

# Amalgamator/Arch-Compounder

Level	KXP	Total Instances
1	1 * original	1
2	3 * original	4
3	6 * original	9
4	10 * original	16
5	15 * original	25
6	21 * original	36
7	28 * original	49
8	36 * original	64
9	45 * original	81
10	55 * original	100
11	66 * original	121
12	78 * original	144
13	91 * original	169
14	105 * original	196
15	120 * original	225
16	136 * original	256
17	153 * original	289
18	171 * original	324
19	190 * original	361
20	210 * original	400
21	231 * original	441
22	253 * original	484
23	276 * original	529
24	300 * original	576
25	325 * original	625
26	351 * original	676
27	378 * original	729
28	406 * original	784
29	435 * original	841
30	465 * original	900
31	496 * original	961
32	528 * original	1024
33	561 * original	1089
34	595 * original	1156
35	630 * original	1225
36	666 * original	1296

**Requisites:** Original +9\*level each; +level class slots  
**Alignment:** As original  
**HD/level:** (\*level)d(1level)original  
**Weapon Prof.:** As original +level base, -level/2 rate  
**To Hit Table:** As original \*level  
**Save Table:** As original \*level  
**Reference:** RM {Futureshifted Compounder}  
**Groups:** Custom, Futureshifted, PC-designed  
**Complexity:** CF=5

Pick another class you know. The class chosen cannot be Custom group, or itself have subclasses (e.g. Master Thief). You get level instances of that class per level of Amalgamator class (retroactively).

Things that normally would not stack do stack with Amalgamator. Some examples:

You get level instances of stat bonus for your spell progression per level (e.g. if you pick "Cleric2", when you're level 4, you'll have 16 Cleric2 Level 4 spell progressions, each with a Wis bonus).

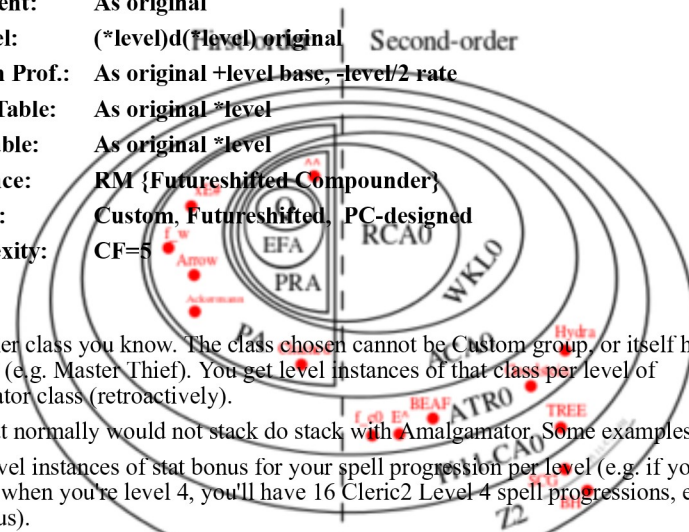
DM Note: For abilities that refer to "Normal" Concepts (ToHit, Dmg, AC, Saves, hps, Number of attacks, Str, Dex, Con, Int, Wis, Chr, Rogue Points, PSPs, SLs, Proficiencies, Skills, Kits, Feats, Resistances, Level Picks, Status effects, Backstab, Limited ML), they fully stack. For abilities that refer to "Exotic" Concepts (++'s, Animal Companions, CL, Cml, Familiars, GGL, HD, HNCL, Levels of Exceptional Stat, Luck, Mounts, Movement Rate, Personality, Research Points, Summons, Wear Locations), the LVL formula reduces a step. For abilities that refer to "Very Exotic" Concepts (Actions, CCL, Character Slots, Class Slots, HCL, LVL, ML, Multiplier, Number of Segments, Player Picks, Power Factors, Psi Frequencies, Race Slots), the LVL formula reduces two steps (LVL^N->LVL^N->LVL\*N->LVL).

For Rogue abilities, you get the Rogue points per class (as expected), but multiple instances of the same rogue ability stack. This includes base and stat bonus. For example, if you have 150% Pick Pockets in each of your 100 Thief1 classes (from being a level 10 Amalgamator), your Pick Pockets is 15000%.

You get a full psionic pool per instance of class, and you may transfer points between pools freely.

For XP, this class costs the indicated amount times your base class. This does require you to write down your own little XP table.

Level 36 ¶: You may choose a different class for this to duplicate other than the one you chose. This may be from custom group or itself have subclasses.



# Random Rian Unfinisher

Level	KXP
1	0
2	2
3	4
4	8
5	16
6	32
7	64
8	128
9	256
10	450
11	550
12	660
13	780
14	910
15	1050
16	1200
17	1360
18	1530
19	1710
20	1900
21	2100
22	2310
23	2530
24	2760
25	3000
26	3250
27	3510
28	3780
29	4060
30	4350
31	4650
32	4960
33	5280
34	5610
35	5950
36	6300

**Requisites:** Int 9 (*also see description*)

**Alignment:** any

**HD/level:** d8

**Weapon Prof.:** 2+level/3

**To Hit Table:** Cust

**Save Table:** Cust

**Reference:** RDM

**Groups:** Lost, Futureshifted, Random

**Complexity:** CF=4, GF=4

**Each Level:** The DM rolls a random class from the randomly generated classes from the random class generator. You get the following:

1. One of the (non-"Level:") lines of text that defines the class. If there is none, the DM will make up something (like an Exceptional stat or something). If the ability references LVL or CL, it improves with your Random Rian Unfinisher level.
2. All "Level:" abilities of that exact level from that class (even if non-pickable). If there are none, you get one lower level ability chosen by the DM (usually one of the better ones). If it references LVL or CL, it improves with your Random Rian Unfinisher level.
3. The difference in spell progression from the previous level to this level (e.g. if the previous level was 322 and the new level is 3321, you would get 0101 as your progression). This progression does not improve with level; it's a onetime deal (you will probably collect a lot of different progressions tho!). If the progression has a stat bonus, you may use it, but you get only one bonus for each stat (for all your progressions). If multiple progressions use the same stat, you can split your bonus amongst them as you see fit.
4. Take the class's highest Requisite and add LVL in that stat to this class's Requisites. This has a maximum equal to the actual Requisite for the class. This may cause you to "owe" quite a few stat points. You may spend your stat point for going up in level before the DM checks which class to add.

Other notes about this class:

- N1. If you are picking up this class beyond level 1, all you have to meet is the Int 9 requirement. Then the DM will do all the class stuff and you'll have higher requirements from now on.
- N2. If you get a Rogue group class, you get (level of this pick)\*2\*LVL Rogue points. The "level of this pick" doesn't go up with level, but LVL does. (e.g. if you got Rogue group classes at levels 4, 5, and 7, you get 32\*LVL Rogue points per level). It is possible the Rogue class you pick may increase this, for example, a reasonable non-"Level:" line of text for one of the "-er" classes would be 20\*LVL Rogue points, since they give 60\*LVL Rogue points instead of 40\*LVL.
- N3. If you get a Psionicist group class, you get the PSP difference from previous level to this level (e.g. calculate your pool as if one level lower and subtract it from your calculated pool for this level). Your pool does not increase in size. If you get an Ioun Stone of PSPs you can transfer PSPs between pools.

# Animal Liberator5 RDM

Level	KXP	Spells				<b>Requisites: Int 28</b> <b>Alignment: JS</b> <b>HD/level: &amp; 3d5</b> <b>Weapon Prof.: &amp; 3+level/5</b> <b>To Hit Table: 3xPsi</b> <b>Saves: Wiz</b> <b>Reference: RDM</b> <b>Groups: Mirror</b> <b>Complexity: CF=6</b>
		123	456	789		
1	0	877	---	---		
2	2.4	887	7--	---		
3	4.8	887	7--	---		
4	9.6	988	77-	---		
5	19.2	988	77-	---		
6	38.4	998	877	---		
7	76.8	998	877	---		
8	154	A99	887	7--		
9	300	A99	887	7--		
10	600	AA9	988	77-	BlahR's are offensive (o). This means you reduce BlahR's that you face by this amount. Irreducible BlahR's are reduced at 1 per 5% of oBlahR. Unadjustable BlahR's cannot be adjusted this way. If you have unspent oBlahR left over, roll it, if you make it, you multiply your effect by x2 (or x+1).	
11	900	AA9	988	77-		
12	1200	BAA	998	877	PSPs = Chr*2+Int+Con-40+(Chr-5)*(level-1)	
13	1500	BAA	998	877	Specialization, Animal sphere	
14	1800	BBA	A99	887	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).	
15	2100	BBA	A99	887		
16	2400	CBB	AA9	988	Level 1: When casting a spell at someone, multiply your damage by the number of classes he has (max=LVL).	
17	2700	CBB	AA9	988		
18	3000	CCB	BAA	998	Level 4: 1F: Restore the local MF by 1. (This may be done multiple times.)	
19	3300	CCB	BAA	998	Level 9: +1 psionic frequency from the list of available choices.	
20	3600	DCC	BBA	A99	Known Spells: Sledgehammer (SL=N): Summon a DL N Sledgehammer Golem.	
21	3900	DCC	BBA	A99	Cadmium Yellow (SL=1): Stops poisons, gases, and petrification or Deals 80 points of electricity damage (Reflex half).	
22	4200	DDC	CBB	AA9	Land of Confusion (SL=2): One group becomes Confused.	
23	4500	DDC	CBB	AA9	Hanna, Ship's Navigator (SL=3): Summon a DL III Human Artificer, he can rebuild dispelled effects or magic items.	
24	4800	EDD	CCB	BAA	Orcish Oriflamme (SL=4): All your subordinates get +1 offensive DL.	
25	5100	EDD	CCB	BAA	Riku of Two Reflections (SL=5): Summon a DL V Unique Wizard with "When you cast a non-summon spell, spend 2 SL's. If you do, fork that spell" and "When you summon a creature, spend 2 SL's. If you do, you get +1 summon"(+1 slot).	
26	5400	EED	DCC	BBA	Brass Gnat 6-7 (SL=6): 1M or 1T: Duplicate a Psi8 major or Psi16 minor ability. (This is resisted using TechR, not PsiR). Picking this twice lets you duplicate Psi16 majors.	
27	5700	EED	DCC	BBA		
28	6000	FEE	DDC	CBB	The Patient Decides When It's Best to Go (SL=7): Target commits suicide. (2 saves).	
29	6300	FEE	DDC	CBB		
30	6600	FFE	EDD	CCB	Grove of the Guardian (SL=8): 1bM, Pay5 SL's, 2 of your summons can't act this rd, dispel this effect: Summon a DL VIII Elemental with +1IP action.	
31	6900	FFE	EDD	CCB		
32	7200	GFF	EED	DCC	Searing Wind (SL=9): 1bM: Target is dealt 100 dmg.	
33	7500	GFF	EED	DCC		
34	7800	GGF	FEE	DDC		
35	8100	GGF	FEE	DDC		
36	8400	HGG	FFE	EDD		

# Bad Precedent Turd on the Land RDM

Level	KXP	Spells	
1	0	(none)	<b>Requisites: Wis 31</b>
2	1.4	(none)	<b>Alignment: non-S</b>
3	2.8	(none)	<b>HD/level: &amp; 1d6</b>
4	5.6	(none)	<b>Weapon Prof.: &amp; 6+level/2</b>
5	11.2	(none)	<b>To Hit Table: 2xFtr0</b>
6	22.4	(none)	<b>Saves: 2xMon</b>
7	44.8	(none)	<b>Reference: RDM</b>
8	89.6	(none)	<b>Groups: Joke</b>
9	175	(none)	<b>Complexity: CF=6</b>
10	350	(none)	<b>Exceptional Str and Con.</b>
11	525	(none)	Exceptional Str and Con.
12	700	(none)	<b>Level 1: Jogging Suit: +LVL AC; +LVL" move rate (may be combined with armor)</b>
13	875	(none)	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)
14	1050	(none)	Level 1: Jogging Suit: +LVL AC; +LVL" move rate (may be combined with armor)
15	1225	(none)	Level 1:,2:,etc.: Get your LVL in Pokemon picks (see next page). Most Pokemon cost more than one pick. You have the abilities of the Pokemon types you pick.
16	1400	(none)	You may save picks to get a bigger Pokemon type later. Pokemon can be taken more than once, each "+" based ability gives only +1 more per additional Pokemon. Non-"+" based abilities may or may not stack; check with the DM.
17	1575	(none)	Level 1: +1 Hobby or Occupation prof/level
18	1750	(none)	Level 1:,2:,etc.: Get your LVL in Pokemon picks (see next page). Most Pokemon cost more than one pick. You have the abilities of the Pokemon types you pick.
19	1925	(none)	You may save picks to get a bigger Pokemon type later. Pokemon can be taken more than once, each "+" based ability gives only +1 more per additional Pokemon. Non-"+" based abilities may or may not stack; check with the DM.
20	2100	(none)	<b>Level 1: Hockey Stick: (Size L; 3d6/3d6; 19+/x2; attack as Melee)</b>
21	2275	(none)	Level 3: +1QV action each segment for +LVL-2 segments, then Feign Death (can't drop) for 1 round.
22	2450	(none)	Level 3: +1QV action each segment for +LVL-2 segments, then Feign Death (can't drop) for 1 round.
23	2625	(none)	
24	2800	(none)	
25	2975	(none)	
26	3150	(none)	
27	3325	(none)	
28	3500	(none)	
29	3675	(none)	
30	3850	(none)	
31	4025	(none)	
32	4200	(none)	
33	4375	(none)	
34	4550	(none)	
35	4725	(none)	
36	4900	(none)	

# Cthulhoid Giantling0 RDM

Level	KXP	Spells	Requisites: Con 30
1	0	+1 lim ML	Alignment: LW HD/level: & 1d3
2	1.6	+2 lim ML	Weapon Prof.: & 3+level To Hit Table: Mon
3	3.2	+3 lim ML	Saves: 3xCust
4	6.4	+4 lim ML	Reference: RDM
5	12.8	+5 lim ML	Groups: Monster
6	25.6	+6 lim ML	Complexity: CF=6
7	51.2	+7 lim ML	
8	102	+8 lim ML	
9	200	+9 lim ML	
10	400	+10 lim ML	Gets a master monster pick per level
11	600	+11 lim ML	You have Overhit.
12	800	+12 lim ML	Level 1: 1V: Summon a good DL 1d4-1 Outer planar creature (treat DL=0 as DL=1 with only 5/5 rhp)
13	1000	+13 lim ML	Level 1: +1M action only for psionics.
14	1200	+14 lim ML	Level 3: 1V, 2/d: Spider Climb
15	1400	+15 lim ML	Level 3: Poet Smurf: Resist Tricks (Immune if you have Painter Smurf too); 1M: Remove Charm, Domination, Ego Domination, Hypnosis
16	1600	+16 lim ML	Level 4: Bonesplitter Sliver: +LVL*2 dmg
17	1800	+17 lim ML	Level 9: 1bM: "Phased out" this r, pass through obj, no affecting real things
18	2000	+18 lim ML	
19	2200	+19 lim ML	
20	2400	+20 lim ML	
21	2600	+21 lim ML	
22	2800	+22 lim ML	
23	3000	+23 lim ML	
24	3200	+24 lim ML	
25	3400	+25 lim ML	
26	3600	+26 lim ML	
27	3800	+27 lim ML	
28	4000	+28 lim ML	
29	4200	+29 lim ML	
30	4400	+30 lim ML	
31	4600	+31 lim ML	
32	4800	+32 lim ML	
33	5000	+33 lim ML	
34	5200	+34 lim ML	
35	5400	+35 lim ML	
36	5600	+36 lim ML	

# Violet 6.x.org1 RDM

Level	KXP	Spells	
1	0	(none)	<b>Requisites: Dex 33</b>
2	1.6	(none)	<b>Alignment: LN</b>
3	3.2	(none)	<b>HD/level: 3d3</b>
4	6.4	(none)	<b>Weapon Prof.: 9+level/3</b>
5	12.8	(none)	<b>To Hit Table: 3xRog</b>
6	25.6	(none)	<b>Saves: (none)</b>
7	51.2	(none)	<b>Reference: RDM</b>
8	102	(none)	<b>Groups: Internet</b>
9	200	(none)	<b>Complexity: CF=6</b>
10	400	(none)	See [Q8] for Psi8 rules and powers.
11	600	(none)	See [Q8] for Psi8 rules and powers.
12	800	(none)	See [Q8] for Psi8 rules and powers.
13	1000	(none)	Can manipulate an object with TechF equal to your level or less.
14	1200	(none)	<b>Hold Plane.</b>
15	1400	(none)	You have +1 Secondary Skill and no XP doubling past level 36.
16	1600	(none)	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.
17	1800	(none)	
18	2000	(none)	<b>Level 1: Regeneration rate is (Con-12) per segment, troll-like.</b>
19	2200	(none)	Level 1: +1 Technological proficiency slot per level (see [P8.8]).
20	2400	(none)	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.
21	2600	(none)	
22	2800	(none)	Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).
23	3000	(none)	<b>Level 1: +1 Technological proficiency slot per level (see [P8.8]).</b>
24	3200	(none)	Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)*5/2, round down.
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)	

# Dual-Classed Investigator Stupid5 RDM

Level	KXP	Spells
1	0	+1 ML
2	1.8	+2 ML
3	3.6	+3 ML
4	7.2	+4 ML
5	14.4	+5 ML
6	28.8	+6 ML
7	57.6	+7 ML
8	115.2	+8 ML
9	225	+9 ML
10	450	+10 ML
11	675	+11 ML
12	900	+12 ML
13	1125	+13 ML
14	1350	+14 ML
15	1575	+15 ML
16	1800	+16 ML
17	2025	+17 ML
18	2250	+18 ML
19	2475	+19 ML
20	2700	+20 ML
21	2925	+21 ML
22	3150	+22 ML
23	3375	+23 ML
24	3600	+24 ML
25	3825	+25 ML
26	4050	+26 ML
27	4275	+27 ML
28	4500	+28 ML
29	4725	+29 ML
30	4950	+30 ML
31	5175	+31 ML
32	5400	+32 ML
33	5625	+33 ML
34	5850	+34 ML
35	6075	+35 ML
36	6300	+36 ML

**Requisites: Cml 29**  
**Alignment: non-L**  
**HD/level: 6d6**  
**Weapon Prof.: 5+level/4**  
**To Hit Table: 3xCTD0**  
**Saves: 2xCust**  
**Reference: RDM**  
**Groups: AlternateUniverse**  
**Complexity: CF=6**

Specialized in Enchantment; Normal in Abjuration; all other schools are Opposite.

You may mix in one class that doesn't share a group with this class.

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

Level 1: If Open Hands stuns, chance to kill is (level)\*3+(target's AC)% (no save)

Level 6: Your mount may fly at it's ground speed rate. (Note that Flying isn't listed on the Mount table for DL 4+ mounts, but most already have it.)

Level 24: If you need a 2 or less to hit a target, you may attack it three times for each attack.

# Violet Weaponreer RDM

Level	KXP	Spells
1	0	(none)
2	1	(none)
3	2	(none)
4	4	(none)
5	8	(none)
6	16	(none)
7	32	(none)
8	64	(none)
9	125	(none)
10	250	(none)
11	375	(none)
12	500	(none)
13	625	(none)
14	750	(none)
15	875	(none)
16	1000	(none)
17	1125	(none)
18	1250	(none)
19	1375	(none)
20	1500	(none)
21	1625	(none)
22	1750	(none)
23	1875	(none)
24	2000	(none)
25	2125	(none)
26	2250	(none)
27	2375	(none)
28	2500	(none)
29	2625	(none)
30	2750	(none)
31	2875	(none)
32	3000	(none)
33	3125	(none)
34	3250	(none)
35	3375	(none)
36	3500	(none)

**Requisites: Dex 25**

**Alignment: LE**

**HD/level: & 1d3**

**Weapon Prof.: & 6+level/5**

**To Hit Table: Psi**

**Saves: 2xFtr0**

**Reference: RDM**

**Groups: Overt**

**Complexity: CF=6**

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

Bonus grand in Destruction sphere.

Gets Str or Dex (not Wis) bonus to spell progression.

Hold Plane.

Level 1: Immune to Creation sphere, Sphere of Creation.



# Quintessential Compounderulator Slayer RDM

Level	KXP	Spells	<b>Requisites: Chr 34</b> <b>Alignment: non-E</b> <b>HD/level: &amp; 1e6</b> <b>Weapon Prof.: &amp; 5+level/5</b> <b>To Hit Table: Wiz</b> <b>Saves: 2xM-U0</b> <b>Reference: RDM</b> <b>Groups: Custom</b> <b>Complexity: CF=6</b>
1	0	(none)	
2	34.6	(none)	
3	69.2	(none)	
4	138.4	(none)	
5	276.8	(none)	
6	553.6	(none)	
7	1107.2	(none)	
8	2214.4	(none)	
9	4325	(none)	
10	8650	(none)	Gets the generic "All Warrior", "All Wizard", "All Priest", and "All Rogue" abilities.
11	12975	(none)	Exceptional Str and Int bonus.
12	17300	(none)	This class sets the second component of your alignment to "J" (Jerry). This J can be used to qualify for G, N, or E in other classes (but not S). You do not need to be level 9 to have this (normally you need to be level 9 in order to take J).
13	21625	(none)	Gets Exceptional Dex.
14	25950	(none)	You have one free species enemy similar to Slayer mini-class.
15	30275	(none)	Level 16: Alter Appearance (NO action to use, at will). Cannot be detected by True Seeing or the like.
16	34600	(none)	Level 16: Add level*10 to max age, considered "Young Adult" at all ages.
17	38925	(none)	
18	43250	(none)	
19	47575	(none)	
20	51900	(none)	
21	56225	(none)	
22	60550	(none)	
23	64875	(none)	
24	69200	(none)	
25	73525	(none)	
26	77850	(none)	
27	82175	(none)	
28	86500	(none)	
29	90825	(none)	
30	95150	(none)	
31	99475	(none)	
32	103800	(none)	
33	108125	(none)	
34	112450	(none)	
35	116775	(none)	
36	121100	(none)	

# Benefactor of the Ultra Indigo1 RDM

Level	KXP	Spells	Requisites: Wis 27
		123 456 789	Alignment: AN
1	0	766 --- ---	HD/level: & ++5d2
2	2.8	776 6-- ---	Weapon Prof.: & 1+level/4
3	5.6	776 6-- ---	To Hit Table: Psi
4	11.2	877 66- ---	Saves: 2xFtr0
5	22.4	877 66- ---	Reference: RDM
6	44.8	887 766 ---	Groups: Demigod
7	89.6	887 766 ---	Complexity: CF=6
8	179.2	988 776 6--	
9	350	988 776 6--	
10	700	998 877 66-	Gets the usual GGL (Speciality God) pick, but is considered 9 levels higher for
11	1050	998 877 66-	purposes of "Level:" 's, LVL, and CL for the GGL's abilities. This does not affect Turn
12	1400	A99 887 766	Undead.
13	1750	A99 887 766	You have +1 Secondary Skill and no XP doubling past level 36.
14	2100	AA9 988 776	Level 1: Whatever your "Cheat Code" ("Player Pick") is, you get two of them. See
15	2450	AA9 988 776	section [X3] for definition of Cheat Codes / Player Picks.
16	2800	BAA 998 877	Level 2: Resist Elements of E=LVL/2 and lower.
17	3150	BAA 998 877	Level 7: Immune Venderant Nelaborong.
18	3500	BBA A99 887	Level 7: 1bV: Interpose self in front of another person. This may be done against a P
19	3850	BBA A99 887	action of attacks, or a special effect. You must spend another 1bV action to get in the
20	4200	CBB AA9 988	other person's group (if you aren't there already), so you would lose 2V actions from
21	4550	CBB AA9 988	the rest of the round.
22	4900	CCB BAA 998	Level 10: 1F: Cast one of your spells, but it affects three groups.
23	5250	CCB BAA 998	Known Spells:
24	5600	DCC BBA A99	Neighborhood Trolley (SL=N): Summon a DL=N Trolley that may count as everybody's
25	5950	DCC BBA A99	mount and with (10-N) V's: Planeshift. At SL=7, Between.
26	6300	DDC CBB AA9	Dirty Sanchez(SL=1): Target loses sense of smell and nauseated.
27	6650	DDC CBB AA9	Regeneration (SL=2): You regenerate at CL hp/s. 0, this effect drops and you lose the
28	7000	EDD CCB BAA	spell slot: Avoid a slay effect.
29	7350	EDD CCB BAA	Stylin (SL=3): You can wear 2 suits of armor.
30	7700	EED DCC BBA	Icy Manipulator (SL=4): 1S: Target loses his next action.
31	8050	EED DCC BBA	I Walk the Line (SL=5): Charm target and change its alignment.
32	8400	FEE DDC CBB	8 Mile (SL=6): TWE with no summoning sickness.
33	8750	FEE DDC CBB	Firestarter (SL=7): Duplicate a SL = 5 or less Pyromanicac spell (collective 6.9)
34	9100	FFE EDD CCB	1 (SL=8): 1M: A group gets +1 iTH with their next attack (no save)
35	9450	FFE EDD CCB	Ice Assassin (Illusion, SL 9): Perfectly duplicate any creature out of ice. Has all
36	9800	GFF EED DCC	race/class abilities and memories of duplicated creature.

# Scarlet Friend in the World3 RDM

Level	KXP	Spells	Requisites: Dex 109
		123 456 789	Alignment: any W
1	0	322 --- ---	HD/level: & 6d3
2	2.8	332 2-- ---	Weapon Prof.: & 3+level
3	5.6	332 2-- ---	To Hit Table: M-U0
4	11.2	433 22- ---	Saves: 2xWar
5	22.4	433 22- ---	Reference: RDM
6	44.8	443 322 ---	Groups: Maxi
7	89.6	443 322 ---	Complexity: CF=6
8	179.2	544 332 2--	
9	350	544 332 2--	
10	700	554 433 22-	+2*LVL Str
11	1050	554 433 22-	For Alignment, "(overwrite)" means this class requires the alignment, but it overwrites all of your other alignment restrictions to be that alignment as well.
12	1400	655 443 322	You have +1 Feat.
13	1750	655 443 322	Level 1: Cont. Detect Poison; 1M: Determine medicinal value of liquid; 60F,1/d:
14	2100	665 544 332	Frugal a potion
15	2450	665 544 332	Level 3: Can convert 3M -> 1 OppM
16	2800	766 554 433	Level 3: Exceptional stat bonus
17	3150	766 554 433	Level 4: Get +LVL melee TH & dmg vs. a target for every other person also melecing that target
18	3500	776 655 443	Level 18: 1M, (LVL-17)/d: Reverse Pixelation
19	3850	776 655 443	Known Spells:
20	4200	877 665 544	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).
21	4550	877 665 544	
22	4900	887 766 554	National Treasure (SL=1): No target, group no target, and DT 1.
23	5250	887 766 554	This is How Models Get Skinny (SL=5): Monster sizes are relative to your size for your spells/psi/effects.
24	5600	988 776 655	Samite Archer (SL=3): Summon a DL III Human Cleric Archer, he cures 30 hp to one target and causes 30 hp to another target per action.
25	5950	988 776 655	
26	6300	998 877 665	Cincinnati Bowtie(SL=4): Strangles target at CL^3 dmg per segment and prone.
27	6650	998 877 665	Al-Abara's Carpet (SL=5): Immune to attackers unless they are flying
28	7000	A99 887 766	Shot in the Dark (SL=6): CL*5 % Avoid Fate [xSL].
29	7350	A99 887 766	Traproot (SL=7): The party can melee with flying creatures (CL miles "Reach" upwards)
30	7700	AA9 988 776	Arena Level (SL=8): The current dungeon level becomes one huge room.
31	8050	AA9 988 776	Constitution (SL=9): +12 Con [cont.]
32	8400	BAA 998 877	
33	8750	BAA 998 877	
34	9100	BBA A99 887	
35	9450	BBA A99 887	
36	9800	CBB AA9 988	

# Arch- Stuffy Tinker5 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	1.4	+2 lim ML
3	2.8	+3 lim ML
4	5.6	+4 lim ML
5	11.2	+5 lim ML
6	22.4	+6 lim ML
7	44.8	+7 lim ML
8	89.6	+8 lim ML
9	175	+9 lim ML
10	350	+10 lim ML
11	525	+11 lim ML
12	700	+12 lim ML
13	875	+13 lim ML
14	1050	+14 lim ML
15	1225	+15 lim ML
16	1400	+16 lim ML
17	1575	+17 lim ML
18	1750	+18 lim ML
19	1925	+19 lim ML
20	2100	+20 lim ML
21	2275	+21 lim ML
22	2450	+22 lim ML
23	2625	+23 lim ML
24	2800	+24 lim ML
25	2975	+25 lim ML
26	3150	+26 lim ML
27	3325	+27 lim ML
28	3500	+28 lim ML
29	3675	+29 lim ML
30	3850	+30 lim ML
31	4025	+31 lim ML
32	4200	+32 lim ML
33	4375	+33 lim ML
34	4550	+34 lim ML
35	4725	+35 lim ML
36	4900	+36 lim ML

**Requisites: Dex 29**  
**Alignment: non-T**  
**HD/level: & 1d5**  
**Weapon Prof.: & 4+level/2**  
**To Hit Table: Cust**  
**Saves: 2xCust**  
**Reference: RDM**  
**Groups: Technology**  
**Complexity: CF=6**

May use Psi60 powers as if they were spells with the following SL's: 1=Minor, 3=Major, 5=Grand, 7=Super, 9=Ultra.

**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: Allowed to use 1st edition illusionist spells (in PH1, UA1, etc.) as if they were normal wizard spells; you don't have to be an illusionist to use them.

**Level 1: Technology Damaging Shield vs. Melee or Missile attacks (100% damage back; TechR or aER to resist)**

Level 9: Any Rogue 9 ability; +10\*LVL Rogue points (this may be taken multiple times)

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

# The Fourth Gibbering Lycanthrope5 RDM

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

**Requisites: Con 30**

**Alignment: LE**

**HD/level: 6d3**

**Weapon Prof.: 1+level/4**

**To Hit Table: 3xWar**

**Saves: 2xCTD0**

**Reference: RDM**

**Groups: Monster**

**Complexity: CF=6**

Gets Extra-Barbarian Con.

Gets Barbarian Con.

Gets Extra-Barbarian Con.

**Gets Extra-Barbarian 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 14: +2 limbs of any kind (incl. more heads)

# The Final Psi Instigator RDM

Level	KXP	Spells
1	0	+1 lim ML
2	1.6	+2 lim ML
3	3.2	+3 lim ML
4	6.4	+4 lim ML
5	12.8	+5 lim ML
6	25.6	+6 lim ML
7	51.2	+7 lim ML
8	102.4	+8 lim ML
9	200	+9 lim ML
10	400	+10 lim ML
11	600	+11 lim ML
12	800	+12 lim ML
13	1000	+13 lim ML
14	1200	+14 lim ML
15	1400	+15 lim ML
16	1600	+16 lim ML
17	1800	+17 lim ML
18	2000	+18 lim ML
19	2200	+19 lim ML
20	2400	+20 lim ML
21	2600	+21 lim ML
22	2800	+22 lim ML
23	3000	+23 lim ML
24	3200	+24 lim ML
25	3400	+25 lim ML
26	3600	+26 lim ML
27	3800	+27 lim ML
28	4000	+28 lim ML
29	4200	+29 lim ML
30	4400	+30 lim ML
31	4600	+31 lim ML
32	4800	+32 lim ML
33	5000	+33 lim ML
34	5200	+34 lim ML
35	5400	+35 lim ML
36	5600	+36 lim ML

**Requisites: Dex 35**

**Alignment: non-E**

**HD/level: & 2d4**

**Weapon Prof.: & 3+level**

**To Hit Table: CTD0**

**Saves: 2xPsi**

**Reference: RDM**

**Groups: Overt**

**Complexity: CF=6**

Bonus grand in Destruction sphere.

**Gets Str or Dex (not Wis) bonus to spell progression.**

+1 slowS action.

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

**Level 1: Can trade 5(M or P) -> IRS action (you can use 1S+1V+1RS /s)**

Level 1: Immune to Creation sphere, Sphere of Creation.

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

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

Level 1: Gain "Thieves' Cant" language.

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

# Soldier of the Sword 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 28**

**Alignment: any N**

**HD/level: & 5d3**

**Weapon Prof.: & 1+level/2**

**To Hit Table: 3xPri**

**Saves: 3xCust**

**Reference: RDM**

**Groups: Warrior**

**Complexity: CF=6**

Gains Psi2 abilities at half the Cerebral Knight's level (round up).

Uses the "Barb1" line for specialization.

PSPs = (Wis+Chr)\*Level\*2.

PSPs = (Str+Con)\*Level.

Level 1 : Base number of attacks with all specialized weapons is 2+LVL/4.

Level 1 : Base number of attacks with all specialized weapons is 2+LVL/4.

Level 1: Save adjustments: PPD +4, RSW +2, PP +3, BW +2, SP +(level/4, round down)

Level 2: Resist all natural (NR based) and x0 effects. Get +LVL saves.

Level 8: Pick a spell you have. It costs half the number of actions it normally requires.

Level 36: Fighter may have his "home plane" switched to that of his alignment.

# Bard RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Dex 35**

**Alignment: NG**

**HD/level: 2d3**

**Weapon Prof.: 10+level/4**

**To Hit Table: 2xPri**

**Saves: 2xWiz**

**Reference: RDM**

**Groups: Rogue**

**Complexity: CF=6**

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

**Gets Wizard spells (see progression), gets Int bonus.**

May have 1+LVL "Revive slots" instead of the usual one "Summon slot". An animated xM (multiplier M) being uses up M\*M Revive slots.

Level 1: Can weapon specialize (as per "Non-Warrior" in the Number of Attacks table).

**Level 1: One Martial Arts style (may not be custom).**

Level 1: Speak with Plants at will

Level 1: Attempt to build a single-function device of TechL = N. Add 1 to N if the item is size H, 2 if size G, 4 if size F, etc.

Level 12: Species Enemy as per Ranger1 {Avenger}

Level 12: Better Resources: Gain LVL\*Chr\*10 item XP per reset, must all be spent on one item (any extra is wasted)

Level 22: Immune Head Blown Off, slain, crapped, Extract



# Scarlet Gibbering Shifterling5 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: Con 34**

**Alignment: non-E**

**HD/level: 5e3**

**Weapon Prof.: 8+level/4**

**To Hit Table: Ftr0**

**Saves: 3xMon**

**Reference: RDM**

**Groups: Monster**

**Complexity: CF=6**

Gets a master monster pick per level

Gets Exceptional Con.

For Alignment, "(overwrite)" means this class requires the alignment, but it overwrites all of your other alignment restrictions to be that alignment as well.

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

Level 1: Your bite is poisonous; it deals an extra LVL\*5 poison dmg. Alternatively, you can make the poison deadly (they get a save vs. poison).

Level 2: Enamored Smurf: Have an X4 (Superstition) belief in one thing for x1.25. If you also have Smurfette, it's x1.5 instead.

Level 3: +LVL/3 AC.

Level 4: 2M+½V: Target gets -4\*LVL TH, dmg, AC, and saves until end of round.

Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)\*5/2, round down.

# The Third Thirteen Letter Ooze Slayer RDM

Level	KXP	Spells	
1	0	(none)	<b>Requisites: Con 28</b>
2	35.4	(none)	Alignment: any W
3	70.8	(none)	HD/level: & 3d2
4	141.6	(none)	Weapon Prof.: & 4+level/4
5	283.2	(none)	To Hit Table: Cust
6	566.4	(none)	Saves: & 2xMon
7	1132.8	(none)	Reference: RDM
8	2265.6	(none)	<b>Groups: Monster</b>
9	4425	(none)	Complexity: CF=6
10	8850	(none)	Gets Exceptional Con.
11	13275	(none)	Gets Barbarian Con.
12	17700	(none)	Gets Exceptional Con.
13	22125	(none)	<b>Gets Extra-Barbarian Con.</b>
14	26550	(none)	+1 S action only usable in segment 3.
15	30975	(none)	You have one free species enemy similar to Slayer mini-class.
16	35400	(none)	Level 1: Base AT is +9+LVL.
17	39825	(none)	<b>Level 4: Farmer Smurf: Double # of Smurfberries; 1P, 1/h: Plant Growth; 1M, 1/d:</b>
18	44250	(none)	<b>The party will get +50% XP from this fight.</b>
19	48675	(none)	Level 6: Baker Smurf: 1P: "Bake a Smurfberry Pie": Cure 250 hp, can remove [C] section effects for 50 less curing each
20	53100	(none)	Level 9: Specialized in Priest Healing sphere spells.
21	57525	(none)	Level 13: 1M, 1/r: Shapechange Self into a random DL=(LVL+2)/3 monster of [M40] monster type 3d13+1. It's permanent, unless you don't like it.
22	61950	(none)	Level 18: 1scrP: Do 1 idmg to one target.
23	66375	(none)	
24	70800	(none)	
25	75225	(none)	
26	79650	(none)	
27	84075	(none)	
28	88500	(none)	
29	92925	(none)	
30	97350	(none)	
31	101775	(none)	
32	106200	(none)	
33	110625	(none)	
34	115050	(none)	
35	119475	(none)	
36	123900	(none)	

# Artificer 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: Int 25**  
**Alignment: non-T**  
**HD/level: 3m4**  
**Weapon Prof.: 3+level/5**  
**To Hit Table: 2xM-U0**  
**Saves: 3xFtr0**  
**Reference: RDM**  
**Groups: Lost**  
**Complexity: CF=6**

This class is all edition numbers. Because of this, you roll 1d30 to hit and saves (due to the 30th edition component). You get Overhit, a kit, and LVL feats too. You could try to shoehorn this class's abilities to the various Custom5/Custom6 type classes, but you're probably better off not trying.

**Gets Int bonus to progression.**  
 Level 1: Time/Reality Stability.  
 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)

# Astral Doctor RDM

Level	KXP	Spells
1	0	(none)
2	1	(none)
3	2	(none)
4	4	(none)
5	8	(none)
6	16	(none)
7	32	(none)
8	64	(none)
9	125	(none)
10	250	(none)
11	375	(none)
12	500	(none)
13	625	(none)
14	750	(none)
15	875	(none)
16	1000	(none)
17	1125	(none)
18	1250	(none)
19	1375	(none)
20	1500	(none)
21	1625	(none)
22	1750	(none)
23	1875	(none)
24	2000	(none)
25	2125	(none)
26	2250	(none)
27	2375	(none)
28	2500	(none)
29	2625	(none)
30	2750	(none)
31	2875	(none)
32	3000	(none)
33	3125	(none)
34	3250	(none)
35	3375	(none)
36	3500	(none)

**Requisites: Int 33**  
**Alignment: JS**  
**HD/level: 1d5**  
**Weapon Prof.: 1+level/4**  
**To Hit Table: Wiz**  
**Saves: 2xM-U0**  
**Reference: RDM**  
**Groups: Planar**  
**Complexity: CF=6**

Can specialize in weapons using the "Non-War" line.  
 You get 4 Grand, 2 Major, and 0 Minor spheres. Your god may alter this amount.  
**+LVL HNCL; this works when trying to qualify for x2 classes.**  
 Replace the d20 roll for what you roll for Turn Undead with d30. Replace the d12's for number turned with d20's.  
 Level 1: Immune to Vacuum. Need not breathe.  
**Level 2: Destructive Expertise: Find/Remove Traps/Tricks/Specials LVL\*5%, ignores penalties**

# Lich 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: Int 35**

**Alignment: non-E**

**HD/level: 1d6**

**Weapon Prof.: 9+level/5**

**To Hit Table: 2xPsi**

**Saves: 3xPsi**

**Reference: RDM**

**Groups: Concordant**

**Complexity: CF=6**

Has Major access to all "normal" Priest spells. Yes, this class gets normal Priest 10th's in it's progression; this is not a typo.

**Gets Ultra Barbarian Str, Dex, Con; bonus = +(stat-22)\*4. Ultra Barbarian Str, Dex, and Con are applied to all of your classes.**

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 3: +3 XP for a properly embalmed body.**

Level 9: Get another Barbarian Stat.

Level 9: Immune to Paralysis, Hold, and any undead touch effect.

Level 11: Immune to all Energy/Stat drains.

Level 25: All of your spells that offer a saving throw now require 5 saving throws, if any are failed, the target is treated as having not saved.

Level 27: +1 size.

Known Spells:

Cleveland Steamer(SL=N): Target crushed and SL^3 brown pudding dmg.

Half-Squirrel, Half- (SL=1): When cast, combine it with target host summon of yours. That summon gets -1 offensive DL and replace "When summoned" on it with "Whenever a non-created creature is summoned,".

Murderous Compulsion (SL=2): 1bM: Slay a creature that acted this round. If you would lose this spell from memorization, you may cast it once as a 0 action.

Cunning Wish (SL=3): Convert an instant spell not on the list from MTG to D&D.

Steam Powered (SL=4): When cast, combine it with target host summon of yours. That summon gets +4 defensive DL and replace "When summoned" on it with "Spend 5 SL's: ".

Sword of Deception (SL=5): Creates an animated 1d4,19+ sword with -1 saves curse brand.

**Joven's Tools (SL=6): 1M: Target creature ignores all defenses with one attack**

Matrimony (SL=7): Two targets fuse souls.

Reverse the Sands (SL=8): Switch current hp totals with someone (no save)

Blessed Wind (SL=9): Target's current hp becomes 200.

# Chromatic Liberator(--14) 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: Wis 24**  
**Alignment: A any**  
**HD/level: & 4d6**  
**Weapon Prof.: & 9+level**  
**To Hit Table: 2xRog**  
**Saves: Pri**  
**Reference: RDM**  
**Groups: Mirror**  
**Complexity: CF=6**

Can cast spells only from All, Animal, Eeling, and Summoning spheres. Eeling spells cost ½ of a spell each to cast.

Enemies get --LVL on the natural die roll for saves against your effects, which means they cannot auto-make against your saves, even when you're level 1 (unless they have a ++ to saves).

Resist Chromatic.

Level 6: Attract 2-20 followers, usually DL V+ Humanoids.

# Accomplice5 RDM

Level	KXP	Spells	Requisites: Con 36
		123 456 789	Alignment: NG
1	0	766 --- ---	HD/level: $\frac{1}{2}$ 5d4
2	2.6	776 6-- ---	Weapon Prof.: 7+level/3
3	5.2	776 6-- ---	To Hit Table: Psi
4	10.4	877 66- ---	Saves: War
5	20.8	877 66- ---	Reference: RDM
6	41.6	887 766 ---	Groups: Concordant
7	83.2	887 766 ---	Complexity: CF=6
8	166.4	988 776 6--	
9	325	988 776 6--	
10	650	998 877 66-	Gets Exc Str, Exc Dex, Exc Con.
11	975	998 877 66-	+1 extra Kit per level.
12	1300	A99 887 766	Gets 50 Rogue points per level.
13	1625	A99 887 766	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
14	1950	AA9 988 776	Level 1: Potion of Undead Control and Ring of Regeneration has double effect.
15	2275	AA9 988 776	Level 1: Can use any bag, sack, or backpack as an infinite portable hole.
16	2600	BAA 998 877	Level 3: +3 XP for a properly embalmed body.
17	2925	BAA 998 877	Level 4: Automatically does maximum damage with offensive spells and weapon attacks.
18	3250	BBA A99 887	Known Spells:
19	3575	BBA A99 887	Stampede N (SL=N): Stampede of Horses attack one target (material component for two), target takes $SL^4$ dmg and Capital T trampled.
20	3900	CBB AA9 988	Dick Dale - Miserlou (SL=1): Create a DL=I flying surfboard mount.
21	4225	CBB AA9 988	Terror (SL=2): Target is slain (PPD save, does not affect Undead or Golems, or things without souls)
22	4550	CCB BAA 998	Monkey- (SL=3): When cast, combine it with target host summon of yours. That summon gets +2 DL and replace "When summoned" on it with "Whenever a non-created creature of yours dies,".
23	4875	CCB BAA 998	Blue Oyster Cult - Don't Fear the Reaper (SL=4): You gain flying and Resist slay.
24	5200	DCC BBA A99	Image Cloud (SL=5): Mirage Arcana as spell.
25	5525	DCC BBA A99	Rasputin Dreamweaver (SL=6): Summon a DL VI Human Wizard, he can restore up to 6 SL's of your Psi11U/W progression, he also casts Psi11U/W powers.
26	5850	DDC CBB AA9	Sword of Darkness (SL=7): Creates an animated 1d4,19+ sword with -1 level drain brand.
27	6175	DDC CBB AA9	Fire's Roar (SL=8): 1M: A group's AC becomes 0 (no save;  AC  becomes AC,   AC   becomes  AC )
28	6500	EDD CCB BAA	Stan Bush - The Touch (SL=9): Cast a CSL = 1 Legend Spell. Cast only 1/d.
29	6825	EDD CCB BAA	
30	7150	EED DCC BBA	
31	7475	EED DCC BBA	
32	7800	FEE DDC CBB	
33	8125	FEE DDC CBB	
34	8450	FFE EDD CCB	
35	8775	FFE EDD CCB	
36	9100	GFF EED DCC	

# Scarlet Historian2 RDM

Level	KXP	Spells	<b>Requisites: Int 36</b> <b>Alignment: non-J</b> <b>HD/level: &amp; ‡‡6d5</b> <b>Weapon Prof.: &amp; 3+level/4</b> <b>To Hit Table: 2xCTD0</b> <b>Saves: Rog</b> <b>Reference: RDM</b> <b>Groups: Wizard</b> <b>Complexity: CF=6</b>
		123 456 789	
1	0	544 --- ---	
2	3	554 4-- ---	
3	6	554 4-- ---	
4	12	655 44- ---	
5	24	655 44- ---	
6	48	665 544 ---	
7	96	665 544 ---	
8	192	766 554 4--	
9	375	766 554 4--	
10	750	776 655 44-	Specialization, Conjunction/Summoning (no opposite)
11	1125	776 655 44-	Int bonus to spells.
12	1500	877 665 544	<b>School robe (-1 SL) in Alteration</b>
13	1875	877 665 544	For Alignment, "(overwrite)" means this class requires the alignment, but it overwrites all of your other alignment restrictions to be that alignment as well.
14	2250	887 766 554	You have +1 Kit.
15	2625	887 766 554	<b>Level 3: Your summons can't turn against you even if they become uncontrolled.</b>
16	3000	988 776 655	Level 9: Gain an extra major familiar
17	3375	988 776 655	Level 18: Free wild talent in one of the following psi frequencies: -12L/T, -9, -6 (any), 6 (any), 10, 11W, 12L/T, 18, 19 (any)
18	3750	998 877 665	Level 27: Your abjurations cannot be disjoined or instantaneous-ed.
19	4125	998 877 665	Known Spells:
20	4500	A99 887 766	Golden Guzzlers (SL=N): The target takes 4^N gold water damage (no resist).
21	4875	A99 887 766	Soul Net (SL=1): Whenever you kill someone with a spell, cure 1 hp.
22	5250	AA9 988 776	Wild Crocodile (SL=2): Summon a DL=II Crocodile with "when summoned, know direction & distance to an object or person (if they are touching the ground)".
23	5625	AA9 988 776	Reverse Damage (SL=3): 1bM: One effect that's damaging you heals you for that amount instead.
24	6000	BAA 998 877	Don't play mind checkers with me, man. I'm not in the mood (SL=4): 1bM: Counter a mental domination attempt.
25	6375	BAA 998 877	Fissure (SL=5): Slay target creature (RSW save), or Earthquake the floor
26	6750	BBA A99 887	<b>Ego Consent (SL=6): One target Ego dominated (2 saves).</b>
27	7125	BBA A99 887	Cruel Ultimatum (SL=7): Slay a creature in your group, target creature loses 3 SL's and target creature takes 50 vile dmg. Your cured 50hp, gain 3SL's, and revive a dead subordinate.
28	7500	CBB AA9 988	
29	7875	CBB AA9 988	
30	8250	CCB BAA 998	Winding Canyons (SL=8): 1bM, Pay 2 SL's: You may cast Summon spells on the monster's side of combat.
31	8625	CCB BAA 998	
32	9000	DCC BBA A99	Back at the Funny Farm (SL=9): Between to the Funny Farm. Can cast as a Z action.
33	9375	DCC BBA A99	
34	9750	DDC CBB AA9	
35	10125	DDC CBB AA9	
36	10500	EDD CCB BAA	



# Priest RDM

Level	KXP	Spells
		123 456 789
1	0	433 --- ---
2	2.4	443 3-- ---
3	4.8	443 3-- ---
4	9.6	544 33- ---
5	19.2	544 33- ---
6	38.4	554 433 ---
7	76.8	554 433 ---
8	153.6	655 443 3--
9	300	655 443 3--
10	600	665 544 33-
11	900	665 544 33-
12	1200	766 554 433
13	1500	766 554 433
14	1800	776 655 443
15	2100	776 655 443
16	2400	877 665 544
17	2700	877 665 544
18	3000	887 766 554
19	3300	887 766 554
20	3600	988 776 655
21	3900	988 776 655
22	4200	998 877 665
23	4500	998 877 665
24	4800	A99 887 766
25	5100	A99 887 766
26	5400	AA9 988 776
27	5700	AA9 988 776
28	6000	BAA 998 877
29	6300	BAA 998 877
30	6600	BBA A99 887
31	6900	BBA A99 887
32	7200	CBB AA9 988
33	7500	CBB AA9 988
34	7800	CCB BAA 998
35	8100	CCB BAA 998
36	8400	DCC BBA A99

**Requisites: Wis 28**

**Alignment: non-L**

**HD/level: & 2d2**

**Weapon Prof.: & 7+level/3**

**To Hit Table: 3xM-U0**

**Saves: & CTD0**

**Reference: RDM**

**Groups: Priest**

**Complexity: CF=6**

**Specialty Priest pick in a god with a Dex requirement**

Sphere robe (-1 SL) in Thought

Level 1: +1 martial arts maneuver per level.

Level 1: aNR (Necromancy Resistance) of level\*20%.

Level 1: +LVL damage.

Level 4: Sixth Sense: You cannot be surprised or caught flatfooted by anyone of an equal or lower LVL.

**Level 6: Philanthropist: +2 to each ability score, but you get only half money from now on.**

Level 8: Earthen Brethren: Any earth-based creatures you summon possess 50% more hit dice than normal.

Level 16: Abilities as per Anti-Druid of half level

Known Spells:

Golden Guzzlers (SL=N): The target takes 4^N gold water damage (no resist).

I'm going to kick your ass (SL=1): One target retreats from your group to the nearest group. Parting shots apply.

Aura of Dominion (SL=2): Target can use 2M this segment.

Brass Gnat 3-7 (SL=3): Resist Polymorph, Clone, Domination, Teleport Other.

Picking this a second time gives Immunity.

Hazerider Drake (SL=4): Summon a DL IV Drake, it is immune to area effect damaging spells/psi.

Mirari (SL=5): 1bM, lose a SL=5 spell in memorization: Fork

**Shot in the Dark (SL=6): CL\*5 % Avoid Fate [xSL].**

Worldline(SL=7): Teleport/Timetravel Other within that target's natural lifespan.

Biorhythm (SL=8): Each person in a group's current hp = (Number of summons)\*10

Energy Gain (SL=9): Target restored 3 drained levels

# Friend on the Mound2 RDM

Level	KXP	Spells
		123 456 789
1	0	766 --- ---
2	2.8	776 6-- ---
3	5.6	776 6-- ---
4	11.2	877 66- ---
5	22.4	877 66- ---
6	44.8	887 766 ---
7	89.6	887 766 ---
8	179.2	988 776 6--
9	350	988 776 6--
10	700	998 877 66-
11	1050	998 877 66-
12	1400	A99 887 766
13	1750	A99 887 766
14	2100	AA9 988 776
15	2450	AA9 988 776
16	2800	BAA 998 877
17	3150	BAA 998 877
18	3500	BBA A99 887
19	3850	BBA A99 887
20	4200	CBB AA9 988
21	4550	CBB AA9 988
22	4900	CCB BAA 998
23	5250	CCB BAA 998
24	5600	DCC BBA A99
25	5950	DCC BBA A99
26	6300	DDC CBB AA9
27	6650	DDC CBB AA9
28	7000	EDD CCB BAA
29	7350	EDD CCB BAA
30	7700	EED DCC BBA
31	8050	EED DCC BBA
32	8400	FEE DDC CBB
33	8750	FEE DDC CBB
34	9100	FFE EDD CCB
35	9450	FFE EDD CCB
36	9800	GFF EED DCC

**Requisites: Chr 104**

**Alignment: A any**

**HD/level: & ++5e3**

**Weapon Prof.: & 3+level/2**

**To Hit Table: 2xFtr0**

**Saves: 3xPri**

**Reference: RDM**

**Groups: Maxi**

**Complexity: CF=6**

Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls.

+LVL\*LVL\*100 Goodberries to the Goodberry pool.

AC +LVL

+2\*LVL Int

You have +1 Kit.

**Level 2: 1M: Target gets alignment changed to yours & target confused (Will save for each effect)**

Known Spells:

Immune [Status Name] (SL=SEL): You are immune to 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).

Lightning Bolt (SL=1): Target takes 30 lightning dmg (Spell save for 0)

Thing in the Ice (SL=2): Summon a DLII horror with defender. After 4 spells, it becomes DLIV Kraken Horror without defender and banish a group.

Limp Bizket - Break Stuff (SL=3): Do a Barbarian Smash on an item for XP.

Living Lands (SL=4): Summon CL Treefolk (DL=2), together they occupy 1 summon slot.

Mini Fury (SL=5): Do LVL Q∞M actions only for magic or psi, at the end of the effect, you are Crapped and Set

**NRG - Instruments of Destruction (SL=6): Create a Vile Everdancing Weapon [SLdCL] +CL TH/+CL dmg that ignores skins of all types.**

Cruel Ultimatum (SL=7): Slay a creature in your group, target creature loses 3 SL's and target creature takes 50 vile dmg. Your cured 50hp, gain 3SL's, and revive a dead subordinate.

Force Absorption/Dissipation (SL=8): Absorb X dmg of any E factor element or element.

Chronomancy (SL=9): You get 1G action per round instead of 1G action per 3 rounds.

# The Best Yakuza0 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: Dex 33**  
**Alignment: LN**  
**HD/level: & 6d4**  
**Weapon Prof.: & 1+level**  
**To Hit Table: & 3xRog**  
**Saves: Mon**  
**Reference: RDM**  
**Groups: Rogue**  
**Complexity: CF=6**

Has 75+25\*LVL Rogue points.  
 May have 1+LVL "Revive slots" instead of the usual one "Summon slot". An animated xM (multiplier M) being uses up M\*M Revive slots.  
 Gets 30 Rogue points per level. Still gets the "Any Rogue" picks at 9th, 18th, 27th, and 36th.  
 Exceptional Dex bonus.  
**Free Of Legend racial adjective.**  
 You have Overhit.  
 Level 1: +1 weapon prof/level  
 Level 1: Base movement rate is 96".  
 Level 1: 1M, CL/d: Detect Magic.  
 Level 3: Uncanny Dodge: Retain Dex bonus even if flat-footed.  
**Level 6: Pick two from: Quintessential level 1-5 or 5th edition level 1-3**  
 Level 8: Divinity: Gain LVL in SL's as a Priest progression, this progression must be flat or decreasing.  
 Level 8: Immune to effects that specifically affect your race (Arrow of Slaying, etc.)  
 Level 10: Turn Undead: You can turn undead as if 4 levels lower.  
 Level 16: 1 Reset: Mordenkainen's Magnificent Mansion (permanent)

# Luckier 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 29**  
**Alignment: any**  
**HD/level: & 3d4**  
**Weapon Prof.: & 2+level/2**  
**To Hit Table: & M-U0**  
**Saves: 3xWiz**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=6**

Gets +2 limited ML.  
 +1 extra Nonweapon Prof per level.  
 Gets Wis bonus TH and dmg with melee weapons.  
 You get 3 Grand, 3 Major, and 6 Minor spheres. Your god may alter this amount.  
 Level 1: +1 TH and +2 dmg with hammers.  
 Level 1: Rolls 1d30-10 for proficiency checks.  
 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 2: Resist Hold, Stun, Paralyzation, Summ. Sickness (two of these effects must affect you in order for it to work)  
 Level 9: All Rogue abilities within 30' of you are lowered by 100%.  
 Level 10: You have AN EVEN BIGGER BOSS THAN YOU, which is any same-aligned god, you Automatic Divine Intervention 1/d.  
 Level 14: +1QM action per round, only for Spellshaper spells  
 Level 17: Timeless Body: No longer suffers ability penalties for aging and cannot be magically aged.  
 Level 22: 0, 1/t: One of your BlahR's can be used as another BlahR type, you can't use X or G, but any number of a's in front are allowed.

# Lord Slayer RDM

Level	KXP	Spells
1	0	(none)
2	34.8	(none)
3	69.6	(none)
4	139.2	(none)
5	278.4	(none)
6	556.8	(none)
7	1113.6	(none)
8	2227.2	(none)
9	4350	(none)
10	8700	(none)
11	13050	(none)
12	17400	(none)
13	21750	(none)
14	26100	(none)
15	30450	(none)
16	34800	(none)
17	39150	(none)
18	43500	(none)
19	47850	(none)
20	52200	(none)
21	56550	(none)
22	60900	(none)
23	65250	(none)
24	69600	(none)
25	73950	(none)
26	78300	(none)
27	82650	(none)
28	87000	(none)
29	91350	(none)
30	95700	(none)
31	100050	(none)
32	104400	(none)
33	108750	(none)
34	113100	(none)
35	117450	(none)
36	121800	(none)

**Requisites: Con 34**  
**Alignment: any**  
**HD/level: & 4d5**  
**Weapon Prof.: & 7+level/4**  
**To Hit Table: Pri**  
**Saves: & 3xRog**  
**Reference: RDM**  
**Groups: Technology**  
**Complexity: CF=6**

Gets 60 Rogue points per level.  
 You have one free species enemy similar to Slayer mini-class.  
 Level 18: Pick two Arcane5 Level 14-18, one Secret Agent5 Level 14-18, or two Psi16 majors  
 Level 20: Any Rogue 20 ability; +10\*LVL Rogue points (this may be taken multiple times)

# Adept RDM

Level	KXP	Spells
		123 456 789
1	0	877 --- ---
2	3	887 7-- ---
3	6	887 7-- ---
4	12	988 77- ---
5	24	988 77- ---
6	48	998 877 ---
7	96	998 877 ---
8	192	A99 887 7--
9	375	A99 887 7--
10	750	AA9 988 77-
11	1125	AA9 988 77-
12	1500	BAA 998 877
13	1875	BAA 998 877
14	2250	BBA A99 887
15	2625	BBA A99 887
16	3000	CBB AA9 988
17	3375	CBB AA9 988
18	3750	CCB BAA 998
19	4125	CCB BAA 998
20	4500	DCC BBA A99
21	4875	DCC BBA A99
22	5250	DDC CBB AA9
23	5625	DDC CBB AA9
24	6000	EDD CCB BAA
25	6375	EDD CCB BAA
26	6750	EED DCC BBA
27	7125	EED DCC BBA
28	7500	FEE DDC CBB
29	7875	FEE DDC CBB
30	8250	FFE EDD CCB
31	8625	FFE EDD CCB
32	9000	GFF EED DCC
33	9375	GFF EED DCC
34	9750	GGF FEE DDC
35	10125	GGF FEE DDC
36	10500	HGG FFE EDD

**Requisites: Wis 25**  
**Alignment: AN**  
**HD/level: & ‡5e2**  
**Weapon Prof.: & 10+level/4**  
**To Hit Table: 3xRog**  
**Saves: 3xM-U0**  
**Reference: RDM**  
**Groups: Priest**  
**Complexity: CF=6**

Sphere robe (-1 SL) in Creation  
 Gets Barbarian Wis.  
 Level 8: Chrono: Any creatures you summon gain an initiative bonus equal to double LVL.  
 Level 9: 1M: Your party gets +LVL\*2 distributed among TH, dmg, AC, and saves until end of round. (Everyone in the party gets the same bonus, you don't distribute for each person.)  
 Level 14: +1QM action per round, only for Dweomershaper spells  
 Known Spells:  
 Stations of the Cross (SL=N): One target suffers a status effect of SEL=N.  
 Birds of Paradise (SL=1): Summon a DL 1 flying bird with "1M: Gain +1SL."  
 Pride of the Clouds (SL=2): Summon a DL II Elemental Cat, he flies, he has rhp = number of flying summons you control.  
 Lightning Storm (SL 3): One group 10d6 elec dmg. Persists 1 rd.  
 2 (SL=4): 1M: A group gets +CL dmg (no save)  
 Mirari (SL=5): 1bM, lose a SL=5 spell in memorization: Fork  
 Brass Gnat 6-10 (SL=6): You shift TechR by CL\*5%, not (CL-12)\*5%. Your SL=3 Brass Gnat spells do not give TechR at all (but iTechR can be used at half percentage). This cannot be picked more than once.  
 A Fun Thing to Do When you're Feeling Sporty (SL=7): Capital A Abort/Stillborn a target (Capital S Skinned plus slain.)  
 Force Absorption/Dissipation (SL=8): Absorb X dmg of any E factor element or element.  
 Thousand-Legged (SL=9): Can have +7 spirits in a summon slot.

# Un Finisher RDM

Level	KXP	Spells
1	0	(none)
2	1	(none)
3	2	(none)
4	4	(none)
5	8	(none)
6	16	(none)
7	32	(none)
8	64	(none)
9	125	(none)
10	250	(none)
11	375	(none)
12	500	(none)
13	625	(none)
14	750	(none)
15	875	(none)
16	1000	(none)
17	1125	(none)
18	1250	(none)
19	1375	(none)
20	1500	(none)
21	1625	(none)
22	1750	(none)
23	1875	(none)
24	2000	(none)
25	2125	(none)
26	2250	(none)
27	2375	(none)
28	2500	(none)
29	2625	(none)
30	2750	(none)
31	2875	(none)
32	3000	(none)
33	3125	(none)
34	3250	(none)
35	3375	(none)
36	3500	(none)

**Requisites: Wis 36**  
**Alignment: NE**  
**HD/level: & 2d5**  
**Weapon Prof.: & 7+level/2**  
**To Hit Table: & (none)**  
**Saves: Cust**  
**Reference: RDM**  
**Groups: Lost**  
**Complexity: CF=6**

Has "ability to take martial arts", but there is no free style built into this class.

Level 1: 0, Surgically Experiment on a creature: Sharpness (no save, WR to resist). Roll 1d100. If the result is your LVL or less, you can do a Vorpal (Sharp their head) if you like. If the result is LVL\*5 or less, you can pick which limb gets Sharped (except head).

Level 1: +(LVL+1)/2 wear locations, see the "Wear Locations" Mini-Class for rules. More stuff to drop in Angband like fashion!

Level 1: You can use the ability scores table from Collective 0.6. You do get the bonus P/V actions for high Dex and the bonus M actions for high Re+Wis+Pr. You can also use the "Simplified Wis bonus" table.

Level 1: You may access X4 (old Psi4) or X24 (old Psi24) as a Wild Talent slot (Mini Class slot). X4 uses the old multipliers (x1.5/x2/x3/x4) and X24 uses the old costs (1/2/3/4).

Level 2: 0, Surgically Experiment on a creature: Roll two random Monster Templates, the creature gains one of them (your choice). Roll two random Psi9 minor powers, the creature gains one of them (your choice). DM Note: Quite a few Monster Templates and Psi9 minors are actually penalties, so this might be an effective attack.

# Exponenter Slayer RDM

Level	KXP	Spells
1	0	(none)
2	35.2	(none)
3	70.4	(none)
4	140.8	(none)
5	281.6	(none)
6	563.2	(none)
7	1126.4	(none)
8	2252.8	(none)
9	4400	(none)
10	8800	(none)
11	13200	(none)
12	17600	(none)
13	22000	(none)
14	26400	(none)
15	30800	(none)
16	35200	(none)
17	39600	(none)
18	44000	(none)
19	48400	(none)
20	52800	(none)
21	57200	(none)
22	61600	(none)
23	66000	(none)
24	70400	(none)
25	74800	(none)
26	79200	(none)
27	83600	(none)
28	88000	(none)
29	92400	(none)
30	96800	(none)
31	101200	(none)
32	105600	(none)
33	110000	(none)
34	114400	(none)
35	118800	(none)
36	123200	(none)

**Requisites: Cml 35**  
**Alignment: non-G**  
**HD/level: 5d5**  
**Weapon Prof.: 10+level/3**  
**To Hit Table: (none)**  
**Saves: 2xCTD0**  
**Reference: RDM**  
**Groups: PCDesigned**  
**Complexity: CF=6**

When this class is taken, you may use "Mixed Classing" to mix this class into one of your archetype classes. If you do, you get +1IRM action. You can use this action while under the effects of any SEL=LVL/2 or less status effect.  
 You have one free species enemy similar to Slayer mini-class.  
 Level 1: +1bM and 1bM: Counter a racial ability.  
 Level 1: +1 Nonweapon Proficiency per level. These slots may be spent on existing Psi2 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: +1QM Action.



# Troll5 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:** Cml 33  
**Alignment:** non-W  
**HD/level:** & 6d2  
**Weapon Prof.:** & 5+level/2  
**To Hit Table:** 2xRog  
**Saves:** 3xCTD0  
**Reference:** RDM  
**Groups:** Internet  
**Complexity:** CF=6

Can manipulate an object with TechF equal to your level or less.  
 See [Q8] for Psi8 rules and powers.  
 Can manipulate an object with TechF equal to your level or less.  
 See [Q8] for Psi8 rules and powers.  
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).  
 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: +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:,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: 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 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)\*5/2, round down.

# Gibbering Giant4 RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Con 36**  
**Alignment: any E**  
**HD/level: 2d2**  
**Weapon Prof.: 9+level**  
**To Hit Table: 2xCust**  
**Saves: Mon**  
**Reference: RDM**  
**Groups: Monster**  
**Complexity: CF=6**

Gets Barbarian Con.  
 Gets a master monster pick per level  
 Gets Extra-Barbarian Con.  
 Gets Exceptional Con.  
 You have +1 4th edition power (pick A, E, D, or U).  
 Level 4: Cautery Sliver: 1M: 10+LVL dmg (holy fire) to one target (no save); 1M: Cure 10+LVL hp to one target  
 Level 13: Destruct XII. 1M: Cause all triggers on target to trigger prematurely, and target cannot use his next Clone (no save, ER to resist)  
 Level 27: Your Plate has 1 IQEε (script-IQE) action. It also has this ability now: 1ε: Scoop up a group of brains or souls off the floor.

# Blue Psychic in a Thimble4 RDM

Level	KXP	Psionics		<b>Requisites: Chr 36</b> <b>Alignment: any S</b> <b>HD/level: &amp; 5d5</b> <b>Weapon Prof.: &amp; 8+level/4</b> <b>To Hit Table: Mon</b> <b>Saves: 2xFtr0</b> <b>Reference: RDM</b> <b>Groups: Psionacist</b> <b>Complexity: CF=6</b>
		mMG	SUV	
1	0	87-	---	
2	3	88-	---	
3	6	987	---	
4	12	987	---	
5	24	987	---	
6	48	997	---	
7	96	A98	---	
8	192	A98	---	
9	375	A98	---	
10	750	AA8	7--	1 Psi10 PSP = 2 Psi1 PSPs. Points are regained at (Int+Wis)/2 per hour, or (total multipliers of beings within 100') per hour
11	1125	BA9	7--	Can weapon specialize using the Non-Warrior line.
12	1500	BA9	7--	Gets Exceptional Str & Con. Can take Super Str & Con for 2 weapon proficiencies each.
13	1875	BA9	7--	Specialization, MTG Blue School
14	2250	BB9	8--	You have +1 4th edition power (pick A, E, D, or U).
15	2625	CBA	8--	Level 1: Summon/Gate = level*6% from levels 1-11, then 55+level% from levels 12 and up.
16	3000	CBA	8--	Level 1: Can "burn" 1 hp/spell level to cast extra spells
17	3375	CBA	8--	Level 1: +1 Nonweapon Proficiency per level. These slots may be spent on existing Psi2 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).
18	3750	CCA	9--	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).
19	4125	DCB	97-	Level 4: pick a major power: track cost to use is 1/2 normal (change at reset)
20	4500	DCB	97-	Level 9: NM: Counter an effect from a xN item. This is a xN effect.
21	4875	DCB	97-	Known Powers
22	5250	DDB	A7-	Universal Max (SL=N): Wizard Wish N-2 (min SL1).
23	5625	EDC	A8-	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
24	6000	EDC	A8-	Force Heave (SL=2): Knockback CL/2 ft.
25	6375	EDC	A8-	Powerman 5000 - Drop the Bombshell (SL=2): You and an ally do a Dudley Death Drop (3D) (30d6 falling damage, target makes Str-30 check or unaware) to a target through a magically created table.
26	6750	EEC	B8-	Force Electrical Communiqué (SL=5): Telepathy with all intelligent items in room. They may lend their E actions.
27	7125	FED	B9-	Entropy (SL=5): [x1 Enemy Special]: Each segment, +x1dmg.
28	7500	FED	B9-	1 (SL=8): 1M: A group gets +1 iTH with their next attack (no save)
29	7875	FED	B9-	Befoul (SL=8): 100ft/lvl by 100ft/lvl by 10ft/lvl water becomes poisonous.
30	8250	FFD	C97	Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.
31	8625	GFE	CA7	Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.
32	9000	GFE	CA7	
33	9375	GFE	CA7	
34	9750	GGE	DA8	
35	10125	HGF	DB8	
36	10500	HGF	DB8	

# The Fifth Emissary of the Coast5 RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Chr 32**  
**Alignment: NS**  
**HD/level: 4d2**  
**Weapon Prof.: 5+level**  
**To Hit Table: 2xPri**  
**Saves: 2xFtr0**  
**Reference: RDM**  
**Groups: Lost**  
**Complexity: CF=6**

Each reset, the DM will give you access to 3 new Barneyed gods. If at any time you have fewer than your LVL in Barneyed god choices (even in the dungeon), ask the DM and he will generate 3 more for you.  
 Can specialize in weapons using "Non-War" line.  
 +1 S action only usable in segment 5.  
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).  
 Level 1: You have access to the complete Familiar list, including broken Familiars like Egg and Weasel.  
 Level 6: 2F, Surgically Experiment on yourself and another creature: Transfer your brain to the other creature. This is like a Magic Jar, but can't be dispelled, and is absolutely permanent. There is a (16-LVL)% chance the brain will be rejected by the host body, in this case, you lose 1 max hp per segment (non-curable) until another solution can be found (such as quickly doing this procedure again on another host).

# The Final Banditologist RDM

Level	KXP	Spells	
1	0	(none)	<b>Requisites: Wis 38</b>
2	2.2	(none)	<b>Alignment: TG</b>
3	4.4	(none)	<b>HD/level: &amp; 6d2</b>
4	8.8	(none)	<b>Weapon Prof.: &amp; 5+level/3</b>
5	17.6	(none)	<b>To Hit Table: 2xMon</b>
6	35.2	(none)	<b>Saves: 2xM-U0</b>
7	70.4	(none)	<b>Reference: RDM</b>
8	140.8	(none)	<b>Groups: Lost</b>
9	275	(none)	<b>Complexity: CF=6</b>
10	550	(none)	Has Exceptional Wis bonus. Gets (Exceptional) Wis bonus to this class's Caster Level (CL). This cannot be improved to Barbarian (or higher).
11	825	(none)	+1 slows action.
12	1100	(none)	Level 1: Enemies need a +LVL weapon to hit you. To ignore this restriction, monsters divide their HD by your LVL-1 (with a minimum of 4), not the usual 4.
13	1375	(none)	Level 1: May buy unusual materials for claws, bite, and tail (and other limbs). The "base gp cost" of the limb is 13 gp. The "weight" of the limb is 13 pounds. If you pick
14	1650	(none)	Drow Steel and your limb rots off, don't blame me.
15	1925	(none)	Level 1: You have access to the complete Kit list, including broken Kits like
16	2200	(none)	Adventurer and Duplicator.
17	2475	(none)	Level 1: 1M, 1/r: Shapechange Other into a random DL=(LVL+2)/3 monster of [M40]
18	2750	(none)	monster type 41-2e6. (LVL saves vs. PP; aHR to resist)
19	3025	(none)	Level 1: May use 1 material component effect per spell as a zero action.
20	3300	(none)	Level 1: If your race matches your class, you get x+0.5 (+50%) XP.
21	3575	(none)	Level 1: 1P+1V, LVL/h: Draw your own brain forth and consume it. This Heals you
22	3850	(none)	(Cureall at level 8, Fix at level 17). All in your group who see this must save vs.
23	4125	(none)	Psionic Blast or lose 1d13 San points (aGazeR to resist).
24	4400	(none)	Level 4: +1 Brontosaurus Familiar (gives x2 hp; Level 9: x2 dmg), Animal
25	4675	(none)	Companion, or Mount (DL I; 200 hp; +1 DL and x3 hp every odd level thereafter)
26	4950	(none)	Level 9: Gain 1 "Plate". You store brains and souls on your Plate. It's an object, but
27	5225	(none)	it's not really there. Your Plate has 1 $\alpha$ (script-A) action. It can move around with it
28	5500	(none)	and pick up brains and souls for you. Your Plate can't be attacked or targetted, unless
29	5775	(none)	it wants to be. DM Note: "script" is a prefix for action types. $\alpha$ (script-A) actions
30	6050	(none)	could be used as $\lambda$ (script-V) actions, since A actions can be used as V actions.
31	6325	(none)	
32	6600	(none)	
33	6875	(none)	
34	7150	(none)	
35	7425	(none)	
36	7700	(none)	

# Templar RDM

Level	KXP	Spells
		123 456 789
1	0	766 --- ---
2	3	776 6-- ---
3	6	776 6-- ---
4	12	877 66- ---
5	24	877 66- ---
6	48	887 766 ---
7	96	887 766 ---
8	192	988 776 6--
9	375	988 776 6--
10	750	998 877 66-
11	1125	998 877 66-
12	1500	A99 887 766
13	1875	A99 887 766
14	2250	AA9 988 776
15	2625	AA9 988 776
16	3000	BAA 998 877
17	3375	BAA 998 877
18	3750	BBA A99 887
19	4125	BBA A99 887
20	4500	CBB AA9 988
21	4875	CBB AA9 988
22	5250	CCB BAA 998
23	5625	CCB BAA 998
24	6000	DCC BBA A99
25	6375	DCC BBA A99
26	6750	DDC CBB AA9
27	7125	DDC CBB AA9
28	7500	EDD CCB BAA
29	7875	EDD CCB BAA
30	8250	EED DCC BBA
31	8625	EED DCC BBA
32	9000	FEE DDC CBB
33	9375	FEE DDC CBB
34	9750	FFE EDD CCB
35	10125	FFE EDD CCB
36	10500	GFF EED DCC

**Requisites: Wis 30**  
**Alignment: TN**  
**HD/level: & 3e4**  
**Weapon Prof.: & 8+level/5**  
**To Hit Table: 2xCust**  
**Saves: 3xM-U0**  
**Reference: RDM**  
**Groups: Priest**  
**Complexity: CF=6**

Sphere robe (-1 SL) in All  
 Specialization, Sun sphere  
 Specialization, Wards sphere  
 Sphere robe (-1 SL) in Healing  
 Level 1: You may have your spells (from this class) resisted using CR (Charm Resistance) instead of MR. Spend 1F action to switch this.  
 Level 1: ½M, 1 ERP: Cure 10\*LVL hp to one target.  
 Level 2: Woodland Stride: Can move through overgrown areas.  
 Level 6: Justice Bringer: +LVL to TH, dmg and AC while  
 Level 14: Regenerate LVL\*10 hp/s (troll-like, heals vile/perm dmg), remove stun/loss of actions, within 30' or through psi link  
 Known Spells:  
 Max Extreme (SL=N): Summon CL DL=SL female Humans.  
 Vision of Heaven (SL=1): One evil target is dazed and -2 saves vs redemption.  
 Wild Crocodile (SL=2): Summon a DL=II Crocodile with "when summoned, know direction & distance to an object or person (if they are touching the ground)".  
 Volrath's Stronghold (SL=3): 1bM, Pay 2 SL's: Resummon a summons slain this rd.  
 Control Magic (SL=4): Charm Monster (Will save)  
 Conquerer's Pledge (SL=5): Summon 6 DL I Kor Soldiers(one group). If you spend an additional 6th level SL, you summon 12 instead.  
 Prismatic Eye (SL=6): Creates mobile orb that shoots prismatic spray rays you roll TH with.  
 Planar Bubble (SL=7): Create native planar bubble around target.  
 Octation (SL=8): Your next spell has +9 targets.  
 BWAAAAHH (SL=9): Choose one - one target takes 1 idmg of type PROPANE!!! or One target is cured 1ihp.

# The Fourth Dancing Exponenter3 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	2.6	+2 lim ML
3	5.2	+3 lim ML
4	10.4	+4 lim ML
5	20.8	+5 lim ML
6	41.6	+6 lim ML
7	83.2	+7 lim ML
8	166.4	+8 lim ML
9	325	+9 lim ML
10	650	+10 lim ML
11	975	+11 lim ML
12	1300	+12 lim ML
13	1625	+13 lim ML
14	1950	+14 lim ML
15	2275	+15 lim ML
16	2600	+16 lim ML
17	2925	+17 lim ML
18	3250	+18 lim ML
19	3575	+19 lim ML
20	3900	+20 lim ML
21	4225	+21 lim ML
22	4550	+22 lim ML
23	4875	+23 lim ML
24	5200	+24 lim ML
25	5525	+25 lim ML
26	5850	+26 lim ML
27	6175	+27 lim ML
28	6500	+28 lim ML
29	6825	+29 lim ML
30	7150	+30 lim ML
31	7475	+31 lim ML
32	7800	+32 lim ML
33	8125	+33 lim ML
34	8450	+34 lim ML
35	8775	+35 lim ML
36	9100	+36 lim ML

Requisites: Chr 36

Alignment: C any

HD/level: & 5d5

Weapon Prof.: & 6+level/3

To Hit Table: 3xM-U0

Saves: Rog

Reference: RDM

Groups: PCDesigned

Complexity: CF=6

Schools/Spheres: Wizard Conjuraton/Summoning, Priest Buffer

+1 S action only usable in segment 4.

You have +1 Feat.

Level 1: +1QM Action.

Level 1: +100% bonus gp when selling propane or propane accessories.

Level 1: +(1+LVL/5, round down) d handfuls to specialized weapon dmg.

Level 1: ++LVL saves (whole party).

Level 1: +1 Animal Companion Slot and 1M: Summon a DL = (LVL+2)/2 Venerable aged Hound named Ladybird.

Level 1: +100% gp from selling snake oil elixirs.

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

Level 1: ++LVL saves (whole party).

# The Final Sidekick 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: Chr 28

Alignment: TG (Overwrite to all other classes)

HD/level: 6d5

Weapon Prof.: 5+level

To Hit Table: 2xRog

Saves: War

Reference: RDM

Groups: Concordant

Complexity: CF=6

+1 Nonweapon proficiency per level.

+1 slowS action.

Level 1: Does not suffer ill effects of casting a spell above his normal casting ability.

If the Arch-Mage's Knowledge score isn't high enough to cast the spell, he suffers the normal effects as per a normal Wizard.



# Klansman RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Cml 29**  
**Alignment: NG**  
**HD/level: & 2d6(no con bonus)**  
**Weapon Prof.: & 9+level/3**  
**To Hit Table: 2xPri**  
**Saves: 3xWiz**  
**Reference: RDM**  
**Groups: Offensive**  
**Complexity: CF=6**

+LVL\*5% WaWR; DR LVL\*5/+LVL; inertial barrier cont.; displacement cont.;  
 people need +LVL weapon to hit you.  
 Level 2: You can see past "you don't see anything".  
 Level 3: Reach Around: Stretching LVL\*5ft.  
 Level 3: I'll not be a gentleman: Breathe Profanity (One group, dmg=max hp)  
 Level 6: Billy's Silky Smooth Skin: LVL% MPIRR.

# HTML Lurk.org1 RDM

Level	KXP	Spells
1	0	(none)
2	1	(none)
3	2	(none)
4	4	(none)
5	8	(none)
6	16	(none)
7	32	(none)
8	64	(none)
9	125	(none)
10	250	(none)
11	375	(none)
12	500	(none)
13	625	(none)
14	750	(none)
15	875	(none)
16	1000	(none)
17	1125	(none)
18	1250	(none)
19	1375	(none)
20	1500	(none)
21	1625	(none)
22	1750	(none)
23	1875	(none)
24	2000	(none)
25	2125	(none)
26	2250	(none)
27	2375	(none)
28	2500	(none)
29	2625	(none)
30	2750	(none)
31	2875	(none)
32	3000	(none)
33	3125	(none)
34	3250	(none)
35	3375	(none)
36	3500	(none)

**Requisites: Dex 27**  
**Alignment: TN**  
**HD/level: 1d2**  
**Weapon Prof.: 3+level/3**  
**To Hit Table: always +0**  
**Saves: Mon**  
**Reference: RDM**  
**Groups: Internet**  
**Complexity: CF=6**

Can manipulate an object with TechF equal to your level or less.  
 See [Q8] for Psi8 rules and powers.  
 You have +1 Secondary Skill and no XP doubling past level 36.  
 Level 1: +1 Technological proficiency slot per level (see [P8.8]).  
 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: +1 Technological proficiency slot per level (see [P8.8]).  
 Level 1: Regeneration rate is (Con-12) per segment, troll-like.  
 Level 1: Regeneration rate is (Con-12) per segment, troll-like.  
 Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).  
 Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)\*5/2, round down.  
 Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)\*3.

# White X21 RDM

Level	KXP	Spells
		123 456 789
1	0	877 --- ---
2	3	887 7-- ---
3	6	887 7-- ---
4	12	988 77- ---
5	24	988 77- ---
6	48	998 877 ---
7	96	998 877 ---
8	192	A99 887 7--
9	375	A99 887 7--
10	750	AA9 988 77-
11	1125	AA9 988 77-
12	1500	BAA 998 877
13	1875	BAA 998 877
14	2250	BBA A99 887
15	2625	BBA A99 887
16	3000	CBB AA9 988
17	3375	CBB AA9 988
18	3750	CCB BAA 998
19	4125	CCB BAA 998
20	4500	DCC BBA A99
21	4875	DCC BBA A99
22	5250	DDC CBB AA9
23	5625	DDC CBB AA9
24	6000	EDD CCB BAA
25	6375	EDD CCB BAA
26	6750	EED DCC BBA
27	7125	EED DCC BBA
28	7500	FEE DDC CBB
29	7875	FEE DDC CBB
30	8250	FFE EDD CCB
31	8625	FFE EDD CCB
32	9000	GFF EED DCC
33	9375	GFF EED DCC
34	9750	GGF FEE DDC
35	10125	GGF FEE DDC
36	10500	HGG FFE EDD

**Requisites: Int 30**

**Alignment: TS**

**HD/level: 4d2**

**Weapon Prof.: 5+level**

**To Hit Table: Psi**

**Saves: 2xRog**

**Reference: RDM**

**Groups: Demigod**

**Complexity: CF=6**

Gets 1G action per turn. (Once per turn you can use 1G action, it acts as an infinitely quick F action.)

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

Gets Barbarian Str and Exceptional Con. Uses "Cavalier" line for number of attacks. Specialization, MTG White School

Level 1: Each day, a random [C] section effect is rolled. If you somehow generate that effect on others today, they get no save, and are at half blahR's (normal and irreducible) and at 1 level of resist/immunity lower.

Level 4: 0, sacrifice a summon: Unsummon a summoned creature.

Level 6: Whenever one of your summons dies, it deals 10\*DL\*DL holy fire dmg to one target.

Level 8: When you cast "Slay Living" or "Slay Living Fully", they give no saving throw.

Level 9: You know UltraBlack Gate as a 7th level Priest spell (Astral Sphere).

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

Level 18: Your Plate has 1ε (script-E) action. 1ε, spend a soul on the Plate: You get +1X action. 1ε, spend a brain on the Plate: Reset.

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

Known Spells:

Teaser, Pleaser, Shocker, ect. (SL=N): SL targets grouped and held, first takes SL^3 piercing dmg.

\* Betrayal Touch (SL=1): Charm Monster (range touch; Spell save).

Grapeshot (SL=2): Target takes 10 fire damage. (save for ½) Storm (When you cast

this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).

Chain Lightning (SL 3): One target 10d6 elec dmg, 1d6 other targets 10d6 elec dmg.

Gnome-Made Engine (SL=4): Summon a DL=IV Construct with "when summoned, create a DL=I Gnome hireling".

Don't Give Up (SL=5): 1bM: Reroll a TH or Saving throw roll.

Over My Dead Bodies (SL=6): Your slain and Capital S slain subordinates have

+1deadP action and 1deadP: Attack a target. These subordinates count as zombies and are Really Put out of Misery branded.

Mules Tenacity (SL=7): 1bM: Dimensional Anchor the room.

Orgasmatron (SL=8): Dominate the room (PPD save); successfully saved stunned.

Dexterity (SL=9): +12 Dex [cont.]

# The Final Ill-Omen Hunter(MTG W/U/B/G)2 RDM

Level	KXP	Spells	
1	0	(none)	Requisites: Dex 28
2	1.8	(none)	Alignment: LN
3	3.6	(none)	HD/level: 6d4
4	7.2	(none)	Weapon Prof.: 2+level/4
5	14.4	(none)	To Hit Table: 3xMon
6	28.8	(none)	Saves: Pri
7	57.6	(none)	Reference: RDM
8	115.2	(none)	Groups: Rogue
9	225	(none)	Complexity: CF=6
10	450	(none)	Feat: +1 feat.
11	675	(none)	Channeling. Int bonus to spells. Specialized in Wizard Metamagic school.
12	900	(none)	Crippling Strike: Sneak Attack also causes loss of 1 Str (no save)
13	1125	(none)	Feat: +1 feat.
14	1350	(none)	+1 slows action.
15	1575	(none)	You have +1 Kit.
16	1800	(none)	Level 1:,2:,etc. (every level): Get one "Any Rogue Level 1:,2:,etc.:" pick. This is in addition to the normal levels 9, 18, 27, 36 picks that all Rogues get.
17	2025	(none)	Level 1: Immune to disease, haste, and slow; Immunity can be dropped if the monk wishes
18	2250	(none)	Level 2: 0, LVL/d: One target gets -10*LVL% MR, PR, IR, or RR
19	2475	(none)	Level 6: Pick two from: Quintessential level 1-5 or 5th edition level 1-3
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)	

# Dwarf3 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 38**  
**Alignment: any G**  
**HD/level: 6d6**  
**Weapon Prof.: 10+level/3**  
**To Hit Table: Mon**  
**Saves: Mon**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=6**

Can weapon specialize using 2\*LVL on the Barbarian column.  
 Gets Extra-Barbarian Dex.  
 You have +1 Feat.  
 Level 1: Surprise 75% of time, is surprised only 1 in 12.  
 Level 1: +1 on all saving throws; not cumulative with paladin or knight bonus.  
 Level 4: Considered 3 levels higher when using a specific missile weapon (chosen by archer) for purposes of number of attacks.  
 Level 4: Pick any Warrior5 class level 1-3  
 Level 5: Resist poison. Death results become half your current hit points in damage (round damage down).  
 Level 6: Get another normal familiar (total 3).  
 Level 15: Another +1P action, -1M action, as per level 1. (total +8P, -8M)

# Large Game Guard(MTG W/) 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 32**  
**Alignment: C any**  
**HD/level: +++‡2d2**  
**Weapon Prof.: 7+level/5**  
**To Hit Table: Pri**  
**Saves: 2xPri**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=6**

Specialized in Animal, Plant, and War spheres. Spells of these spheres cost ½M to cast.  
 Considered a Lycanthrope (pick a type, some are included in the Racial Adjective rules in [P3.5]). You can choose to not suffer the XP divisor penalty, but you also do not gain the lycanthrope's racial modifiers.  
 Gets +1 Henchmen or Mount slot  
 Gets Barbarian Dex.  
 Level 1: Identify monsters 5% per level.  
 Level 1: Pick weapon of choice; are considered 7 levels higher for # of Attacks purposes.  
 Level 4: Effective Charisma with warriors of lesser level than the knight is increased by 1 per 4 levels of the knight (round down, limit=9 at 36th). The fighter bonus is used instead for those levels where it is higher.  
 Level 6: Immune to a [C] section effect  
 Level 8: Gain 10d10 bushi followers of level 1.  
 Level 9: Can operate at any negative hp total, cannot be offensive  
 Level 13: Pick two from: Rebel Level 9-12, White/Black Hat Level 9-12, one Psi(-12)C major, or one other5 Level 1-3  
 Level 14: Use "Mixed Classing" (even if illegal) to mix one (legal) Warrior class into this class

# White Robot 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: Cml 35**  
**Alignment: TE**  
**HD/level: 6d6**  
**Weapon Prof.: 5+level/5**  
**To Hit Table: (none)**  
**Saves: Pri**  
**Reference: RDM**  
**Groups: Technology**  
**Complexity: CF=6**

Knows Proto-Lich spells as if they were a normal Priest sphere.  
 Big Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = 30\*level%.  
 See [Q8] for Psi8 rules and powers.  
 Gets Exceptional Dex and Chr.  
 Specialization, MTG White School  
 Level 1: Immune to haste and slow (this immunity may be lowered).  
 Level 1: Your area affects always only hit those you want them to.  
 Level 1: 1M: Target takes 10\*LVL dmg (TechR to resist).  
 Level 5: Unusual materials are considered elements of E=S for your spells.  
 Level 5: Can "Frugal" potions (+50% to number of uses)  
 Level 9: Ignore MR with your Rogue spells  
 Level 20: Pick 1 Level 14-18 (or lower) pick from any "5th Edition" class (this may be picked multiple times)  
 Level 27: You attack or defend as a x2 being. (toggle this using 1M or 1T action.)

# Legionjuvinator 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 28**  
**Alignment: AE**  
**HD/level: & 5d4**  
**Weapon Prof.: & 5+level/2**  
**To Hit Table: (none)**  
**Saves: 2xPsi**  
**Reference: RDM**  
**Groups: Concordant**  
**Complexity: CF=6**

Can use 2M actions per segment.  
 Gets two specialty god picks. Gets Chr bonus to spells.  
 Level 1: Potion of Undead Control and Ring of Regeneration has double effect.  
 Level 1: Potion of Undead Control and Ring of Regeneration has double effect.  
 Level 1: TechR (Technological Resistance) and aTechR (Anti-Technological Resistance) = 10\*level%.  
 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 1: 5% per level resistance to Charm spells.  
 Level 1: All spells do not have the 1P action requirement. If the spell would not have required 1P action to cast in the first place, one instance of Material Componenting is gained.  
 Level 3: Ability to re-roll unfavorable rolls (only once per roll). This applies to hit point gains, damage rolls, 'to-hit' rolls, everything.  
 Level 9: Can use 3M actions per segment.  
 Level 18: +1 size.



# Zach Named Slickback1JG RDM

Level	KXP	Psionics		Requisites: Chr 32, Race slots 1 Alignment: non-T (Overwrite to all other classes) HD/level: +4d6 Weapon Prof.: 3+level To Hit Table: 2xMon Saves: Rog Reference: RDM Groups: Archetype Complexity: CF=6 Race Adjustments: Str +0, Dex +0, Con +0, Int +0, Wis +0, Chr +13, Cml +0, AT -1, hp 12, TH -6, Div ÷1
		mMG	SUV	
1	0	43-	---	
2	2.2	44-	---	
3	4.4	543	---	
4	8.8	543	---	
5	17.6	543	---	
6	35.2	553	---	
7	70.4	654	---	
8	140.8	654	---	
9	275	654	---	
10	550	664	3--	Gets 2*(Int Score) bonus to spell progression (double your Int score, then look on the table).
11	825	765	3--	Specialized in Alteration and Myrmecology.
12	1100	765	3--	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
13	1375	765	3--	Level 1: +LVL to hit with lances, swords, maces, and flails.
14	1650	775	4--	Level 5: +LVL TH and dmg unarmed
15	1925	876	4--	Known Powers
16	2200	876	4--	Neighborhood Trolley (SL=N): Summon a DL=N Trolley that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.
17	2475	876	4--	You are Getting on in Years (SL=N): Age a target N age categories (save for each).
18	2750	886	5--	INCIDENT II (SL = 2): Wall of Fire or Probe as spell.
19	3025	987	53-	Produce Flame(SL=2): 1S: 1d6+5 fire dmg.
20	3300	987	53-	Dragon Breath(SL=5): 1S: Breathe an E=1 1d8xLVL/2 dmg element.
21	3575	987	53-	Baneslayer Angel (SL=5): Summon a DL V flying Angel with +1HP and Vampiric regen(you gain the life), Immune demons and dragons.
22	3850	997	63-	Fire's Roar (SL=8): 1M: A group's AC becomes 0 (no save;  AC  becomes AC,   AC   becomes  AC )
23	4125	A98	64-	Orgasmatron (SL=8): Dominate the room (PPD save); successfully saved stunned.
24	4400	A98	64-	Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.
25	4675	A98	64-	Estate Transference Cloud (SL=11): Estate Transference as spell.
26	4950	AA8	74-	
27	5225	BA9	75-	
28	5500	BA9	75-	
29	5775	BA9	75-	
30	6050	BB9	853	
31	6325	CBA	863	
32	6600	CBA	863	
33	6875	CBA	863	
34	7150	CCA	964	
35	7425	DCB	974	
36	7700	DCB	974	

# The Best Mutant 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: Cml 28**  
**Alignment: non-G**  
**HD/level: 2d2**  
**Weapon Prof.: 1+level/2**  
**To Hit Table: 2xPri**  
**Saves: Psi**  
**Reference: RDM**  
**Groups: PCDesigned**  
**Complexity: CF=6**

Can buy Super Str or Con for 1 slot each  
 You may move to any area you can see that has a clear line of effect to it ignoring gravity with a V action. This is similar to how using a tesseract/folding spacetime/moving through the 5th dimension works.  
 Gets 30 Rogue points per level.  
 ++1 to hit or saves means to adjust true die roll by 1.  
 Free Of Legend racial adjective.  
 Level 1: ++LVL RSW, Spell, and Will saves.  
 Level 1: +(1+LVL/5, round down) d handfuls to spell DC's.  
 Level 1: +100% gp from selling snake oil elixirs.  
 Level 1: "Combined", Equipped/Armed, and Enchanted subordinates of yours have menace, meaning that they get +1 attack if they attack more than one opponent.  
 Level 1: +1 Technological proficiency per level, see [P8.8] for list.  
 Level 1: +1 Technological proficiency per level, see [P8.8] for list.  
 Level 1: +1 number of attacks with each weapon.

# Thief3 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 35**  
**Alignment: JG**  
**HD/level: 6d6**  
**Weapon Prof.: 6+level/3**  
**To Hit Table: always +0**  
**Saves: (none)**  
**Reference: RDM**  
**Groups: Rogue**  
**Complexity: CF=6**

Gains all Dex-based Rogue abilities.  
 You have +1 Feat.  
 Level 1: Immune to disease, haste, and slow; Immunity can be dropped if the monk wishes  
 Level 1: Base movement rate is 96".  
 Level 1: Rolls 1d30-10 for proficiency checks.  
 Level 6: 1/r: One attack does Con instead of hit points of damage.  
 Level 10: Ignore WR, aWR.

# Deified Inteventioner of the Ultra Void RDM

Level	KXP	Spells
		123 456 789
1	0	877 --- ---
2	2.6	887 7-- ---
3	5.2	887 7-- ---
4	10.4	988 77- ---
5	20.8	988 77- ---
6	41.6	998 877 ---
7	83.2	998 877 ---
8	166.4	A99 887 7--
9	325	A99 887 7--
10	650	AA9 988 77-
11	975	AA9 988 77-
12	1300	BAA 998 877
13	1625	BAA 998 877
14	1950	BBA A99 887
15	2275	BBA A99 887
16	2600	CBB AA9 988
17	2925	CBB AA9 988
18	3250	CCB BAA 998
19	3575	CCB BAA 998
20	3900	DCC BBA A99
21	4225	DCC BBA A99
22	4550	DDC CBB AA9
23	4875	DDC CBB AA9
24	5200	EDD CCB BAA
25	5525	EDD CCB BAA
26	5850	EED DCC BBA
27	6175	EED DCC BBA
28	6500	FEE DDC CBB
29	6825	FEE DDC CBB
30	7150	FFE EDD CCB
31	7475	FFE EDD CCB
32	7800	GFF EED DCC
33	8125	GFF EED DCC
34	8450	GGF FEE DDC
35	8775	GGF FEE DDC
36	9100	HGG FFE EDD

**Requisites: Wis 28**  
**Alignment: AE**  
**HD/level: & 5d4**  
**Weapon Prof.: & 6+level/4**  
**To Hit Table: 2xM-U0**  
**Saves: 3xPsi**  
**Reference: RDM**  
**Groups: Demigod**  
**Complexity: CF=6**

Gets Barbarian Str and Exceptional Con. Uses "Cavalier" line for number of attacks.  
 1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")  
 Level 1: Each day, a random [C] section effect is rolled. 1M: Dispel (or cure) that effect on someone.  
 Level 1:,2:,etc.: (every level): +1G action  
 Known Spells:  
 Upper Decker(SL=N): One item/structure takes SL^2 brown pudding Hull dmg.  
 Beastland Ferocity (Enchantment, SL 1): You may be offensive while at negative hitpoints for 1min/level.  
 Dutch Rudder(SL=2): You and target held and can't take P actions.  
 Malediction (SL=3): One touched creature: Put out of Misery. Gain 1 temporary hero point/5HD it had.  
 Tommy Lee - Get Naked (SL=4): Twist all effects on 1 target with a different gender than you.  
 Hunding Gjormersen (SL=5): Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.  
 Brass Gnat 6-9 (SL=6): 1bM or 1bT: Counter a counterspell. Picking this a second time gives you "2bM or 2bT: Insist an effect.". This cannot be picked more than twice.  
 Matrimony (SL=7): Two targets fuse souls.  
 Running Scared (SL=8): Automatically Turn all enemies in the room as undead.  
 BWAAAAHH (SL=9): Choose one - one target takes 1 idmg of type PROPANE!!! or One target is cured lihp.

# Anti- Wise Boy on the Mound RDM

Level	KXP	Spells
1	0	+1 lim ML
2	2	+2 lim ML
3	4	+3 lim ML
4	8	+4 lim ML
5	16	+5 lim ML
6	32	+6 lim ML
7	64	+7 lim ML
8	128	+8 lim ML
9	250	+9 lim ML
10	500	+10 lim ML
11	750	+11 lim ML
12	1000	+12 lim ML
13	1250	+13 lim ML
14	1500	+14 lim ML
15	1750	+15 lim ML
16	2000	+16 lim ML
17	2250	+17 lim ML
18	2500	+18 lim ML
19	2750	+19 lim ML
20	3000	+20 lim ML
21	3250	+21 lim ML
22	3500	+22 lim ML
23	3750	+23 lim ML
24	4000	+24 lim ML
25	4250	+25 lim ML
26	4500	+26 lim ML
27	4750	+27 lim ML
28	5000	+28 lim ML
29	5250	+29 lim ML
30	5500	+30 lim ML
31	5750	+31 lim ML
32	6000	+32 lim ML
33	6250	+33 lim ML
34	6500	+34 lim ML
35	6750	+35 lim ML
36	7000	+36 lim ML

**Requisites:** Chr 115  
**Alignment:** J any  
**HD/level:** & 3d5  
**Weapon Prof.:** & 3+level/4  
**To Hit Table:** 3xCTD0  
**Saves:** 2xWar  
**Reference:** RDM  
**Groups:** Maxi  
**Complexity:** CF=6

+2\*LVL Personality  
 When rolling saving throws, you may divide the DC by LVL, then roll 1d20 with no modifiers.  
 +1 rank of Exceptional Dex which stacks on top on what you already have (unless the source says it can't be improved).  
 On one spell/psi power/ability, you may change all instances of "Dispel", "Immune to", or "Ignore" to "Dispel", "Immune to", or "Ignore".  
 Level 1: Mr. Fix-It: 1M, 1/d: Mend.  
 Level 2: Training: Gain 1 stat point per reset.  
 Level 5: Magical weapons and armor (including individual flags) are at half cost for you  
 Level 5: Moving is only ½V action  
 Level 6: Immune to Blow Your Head Off, Twilight, Curse, bad effects of reading magical books/scrolls  
 Level 10: +1 Summon slot

# Green Concordant Cleric RDM

Level	KXP	Spells	
1	0	(none)	Requisites: Str 28
2	1.6	(none)	Alignment: LS
3	3.2	(none)	HD/level: & 2d2
4	6.4	(none)	Weapon Prof.: & 3+level
5	12.8	(none)	To Hit Table: & Rog
6	25.6	(none)	Saves: 2xWiz
7	51.2	(none)	Reference: RDM
8	102.4	(none)	Groups: Futureshifted
9	200	(none)	Complexity: CF=6
10	400	(none)	Can weapon specialize in guns, using the "Barbarian" line for attacks.
11	600	(none)	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.
12	800	(none)	1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")
13	1000	(none)	Specialization, MTG Green School.
14	1200	(none)	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.
15	1400	(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	1600	(none)	Level 1: Rolls 1d100-40 for ability score, proficiency and skill checks.
17	1800	(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).
18	2000	(none)	Level 5: Repair V. 1M: Add a charge to an item.
19	2200	(none)	Level 9: May convert 1V -> 1deadV, 1P -> 1deadP, 1M -> 1deadM, and 1F -> 1deadF. The "dead" prefix is for "Dead actions"; these actions can be used even if you're dead, incursed, etc., pretty much any state except for pixelated. You may use 1 Dead action as your action for the segment, instead of your normal 1S for the segment.
20	2400	(none)	Note these are not D actions and use different rules. If you somehow generate a D action, you may convert 1D -> 1deadS if you like. You may use Dead actions while conscious or not dead.
21	2600	(none)	Level 13: Destruct XI. 1M: Whenever someone targets a spell or psi effect in the room, it is redirected to you (treat as a x1 Special).
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)	

# Chromatic 1200L RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Dex 35**  
**Alignment: J any**  
**HD/level: & 4d6**  
**Weapon Prof.: & 3+level/5**  
**To Hit Table: M-U0**  
**Saves: 2xPsi**  
**Reference: RDM**  
**Groups: Overt**  
**Complexity: CF=6**

Gets Barbarian Str, Exceptional Dex, and Barbarian Con.  
 Has access to Psi100 powers. Psionic Strength = (highest of Int,Wis,Chr)\*2/3\*(level+9)  
 Resist Chromatic.  
 Level 1: 1P: Halve the hp on one target (no resistance).  
 Level 1: 1P: Unsummon a summon.

# Citizen on the Land RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Int 31**  
**Alignment: JG**  
**HD/level: & 4e3**  
**Weapon Prof.: & 8+level/5**  
**To Hit Table: 2xPsi**  
**Saves: always +0**  
**Reference: RDM**  
**Groups: Joke**  
**Complexity: CF=6**

Exceptional Str and Con.  
 Exceptional Str and Con.  
 Level 1: Tennis Racket: (Size M; 1d8/1d6; 17+/x2; attack as FastWpn)  
 Level 1:,2:,etc.: Get your LVL in Smurf picks (see next page). Most Smurfs cost more than one pick. You have the abilities of the Smurf types you pick. You may save picks to get a bigger Smurf type later. Smurfs can be taken more than once, each "+" based ability gives only +1 more per additional Smurf. (e.g. Vanity Smurf gives +5 Cml. Two Vanity Smurfs gives +6 Cml, not +10.) Non-"+" based abilities may or may not stack; check with the DM.  
 Level 1: 1/reset: You accept a bribe for (1d10)\*100 gp. (Has no game effect other than money)  
 Level 6: 1M, 1/d: +8 set Str for 1 turn.



# The Fourth Journalist 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: Str 32**  
**Alignment: AG**  
**HD/level: & 2d6**  
**Weapon Prof.: & 4+level/4**  
**To Hit Table: Cust**  
**Saves: Psi**  
**Reference: RDM**  
**Groups: Joke**  
**Complexity: CF=6**

10 Exceptional Str and Con.  
 11 Exceptional Str and Con.  
 12 Exceptional Str and Con.  
 13 Exceptional Str and Con.  
 14 +1 S action only usable in segment 4.  
 15 Level 1: +LVL AC.  
 16 Level 1: Jogging Shorts: +LVL\*2" move rate (may be combined with armor)  
 17 Level 1:,2:,etc.: Get your LVL in Smurf picks (see next page). Most Smurfs cost more than one pick. You have the abilities of the Smurf types you pick. You may save picks to get a bigger Smurf type later. Smurfs can be taken more than once, each  
 18 "+" based ability gives only +1 more per additional Smurf. (e.g. Vanity Smurf gives  
 19 +5 Cml. Two Vanity Smurfs gives +6 Cml, not +10.) Non-"+" based abilities may or  
 20 may not stack; check with the DM.  
 21 Level 1: You always have a (free) Smurfy Hat as a helmet, it is AC +LVL with no  
 22 Rogue adjustments. You can remove it and wear a different cap/hat/helmet if you like.  
 23 Level 1: +1 Hobby or Occupation prof/level  
 24 Level 8: 1M: Friends  
 25 Level 18: Free instance of the "Pikachu, the Cutest Pokeman" Familiar. It's abilities  
 26 are: +2P; +2V; +2M; +2 Opp; +2F; Sustain Actions; +level segments/r. It is a  
 27 "vanilla" Pokemon and doesn't give any of the Pokemon pick powers on the next page.  
 28 Level 18: Free instance of the "Pikachu, the Cutest Pokeman" Familiar. It's abilities  
 29 are: +2P; +2V; +2M; +2 Opp; +2F; Sustain Actions; +level segments/r. It is a  
 30 "vanilla" Pokemon and doesn't give any of the Pokemon pick powers on the next page.

# Tough Guy5 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: Int 32**  
**Alignment: non-J**  
**HD/level: & 1d5**  
**Weapon Prof.: & 9+level**  
**To Hit Table: 3xCTD0**  
**Saves: Mon**  
**Reference: RDM**  
**Groups: Internet**  
**Complexity: CF=6**

Can manipulate an object with TechF equal to your level or less.  
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).  
 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:,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: 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 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)\*5/2, round down.

# Kineticist RDM

Level	KXP	Psionics
		mMG SUV
1	0	87- ---
2	3	88- ---
3	6	987 ---
4	12	987 ---
5	24	987 ---
6	48	997 ---
7	96	A98 ---
8	192	A98 ---
9	375	A98 ---
10	750	AA8 7--
11	1125	BA9 7--
12	1500	BA9 7--
13	1875	BA9 7--
14	2250	BB9 8--
15	2625	CBA 8--
16	3000	CBA 8--
17	3375	CBA 8--
18	3750	CCA 9--
19	4125	DCB 97-
20	4500	DCB 97-
21	4875	DCB 97-
22	5250	DDB A7-
23	5625	EDC A8-
24	6000	EDC A8-
25	6375	EDC A8-
26	6750	EEC B8-
27	7125	FED B9-
28	7500	FED B9-
29	7875	FED B9-
30	8250	FFD C97
31	8625	GFE CA7
32	9000	GFE CA7
33	9375	GFE CA7
34	9750	GGE DA8
35	10125	HGF DB8
36	10500	HGF DB8

Requisites: Chr 35

Alignment: any W (Overwrite to all other classes)

HD/level: & 6d6

Weapon Prof.: & 3+level

To Hit Table: Pri

Saves: 3xFtr0

Reference: RDM

Groups: Psionicist

Complexity: CF=6

This class sets the second component of your alignment to "J" (Jerry). This J can be used to qualify for G, N, or E in other classes (but not S). You do not need to be level 9 to have this (normally you need to be level 9 in order to take J).

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.

Psionics in one frequency you know, using Psi1A progression. If you pick this twice, use Psi1 progression. If you pick this three times, use ArchPsi1 progression.

Barbarian Str, Barbarian Dex, Barbarian Int, Exceptional Wis bonus.

Level 1: 1V, may borrow from the future: May parry up to LVL attacks this segment.

Use your total attack bonus with the weapon (or you can use your bare hands, in case add Str+Dex+2 as usual),

Level 6: Pick another ability from I-VI above. If you pick an ability more than once, P action costs go to V, V costs go to 0 (zero action).

Level 7: Pick another ability from I-VI above. If you pick an ability more than once, P action costs go to V, V costs go to 0 (zero action).

Level 16: pick a super power: takes 1/2 M to use (change at reset)

Level 16: Grand powers do 3 powers instead of 2. SL=10.

Level 18: If your Dex is at least 40, you may parry each attack three times (reducing damage by thrice your attack bonus).

Known Powers

The Rum Diary (SL=N): One group is SL^4 alcohol dmg plus enamored (fort save for 1/2).

Anything You Want, You Got It (SL=N): Wishoid N.

Do You Have a Claim Against Me (SL=2): 1bM: Counter/Dispel a command/domination effect.

Balance (SL=2): This spell can only be cast 1/turn. Your group sacrifices subordinates, items, and effects equal to the amount controlled by the least respectively.

Call of the Wild (SL=5): Summon any real-world animal (your choice), you get CL/DL of them (round up)

Baneslayer Angel (SL=5): Summon a DL V flying Angel with +1IP and Vampiric regen(you gain the life), Immune demons and dragons.

Force Absorption/Dissipation (SL=8): Absorb X dmg of any E factor element or element.

Truename Consent (SL=8): One target truename dominated (2 saves).

I Bask in Your Silent Awe (SL=11): Enemies can only cast 1 spell each rd.

Psi∞ Supers (SL=11): Enhance (1bM to use, add your CCL to the CCL of an effect for this segment)

# Indigo Provider.net0 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 35**  
**Alignment: AW**  
**HD/level: & 3d2**  
**Weapon Prof.: & 10+level/5**  
**To Hit Table: 3xM-U0**  
**Saves: 3xWar**  
**Reference: RDM**  
**Groups: Internet**  
**Complexity: CF=6**

See [Q8] for Psi8 rules and powers.  
 Can manipulate an object with TechF equal to your level or less.  
 See [Q8] for Psi8 rules and powers.  
 Can manipulate an object with TechF equal to your level or less.  
 Immune Insanity.  
 You have Overhit.  
 Level 1: Regeneration rate is (Con-12) per segment, troll-like.  
 Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)\*5/2, round down.  
 Level 14: +4 HNCL (this can't be picked)  
 Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)\*3.

# The Best Man 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:** Cml 114  
**Alignment:** non-J  
**HD/level:** & 3e5  
**Weapon Prof.:** & 1+level/4  
**To Hit Table:** 2xCust  
**Saves:** (none)  
**Reference:** RDM  
**Groups:** Maxi  
**Complexity:** CF=6

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Str.  
 Free Of Legend racial adjective.  
 Level 4: Overkill: If you put someone below -50 hp, they are automatically slain.  
 Level 4: Can convert P -> M actions  
 Level 4: Can turn undead using just 1V action  
 Level 18: 1M, (LVL-17)/d: Reverse Pixelation

# The Greatest Wise Dude RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Dex 102**  
**Alignment: NE**  
**HD/level: & 3d2**  
**Weapon Prof.: & 5+level/3**  
**To Hit Table: CTD0**  
**Saves: 2xCust**  
**Reference: RDM**  
**Groups: Maxi**  
**Complexity: CF=6**

+LVL+1 Grand Spheres.

+LVL\*2 Dex

AC +LVL

You get the bonus P,V actions based on high Dex used in earlier versions of the Collective. Take N=Dex-14, spend N=4 for +1V, spend N=8 for +1P (so at Dex 22 you can have either +2V or +1P).

Free Paragon racial adjective.

Level 7: Druid Shapechange

# Holy Investigator-45 RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Wis 34**  
**Alignment: CW**  
**HD/level: 3d4**  
**Weapon Prof.: 10+level/2**  
**To Hit Table: Rog**  
**Saves: 2xWar**  
**Reference: RDM**  
**Groups: AlternateUniverse**  
**Complexity: CF=6**

Has an "Animal Companion" slot. This is a monster who is allied to you and stays with you even between resets. It has 1/10 your XP and may be single classed. It may use items. Unlike a familiar it may be damaged. You play the Animal Companion. Resist Technological damage (self and rider)  
 Lernaean; can carry a lot of weight (Str 200)  
 Exceptional Con bonus.  
 Level 1: Open hand to hit bonus is (Dex bonus)+(Str bonus)+2. Open hand damage bonus is (Str bonus).  
 Level 1: +LVL\*2 TH with bows.  
 Level 1: 1M: Summon a DL=(LVL+1)/2 mount of your choice.  
 Level 1: If Open Hands hit exceeds what is needed by 5, target is stunned for 1d6 r (save vs. para)  
 Level 5: Can speak Level-4 additional languages from the following list: LG, LN, LE, NG, TN, NE, CG, CN, CE, Druid, Thieves' Cant. Can never learn more than Int-12 alignment languages.  
 Level 13: You may summon quasi elementals using the summon ability (Level 1).

# Indigo Forbidden Emissaryologist4 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: Wis 34**  
**Alignment: AS**  
**HD/level: & 5d6**  
**Weapon Prof.: & 9+level/4**  
**To Hit Table: 3xWiz**  
**Saves: Rog**  
**Reference: RDM**  
**Groups: Lost**  
**Complexity: CF=6**

Can specialize in weapons using "Non-War" line.  
 Gets LVL levels of Exceptionalness in Str, and up to 36 levels of Exceptionalness in Con. If you care, the 36th level of Exceptionalness in Con, which has no name, is bonus = (Con-82)\*19. If your Con is exactly equal to 144, you're better off with the 33rd level of Exceptionalness in Con, which gives you a +1190 bonus.  
 Immune Insanity.  
 You have +1 4th edition power (pick A, E, D, or U).  
 Level 1: Base AT is +5+LVL.  
 Level 1:,2:,etc:: +1 Specialty God pick per level, in a Barneyed God. You may pick the same Barneyed God more than once.  
 Level 1: 1F: Do a random [PC2] Monster Collective Psionics combat (c) power of SL=1dLVL. Any attempt to counter it will fork it instead.  
 Level 1: Turn Undead and Turn Cthulhoid Horrors.



# Ass Pig-Digger1JG RDM

Level	KXP	Spells	
1	0	(none)	Requisites: Cml 34
2	2	(none)	Alignment: non-J
3	4	(none)	HD/level: & 3d2(no con bonus)
4	8	(none)	Weapon Prof.: & 4+level/2
5	16	(none)	To Hit Table: Ftr0
6	32	(none)	Saves: 2xWiz
7	64	(none)	Reference: RDM
8	128	(none)	Groups: Offensive
9	250	(none)	Complexity: CF=6
10	500	(none)	
11	750	(none)	Can always purchase Demolitionist equipment. Divide cost by LVL.
12	1000	(none)	Race as Human. 2 for 1 trading. Free proficiency in Sports Stats & Pornography.
13	1250	(none)	0,1/reset: Convert a Foreigner, Loverboy, Foghat, or Boston song to a SL=1 spell scroll.
14	1500	(none)	Exc Con, Can travel full movement through any liquid medium.
15	1750	(none)	Can always purchase Demolitionist equipment. Divide cost by LVL.
16	2000	(none)	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
17	2250	(none)	Level 1: Klu Klux Klan Patch: +1Str, Immune Psi11 B spells and recognized as a fellow Klansman.
18	2500	(none)	Level 2: +2 XP for putting a body to rest.
19	2750	(none)	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.
20	3000	(none)	Level 2: +3 XP for assisting in a suicide.
21	3250	(none)	Level 4: Screened Call: 1V, 1/r: Reflect a spell/power or attack sequence back on its target.
22	3500	(none)	Level 4: On the Shoulders of Giants: 1F: Summon a [x1] named historical person.
23	3750	(none)	Level 8: If any Henchmen survived a whole reset alive, +1 DL.
24	4000	(none)	Level 9: Get one "Any Rogue level 9" pick (this is in addition to the normal level 9 pick).
25	4250	(none)	Level 792: 1 years' worth of F actions, Sacrifice 1 character slot: You ascend to the plane of Social Justice serving as a defender of all impoverished minorities. You are put on the GGL as a xN multiplier God (your multiplier, minimum [x3]) with relevant abilities of Social Justice.
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)	

# Avatar of the Ultra Void5 RDM

Level	KXP	Spells	Requisites: Chr 29
		123 456 789	Alignment: AW
1	0	655 --- ---	HD/level: $\ddagger\ddagger 3d6$
2	3.2	665 5-- ---	Weapon Prof.: 9+level/5
3	6.4	665 5-- ---	To Hit Table: Rog
4	12.8	766 55- ---	Saves: Cust
5	25.6	766 55- ---	Reference: RDM
6	51.2	776 655 ---	Groups: Demigod
7	102.4	776 655 ---	Complexity: CF=6
8	204.8	877 665 5--	
9	400	877 665 5--	
10	800	887 766 55-	You are immune to any mental based effect that would make you lose control of your character (Domination, Charm, Ego Domination, Enslaved, Robot, etc.)
11	1200	887 766 55-	1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")
12	1600	988 776 655	1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")
13	2000	988 776 655	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
14	2400	998 877 665	Level 1: You may use Omens even if not otherwise available in the current campaign.
15	2800	998 877 665	If they are already available in the current campaign, you can shift the results of Omens by plus or minus 1.
16	3200	A99 887 766	Level 1: You may use Omens even if not otherwise available in the current campaign.
17	3600	A99 887 766	If they are already available in the current campaign, you can shift the results of Omens by plus or minus 1.
18	4000	AA9 988 776	Level 1: Each day, a random [C] section effect is rolled. 1M: Dispel (or cure) that effect on someone.
19	4400	AA9 988 776	Level 1: Immune Disintegration and Reintegration.
20	4800	BAA 998 877	Level 3: 0, 1/r: Unspend a spell slot.
21	5200	BAA 998 877	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).
22	5600	BBA A99 887	Level 6: Whenever one of your summons dies, it deals 10*DL*DL holy fire dmg to one target.
23	6000	BBA A99 887	Level 18: +LVL-13 lifep (life points) to your max hp total. (Each lifep is 1 ihp that requires a slay in between each one.)
24	6400	CBB AA9 988	Known Spells:
25	6800	CBB AA9 988	Operator Manipulation (SL=N): Change one mathematical operator to a different symbol. + or - = SL 2, * or / = SL 5, ^ or $\sqrt{\quad}$ = SL 8, ^^ or $\sqrt{\sqrt{\quad}}$ = SL 11.
26	7200	CCB BAA 998	I Can't Dance (SL=1): Target becomes flatfooted and loses all Dex based AC.
27	7600	CCB BAA 998	Meddling Mage (SL=2): Summon a DL II Human Wizard, he Banhammers one spell or psi effect of SL 0-3 in the room [x1 Special]
28	8000	DCC BBA A99	Delay Death (Necromancy, SL 3): Target doesn't die due to hp damage for 1r/level.
29	8400	DCC BBA A99	Spell Vulnerability (SL=4): Lower SR by CL or MR by CL*5%.
30	8800	DDC CBB AA9	Extinction (SL=5): Slay all creatures of one race in a group (PPD save)
31	9200	DDC CBB AA9	TRUTH REVEALED (SL = 6): You Capital U understand and ask the DM a question.
32	9600	EDD CCB BAA	Matrimony (SL=7): Two targets fuse souls.
33	10000	EDD CCB BAA	5 (SL=8): 1M: A group gets +LVL M actions (no save)
34	10400	EED DCC BBA	Delusion (SL=9): 10% chance that a melee attack automatically hits a nearby target (roll per attack) [cont.]
35	10800	EED DCC BBA	
36	11200	FEE DDC CBB	

# Protector Spawn 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 30**  
**Alignment: LW**  
**HD/level: 6d3**  
**Weapon Prof.: 3+level/4**  
**To Hit Table: 3xPsi**  
**Saves: 2xRog**  
**Reference: RDM**  
**Groups: AlternateUniverse**  
**Complexity: CF=6**

May specialize a number of times equal to LVL. Each level of specialization is LVL\*3 half-plusses.  
 Level 1: Can have up to LVL Technological items created for yourself (if you have the Create Tech Item powers).  
 Level 1: Can have up to LVL Technological items created for yourself (if you have the Create Tech Item powers).  
 Level 1: 1M: Summon a DL=(LVL+1)/2 mount of your choice.  
 Level 1: Regenerate (not Troll-like) Con score in hp per segment.  
 Level 3: Gets LVL/3 Mounts (see Beast Rider class), DL=(LVL+2)/3.  
 Level 3: 1M: Swap 1 physical subability with one willing target for 1t. At level 9, swap your stat with up to 10 others (so all 10 of them get your old stat); you get back your choice of their 10.  
 Level 9: Detect Deception: can sense lies and see through all illusions with 1M.  
 Level 9: Can construct religious stronghold, cost is 1/2 due to religious help. Must contain temple/cathedral/church at least 2500 sq.ft. If cleric clears area, gains 9 sp/inhabitant from trade/taxes/tithes  
 Level 18: Divine Strength: Can adjust Wis, Str, and Chr as follows: 1M action: one stat raised to equal the cleric's level or +1; the two other stats are reduced by 2; lasts for 1 r/level; maintained effect.

# Arbitrary Hammerer RDM

Level	KXP	Spells
1	0	+1 ML
2	1.6	+2 ML
3	3.2	+3 ML
4	6.4	+4 ML
5	12.8	+5 ML
6	25.6	+6 ML
7	51.2	+7 ML
8	102.4	+8 ML
9	200	+9 ML
10	400	+10 ML
11	600	+11 ML
12	800	+12 ML
13	1000	+13 ML
14	1200	+14 ML
15	1400	+15 ML
16	1600	+16 ML
17	1800	+17 ML
18	2000	+18 ML
19	2200	+19 ML
20	2400	+20 ML
21	2600	+21 ML
22	2800	+22 ML
23	3000	+23 ML
24	3200	+24 ML
25	3400	+25 ML
26	3600	+26 ML
27	3800	+27 ML
28	4000	+28 ML
29	4200	+29 ML
30	4400	+30 ML
31	4600	+31 ML
32	4800	+32 ML
33	5000	+33 ML
34	5200	+34 ML
35	5400	+35 ML
36	5600	+36 ML

**Requisites: Int 36**  
**Alignment: A any (Overwrite to all other classes)**  
**HD/level: 5d2**  
**Weapon Prof.: 1+level/4**  
**To Hit Table: Psi**  
**Saves: CTD0**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=6**

PSPs = (Str+Dex+Int+27)\*LVL

Can buy Exceptional Str or Cml for 2 slot(s) each.

Has a spell progression (unlike Custom5), but does not have a stat bonus to begin with.

Can cast Wizard, Priest, Psi-5, or Psi5 powers out of progression. Your PSP pool = Str + Con + Int + Chr - 48 + 3\*Level.

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. (You don't actually summon anything, the roll is just to determine what you get.)

Level 1: +1 Con per level. This bonus cannot be used to qualify for this class, and you can't 2 for 1 trade it away.

Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).

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

Level 6: Roll 1d6+6 for initiative instead of 1d12.

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.

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.

# Injectable Kineticist on a Dias4 RDM

Level	KXP	Psionics		<b>Requisites: Chr 27</b> <b>Alignment: AS</b> <b>HD/level: &amp; 6e2</b> <b>Weapon Prof.: &amp; 8+level/3</b> <b>To Hit Table: Wiz</b> <b>Saves: 2xRog</b> <b>Reference: RDM</b> <b>Groups: Psionicist</b> <b>Complexity: CF=6</b>
		mMG	SUV	
1	0	43-	---	
2	2.8	44-	---	
3	5.6	543	---	
4	11.2	543	---	
5	22.4	543	---	
6	44.8	553	---	
7	89.6	654	---	
8	179.2	654	---	
9	350	654	---	
10	700	664	3--	Commands undead; does not turn.
11	1050	765	3--	You have +1 4th edition power (pick A, E, D, or U).
12	1400	765	3--	Level 1: You may use Anti-Astral Projection; but in this case, you cannot use M actions.
13	1750	765	3--	Level 2: 1M: Move an effect on 1 person to another in same party (no save; both targets aMR to avoid.) The original owner still controls the effect, so if it must be activated in order to function (e.g. Psi9 Extra Limb), this doesn't work as expected.
14	2100	775	4--	Level 4: Minor powers do 3 powers instead of 2. SL=4.
15	2450	876	4--	Level 25: You may summon chemical elementals using the summon ability (Level 1).
16	2800	876	4--	Level 27: Pick another frequency to add, but it can be ANY frequency (Psi7 and the like are allowed).
17	3150	876	4--	Known Powers
18	3500	886	5--	Golden Guzzlers (SL=N): The target takes 4^N gold water damage (no resist).
19	3850	987	53-	Cleveland Steamer(SL=N): Target crushed and SL^3 brown pudding dmg.
20	4200	987	53-	Brain Freeze (SL=2): 1bM: Target loses 3SL's. Storm (When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).
21	4550	987	53-	Battle Shield (SL=2): Damaging shield (50% back) of type Metal. You resist weapon special effects while running this.
22	4900	997	63-	Call of the Wild (SL=5): Summon any real-world animal (your choice), you get CL/DL of them (round up)
23	5250	A98	64-	Swift Silence (SL=5): The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)
24	5600	A98	64-	CrystalSphere Cloud (SL=8): Clairvoyance alternate prime planes.
25	5950	A98	64-	1 (SL=8): 1M: A group gets +1 iTH with their next attack (no save)
26	6300	AA8	74-	Your Will Is Not Your Own (SL=11): Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.
27	6650	BA9	75-	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
28	7000	BA9	75-	
29	7350	BA9	75-	
30	7700	BB9	853	
31	8050	CBA	863	
32	8400	CBA	863	
33	8750	CBA	863	
34	9100	CCA	964	
35	9450	DCB	974	
36	9800	DCB	974	

# Custom 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: Con 28**  
**Alignment: AS**  
**HD/level: 5d6**  
**Weapon Prof.: 4+level**  
**To Hit Table: Wiz**  
**Saves: 3xRog**  
**Reference: RDM**  
**Groups: Custom**  
**Complexity: CF=6**

Can use Psi10 powers:  
 Level 1: Misfit: -N Chr, +N SL's in progression (max N=LVL)  
 Level 1: Choose one specific weapon type. +LVL TH with that weapon. <i>{Living Blade}</i>  
 Level 1: You may cast the "reverse" of your race abilities or your class abilities in one class.  
 Level 1: Ethereal Perception; Can cast psi effects into Ethereal {Ectoplasmic}  
 Level 5: 1M, LVL/d: Know direction/distance to most powerful person on current DL.  
 Level 14: 240F,1/d: Create weapon or armor flag of <= LVL\*400 XP value  
 Level 18: You may now mix in classes from the Monster group. Remember to add 1 to the "G" factor above if you do this.  
 Level 20: Turn undead at x(+1) level (stacks with other abilities like this)

# The Last L-actor Dabbler4 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: Cml 34

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

HD/level: ++++1d6

Weapon Prof.: 7+level

To Hit Table: 3xFtr0

Saves: Rog

Reference: RDM

Groups: Concordant

Complexity: CF=6

Gets Super-Barbarian Str, Con, and Int bonus.

Gets Barbarian Str, Dex, and Con.

Free Dead Timeline racial adjective.

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

Level 1: TechR (Technological Resistance) and aTechR (Anti-Technological Resistance) = 10\*level%.

Level 9: Immune to Paralysis, Hold, and any undead touch effect.

Level 9: Gets 1X action per round.

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

# Chromatic Mageologist RDM

Level	KXP	Spells	<b>Requisites: Int 26</b> <b>Alignment: CG</b> <b>HD/level: 3d5</b> <b>Weapon Prof.: 10+level/3</b> <b>To Hit Table: Wiz</b> <b>Saves: 2xRog</b> <b>Reference: RDM</b> <b>Groups: Wizard</b> <b>Complexity: CF=6</b>
		123 456 789	
1	0	544 --- ---	
2	2.2	554 4-- ---	
3	4.4	554 4-- ---	
4	8.8	655 44- ---	
5	17.6	655 44- ---	
6	35.2	665 544 ---	
7	70.4	665 544 ---	
8	140.8	766 554 4--	
9	275	766 554 4--	
10	550	776 655 44-	Specializes in a school; you do not pick an opposite.
11	825	776 655 44-	Resist Chromatic.
12	1100	877 665 544	Level 1: 0, LVL/d: Your summons are not summoning sick.
13	1375	877 665 544	Level 4: 3M,3P: Restore PF of local area by 1 to a maximum of 10.
14	1650	887 766 554	Level 8: Applicable knowledge: +1 feat
15	1925	887 766 554	Known Spells:
16	2200	988 776 655	Dutch Oven(SL=N): One target nauseated, takes SL^2 dmg and entangled for 1segment.
17	2475	988 776 655	Ivory Tower (SL=1): Regenerate 3 hp/s.
18	2750	998 877 665	Wings of Aesthir (SL=2): Target gets +CL TH/dmg and flying 12" for 1t.
19	3025	998 877 665	A Boy Named Sue (SL=3): Target's truenname is "SUE" and +LVL/2 to Str & Con.
20	3300	A99 887 766	Gaea's Balance (SL=4): You may transfer SLs & PSPs between your magic & psi pools; use [Q11] type conversion
21	3575	A99 887 766	I am Somebody (SL=5): You attack as a [x2] being; when rolling to hit, roll 2 and keep 1.
22	3850	AA9 988 776	Solsbury Hill (SL=6): You Escape from current situation.
23	4125	AA9 988 776	Big Time (SL=7): Holy Word that affects all enemies.
24	4400	BAA 998 877	1 (SL=8): 1M: A group gets +1 iTH with their next attack (no save)
25	4675	BAA 998 877	Constitution (SL=9): +12 Con [cont.]
26	4950	BBA A99 887	
27	5225	BBA A99 887	
28	5500	CBB AA9 988	
29	5775	CBB AA9 988	
30	6050	CCB BAA 998	
31	6325	CCB BAA 998	
32	6600	DCC BBA A99	
33	6875	DCC BBA A99	
34	7150	DDC CBB AA9	
35	7425	DDC CBB AA9	
36	7700	EDD CCB BAA	



# Living Beholder2 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: Con 30**  
**Alignment: AW**  
**HD/level: +++‡2d4**  
**Weapon Prof.: 10+level/4**  
**To Hit Table: & 2xPsi**  
**Saves: 2xWiz**  
**Reference: RDM**  
**Groups: Monster**  
**Complexity: CF=6**

Gets Exceptional Con.

You have +1 Kit.

Level 1:,2:,etc.: +2 Con. This bonus cannot be used to qualify for the Troll0 class itself, and you can't 2 for 1 trade it away.

Level 5: Miner Smurf: +5 Str; Unusual Materials cost the square root of the cost multiplier (x10000 -> x100)

Level 5: Dark Slowbro: 1M: Your next use of the Pokemon "Level 1:" summon ability summons 3 Pokemon instead of 1; 1bV: Counter 1 physical attack.

Level 5: Any Rogue level X ability, with Y\*LVL points to spend on it, X+Y=8

# Arbitrary Hammerer Slayer RDM

Level	KXP	Spells
1	0	(none)
2	34.6	(none)
3	69.2	(none)
4	138.4	(none)
5	276.8	(none)
6	553.6	(none)
7	1107.2	(none)
8	2214.4	(none)
9	4325	(none)
10	8650	(none)
11	12975	(none)
12	17300	(none)
13	21625	(none)
14	25950	(none)
15	30275	(none)
16	34600	(none)
17	38925	(none)
18	43250	(none)
19	47575	(none)
20	51900	(none)
21	56225	(none)
22	60550	(none)
23	64875	(none)
24	69200	(none)
25	73525	(none)
26	77850	(none)
27	82175	(none)
28	86500	(none)
29	90825	(none)
30	95150	(none)
31	99475	(none)
32	103800	(none)
33	108125	(none)
34	112450	(none)
35	116775	(none)
36	121100	(none)

**Requisites: Dex 27**  
**Alignment: non-G**  
**HD/level: 6d4**  
**Weapon Prof.: 6+level**  
**To Hit Table: Pri**  
**Saves: 3xWar**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=6**

Regenerate LVL hps per turn.  
 Gets "All Rogue" and "All Psionicist" abilities.  
 +1 extra Nonweapon Prof per level.  
 Gets 10 Rogue points per level, see table below:  
 You have one free species enemy similar to Slayer mini-class.  
 Level 5: Body equilibrium for 1 round per level, once per day.

# Beast Dank Meme Jester1JG RDM

Level	KXP	Spells
1	0	+1 lim ML
2	1.6	+2 lim ML
3	3.2	+3 lim ML
4	6.4	+4 lim ML
5	12.8	+5 lim ML
6	25.6	+6 lim ML
7	51.2	+7 lim ML
8	102.4	+8 lim ML
9	200	+9 lim ML
10	400	+10 lim ML
11	600	+11 lim ML
12	800	+12 lim ML
13	1000	+13 lim ML
14	1200	+14 lim ML
15	1400	+15 lim ML
16	1600	+16 lim ML
17	1800	+17 lim ML
18	2000	+18 lim ML
19	2200	+19 lim ML
20	2400	+20 lim ML
21	2600	+21 lim ML
22	2800	+22 lim ML
23	3000	+23 lim ML
24	3200	+24 lim ML
25	3400	+25 lim ML
26	3600	+26 lim ML
27	3800	+27 lim ML
28	4000	+28 lim ML
29	4200	+29 lim ML
30	4400	+30 lim ML
31	4600	+31 lim ML
32	4800	+32 lim ML
33	5000	+33 lim ML
34	5200	+34 lim ML
35	5400	+35 lim ML
36	5600	+36 lim ML

**Requisites:** Cml 32  
**Alignment:** NW  
**HD/level:** & 5d5  
**Weapon Prof.:** & 2+level/2  
**To Hit Table:** 3xM-U0  
**Saves:** 2xCust  
**Reference:** RDM  
**Groups:** Joke  
**Complexity:** CF=6

Exceptional Str and Con.  
 Exceptional Str and Con.  
 Exceptional Str and Con.  
 +1 instance of material componenting to a spell/psi power/rogue ability by spending an extra 1V action.  
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.  
 Level 1: Football Padding: +3+LVL AC (may be combined with armor)

# Arcane De Mortal RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Chr 33**  
**Alignment: L any**  
**HD/level: & 3d4**  
**Weapon Prof.: & 2+level/3**  
**To Hit Table: (none)**  
**Saves: 3xPsi**  
**Reference: RDM**  
**Groups: Mirror**  
**Complexity: CF=6**

Doesn't get a stat bonus to progression.  
 Gets Super Barbarian Chr bonus, which is +(Chr-18)\*3.  
 Have access to minor schools/spheres written in the collective that share a group with this class.  
 Level 1: 1M: Alter Appearance (cannot be seen through except by immunity to Mirage Arcana)  
 Level 1: Within sight, all counterspells are automatically countered.

# The First Snipereer 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 26**  
**Alignment: JN**  
**HD/level: & ††5d4**  
**Weapon Prof.: & 10+level/2**  
**To Hit Table: 3xMon**  
**Saves: 2xWar**  
**Reference: RDM**  
**Groups: Rogue**  
**Complexity: CF=6**

Gets 30 Rogue points per level. Still gets the "Any Rogue" picks at 9th, 18th, 27th, and 36th.  
 +1 S action only usable in segment 1.  
 Level 1: Can weapon specialize (as per "Non-Warrior" in the Number of Attacks table).  
 Level 1: Time/Reality Stability.  
 Level 5: Always make Chr checks. {Diplomat}  
 Level 9: Ability to cast mage spells as a ranger, specializations as an Evoker or Conjuror are allowed instead of ranger choices.

# Cascade Weaponer0 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	1.6	+2 lim ML
3	3.2	+3 lim ML
4	6.4	+4 lim ML
5	12.8	+5 lim ML
6	25.6	+6 lim ML
7	51.2	+7 lim ML
8	102.4	+8 lim ML
9	200	+9 lim ML
10	400	+10 lim ML
11	600	+11 lim ML
12	800	+12 lim ML
13	1000	+13 lim ML
14	1200	+14 lim ML
15	1400	+15 lim ML
16	1600	+16 lim ML
17	1800	+17 lim ML
18	2000	+18 lim ML
19	2200	+19 lim ML
20	2400	+20 lim ML
21	2600	+21 lim ML
22	2800	+22 lim ML
23	3000	+23 lim ML
24	3200	+24 lim ML
25	3400	+25 lim ML
26	3600	+26 lim ML
27	3800	+27 lim ML
28	4000	+28 lim ML
29	4200	+29 lim ML
30	4400	+30 lim ML
31	4600	+31 lim ML
32	4800	+32 lim ML
33	5000	+33 lim ML
34	5200	+34 lim ML
35	5400	+35 lim ML
36	5600	+36 lim ML

**Requisites: Dex 35**  
**Alignment: TN**  
**HD/level: & 1d3**  
**Weapon Prof.: & 5+level/5**  
**To Hit Table: 3xPri**  
**Saves: 3xCTD0**  
**Reference: RDM**  
**Groups: Overt**  
**Complexity: CF=6**

Gets Barbarian Str, Exceptional Dex, and Barbarian Con.  
 Gets Int bonus to psionic progression.  
 You have Overhit.  
 Level 1: 1F, 1/h: Remove a x1 Terrain Feature.  
 Level 1: Immune Chaos, Wild Magic, Black Ice.  
 Level 1: Your summons and created monsters explode for  $DL^3$  dmg (to one target) when they are killed.

# Thirteen Letter A-actor RDM

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

Requisites: Dex 39

Alignment: CS

HD/level: & 6d2

Weapon Prof.: & 6+level/5

To Hit Table: 3xMon

Saves: always +0

Reference: RDM

Groups: Demigod

Complexity: CF=6

You defend as a x3 multiplier being.

Gets a "Level:" ability per level from any Warrior class you know. May pick "paragraph-symbolized / unpickable" ( &para; ) abilities at a 9 level penalty (a Level 3: would become a Level 12:). May pick "lines of text" as if they were Level 18: abilities.

Gets Ancillary Barbarian Str [bonus=(Str-24)\*9/2], Mega Barbarian Dex [bonus=(Dex-20)\*7/2], Ultra Barbarian Con [bonus=(Con-22)\*4], however, the bonus from these stats cannot be greater than 13\*S, where S is the S number. These bonus types can all be reduced to Barbarian bonus, if your stats suck, but you have to reduce all three at the same time.

Gets 1G action per 3 rounds. (Once per 3 rounds you can use 1G action, it acts as an infinitely quick F action.)

Level 3: The to hit of 1/3xDemigod means you autohit any AC on a natural 20-LVL/3, even infinite AC of iAC=LVL/3 or less.

Level 3: The to hit of 1/3xDemigod means you autohit any AC on a natural 20-LVL/3, even infinite AC of iAC=LVL/3 or less.

Level 6: 0, lose 2 SL in memorization: +10 TH and dmg this round. You may run this effect more than once, you are limited only by 0 actions and SL's.

Level 7: Immune Venderant Nelaborong.

Level 9: You know UltraWhite Gate as a 7th level Priest spell (Astral Sphere).

Level 9: You may convert 7G -> 1RG or 1Q∞G.

Level 9: You may convert 7G -> 1RG or 1Q∞G.

Level 9: Gain 1 "Plate". You store brains and souls on your Plate. It's an object, but it's not really there. Your Plate has 1α (script-A) action. It can move around with it and pick up brains and souls for you. Your Plate can't be attacked or targetted, unless it wants to be. DM Note: "script" is a prefix for action types. α (script-A) actions could be used as λ (script-V) actions, since A actions can be used as V actions.

Level 9: You may convert 7G -> 1RG or 1Q∞G.

Known Spells:

Summon Angband Monster N (all SL's): Summons an Angband Monster of DL N.

Cryptbreaker (SL=1): Summon a DLI Zombie with "1S, spend 2SL's: Create a DLII zombie." and "3 zombies who haven't acted this segment are Spent: +1SL and lose 10hp".

This is How Models Get Skinny (SL=5): Monster sizes are relative to your size for your spells/psi/effects.

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

Icy Manipulator (SL=4): 1S: Target loses his next action.

Mini Fury (SL=5): Do LVL Q∞M actions only for magic or psi, at the end of the effect, you are Crapped and Set

I've Been Violated (SL=6): Capital V Violate a target (physically dominated plus unaware).

Worldline(SL=7): Teleport/Timetravel Other within that target's natural lifespan.

Munging(SL=8): Three targets grouped. First target Capital S slain, second takes 20d6

# Summoning Adept of Satan Slayer RDM

Level	KXP	Spells	<b>Requisites: Wis 31</b> <b>Alignment: non-N</b> <b>HD/level: 6d5</b> <b>Weapon Prof.: 2+level/3</b> <b>To Hit Table: 3xM-U0</b> <b>Saves: 3xRog</b> <b>Reference: RDM</b> <b>Groups: Priest</b> <b>Complexity: CF=6</b>
		123 456 789	
1	0	544 --- ---	
2	36	554 4-- ---	
3	72	554 4-- ---	
4	144	655 44- ---	
5	288	655 44- ---	
6	576	665 544 ---	
7	1152	665 544 ---	
8	2304	766 554 4--	
9	4500	766 554 4--	
10	9000	776 655 44-	Specialty Priest pick in a god with a Chr requirement
11	13500	776 655 44-	Specialization, Guardian sphere
12	18000	877 665 544	Specialization, Creation sphere
13	22500	877 665 544	Specialization, Astral sphere
14	27000	887 766 554	You have one free species enemy similar to Slayer mini-class.
15	31500	887 766 554	Level 1: 1V, lose X hp: Target is healed X hp.
16	36000	988 776 655	Level 1: Sanctuary continuous, as long as the Healer is not being offensive.
17	40500	988 776 655	Level 6: 1M (can borrow): Counter an Avoid Fate
18	45000	998 877 665	Level 9: 1M: Symbol (as spell).
19	49500	998 877 665	Known Spells:
20	54000	A99 887 766	Neighborhood Trolly (SL=N): Summon a DL=N Trolly that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.
21	58500	A99 887 766	Vision of Heaven (SL=1): One evil target is dazed and -2 saves vs redemption.
22	63000	AA9 988 776	Obscuring Cloud (SL=2): Blocks all forms of vision (inf,ult,x-r)
23	67500	AA9 988 776	Mantle of Chaos/Evil/Good/Law (SL=3): SR 12+CL vs chaotic/evil/good/lawful.
24	72000	BAA 998 877	POTENTIAL TROUBLE SOURCE (SL = 4): 1bM: Counter an attack. You get to make 1 attack against the target.
25	76500	BAA 998 877	Brain Damage (SL=5): One target's Set Int 1 plus cannot use M actions.
26	81000	BBA A99 887	It's Time to Kick Ass and Chew Bubble Gum... and I'm All Outta Gum (SL=6): 1bM: x6 melee/ranged dmg this segment.
27	85500	BBA A99 887	Nature's Wrath (SL=7): Turn all undead/outer-planar creatures within 80' (no turn roll, instead make Will saves)
28	90000	CBB AA9 988	Truename Consent (SL=8): One target truename dominated (2 saves).
29	94500	CBB AA9 988	Combat (SL=9): 1 target has -25 on Saves for 1 turn
30	99000	CCB BAA 998	
31	103500	CCB BAA 998	
32	108000	DCC BBA A99	
33	112500	DCC BBA A99	
34	117000	DDC CBB AA9	
35	121500	DDC CBB AA9	
36	126000	EDD CCB BAA	



# The First Change Jason5 RDM

Level	KXP	Psionics		<b>Requisites: Wis 30, Race slots 1</b> <b>Alignment: AE</b> <b>HD/level: 5d2</b> <b>Weapon Prof.: 4+level/5</b> <b>To Hit Table: &amp; 3xPri</b> <b>Saves: 3xWar</b> <b>Reference: RDM</b> <b>Groups: Archetype</b> <b>Complexity: CF=6</b> <b>Race Adjustments:</b> <b>Str +0, Dex +0, Con +0, Int +0, Wis +13, Chr +0, Cml +0, AT -4, hp 10, TH 10, Div ÷1</b>
		mMG	SUV	
1	0	65-	---	
2	2.8	66-	---	
3	5.6	765	---	
4	11.2	765	---	
5	22.4	765	---	
6	44.8	775	---	
7	89.6	876	---	
8	179.2	876	---	
9	350	876	---	
10	700	886	5--	PSPs = (level)*(Str/6+Dex/5+Con/4+Int/3+Wis/2+Chr)
11	1050	987	5--	+1 S action only usable in segment 1.
12	1400	987	5--	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
13	1750	987	5--	Level 1: All weapons are considered 1 size smaller for what you can wield.
14	2100	997	6--	Level 1: Immune disease.
15	2450	A98	6--	Level 9: 8/lifetime, even when dead: Resurrect Self
16	2800	A98	6--	Level 9: Each level starting at 9th, pick one spell. That spell offers no saving throw (even with Scarab of Protection) and MR cannot be used against it, even irreducible MR. If the target is immune to a spell's effect (Fireball vs. a Red Dragon), the spell still has no effect.
17	3150	A98	6--	Known Powers
18	3500	AA8	7--	Stampede N (SL=N): Stampede of Horses attack one target (material component for two), target takes SL^4 dmg and Capital T trampled.
19	3850	BA9	75-	Murder of Crows N (SL=N): Flock of carnivorous crows attack one target (material component for two), target takes SL^4 dmg and Capital S skinned, Flock flies off afterwards.
20	4200	BA9	75-	Love Hurts (SL=2): Love status effect melee shield (100% dmg back, CR to resist).
21	4550	BA9	75-	Land of Confusion (SL=2): One group becomes Confused.
22	4900	BB9	85-	Coat of Arms (SL=5): Your summons get +N AC/saves/rhp/TH/dmg for each other summon of same race
23	5250	CBA	86-	We Are the Road Crew (SL=5): Your PC party doesn't generate ?'s in dungeons.
24	5600	CBA	86-	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."
25	5950	CBA	86-	CrystalSphere Cloud (SL=8): Clairvoyance alternate prime planes.
26	6300	CCA	96-	Shangri-La Spell (SL=11): Erase a creature's True Name (no save, XR to resist)
27	6650	DCB	97-	Shangri-La Spell (SL=11): Erase a creature's True Name (no save, XR to resist)
28	7000	DCB	97-	
29	7350	DCB	97-	
30	7700	DDB	A75	
31	8050	EDC	A85	
32	8400	EDC	A85	
33	8750	EDC	A85	
34	9100	EEC	B86	
35	9450	FED	B96	
36	9800	FED	B96	

# Lurk.com5 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 34  
**Alignment:** LE  
**HD/level:** +4d4  
**Weapon Prof.:** 2+level/4  
**To Hit Table:** 2xWiz  
**Saves:** Cust  
**Reference:** RDM  
**Groups:** Internet  
**Complexity:** CF=6

See [Q8] for Psi8 rules and powers.  
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).  
 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 4: 1M, (LVL-3)/d: Taunt a group (Will save)  
 Level 4: 1M, (LVL-3)/d: Taunt a group (Will save)  
 Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)\*5/2, round down.  
 Level 14: +4 HNCL (this can't be picked)  
 Level 14: +4 HNCL (this can't be picked)  
 Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)\*3.

# Arch- Bad Precedent Freemanist Slayer RDM

Level	KXP	Spells	
1	0	(none)	Requisites: Int 29
2	35	(none)	Alignment: CW
3	70	(none)	HD/level: & 3d3
4	140	(none)	Weapon Prof.: & 2+level/3
5	280	(none)	To Hit Table: 3xRog
6	560	(none)	Saves: & (none)
7	1120	(none)	Reference: RDM
8	2240	(none)	Groups: Joke
9	4375	(none)	Complexity: CF=6
10	8750	(none)	Exceptional Str and Con.
11	13125	(none)	Exceptional Str and Con.
12	17500	(none)	Exceptional Str and Con.
13	21875	(none)	Exceptional Str and Con.
14	26250	(none)	Free Arch class adjective.
15	30625	(none)	You have one free species enemy similar to Slayer mini-class.
16	35000	(none)	Level 1: +LVL AC.
17	39375	(none)	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.
18	43750	(none)	Level 1: 1P, 1/t: Refill the Smurfberry pool, to a max of 10*LVL Smurfberries.
19	48125	(none)	Smurfberries are eaten like Goodberries; each Smurfberry cures 2 hp, or gives a new saving throw against an effect. If the effect had no previous save, use RSW; the target number = 10+CL of the effect.
20	52500	(none)	Level 1: 1P, 1/t: Refill the Smurfberry pool, to a max of 10*LVL Smurfberries.
21	56875	(none)	Smurfberries are eaten like Goodberries; each Smurfberry cures 2 hp, or gives a new saving throw against an effect. If the effect had no previous save, use RSW; the target number = 10+CL of the effect.
22	61250	(none)	Level 1: Jogging Shorts: +LVL*2" move rate (may be combined with armor)
23	65625	(none)	Level 1: Sports Lore: 1M: Area effect, Int check, if made have Boredom (as if failed a
24	70000	(none)	Morale check), if missed have Admiration (treat as Fascination)
25	74375	(none)	Level 1: Protection from Junk Food: Immune poison, bad effects from potions/food
26	78750	(none)	(incl. miscibility)
27	83125	(none)	Level 1:,2:,etc:.(every level): Choose one Sage knowledge in one of these areas:
28	87500	(none)	Level 8: 1M: Friends
29	91875	(none)	
30	96250	(none)	
31	100625	(none)	
32	105000	(none)	
33	109375	(none)	
34	113750	(none)	
35	118125	(none)	
36	122500	(none)	

# Dual-Classed Huge Game Vanguard0 RDM

Level	KXP	Spells
		123 456 789
1	0	766 --- ---
2	2.8	776 6-- ---
3	5.6	776 6-- ---
4	11.2	877 66- ---
5	22.4	877 66- ---
6	44.8	887 766 ---
7	89.6	887 766 ---
8	179.2	988 776 6--
9	350	988 776 6--
10	700	998 877 66-
11	1050	998 877 66-
12	1400	A99 887 766
13	1750	A99 887 766
14	2100	AA9 988 776
15	2450	AA9 988 776
16	2800	BAA 998 877
17	3150	BAA 998 877
18	3500	BBA A99 887
19	3850	BBA A99 887
20	4200	CBB AA9 988
21	4550	CBB AA9 988
22	4900	CCB BAA 998
23	5250	CCB BAA 998
24	5600	DCC BBA A99
25	5950	DCC BBA A99
26	6300	DDC CBB AA9
27	6650	DDC CBB AA9
28	7000	EDD CCB BAA
29	7350	EDD CCB BAA
30	7700	EED DCC BBA
31	8050	EED DCC BBA
32	8400	FEE DDC CBB
33	8750	FEE DDC CBB
34	9100	FFE EDD CCB
35	9450	FFE EDD CCB
36	9800	GFF EED DCC

**Requisites: Int 27**  
**Alignment: LW**  
**HD/level: 4d6**  
**Weapon Prof.: 7+level**  
**To Hit Table: 2xCTD0**  
**Saves: 3xCTD0**  
**Reference: RDM**  
**Groups: Demigod**  
**Complexity: CF=6**

Gets Chr bonus to spell progression. Specialized in Warrior Paladin school. Can cast Priest All sphere spells as if they were Warrior spells.  
 You may mix in one class that doesn't share a group with this class.  
 You have Overhit.  
 Level 1: Each day, a random [C] section effect is rolled. 1M: Do that [C] section effect. When the DM rolls the effect, he will tell you if it affects an individual or a group, and whether they get a save.  
 Level 6: 0, lose 2 SL in memorization: +10 TH and dmg this round. You may run this effect more than once, you are limited only by 0 actions and SL's.  
 Level 9: Can use 3G actions per segment, if you have them.  
**Known Spells:**  
 [Status Name] Shield (SL=SEL): Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.  
 Sweet Revenge (SL=1): Shield vs. physical attacks (100% damage back; MR to resist)  
 Crystalline Sliver (SL=2): Summon a DL II Sliver, it can't be targeted.  
 Summon Myr 3 (SL=3): Summon a DL=3 Myr  
 Meddling Kids (SL=4): Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]  
 Urabrask, the Hidden (SL=5): Summon a DL V Unique Praetor with "Your summons aren't summoning sick" and "Creatures that appear in the room are summoning sick an extra segment.  
 Karakas (SL=6): 1bM: Unsummon a unique being.  
 Pain (SL=7): 1M, sacrifice a summon: Deal CL\*DL\*DL fire dmg to one group (no save; DL=DL of summon)  
 Without Me (SL=8): Contingent Resurrection.  
 Bringer of the Red Dawn (SL=9): Summon a DL IX Bringer with overhit and "On your turn, dominate a creature(no save, duration 1s, same slot, +1 slot)."

# Monkey-Jack-Schellaque BDSM Slayer RDM

Level	KXP	Spells			<b>Requisites: Cml 26</b> <b>Alignment: LS</b> <b>HD/level: 1d4</b> <b>Weapon Prof.: 10+level/2</b> <b>To Hit Table: (none)</b> <b>Saves: 2xCTD0</b> <b>Reference: RDM</b> <b>Groups: Offensive</b> <b>Complexity: CF=6</b>
		123	456	789	
1	0	544	---	---	<b>Bar Dex, Bar Con. 50 rogue points/level</b> <b>Exc Wis bonus. Gets Wis bonus to spells.</b> <b>You may "material component" psionic powers, by spending 1V action.</b> <b>You have one free species enemy similar to Slayer mini-class.</b> <b>Level 1: Free riding crop or whip of any type.</b> <b>Level 1: You can communicate psionically with all of your Henchmen. This link cannot be "tapped".</b> <b>Level 1: Billy's Little Gift: When you weapon specialize, you get a second set of half plusses.</b> <b>Level 2: +3 XP for assisting in a suicide.</b> <b>Level 7: Euphoria: While wearing your Trilby, you experience Capital E Euphoria (Astral Projection; Regen LVL hp/s)</b> <b>Level 13: Third Reich: 1M: Genesis (as per spell).</b> <b>Known Spells:</b> <b>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).</b> <b>Snail Trail(SL=1): You skate along the ground at x2 movement or +1V action.</b> <b>Close the Gap(SL=2): 1bM: Target rolls all TH or saves as 1 die type smaller (no save).</b> <b>To X or Not to X (SL=3): 1bM: Choose an action. One target has a 50% chance to take that action or not.</b> <b>Summon Myr 4 (SL=4): Summon a DL=4 Myr</b> <b>Round Robin (SL=5): +CL/5 instances of Tactile Movement.</b> <b>Dragon Roost (SL=6): Once per round, get a DL V Dragon as a summon (limit=LVL/3)</b> <b>Violent Ultimatum (SL=7): Destroy three target creatures, spell/psi effects or items.</b> <b>Empty Graves (SL=8): Can have +3 spirits in a summon slot; Your summons get +1 offensive DL, -1 defensive DL</b> <b>Vault of the Archangel (SL=9): 1bM, Pay 4 SL's: Your Subordinates are slay branded and have vampiric regen.</b>
2	35.8	554	4--	---	
3	71.6	554	4--	---	
4	143.2	655	44-	---	
5	286.4	655	44-	---	
6	572.8	665	544	---	
7	1145.6	665	544	---	
8	2291.2	766	554	4--	
9	4475	766	554	4--	
10	8950	776	655	44-	
11	13425	776	655	44-	
12	17900	877	665	544	
13	22375	877	665	544	
14	26850	887	766	554	
15	31325	887	766	554	
16	35800	988	776	655	
17	40275	988	776	655	
18	44750	998	877	665	
19	49225	998	877	665	
20	53700	A99	887	766	
21	58175	A99	887	766	
22	62650	AA9	988	776	
23	67125	AA9	988	776	
24	71600	BAA	998	877	
25	76075	BAA	998	877	
26	80550	BBA	A99	887	
27	85025	BBA	A99	887	
28	89500	CBB	AA9	988	
29	93975	CBB	AA9	988	
30	98450	CCB	BAA	998	
31	102925	CCB	BAA	998	
32	107400	DCC	BBA	A99	
33	111875	DCC	BBA	A99	
34	116350	DDC	CBB	AA9	
35	120825	DDC	CBB	AA9	
36	125300	EDD	CCB	BAA	

# Orange Giant Chemistphobic 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:** Cml 33  
**Alignment:** non-W  
**HD/level:** 6d3  
**Weapon Prof.:** 8+level  
**To Hit Table:** 3xWiz  
**Saves:** 3xMon  
**Reference:** RDM  
**Groups:** Technology  
**Complexity:** CF=6

Knows Proto-Lich spells as if they were a normal Priest sphere.  
 Each Level: 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.  
 Immune Acid.  
 Level 1: Immune to Disintegrate and other effects that would destroy your body (but not Annihilation, Incursion, or Pixelation).  
 Level 1: Your summons do special effects (innates, spells) as if one DL better than they are.  
 Level 1: xLVL Personality score.  
 Level 1: Unmanned siege machines within LVL\*10' of you can fire by themselves (using your attack bonuses).  
 Level 1: Identify Artifacts by sight.  
 Level 2: +1 Technological proficiency per even level, see [P8.8] for list.  
 Level 9: +1 size.  
 Level 14: Any Rogue 14 ability; +10\*LVL Rogue points (this may be taken multiple times)

# Black Lancerer RDM

Level	KXP	Spells
1	0	(none)
2	1.4	(none)
3	2.8	(none)
4	5.6	(none)
5	11.2	(none)
6	22.4	(none)
7	44.8	(none)
8	89.6	(none)
9	175	(none)
10	350	(none)
11	525	(none)
12	700	(none)
13	875	(none)
14	1050	(none)
15	1225	(none)
16	1400	(none)
17	1575	(none)
18	1750	(none)
19	1925	(none)
20	2100	(none)
21	2275	(none)
22	2450	(none)
23	2625	(none)
24	2800	(none)
25	2975	(none)
26	3150	(none)
27	3325	(none)
28	3500	(none)
29	3675	(none)
30	3850	(none)
31	4025	(none)
32	4200	(none)
33	4375	(none)
34	4550	(none)
35	4725	(none)
36	4900	(none)

**Requisites: Con 25**  
**Alignment: non-E**  
**HD/level: & 2d6(no con bonus)**  
**Weapon Prof.: & 7+level/4**  
**To Hit Table: Pri**  
**Saves: 3xCust**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=6**

Can buy Exceptional Str or Cml for 1 slot(s) each.  
 Specialization, MTG Black School  
 Level 4: 0, 1/d: Counterspell  
 Level 8: 1M: A group gets -CL AC (no save)  
 Level 11: Immune to all Energy/Stat drains.  
 Level 22: Can instead use LL/2 (round up) F actions /s