

Pinpoint Psychic RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	3--	---
2	4.8	33-	---
3	9.6	43-	---
4	19.2	43-	---
5	38.4	43-	---
6	76.8	44-	---
7	153.6	543	---
8	307.2	543	---
9	600	543	---
10	1200	553	---
11	1800	654	---
12	2400	654	---
13	3000	654	---
14	3600	664	3--
15	4200	765	3--
16	4800	765	3--
17	5400	765	3--
18	6000	775	4--
19	6600	876	4--
20	7200	876	4--
21	7800	876	4--
22	8400	886	5--
23	9000	987	53-
24	9600	987	53-
25	10200	987	53-
26	10800	997	63-
27	11400	A98	64-
28	12000	A98	64-
29	12600	A98	64-
30	13200	AA8	74-
31	13800	BA9	75-
32	14400	BA9	75-
33	15000	BA9	75-
34	15600	BB9	853
35	16200	CBA	863
36	16800	CBA	863

Requisites: Chr 20
Alignment: TE
HD/level: 2d2
Weapon Prof.: 8+level/2
To Hit Table: 2xRog
Saves: always +0
Reference: RDM
Groups: Psionicist, Concordant
Complexity: CF=2

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.

Exceptional Str and Dex, Barbarian Con.

Gets "free" (0 action) material componenting for spells.

Exceptional Int and Wis, Barbarian Chr.

Level 1: 1/reset: The DM rolls a new choice for up to LVL CSL's of your Concordant spell slots. For each spell slot, you can choose to keep what you had, or switch over to the new spell.

Level 5: 1 attack that hits: Coup de grace (slay someone who's down)

Level 9: 1M, 1/t: Go On the Mound. You are 1 plane removed, your effects are x2 multiplier and x2 effect (or x+1). You are considered Planar Displaced and can't be targetted.

Level 9: Can use 3P actions per segment.

Known Powers

Kanye West - Gold Digger (SL=N): Spend 1000*N gp: Summon a DL=N+2 human female

The Farmer in the Dell (SL=N): Can only be cast on segment 2. Each segment, revive a monster as a DL=N-segment number (min DL 1, max 8 revives, same slot).

Force Beast Linguistics(SL=2): Speak with and mentally dominate target monster.

Treat your Mother Right (SL=2): Lockdown speaking actions.

Your heart is your employee (SL=5): Physically dominate a target's heart and control its heart rate.

Coat of Arms (SL=5): Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race

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

Lavaball Trap (SL=8): 1bM: Deal CL Hull dmg to two objects. Deal 40 earth dmg to one group(no save).

I Know All, I See All (SL=11): +1OppF only for monster's side of combat.

Force Veiling (SL=11): Nondection from all beings of Multiplier xCL/5 or less.

The Third Smart Guy in the DungeonJG RDM

Level	KXP	Spells
1	0	(none)
2	4.8	(none)
3	9.6	(none)
4	19.2	(none)
5	38.4	(none)
6	76.8	(none)
7	153.6	(none)
8	307.2	(none)
9	600	(none)
10	1200	(none)
11	1800	(none)
12	2400	(none)
13	3000	(none)
14	3600	(none)
15	4200	(none)
16	4800	(none)
17	5400	(none)
18	6000	(none)
19	6600	(none)
20	7200	(none)
21	7800	(none)
22	8400	(none)
23	9000	(none)
24	9600	(none)
25	10200	(none)
26	10800	(none)
27	11400	(none)
28	12000	(none)
29	12600	(none)
30	13200	(none)
31	13800	(none)
32	14400	(none)
33	15000	(none)
34	15600	(none)
35	16200	(none)
36	16800	(none)

Requisites: Str 48
Alignment: NS
HD/level: & 1d6
Weapon Prof.: & 8+level
To Hit Table: 3xRog
Saves: Ftr0
Reference: RDM
Groups: Joke, Maxi
Complexity: CF=2

Exceptional Str and Con.
 Exceptional Str and Con.
 +1 S action only usable in segment 3.
 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: +1 to all saves
 Level 2: Training: Gain 1 stat point per reset.
 Level 2: Health Food: 1V, display your food: Nausea (area; PPD save)
 Level 6: 1M, 1/d: +8 set Str for 1 turn.
 Level 8: 1M: Friends
 Level 9: Money: +1d10000 gp per reset.
 Level 18: 1M, (LVL-17)/t: Fix

Beast (𐄎𐄌𐄐𐄑𐄒 ;益; 𐄎𐄌𐄐𐄑𐄒).xxx RDM

Level	KXP	Spells
1	0	(none)
2	4.8	(none)
3	9.6	(none)
4	19.2	(none)
5	38.4	(none)
6	76.8	(none)
7	153.6	(none)
8	307.2	(none)
9	600	(none)
10	1200	(none)
11	1800	(none)
12	2400	(none)
13	3000	(none)
14	3600	(none)
15	4200	(none)
16	4800	(none)
17	5400	(none)
18	6000	(none)
19	6600	(none)
20	7200	(none)
21	7800	(none)
22	8400	(none)
23	9000	(none)
24	9600	(none)
25	10200	(none)
26	10800	(none)
27	11400	(none)
28	12000	(none)
29	12600	(none)
30	13200	(none)
31	13800	(none)
32	14400	(none)
33	15000	(none)
34	15600	(none)
35	16200	(none)
36	16800	(none)

Requisites: Cml 20
Alignment: LG
HD/level: 2e3
Weapon Prof.: 3+level
To Hit Table: (none)
Saves: & 3xMon
Reference: RDM
Groups: Internet
Complexity: CF=2

See [Q8] for Psi8 rules and powers.
 Can manipulate an object with TechF equal to your level or less.
 Can manipulate an object with TechF equal to your level or less.
 +1 instance of material componenting to a spell/psi power/rogue ability by spending an extra 1V action.
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)*2.
 Level 1:,2:,etc.: The DM rolls a random class from the internet (he has a big directory of files). You get the some (or all) of the abilities of that class; you will at least get the effect of a "line of text" and the "level:" of your level; you will probably get more.
 You do not need to meet the requirements of the class.
 Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).
 Level 14: +4 HNCL (this can't be picked)
 Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)*3.
 Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)*3.

Multi-Classed Weasel-actor20 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: Dex 18
Alignment: AW
HD/level: ++++2d6
Weapon Prof.: 8+level/4
To Hit Table: 3xPri
Saves: & 3xCust
Reference: RDM
Groups: Custom
Complexity: CF=2

Material componenting for spells costs a 0 action.

Hold G actions. You may use 1S+1V+1X+1G per segment. You may convert 1G -> 1X and 1X->1F.

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.

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

You have Overhit.

Level 21: You may convert 11G -> 1WG (A "lent" RG action, but you can't use your G that segment).

The Final Mortal Opposer Slayer RDM

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

Requisites: Str 21
Alignment: any W
HD/level: & 1d6
Weapon Prof.: & 6+level/4
To Hit Table: 3xPri
Saves: Ftr0
Reference: RDM
Groups: Concordant, Internet
Complexity: CF=2

Can manipulate an object with TechF equal to your level or less.
 Can manipulate an object with TechF equal to your level or less.
 +1 slowS action.
 You have one free species enemy similar to Slayer mini-class.
 Level 1: Regeneration rate is (Con-12) per segment, troll-like.
 Level 1: +1 Technological proficiency slot per level (see [P8.8]).
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)*2.
 Level 1: Regeneration rate is (Con-12) per segment, troll-like.
 Level 9: Can use 3P actions per segment.
 Level 9: Gets 1X action per round.

Huntereer RDM

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

Requisites: Dex 17, Wis 45

Alignment: CE

HD/level: 2d6

Weapon Prof.: 10+level

To Hit Table: 3xWar

Saves: 3xWar

Reference: RDM

Groups: Rogue, Maxi

Complexity: CF=2

Channeling. Int bonus to spells. Specialized in Wizard Metamagic school.

Level 12: Using Rogue abilities is only ½V action each

Level 14: +(rating)% money, use at end of run before selling

Rogue Abilities:

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

Penalty Chr-12

Level 1: Move Silently || Immovability | Avoid Clairnascience, Base 5, Bonus Dex-14,

Penalty Dex-17

Level 1: Backstab (each 30% = x1) (increases 5/level) (yes this is a weird backstab),

Base 55, Bonus Int-6, Penalty Int-20

Level 1: Detect Noise | Clairaudience, Base 15, Bonus Wis-8, Penalty Wis-20

Level 1: Disguise | Alter Appearance, Base 25, Bonus Chr-11, Penalty Chr-13

Level 1: Pass without Trace || Etherealness || Probability Travel, Base 0, Bonus Chr-15,

Penalty Chr-21

Level 2: Deepockets | Vanish | Rope Trick || I'm Gone (to my own Pocket Plane),

Base 0, Bonus Int-8, Penalty Int-20

Level 5: Song of Battle (+1 TH,dmg,or saves per 10% made), Base 10, Bonus Str-15,

Penalty Str-20

Level 6: Hold Breath | Hold Life, Base 15, Bonus Con-15, Penalty Con-17

Arch- Cosmos Scout5 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: Int 20
Alignment: TS
HD/level: 1d6
Weapon Prof.: 7+level/3
To Hit Table: 2xCTD0
Saves: Pri
Reference: RDM
Groups: Planar
Complexity: CF=2

PSPs = (Int+Wis+Chr-36)*10 + LVL*60.

Free Arch class adjective.

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

Level 1: Immune to Cold and Natural Cold (you Resist other variants such as Holy Cold).

Level 1: RMR level*13% .

Level 12: 1F, 1/reset: Make a Magical Pool permanent, infinite charges, and it's effects no longer count against your limit of maintains.

Cleric from Beyond RDM

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

Requisites: Cml 19
Alignment: AE
HD/level: 2d2
Weapon Prof.: 2+level/4
To Hit Table: 2xPsi
Saves: 3xFtr0
Reference: RDM
Groups: Futureshifted
Complexity: CF=2

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.
 Gets free material componenting, and can do double material componenting (x3 effect in one category or x2 in two categories) if 1V is spent.
 Has all rogue abilities on all charts. Gets 90 Rogue points per level.
 Level 5: Destruct IV. ½P: Deal 25*LVL Anti-Astral dmg to a group (no save, IR to resist)
 Level 9: Repair VIII. 1M or 1bM: Heal a summon or animal companion
 Level 9: Destruct VIII. 1P, may borrow: Fork

Random Tougherizer 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: Int 17
Alignment: non-L
HD/level: 2d5
Weapon Prof.: 10+level
To Hit Table: 2xM-U0
Saves: 2xWiz
Reference: RDM
Groups: Random
Complexity: CF=2

Turn Undead as a Priest of 3 levels lower.

Level 1: (50+LVL)% chance to control the result of an Amulet of the Planes, Bag of Beans, Bag of Tricks, Deck of Illusions, Wand of Wonder, or Well of Many Worlds.
 Level 9: Great Kiai (Paralyzing Shout): Mouth's V, 1/d: Str becomes 18 for 2 rounds; all enemies within 10' must save or be paralyzed for 1 round.

De Abettorator RDM

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

Requisites: Str 17, Wis 20
Alignment: non-J
HD/level: 2d4
Weapon Prof.: 10+level
To Hit Table: 2xPsi
Saves: 3xWiz
Reference: RDM
Groups: Custom, Mirror
Complexity: CF=2

Can specialize in one school or get one Grand sphere, or both, but in this case must pick a School and a Sphere to be Opposite in.
 This class mixes several classes together. Let N be the number of classes and the G be the number of groups among your classes. N+G must be equal to LVL+1 or less. This class cannot mix in classes from the Custom, Concordant, or Monster groups, and cannot be mixed into other classes.
 Level 1: Detect possession, magic jar, ego domination, etc. {Exorcist}
 Level 5: Your unarmed attacks cause 1 level of energy drain (no save, aNR to resist)
 Level 14: Insubstantial (Mental): Immune mental effects, psionics, insanity; Hold all mental stats
 Known Spells:
 Alan Jackson - Small Town Southern Man (SL=N): Summon a DL=N-1 LG human Common Man
 Disturbed - Torn (SL=1): Your melee and ranged dmg this segment is vile and enemys you attack become wounded (as the weapon effect)
 Force Safeguard (SL=2): +CL*5 AC or Wall of Force CL*10 ft.
 Forcefield (SL=3): Damage Threshold 10 from physical attacks
 Pressured Consent (SL=4): One target physically dominated (2 saves).
 Life Essence (SL=5): If target has less than CL*CL current hp, it is cured so it has CL*CL hp
 Progenitor Mimic (SL=6): Progenitor Mimic (SL=6): Copy a creature and it has "On your turn, summon another copy of this creature without this ability". You may have CL copies this way in a slot.
 FREEWINDS (SL=7): Imprisonment one target.
 Running Scared (SL=8): Automatically Turn all enemies in the room as undead.
 Mental Fury (SL=9): Cast 1 instance of each spell you have all at the same time. You are spent afterward.

Meat Planting1 RDM

Level	KXP	Spells
1	0	(none)
2	7	(none)
3	14	(none)
4	28	(none)
5	56	(none)
6	112	(none)
7	224	(none)
8	448	(none)
9	875	(none)
10	1750	(none)
11	2625	(none)
12	3500	(none)
13	4375	(none)
14	5250	(none)
15	6125	(none)
16	7000	(none)
17	7875	(none)
18	8750	(none)
19	9625	(none)
20	10500	(none)
21	11375	(none)
22	12250	(none)
23	13125	(none)
24	14000	(none)
25	14875	(none)
26	15750	(none)
27	16625	(none)
28	17500	(none)
29	18375	(none)
30	19250	(none)
31	20125	(none)
32	21000	(none)
33	21875	(none)
34	22750	(none)
35	23625	(none)
36	24500	(none)

Requisites: Con 23

Alignment: L any

HD/level: & 2d2

Weapon Prof.: & 4+level/3

To Hit Table: 2xCTD0

Saves: 2xCTD0

Reference: RDM

Groups: Monster

Complexity: CF=2

Gets Barbarian Con.

Gets a master monster pick per level

Gets Extra-Barbarian Con.

Gets a master monster pick per level

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

Level 1:,2:,etc.: +1 Int and +1 Wis. This bonus cannot be used to qualify for the Hag0 class itself, and you can't 2 for 1 trade it away.

Level 1:,2:,etc.: The DM rolls a Monster Summoning result of DL=LVL/3 (round up).

You gain the racial abilities of what the DM rolls.

Level 1: AC +9+LVL*3/2

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

Level 4: 1M, 1/r: Your party gets +LVL TH, dmg, AC, and saves until end of round.

Level 5: Opaline Sliver: Whenever you are targetted by an enemy, gain 1B action this round

Level 7: Brood Sliver: Whenever you kill a creature, summon a DL I Sliver (AC 20, hp 10, TH 10, dmg 10, no special abilities)

Level 9: 1D, 8/lifetime: Resurrect self

Level 27: (replaces Level 18 ability) Can cast 3 SLs of Lich spells (e.g. three 1st or one 1st + one 2nd or one 3rd).

Scarlet Mortalator MTG 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: Chr 19
Alignment: non-G
HD/level: & +++1d4
Weapon Prof.: & 10+level/2
To Hit Table: War
Saves: & 3xM-U0
Reference: RDM
Groups: Mirror
Complexity: CF=2

Can cast spells only from All, Animal, Eeling, and Summoning spheres. Eeling spells cost ½ of a spell each to cast.
 Level 1: When casting a spell at someone, multiply your damage by the number of classes he has (max=LVL).
 Level 9: Any Bandit1 level 10 ability
 Level 12: You may choose four instances of a given Mini-class in any combination. This can be done for multiple Mini-classes.
 Level 13: Any Mercenary5 level 14 ability
 Level 13: Any Bounty Hunter1 level 15 ability
 Level 14: Regenerate LVL*10 hp/s (troll-like, heals vile/perm dmg), remove stun/loss of actions, within 30' or through psi link

H-actor RDM

Level	KXP	Spells
1	0	+1 lim ML
2	4.4	+2 lim ML
3	8.8	+3 lim ML
4	17.6	+4 lim ML
5	35.2	+5 lim ML
6	70.4	+6 lim ML
7	140.8	+7 lim ML
8	281.6	+8 lim ML
9	550	+9 lim ML
10	1100	+10 lim ML
11	1650	+11 lim ML
12	2200	+12 lim ML
13	2750	+13 lim ML
14	3300	+14 lim ML
15	3850	+15 lim ML
16	4400	+16 lim ML
17	4950	+17 lim ML
18	5500	+18 lim ML
19	6050	+19 lim ML
20	6600	+20 lim ML
21	7150	+21 lim ML
22	7700	+22 lim ML
23	8250	+23 lim ML
24	8800	+24 lim ML
25	9350	+25 lim ML
26	9900	+26 lim ML
27	10450	+27 lim ML
28	11000	+28 lim ML
29	11550	+29 lim ML
30	12100	+30 lim ML
31	12650	+31 lim ML
32	13200	+32 lim ML
33	13750	+33 lim ML
34	14300	+34 lim ML
35	14850	+35 lim ML
36	15400	+36 lim ML

Requisites: Con 19
Alignment: LE
HD/level: 1d2
Weapon Prof.: 1+level/3
To Hit Table: 2xCust
Saves: 2xPsi
Reference: RDM
Groups: Concordant
Complexity: CF=2

Gets Barbarian Int, Wis, or Chr.
 Gets Barbarian Str, Dex, or Con.
 Gets Exc Str. Can purchase Exc Dex for 3 weapon slots and Exc Con for 2 weapon slots.
 +LVL-2 or better weapon needed to hit you (at level 1 this is "silver or better").
 Level 1: MR adjustment is -5*level% instead of +60-5*level%.
 Level 1: Potion of Undead Control and Ring of Regeneration has double effect.
 Level 1: Each level, pick one spell. That spell requires only ½ of a spell to cast. This isn't cumulative with school specialization.
 Level 11: Each level starting at 11th, pick one spell. That spell requires only ½ the number of Mental actions to cast.
 Level 31: Each level starting at 31st, pick one spell. That spell can be cast as a 0 action.

Violet Klansman RDM

Level	KXP	Spells
		123 456 789
1	0	3-- --- ---
2	4.2	33- --- ---
3	8.4	33- --- ---
4	16.8	433 --- ---
5	33.6	433 --- ---
6	67.2	443 3-- ---
7	134.4	443 3-- ---
8	268.8	544 33- ---
9	525	544 33- ---
10	1050	554 433 ---
11	1575	554 433 ---
12	2100	655 443 3--
13	2625	655 443 3--
14	3150	665 544 33-
15	3675	665 544 33-
16	4200	766 554 433
17	4725	766 554 433
18	5250	776 655 443
19	5775	776 655 443
20	6300	877 665 544
21	6825	877 665 544
22	7350	887 766 554
23	7875	887 766 554
24	8400	988 776 655
25	8925	988 776 655
26	9450	998 877 665
27	9975	998 877 665
28	10500	A99 887 766
29	11025	A99 887 766
30	11550	AA9 988 776
31	12075	AA9 988 776
32	12600	BAA 998 877
33	13125	BAA 998 877
34	13650	BBA A99 887
35	14175	BBA A99 887
36	14700	CBB AA9 988

Requisites: Cml 20
Alignment: NG
HD/level: & 2d5
Weapon Prof.: & 1+level/3
To Hit Table: Pri
Saves: & Wiz
Reference: RDM
Groups: Custom, Offensive
Complexity: CF=2

Wizard spells as per Bard2. If you pick this twice, use Mage2 instead. If you pick this three times, use Arch-Mage instead.
 Hold Plane.
 Level 1: Can make amulets of unusual materials (see [E5]). The maximum "S" factor is equal to your level.
 Level 1:,2:,etc.: One Free Demolitionist weapon of gp value = (LVL^2)x1000 or Enough pieces of ammo for one weapon.
 Level 5: 1P: Verbally degrade a target. Target becomes deaf, dazed, dispelled, & dominated (mentally) (IR to resist).
 Level 9: You may spend 9 scrA actions to one scrD action (script death).
 Known Spells:
 Nicoli Rimsky Korsakov - Flight of the Bumblebee (SL=N): Can only be cast 1/reset.
 Wishoid for a Creeping Doom spell of SL=N+1
 Midnight Black (SL=1): Paralyzed 1d4+1 r (no save); save or slain) {1 creature}
 Disturbed - No More (SL=2): -100% gp and you no longer have to pay your hirelings for as long as this is running
 Phantatog (SL=3): Summon a DL III Atog, it dispels spell/psi effects, you can spend spell slots to increase it's DL.
 Slipknot - Psychosocial (SL=4): You have PTSD and "+100% gp as long as you have PTSD"
 Waves of Aggression (SL=5): Your subordinates can use 2S+1V actions this segment (this spell has duration 1 segment)
 Mind's Desire (SL=6): You can cast 1d6 spells of SL=1d6 next segment as 1M
 God Was Never on Your Side (SL=7): 1bM: Counter a Divine Intervention.
 Formation Cloud (SL=8): Polymorph a Cloud into an equal SL one.
 The Stand (SL=9): {x2 terrain feature} of Captain Trips virus.

Multi-Classed Conjurer(MTG U/B/R/5 RDM

Level	KXP	Spells	Requisites: Int 22
		123 456 789	Alignment: LG
1	0	2-- --- ---	HD/level: & 2d6
2	7	22- --- ---	Weapon Prof.: & 10+level/2
3	14	22- --- ---	To Hit Table: & Wiz
4	28	322 --- ---	Saves: 3xRog
5	56	322 --- ---	Reference: RDM
6	112	332 2-- ---	Groups: Wizard
7	224	332 2-- ---	Complexity: CF=2
8	448	433 22- ---	
9	875	433 22- ---	
10	1750	443 322 ---	Gets Wisdom bonus as bonus Wizard spells. This bonus is in addition to any Wisdom bonus for Priests.
11	2625	443 322 ---	Specialization in Chromancy; pick one opposite school.
12	3500	544 332 2--	Specialization, Abjuration (no opposite)
13	4375	544 332 2--	School robe (-1 SL) in Abjuration
14	5250	554 433 22-	For one group on this class, you may mix in one class you know that shares a group with it.
15	6125	554 433 22-	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
16	7000	655 443 322	
17	7875	655 443 322	Level 1: Can "burn" 1 hp/spell level to cast extra spells
18	8750	665 544 332	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.
19	9625	665 544 332	
20	10500	766 554 433	Level 1: May cast Priest Healing sphere spells as if they were Wizard spells of the same level.
21	11375	766 554 433	
22	12250	776 655 443	Level 2: 1M: Monster Summoning (CL+1)/2
23	13125	776 655 443	Level 10: Your summons can do "1S: Lend an S to you."
24	14000	877 665 544	Level 13: Pick 2: Spellshaper5 Level 9-12, Bringer5 Level 5-7, Rogue5 Level 5-7, other5 Level 1-3
25	14875	877 665 544	Level 22: You ignore other people's Immunity to Action/Memory/Other Stealing (unless it comes from a x3 or greater source)
26	15750	887 766 554	Level 22: 1/d: Create a GIANT ROBOT (a DL 10 Golem, you may make requests but exact statistics are determined by the DM).
27	16625	887 766 554	
28	17500	988 776 655	Known Spells:
29	18375	988 776 655	Teaser,Pleaser,Shocker,ect.(SL=N): SL targets grouped and held, first takes SL^3 piercing dmg.
30	19250	998 877 665	Disturbed - Criminal (SL=1): One target can't regenerate and the next time they are dropped, they are put out of misery
31	20125	998 877 665	Galina's Knight (SL=2): Summon a DL II Merfolk Knight, it is immune to area effect damaging spells/psi.
32	21000	A99 887 766	Brass Gnat 3-13 (SL=3): 1N, 1/t: Immune to Head Blown Off or Summoning Sickness. Picking this more than once lets you use this power an additional time per turn.
33	21875	A99 887 766	Nature's Blessing (SL=4): +CL distributed among AC/saves/TH/dmg as you like
34	22750	AA9 988 776	Coat of Arms (SL=5): Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race
35	23625	AA9 988 776	Olivia Rodrigo - Jealousy, Jealousy (SL=6): Can only be cast 1/d: Magic Jar a target and you get a pending compensated item for the end of the run
36	24500	BAA 998 877	Owl's Advice (SL=7): Ask the DM a question. 3 (SL=8): +LVL to CL for 4th level Battlemonger spells Sergei Prokofiev - Peter and the Wolf (SL=9): 1bM, in response to an ally being attacked: Attacker SEL=9 Imprisoned. Attacker may be released as your summon if an ally is attacked in future rd

The Fourth Planting5 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 18
Alignment: TS
HD/level: 1d4
Weapon Prof.: 7+level
To Hit Table: 2xMon
Saves: 2xRog
Reference: RDM
Groups: Monster
Complexity: CF=2

Gets Exceptional Con.
 Gets Exceptional Con.
 +1 S action only usable in segment 4.
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
 Level 5: Shifting Sliver: Phased (you can pass through any object as if it was air)
 Level 9: Destruct VII. ½P: Remove a class ability or immunity from an element (affects 1 group). If used against 1 target, gets no ER.

Maldev Bad Precedent JesterJG 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 19, Chr 18
Alignment: non-S
HD/level: & +1d6
Weapon Prof.: & 9+level/4
To Hit Table: 2xCust
Saves: 2xRog
Reference: RDM
Groups: Custom, Joke
Complexity: CF=2

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.
 This class mixes several classes together. Let N be the number of classes and the G be the number of groups among your classes. N+G must be equal to LVL+1 or less. This class cannot mix in classes from the Custom, Concordant, or Monster groups, and cannot be mixed into other classes.
 Can apply a free "Crude Neutronium" weapon adjective to one weapon.
 Level 1: Can choose results from Wand of Wonder
 Level 1: Jogging Shorts: +LVL*2" move rate (may be combined with armor)
 Level 7: Boredom w/ Heroic Tales: 1M, 3/d: Sleep (Area effect, PP save)
 Level 36: Add an 8th class, any group, of editions 0-5.

Ass Comrade BDSM Slayer RDM

Level	KXP	Spells
1	0	(none)
2	1.2	(none)
3	2.4	(none)
4	4.8	(none)
5	9.6	(none)
6	19.2	(none)
7	38.4	(none)
8	76.8	(none)
9	150	(none)
10	300	(none)
11	450	(none)
12	600	(none)
13	750	(none)
14	900	(none)
15	1050	(none)
16	1200	(none)
17	1350	(none)
18	1500	(none)
19	1650	(none)
20	1800	(none)
21	1950	(none)
22	2100	(none)
23	2250	(none)
24	2400	(none)
25	2550	(none)
26	2700	(none)
27	2850	(none)
28	3000	(none)
29	3150	(none)
30	3300	(none)
31	3450	(none)
32	3600	(none)
33	3750	(none)
34	3900	(none)
35	4050	(none)
36	4200	(none)

Requisites: Cml 16
Alignment: TE
HD/level: 1d6
Weapon Prof.: 1+level/2
To Hit Table: Cust
Saves: always +0
Reference: RDM
Groups: Offensive
Complexity: CF=2

1/d: You can see "You don't see anything" for 1 segment.
 Gets 20 Rogue points/level in other Rogue abilities. This class doesn't get a lot of picks, though.
 You have one free species enemy similar to Slayer mini-class.
 Severe allergy backstab.
 You are SEL=1 Immovable/Stopped.
 Level 2: As long as all Henchmen you hire are less then DL LVL, you only need to pay them once per week instead of once per day.
 Level 3: You may count as your own Mount or somebody elses.

Concordant Finisher from Beyond1 RDM

Level	KXP	Spells	
1	0	(none)	Requisites: Wis 20, Cml 21
2	5.2	(none)	Alignment: non-L (Overwrite to all other classes)
3	10.4	(none)	HD/level: 2d3
4	20.8	(none)	Weapon Prof.: 10+level
5	41.6	(none)	To Hit Table: Ftr0
6	83.2	(none)	Saves: 3xCust
7	166.4	(none)	Reference: RDM
8	332.8	(none)	Groups: Futureshifted, Random
9	650	(none)	Complexity: CF=2
10	1300	(none)	Regenerate 3*LVL hps per round.
11	1950	(none)	# Attacks with ranged = (Level+2)/2, otherwise as Warrior.
12	2600	(none)	All dice in all spells is replaced by d30 (so Magic Missile is 1d30+1, wacky balls are always d30 regardless of SL, etc.)
13	3250	(none)	Can convert V -> M actions.
14	3900	(none)	You have +1 Secondary Skill and no XP doubling past level 36.
15	4550	(none)	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).
16	5200	(none)	Level 1: Tracking as per Ranger of half the Bandit's level.
17	5850	(none)	Level 1: Destruct III. 1P: Unsummon a summon.
18	6500	(none)	Level 1: Destruct II. 1P: Destroy a x0 or x1 magic item.
19	7150	(none)	Level 2: Resist Action/Memory/Other Stealing (take half effect, if that's meaningless, you are immune unless you are hit by 2 of them)
20	7800	(none)	Level 10: Pick an action type. You are immune to actions of that type being locked down.
21	8450	(none)	Level 14: Train Slayer5: N resets of actions: A Slayer5 of LVL=N is raised by one level permanently.
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)	

Red LGBTQ+ Lunatic from her Hole RDM

Level	KXP	Spells
1	0	+1 lim ML
2	5.2	+2 lim ML
3	10.4	+3 lim ML
4	20.8	+4 lim ML
5	41.6	+5 lim ML
6	83.2	+6 lim ML
7	166.4	+7 lim ML
8	332.8	+8 lim ML
9	650	+9 lim ML
10	1300	+10 lim ML
11	1950	+11 lim ML
12	2600	+12 lim ML
13	3250	+13 lim ML
14	3900	+14 lim ML
15	4550	+15 lim ML
16	5200	+16 lim ML
17	5850	+17 lim ML
18	6500	+18 lim ML
19	7150	+19 lim ML
20	7800	+20 lim ML
21	8450	+21 lim ML
22	9100	+22 lim ML
23	9750	+23 lim ML
24	10400	+24 lim ML
25	11050	+25 lim ML
26	11700	+26 lim ML
27	12350	+27 lim ML
28	13000	+28 lim ML
29	13650	+29 lim ML
30	14300	+30 lim ML
31	14950	+31 lim ML
32	15600	+32 lim ML
33	16250	+33 lim ML
34	16900	+34 lim ML
35	17550	+35 lim ML
36	18200	+36 lim ML

Requisites: Cml 20

Alignment: any W (Overwrite to all other classes)

HD/level: & 2d6

Weapon Prof.: & 7+level/3

To Hit Table: Psi

Saves: (none)

Reference: RDM

Groups: Offensive

Complexity: CF=2

Counts as Human with 3 for 2 trading. Supports euthanasia.

Barbarian Str, Dex, Con.

Extra-Barbarian Dex bonus, Exceptional Con bonus.

Specialization, MTG Red School

Vulnerable 6 random offensive status effects

Level 1:,2:,etc.: Specify a species enemy (broad monster type such as Humans). Get +x1 dmg vs. that enemy.

Level 1: You only speak "special" common.

Level 3: 1M: Polymorph one target to a human female (fort save, IR to resist).

Level 4: +LVL A' actions.

Level 8: If any Henchmen survived a whole reset alive, +1 DL.

Level 9: Blitzkrieg: 1M: Chain Lightning.

Level 9: You may spend 9 scrA actions to one scrD action (script death).

Level 9: 1bscrD, empty your "Plate", 1/reset: Avoid Fate xN where N = the number of body parts you emptied from your plate.