

# Dragon Necromancy Alterationist RDM

Level	KXP	Spells	Requisites: Dex 24, Con 22, Int 25, Class slots 2
		123 456 789	Alignment: non-N
1	0	44- - - - -	HD/level: ++++3d3
2	3.6	44- - - - -	Weapon Prof.: 10+level
3	7.2	544 - - - - -	To Hit Table: Wiz
4	14.4	544 - - - - -	Saves: War
5	28.8	554 4-- - - -	Reference: RDM
6	57.6	554 4-- - - -	Groups: Wizard, Joke, Random
7	115.2	655 44- - - -	Complexity: CF=3
8	230.4	655 44- - - -	
9	450	665 544 - - -	
10	900	665 544 - - -	Exceptional Str and Con.
11	1350	766 554 4-- -	Choose one - Flying at LVL*3" (D) and immune to breath weapons OR Specialized in Dragon magic (Dracomancy).
12	1800	766 554 4-- -	Level 1: You always have a (free) Smurfy Hat as a helmet, it is AC +LVL with no
13	2250	776 655 44- -	Rogue adjustments. You can remove it and wear a different cap/hat/helmet if you like.
14	2700	776 655 44- -	Level 1: Protection from Junk Food: Immune poison, bad effects from potions/food
15	3150	877 665 544	(incl. miscibility)
16	3600	877 665 544	Level 1:,2:,etc.: Get your LVL in Pokemon picks (see next page). Most Pokemon cost
17	4050	887 766 554	more than one pick. You have the abilities of the Pokemon types you pick. You may
18	4500	887 766 554	save picks to get a bigger Pokemon type later. Pokemon can be taken more than once,
19	4950	988 776 655	each "+" based ability gives only +1 more per additional Pokemon. Non-"+" based
20	5400	988 776 655	abilities may or may not stack; check with the DM.
21	5850	998 877 665	Level 4: Mind Over Body: Immune to local terrain
22	6300	998 877 665	Level 8: 1M: A group gets -CL AC (no save)
23	6750	A99 887 766	Level 10: Pick an action type. You are immune to actions of that type being locked
24	7200	A99 887 766	down.
25	7650	AA9 988 776	Level 11: Immune to all Energy/Stat drains.
26	8100	AA9 988 776	Level 18: Free wild talent in one of the following psi frequencies: -12L/T, -9, -6 (any),
27	8550	BAA 998 877	6 (any), 10, 11W, 12L/T, 18, 19 (any)
28	9000	BAA 998 877	Known Spells:
29	9450	BBA A99 887	Remove [Status Name] (SL=SEL): You can remove this status. Double Resist is SEL-
30	9900	BBA A99 887	1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-
31	10350	CBB AA9 988	1=3-1).
32	10800	CBB AA9 988	Unholy Strength (SL=1): Get +2 TH and dmg (considered magical plusses), and +1
33	11250	CCB BAA 998	AC and saves.
34	11700	CCB BAA 998	Azorius First-Wing (SL=2): Summon a DL II Griffin, it flies, and can remove bad
35	12150	DCC BBA A99	effects on people.
36	12600	DCC BBA A99	Coalition Relic (SL=3): 1M+1Z: Gain +2SL's.
			Helm of the Host* (SL=4): Create a Unique Helmet with "On your turn, create a copy
			of equipped subordinate. That subordinate loses uniqueness and gains haste. You may
			have CL copies this way in a slot.
			Jonah and the Whale(SL=5): Reverse pickpocket and item into a target's body. Item
			appears outside target's body 2days later.
			We are Number One (SL=6): Summon 3 DL=LVL/2 Henchmen dressed like you.
			Twisted Reflection (SL=7): 0, sacrifice a summon: Counterspell
			Snow Cloud (SL=8): Prismatic Sphere as spell.
			Brass Gnat 9-5 (SL=9): When you take this power, pick Radiation, Magic, Psi, or
			Innate. 1bM or 1bT: Capital O Object an effect of the type chosen. Picking this more
			than once gives you another pick.

# Theorist RDM

Level	KXP	Spells
1	0	+1 lim ML
2	3	+2 lim ML
3	6	+3 lim ML
4	12	+4 lim ML
5	24	+5 lim ML
6	48	+6 lim ML
7	96	+7 lim ML
8	192	+8 lim ML
9	375	+9 lim ML
10	750	+10 lim ML
11	1125	+11 lim ML
12	1500	+12 lim ML
13	1875	+13 lim ML
14	2250	+14 lim ML
15	2625	+15 lim ML
16	3000	+16 lim ML
17	3375	+17 lim ML
18	3750	+18 lim ML
19	4125	+19 lim ML
20	4500	+20 lim ML
21	4875	+21 lim ML
22	5250	+22 lim ML
23	5625	+23 lim ML
24	6000	+24 lim ML
25	6375	+25 lim ML
26	6750	+26 lim ML
27	7125	+27 lim ML
28	7500	+28 lim ML
29	7875	+29 lim ML
30	8250	+30 lim ML
31	8625	+31 lim ML
32	9000	+32 lim ML
33	9375	+33 lim ML
34	9750	+34 lim ML
35	10125	+35 lim ML
36	10500	+36 lim ML

Requisites: Cml 19

Alignment: TE

HD/level: & 2d2

Weapon Prof.: & 10+level/3

To Hit Table: Rog

Saves: 3xFtr0

Reference: RDM

Groups: Joke

Complexity: CF=3

Exceptional Str and Con.

Exceptional Str and Con.

Exceptional Str and Con.

Exceptional Str and Con.

Level 1: All die rolls at +4 on die type but -2 on result ("1d6" @ "1d10-2")

Level 1: All die rolls at +4 on die type but -2 on result ("1d6" @ "1d10-2")

Level 4: Mind Over Body: Immune to local terrain

Level 9: Money: +1d10000 gp per reset.

# Pokemonist0 RDM

Level	KXP	Spells
1	0	(none)
2	2.8	(none)
3	5.6	(none)
4	11.2	(none)
5	22.4	(none)
6	44.8	(none)
7	89.6	(none)
8	179.2	(none)
9	350	(none)
10	700	(none)
11	1050	(none)
12	1400	(none)
13	1750	(none)
14	2100	(none)
15	2450	(none)
16	2800	(none)
17	3150	(none)
18	3500	(none)
19	3850	(none)
20	4200	(none)
21	4550	(none)
22	4900	(none)
23	5250	(none)
24	5600	(none)
25	5950	(none)
26	6300	(none)
27	6650	(none)
28	7000	(none)
29	7350	(none)
30	7700	(none)
31	8050	(none)
32	8400	(none)
33	8750	(none)
34	9100	(none)
35	9450	(none)
36	9800	(none)

Requisites: Wis 26, Chr 26

Alignment: T any

HD/level: & 2d3

Weapon Prof.: & 5+level

To Hit Table: & 2xPri

Saves: 2xRog

Reference: RDM

Groups: Custom, Joke

Complexity: CF=3

Exceptional Str and Con.

Exceptional Str and Con.

You have Overhit.

Level 1: All die rolls at +4 on die type but -2 on result ("1d6" @ "1d10-2")

Level 1: Instead of Turn Undead, gets Turn Opposite Alignment and Control Same Alignment. The Control Same Alignment is at a double HD penalty (e.g. A 15 HD monster is treated as if 30 HD).

Level 1: You may pick (LVL+3)/4 minors in your progression using a psionic frequency that is 1 higher, 1 lower, or the negative of the one you have. You must "know" the frequency in order to be able to do this.

Level 1: +LVL AC.

Level 1: Football Padding: +3+LVL AC (may be combined with armor)

Level 8: Pick one Soldier5 Level 5-7, one Watcher5 Level 1-3, one Psi(-18) minor, or two Slayer5 Level 5-7 (Slayer)

Level 10: Fear/Intimidation: 1M: Fear (Area, PP save at -4)

# Animal Emissary of the Coast4 RDM

Level	KXP	Spells
		123 456 789
1	0	22- --- ---
2	3.4	22- --- ---
3	6.8	322 --- ---
4	13.6	322 --- ---
5	27.2	332 2-- ---
6	54.4	332 2-- ---
7	108.8	433 22- ---
8	217.6	433 22- ---
9	425	443 322 ---
10	850	443 322 ---
11	1275	544 332 2--
12	1700	544 332 2--
13	2125	554 433 22-
14	2550	554 433 22-
15	2975	655 443 322
16	3400	655 443 322
17	3825	665 544 332
18	4250	665 544 332
19	4675	766 554 433
20	5100	766 554 433
21	5525	776 655 443
22	5950	776 655 443
23	6375	877 665 544
24	6800	877 665 544
25	7225	887 766 554
26	7650	887 766 554
27	8075	988 776 655
28	8500	988 776 655
29	8925	998 877 665
30	9350	998 877 665
31	9775	A99 887 766
32	10200	A99 887 766
33	10625	AA9 988 776
34	11050	AA9 988 776
35	11475	BAA 998 877
36	11900	BAA 998 877

Requisites: Con 18, Wis 59, Cml 18, Class slots 2

Alignment: any G

HD/level: 3d6

Weapon Prof.: 10+level

To Hit Table: 3xCTD0

Saves: War

Reference: RDM

Groups: Lost, Demigod, Maxi

Complexity: CF=3

+2\*LVL Int

Has Exceptional Wis bonus. Gets (Exceptional) Wis bonus to this class's Caster Level (CL). This cannot be improved to Barbarian (or higher).

Specialization, Animal sphere

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

Level 1: 1P+1V, LVL/h: Draw your own brain forth and consume it. This Heals you (Cureall at level 8, Fix at level 17). All in your group who see this must save vs.

Psionic Blast or lose 1d13 San points (aGazeR to resist).

Level 1: Each day, a random [C] section effect is rolled. 1M: Dispel (or cure) that effect on someone.

Known Spells:

Disturbed - Old Friend (SL=N): Summon a DL=N-1 LG human rogue named Dexter

Morgan with Mtg Deathtouch and SEL=1 Insane Schizoid

Disturbed - Forsaken (SL=1): You cannot be ejected from your group if your race is the most common in that group

Disturbed - Just Stop (SL=2): One target with a split or alternate personality is SEL=1 Stopped and can't use that personality

Psionic Blast (SL=3): Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist)

Master Warcraft (SL=4): 1bM: A group of monsters changes their mind who they attack (you decide who, but it must be one of their enemies).

Jonah and the Whale(SL=5): Reverse pickpocket and item into a target's body. Item appears outside target's body 2days later.

Beacon of Immortality (SL=6): Double current hp (like a Tenser's, but a different source)

Lantern (SL=7): Fly at 12\*CL" (A); 0: Faerie Fire (target loses 2 AC)

Empty Graves (SL=8): Can have +3 spirits in a summon slot; Your summons get +1 offensive DL, -1 defensive DL

The Way I Am (SL=9): +1bM and 1bM: Shapechange.

# Haphazard LuckiererMTG RDM

Level	KXP	Spells
		123 456 789
1	0	22- --- ---
2	4.2	22- --- ---
3	8.4	322 --- ---
4	16.8	322 --- ---
5	33.6	332 2-- ---
6	67.2	332 2-- ---
7	134.4	433 22- ---
8	268.8	433 22- ---
9	525	443 322 ---
10	1050	443 322 ---
11	1575	544 332 2--
12	2100	544 332 2--
13	2625	554 433 22-
14	3150	554 433 22-
15	3675	655 443 322
16	4200	655 443 322
17	4725	665 544 332
18	5250	665 544 332
19	5775	766 554 433
20	6300	766 554 433
21	6825	776 655 443
22	7350	776 655 443
23	7875	877 665 544
24	8400	877 665 544
25	8925	887 766 554
26	9450	887 766 554
27	9975	988 776 655
28	10500	988 776 655
29	11025	998 877 665
30	11550	998 877 665
31	12075	A99 887 766
32	12600	A99 887 766
33	13125	AA9 988 776
34	13650	AA9 988 776
35	14175	BAA 998 877
36	14700	BAA 998 877

Requisites: Str 21, Dex 21, Chr 25, Class slots 2

Alignment: non-A

HD/level: ++++2e5

Weapon Prof.: 7+level

To Hit Table: & CTD0

Saves: 3xMon

Reference: RDM

Groups: Demigod, Joke, Random

Complexity: CF=3

iAaAR +7\*LVL% (this is iRMPIWEaRaMaPaLaWaER, you can track of each separately if you have other sources)

Level 1: Protection from Junk Food: Immune poison, bad effects from potions/food (incl. miscibility)

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

Level 1: Base movement rate is (14+level)"

Level 3: 0, 1/r: Unspend a spell slot.

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

Level 7: Boredom w/ Heroic Tales: 1M, 3/d: Sleep (Area effect, PP save)

Level 8: 1M: Friends

Level 10: 1F: Pick aMR, RR, PR, IR, CR, NR, or aNR. Your spells are resisted using that resistance type (instead of MR) until you change this ability again.

Known Spells:

Disturbed - Deify (SL=N): Lower a target's multiplier by N (N saves to succeed)

Mountain Mixture (SL=1): Stops divination and mental attacks or Turned to stone (Fortitude negates).

Force of Darkness (SL=2): Dim light levels in surrounding area CL/10 ft.

Ancestral Mask (SL=3): Target gets +LVL/+LVL TH/dmg for each other of same race in room

Disturbed - Dehumanized (SL=4): One human target's soul is put on your plate as an offering (will save)

Grand Daddy I.U. - Girl in the Mall (SL=5): Access to a general/magic store and one random SEL=3 or less positive status effect

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

Grand Daddy I.U. - Behind Bars (SL=7): One target Jailed then Violated

The Band - Stage Fright (SL=8): Can only be cast 1/d. Force a dungeon room to repopulate itself with the same monsters, tricks, traps, specials, treasure, etc. This does not populate [NPC], [SB], [B], etc

Inertial Shield (SL=9): Ignore the first ranged attack from each creature for 1 turn.

# White Innovator Slayer RDM

Level	KXP	Spells
1	0	(none)
2	2.8	(none)
3	5.6	(none)
4	11.2	(none)
5	22.4	(none)
6	44.8	(none)
7	89.6	(none)
8	179.2	(none)
9	350	(none)
10	700	(none)
11	1050	(none)
12	1400	(none)
13	1750	(none)
14	2100	(none)
15	2450	(none)
16	2800	(none)
17	3150	(none)
18	3500	(none)
19	3850	(none)
20	4200	(none)
21	4550	(none)
22	4900	(none)
23	5250	(none)
24	5600	(none)
25	5950	(none)
26	6300	(none)
27	6650	(none)
28	7000	(none)
29	7350	(none)
30	7700	(none)
31	8050	(none)
32	8400	(none)
33	8750	(none)
34	9100	(none)
35	9450	(none)
36	9800	(none)

Requisites: Str 24, Dex 25

Alignment: AS (Overwrite to all other classes)

HD/level: & 3d4

Weapon Prof.: & 6+level

To Hit Table: Ftr0

Saves: 2xMon

Reference: RDM

Groups: Custom, Futureshifted

Complexity: CF=3

Gets no stat bonuses from any ability score. This affects your entire character, even class abilities outside of Anti-Barbarian100. No effect will allow you to gain a stat bonus from any ability score (adding "Exc Str" doesn't work, the "Auto-Str" weapon flag doesn't work, etc.). This also affects stat bonuses to spell/psi progressions. Note you do not get stat penalties either, if your stat is low.

Gets the generic "All Warrior", "All Wizard", "All Priest", and "All Rogue" abilities.

This class can never get a stat bonus to it's spell progression, a bonus to ML, an extra "0" (or "1") on the progression, or an overwrite to its spell progression.

Specialization, MTG White School

You have one free species enemy similar to Slayer mini-class.

Level 4: Pick two from: Fallen Angel5 Level 1-3, Bringer5 Level 1-3, or Psi-6E/Psi6E minor

Level 5: Plausible Deniability: You can never be "guilty" of a crime according to the law.

Level 5: Fabricator V. 1P: Create a ring, ioun stone, or weapon/armor flag of

XPV=(LVL-4)\*300 or less. This item fades in 1 turn. You can build 1 item of this type per reset that is permanent, however.

Level 6: 1V, 1M, touch: Cause Insanity

Level 13: Fabricator XI. 1P: Create a temporary artifact as if an Artificer of equal level, or create a Casting Cost LVL/3 or less MTG Artifact that lasts for 1 turn (see Planeswalker Artificer).

Level 14: Can turn anyone not of your Religion as if they were undead

# Countdown from Beyond 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: Wis 23, Chr 23

Alignment: NE

HD/level: & 2d4

Weapon Prof.: & 7+level/3

To Hit Table: 2xRog

Saves: & 3xM-U0

Reference: RDM

Groups: Futureshifted, Internet

Complexity: CF=3

Gets Int bonus to spell progression.

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

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

See [Q8] for Psi8 rules and powers.

Level 1: Repair I. ½M: Cure 10\*LVL hp to one target.

# Shaman of Chaos RDM

Level	KXP	Spells	Requisites: Wis 24 Alignment: CN HD/level: & 2e2 Weapon Prof.: & 6+level/4 To Hit Table: & 3xM-U0 Saves: War Reference: RDM Groups: Priest Complexity: CF=3
		123 456 789	
1	0	44- --- ---	
2	3.4	44- --- ---	
3	6.8	544 --- ---	
4	13.6	544 --- ---	
5	27.2	554 4-- ---	
6	54.4	554 4-- ---	
7	108.8	655 44- ---	
8	217.6	655 44- ---	
9	425	665 544 ---	
10	850	665 544 ---	Specialization, War sphere
11	1275	766 554 4--	Specialization, Protection sphere
12	1700	766 554 4--	Specialization, Time sphere
13	2125	776 655 44-	Specialization, Numbers sphere
14	2550	776 655 44-	Level 4: Storm Shield: You are immune to electricity based effects.
15	2975	877 665 544	Level 4: You may pick another sphere to cost only 1 spell each to cast.
16	3400	877 665 544	Level 6: Fervor of Greed: +LVL on TH, dmg and AC against opponents carrying carrying objects of value (including equipment).
17	3825	887 766 554	Known Spells:
18	4250	887 766 554	Golden Guzzlers (SL=N): The target takes 4^N gold water damage (no resist).
19	4675	988 776 655	Duergar Assailant (SL=1): Summon CL Dwarves of DL I; As each one dies, it deals 10 dmg or 1 rdmg to one target.
20	5100	988 776 655	In Space, No One Can X You Y (SL=2): Choose one of the five senses and an action; when you take that action, that sense is undetectable from you.
21	5525	998 877 665	Disturbed - Stronger on Your Own (SL=3): You get +(CL+2)/2 Str as long as you control no subordinates
22	5950	998 877 665	Killswitch Engage - Rose of Sharyn (SL=4): Resurrection for someone that you have used Legend Lore on. You are SEL=10 Broken
23	6375	A99 887 766	Farseeing (SL=5): Remote viewing.
24	6800	A99 887 766	Brass Gnat 6-1 (SL=6): 1M or 1T: Lower the CL on all effects by 2 in 30' radius (no save, can use ER). Picking this more than once increases the reduction by 2.
25	7225	AA9 988 776	Crescent Moon (SL=7): The party gets +1slowS action (this does not count as a Haste)
26	7650	AA9 988 776	2 (SL=8): 1M: A group gets +1 idmg with their next attack (no save)
27	8075	BAA 998 877	God's Gonna Cut you Down (SL=9): Automatic Divine Intervention.
28	8500	BAA 998 877	
29	8925	BBA A99 887	
30	9350	BBA A99 887	
31	9775	CBB AA9 988	
32	10200	CBB AA9 988	
33	10625	CCB BAA 998	
34	11050	CCB BAA 998	
35	11475	DCC BBA A99	
36	11900	DCC BBA A99	



# Divine Hunter of the Ultra Black RDM

Level	KXP	Spells
		123 456 789
1	0	22- --- ---
2	3.6	22- --- ---
3	7.2	322 --- ---
4	14.4	322 --- ---
5	28.8	332 2-- ---
6	57.6	332 2-- ---
7	115.2	433 22- ---
8	230.4	433 22- ---
9	450	443 322 ---
10	900	443 322 ---
11	1350	544 332 2--
12	1800	544 332 2--
13	2250	554 433 22-
14	2700	554 433 22-
15	3150	655 443 322
16	3600	655 443 322
17	4050	665 544 332
18	4500	665 544 332
19	4950	766 554 433
20	5400	766 554 433
21	5850	776 655 443
22	6300	776 655 443
23	6750	877 665 544
24	7200	877 665 544
25	7650	887 766 554
26	8100	887 766 554
27	8550	988 776 655
28	9000	988 776 655
29	9450	998 877 665
30	9900	998 877 665
31	10350	A99 887 766
32	10800	A99 887 766
33	11250	AA9 988 776
34	11700	AA9 988 776
35	12150	BAA 998 877
36	12600	BAA 998 877

Requisites: Wis 22, Chr 23

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

HD/level: & 2d6(no con bonus)

Weapon Prof.: & 9+level/2

To Hit Table: Psi

Saves: 2xRog

Reference: RDM

Groups: AlternateUniverse, Demigod

Complexity: CF=3

Gets priest spells, with Chr bonus. Grand access in Animal and Charm. Cannot cast Necromancy spells at all.

Gets the usual GGL (Speciality God) pick, but is considered 9 levels higher for purposes of "Level:" 's, LVL, and CL for the GGL's abilities. This does not affect Turn Undead.

Level 1: Identify monsters 5% per level.

Level 3: 0, 1/r: Unspend a spell slot.

Level 6: You may convert 4G -> 1JG. You may convert 2 IG -> 1 IQG.

Level 7: Immune Mirror (the unusual material). Ignore all types of "blahReflection" and the spell "Spell Reflection".

Level 10: 1F: Cast one of your spells, but it affects three groups.

Known Spells:

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

Shelgarn's Persistent Blade (SL=1): Create a force dagger attack 1/r for 1d6, 19+.

Avoid Planar Effects (SL=2): Immune non-home plane environment.

Squirrel-Powered Scheme (SL=3): Increase the result of each die you roll by 2.

Helm of the Host\* (SL=4): Create a Unique Helmet with "On your turn, create a copy of equipped subordinate. That subordinate loses uniqueness and gains haste. You may have CL copies this way in a slot.

Ordered Migration (SL=5): Summon CL/6 DL I Birds

Establish Joinder (SL=6): Ignore project image, mirror image, inertial barrier, no target, etc.

Blatant Thievery (SL=7): Pick Pockets LVL\*10% on each target in a group

Arena Level (SL=8): The current dungeon level becomes one huge room.

Monk (SL=9): Your saves for ½ (or partial effect) are instead for 0 for 1 turn.

# Dragon Guard 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: Str 18

Alignment: LW

HD/level: & 3d3

Weapon Prof.: & 6+level/4

To Hit Table: 2xCust

Saves: 2xFtr0

Reference: RDM

Groups: Warrior

Complexity: CF=3

Gets +1 Henchmen or Mount slot

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

May specialize just like any other Warrior, but you read 14 levels higher on the number of attacks chart (confirmed: \*fourteen\* levels; this is not a typo). Effects that add to your level for number of attacks (e.g. Speed proficiency) do not function for you.

Choose one - Flying at LVL\*3" (D) and immune to breath weapons OR Specialized in Dragon magic (Dracomancy).

Level 1: 1M: Sense Danger.

Level 17: Damage Reduction (see Level 11) is now -3 damage per attack.

# Orange Telepath in a Box2 RDM

Level	KXP	Psionics	<b>Requisites: Chr 26</b> <b>Alignment: AG</b> <b>HD/level: 2d2</b> <b>Weapon Prof.: 5+level/3</b> <b>To Hit Table: CTD0</b> <b>Saves: Pri</b> <b>Reference: RDM</b> <b>Groups: Psionicist</b> <b>Complexity: CF=3</b>
		mMG SUV	
1	0	33- ---	Specialized in Necromancy; pick an opposite. Gets 1X action per round. Immune Acid. You have +1 Kit. Level 1: $+(LVL*2+11)/3$ Psi3 power points. Level 1: You count as an additional +2 weapon to hit others. Level 1: has Freq 9 and 18 Level 1: RR, MR, AntiMagicR, and PsiR = level*4% Level 2: 1M: Target person gets +LVL TH, dmg, AC, and saves, but another target person in the same party gets -LVL (no save; both targets must make aIR to avoid). Level 4: Pick one Soldier5 Level 1-3 Level 8: Pick one Mercenary5 Level 5-7 or two Mercenary5 Level 1-3 Level 12: Pick two from: Quintessential level 1-11 or 5th edition level 1-7 Level 27: You can effect creatures immune to psionics due to their status; i.e. you can effect golems, Int+Wis=0 creatures, undead, and anything else that doesn't specifically have a power to be immune to psionics.
2	4	43- ---	
3	8	43- ---	
4	16	43- ---	
5	32	44- ---	
6	64	543 ---	
7	128	543 ---	
8	256	543 ---	
9	500	553 ---	
10	1000	654 ---	
11	1500	654 ---	Known Powers Sledgehammer (SL=N): Summon a DL N Sledgehammer Golem. Jimi Hendrix - The National Anthem (SL=N): One group rolls a morale check at xN DC and if failed won't attack or special at you Pentad Prism (SL=2): 1Z, 2/d: Gain +1SL. 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. Disturbed - What Are You Waiting For (SL=5): You have freedom of movement as spell and Hold Life. You can't use borrowed actions while this is running Common Law (SL=5): Cast only 1/week. Erase one debt up to $(LVL^2)*100gp$ . Chaos Cloud (SL=8): High Freq. Sample every round. Invincible Hymn (SL=8): Set your hp= sum of the individual spells in memorization*10. Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization. Enneract(SL=11): Travel through the 10th dimension to any alternate multiverse.
12	2000	654 ---	
13	2500	664 3--	
14	3000	765 3--	
15	3500	765 3--	
16	4000	765 3--	
17	4500	775 4--	
18	5000	876 4--	
19	5500	876 4--	
20	6000	876 4--	
21	6500	886 5--	
22	7000	987 53-	
23	7500	987 53-	
24	8000	987 53-	
25	8500	997 63-	
26	9000	A98 64-	
27	9500	A98 64-	
28	10000	A98 64-	
29	10500	AA8 74-	
30	11000	BA9 75-	
31	11500	BA9 75-	
32	12000	BA9 75-	
33	12500	BB9 853	
34	13000	CBA 863	
35	13500	CBA 863	
36	14000	CBA 863	

# Time Artificer 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: Str 20, Dex 19

Alignment: non-W

HD/level: 3d6

Weapon Prof.: 7+level

To Hit Table: 2xPri

Saves: Mon

Reference: RDM

Groups: Custom, Lost

Complexity: CF=3

You have LVL "Ill Omen" points per turn. 1N, spend n Ill Omen points: Target gets --n to a die roll. You can do this after seeing their die roll result.

Wizard spells as per Bard2. If you pick this twice, use Mage2 instead. If you pick this three times, use Arch-Mage instead.

Level 1: When researching something that's already written in the full Collective (you aren't actually researching something new), it costs only ½ of a Research Point each.

Level 1: 1M: Blindness your group (save)

Level 4: You energy drain 1 level whenever someone hits you (for each hit, if you have stonelines or were immune to the attack, the level drain doesn't occur).

# Snark 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: Int 21, Wis 21, Chr 18, Class slots 2

Alignment: any W

HD/level: 2d3

Weapon Prof.: 7+level/3

To Hit Table: (none)

Saves: & 3xCust

Reference: RDM

Groups: AlternateUniverse, Lost, PCDesigned

Complexity: CF=3

Simplified Int bonus to spell progression.

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: "In an Angband like fashion": Scooping items off the floor of a dungeon is a free action for you.

# Internet Spammer 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: Wis 26

Alignment: AS

HD/level: & 1d4

Weapon Prof.: & 3+level

To Hit Table: 2xWiz

Saves: War

Reference: RDM

Groups: Internet

Complexity: CF=3

See [Q8] for Psi8 rules and powers.

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

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

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

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

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 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)\*3.

# Legion(MTG U/B/)1 RDM

Level	KXP	Spells
		123 456 789
1	0	22- --- ---
2	3.4	22- --- ---
3	6.8	322 --- ---
4	13.6	322 --- ---
5	27.2	332 2-- ---
6	54.4	332 2-- ---
7	108.8	433 22- ---
8	217.6	433 22- ---
9	425	443 322 ---
10	850	443 322 ---
11	1275	544 332 2--
12	1700	544 332 2--
13	2125	554 433 22-
14	2550	554 433 22-
15	2975	655 443 322
16	3400	655 443 322
17	3825	665 544 332
18	4250	665 544 332
19	4675	766 554 433
20	5100	766 554 433
21	5525	776 655 443
22	5950	776 655 443
23	6375	877 665 544
24	6800	877 665 544
25	7225	887 766 554
26	7650	887 766 554
27	8075	988 776 655
28	8500	988 776 655
29	8925	998 877 665
30	9350	998 877 665
31	9775	A99 887 766
32	10200	A99 887 766
33	10625	AA9 988 776
34	11050	AA9 988 776
35	11475	BAA 998 877
36	11900	BAA 998 877

Requisites: Str 20, Wis 23, Class slots 2

Alignment: CN

HD/level: & +3d6

Weapon Prof.: & 5+level/2

To Hit Table: 3xMon

Saves: 3xRog

Reference: RDM

Groups: Warrior, Priest, Concordant

Complexity: CF=3

Specialty Priest pick in a god with a Chr requirement

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

Level 5: Special Mount: Gain a familiar which must be a mount (the familiar list in [S0.5] indicates which types can be mounts).

Known Spells:

Summon Horse N (SL=N): Summon a DL=SL+1 Horse or  $(11-SL)^2$  DL=SL

Donkeys/Mules.

Misery (SL=1): Target can't use V actions. If target has legs, they are broken.

Lamb of God - Laid to Rest (SL=2): Put out of Misery.

Olivia Rodrigo - Good 4 U (SL=3): You are in SEL=1 Pain and SEL=3 Cursed

Beserking. Your weapons are weapon flag "Wounding". You have "At the top of each segment, Fireball as spell (your group)"

Hall of the Bandit Lord (SL=4): 1bM, Pay 30hp: You next summon can immediately act.

Did your parents have any children that lived? (SL=5): One target is slain. [A69]: replace slain with aborted.

It's Over (SL=6): 1bM: End the half segment.

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

Fierce Pride of the Beastlands (SL=8): Summon 3d4 DL VI Celestial Dire Lions.

Reya Dawnbringer (SL=9): Summon a DL IX Unique flying Angel with "On your turn, revive one of your dead subordinates"(same slot +1 slot).

# Quintessential Emulatorulator RDM

Level	KXP	Spells
1	0	(none)
2	2.6	(none)
3	5.2	(none)
4	10.4	(none)
5	20.8	(none)
6	41.6	(none)
7	83.2	(none)
8	166.4	(none)
9	325	(none)
10	650	(none)
11	975	(none)
12	1300	(none)
13	1625	(none)
14	1950	(none)
15	2275	(none)
16	2600	(none)
17	2925	(none)
18	3250	(none)
19	3575	(none)
20	3900	(none)
21	4225	(none)
22	4550	(none)
23	4875	(none)
24	5200	(none)
25	5525	(none)
26	5850	(none)
27	6175	(none)
28	6500	(none)
29	6825	(none)
30	7150	(none)
31	7475	(none)
32	7800	(none)
33	8125	(none)
34	8450	(none)
35	8775	(none)
36	9100	(none)

Requisites: Str 24

Alignment: JN

HD/level: 2e2

Weapon Prof.: 6+level/2

To Hit Table: & Wiz

Saves: Wiz

Reference: RDM

Groups: Custom

Complexity: CF=3

Can use Psi10 powers:

Level 1: +LVL Martial Arts maneuvers and Exceptional Dex

Level 1: 1M, LVL/d: Dispel an effect that is not on a person.

Level 1: For an extra M action, any Rogue ability may be used up to level\*10 feet away.

Level 1: 1S, NP/t: One target gets Flying or Water Breathing for 1 round.

Level 1: Buy potions and general equipment at half cost {Church Provisioner}

Level 1: 1M: Confusion 1 target (save)

Level 5: 1M+1P: Contact Higher Plane

Level 6: 1V, 1M, touch: +1 Str, Dex, or Con (maintained effect) (only 1 effect per target)



# The Final Infinite Letter Race(MTG U/B/) RDM

Level	KXP	Spells
1	0	(none)
2	3.2	(none)
3	6.4	(none)
4	12.8	(none)
5	25.6	(none)
6	51.2	(none)
7	102.4	(none)
8	204.8	(none)
9	400	(none)
10	800	(none)
11	1200	(none)
12	1600	(none)
13	2000	(none)
14	2400	(none)
15	2800	(none)
16	3200	(none)
17	3600	(none)
18	4000	(none)
19	4400	(none)
20	4800	(none)
21	5200	(none)
22	5600	(none)
23	6000	(none)
24	6400	(none)
25	6800	(none)
26	7200	(none)
27	7600	(none)
28	8000	(none)
29	8400	(none)
30	8800	(none)
31	9200	(none)
32	9600	(none)
33	10000	(none)
34	10400	(none)
35	10800	(none)
36	11200	(none)

Requisites: Con 21

Alignment: AW

HD/level: +++3d5

Weapon Prof.: 4+level/3

To Hit Table: 2xCTD0

Saves: & 2xCTD0

Reference: RDM

Groups: Monster

Complexity: CF=3

Gets Barbarian Con.

Gets Barbarian Con.

+1 slowS action.

Level 1: Repair I. ½M: Cure 10\*LVL hp to one target.

Level 5: Destruct IV. ½P: Deal 25\*LVL Anti-Astral dmg to a group (no save, IR to resist)

Level 5: Your unarmed attacks cause 1 level of energy drain (no save, aNR to resist)

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

# Collaborator RDM

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

Requisites: Wis 23

Alignment: LE

HD/level: & 3d3

Weapon Prof.: & 8+level

To Hit Table: 2xCTD0

Saves: CTD0

Reference: RDM

Groups: Mirror

Complexity: CF=3

Gets Super Barbarian Chr bonus, which is +(Chr-18)\*3.

Gets one "Any Rogue" pick per level, plus an extra "Any Rogue 1" pick at level 1.  
60+40\*level Rogue points.

Level 2: 1M, 1/t: Find the Path.

Level 5: Any Scarlet Assassin level 5 ability

# Yellow Forbidden Bandit of the Coast RDM

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

Requisites: Cml 23

Alignment: LG (Overwrite to all other classes)

HD/level: & 3d2

Weapon Prof.: & 10+level/2

To Hit Table: 3xM-U0

Saves: 2xWiz

Reference: RDM

Groups: Lost

Complexity: CF=3

Gets one Rogue pick every odd level. Gets 30\*LVL Rogue points.

Immune Lightning

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: 1P: Draw target's brain forth (LVL saves vs. RSW; aCReflection to resist).

You can eat it now (Heal self) or put it on your Plate. The target died, by the way, unless it's undead or something.

Level 1: 3M, 1/h: Successfully Divine Intervention to a random x(LVL+14)/5 god (not yours!), and one segment of xLVL multiplier Fast Talking. You'll need it.

Level 6: Desolid: You can pass through solid objects, but are still affected by attacks.

You can be solid at will.

Level 13: 1 Mouth's P (can borrow), Throw your Plate as a weapon, 1/t: Roll to hit, if you hit, the target is Trap the Souled into the plate (no save, aaaNR to resist, Hold Life doesn't cut it).

Level 18: You, the floor at your feet, and other beings in your group can't be targetted (unless you wish it).

# "The" Psi5 RDM

Level	KXP	Spells
1	0	+1 ML
2	3.6	+2 ML
3	7.2	+3 ML
4	14.4	+4 ML
5	28.8	+5 ML
6	57.6	+6 ML
7	115.2	+7 ML
8	230.4	+8 ML
9	450	+9 ML
10	900	+10 ML
11	1350	+11 ML
12	1800	+12 ML
13	2250	+13 ML
14	2700	+14 ML
15	3150	+15 ML
16	3600	+16 ML
17	4050	+17 ML
18	4500	+18 ML
19	4950	+19 ML
20	5400	+20 ML
21	5850	+21 ML
22	6300	+22 ML
23	6750	+23 ML
24	7200	+24 ML
25	7650	+25 ML
26	8100	+26 ML
27	8550	+27 ML
28	9000	+28 ML
29	9450	+29 ML
30	9900	+30 ML
31	10350	+31 ML
32	10800	+32 ML
33	11250	+33 ML
34	11700	+34 ML
35	12150	+35 ML
36	12600	+36 ML

**Requisites: Con 22**

**Alignment: any N**

**HD/level: 1d5**

**Weapon Prof.: 9+level/3**

**To Hit Table: 2xCust**

**Saves: & 3xMon**

**Reference: RDM**

**Groups: Technology**

**Complexity: CF=3**

Big Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = 30\*level%.

Can specialize in weapons using "Non-War" line.

Can have up to LVL/2 (round up) MTG magic items (see the Planeswalker Artificer class for list of MTG items). The maximum CC (Casting Cost, treat as SL) for each is (LVL+3)/4.

Free Chosen One racial adjective.

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

Level 1: +1M Action.

Level 1: Immune to aging. Have 2 Hearts. Can't be strangled or choked. Immune to Vacuum (including vacuum of space).

Level 6: May use Psi8 majors as if they were 5th level spells.

Level 15: May use Psi8 grands as if they were 8th level spells.

Level 18: You may use M and TwilightM actions normally while your Head is Blown Off, while being Ego Dominated, or while being affected by a Lich Potion and going up the Funnel.