

# RemoverMTG RDM

Level	KXP	Spells
1	0	(none)
2	1.8	(none)
3	3.6	(none)
4	7.2	(none)
5	14.4	(none)
6	28.8	(none)
7	57.6	(none)
8	115.2	(none)
9	225	(none)
10	450	(none)
11	675	(none)
12	900	(none)
13	1125	(none)
14	1350	(none)
15	1575	(none)
16	1800	(none)
17	2025	(none)
18	2250	(none)
19	2475	(none)
20	2700	(none)
21	2925	(none)
22	3150	(none)
23	3375	(none)
24	3600	(none)
25	3825	(none)
26	4050	(none)
27	4275	(none)
28	4500	(none)
29	4725	(none)
30	4950	(none)
31	5175	(none)
32	5400	(none)
33	5625	(none)
34	5850	(none)
35	6075	(none)
36	6300	(none)

Requisites: Str 20, Cml 20

Alignment: any (Overwrite to all other classes)

HD/level: & 2d6

Weapon Prof.: & 8+level/2

To Hit Table: Wiz

Saves: always +0

Reference: RDM

Groups: Planar, PCDesigned

Complexity: CF=3

Gets +1E action, can use 1S+1E+1V per segment.

Simplified Int bonus to spell progression.

Level 1: +1bV action per round.

Level 1: 1F, 1/h: Create a x1 Terrain Feature (Special with 1 mile radius), with a max

SL=(LVL/2) effect.

# 1200L Slayer RDM

Level	KXP	Spells
1	0	(none)
2	2	(none)
3	4	(none)
4	8	(none)
5	16	(none)
6	32	(none)
7	64	(none)
8	128	(none)
9	250	(none)
10	500	(none)
11	750	(none)
12	1000	(none)
13	1250	(none)
14	1500	(none)
15	1750	(none)
16	2000	(none)
17	2250	(none)
18	2500	(none)
19	2750	(none)
20	3000	(none)
21	3250	(none)
22	3500	(none)
23	3750	(none)
24	4000	(none)
25	4250	(none)
26	4500	(none)
27	4750	(none)
28	5000	(none)
29	5250	(none)
30	5500	(none)
31	5750	(none)
32	6000	(none)
33	6250	(none)
34	6500	(none)
35	6750	(none)
36	7000	(none)

**Requisites: Dex 22**  
**Alignment: AN**  
**HD/level: 1d4**  
**Weapon Prof.: 7+level/5**  
**To Hit Table: 3xPri**  
**Saves: 2xCTD0**  
**Reference: RDM**  
**Groups: Overt**  
**Complexity: CF=3**

"Sporacle-ize" is a Psi29 Minor for you.  
 You have one free species enemy similar to Slayer mini-class.  
 Level 1: 1P: Halve the hp on one target (no resistance).

# Politically Correct Stalker4 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: Dex 24, Cml 24

Alignment: non-A

HD/level: & 3d5

Weapon Prof.: & 9+level

To Hit Table: 2xFtr0

Saves: Cust

Reference: RDM

Groups: Planar, Offensive

Complexity: CF=3

Gets one 1st level x1 Concordant spell per level.

Specialized in Cthulhu school, pick an opposite. Other Wizards cannot access Cthulhu school at all unless they "know" your class; even then, they need to spend 2 slots each for them. DM Note: These spells are listed in the [PC2] section.

Barbarian Str, Dex, Con.

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

Vulnerable SEL=2 Cursed.

Level 1: 1M: Summon a DL=1+LVL/2 Elemental. You may have SN of these in one summon slot (SN=Session Number).

Level 4: Body or Soul: +LVL-3 stat points distributed among Con or Chr.

Level 4: When you Remove Craps (for 1V action), you remove all Craps within LVL\*10'.

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.

Level 9: Any spell/psi power with "Lore" in its name you know as a spell of like SL.

# High Repairer Dabblers RDM

Level	KXP	Psionics		<b>Requisites: Chr 23</b> <b>Alignment: non-L</b> <b>HD/level: &amp; +++1d3</b> <b>Weapon Prof.: &amp; 9+level/2</b> <b>To Hit Table: Ftr0</b> <b>Saves: Pri</b> <b>Reference: RDM</b> <b>Groups: Psionicist, Futureshifted</b> <b>Complexity: CF=3</b>
		mMG	SUV	
1	0	44-	---	
2	3.8	54-	---	
3	7.6	54-	---	
4	15.2	54-	---	
5	30.4	55-	---	
6	60.8	654	---	
7	121.6	654	---	
8	243.2	654	---	
9	475	664	---	
10	950	765	---	Gets 30 Rogue points per level. Still gets the "Any Rogue" picks at 9th, 18th, 27th, and 36th.
11	1425	765	---	You have +1 4th edition power (pick A, E, D, or U).
12	1900	765	---	Level 1: Construct II. 1M: Combine two groups of enemies into one group (no save).
13	2375	775	4--	Level 1: May use Psionic Enchantments.
14	2850	876	4--	Level 1: Rolls 1d30-10 for proficiency checks.
15	3325	876	4--	Level 1: Deva psionics get triple normal XP when defeating a creature from the Lower Planes.
16	3800	876	4--	Level 3: Pick another ability from I-III above. If you pick an ability more than once, M action costs go to V, V costs go to 0 (zero action).
17	4275	886	5--	Level 9: Construct VIII. 1M: Time Stop (as spell, use InnR to resist). If used against 1 target, gets no InnR.
18	4750	987	5--	Level 9: If your Wis is at least 20, you may parry each attack twice (reducing damage by twice your attack bonus).
19	5225	987	5--	Level 16: Immune to poison.
20	5700	987	5--	Known Powers
21	6175	997	6--	Cleveland Steamer(SL=N): Target crushed and SL^3 brown pudding dmg.
22	6650	A98	64-	Jamey Johnson - In Color (SL=N): Metallic, Chromatic, or Prismatic effect to one target by N colors. See Color Mage for details
23	7125	A98	64-	Dutch Rudder(SL=2): You and target held and can't take P actions.
24	7600	AA8	74-	Battle Shield (SL=2): Damaging shield (50% back) of type Metal. You resist weapon special effects while running this.
25	8075	BA9	75-	Windwalk Cloud(SL=5): Windwalk as spell.
26	8550	BA9	75-	Ludwig van Beethoven - Adelaide (SL=5): You get a free birth status racial adjective of divisor = 0.1*CL
27	9025	BA9	75-	House Cloud (SL=8): Melf's Magnificent Mansion as spell.
28	9500	BB9	85-	Prison Cloud (SL=8): Imprisonment.
29	9975	BB9	85-	Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project.
30	10450	CBA	86-	You do not have a Multiplier.
31	10925	CBA	86-	Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)
32	11400	CCA	964	
33	11875	CCA	964	
34	12350	DCB	974	
35	12825	DCB	974	
36	13300	DCB	974	

# Psychic1JG RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	44-	---
2	3.8	54-	---
3	7.6	54-	---
4	15.2	54-	---
5	30.4	55-	---
6	60.8	654	---
7	121.6	654	---
8	243.2	654	---
9	475	664	---
10	950	765	---
11	1425	765	---
12	1900	765	---
13	2375	775	4--
14	2850	876	4--
15	3325	876	4--
16	3800	876	4--
17	4275	886	5--
18	4750	987	5--
19	5225	987	5--
20	5700	987	5--
21	6175	997	6--
22	6650	A98	64-
23	7125	A98	64-
24	7600	A98	64-
25	8075	AA8	74-
26	8550	BA9	75-
27	9025	BA9	75-
28	9500	BA9	75-
29	9975	BB9	85-
30	10450	CBA	86-
31	10925	CBA	86-
32	11400	CBA	86-
33	11875	CCA	964
34	12350	DCB	974
35	12825	DCB	974
36	13300	DCB	974

**Requisites: Chr 22**  
**Alignment: L any**  
**HD/level: & 1e2**  
**Weapon Prof.: & 3+level/4**  
**To Hit Table: Pri**  
**Saves: 2xPsi**  
**Reference: RDM**  
**Groups: Psionicist**  
**Complexity: CF=3**

Hold W actions. You can use a W as an S action, but you still can use only 1S+1V per segment.  
 Gets 1 rank of Exceptionalness in every ability score that had a requirement in the original class.  
 Gets 40 Rogue points per level.  
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.  
 Level 1: MR=(level\*5)%; RR=(level\*5-30)%; CR=(level\*7)%; NR=(level\*7-50)%  
 Level 2: Pick another ability from I-III above. If you pick an ability more than once, P action costs go to V, V costs go to 0 (zero action).  
 Level 7: Add Psi1, Psi2, or Psi3 to known frequencies for this class.  
 Level 9: level\*6-50% RR.  
 Known Powers  
 Slipknot - Killpop (SL=N): Summon twin DL=N LG and CE Humans of opposite gender to you. If either are slain, you are slain  
 N.W.A. - Straight Outta Compton (SL=N): Summon up to CL/3 (max 3) different unique DL=N-1 named humans from among: Ice Cube (Demolitionist), MC Ren (Henchman), or Eazy E (Executioner1)  
 Shatter (SL=2): Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).  
 Cyclonic Rift (SL=2): Banish a creature, item or effect that isn't yours. If memorized at SL= 7, Banish all in one group that are not yours.  
 Force Deceptions (SL=5): Mirage Arcana your group.  
 Blue Moon (SL=5): LVL\*(2m4) technological damage, area (no save, TechR to resist)  
 Biorhythm (SL=8): Each person in a group's current hp = (Number of summons)\*10  
 Hundred-Talon (SL=8): Can have +4 spirits in a summon slot.  
 My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.  
 Force Beast Language (SL=11): Speak with and mentally dominate target monster.

# Psi1 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: Str 25**  
**Alignment: CN**  
**HD/level: & 3d2**  
**Weapon Prof.: & 1+level/5**  
**To Hit Table: 3xCust**  
**Saves: (none)**  
**Reference: RDM**  
**Groups: Technology**  
**Complexity: CF=3**

Specialized in Technology school; pick an opposite.  
 Can have up to LVL/2 (round up) MTG magic items (see the Planeswalker Artificer class for list of MTG items). The maximum CC (Casting Cost, treat as SL) for each is (LVL+3)/4.  
 Can cast Rogue spells and the Technology school (Wizard spells). Specialized in Bard school (Rogue spells) and Technology school (Wizard spells).  
 You have +1 Secondary Skill and no XP doubling past level 36.  
 Level 1: Decipher Code (47+level\*3)%  
 Level 1: Know target's age and how many years of natural lifespan is left  
 Level 1: Psi8 powers, see progression and [Q8].  
 Level 14: +4 HNCL (this can't be picked)  
 Level 18: Pick two Arcane5 Level 14-18, one Secret Agent5 Level 14-18, or two Psi16 majors

# Violet Nutjob 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: Str 22**  
**Alignment: AS**  
**HD/level: & 1d4**  
**Weapon Prof.: & 8+level/4**  
**To Hit Table: Rog**  
**Saves: 3xM-U0**  
**Reference: RDM**  
**Groups: Joke**  
**Complexity: CF=3**

Exceptional Str and Con.  
 Exceptional Str and Con.  
 Exceptional Str and Con.  
 Exceptional Str and Con.  
 Hold Plane.  
 Level 1: 1M: Summon a DL=(LVL+2)/3 monster (type Smurf). You gain the abilities that Smurf type grants as long as you have that summon.  
 Level 1: Footballs (thrown; Size S; 1d4/1d3; 20/x2; attack as Dart)  
 Level 2: Health Food: 1V, display your food: Nausea (area; PPD save)  
 Level 4: Mind Over Body: Immune to local terrain

# Animal Lancerizer4 RDM

Level	KXP	Spells				<b>Requisites: Wis 23</b> <b>Alignment: L any</b> <b>HD/level: &amp; 3d5(no con bonus)</b> <b>Weapon Prof.: &amp; 10+level/2</b> <b>To Hit Table: 2xRog</b> <b>Saves: 2xWiz</b> <b>Reference: RDM</b> <b>Groups: Priest, Random</b> <b>Complexity: CF=3</b>
		123	456	789		
1	0	44-	---	---		
2	3.8	44-	---	---		
3	7.6	544	---	---		
4	15.2	544	---	---		
5	30.4	554	4--	---		
6	60.8	554	4--	---		
7	121.6	655	44-	---		
8	243.2	655	44-	---		
9	475	665	544	---		
10	950	665	544	---	See [Q20] for rules and powers.	
11	1425	766	554	4--	Gets a(n) X action per day.	
12	1900	766	554	4--	Specialization, Time sphere	
13	2375	776	655	44-	Specialization, Animal sphere	
14	2850	776	655	44-	You have +1 4th edition power (pick A, E, D, or U).	
15	3325	877	665	544	Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).	
16	3800	877	665	544	Level 2: No range penalties; Can shoot bows in your group without penalty	
17	4275	887	766	554	Level 6: 1F: Create x1 Special 5*LVL%	
18	4750	887	766	554	Level 20: Your SL=0 through SL=6 spells have double effect (each similar instance adds x[+1] )	
19	5225	988	776	655	Known Spells:	
20	5700	988	776	655	Disturbed - The Eye of the Storm (SL=N): The next Disturbed spell you cast of SL=N-1 is forked	
21	6175	998	877	665	Disturbed - Leave It Alone (SL=1): Taunt an enemy. That enemy gets xCL dmg vs. you	
22	6650	998	877	665	Naturalize (SL=2): Dispel one non-natural effect (or) Turn off one non-natural item for 1 turn	
23	7125	A99	887	766	Forgot About Dre (SL=3): 1bM: Counter target magical/psionic effect.	
24	7600	A99	887	766	Penance (SL=4): 1bM, lose 40% of current hp: counter an effect that targets you.	
25	8075	AA9	988	776	In the End (SL=5): Planeshift to/from the elemental demiplane of sewage.	
26	8550	AA9	988	776	Army Teleport (SL=6): Teleports any number of (willing) beings within sight.	
27	9025	BAA	998	877	Nature's Wrath (SL=7): Turn all undead/outer-planar creatures within 80' (no turn roll, instead make Will saves)	
28	9500	BAA	998	877	Winding Canyons (SL=8): 1bM, Pay 2 SL's: You may cast Summon spells on the monster's side of combat.	
29	9975	BBA	A99	887		
30	10450	BBA	A99	887	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.	
31	10925	CBB	AA9	988		
32	11400	CBB	AA9	988		
33	11875	CCB	BAA	998		
34	12350	CCB	BAA	998		
35	12825	DCC	BBA	A99		
36	13300	DCC	BBA	A99		



# Black Outerling0 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: Con 23

Alignment: CN

HD/level: 1d4

Weapon Prof.: 3+level/2

To Hit Table: 2xCTD0

Saves: 3xRog

Reference: RDM

Groups: Monster

Complexity: CF=3

Gets a master monster pick per level

Specialization, MTG Black School

You have Overhit.

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.

Level 1: Scaredy Smurf: 1M: Fear; 0, 1/r: Reroll a missed saving throw.

Level 5: +LVL TH and dmg unarmed

Level 5: Spitting Sliver: Talon Sliver ability; You may make one attack on segment 0

Level 6: Battering Sliver: Great Cleave; You may do "half attacks" (you roll only 1d10

to hit, and do half damage with each)

Level 9: Divide the cost of Intelligent Magic Items (from [E7]) by (LVL-7).

Level 12: You may use Phlogiston Projection. [ Str->Con, Int->Chr, Wis->Dex ]

# The Worst Abjuration Artificerologist Slayer RDM

Level	KXP	Spells			Requisites: Int 22 Alignment: non-J HD/level: & 2d3 Weapon Prof.: & 9+level/4 To Hit Table: & 2xFtr0 Saves: Pri Reference: RDM Groups: Wizard Complexity: CF=3
		123	456	789	
1	0	44-	---	---	
2	3.8	44-	---	---	
3	7.6	544	---	---	
4	15.2	544	---	---	
5	30.4	554	4--	---	
6	60.8	554	4--	---	
7	121.6	655	44-	---	
8	243.2	655	44-	---	
9	475	665	544	---	
10	950	665	544	---	Specialization, Necromancy (no opposite)
11	1425	766	554	4--	Free Vanilla racial adjective that you must take.
12	1900	766	554	4--	You have one free species enemy similar to Slayer mini-class.
13	2375	776	655	44-	Level 1: There is a 5*CL% chance you "just happen to have" a rough map to any given location you go to, assuming your race has visited this place before. These maps are usually incomplete and crude, but may have a clue or two.
14	2850	776	655	44-	Level 4: Can create potions in 1/(level-3) the normal time.
15	3325	877	665	544	Level 7: Dodge trick: +1 AC
16	3800	877	665	544	Level 7: Get a Specialty Priest pick {Theologian}
17	4275	887	766	554	Level 8: 5F, Marry the SIDEKICK'S SWEETHEART: The Sidekick in question is Pixelated.
18	4750	887	766	554	Level 12: Gain three 1st to 9th level followers.
19	5225	988	776	655	Known Spells:
20	5700	988	776	655	Kanye West - Stronger (SL=N): When you drop from an enemy affecting you this segment and don't die, +N Str next rd
21	6175	998	877	665	Dierks Bentley - What Was I Thinkin' (SL=1): Taunt a "?" in an adjacent room
22	6650	998	877	665	Summon Myr 2 (SL=2): Summon a DL=2 Myr
23	7125	A99	887	766	Lightning Storm (SL=3): One group 10d6 elec dmg. Persists 1 rd.
24	7600	A99	887	766	Paranoid (SL=4): 1 group gains 1 random Insanity (Spell save).
25	8075	AA9	988	776	The Talisman (SL=5): Planeshift to/from The Territories demiplane.
26	8550	AA9	988	776	Desert Twister (SL=6): Destroy something (PP save, like a Disintegrate spell)
27	9025	BAA	998	877	The Shadow Out of Time (SL=7): Swap minds with two targets.
28	9500	BAA	998	877	Ulamog's Crusher (SL=8): Summon a DL VIII Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects and This creature attacks every rd if able."
29	9975	BBA	A99	887	Red Rose Grows As the Walls Unfold (SL=9): Capital F Fold a group into your body part slot.
30	10450	BBA	A99	887	
31	10925	CBB	AA9	988	
32	11400	CBB	AA9	988	
33	11875	CCB	BAA	998	
34	12350	CCB	BAA	998	
35	12825	DCC	BBA	A99	
36	13300	DCC	BBA	A99	

# Herp SmurfistMTG 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 25, Int 24

Alignment: TE

HD/level: 3d3

Weapon Prof.: 7+level

To Hit Table: 2xCust

Saves: & 2xM-U0

Reference: RDM

Groups: Planar, Joke

Complexity: CF=3

Gets Exceptional Con.

Exceptional Str and Con.

Exceptional Str and Con.

Add this class's level adjustment to the LVL of one of your other classes' Rogue abilities. This affects how far down the chart you read (for which Rogue abilities you have), and the number of points you have. It also affects your CL.

Level 1: Only during reset: Spend 20\*N gp: +N XP.

Level 1: Sports Lore: 1M: Area effect, Int check, if made have Boredom (as if failed a Morale check), if missed have Admiration (treat as Fascination)

Level 1: 1/reset: You accept a bribe for (1d10)\*100 gp. (Has no game effect other than money)

Level 1: RMR level\*13% .

Level 1: You do xx2 dmg with any elemental-type special weapon (Frost Brand, Flame Tongue, Ice Sickle, etc.)

Level 1,2,;etc.:(every level): +1 to Str, Dex, or Con.

Level 1: 1M: Summon a DL=1+LVL/2 Elemental. You may have SN of these in one summon slot (SN=Session Number).

Level 9: 2F, 1/t: Cure Capital C Crapped on someone.

# Ante I-actor RDM

Level	KXP	Spells
		123 456 789
1	0	33- --- ---
2	3.6	33- --- ---
3	7.2	433 --- ---
4	14.4	433 --- ---
5	28.8	443 3-- ---
6	57.6	443 3-- ---
7	115.2	544 33- ---
8	230.4	544 33- ---
9	450	554 433 ---
10	900	554 433 ---
11	1350	655 443 3--
12	1800	655 443 3--
13	2250	665 544 33-
14	2700	665 544 33-
15	3150	766 554 433
16	3600	766 554 433
17	4050	776 655 443
18	4500	776 655 443
19	4950	877 665 544
20	5400	877 665 544
21	5850	887 766 554
22	6300	887 766 554
23	6750	988 776 655
24	7200	988 776 655
25	7650	998 877 665
26	8100	998 877 665
27	8550	A99 887 766
28	9000	A99 887 766
29	9450	AA9 988 776
30	9900	AA9 988 776
31	10350	BAA 998 877
32	10800	BAA 998 877
33	11250	BBA A99 887
34	11700	BBA A99 887
35	12150	CBB AA9 988
36	12600	CBB AA9 988

**Requisites: Wis 23**  
**Alignment: any G**  
**HD/level: 2d2**  
**Weapon Prof.: 4+level/5**  
**To Hit Table: CTD0**  
**Saves: 3xWar**  
**Reference: RDM**  
**Groups: Concordant**  
**Complexity: CF=3**

+1 extra Kit per level.  
 Exceptional Str and Dex, Barbarian Con.  
 Level 1: Undead must save vs. (8+DM's level) to attack the Death Master.  
 Level 1: 5% per level resistance to Charm spells.  
 Level 9: +1 size.  
 Level 21: Each level starting at 21st, pick one spell. That spell offers no saving throw (even with Scarab of Protection) and MR cannot be used against it, even irreducible MR.  
 Known Spells:  
 Remove [Status Name] (SL=SEL): You can remove this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).  
 Earthbind (SL=1): Target loses flying and takes double normal falling damage (no save).  
 Echoing Ruin (SL=2): Destroy all magic items of the same exact type (Disint. save each)  
 Hot Carl(SL=3): Tube Sock weapon attacks by itself 1/r, CL^3 brown pudding dmg.  
 Control Magic (SL=4): Charm Monster (Will save)  
 I Am What Fuels your Nightmares (SL=5): Dual Natured between here and the Far Realm. iunER CL\*5%.  
 Brass Gnat 6-6 (SL=6): 1N, 1/t: Immune to Twilight or draining the MF/PF/TF.  
 Picking this more than once lets you use this an additional time per turn.  
 Ain't No Grave Can Hold My Body Down (SL=7): 1D: Self Resurrection.  
 You're Real Special (SL=8): You create a weapon gemlet of a SL=CL/2 weapon flag. (ex. Sinking enchant).  
 Reya Dawnbringer (SL=9): Summon a DL IX Unique flying Angel with "On your turn, revive one of your dead subordinates"(same slot +1slot).

# Planeswalker Hunter RDM

Level	KXP	Spells	Requisites: Cml 25
		123 456 789	Alignment: non-G (Overwrite to all other classes)
1	0	33- - - -	HD/level: 1d3
2	4.6	33- - - -	Weapon Prof.: 9+level
3	9.2	433 - - -	To Hit Table: Cust
4	18.4	433 - - -	Saves: Psi
5	36.8	443 3-- - -	Reference: RDM
6	73.6	443 3-- - -	Groups: Demigod
7	147.2	544 33- - -	Complexity: CF=3
8	294.4	544 33- - -	
9	575	554 433 - - -	
10	1150	554 433 - - -	Gets a "Level:" ability per level from any Warrior class you know. May pick
11	1725	655 443 3--	"paragraph-symbolized / unpickable" ( &para; ) abilities at a 12 level penalty (a Level 3:
12	2300	655 443 3--	would become a Level 15:). May pick "lines of text" as if they were Level 27:
13	2875	665 544 33-	abilities.
14	3450	665 544 33-	Hold G actions. You may use 1S+1V+1X+1G per segment. You may convert 1G ->
15	4025	766 554 433	1X and 1X->1F.
16	4600	766 554 433	Gets 2H actions per round.
17	5175	776 655 443	Can use 1S+1V+2X per segment if desired.
18	5750	776 655 443	Level 1: Your "Miracle" spells do not drain the MF.
19	6325	877 665 544	Level 1:,2:,etc.: (every level): +1W action.
20	6900	877 665 544	Level 4: 0, sacrifice a summon: Unsummon a summoned creature.
21	7475	887 766 554	Level 5: You and your party have reduced number of encounters in the Plane of the
22	8050	887 766 554	UltraBlack.
23	8625	988 776 655	Level 5: 0, sacrifice a summon: Heal or Harm one target.
24	9200	988 776 655	Level 9: You know UltraWhite Gate as a 7th level Priest spell (Astral Sphere).
25	9775	998 877 665	Level 13: You may pass through barriers in the Plane of Mirrors, if it is from your
26	10350	998 877 665	home Multiverse.
27	10925	A99 887 766	Level 36: Gets one Demigod0 spell which functions as if you are a x3 being.
28	11500	A99 887 766	Known Spells:
29	12075	AA9 988 776	Stations of the Cross (SL=N): One target suffers a status effect of SEL=N.
30	12650	AA9 988 776	Midnight Black (SL=1): Paralyzed 1d4+1 r (no save); save or slain) {1 creature}
31	13225	BAA 998 877	Disturbed - Liberate (SL=2): Create a psilink with CL targets of different alignments
32	13800	BAA 998 877	Storm Wall (SL=3): Enemys in your Control Radius have -5 TH and when an enemy
33	14375	BBA A99 887	area effect attack misses, you control where it splashes to.
34	14950	BBA A99 887	Keys to the Kingdom (SL=4): Freedom of movement and no target.
35	15525	CBB AA9 988	Sword of Deception (SL=5): Creates an animated 1d4,19+ sword with -1 saves curse
36	16100	CBB AA9 988	brand.

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+.

Deathknell (SL=7): Can have +1 spirit in a summon slot; 1M, spend X hp: Target gets +X\*CL TH and dmg with his next attack.

Formation Cloud (SL=8): Polymorph a Cloud into an equal SL one.

Killswitch Engage - My Last Serenade (SL=9): Pawn a target or dispel a Pawn (even while pawned)

# HunterMTG RDM

Level	KXP	Spells
		123 456 789
1	0	33- - - - -
2	3	33- - - - -
3	6	433 - - - - -
4	12	433 - - - - -
5	24	443 3-- - - -
6	48	443 3-- - - -
7	96	544 33- - - -
8	192	544 33- - - -
9	375	554 433 - - -
10	750	554 433 - - -
11	1125	655 443 3--
12	1500	655 443 3--
13	1875	665 544 33-
14	2250	665 544 33-
15	2625	766 554 433
16	3000	766 554 433
17	3375	776 655 443
18	3750	776 655 443
19	4125	877 665 544
20	4500	877 665 544
21	4875	887 766 554
22	5250	887 766 554
23	5625	988 776 655
24	6000	988 776 655
25	6375	998 877 665
26	6750	998 877 665
27	7125	A99 887 766
28	7500	A99 887 766
29	7875	AA9 988 776
30	8250	AA9 988 776
31	8625	BAA 998 877
32	9000	BAA 998 877
33	9375	BBA A99 887
34	9750	BBA A99 887
35	10125	CBB AA9 988
36	10500	CBB AA9 988

Requisites: Wis 20, Chr 23

Alignment: non-E (Overwrite to all other classes)

HD/level:  $\frac{1}{2}d5$

Weapon Prof.: 8+level/3

To Hit Table: 2xPri

Saves: 3xFtr0

Reference: RDM

Groups: Concordant, Demigod

Complexity: CF=3

+1 extra Kit per level.

Casts normal Wizard spells, not MTG spells. Could cast MTG spells at 2 slots each if they are known.

Level 1: Can combine ACs from different sources.

Level 5: 1F: Restore the MF/PF/TF in a LVL\*10' radius, or +1 to a factor for 1r (may run this multiple times).

Known Spells:

[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)

War Charge (SL=1): When charging with at least 100 Henchmen, all who see this are Feared (Will save).

Miranda Lambert - Gunpowder And Lead (SL=2): You get a free

Musketeer/Cannoneer gun of gp=CL\*1000. You are SEL=2 Insane while you have it

I Don't Know (SL=3): Split a group into 2 groups.

Disturbed - Saviour of Nothing (SL=4): One CE enemy is polymorphed into a warrior of equivalent DL

Disturbed - Inside the Fire (SL=5): Revive an ally who dropped this rd. You are

SEL=5 Slain and revived with CL, HNCL, and LVL at 1/2 round down

Wide One Projection (SL=6): Party overwrites one ability score to another.

Firestarter (SL=7): Duplicate a SL = 5 or less Pyromanicac spell (collective 6.9)

Briarknit (SL=8): Your subordinates get +1 DL and +CL rhp.

Dispel I (SL=9): Dispel a currently running effect (no ER or iER)

# Ill Omen Bandit3 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: Int 21**  
**Alignment: NW**  
**HD/level: 1e3**  
**Weapon Prof.: 2+level**  
**To Hit Table: Pri**  
**Saves: 3xCTD0**  
**Reference: RDM**  
**Groups: Lost**  
**Complexity: CF=3**

2/reset: Convert a spell not on the list from MTG to D&D.  
 You have +1 Feat.  
 Level 1: Immune sanity, beneficial effects you don't want, the floor (you can pass through the floor at will, but not the walls or the ceiling, so this is a one-way trip)  
 Level 1: Base AT is +5+LVL.  
 Level 8: You are considered a WereDinosaur and may polymorph yourself into a Dinosaur for 1V action. You are Size F.  
 Level 12: You and the floor at your feet can't be targetted (unless you wish it).

# Random Builder3 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: Con 26**  
**Alignment: non-N**  
**HD/level: 3d5**  
**Weapon Prof.: 9+level/2**  
**To Hit Table: CTD0**  
**Saves: Mon**  
**Reference: RDM**  
**Groups: Mirror, Random**  
**Complexity: CF=3**

Divide the cost of Potions by LVL.

You have +1 Feat.

Level 1: +2 saving throws.

Level 1: Can weapon specialize as per Ranger1.

Level 1: 1M: Dispel a racial ability for 1 turn.

Level 1:,2:,etc:., the DM rolls 2 Mini classes. You get that level of each of those Mini classes' abilities. You can choose which form (Normal, Alternate, or Alternate 2) of the Mini class you use.

Level 2: Resist Hold, Stun, Paralyzation, Summ. Sickness (two of these effects must affect you in order for it to work)

Level 4: Seeker Arrow: 0, 1/d: An arrow you shoot can move around corners to strike a known enemy.

Level 9: Any Mercenary5 level 9 ability

Level 9: Takes half damage from a spell (that gives no save) if save is failed



# Time Mouny1 RDM

Level	KXP	Spells
1	0	(none)
2	2	(none)
3	4	(none)
4	8	(none)
5	16	(none)
6	32	(none)
7	64	(none)
8	128	(none)
9	250	(none)
10	500	(none)
11	750	(none)
12	1000	(none)
13	1250	(none)
14	1500	(none)
15	1750	(none)
16	2000	(none)
17	2250	(none)
18	2500	(none)
19	2750	(none)
20	3000	(none)
21	3250	(none)
22	3500	(none)
23	3750	(none)
24	4000	(none)
25	4250	(none)
26	4500	(none)
27	4750	(none)
28	5000	(none)
29	5250	(none)
30	5500	(none)
31	5750	(none)
32	6000	(none)
33	6250	(none)
34	6500	(none)
35	6750	(none)
36	7000	(none)

Requisites: Con 23, Cml 20

Alignment: LN (Overwrite to all other classes)

HD/level: & 2d4

Weapon Prof.: & 4+level

To Hit Table: 2xCust

Saves: Pri

Reference: RDM

Groups: AlternateUniverse, Lost

Complexity: CF=3

PSPs = Dex\*2+Str+Chr-40+(Dex-5)\*(level-1)/2

Gets Int bonus to progression. Specialized in Enchantment/Charm and Conjuration/Summoning.

If you wish to Surgically Experiment on someone, you spend 1P on one attack. If you hit; you do one instance of your surgical tool damage to a target (you may apply Str bonus if you wish). Surgical Experimentation generally does not work on Boss-type (or Sub-Boss-type) creatures, uniques, or creatures not killed by loss of limbs (such as undead).

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

Level 1: School robed in abjuration (each abjuration spell is 1 SL lower for you)

Level 1: Open hand to hit bonus is (Dex bonus)+(Str bonus)+2. Open hand damage bonus is (Str bonus).

Level 1: +1+(LVL/3) summon slots, only for Dinosaurs.

Level 4: +1 Brontosaurus Familiar (gives x2 hp; Level 9: x2 dmg), Animal

Companion, or Mount (DL I; 200 hp; +1 DL and x3 hp every odd level thereafter)

# Quintessential Custom 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:** Chr 23  
**Alignment:** non-S  
**HD/level:** 3e4  
**Weapon Prof.:** 8+level/5  
**To Hit Table:** War  
**Saves:** 2xM-U0  
**Reference:** RDM  
**Groups:** Custom  
**Complexity:** CF=3

Gets access to 1 psionic frequency per level. If it is not a "common" psionic frequency (or a frequency that you know from a class sheet), you do not know it automatically. You must then either spend 2 picks on it, or 1 pick plus a Research Point. Level 1:,2:,etc:: 1 X24 score (P24S) for this class, or 0.5 P24S for another class. A X24 minor costs 2 P24S, a major costs 5 P24S, a grand costs 8 P24S, and a super costs 11 P24S. You can spend 9 P24S to get a Psi48 pick. (see [X24] and Innovator48 class)  
 Level 1: Know normal animal abilities and weaknesses, and how to trap them.  
 Level 1: Rotating Truename.  
 Level 5: Hacker: Can manipulate/reprogram Technological/Psi8/Psi16 items up to TechL=LVL+2  
 Level 5: Erase a "?" in dungeon (loses track of party) {Rogue ability: 0 / Dex-13 / Dex-19}  
 Level 5: Berserker Option: Can pick a Specialty God as if a Priest (see [PC3]), but can wear only non-bulky armor (even if in a campaign where armor restrictions are not enforced).  
 Level 9: Health of Caleb: +LVL Con; all of your classes get Barbarian Con  
 Level 12: You may treat Cml, Luck, HNCL, or CL as stats for this class. You can raise them with stat points. Cml costs 1 point each. Luck costs 2 points each. HNCL costs 3 points each. CL costs 4 points each.  
 Level 13: Pick two Rakshasa5 Level 9-12, one Charanodaemon5 Level 9-12, or one Vampire5 Level 9-12

# Divine Worshipper RDM

Level	KXP	Spells	<b>Requisites: Dex 21, Wis 19</b> <b>Alignment: non-A</b> <b>HD/level: &amp; 1d3</b> <b>Weapon Prof.: &amp; 6+level/2</b> <b>To Hit Table: 3xCTD0</b> <b>Saves: Cust</b> <b>Reference: RDM</b> <b>Groups: Priest, Random</b> <b>Complexity: CF=3</b>
		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 ---	1F, 1/reset: Reroll up to LVL Mini class results you have.
11	1350	766 554 4--	Gets Cml bonus to AC and saves.
12	1800	766 554 4--	Sphere robe (-1 SL) in Travelers
13	2250	776 655 44-	Sphere robe (-1 SL) in Necromancy
14	2700	776 655 44-	Level 1: Gets 1 "Any Monk or Acrobat" pick per level. Gets 40 rogue points per level.
15	3150	877 665 544	Level 4: Charisma Shield: You are immune to any type of charisma damage/drainage.
16	3600	877 665 544	Level 4: Immunity to disease and slow effects (continuous).
17	4050	887 766 554	Level 18: Automatically roll maximum on all variable healing spells.
18	4500	887 766 554	Known Spells:
19	4950	988 776 655	Disturbed - Conflict (SL=N): You gain N ranger species enemys that must be spent on the same type of enemy
20	5400	988 776 655	Soul Net (SL=1): Whenever you kill someone with a spell, cure 1 hp.
21	5850	998 877 665	Battle Shield (SL=2): Damaging shield (50% back) of type Metal. You resist weapon special effects while running this.
22	6300	998 877 665	Death Wish (SL=3): Convert a spell not on the list from MTG to D&D and lose half your hp.
23	6750	A99 887 766	Reviving Vapors (SL=4): Up to 3 targets are cured (1d10+CL)*10 hp
24	7200	A99 887 766	Perverted Justice (SL=5): Enemy Special of "Whenever a spell of SL2 or less, a psionic minor, or a Level 4 or less ability is used, counter it and the source can't use it for the rest of the day".
25	7650	AA9 988 776	Gravity Sphere (SL=6): No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)
26	8100	AA9 988 776	Akroma's Memorial (SL=7): You and your subordinates fly, +IIP action, defending, overhit, ignore summoning sickness, protection from MTG black & red spells and effects.
27	8550	BAA 998 877	
28	9000	BAA 998 877	Prison Cloud (SL=8): Imprisonment.
29	9450	BBA A99 887	Gaea's Liege (SL=9): Your max hp is CL^3 (and/or) Your TH bonus is +CL^2 (no other adj. can be added)
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	

# The Third D- XSZFKizer1JG 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 26**  
**Alignment: LG**  
**HD/level: 1d4**  
**Weapon Prof.: 2+level/3**  
**To Hit Table: & 3xPsi**  
**Saves: & (none)**  
**Reference: RDM**  
**Groups: Custom**  
**Complexity: CF=3**

Priest spells as per Cleric0. If you pick this twice, use Cleric3 instead. If you pick this three times, use Arch-Priest instead. If you pick this four times, use Beast Arch-Priest instead.  
 Priest spells as per Cleric0. If you pick this twice, use Cleric3 instead. If you pick this three times, use Arch-Priest instead.  
 +1 S action only usable in segment 3.  
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.  
 Level 1: 1M: Dispel a familiar ability for 1 turn.  
 Level 1: Every Rogue1 ability, can't spent points to them  
 Level 1: Fast Reaction time: +LVL initiative (or) Roll 2d12 for initiative, choose the better.  
 Level 1:,2:,etc: (every level): +1 "Level:" pick from any other class in a group that matches the emulated class.  
 Level 1: You may throw any item as a weapon without suffering a penalty because the item wasn't meant to be thrown. It has instant returning if you want it to.  
 Level 5: +LVL-4 kits  
 Level 13: Create Monster VI (SL=6): Create a DL=1 monster, it's loyal, it's not a summon slot {Soulforger}