99 887 766	Slipknot - Killpop (SL=N): Summon twin DL=N LG and CE Humans of opposite
25	8925	AA9 988 776	gender to you. If either are slain, you are slain
26	9450	AA9 988 776	Duergar Assailant (SL=1): Summon CL Dwarves of DL I; As each one dies, it deals 10
27	9975	BAA 998 877	dmg or 1 rdmg to one target.
28	10500	BAA 998 877	Dutch Rudder(SL=2): You and target held and can't take P actions.
29	11025	BBA A99 887	Ordinary Pony (SL=3): Summon a DL=III Horse with "when summoned, dismiss and
30	11550	BBA A99 887	resummons one of your other summons".
31	12075	CBB AA9 988	Don't play mind checkers with me, man. I'm not in the mood (SL=4): 1bM: Counter a
32	12600	CBB AA9 988	mental domination attempt.
33	13125	CCB BAA 998	Coat of Arms (SL=5): Your summons get +N AC/saves/rhp/TH/dmg for each other
34	13650	CCB BAA 998	summon of same race
35	14175	DCC BBA A99	Disturbed - Open Your Eyes (SL=6): You and your allies have True Sight
36	14700	DCC BBA A99	Five Finger Death Punch - Darkness Settles In (SL=7): One target SEL=1 Drunk,
			SEL=7 Lost, and dimensionally anchored
			Endurance (SL=8): Create a [x2] PC Terrain Feature of "+1ihp".
			Strength (SL=9): +12 Str [cont.]

Dual-Classed Hemorrhaging Repairer SamplerJG RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	22-	---
2	2.6	32-	---
3	5.2	32-	---
4	10.4	32-	---
5	20.8	33-	---
6	41.6	432	---
7	83.2	432	---
8	166.4	432	---
9	325	442	---
10	650	543	---
11	975	543	---
12	1300	543	---
13	1625	553	2--
14	1950	654	2--
15	2275	654	2--
16	2600	654	2--
17	2925	664	3--
18	3250	765	3--
19	3575	765	3--
20	3900	765	3--
21	4225	775	4--
22	4550	876	42-
23	4875	876	42-
24	5200	876	42-
25	5525	886	52-
26	5850	987	53-
27	6175	987	53-
28	6500	987	53-
29	6825	997	63-
30	7150	A98	64-
31	7475	A98	64-
32	7800	A98	64-
33	8125	AA8	742
34	8450	BA9	752
35	8775	BA9	752
36	9100	BA9	752

Requisites: Chr 23
Alignment: non-S (Overwrite to all other classes)
HD/level: 2d3
Weapon Prof.: 6+level
To Hit Table: Mon
Saves: Cust
Reference: RDM
Groups: Psionicist
Complexity: CF=3

This class sets the second component of your alignment to "J" (Jerry). This J can be used to qualify for G, N, or E in other classes (but not S). You do not need to be level 9 to have this (normally you need to be level 9 in order to take J). You may mix in one class that doesn't share a group with this class.

Level 1: 1V, lose 1 to a track: gain 1 to a track
Known Powers
 Sing a Song of Sixpence (SL=N): Spend 6*N gp: Summon x(4) x[1] and x(20) x[1]
 DL=N-1 flying black birds that can affect [NPC]s.
 Wolfgang Amadeus Mozart - Requiem (SL=N): Wishoid for a Catholic Priest spell of SL=N-1 or less if a group was slain this rd
 Grand Daddy I.U. - Something New (SL=2): Get a put out of misery branded bite attack (1d10, 18+/x5)
 Curse Shield (SL=2): Damaging shield (--1 to all die rolls per hit) of type *Curse*. You Resist *Curse* while running this.
 Entropy (SL=5): [x1 Enemy Special]: Each segment, +x1dmg.
 Hearing Solar Winds (SL=5): Create a [x2] PC Special of "All turning results end as dusted".
 Tattered Shoji (SL=8): Wind Walk 96" on the party; the party gains +25 AC and saves.
 Terrastodon (SL=8): Summon a DL VIII Elephant with "Destroy three items/effects and the controller of those items/effects creates 3 DL III elephants"(same slot).
 Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.
 Psi∞ Supers (SL=11): Enhance (1bM to use, add your CCL to the CCL of an effect for this segment)

The First Doll RDM

Level	KXP	Spells
1	0	(none)
2	4	(none)
3	8	(none)
4	16	(none)
5	32	(none)
6	64	(none)
7	128	(none)
8	256	(none)
9	500	(none)
10	1000	(none)
11	1500	(none)
12	2000	(none)
13	2500	(none)
14	3000	(none)
15	3500	(none)
16	4000	(none)
17	4500	(none)
18	5000	(none)
19	5500	(none)
20	6000	(none)
21	6500	(none)
22	7000	(none)
23	7500	(none)
24	8000	(none)
25	8500	(none)
26	9000	(none)
27	9500	(none)
28	10000	(none)
29	10500	(none)
30	11000	(none)
31	11500	(none)
32	12000	(none)
33	12500	(none)
34	13000	(none)
35	13500	(none)
36	14000	(none)

Requisites: Str 21
Alignment: any E
HD/level: & 2d6
Weapon Prof.: & 4+level/3
To Hit Table: 2xPri
Saves: 3xPri
Reference: RDM
Groups: Technology
Complexity: CF=3

Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = 20*level%.
 Gets Int (not Wis) bonus to spells.
 +1 S action only usable in segment 1.
 Level 1: Flying at 6*LVL" (D) via a rocket pack on your back.
 Level 1: Immune to Gravity (but not TK / falling damage)
 Level 1: +1 Technological proficiency slot per level (see [P8.8]).
 Level 4: Pick two Arcane5 Level 1-3, one Secret Agent5 Level 1-3, or one Psi16 minor
 Level 7: Specialization in Conjunction gained.
 Level 9: 3F, 1/t: Remove Capital B Blasted or Capital M Mauled from someone
 Level 18: +1 size.
 Level 20: 1N, 1/s: Capital O Object to a time or loop travel effect. It cannot be used again this turn

Prismatic Theorist RDM

Level	KXP	Spells	
1	0	+1 lim ML	Requisites: Dex 21, Cml 21
2	3	+2 lim ML	Alignment: C any
3	6	+3 lim ML	HD/level: 3d4
4	12	+4 lim ML	Weapon Prof.: 10+level
5	24	+5 lim ML	To Hit Table: Wiz
6	48	+6 lim ML	Saves: Rog
7	96	+7 lim ML	Reference: RDM
8	192	+8 lim ML	Groups: Joke, Random
9	375	+9 lim ML	Complexity: CF=3
10	750	+10 lim ML	Exceptional Str and Con.
11	1125	+11 lim ML	Exceptional Str and Con.
12	1500	+12 lim ML	Exceptional Str and Con.
13	1875	+13 lim ML	PSPs = (Str+Dex+Chr+11)*30
14	2250	+14 lim ML	Resist Prismatic.
15	2625	+15 lim ML	Level 1: Protection from Junk Food: Immune poison, bad effects from potions/food (incl. miscibility)
16	3000	+16 lim ML	Level 1: Cure Disease: can be done once per week per 5 levels (round up).
17	3375	+17 lim ML	Level 1: +LVL AC.
18	3750	+18 lim ML	Level 1: Immune to Insanity, Ench/Charm, Wild Magic, Punomancy
19	4125	+19 lim ML	Level 2: Resist Hold, Stun, Paralyzation, Summ. Sickness (two of these effects must affect you in order for it to work)
20	4500	+20 lim ML	Level 4: Mind Over Body: Immune to local terrain
21	4875	+21 lim ML	Level 12: 1M: Disable all non-Rogue classes in your group (RSW save for each class)
22	5250	+22 lim ML	Level 17: Timeless Body: No longer suffers ability penalties for aging and cannot be magically aged.
23	5625	+23 lim ML	
24	6000	+24 lim ML	
25	6375	+25 lim ML	
26	6750	+26 lim ML	
27	7125	+27 lim ML	
28	7500	+28 lim ML	
29	7875	+29 lim ML	
30	8250	+30 lim ML	
31	8625	+31 lim ML	
32	9000	+32 lim ML	
33	9375	+33 lim ML	
34	9750	+34 lim ML	
35	10125	+35 lim ML	
36	10500	+36 lim ML	

Scouter1 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: Cml 25
Alignment: any G
HD/level: 1d3
Weapon Prof.: 10+level
To Hit Table: (none)
Saves: 2xPsi
Reference: RDM
Groups: Planar
Complexity: CF=3

You have a "Halo" which is treated as a body part. You may cast spells with your "Halo's P" action. This means with 1P you can cast a spell and physically attack at the same time. You may turn undead with your "Halo's M" action.
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 1: Can weapon specialize (as per "Non-Warrior" in the Number of Attacks table).
 Level 1: 1bM, 1/r: Counter a Wild Surge or High-Frequency Sample
 Level 1: You may choose "Psi6G" as a Grand sphere, which allows you to cast Psi6G powers as if they were spells.
 Level 9: 1F: Restore the local PF by 1. (This may be done multiple times.)
 Level 9: 1bM: "Phased out" this r, pass through obj, no affecting real things
 Level 9: 2F, 1/t: Cure Capital C Crapped on someone.
 Level 9: MF Stable: You do not need MF at all to cast spells of any SL. You are immune to the SL cancelling effects of the funnel in Concordant Opposition.

Avatar of the Ultra BlueJG RDM

Level	KXP	Spells			
		123	456	789	
1	0	22-	---	---	
2	5.6	22-	---	---	
3	11.2	322	---	---	
4	22.4	322	---	---	
5	44.8	332	2--	---	
6	89.6	332	2--	---	
7	179.2	433	22-	---	
8	358.4	433	22-	---	
9	700	443	322	---	
10	1400	443	322	---	
11	2100	544	332	2--	
12	2800	544	332	2--	
13	3500	554	433	22-	
14	4200	554	433	22-	
15	4900	655	443	322	
16	5600	655	443	322	
17	6300	665	544	332	
18	7000	665	544	332	
19	7700	766	554	433	
20	8400	766	554	433	
21	9100	776	655	443	
22	9800	776	655	443	
23	10500	877	665	544	
24	11200	877	665	544	
25	11900	887	766	554	
26	12600	887	766	554	
27	13300	988	776	655	
28	14000	988	776	655	
29	14700	998	877	665	
30	15400	998	877	665	
31	16100	A99	887	766	
32	16800	A99	887	766	
33	17500	AA9	988	776	
34	18200	AA9	988	776	
35	18900	BAA	998	877	
36	19600	BAA	998	877	

Requisites: Con 22
Alignment: LE
HD/level: ++3d5
Weapon Prof.: 1+level/5
To Hit Table: Mon
Saves: 3xPsi
Reference: RDM
Groups: Demigod
Complexity: CF=3

Gets the usual GGL (Speciality God) pick, but is considered 9 levels higher for purposes of "Level:" 's, LVL, and CL for the GGL's abilities. This does not affect Turn Undead.
 Gets Extra-Bar bonus in the stat you're using for the Requisite. Bonus=(Stat-16)*5/2. Bonus Grand in "All" sphere. Sphere Robe (-1 SL per spell) in "All" sphere.
 This class is all edition numbers. Because of this, you roll 1d30 to hit and saves (due to the 30th edition component). You get Overhit, a kit, and LVL feats too. You could try to shoehorn this class's abilities to the various Custom5/Custom6 type classes, but you're probably better off not trying.
 Level 1: You may use Omens even if not otherwise available in the current campaign. If they are already available in the current campaign, you can shift the results of Omens by plus or minus 1.
 Level 1: 1F: Add 1 to current MF, PF, or TF in the area. The upper limit is 10+LVL.
 Level 1:,2:,etc.: (every level): +1G action
 Level 2: Resist Elements of E=LVL/2 and lower.
 Level 3: 0, 1/r: Unspend a spell slot.
 Level 3: 0, 1/r: Unspend a spell slot.
 Level 5: 0, sacrifice a summon: Heal or Harm one target.
 Level 5: 0, sacrifice a summon: Heal or Harm one target.
 Level 18: You may convert 2KG -> 1KQG. You may convert 2scrG -> 1IscrG. (scrG = Script Godly)
 Known Spells:
 Rachmaninov - Rhapsody On A Theme Of Paganini (SL=N): Can only be cast 1/reset.
 Gate in a DL=N-1 devil. You and the devil make a deal. You may only have one deal with a devil at a time
 Misery (SL=1): Target can't use V actions. If target has legs, they are broken.
 Shahrazad (SL=2): You and one target duel in a pocket plane for 1rd using initiative. Loser halves their hp total.
 Minister of Impediments (SL=3): Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).
 In Dreams (SL=4): Move up to 500 miles in (48-CL) turns through dreams.
 The Beauty of Sadness (SL=5): Create a [x1] Enemy Special of "PCs with negative status effects can't be physically attacked or targeted" that can be ignored with a DC=(10+Int bonus) concentration skill check each segment. Once failed, it can't be further ignored.
 Disturbed - Open Your Eyes (SL=6): You and your allies have True Sight
 Substrata (SL=7): Create a [x2] Enemy Terrain Feature of "SEL=8 Imprisonment" that can be ignored with a DC=(10+Int bonus) concentration skill check each segment. Once failed, it can't be further ignored.
 6 (SL=8): 1M: A group gets +1 max ihp or +1 max+current ihp if they have at least 1 ihp (no save)
 Plague Wind (SL=9): Slay all enemies in the room (PPD save)

Black Smith of Quality4 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: Str 22
Alignment: TE
HD/level: 3d5
Weapon Prof.: 9+level/5
To Hit Table: Rog
Saves: 3xCTD0
Reference: RDM
Groups: Warrior
Complexity: CF=3

May specialize just like any other Warrior, but you read 14 levels higher on the number of attacks chart (confirmed: *fourteen* levels; this is not a typo). Effects that add to your level for number of attacks (e.g. Speed proficiency) do not function for you.

Specialization, MTG Black School

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

Level 1: Sustain Str

Level 1: Free Wilderness Survival proficiency (1 slot).

Martyr3 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: Dex 23, Chr 23

Alignment: any N

HD/level: & +++3d3

Weapon Prof.: & 5+level/2

To Hit Table: & 2xCust

Saves: Psi

Reference: RDM

Groups: Mirror, Technology

Complexity: CF=3

Gets Exceptional Dex and Chr.

See [Q16] for Psi16 rules and powers.

See [Q16] for Psi16 rules and powers.

You have +1 Feat.

Level 1: Immune to haste and slow (this immunity may be lowered).

Level 20: +LVL CL with Priest spells