

The Second Stat Saving Throws Penalty RDM

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

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=6

Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.

You get x3 effect with these [C7] Combat Maneuvers: Bash, Bypassing Armor, Charge, Cleave, Disarm, Kick, Parry, Sap, Shield Bash, Subdue.

This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.

Automatically make Con checks, Fort saves, System Shock and Resurrection survival rolls.

+1 S action only usable in segment 2.

Level 3: x1.1 AC (shift from 10)

Level 3: Level 3 Quintessential Custom6 pick

Level 4: xx1.02 XP for the whole party

Level 4: -1/3 Size Class

Level 4: Immune to Traveller sphere spells.

Level 5: 1 DL worth of magic items /reset

Level 5: +1 A' action /r (3A' -> 1QZ)

Level 6: +15% irreducible among **

Level 11: Custom2 picks (Max F=5.5)

Level 14: +4 set Reason (Will saves); *

Level 17: Set Cml = 52

Level 22: Level 22 Quintessential Custom6 pick

Level 29: BlahR (RMPIR) +10%

Level 29: Resist two elements or one element

Level 32: +1024 eels

Level 33: Your spells/psi shift blahR by -25%

Level 33: +1QQQZ action

Level 34: +34 SLs

Speciality Armor ClassJG 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:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=6

Double your Personality score.

This class gives +1 rank of Exceptional Dex which stacks on top on what you already have (unless the source says it can't be improved).

Level 2: Ignore one BlahR

Level 6: +1 Edition Number to this class

Level 9: 1 psi power gets -1 SL

Level 11: 22 charges of 1s immunity

Level 11: +11 SLs

Level 12: Halve the F in Custom1 picks (Max F=6)

Level 13: 0, 1/d: Immune to someone for 1t

Level 17: 34 charges of 1s immunity

Level 18: +1 limited ML *

Level 20: +1/4 to all "number of attacks" rates

Level 21: +44100 goodberries

Level 26: iStatusR 130%

Level 26: 1 spell gets -1 SL

Level 27: +2 half plusses /reset

Level 30: Area effect psi power hits +1 group

Level 33: Set Int = 76

Level 33: Immune to 2 specific effects

Level 35: ++1 saves

Ignore To Hit2 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	2.4	+2 lim ML
3	4.8	+3 lim ML
4	9.6	+4 lim ML
5	19.2	+5 lim ML
6	38.4	+6 lim ML
7	76.8	+7 lim ML
8	153.6	+8 lim ML
9	300	+9 lim ML
10	600	+10 lim ML
11	900	+11 lim ML
12	1200	+12 lim ML
13	1500	+13 lim ML
14	1800	+14 lim ML
15	2100	+15 lim ML
16	2400	+16 lim ML
17	2700	+17 lim ML
18	3000	+18 lim ML
19	3300	+19 lim ML
20	3600	+20 lim ML
21	3900	+21 lim ML
22	4200	+22 lim ML
23	4500	+23 lim ML
24	4800	+24 lim ML
25	5100	+25 lim ML
26	5400	+26 lim ML
27	5700	+27 lim ML
28	6000	+28 lim ML
29	6300	+29 lim ML
30	6600	+30 lim ML
31	6900	+31 lim ML
32	7200	+32 lim ML
33	7500	+33 lim ML
34	7800	+34 lim ML
35	8100	+35 lim ML
36	8400	+36 lim ML

Requisites:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=6

Sustain Wis, San (Sanity).
 1M, Gaze at a group: Awe power: Will save at DC=10+Cml or Charmed (can use CR to resist)
 When using Wisdom for bonus spells, can use Simplified Wis Bonus, or convert all the SLs in the standard chart into one pool, and redistribute SLs as you like.
 Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.
 You have +1 Kit.
 Level 4: +5 proficiencies
 Level 5: Set Wis = 20
 Level 8: What you need to hit = (target's AC)-8
 Level 14: +2 to hit with one weapon, or against one enemy type
 Level 15: Your summons have +1 offensive DL
 Level 15: +3 distributed among save categories
 Level 16: +2 set Str; +2 more Str FPOW *
 Level 17: +20 AT
 Level 18: x5.5 hp
 Level 22: +20% irreducible among *
 Level 22: +1/3 size "considered larger" for purposes of weapons and armor
 Level 24: +1 specialty School or Sphere
 Level 29: Immune to an element; doesn't "spread"
 Level 34: 68 charges of 1s immunity
 Level 34: ++1 to d20 and +1d12 effect with Turning
 Level 35: x9.75 hp
 Level 36: +36 SLs
 Level 36: +1 Class sheet / reset

Meta- Saving Throws Requirements RDM

Level	KXP	Spells
1	0	(none)
2	2.2	(none)
3	4.4	(none)
4	8.8	(none)
5	17.6	(none)
6	35.2	(none)
7	70.4	(none)
8	140.8	(none)
9	275	(none)
10	550	(none)
11	825	(none)
12	1100	(none)
13	1375	(none)
14	1650	(none)
15	1925	(none)
16	2200	(none)
17	2475	(none)
18	2750	(none)
19	3025	(none)
20	3300	(none)
21	3575	(none)
22	3850	(none)
23	4125	(none)
24	4400	(none)
25	4675	(none)
26	4950	(none)
27	5225	(none)
28	5500	(none)
29	5775	(none)
30	6050	(none)
31	6325	(none)
32	6600	(none)
33	6875	(none)
34	7150	(none)
35	7425	(none)
36	7700	(none)

Requisites:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=6

+2 Kit slots.

You may take both forms of this Mini-class. Each still costs 1 Mini-class slot.

Level 1: Invisibility (+4 AC)
 Level 2: x1.1 damage
 Level 5: Set Wis = 20
 Level 7: 1M, 1/t: Cureall
 Level 8: Non-detection/location
 Level 9: +1 to hit
 Level 10: Resist two elements or one element
 Level 12: +1 specialty School or Sphere
 Level 13: +2 set Dex
 Level 15: +1 class slot in chosen group
 Level 18: +1 to d20 & d12 rolls for Turn Undead
 Level 20: +1 professional wrestling maneuver
 Level 20: Hit Points +6
 Level 22: 1 spell gets -1 SL
 Level 22: +1QQV action
 Level 24: x(Stat)/(Prereq.) XP, Max = x13 XP
 Level 25: +1 Race Ability (÷1)
 Level 26: +5 3rd edition skill points

Proficiencies RDM

Level	KXP	Spells
1	0	(none)
2	2.2	(none)
3	4.4	(none)
4	8.8	(none)
5	17.6	(none)
6	35.2	(none)
7	70.4	(none)
8	140.8	(none)
9	275	(none)
10	550	(none)
11	825	(none)
12	1100	(none)
13	1375	(none)
14	1650	(none)
15	1925	(none)
16	2200	(none)
17	2475	(none)
18	2750	(none)
19	3025	(none)
20	3300	(none)
21	3575	(none)
22	3850	(none)
23	4125	(none)
24	4400	(none)
25	4675	(none)
26	4950	(none)
27	5225	(none)
28	5500	(none)
29	5775	(none)
30	6050	(none)
31	6325	(none)
32	6600	(none)
33	6875	(none)
34	7150	(none)
35	7425	(none)
36	7700	(none)

Requisites:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=6

When using Wisdom for bonus spells, can use Simplified Wis Bonus, or convert all the SLs in the standard chart into one pool, and redistribute SLs as you like.

- Level 2: +1 limited ML *
- Level 3: Ignore one BlahR
- Level 5: +1 professional wrestling maneuver
- Level 8: Area effect psi power hits +1 group
- Level 11: CL=(11 or HNCL); know 11 schools(332 2-2 ---)
- Level 11: Halve the F in Custom1 picks (Max F=5.5)
- Level 13: +1 feat (can go beyond limit with this)
- Level 13: +4 set Knowledge (prof.)
- Level 14: Warrior # Attacks
- Level 16: +1 proficiency
- Level 18: Your spells/psi shift blahR by -25%
- Level 22: +4 set Muscle (dmg); *
- Level 22: inDR 44/+22
- Level 24: +4 set Intuition (prog. bonus)
- Level 28: +22690 gp per reset
- Level 29: +2 set Dex
- Level 32: 64 charges of 1s immunity
- Level 35: Level 35 Custom5 pick

Indigo True Status Picks Slayer 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=6

Automatically make Dex checks and Reflex saves.
 You can use an unlimited amount of shifting of Subability scores ("sleazing") for Int.
 Sustain Str.
 Immune Insanity.
 You have one free species enemy similar to Slayer mini-class.
 Level 2: CL=(2 or HNCL); PSPs = ½ of normal Psionicist(2-- -)
 Level 5: +3 distributed among save categories
 Level 7: Your summons have +1 offensive DL
 Level 8: -3 to stat requirements
 Level 9: Can get and can use 2Z actions per half segment.
 Level 13: Immune to 2 specific effects
 Level 13: +1/4 to all "number of attacks" rates
 Level 15: +1 tentacle
 Level 20: Set Wis = 50
 Level 20: Set Wis = 50
 Level 20: +1 specialty School or Sphere
 Level 20: +2 to hit with one weapon, or against one enemy type
 Level 20: +1 set Cml
 Level 26: +0.2 in mixed race abilities
 Level 27: 54 charges of 1s immunity
 Level 27: +2 proficiencies (all from this class must be same)
 Level 35: +2 set Dex
 Level 36: +38880 smurfberries

Improved Saving Throws Requirements4 RDM

Level	KXP	Spells
1	0	(none)
2	2.2	(none)
3	4.4	(none)
4	8.8	(none)
5	17.6	(none)
6	35.2	(none)
7	70.4	(none)
8	140.8	(none)
9	275	(none)
10	550	(none)
11	825	(none)
12	1100	(none)
13	1375	(none)
14	1650	(none)
15	1925	(none)
16	2200	(none)
17	2475	(none)
18	2750	(none)
19	3025	(none)
20	3300	(none)
21	3575	(none)
22	3850	(none)
23	4125	(none)
24	4400	(none)
25	4675	(none)
26	4950	(none)
27	5225	(none)
28	5500	(none)
29	5775	(none)
30	6050	(none)
31	6325	(none)
32	6600	(none)
33	6875	(none)
34	7150	(none)
35	7425	(none)
36	7700	(none)

Requisites:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=6

This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.
 You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).
 Sustain Chr, Cml.
 Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.
 You have +1 4th edition power (pick A, E, D, or U).
 Level 1: +1 Class sheet / reset
 Level 4: +4 set Coordination (TH)
 Level 5: CL=(5 or HNCL); know 5 schools(2-2 --- -)
 Level 9: Custom2 picks (Max F=4.5)
 Level 12: Immune to a [C] section effect and it's Capital version
 Level 12: 1 species resistance
 Level 14: +2 set Wis; +2 Personality *
 Level 17: Resist two elements or one element
 Level 21: Your spells/psi shift blahR by -25%
 Level 22: +1 proficiency
 Level 23: +15% irreducible among **
 Level 24: x(Stat)/(Prereq.) XP, Max = x13 XP
 Level 25: x(Stat)/(Prereq.) XP, Max = x13.5 XP
 Level 29: +2 half plusses /reset
 Level 31: +1 alignment
 Level 33: +1 LVL with Omens
 Level 35: +4 set Presence (prog. bonus); *
 Level 35: set dmg 6125 per melee attack

The Worst Saves 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=6

This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved).
 Free Vanilla racial adjective that you must take.
 Level 1: +4 set Muscle (dmg); *
 Level 2: +20% irreducible among *
 Level 4: Your summons have +1 offensive DL
 Level 5: +1 per die w/ damaging spells
 Level 6: +0.2 in mixed race abilities
 Level 10: +30 saving throws that you distribute
 Level 12: xx1.02 XP for the whole party
 Level 16: 25% of one BlahR Evasion
 Level 18: Resist two [C] section effects
 Level 18: +1/3 size "considered larger" for purposes of weapons and armor
 Level 19: Everyone has --1 TH vs. you
 Level 20: Immune to 2 specific effects
 Level 22: +1 to number of summons (same group)
 Level 26: +1 proficiency
 Level 27: Get Int bonus to CL; you can no more than double the original CL of a class.
 Level 27: #Att w/ Wpn Spec is 9/2
 Level 32: +51200 leeches
 Level 34: BlahR (RMPIR) +10%

Arch- Absolute Damage Requirements Slayer 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=6

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).
 This class gives +1 rank of Exceptional Str which stacks on top on what you already have (unless the source says it can't be improved).
 Automatically make Con checks, Fort saves, System Shock and Resurrection survival rolls.
 This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.
 Free Arch class adjective.
 You have one free species enemy similar to Slayer mini-class.
 Level 5: Your summons have +1 defensive DL
 Level 6: +2 to hit with one weapon, or against one enemy type
 Level 8: +2 set Chr; +10% Money *
 Level 12: 543 3-- --- [---]
 Level 13: Hit Points +6
 Level 14: +1/4 to all "number of attacks" rates
 Level 14: set hp 1960
 Level 19: +4 set Presence (prog. bonus); *
 Level 21: 40 rogue points
 Level 22: Considered 1 size larger for what size weapons you can wield
 Level 23: Immune to a [C] section effect and it's Capital version
 Level 27: Set Dex = 64
 Level 27: 1 DL worth of magic items /reset
 Level 32: Your spells/psi shift blahR by -25%
 Level 32: +4 set Reason (Will saves); *
 Level 35: +1 to hit
 Level 36: +1 limited ML *
 Level 36: +1 wear location

The Second Saves MTG 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:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=6

Sustain Chr, Cml.
 Automatically make Chr checks, Psionic Blast saves, and Leadership (Morale) checks.
 +1 S action only usable in segment 2.
 Level 4: +800 leeches
 Level 5: +2 set Con; Regen +5 hp/s *
 Level 10: +100 max hp
 Level 11: Set Dex = 32
 Level 11: +4 set Leadership (followers); *
 Level 11: +11 SLs
 Level 18: +1 LVL with Omens
 Level 18: Immune to an element; does "spread"
 Level 20: Immune to an element; does "spread"
 Level 24: +1 tentacle
 Level 26: ++1 AC (adds your armor base AT again)
 Level 27: Immune to a [C] section effect and it's Capital version
 Level 27: 10% to one oBlahR
 Level 30: CL=(30 or HNCL); know 30 schools(AAA A99)
 Level 31: Everyone has --1 saves vs. your effects
 Level 32: Set Dex = 74
 Level 32: +4 set Health (Fort saves); *
 Level 32: +30 saving throws that you distribute