

Meat Plant 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: Con 21

Alignment: TS (Override to all other classes)

HD/level: 3d5

Weapon Prof.: 2+level/3

To Hit Table: 3xPsi

Saves: Mon

Reference: RDM

Groups: Monster

Complexity: CF=3

Gets Extra-Barbarian Con.

Gets Exceptional Con.

Gets Extra-Barbarian Con.

Level 1: You may use Astral Projection; but in this case, you cannot use P actions or physically attack at all. [Int->Str, Wis->Dex, Chr->Con]

High SL Alterationist(MTG B/R/) 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: Con 23, Int 20, Class slots 2

Alignment: L any (Overwrite to all other classes)

HD/level: $\frac{1}{2}$ 3d6

Weapon Prof.: 4+level/4

To Hit Table: 2xFtr0

Saves: (none)

Reference: RDM

Groups: Wizard, Monster, Internet

Complexity: CF=3

Gets Int bonus to spells.

Specialization, Necromancy (no opposite)

See [Q8] for Psi8 rules and powers.

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

Level 1: Can trade nonweapon <-> weapon proficiencies 1 per 1

Level 1: Clockwork Smurf: +5 TH with physical attacks; Communicate with Golems; Immune Wood

Level 8: Lazy Smurf: -5 Initiative; +5 QQQQslowS actions (these can be used only on segment 10, and not before combat starts)

Known Spells:

Wilhelm Richard Wagner - Ride of the Valkyries (SL=N): Summon CL DL=N-1 angel Valkyrie1Gs. You may use any of them as a mount

Sol Ring (SL=1): +2 SL in progression.

Brane Theory(SL=2): One group is considered one target for your next spell.

Selena Gomez - Same Old Love (SL=3): You are immune to an spell/psi/innate effect you have already been affected by at least once this reset. You are SEL=2 Drowning

Lich (SL=4): Cast a 1st level Lich spell. You go to 0 max and current hp for 1 turn.

Dragon Breath(SL=5): 1S: Breathe an E=1 1d8xLVL/2 dmg element.

Brass Gnat 6-3 (SL=6): Anti-x0/x1 Shell, SL 0-1: Immune to and cannot use 0th-1st SL x0-x1 effects.

Big Time (SL=7): Holy Word that affects all enemies.

Social Contract (SL=8): One target Capital R Ruled and gains iAllyR 100%.

Lady's Frown (SL=9): Choose target's next die roll (can't be self)

Online (∩ ` -)ㄟ—☆°.° MTG 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: Chr 21

Alignment: any

HD/level: 3d2

Weapon Prof.: 3+level/4

To Hit Table: Psi

Saves: Wiz

Reference: RDM

Groups: Internet

Complexity: CF=3

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

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

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.

Bandit 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 22, Chr 19, Cml 18, Class slots 2

Alignment: AW (Overwrite to all other classes)

HD/level: 2d6

Weapon Prof.: 9+level

To Hit Table: 3xPri

Saves: Ftr0

Reference: RDM

Groups: Custom, AlternateUniverse, Lost

Complexity: CF=3

Gets Psi60 powers, see [Q60]. Gets Str or Wis bonus to the progression.

Your animal companions have (10+LVL)% of your base XP.

Level 1:,2:,etc.: Get an "Any Rogue N" pick. You split this into smaller picks; e.g. a

Level 6 pick could be split into a Level 2 and a Level 4 pick, or six Level 1 picks, etc.

You cannot combine picks to create a higher level pick.

Level 17: CF=4: 1M: Lockdown all Instantaneous (I) actions within sight.

Black Online ♠♦♥♣ RDM

| Level | KXP | Spells |
|-------|-------|--------|
| 1 | 0 | (none) |
| 2 | 3 | (none) |
| 3 | 6 | (none) |
| 4 | 12 | (none) |
| 5 | 24 | (none) |
| 6 | 48 | (none) |
| 7 | 96 | (none) |
| 8 | 192 | (none) |
| 9 | 375 | (none) |
| 10 | 750 | (none) |
| 11 | 1125 | (none) |
| 12 | 1500 | (none) |
| 13 | 1875 | (none) |
| 14 | 2250 | (none) |
| 15 | 2625 | (none) |
| 16 | 3000 | (none) |
| 17 | 3375 | (none) |
| 18 | 3750 | (none) |
| 19 | 4125 | (none) |
| 20 | 4500 | (none) |
| 21 | 4875 | (none) |
| 22 | 5250 | (none) |
| 23 | 5625 | (none) |
| 24 | 6000 | (none) |
| 25 | 6375 | (none) |
| 26 | 6750 | (none) |
| 27 | 7125 | (none) |
| 28 | 7500 | (none) |
| 29 | 7875 | (none) |
| 30 | 8250 | (none) |
| 31 | 8625 | (none) |
| 32 | 9000 | (none) |
| 33 | 9375 | (none) |
| 34 | 9750 | (none) |
| 35 | 10125 | (none) |
| 36 | 10500 | (none) |

Requisites: Dex 25, Cml 22

Alignment: NG

HD/level: 3d5

Weapon Prof.: 4+level/2

To Hit Table: 3xWiz

Saves: Wiz

Reference: RDM

Groups: Planar, Internet

Complexity: CF=3

+(LVL+2)/3 slots for Henchmen.

See [Q8] for Psi8 rules and powers.

You get 4 Grand, 2 Major, and 0 Minor spheres. Your god may alter this amount.

See [Q8] for Psi8 rules and powers.

Specialization, MTG Black School

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

Level 1: Your summons do special effects (innates, spells) as if one DL better than they are.

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

Level 1: Can weapon specialize as if a Fighter2, and use the "Spec War" line in Number of Attacks table.

Level 8: Pick two from: Charonodaemon5 Level 5-7, Bringer Level 5-7, or Psi-6E/Psi6E major

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

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

Abjurer RDM

| Level | KXP | Spells |
|-------|-------|-------------|
| | | 123 456 789 |
| 1 | 0 | 33- --- --- |
| 2 | 3.8 | 33- --- --- |
| 3 | 7.6 | 433 --- --- |
| 4 | 15.2 | 433 --- --- |
| 5 | 30.4 | 443 3-- --- |
| 6 | 60.8 | 443 3-- --- |
| 7 | 121.6 | 544 33- --- |
| 8 | 243.2 | 544 33- --- |
| 9 | 475 | 554 433 --- |
| 10 | 950 | 554 433 --- |
| 11 | 1425 | 655 443 3-- |
| 12 | 1900 | 655 443 3-- |
| 13 | 2375 | 665 544 33- |
| 14 | 2850 | 665 544 33- |
| 15 | 3325 | 766 554 433 |
| 16 | 3800 | 766 554 433 |
| 17 | 4275 | 776 655 443 |
| 18 | 4750 | 776 655 443 |
| 19 | 5225 | 877 665 544 |
| 20 | 5700 | 877 665 544 |
| 21 | 6175 | 887 766 554 |
| 22 | 6650 | 887 766 554 |
| 23 | 7125 | 988 776 655 |
| 24 | 7600 | 988 776 655 |
| 25 | 8075 | 998 877 665 |
| 26 | 8550 | 998 877 665 |
| 27 | 9025 | A99 887 766 |
| 28 | 9500 | A99 887 766 |
| 29 | 9975 | AA9 988 776 |
| 30 | 10450 | AA9 988 776 |
| 31 | 10925 | BAA 998 877 |
| 32 | 11400 | BAA 998 877 |
| 33 | 11875 | BBA A99 887 |
| 34 | 12350 | BBA A99 887 |
| 35 | 12825 | CBB AA9 988 |
| 36 | 13300 | CBB AA9 988 |

Requisites: Int 21

Alignment: non-C

HD/level: 3d6

Weapon Prof.: 6+level

To Hit Table: & Ftr0

Saves: 3xPsi

Reference: RDM

Groups: Wizard

Complexity: CF=3

School robe (-1 SL) in Conjuration/Summoning

Channeling.

Can cast spells from Priest Law and Priest Numbers Spheres

Specializes in a school; you do not pick an opposite.

Level 1: Scribe Scroll feat.

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

Level 9: Your magical effects do not turn off in Anti-Magic of any multiplier.

Level 13: Eldritch Fire Shield (SL=6): Eldritch Fire damaging Shield (200% back)

{Sun Mage}

Known Spells:

If god wanted you up there I am sure he would have miracled your ass up there by now (SL=N): Miracle SL=N.

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

Clean Cloud (SL=2): Dispel Magic, Psionic or Inate.

Ordinary Pony (SL=3): Summon a DL=III Horse with “when summoned, dismiss and resummons one of your other summons”.

Ajani Vengeant (SL=4): Summon a DL3 Cat that can cast Sleep, Lightning Helix and Earthquake. +1 summon slot too.

Pentation (SL=5): Your next spell has +6 targets.

Dark Offering (SL=6): Slay a creature (PPD save), you gain it's hp to current hp

Substrata (SL=7): Create a [x2] Enemy Terrain Feature of "SEL=8 Imprisonment" that can be ignored with a DC=(10+Int bonus) concentration skill check each segment.

Once failed, it can't be further ignored.

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

Wards (SL=9): Choose a spell when cast. You may ignore immunity to that spell for 1 turn.

Ante Loyalist4 RDM

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

Requisites: Con 23, Chr 19

Alignment: any N

HD/level: 2d5

Weapon Prof.: 10+level/2

To Hit Table: 3xPri

Saves: 3xM-U0

Reference: RDM

Groups: Concordant, Mirror

Complexity: CF=3

Fly at CCL*24" (A) move rate. Immune to falling damage, telekinesis, and gravity effects.

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

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

Known Spells:

Little Miss Muffet (SL=N): Summon a DL=N-1 spider insect and one target gets SEL=2 Fear.

Tom Morello - Field of Tigers (SL=1): Tiger Shield (100% dmg back, melee/missile).

Force Ally Request(SL=2): Summon CL DL (LVL+2)/2 Storm Troopers.

Riptide Crab (SL=3): Summon a DL III Crab, when he dies, you get ½M you can use before the end of the round.

Resurrection (SL=4): Resurrect someone who's been killed within the past CL s.

Electric Funeral (SL=5): 1 group irradiated and slain (PPD).

Homeward Path (SL=6): 1bM: Each PC gains control of all subordinates they owned.

Disturbed - Watch You Burn (SL=7): Spend 7000gp: Mental Fury as spell. Afterward, you are SEL=5 Burned Out

Disturbed - Warning Sign (SL=8): One group is Dominated (Mentally). If this is dispelled, the groups brains are destroyed

Abyssal Army (SL=9): Summon 1 DL IX Vrock and 1d4 DL VIII Babau's.

The Last String Artillerystructure 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: Wis 22
Alignment: L any
HD/level: & 2d5
Weapon Prof.: & 5+level/4
To Hit Table: 2xRog
Saves: 3xPsi
Reference: RDM
Groups: Technology
Complexity: CF=3

Can always purchase Demolitionist equipment (see below), even if above the tech level of the campaign. If no stores are available in the campaign, can create the equipment himself, but it still requires the same money, and it requires time (1 minute per 10 gp value).
 Free Dead Timeline racial adjective.
 Level 1: Decipher Code (47+level*3)%
 Level 1: Identify and operate technological weapons of TechL=LVL*2 or lower that are found in the dungeon. This includes Psi8 weapons. Can modify them at a cost of 400 gp per TechL difference.
 Level 1: Regeneration rate is (Con-12) per segment, troll-like.
 Level 17: Periodic Table elements are considered normal for you.
 Level 36: +1 size.

Infinite Ugly Man on the Mound Slayer RDM

| Level | KXP | Spells |
|-------|-------|--------|
| 1 | 0 | (none) |
| 2 | 3 | (none) |
| 3 | 6 | (none) |
| 4 | 12 | (none) |
| 5 | 24 | (none) |
| 6 | 48 | (none) |
| 7 | 96 | (none) |
| 8 | 192 | (none) |
| 9 | 375 | (none) |
| 10 | 750 | (none) |
| 11 | 1125 | (none) |
| 12 | 1500 | (none) |
| 13 | 1875 | (none) |
| 14 | 2250 | (none) |
| 15 | 2625 | (none) |
| 16 | 3000 | (none) |
| 17 | 3375 | (none) |
| 18 | 3750 | (none) |
| 19 | 4125 | (none) |
| 20 | 4500 | (none) |
| 21 | 4875 | (none) |
| 22 | 5250 | (none) |
| 23 | 5625 | (none) |
| 24 | 6000 | (none) |
| 25 | 6375 | (none) |
| 26 | 6750 | (none) |
| 27 | 7125 | (none) |
| 28 | 7500 | (none) |
| 29 | 7875 | (none) |
| 30 | 8250 | (none) |
| 31 | 8625 | (none) |
| 32 | 9000 | (none) |
| 33 | 9375 | (none) |
| 34 | 9750 | (none) |
| 35 | 10125 | (none) |
| 36 | 10500 | (none) |

Requisites: Dex 58

Alignment: JG

HD/level: 3d6

Weapon Prof.: 1+level/4

To Hit Table: 2xCust

Saves: M-U0

Reference: RDM

Groups: Maxi

Complexity: CF=3

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Dex.

Has "enough" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's.

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

Level 3: Influence: 1M, 1/d: Suggestion (save vs. Will)

Level 3: Immune to paralysis (but not hold). People do not multiply their damage by their level when you're held.

Level 6: Immune to Blow Your Head Off, Twilight, Curse, bad effects of reading magical books/scrolls

J- Mixer Machine RDM

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

Requisites: Con 23, Int 22, Class slots 2

Alignment: T any

HD/level: ++ $\frac{1}{3}$ 3d5

Weapon Prof.: 2+level/3

To Hit Table: 2xCTD0

Saves: 3xM-U0

Reference: RDM

Groups: Custom, Mirror, Joke

Complexity: CF=3

Hold W actions. You can use a W as an S action, but you still can use only 1S+1V per segment.

Level 1: Identify weapon or armor LVL*5%.

Yellow Meat Elemental3 RDM

| Level | KXP | Spells |
|-------|-------|--------|
| 1 | 0 | (none) |
| 2 | 3.6 | (none) |
| 3 | 7.2 | (none) |
| 4 | 14.4 | (none) |
| 5 | 28.8 | (none) |
| 6 | 57.6 | (none) |
| 7 | 115.2 | (none) |
| 8 | 230.4 | (none) |
| 9 | 450 | (none) |
| 10 | 900 | (none) |
| 11 | 1350 | (none) |
| 12 | 1800 | (none) |
| 13 | 2250 | (none) |
| 14 | 2700 | (none) |
| 15 | 3150 | (none) |
| 16 | 3600 | (none) |
| 17 | 4050 | (none) |
| 18 | 4500 | (none) |
| 19 | 4950 | (none) |
| 20 | 5400 | (none) |
| 21 | 5850 | (none) |
| 22 | 6300 | (none) |
| 23 | 6750 | (none) |
| 24 | 7200 | (none) |
| 25 | 7650 | (none) |
| 26 | 8100 | (none) |
| 27 | 8550 | (none) |
| 28 | 9000 | (none) |
| 29 | 9450 | (none) |
| 30 | 9900 | (none) |
| 31 | 10350 | (none) |
| 32 | 10800 | (none) |
| 33 | 11250 | (none) |
| 34 | 11700 | (none) |
| 35 | 12150 | (none) |
| 36 | 12600 | (none) |

Requisites: Con 22

Alignment: AE

HD/level: & 2d3

Weapon Prof.: & 3+level/3

To Hit Table: (none)

Saves: always +0

Reference: RDM

Groups: Monster

Complexity: CF=3

Gets Extra-Barbarian Con.

Gets Extra-Barbarian Con.

Gets Barbarian Con.

Immune Lightning

You have +1 Feat.

Level 1: Enemies need a +LVL weapon to hit you. To ignore this restriction, monsters divide their HD by (LVL+4), not 4.

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

You gain the racial abilities of what the DM rolls.

Level 1: Immune to fear, emotion, lack of morale

Level 4: Timid/Actor Smurf: Resist Dragons; 1M: Charm Dragon (make LVL Will saves, choose worst)

Level 5: Eye's M, Gaze: Target saves or is petrified to ice (PP save for LVL^2 ice dmg, IR to resist)

Level 5: +1 borrowed M action per round.

Level 9: Dust of Disappearance cont.

Level 13: 1 Mouth's V (can borrow), Eat a Brain on your Plate, 1/t: Heal self.

Arcane ExponenterJG RDM

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

Requisites: Str 26, Con 23, Wis 26, Class slots 2
Alignment: non-N (Overwrite to all other classes)
HD/level: 3d6
Weapon Prof.: 8+level
To Hit Table: always +0
Saves: 3xCTD0
Reference: RDM
Groups: Warrior, Monster, PCDesigned
Complexity: CF=3

Gets Exceptional Con.

Have access to minor schools/spheres written in the collective that share a group with this class.

Level 1: +LVL*2 TH with bows.

Level 1: Divide actual range by 2 when determining range to target (only applies to missile weapons).

Level 1: + (LVL/4)+1 levels of Exceptionalness to Str, Dex and Con.

Level 3: Quilled Sliver: 1M: Target gets +10+LVL dmg this segment; 1bM: Target gains a 10+LVL Light dmg shield this segment

Level 5: Vampiric Sliver: Whenever you kill a creature, gain 10+DL current hp (lose 1% of this, round up, per segment)

Level 8: 1V, can borrow, 3/w: Heal

Level 15: +12 to HNCL for purposes of qualifying for Concordant classes.

Level 16: +1 iTH with one attack per P action, if your Battlelord level is at least 6 (24 wishes if non-Battlelord)

Red Dwarven Paladin of Quality5 RDM

| Level | KXP | Spells |
|-------|-------|-------------|
| | | 123 456 789 |
| 1 | 0 | 44- --- --- |
| 2 | 4 | 44- --- --- |
| 3 | 8 | 544 --- --- |
| 4 | 16 | 544 --- --- |
| 5 | 32 | 554 4-- --- |
| 6 | 64 | 554 4-- --- |
| 7 | 128 | 655 44- --- |
| 8 | 256 | 655 44- --- |
| 9 | 500 | 665 544 --- |
| 10 | 1000 | 665 544 --- |
| 11 | 1500 | 766 554 4-- |
| 12 | 2000 | 766 554 4-- |
| 13 | 2500 | 776 655 44- |
| 14 | 3000 | 776 655 44- |
| 15 | 3500 | 877 665 544 |
| 16 | 4000 | 877 665 544 |
| 17 | 4500 | 887 766 554 |
| 18 | 5000 | 887 766 554 |
| 19 | 5500 | 988 776 655 |
| 20 | 6000 | 988 776 655 |
| 21 | 6500 | 998 877 665 |
| 22 | 7000 | 998 877 665 |
| 23 | 7500 | A99 887 766 |
| 24 | 8000 | A99 887 766 |
| 25 | 8500 | AA9 988 776 |
| 26 | 9000 | AA9 988 776 |
| 27 | 9500 | BAA 998 877 |
| 28 | 10000 | BAA 998 877 |
| 29 | 10500 | BBA A99 887 |
| 30 | 11000 | BBA A99 887 |
| 31 | 11500 | CBB AA9 988 |
| 32 | 12000 | CBB AA9 988 |
| 33 | 12500 | CCB BAA 998 |
| 34 | 13000 | CCB BAA 998 |
| 35 | 13500 | DCC BBA A99 |
| 36 | 14000 | DCC BBA A99 |

Requisites: Str 23, Dex 23

Alignment: non-W

HD/level: 3d3

Weapon Prof.: 8+level/3

To Hit Table: 2xFtr0

Saves: always +0

Reference: RDM

Groups: Warrior, Demigod

Complexity: CF=3

Str score is considered +5*LVL higher for purposes of size of weapons that can be wielded. Never has a Dex requirement for weapon size.

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

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

Level 1:,2:,etc.: (every level): +1 Follower, treat this as a level=LVL*3 Priest.

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).

Level 5: Psychic Visions: You see the future in visions or dreams.

Level 5: You and your party have reduced number of encounters in the Plane of the UltraBlack.

Level 18: Another +9 TH, +9 dmg, -9 AC penalty, -9 save penalty. (total +45/+45/-45/-45)

Level 28: +WL X actions

Known Spells:

Five Finger Death Punch - I Apologize (SL=N): Wishoid for a Rock Music Sampler spell of SL=(N*2)/3

Earthbind (SL=1): Target loses flying and takes double normal falling damage (no save).

Thinner (SL=2): Target cursed to lose a virtual size category/segment.

Three Blind Mice (SL=3): Three targets are SEL=2 Blind and sharpness one limb each.

Kanye West - Heard 'Em Say (SL=4): Instantaneous/Reverse Permanency an effect with duration. This spell cannot be reversed and doesn't have a reverse

Force Electrical Communiqué (SL=5): Telepathy with all intelligent items in room. They may lend their E actions.

Adele - Set Fire to the Rain (SL=6): x1 Terrain Feature: It's raining E=1 Fire in the room for CL dmg/s

Slipknot - Sulfur (SL=7): Breathe E=5 Sulfur (dmg=current hp, fort half) and SEL=1 Immovable/Stopped

Grand Daddy I.U. - Phuck 'em Up U (SL=8): All within sight SEL=2 drowning, falling, prone, and SEL=1 insane

Moss (SL=9): Each summon slot of yours may engage two groups of enemies instead of one.

Arch- Warrior0 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 20, Dex 25, Cml 25, Class slots 2

Alignment: any E

HD/level: & 3d4

Weapon Prof.: & 10+level

To Hit Table: War

Saves: Psi

Reference: RDM

Groups: Warrior, Mirror, Overt

Complexity: CF=3

Can weapon specialize using Non-War column.

Free Arch class adjective.

You have Overhit.

Level 1: +1 Nonweapon Proficiency per level. These slots may be spent on existing

Psi--2 powers (not additional ones). Each slot increases a power's check score both by 1, or you can roll an extra 1d20 (choose better result).

Level 1: Cascade Ram: 1P: Do (LVL+2)/2 melee attacks to a group (overwrites your normal # attacks, and it's irrelevant how many arms / weapons you have).

Level 1: 1V, take 1/4 your max hp as damage: Deal 1/2 your max hp as damage to one target (no save, aWR to resist).

Level 1: 1P: Destroy an Altar, Magical Pool, or Wall.

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

Level 24: You may choose six instances of a given Mini-class in any combination.

This can be done for multiple Mini-classes.

The Worst Smart Being in the World5 RDM

| Level | KXP | Spells |
|-------|-------|--------|
| 1 | 0 | (none) |
| 2 | 4.2 | (none) |
| 3 | 8.4 | (none) |
| 4 | 16.8 | (none) |
| 5 | 33.6 | (none) |
| 6 | 67.2 | (none) |
| 7 | 134.4 | (none) |
| 8 | 268.8 | (none) |
| 9 | 525 | (none) |
| 10 | 1050 | (none) |
| 11 | 1575 | (none) |
| 12 | 2100 | (none) |
| 13 | 2625 | (none) |
| 14 | 3150 | (none) |
| 15 | 3675 | (none) |
| 16 | 4200 | (none) |
| 17 | 4725 | (none) |
| 18 | 5250 | (none) |
| 19 | 5775 | (none) |
| 20 | 6300 | (none) |
| 21 | 6825 | (none) |
| 22 | 7350 | (none) |
| 23 | 7875 | (none) |
| 24 | 8400 | (none) |
| 25 | 8925 | (none) |
| 26 | 9450 | (none) |
| 27 | 9975 | (none) |
| 28 | 10500 | (none) |
| 29 | 11025 | (none) |
| 30 | 11550 | (none) |
| 31 | 12075 | (none) |
| 32 | 12600 | (none) |
| 33 | 13125 | (none) |
| 34 | 13650 | (none) |
| 35 | 14175 | (none) |
| 36 | 14700 | (none) |

Requisites: Con 61

Alignment: JG

HD/level: & 2d4

Weapon Prof.: & 1+level/3

To Hit Table: 3xM-U0

Saves: & 2xCust

Reference: RDM

Groups: Maxi

Complexity: CF=3

Barbarian Int

+LVL*3/2 GGL picks.

You may trade in 4 picks here to make a school "Robed" (-1 SL). This does not stack with other Robe effects you may have for that school.

Free Vanilla racial adjective that you must take.

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

Level 1:,2:,etc.: (every level): Any Rogue N pick. You get an extra (second) pick at level 1.

Level 1: Detect/Identify Anti-Radiation & Anti-Magic

Level 2: 0, 1/d: Divine Intervention (automatic), usually resolved as a ML=LVL Outer-planar summon

Level 2: 0, 1/d: Divine Intervention (automatic), usually resolved as a ML=LVL Outer-planar summon

Level 2: +LVL*3" bonus to movement rate

Level 4: Can turn undead using just 1V action

Level 6: Can turn anyone not of your Religion as if they were undead

Level 7: Druid Shapechange

Level 11: Extra-Bar stat bonus

Historian of the Coast4 RDM

| Level | KXP | Spells |
|-------|-------|-------------|
| | | 123 456 789 |
| 1 | 0 | 44- --- --- |
| 2 | 3.6 | 44- --- --- |
| 3 | 7.2 | 544 --- --- |
| 4 | 14.4 | 544 --- --- |
| 5 | 28.8 | 554 4-- --- |
| 6 | 57.6 | 554 4-- --- |
| 7 | 115.2 | 655 44- --- |
| 8 | 230.4 | 655 44- --- |
| 9 | 450 | 665 544 --- |
| 10 | 900 | 665 544 --- |
| 11 | 1350 | 766 554 4-- |
| 12 | 1800 | 766 554 4-- |
| 13 | 2250 | 776 655 44- |
| 14 | 2700 | 776 655 44- |
| 15 | 3150 | 877 665 544 |
| 16 | 3600 | 877 665 544 |
| 17 | 4050 | 887 766 554 |
| 18 | 4500 | 887 766 554 |
| 19 | 4950 | 988 776 655 |
| 20 | 5400 | 988 776 655 |
| 21 | 5850 | 998 877 665 |
| 22 | 6300 | 998 877 665 |
| 23 | 6750 | A99 887 766 |
| 24 | 7200 | A99 887 766 |
| 25 | 7650 | AA9 988 776 |
| 26 | 8100 | AA9 988 776 |
| 27 | 8550 | BAA 998 877 |
| 28 | 9000 | BAA 998 877 |
| 29 | 9450 | BBA A99 887 |
| 30 | 9900 | BBA A99 887 |
| 31 | 10350 | CBB AA9 988 |
| 32 | 10800 | CBB AA9 988 |
| 33 | 11250 | CCB BAA 998 |
| 34 | 11700 | CCB BAA 998 |
| 35 | 12150 | DCC BBA A99 |
| 36 | 12600 | DCC BBA A99 |

Requisites: Int 22, Chr 59, Class slots 2

Alignment: any G

HD/level: & +3d5

Weapon Prof.: & 10+level

To Hit Table: 3xRog

Saves: 3xFtr0

Reference: RDM

Groups: Wizard, Demigod, Maxi

Complexity: CF=3

Gets Int bonus to progression.

Specialization in Chromancy; pick one opposite school.

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

Level 30: Any illusionary effect you create is in fact real. There is no way to distinguish the created item from a "real" one, except by using Psi14.

Known Spells:

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.

Five Finger Death Punch - My Own Hell (SL=1): You are SEL=1 Insane. Free straight jacket of holding (|AC| 10+SN, acts as a bag of holding, Can't take P actions.)

Disturbed - A Reason to Fight (SL=2): Dispel possession from an evil source and gain Mtg Undying this segment

Gloom (SL=3): [x1 Special] Priest spells cost triple spell slots to cast.

Fissures (SL=4): Create a [x2] Enemy Terrain Feature of "Terminal velocity falling dmg each segment (20d6)" that can be ignored with a DC=(10+Int bonus) concentration skill check each segment. Once failed, it can't be further ignored.

Cloudkill Cloud(SL=5): PPD or slain. If made, 1d4 Con/s.

You just gotta grab a beer and let it burn (SL=6): Create a potion of Alcohol and one group takes CLd12 fire dmg. (PropaneR to resist)

Thespian's Stage (SL=7): 1bP, Pay 2 SL's: This copies of any other terrain feature.

Bohemian Rhapsody (SL=8): Wild Magic Surge up to 5 groups (hole in middle).

Mass Mass Heal (SL=9): Heals up to 100 groups of creatures. (Yes, this can be reversed.)

Infinite Cascade Sporacleer4 RDM

| Level | KXP | Spells |
|-------|-------|--------|
| 1 | 0 | (none) |
| 2 | 4.4 | (none) |
| 3 | 8.8 | (none) |
| 4 | 17.6 | (none) |
| 5 | 35.2 | (none) |
| 6 | 70.4 | (none) |
| 7 | 140.8 | (none) |
| 8 | 281.6 | (none) |
| 9 | 550 | (none) |
| 10 | 1100 | (none) |
| 11 | 1650 | (none) |
| 12 | 2200 | (none) |
| 13 | 2750 | (none) |
| 14 | 3300 | (none) |
| 15 | 3850 | (none) |
| 16 | 4400 | (none) |
| 17 | 4950 | (none) |
| 18 | 5500 | (none) |
| 19 | 6050 | (none) |
| 20 | 6600 | (none) |
| 21 | 7150 | (none) |
| 22 | 7700 | (none) |
| 23 | 8250 | (none) |
| 24 | 8800 | (none) |
| 25 | 9350 | (none) |
| 26 | 9900 | (none) |
| 27 | 10450 | (none) |
| 28 | 11000 | (none) |
| 29 | 11550 | (none) |
| 30 | 12100 | (none) |
| 31 | 12650 | (none) |
| 32 | 13200 | (none) |
| 33 | 13750 | (none) |
| 34 | 14300 | (none) |
| 35 | 14850 | (none) |
| 36 | 15400 | (none) |

Requisites: Dex 21, Con 22

Alignment: CG

HD/level: & 3d3

Weapon Prof.: & 8+level

To Hit Table: 3xWar

Saves: CTD0

Reference: RDM

Groups: Concordant, Overt

Complexity: CF=3

Gets 50 Rogue points per level.

+LVL-2 or better weapon needed to hit you (at level 1 this is "silver or better").

Gets 1X action per round.

Has "enough" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's.

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

Level 1: Immune to your own effects.

Level 1: +1T action per round. This can be used for Brass Gnat spells, or technological items (i.e. convert 1T -> 1S only to be used on Tech items).

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

Level 1: Quadruple specialized (6 half-plusses plus two slots of "buffering" for off-handedness) in every weapon.

Level 1: 1bM: One creature deals double combat damage this segment.

Level 1: Have their own language called "The Language of Death".

Level 7: Speak with Dead 1/d.

Level 9: Can use 3M actions per segment.

Gorilla Euthanist-922 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: Wis 25, Chr 25

Alignment: C any

HD/level: & 3d5

Weapon Prof.: & 10+level

To Hit Table: 3xWiz

Saves: 3xMon

Reference: RDM

Groups: Concordant, AlternateUniverse

Complexity: CF=3

Material componenting for spells costs a 0 action. If you use 1V in addition, you get double material componenting (triple effect total).

Exceptional Str bonus.

You have +1 Kit.

Level 1: Thieves' Cant.

Level 1: +1 Knowledge proficiency per level.

Level 9: +1 size.

Level 9: Get another Barbarian Stat.

Level 18: +1 size.

Dual-Classed Bandit Slayer RDM

| Level | KXP | Spells |
|-------|-------|--------|
| 1 | 0 | (none) |
| 2 | 3.8 | (none) |
| 3 | 7.6 | (none) |
| 4 | 15.2 | (none) |
| 5 | 30.4 | (none) |
| 6 | 60.8 | (none) |
| 7 | 121.6 | (none) |
| 8 | 243.2 | (none) |
| 9 | 475 | (none) |
| 10 | 950 | (none) |
| 11 | 1425 | (none) |
| 12 | 1900 | (none) |
| 13 | 2375 | (none) |
| 14 | 2850 | (none) |
| 15 | 3325 | (none) |
| 16 | 3800 | (none) |
| 17 | 4275 | (none) |
| 18 | 4750 | (none) |
| 19 | 5225 | (none) |
| 20 | 5700 | (none) |
| 21 | 6175 | (none) |
| 22 | 6650 | (none) |
| 23 | 7125 | (none) |
| 24 | 7600 | (none) |
| 25 | 8075 | (none) |
| 26 | 8550 | (none) |
| 27 | 9025 | (none) |
| 28 | 9500 | (none) |
| 29 | 9975 | (none) |
| 30 | 10450 | (none) |
| 31 | 10925 | (none) |
| 32 | 11400 | (none) |
| 33 | 11875 | (none) |
| 34 | 12350 | (none) |
| 35 | 12825 | (none) |
| 36 | 13300 | (none) |

Requisites: Dex 20, Chr 24, Class slots 2

Alignment: JS

HD/level: & 3d6

Weapon Prof.: & 10+level

To Hit Table: 2xFtr0

Saves: 3xWar

Reference: RDM

Groups: Mirror, Planar, Lost

Complexity: CF=3

Can cast Priest spells of the Necromantic sphere. Can also cast Priest spells of the following minor spheres: Darkness, Death, Destruction, Disease, Evil, Fear, Revenge, Secrets, Thievery.

Can specialize in one Warrior or Rogue school, with no opposite.

+LVL HNCL; this works when trying to qualify for x2 classes.

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

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

Level 1: 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.

Level 1: 1M, 1/r: Shapechange Other into a random DL=(LVL+2)/3 monster of [M40] monster type 41-2e6. (LVL saves vs. PP; aHR to resist)

Level 1: Any The Hidden level 1 ability

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 5: Detect change in TF or LF cont.

Level 25: 1F: Restore the local LoopF by 1. (This may be done multiple times.)

Anti- Immortal of the Ultra WhiteMTG RDM

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

Requisites: Int 24, Chr 24, Cml 23, Class slots 2
Alignment: L any (Overwrite to all other classes)
HD/level: +++2d6
Weapon Prof.: 8+level
To Hit Table: Psi
Saves: & 2xFtr0
Reference: RDM
Groups: Psionicist, Mirror, Demigod
Complexity: CF=3

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. If you pick this four times, use Beast Psionicist progression.
 PSPs = Chr*(Level+10).
 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: When attacking someone, multiply your damage by the number of classes he has (max=LVL).
 Level 1: May use Anti-Psionic Enchantments, which divide 1 spell into several smaller lower level spells.
 Level 1:,2:,etc.: (every level): +1G action
 Level 7: You have one Revive slot. If you kill a creature (you put it at negative hp and/or you dealt the "slay" effect to it), you may spend 1M within 1r to revive it.
 Level 9: Beauty of Cemad: +LVL Chr; you get Barbarian Chr
 Level 13: Any Scarlet Assassin level 13 ability
 Known Spells:
 Kanye West - Power (SL=N): Wishoid for an N-1 Sidekick spell.
 Old Mother Hubbard (SL=1): 1bM: One target can't be cured hp or regenerate for the rest of the rd.
 Songs of Byzantine Flowers (SL=2): Create a [x1] PC Special of "Allys get +SL TH, dmg, AC, and saves for each other member in their group that shares their race".
 Force of Nature II (SL=3): Summon a Wood Elemental: AC 40, hp 80, #Att 2/1, TH +30, dmg 30
 Orcish Oriflamme (SL=4): All your subordinates get +1 offensive DL.
 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
 Brass Gnat 6-2 (SL=6): +(LVL+1)/2 T actions per round, only for technological effects (including Brass Gnat spells). This cannot be picked more than once, but different SL versions of this same effect exist, which can be picked (once each).
 Five Finger Death Punch - Darkness Settles In (SL=7): One target SEL=1 Drunk, SEL=7 Lost, and dimensionally anchored
 Disturbed - Legion of Monsters (SL=8): One legion of enemys is SEL=1 Insane
 Grand Daddy I.U. - Soul Touch (SL=9): Everything you touch turns into celement
 EE=9 Soul (no save)