

Psion RDM

Level	KXP	Spells			
		123	456	789	
1	0	433	---	---	
2	36.2	443	3--	---	
3	72.4	443	3--	---	
4	144.8	544	33-	---	
5	289.6	544	33-	---	
6	579.2	554	433	---	
7	1158.4	554	433	---	
8	2316.8	655	443	3--	
9	4525	655	443	3--	
10	9050	665	544	33-	
11	13575	665	544	33-	
12	18100	766	554	433	
13	22625	766	554	433	
14	27150	776	655	443	
15	31675	776	655	443	
16	36200	877	665	544	
17	40725	877	665	544	
18	45250	887	766	554	
19	49775	887	766	554	
20	54300	988	776	655	
21	58825	988	776	655	
22	63350	998	877	665	
23	67875	998	877	665	
24	72400	A99	887	766	
25	76925	A99	887	766	
26	81450	AA9	988	776	
27	85975	AA9	988	776	
28	90500	BAA	998	877	
29	95025	BAA	998	877	
30	99550	BBA	A99	887	
31	104075	BBA	A99	887	
32	108600	CBB	AA9	988	
33	113125	CBB	AA9	988	
34	117650	CCB	BAA	998	
35	122175	CCB	BAA	998	
36	126700	DCC	BBA	A99	

Requisites: Wis 34, Chr 31, Cml 32, Class slots 2

Alignment: NS

HD/level: +4d6

Weapon Prof.: 9+level/2

To Hit Table: 2xPri

Saves: 2xPri

Reference: RDM

Groups: Psionicist, Custom, Joke

Complexity: CF=6

Exceptional Str and Con.

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.

Priest spells as per Cleric0. If you pick this twice, use Cleric3 instead. If you pick this three times, use Arch-Priest instead.

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.

Level 1: You always have a (free) Smurfy Hat as a helmet, it is AC +LVL with no Rogue adjustments. You can remove it and wear a different cap/hat/helmet if you like.

Level 1: +1 Nonweapon Proficiency per level. These slots may be spent on existing Psi-2 powers (not additional ones). Each slot increases a power's check score both by 1, or you can roll an extra 1d20 (choose better result).

Level 1: 1M, 1/d: Summon Aid LVL*2%

Level 1: 1M, 1/d: Gate, two-way, random plane

Level 4: Minor powers do 3 powers instead of 2. SL=4.

Level 9: If your Dex is at least 20, you may parry each attack twice (reducing damage by twice your attack bonus).

Level 9: Cheat Death: 1D, 1/d: Resurrect, but you're 1d20 miles away in a random direction.

Level 20: 300F,1/d: Create any magic item (of a type not listed in A,F,K,P above) of <= LVL*500 XP value

Level 20: Major powers do 4 powers instead of 3. SL=8.

Known Spells:

Rachmaninov - Vocalise (SL=N): Wishoid for a Classic Music Sampler spell of SL=N-1 or less

Selena Gomez - Wolves (SL=1): +1RV action if it is nighttime. Free Tracking proficiency. You are SEL=2 Blind and SEL=1 Drunk

Pride of the Clouds (SL=2): Summon a DL II Elemental Cat, he flies, he has rhp = number of flying summons you control.

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).

Franz Joseph Haydn - The Seasons (SL=4): On segment 1, one target reverses aging CL age categories. On segment 2, the next spell you cast has Mtg Storm. On segment 3, one target gets a ranger species enemy ability. On segment 4, cast Ice Storm then Rope Trick

Fissure (SL=5): Slay target creature (RSW save), or Earthquake the floor

Brass Gnat 6-2 (SL=6): +(LVL+1)/2 T actions per round, only for technological effects (including Brass Gnat spells). This cannot be picked more than once, but different SL versions of this same effect exist, which can be picked (once each).

Infinity Elemental (SL=7): Summon a DL=VII red Elemental with +1idmg melee.

Lavaball Trap (SL=8): 1bM: Deal CL Hull dmg to two objects. Deal 40 earth dmg to one

ShamanMTG RDM

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

Requisites: Dex 34, Int 37

Alignment: TS

HD/level: 6d5

Weapon Prof.: 3+level

To Hit Table: & 3xMon

Saves: & 2xWar

Reference: RDM

Groups: AlternateUniverse, Technology

Complexity: CF=6

Outer Summoning Specialist: +1 summon slot for Outer; 1M: Summon a

DL=(LVL+2)/3 Outer creature.

Has a Personality score of 0 vs. intelligent items.

Level 1: +LVL*2 TH with bows.

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

Level 1: +1 size.

Level 1: Your Wall spell effects have xLVL area. 1M: Duplicate (make another) Wall effect.

Level 1: +1 size.

Level 7: Specialization in Conjuraction gained.

Level 9: Immune to Blow Your Head Off, Twilight, Ego Domination, Retributive Strikes

Level 14: Get +1 IM (Instantaneous Mental) action per turn.

Level 20: Pick 1 Level 14-18 (or lower) pick from any "5th Edition" class (this may be picked multiple times)

Animal Mister Roger4 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	65-	---
2	2.2	66-	---
3	4.4	765	---
4	8.8	765	---
5	17.6	765	---
6	35.2	775	---
7	70.4	876	---
8	140.8	876	---
9	275	876	---
10	550	886	5--
11	825	987	5--
12	1100	987	5--
13	1375	987	5--
14	1650	997	6--
15	1925	A98	6--
16	2200	A98	6--
17	2475	A98	6--
18	2750	AA8	7--
19	3025	BA9	75-
20	3300	BA9	75-
21	3575	BA9	75-
22	3850	BB9	85-
23	4125	CBA	86-
24	4400	CBA	86-
25	4675	CBA	86-
26	4950	CCA	96-
27	5225	DCB	97-
28	5500	DCB	97-
29	5775	DCB	97-
30	6050	DDB	A75
31	6325	EDC	A85
32	6600	EDC	A85
33	6875	EDC	A85
34	7150	EEC	B86
35	7425	FED	B96
36	7700	FED	B96

Requisites: Dex 33, Chr 32, Class slots 2, Race slots 1

Alignment: any W

HD/level: & 4d3

Weapon Prof.: & 7+level/2

To Hit Table: 3xWiz

Saves: M-U0

Reference: RDM

Groups: Demigod, Archetype

Complexity: CF=6

Race Adjustments:

Str +0, Dex +1, Con +0, Int +0, Wis +0, Chr +15, Cml

+0, AT -5, hp 5, TH -2, Div ÷1

Exceptional Str and Con.

Specialization, Animal sphere

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

Level 6: Time/Reality and Loop/Reality Stability.

Level 9: The saves of 1/9xDemigod means you actually get a P Save or an M Save against G action / [X] section effects.

Known Powers

AFI - Single Second (SL=N): 1bM: Delay a SEL=N negative status effect by N segments

Robert Schumann - Carnaval (SL=N): Wishoid for a Googology spell of SL=N-1

Puffy Cloud (SL=2): Wall of Cloud.

Chaos Orb (SL=2): 1V, 1/reset: Destroy a magic item, effect, or creature (creature gets PPD save)

Deflection (SL=5): 1bM or 1 OppM: Redirect target magical/psionic effect to another target.

Disturbed - Shout 2000 (SL=5): Mouth's P: Stun all targets in a group (Will save)

Reiver Demon (SL=8): Summon a DL VIII flying Demon and Slay a group of non-black/non-technological creatures (PPD save).

Red Rain (SL=8): Red rain that puts you to SEL=4 Sleep (ignoring immunity) and also lowers all enemy prepared effects in the room.

Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project. You do not have a Multiplier.

It that Betrays (SL=11): Summon a DL XI Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects" and "All sacrificed items/effects come under your control".

The Greatest Zach0 RDM

Level	KXP	Spells			
		123	456	789	
1	0	655	---	---	
2	2.6	665	5--	---	
3	5.2	665	5--	---	
4	10.4	766	55-	---	
5	20.8	766	55-	---	
6	41.6	776	655	---	
7	83.2	776	655	---	
8	166.4	877	665	5--	
9	325	877	665	5--	
10	650	887	766	55-	
11	975	887	766	55-	
12	1300	988	776	655	
13	1625	988	776	655	
14	1950	998	877	665	
15	2275	998	877	665	
16	2600	A99	887	766	
17	2925	A99	887	766	
18	3250	AA9	988	776	
19	3575	AA9	988	776	
20	3900	BAA	998	877	
21	4225	BAA	998	877	
22	4550	BBA	A99	887	
23	4875	BBA	A99	887	
24	5200	CBB	AA9	988	
25	5525	CBB	AA9	988	
26	5850	CCB	BAA	998	
27	6175	CCB	BAA	998	
28	6500	DCC	BBA	A99	
29	6825	DCC	BBA	A99	
30	7150	DDC	CBB	AA9	
31	7475	DDC	CBB	AA9	
32	7800	EDD	CCB	BAA	
33	8125	EDD	CCB	BAA	
34	8450	EED	DCC	BBA	
35	8775	EED	DCC	BBA	
36	9100	FEE	DDC	CBB	

Requisites: Dex 28, Int 30, Class slots 2, Race slots 1

Alignment: C any

HD/level: ++++3d6

Weapon Prof.: 4+level

To Hit Table: always +0

Saves: 3xM-U0

Reference: RDM

Groups: Archetype, Internet

Complexity: CF=6

Race Adjustments:

Str +0, Dex +3, Con +0, Int +14, Wis +0, Chr +0, Cml

+0, AT -7, hp 13, TH -5, Div +1

Can manipulate an object with TechF equal to your level or less.

Can manipulate an object with TechF equal to your level or less.

Free Paragon racial adjective.

You have Overhit.

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

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: All weapons are considered 1 size smaller for what you can wield.

Level 1: Regeneration rate is (Con-12) per segment, troll-like.

Level 1: +2 Con per level. This bonus cannot be used to qualify for the Troll0 class

itself, and you can't 2 for 1 trade it away.

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

Known Spells:

Summon Bird N (SL=N): Summon a DL=SL+1 Roc or (11-SL)^2 DL=SL Ravens.

Realmwright (SL=1): Realmwright (SL=1): Summon a DL I Vedalken Wizard with "As

this is summoned, name a room type. Rooms you inhabit are of that type in addition to their other types".

Lightning Greaves (SL=2): Your summons are not summoning sick

Ozzy Osborne - Bark at the Moon (SL=3): Mouth's P: All targets in a group are SEL=3

Paralyzed (Fort save)

The Band Perry - If I Die Young (SL=4): Sever one targets silver cord (even if they

aren't projecting)

Life Essence (SL=5): If target has less than CL*CL current hp, it is cured so it has

CL*CL hp

Brass Gnat 6-5 (SL=6): Every other "Going Down a Hole" offense you do not actually

go down the Hole. This cannot be picked more than once. (If you somehow get this

effect twice, you immediately do down the Deeper Hole.)

Violent Ultimatum (SL=7): Destroy three target creatures, spell/psi effects or items.

Force Hop (SL=8): 1bX: Leap CL/2 ft. May make a charge attack at xCL/2 dmg.

BWAAAAHH (SL=9): Choose one - one target takes 1 idmg of type PROPANE!!! or

One target is cured 1ihp.

Un Finisher 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: Str 31, Int 27

Alignment: non-L

HD/level: 3d6

Weapon Prof.: 7+level/2

To Hit Table: (none)

Saves: 3xCust

Reference: RDM

Groups: Futureshifted, Random

Complexity: CF=6

+1 Henchman slot for Animal.

May specialize just like any Warrior, but you read 2 levels higher on the number of attacks chart.

Your CCL (Concordant Caster Level) (or BugL) is your CL divided by 2 (round down).

Your WCL (Warlord CL) is your CL divided by 4 (rounded down).

Divide the cost of Potions by LVL.

Level 1;2;etc.: (every level): +1 Grand sphere.

Level 1: You may raise Luck with your ability score points from level.

Level 1: Construct II. 1M: Combine two groups of enemies into one group (no save).

Level 4: +LVL QQP Actions. Can lock down one action type if desired.

Level 4: Can map any area he's scrying into (via Crystal Ball or whatever).

Level 9: Destruct IX. 1P: Defile the MF/PF/TF/PsiF/TechF in area, Tempus Chaos, cause other forms of discontinuities/tears

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

Level 22: Can instead use LL/2 (round up) F actions /s

Enchantment/Charm SorcerormancerJG RDM

Level	KXP	Spells			
		123	456	789	
1	0	655	---	---	
2	2.8	665	5--	---	
3	5.6	665	5--	---	
4	11.2	766	55-	---	
5	22.4	766	55-	---	
6	44.8	776	655	---	
7	89.6	776	655	---	
8	179.2	877	665	5--	
9	350	877	665	5--	
10	700	887	766	55-	
11	1050	887	766	55-	
12	1400	988	776	655	
13	1750	988	776	655	
14	2100	998	877	665	
15	2450	998	877	665	
16	2800	A99	887	766	
17	3150	A99	887	766	
18	3500	AA9	988	776	
19	3850	AA9	988	776	
20	4200	BAA	998	877	
21	4550	BAA	998	877	
22	4900	BBA	A99	887	
23	5250	BBA	A99	887	
24	5600	CBB	AA9	988	
25	5950	CBB	AA9	988	
26	6300	CCB	BAA	998	
27	6650	CCB	BAA	998	
28	7000	DCC	BBA	A99	
29	7350	DCC	BBA	A99	
30	7700	DDC	CBB	AA9	
31	8050	DDC	CBB	AA9	
32	8400	EDD	CCB	BAA	
33	8750	EDD	CCB	BAA	
34	9100	EED	DCC	BBA	
35	9450	EED	DCC	BBA	
36	9800	FEE	DDC	CBB	

Requisites: Str 28, Int 37, Cml 28, Class slots 2
Alignment: non-W (Overwrite to all other classes)
HD/level: & ++6d5
Weapon Prof.: & 10+level/2
To Hit Table: & 2xM-U0
Saves: 3xFtr0
Reference: RDM
Groups: Warrior, Wizard, Internet
Complexity: CF=6

School robe (-1 SL) in Invocation/Evocation
 Level 1: Have their own language called "The Language of Death".
 Level 1: 60F,1/d: Create a potion of <= LVL*100 XP value
 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: +2 Con per level. This bonus cannot be used to qualify for the Troll0 class itself, and you can't 2 for 1 trade it away.
 Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)*5/2, round down.
Known Spells:
 Disturbed - Midlife Crisis (SL=N): Wishoid for a Illusionary Psi -17 power of SL=N-1 (powers can be disbelieved using this spell's DC)
 Mind Games (SL=1): Target loses his next action (Spell save)
 Close the Gap(SL=2): 1bM: Target rolls all TH or saves as 1 die type smaller (no save).
 Five Finger Death Punch - Gone Away (SL=3): 1bM, as an ally drops: You trade places with ally and drop instead
 Hazerider Drake (SL=4): Summon a DL IV Drake, it is immune to area effect damaging spells/psi.
 Wight Cloud (SL=5): CL^2 Level Drain.
 Joven's Tools (SL=6): 1M: Target creature ignores all defenses with one attack
 Gosta Dirk (SL=7): Summon a DL VII Human Warrior, he is not sick, and can Part/Lower Water.
 Disturbed - Living After Midnight (SL=8): Can only be cast 1/d. You get access to a Magic item store for 1 rd. You have +1 tac move and green Dancing Lights as spell.
 After the run, then your SEL=8 Gone
 Back at the Funny Farm (SL=9): Between to the Funny Farm. Can cast as a Z action.

Dual-Classed Concordant Dabbler Slayer 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: Cml 24
Alignment: NW
HD/level: 6d4
Weapon Prof.: 5+level
To Hit Table: 2xWar
Saves: 2xWar
Reference: RDM
Groups: Futureshifted
Complexity: CF=6

All dice in all spells is replaced by d30 (so Cure Light Wounds is 1d30+LVL, Blade Barrier is 8d30, etc.)
 Hold W actions. You can use a W as an S action, but you still can use only 1S+1V per segment.
 Gets Int bonus to spell progression.
 You may mix in one class that doesn't share a group with this class.
 You have one free species enemy similar to Slayer mini-class.
 Level 1: Enemies need a +LVL weapon to hit you.

Metallic Orzov Snark Stupid4 RDM

Level	KXP	Spells
1	0	(none)
2	1.6	(none)
3	3.2	(none)
4	6.4	(none)
5	12.8	(none)
6	25.6	(none)
7	51.2	(none)
8	102.4	(none)
9	200	(none)
10	400	(none)
11	600	(none)
12	800	(none)
13	1000	(none)
14	1200	(none)
15	1400	(none)
16	1600	(none)
17	1800	(none)
18	2000	(none)
19	2200	(none)
20	2400	(none)
21	2600	(none)
22	2800	(none)
23	3000	(none)
24	3200	(none)
25	3400	(none)
26	3600	(none)
27	3800	(none)
28	4000	(none)
29	4200	(none)
30	4400	(none)
31	4600	(none)
32	4800	(none)
33	5000	(none)
34	5200	(none)
35	5400	(none)
36	5600	(none)

Requisites: Dex 27, Int 35, Cml 28, Class slots 2

Alignment: C any

HD/level: & +++++5d5

Weapon Prof.: & 10+level

To Hit Table: 2xCust

Saves: 3xCTD0

Reference: RDM

Groups: AlternateUniverse, Internet, Overt

Complexity: CF=6

Gets Barbarian Str, Exceptional Dex, and Barbarian Con.

Resist Metallic.

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

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

Black Lordologist1JG RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	87-	---
2	3.2	88-	---
3	6.4	987	---
4	12.8	987	---
5	25.6	987	---
6	51.2	997	---
7	102.4	A98	---
8	204.8	A98	---
9	400	A98	---
10	800	AA8	7--
11	1200	BA9	7--
12	1600	BA9	7--
13	2000	BA9	7--
14	2400	BB9	8--
15	2800	CBA	8--
16	3200	CBA	8--
17	3600	CBA	8--
18	4000	CCA	9--
19	4400	DCB	97-
20	4800	DCB	97-
21	5200	DCB	97-
22	5600	DDB	A7-
23	6000	EDC	A8-
24	6400	EDC	A8-
25	6800	EDC	A8-
26	7200	EEC	B8-
27	7600	FED	B9-
28	8000	FED	B9-
29	8400	FED	B9-
30	8800	FFD	C97
31	9200	GFE	CA7
32	9600	GFE	CA7
33	10000	GFE	CA7
34	10400	GGE	DA8
35	10800	HGF	DB8
36	11200	HGF	DB8

Requisites: Con 31
Alignment: non-E
HD/level: & 5d4+1
Weapon Prof.: & 7+level
To Hit Table: Ftr0
Saves: 2xRog
Reference: RDM
Groups: Technology
Complexity: CF=6

Knows Proto-Lich spells as if they were a normal Priest sphere.
 Can cast Rogue spells and the Technology school (Wizard spells). Specialized in Bard school (Rogue spells) and Technology school (Wizard spells).
 Specialization, MTG Black School
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
 Level 1: Can weapon specialize as per Barbarian in the Number of Attacks table.
 Level 1: +1M Action.
 Level 1: +1 Technological proficiency slot per level (see [P8.8]).
 Level 1: 1bV, an ally within LVL*10' is rolling a save: He autorolls a 20
 Level 1: 1bV, an ally within LVL*10' is rolling a save: He autorolls a 20
 Level 1: CF=4: Barbarian Int bonus instead of Exceptional.
 Level 5: 1M, 1/t: Teleport Without Error (can move up to LVL/3 planes distant)
 Level 8: Identify Alchemical/Chemical item and (at a -50% penalty) function (level-7)*10%
 Level 20: Use "Mixed Classing" to mix one (known) class from the Lost or Technology group into this class
 Known Powers
 Disturbed - Old Friend (SL=N): Summon a DL=N-1 LG human rogue named Dexter Morgan with Mtg Deathtouch and SEL=1 Insane Schizoid
 Alan Jackson - Small Town Southern Man (SL=N): Summon a DL=N-1 LG human Common Man
 Five Finger Death Punch - Sham Pain (SL=2): You are in SEL=1 Pain and +100%gp if this spell was running all reset
 Lightning Greaves (SL=2): Your summons are not summoning sick
 Supersymmetry(SL=5): You and target share the same truename.
 Coat of Arms (SL=5): Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race
 Grand Daddy I.U. - Phuck 'em Up U (SL=8): All within sight SEL=2 drowning, falling, prone, and SEL=1 insane
 REACTIVE MIND (SL=8): 1bM: All targeted mental effects are reflected back.
 Psi∞ Supers (SL=11): Random Timeport (one target, 1dCCL timelines in random direction, no save)
 Psi∞ Supers (SL=11): Telekinetic Damage (group, CCLd4 idmg, no save)

Metallic Compounderulator4 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: Int 36
Alignment: any G
HD/level: & 5d6
Weapon Prof.: & 5+level/3
To Hit Table: 2xM-U0
Saves: 3xCust
Reference: RDM
Groups: Custom, Concordant
Complexity: CF=6

Gets Exc Str, Exc Dex, Exc Con.

Gets Wisdom bonus twice. Can cast normal Priest spells. Can downgrade spell levels to the odd spell levels (a 4th can be downgraded to a 3rd, even though 3rd level spells don't appear on the progression).

Gets 30 Rogue points per level. Still gets the "Any Rogue" picks at 9th, 18th, 27th, and 36th.

Resist Metallic.

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

Level 1:,2:,etc.: Get Level Warden picks (e.g. at level 9 you would have

1+2+3+4+5+6+7+8+9 = 45 Warden picks). You must choose powers within a sphere in order (1 first, 2 second, etc.).

Level 5: 1V: Looting (the room); 1P: Looting (the dungeon)

Level 5: Can convert 3M -> 1 OppM

Level 5: Can turn undead using just 1V action

Level 7: Speak with Dead 1/d.

Level 14: Invoke the First Slayer: 1M, 1/reset: Precognition (that works) & Ask the DM a question