

# The Fifth Person of the Realms RDM

Level	KXP	Spells
1	0	+1 ML
2	9.2	+2 ML
3	18.4	+3 ML
4	36.8	+4 ML
5	73.6	+5 ML
6	147.2	+6 ML
7	294.4	+7 ML
8	500	+8 ML
9	750	+9 ML
10	1000	+10 ML
11	1250	+11 ML
12	1500	+12 ML
13	1750	+13 ML
14	2000	+14 ML
15	2250	+15 ML
16	2500	+16 ML
17	2750	+17 ML
18	3000	+18 ML
19	3250	+19 ML
20	3500	+20 ML
21	3750	+21 ML
22	4000	+22 ML
23	4250	+23 ML
24	4500	+24 ML
25	4750	+25 ML
26	5000	+26 ML
27	5250	+27 ML
28	5500	+28 ML
29	5750	+29 ML
30	6000	+30 ML
31	6250	+31 ML
32	6500	+32 ML
33	6750	+33 ML
34	7000	+34 ML
35	7250	+35 ML
36	7500	+36 ML

**Requisites: Wis 28**  
**Alignment: non-S**  
**HD/level: 1d6**  
**Weapon Prof.: 6+level**  
**To Hit Table: 3xRog**  
**Saves: 3xMon**  
**Reference: RDM**  
**Groups: Mirror, Maxi**  
**Complexity: CF=1**

Gets Int bonus to spells.

$PSPs = Str + Dex * 2 + Con + Int + Wis * 2 + Chr - 80 + (Dex + Wis - 10) * (level - 1)$

Level 5: 2S, Spend 1 skill pt(s), NP/hour: Your group is/are affected by SEL=2  
 Barbarian Stat for 1 round(s)

Level 9: Nimble Spiral: 3V, Spend 14 sl(s), 3/artificial reset: When an ally falls, an ally gains SEL=1 Sanctuary for 3 round(s)

# Charm Companion Mystic-37 RDM

Level	KXP	Spells
1	0	+1 ML
2	17.8	+2 ML
3	35.6	+3 ML
4	71.2	+4 ML
5	142.4	+5 ML
6	284.8	+6 ML
7	569.6	+7 ML
8	900	+8 ML
9	1350	+9 ML
10	1800	+10 ML
11	2250	+11 ML
12	2700	+12 ML
13	3150	+13 ML
14	3600	+14 ML
15	4050	+15 ML
16	4500	+16 ML
17	4950	+17 ML
18	5400	+18 ML
19	5850	+19 ML
20	6300	+20 ML
21	6750	+21 ML
22	7200	+22 ML
23	7650	+23 ML
24	8100	+24 ML
25	8550	+25 ML
26	9000	+26 ML
27	9450	+27 ML
28	9900	+28 ML
29	10350	+29 ML
30	10800	+30 ML
31	11250	+31 ML
32	11700	+32 ML
33	12150	+33 ML
34	12600	+34 ML
35	13050	+35 ML
36	13500	+36 ML

**Requisites: Int 16**  
**Alignment: AS**  
**HD/level: & 1d9**  
**Weapon Prof.: & 6+level**  
**To Hit Table: 2xCTD0**  
**Saves: 2xPsi**  
**Reference: RDM**  
**Groups: AlternateUniverse**  
**Complexity: CF=1**

iMReflection 50%; Regenerate 6\*LVL hp/s (both self and rider)  
 May material component spells, but not psionic powers.  
 Material componenting for spells costs a 0 action. If you use 1V in addition, you get double material componenting (triple effect total).  
 Your animal companions have (10+LVL)% of your base XP.  
 Level 1: Over Hit: If you hit someone by more than 20, add +1 damage for each number over what you needed to hit.  
 Level 1: Turn Undead, see [S3]  
 Level 4: Each time all creatures block(s) or parry an attack, Dispel effects on your group (No save)  
 Level 7: 4P, Spend 2 skill pt(s): After rolling a natural 20, an ally's group gains SEL=6 Contingency for 1 round(s)  
 Level 32: Each time an ally spend(s) or regain(s) psionic focus, Dispel all effects on an enemy (No save, WR or GR to resist) If resisted, a random effect is reflected back at the source

# Necromancy Un Sampler from Beyond1JG RDM

Level	KXP	Spells
1	0	(none)
2	16.6	(none)
3	33.2	(none)
4	66.4	(none)
5	132.8	(none)
6	265.6	(none)
7	531.2	(none)
8	900	(none)
9	1350	(none)
10	1800	(none)
11	2250	(none)
12	2700	(none)
13	3150	(none)
14	3600	(none)
15	4050	(none)
16	4500	(none)
17	4950	(none)
18	5400	(none)
19	5850	(none)
20	6300	(none)
21	6750	(none)
22	7200	(none)
23	7650	(none)
24	8100	(none)
25	8550	(none)
26	9000	(none)
27	9450	(none)
28	9900	(none)
29	10350	(none)
30	10800	(none)
31	11250	(none)
32	11700	(none)
33	12150	(none)
34	12600	(none)
35	13050	(none)
36	13500	(none)

**Requisites: Int 18**

**Alignment: CS**

**HD/level: 1d11**

**Weapon Prof.: 5+level/4**

**To Hit Table: 2xFtr0**

**Saves: 3xRog**

**Reference: RDM**

**Groups: Futureshifted**

**Complexity: CF=1**

Has all rogue abilities on all charts. Gets 90 Rogue points per level.

Level 1: Gain a Spectral Nimbus that deals 2% of melee attackers dmg of type Adamantite, for 1 segment

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

Level 13: 3W, Spend 6 animal companion(s), 3/week: When an ally's group takes damage, they gain SEL=5 True Seeing for 5 segment(s)

Level 14: 6M: Silence a target mid-cast, preventing the ability (Will or Wis 17+Wis save for quarter effect)

Level 21: 10S, Spend 11 max hp(s), 3/hour: If healed, an ally also gains SEL=5 Motivated for 2 round(s)

Level 22: +64 ranged dmg and +79 max hp to an ally

Level 30: Allies within 30 feet gain +111 to hit

# Concordant Juvenator Slayer RDM

Level	KXP	Spells
1	0	(none)
2	18.8	(none)
3	37.6	(none)
4	75.2	(none)
5	150.4	(none)
6	300.8	(none)
7	601.6	(none)
8	1000	(none)
9	1500	(none)
10	2000	(none)
11	2500	(none)
12	3000	(none)
13	3500	(none)
14	4000	(none)
15	4500	(none)
16	5000	(none)
17	5500	(none)
18	6000	(none)
19	6500	(none)
20	7000	(none)
21	7500	(none)
22	8000	(none)
23	8500	(none)
24	9000	(none)
25	9500	(none)
26	10000	(none)
27	10500	(none)
28	11000	(none)
29	11500	(none)
30	12000	(none)
31	12500	(none)
32	13000	(none)
33	13500	(none)
34	14000	(none)
35	14500	(none)
36	15000	(none)

**Requisites: Chr 18**  
**Alignment: CW**  
**HD/level: 1d12**  
**Weapon Prof.: 10+level/3**  
**To Hit Table: 2xM-U0**  
**Saves: Wiz**  
**Reference: RDM**  
**Groups: Futureshifted**  
**Complexity: CF=1**

Can weapon specialize in guns, using the "Barbarian" line for attacks.  
 Gets Int bonus to spell progression.  
 All dice in all spells is replaced by d30 (so Magic Missile is 1d30+1, wacky balls are always d30 regardless of SL, etc.)  
 All dice in all spells is replaced by d30 (so Magic Missile is 1d30+1, wacky balls are always d30 regardless of SL, etc.)  
 Level 1: 1V: Use a rogue ability (This effectively allows you to overwrite action costs on rogue abilities to 1V if you want)  
 Level 1: +LVL QZ actions /r; Can convert 2 QZ -> 1 OppQZ  
 Level 9: Repair VIII. 1M or 1bM: Heal a summon or animal companion  
 Level 9: Repair VII. ½M: Restore an effect that was dispelled within the last round.  
 Level 30: Whenever all creatures complete(s) a prayer or blessing, Drain 525 resistances from all enemies in 20 feet (No save)  
 Level 32: 9A, 3/natural reset: Counter an action targeting an ally (No save)  
 Level 32: 8A, 3/natural reset: Silence a target mid-cast, preventing the ability (No save, WR or XR to resist)

# Arcane O-actor RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	15.2	2--	---	---
3	30.4	22-	---	---
4	60.8	22-	---	---
5	121.6	322	---	---
6	243.2	322	---	---
7	486.4	332	2--	---
8	800	332	2--	---
9	1200	433	22-	---
10	1600	433	22-	---
11	2000	443	322	---
12	2400	443	322	---
13	2800	544	332	2--
14	3200	544	332	2--
15	3600	554	433	22-
16	4000	554	433	22-
17	4400	655	443	322
18	4800	655	443	322
19	5200	665	544	332
20	5600	665	544	332
21	6000	766	554	433
22	6400	766	554	433
23	6800	776	655	443
24	7200	776	655	443
25	7600	877	665	544
26	8000	877	665	544
27	8400	887	766	554
28	8800	887	766	554
29	9200	988	776	655
30	9600	988	776	655
31	10000	998	877	665
32	10400	998	877	665
33	10800	A99	887	766
34	11200	A99	887	766
35	11600	AA9	988	776
36	12000	AA9	988	776

**Requisites: Dex 17, Cml 17**

**Alignment: LE (Overwrite to all other classes)**

**HD/level: +1d7**

**Weapon Prof.: 9+level**

**To Hit Table: War**

**Saves: 2xCTD0**

**Reference: RDM**

**Groups: Lost, Demigod**

**Complexity: CF=1**

Psi10 (class) PSPs = (LVL+Int+Wis-20)\*5.

Gains the use of one school or sphere (Warrior, Wizard, Priest, or Rogue) per level.

Cannot cast spells from schools/spheres it doesn't have at all (they are not "Opposite", they are "Not Available"). Alternatively, can learn one psionic power (of any

frequency you know) instead of a school/sphere pick. This power doesn't cost PSPs to use, but it still costs a spell slot of SL=2 (minor), 5 (major), or 8 (grand). If it costs a variable amount of PSPs to use, you have 10\*LVL PSPs (Psi1 scale) per usage.

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

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

Level 2: You may convert 2G -> 1 IG (Instantaneous Godly Action). Instantaneous actions cannot be responded to except by J actions (or better).

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 11: 6Z, Spend 10 rogue pt(s): If healed, your group also gains SEL=2

Barbarian Stat for 1 round(s)

Level 17: Gain a Spectral Shroud that reduces all forced movement by half unless resisted with (PPD or Fortitude 25+Con save to negate), for CL minutes

Level 27: Gain a Reality Swaddle that deflects ranged attacks unless the attacker passes (No save), for 1 segment

Level 31: Every time you use(s) a disguise or false identity, All enemies within 20 feet are SEL=2 Panic (No save, CR or RR to resist)

Known Spells:

Disturbed - God of the Mind (SL=N): Wishoid for a Chronomancy spell of SL=N-1 Alizarin Crimson (SL=1): Stops magical ranged weapons or Deals 40 points of acid damage (Reflex half).

Disturbed - The Game (SL=2): The next time you are affected by a mental domination or charm effect, the source of the effect is SEL=5 Slain at the end of the rd

Masochism (Enchantment, SL=3): For every 10 dmg you take, gain a +1 to Th, saves, skill checks for 1r/level (max 1iTh, 1isave, 1iskills)

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

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.

8 Mile (SL=6): TWE with no summoning sickness.

War Pigs (SL=7): Cast a CSL=4 Warlord Spell.

Shadow Cloud (SL=8): PPD or Feeblemind. If made, Enfeeblement.

Declare Sovereignty (SL=9): 1bM: Counter/Dispel a status effect of SEL = LVL or less. Can be cast if there is no response given.

# Luck Banditologist Slayer RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	8.2	2--	---	---
3	16.4	22-	---	---
4	32.8	22-	---	---
5	65.6	322	---	---
6	131.2	322	---	---
7	262.4	332	2--	---
8	400	332	2--	---
9	600	433	22-	---
10	800	433	22-	---
11	1000	443	322	---
12	1200	443	322	---
13	1400	544	332	2--
14	1600	544	332	2--
15	1800	554	433	22-
16	2000	554	433	22-
17	2200	655	443	322
18	2400	655	443	322
19	2600	665	544	332
20	2800	665	544	332
21	3000	766	554	433
22	3200	766	554	433
23	3400	776	655	443
24	3600	776	655	443
25	3800	877	665	544
26	4000	877	665	544
27	4200	887	766	554
28	4400	887	766	554
29	4600	988	776	655
30	4800	988	776	655
31	5000	998	877	665
32	5200	998	877	665
33	5400	A99	887	766
34	5600	A99	887	766
35	5800	AA9	988	776
36	6000	AA9	988	776

Requisites: Str 15, Dex 15

Alignment: non-G

HD/level: +1d6

Weapon Prof.: 6+level/3

To Hit Table: 3xCTD0

Saves: & Mon

Reference: RDM

Groups: Lost, Demigod

Complexity: CF=1

Has Exceptional Int bonus. Gets Int bonus to spell progression (instead of Wis).

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

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 16: An ally surge(s) with +42 AC for a single action

Known Spells:

Disturbed - Hell (SL=N): Can only be cast 1/reset. Summon a DL=N+2 demon with "If this dies, roll a random PC cataclysm on its owner"

Five Finger Death Punch - The Pride (SL=1): Fear aura and DR=Str bonus if you are C aligned and not at max hp

Channel (SL=2): This spell can only be cast 1/turn. 1bM, spend 10\*N hp: +N SL's.

Fireshrieker (SL=3): One of your summons deals double damage

Olivia Rodrigo - Favorite Crime (SL=4): SEL=5 Dominate (Mentally) a target. You are SEL=4 Dominated (Physically) by that target. Both of your alignments are CN

Five Finger Death Punch - M.I.N.E/End this Way (SL=5): The next time an enemy in one group gets a negative status effect, that status is shared by every enemy in that group

Karakas (SL=6): 1bM: Unsummon a unique being.

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

6 (SL=8): 1M: A group gets +1 max ihp or +1 max+current ihp if they have at least 1 ihp (no save)

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

# Chirurgion2 RDM

Level	KXP	Spells
1	0	(none)
2	9.8	(none)
3	19.6	(none)
4	39.2	(none)
5	78.4	(none)
6	156.8	(none)
7	313.6	(none)
8	500	(none)
9	750	(none)
10	1000	(none)
11	1250	(none)
12	1500	(none)
13	1750	(none)
14	2000	(none)
15	2250	(none)
16	2500	(none)
17	2750	(none)
18	3000	(none)
19	3250	(none)
20	3500	(none)
21	3750	(none)
22	4000	(none)
23	4250	(none)
24	4500	(none)
25	4750	(none)
26	5000	(none)
27	5250	(none)
28	5500	(none)
29	5750	(none)
30	6000	(none)
31	6250	(none)
32	6500	(none)
33	6750	(none)
34	7000	(none)
35	7250	(none)
36	7500	(none)

**Requisites: Cml 17**  
**Alignment: JE**  
**HD/level: & 1d8**  
**Weapon Prof.: & 5+level**  
**To Hit Table: 3xRog**  
**Saves: 2xWar**  
**Reference: RDM**  
**Groups: Lost**  
**Complexity: CF=1**

Can weapon specialize, using the Ranger1 line.  
 Can have Exceptional Int, Wis, or Chr bonus.  
 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: Gets +4\*LVL from behind instead of the usual +4 from behind.  
 Level 1: Gets +4\*LVL from behind instead of the usual +4 from behind.  
 Level 4: You energy drain 1 level whenever someone hits you (for each hit, if you have stoneskins or were immune to the attack, the level drain doesn't occur).  
 Level 7: 4P, Spend 6 Wis: If healed, you also gains SEL=3 Extra Barbarian Stat for 2 round(s)  
 Level 16: Allies within 30 feet gain +24 melee dmg

# Time Sagittar-11 RDM

Level	KXP	Spells
1	0	(none)
2	11.8	(none)
3	23.6	(none)
4	47.2	(none)
5	94.4	(none)
6	188.8	(none)
7	377.6	(none)
8	600	(none)
9	900	(none)
10	1200	(none)
11	1500	(none)
12	1800	(none)
13	2100	(none)
14	2400	(none)
15	2700	(none)
16	3000	(none)
17	3300	(none)
18	3600	(none)
19	3900	(none)
20	4200	(none)
21	4500	(none)
22	4800	(none)
23	5100	(none)
24	5400	(none)
25	5700	(none)
26	6000	(none)
27	6300	(none)
28	6600	(none)
29	6900	(none)
30	7200	(none)
31	7500	(none)
32	7800	(none)
33	8100	(none)
34	8400	(none)
35	8700	(none)
36	9000	(none)

**Requisites: Dex 16**  
**Alignment: non-G**  
**HD/level: & 1d12**  
**Weapon Prof.: & 8+level**  
**To Hit Table: & 3xCust**  
**Saves: & Cust**  
**Reference: RDM**  
**Groups: Alternate Universe, Overt**  
**Complexity: CF=1**

Considered a "Beholder" race.  
 You have +LVL instances of Tactical Movement (you may move to 1+LVL groups of targets with a single V action).  
 Level 5: Gain a Runic Bloom that deals 19% of melee attackers dmg of type Plasma, for 1 day  
 Level 8: Support characters gain +46 melee dmg  
 Level 28: Each time all enemies meditate(s) or enter(s) a trance state, Remove all beneficial effects from an enemy's group (Dex 139+Con for half effect, WR or WR to resist)

# Instantaneous Abjurer(MTG B)4 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	5.2	2--	---	---
3	10.4	22-	---	---
4	20.8	22-	---	---
5	41.6	322	---	---
6	83.2	322	---	---
7	166.4	332	2--	---
8	300	332	2--	---
9	450	433	22-	---
10	600	433	22-	---
11	750	443	322	---
12	900	443	322	---
13	1050	544	332	2--
14	1200	544	332	2--
15	1350	554	433	22-
16	1500	554	433	22-
17	1650	655	443	322
18	1800	655	443	322
19	1950	665	544	332
20	2100	665	544	332
21	2250	766	554	433
22	2400	766	554	433
23	2550	776	655	443
24	2700	776	655	443
25	2850	877	665	544
26	3000	877	665	544
27	3150	887	766	554
28	3300	887	766	554
29	3450	988	776	655
30	3600	988	776	655
31	3750	998	877	665
32	3900	998	877	665
33	4050	A99	887	766
34	4200	A99	887	766
35	4350	AA9	988	776
36	4500	AA9	988	776

Requisites: Int 14

Alignment: JG

HD/level: 1d3

Weapon Prof.: 4+level/2

To Hit Table: 2xFtr0

Saves: War

Reference: RDM

Groups: Wizard

Complexity: CF=1

Specialized in Technology school; pick an opposite.

School robe (-1 SL) in Alteration

Level 1: May cast Priest Healing sphere spells as if they were Wizard spells of the same level.

Known Spells:

Figure of Destiny N (SL=N): Summon a DL N Kithkin. At SL=2, it's a Kithkin Spirit.

At SL=5, it's a Kithkin Spirit Warrior. At SL=8, it's a flying Kithkin Spirit Warrior Avatar with +1IF

False Orders (SL=1): (1bM to cast) Force a monster to attack someone else (he will only attack his enemies)

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

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.

I Am What Fuels your Nightmares (SL=5): Dual Natured between here and the Far Realm. iunER CL\*5%.

Kanye West - Runaway (SL=6): Dispel your animal companion: Destroy/destroy your group (including you)

Rob Zombie - Super Beast (SL=7): Free Super and Beast Racial adjectives while running.

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

Kenny Rogers - The Gambler (SL=9): Can only be cast 1/d. You have control over draws from of a Deck of Many things this segment

# Insect RDM

Level	KXP	Spells
1	0	(none)
2	24.8	(none)
3	49.6	(none)
4	99.2	(none)
5	198.4	(none)
6	396.8	(none)
7	793.6	(none)
8	1300	(none)
9	1950	(none)
10	2600	(none)
11	3250	(none)
12	3900	(none)
13	4550	(none)
14	5200	(none)
15	5850	(none)
16	6500	(none)
17	7150	(none)
18	7800	(none)
19	8450	(none)
20	9100	(none)
21	9750	(none)
22	10400	(none)
23	11050	(none)
24	11700	(none)
25	12350	(none)
26	13000	(none)
27	13650	(none)
28	14300	(none)
29	14950	(none)
30	15600	(none)
31	16250	(none)
32	16900	(none)
33	17550	(none)
34	18200	(none)
35	18850	(none)
36	19500	(none)

**Requisites: Con 18**  
**Alignment: NW**  
**HD/level: 1d8**  
**Weapon Prof.: 6+level/5**  
**To Hit Table: 2xM-U0**  
**Saves: Cust**  
**Reference: RDM**  
**Groups: Monster**  
**Complexity: CF=1**

Gets Barbarian Con.  
 Gets a master monster pick per level  
 Level 1: When a group meditate(s) or enter(s) a trance state, Lingering effect: -24 to movement on an enemy, stacking each round they remain affected. GR reduces the buildup  
 Level 3: Gain a Phantom Ward that forces attackers to succeed on (RSW or Wis 18+Str save to nullify) or deal half damage until you die  
 Level 5: Pick sunlight, holy water, wood, or garlic. You are not allergic/vulnerable to this.  
 Level 9: iXR LVL\*5%  
 Level 10: Manaborn Expansion: Your group gain(s) +2 max hp each turn for CL hours, stacking until the effect ends  
 Level 12: Each time all enemies succeed(s) on a Wisdom saving throw, Attempt to dispel all effects on your group (No save, CR to resist) If resisted, target takes 44 Piercing damage  
 Level 26: Heavenbound Revelation: 12F: Reflect a hostile ability back to its source (No save, MR to resist or to avoid reflection)  
 Level 26: Your group surge(s) with +6 hp for a single action  
 Level 30: Whenever all creatures become(s) invisible, Drain 690 points of Dex from an enemy (PPD 40+Int to absorb, TechR or WR to resist)

# Doom Concordant(MTG G) RDM

Level	KXP	Spells
1	0	+1 ML
2	15	+2 ML
3	30	+3 ML
4	60	+4 ML
5	120	+5 ML
6	240	+6 ML
7	480	+7 ML
8	800	+8 ML
9	1200	+9 ML
10	1600	+10 ML
11	2000	+11 ML
12	2400	+12 ML
13	2800	+13 ML
14	3200	+14 ML
15	3600	+15 ML
16	4000	+16 ML
17	4400	+17 ML
18	4800	+18 ML
19	5200	+19 ML
20	5600	+20 ML
21	6000	+21 ML
22	6400	+22 ML
23	6800	+23 ML
24	7200	+24 ML
25	7600	+25 ML
26	8000	+26 ML
27	8400	+27 ML
28	8800	+28 ML
29	9200	+29 ML
30	9600	+30 ML
31	10000	+31 ML
32	10400	+32 ML
33	10800	+33 ML
34	11200	+34 ML
35	11600	+35 ML
36	12000	+36 ML

Requisites: Str 18, Wis 17

Alignment: LE

HD/level: 1d5

Weapon Prof.: 6+level

To Hit Table: Rog

Saves: M-U0

Reference: RDM

Groups: Concordant, Alternate Universe

Complexity: CF=1

Exceptional Wis bonus.

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

Level 6: 2H: Intercept a summoning or planar effect (No save, GR to resist)

Level 6: Whenever a creature succeed(s) on a saving throw against magic, Drain 219 resistances per round from an enemy for 1 rounds (No save)

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.

Level 13: Gain a Obsidian Carapace that reduces all forced movement by half unless resisted with (Dex or PP 43+Int save for half effect), while concentrating

Level 18: 1M: Mordenkainen's Disjunction

Level 29: 5W, Spend 2 Con, NP/week: When your group takes damage, they gain SEL=4 Super Barbarian Stat for 1 minute(s)

Level 29: 5W, Spend 14 skill pt(s), ML/week: You gain(s) SEL=6 Charged for 2 round(s)

# 1X (Advanced) Artificer of the Coast1 RDM

Level	KXP	Spells
1	0	(none)
2	14.6	(none)
3	29.2	(none)
4	58.4	(none)
5	116.8	(none)
6	233.6	(none)
7	467.2	(none)
8	800	(none)
9	1200	(none)
10	1600	(none)
11	2000	(none)
12	2400	(none)
13	2800	(none)
14	3200	(none)
15	3600	(none)
16	4000	(none)
17	4400	(none)
18	4800	(none)
19	5200	(none)
20	5600	(none)
21	6000	(none)
22	6400	(none)
23	6800	(none)
24	7200	(none)
25	7600	(none)
26	8000	(none)
27	8400	(none)
28	8800	(none)
29	9200	(none)
30	9600	(none)
31	10000	(none)
32	10400	(none)
33	10800	(none)
34	11200	(none)
35	11600	(none)
36	12000	(none)

**Requisites: Int 15**  
**Alignment: any E**  
**HD/level: & +++++1d11**  
**Weapon Prof.: & 3+level/4**  
**To Hit Table: 2xCTD0**  
**Saves: 3xWar**  
**Reference: RDM**  
**Groups: Lost**  
**Complexity: CF=1**

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.  
 Each Level: Gets one Rarer3 pick with DL=(LVL+3)/4. For monster type, the DM rolls 1d13+27 and consults the [M40] monster types, treating 28 as Weird (instead of Wurm).  
 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: 1F: Do a random [PC2] Monster Collective Psionics combat (c) power of SL=1dLVL. Any attempt to counter it will fork it instead.  
 Level 792: 101bbbS, 3/turn: Silence a target mid-cast, preventing the ability (No save, RR or HR to resist)

# Tiny Game Warrior0 RDM

Level	KXP	Spells
1	0	(none)
2	5.4	(none)
3	10.8	(none)
4	21.6	(none)
5	43.2	(none)
6	86.4	(none)
7	172.8	(none)
8	300	(none)
9	450	(none)
10	600	(none)
11	750	(none)
12	900	(none)
13	1050	(none)
14	1200	(none)
15	1350	(none)
16	1500	(none)
17	1650	(none)
18	1800	(none)
19	1950	(none)
20	2100	(none)
21	2250	(none)
22	2400	(none)
23	2550	(none)
24	2700	(none)
25	2850	(none)
26	3000	(none)
27	3150	(none)
28	3300	(none)
29	3450	(none)
30	3600	(none)
31	3750	(none)
32	3900	(none)
33	4050	(none)
34	4200	(none)
35	4350	(none)
36	4500	(none)

**Requisites: Str 15**  
**Alignment: NE**  
**HD/level: & 1d6**  
**Weapon Prof.: & 3+level/3**  
**To Hit Table: 3xPri**  
**Saves: 2xWiz**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=1**

Gets +1 Feat per level  
 Gets Exceptional Dex.  
 Level 1: Can have an Animal Companion (1/10th your XP)  
 Level 2: No range penalties; Can shoot bows in your group without penalty

# War Poster RDM

Level	KXP	Spells
1	0	(none)
2	4.6	(none)
3	9.2	(none)
4	18.4	(none)
5	36.8	(none)
6	73.6	(none)
7	147.2	(none)
8	300	(none)
9	450	(none)
10	600	(none)
11	750	(none)
12	900	(none)
13	1050	(none)
14	1200	(none)
15	1350	(none)
16	1500	(none)
17	1650	(none)
18	1800	(none)
19	1950	(none)
20	2100	(none)
21	2250	(none)
22	2400	(none)
23	2550	(none)
24	2700	(none)
25	2850	(none)
26	3000	(none)
27	3150	(none)
28	3300	(none)
29	3450	(none)
30	3600	(none)
31	3750	(none)
32	3900	(none)
33	4050	(none)
34	4200	(none)
35	4350	(none)
36	4500	(none)

**Requisites: Wis 14**  
**Alignment: LN**  
**HD/level: & 1d5**  
**Weapon Prof.: & 9+level/4**  
**To Hit Table: (none)**  
**Saves: 2xCTD0**  
**Reference: RDM**  
**Groups: Internet**  
**Complexity: CF=1**

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

# Creation Girl0 RDM

Level	KXP	Spells
1	0	(none)
2	6.2	(none)
3	12.4	(none)
4	24.8	(none)
5	49.6	(none)
6	99.2	(none)
7	198.4	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Cml 27**  
**Alignment: non-W**  
**HD/level: 1d7**  
**Weapon Prof.: 1+level/2**  
**To Hit Table: 2xPri**  
**Saves: 3xCust**  
**Reference: RDM**  
**Groups: Maxi**  
**Complexity: CF=1**

Gets 75 Rogue points per level.  
 Level 1: 1M, LVL/t: Death's Door  
 Level 11: 4Z, Spend 2 animal companion(s): Your group get(s) SEL=7 Escape for 2 minute(s)

# Meat D- Custom1JG RDM

Level	KXP	Spells
1	0	+1 lim ML
2	9.2	+2 lim ML
3	18.4	+3 lim ML
4	36.8	+4 lim ML
5	73.6	+5 lim ML
6	147.2	+6 lim ML
7	294.4	+7 lim ML
8	500	+8 lim ML
9	750	+9 lim ML
10	1000	+10 lim ML
11	1250	+11 lim ML
12	1500	+12 lim ML
13	1750	+13 lim ML
14	2000	+14 lim ML
15	2250	+15 lim ML
16	2500	+16 lim ML
17	2750	+17 lim ML
18	3000	+18 lim ML
19	3250	+19 lim ML
20	3500	+20 lim ML
21	3750	+21 lim ML
22	4000	+22 lim ML
23	4250	+23 lim ML
24	4500	+24 lim ML
25	4750	+25 lim ML
26	5000	+26 lim ML
27	5250	+27 lim ML
28	5500	+28 lim ML
29	5750	+29 lim ML
30	6000	+30 lim ML
31	6250	+31 lim ML
32	6500	+32 lim ML
33	6750	+33 lim ML
34	7000	+34 lim ML
35	7250	+35 lim ML
36	7500	+36 lim ML

**Requisites: Dex 18, Chr 17**

**Alignment: LE**

**HD/level: 1d6**

**Weapon Prof.: 2+level**

**To Hit Table: 2xCust**

**Saves: Ftr0**

**Reference: RDM**

**Groups: Custom, Overt**

**Complexity: CF=1**

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

Level 1: When an ally sense(s) their territory is/are threatened, Lingering effect: -19 to saves on an enemy, stacking each round they remain affected. PR reduces the buildup

Level 1: 1S, 1/t: You and one party member get +NP\*CL/2 AC and max hp for 1 turn.

Level 1: 1P: Unsummon a summon.

Level 1: On a natural roll of 20-LVL/2 or greater with a melee attack, you Sharpness the target.

Level 4: Each time all creatures use(s) a disguise or false identity, Dispel effects on an enemy's group, bypassing NR resistance if their HD ≥ 20

Level 5: Getting Medieval: Divide AC & save bonus by 2 for next hour: Starting next segment, get x2 TH & dmg for 1 hour.

Level 8: Pick any Wizard5 class level 5-7 (Mastermind)

Level 14: Fast-Create Potions: 1F, lose N SL=N spells in memorization: Make a potion of a SL=N effect

# Orange Tougher1JG RDM

Level	KXP	Spells
1	0	(none)
2	19.8	(none)
3	39.6	(none)
4	79.2	(none)
5	158.4	(none)
6	316.8	(none)
7	633.6	(none)
8	1000	(none)
9	1500	(none)
10	2000	(none)
11	2500	(none)
12	3000	(none)
13	3500	(none)
14	4000	(none)
15	4500	(none)
16	5000	(none)
17	5500	(none)
18	6000	(none)
19	6500	(none)
20	7000	(none)
21	7500	(none)
22	8000	(none)
23	8500	(none)
24	9000	(none)
25	9500	(none)
26	10000	(none)
27	10500	(none)
28	11000	(none)
29	11500	(none)
30	12000	(none)
31	12500	(none)
32	13000	(none)
33	13500	(none)
34	14000	(none)
35	14500	(none)
36	15000	(none)

**Requisites: Int 18**  
**Alignment: LG**  
**HD/level: ‡1d8**  
**Weapon Prof.: 2+level/5**  
**To Hit Table: 2xM-U0**  
**Saves: Mon**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=1**

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.  
 See [Q8] for Psi8 rules and powers.  
 Level 1: +LVL dmg.  
 Level 4: Weapon of Choice: The PC selects one weapon (which he does not have to specialize in), and the Cavalier is considered 3 levels higher for purposes of number of attacks per round. This must be a melee weapon.  
 Level 14: Your group gain(s) +28 hp each turn for 1 hour, stacking until the effect ends  
 Level 16: 8A, ML/natural reset: Silence a target mid-cast, preventing the ability (Chr or PP 94+Wis save to reflect)  
 Level 17: 3C, Spend 2 Con, ML/segment: While within 20 feet of you, you has SEL=1 Sanctuary for 4 round(s)  
 Level 19: 10E, Spend 16 hp(s): You gain(s) SEL=7 Escape for 5 round(s)  
 Level 24: Support characters gain +360 melee dmg  
 Level 26: 11F: Counter an action targeting an ally (Will 79+Str to counter, RR or WR to resist)

# Emissaryologist2 RDM

Level	KXP	Spells
1	0	(none)
2	13.6	(none)
3	27.2	(none)
4	54.4	(none)
5	108.8	(none)
6	217.6	(none)
7	435.2	(none)
8	700	(none)
9	1050	(none)
10	1400	(none)
11	1750	(none)
12	2100	(none)
13	2450	(none)
14	2800	(none)
15	3150	(none)
16	3500	(none)
17	3850	(none)
18	4200	(none)
19	4550	(none)
20	4900	(none)
21	5250	(none)
22	5600	(none)
23	5950	(none)
24	6300	(none)
25	6650	(none)
26	7000	(none)
27	7350	(none)
28	7700	(none)
29	8050	(none)
30	8400	(none)
31	8750	(none)
32	9100	(none)
33	9450	(none)
34	9800	(none)
35	10150	(none)
36	10500	(none)

**Requisites: Str 17, Cml 17**

**Alignment: TN**

**HD/level: +1d12**

**Weapon Prof.: 5+level**

**To Hit Table: 2xM-U0**

**Saves: 3xPsi**

**Reference: RDM**

**Groups: Planar, Lost**

**Complexity: CF=1**

Note that this class gets ++1 to hit.

Gets Int bonus to progression.

Never loses control of Henchmen (auto-make Chr and Morale checks).

Level 1: Immune to Astral sphere spells, and being Astral Construct or Astral

Destruct "twisted".

Level 1: Barbarian Int bonus instead of Exceptional.

Level 4: Snap or Reply: +LVL-3 stat points distributed among Dex or Int.

Level 9: Gain a volatile Reflective Matrix that explodes with Vacuum damage when struck, dealing 5% back to the attacker

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

Level 26: 6F: Intercept a summoning or planar effect (No save, IR to resist)

# Combat Dwarven Dwarf0 RDM

Level	KXP	Spells
1	0	(none)
2	14.6	(none)
3	29.2	(none)
4	58.4	(none)
5	116.8	(none)
6	233.6	(none)
7	467.2	(none)
8	800	(none)
9	1200	(none)
10	1600	(none)
11	2000	(none)
12	2400	(none)
13	2800	(none)
14	3200	(none)
15	3600	(none)
16	4000	(none)
17	4400	(none)
18	4800	(none)
19	5200	(none)
20	5600	(none)
21	6000	(none)
22	6400	(none)
23	6800	(none)
24	7200	(none)
25	7600	(none)
26	8000	(none)
27	8400	(none)
28	8800	(none)
29	9200	(none)
30	9600	(none)
31	10000	(none)
32	10400	(none)
33	10800	(none)
34	11200	(none)
35	11600	(none)
36	12000	(none)

**Requisites: Str 15**  
**Alignment: JN**  
**HD/level: 1d6**  
**Weapon Prof: 9+level/4**  
**To Hit Table: 2xM-U0**  
**Saves: 3xWiz**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=1**

Exceptional Str, Dex, and Con.

Has a "Familiar" slot.

Exceptional Str, Dex, and Con.

Gets Exceptional Con.

Level 19: Every time all enemies spend(s) or regain(s) psionic focus, Each failed save by an enemy's group increases the severity of SEL=11 Cracked (Terror 106+Con save for quarter effect)

Level 21: 4S, Spend 9 hp(s), ML/hour: While within 20 feet of you, you has SEL=7

Phoenix Sanctuary for 9 round(s)

Level 23: Gain a Reality Shell that heals you for 79% of damage you deal while active, for 1 segment

# Barney Outland Opposereer Slayer RDM

Level	KXP	Spells
1	0	+1 lim ML
2	5	+2 lim ML
3	10	+3 lim ML
4	20	+4 lim ML
5	40	+5 lim ML
6	80	+6 lim ML
7	160	+7 lim ML
8	300	+8 lim ML
9	450	+9 lim ML
10	600	+10 lim ML
11	750	+11 lim ML
12	900	+12 lim ML
13	1050	+13 lim ML
14	1200	+14 lim ML
15	1350	+15 lim ML
16	1500	+16 lim ML
17	1650	+17 lim ML
18	1800	+18 lim ML
19	1950	+19 lim ML
20	2100	+20 lim ML
21	2250	+21 lim ML
22	2400	+22 lim ML
23	2550	+23 lim ML
24	2700	+24 lim ML
25	2850	+25 lim ML
26	3000	+26 lim ML
27	3150	+27 lim ML
28	3300	+28 lim ML
29	3450	+29 lim ML
30	3600	+30 lim ML
31	3750	+31 lim ML
32	3900	+32 lim ML
33	4050	+33 lim ML
34	4200	+34 lim ML
35	4350	+35 lim ML
36	4500	+36 lim ML

**Requisites: Dex 14**  
**Alignment: non-A**  
**HD/level: 1d9**  
**Weapon Prof.: 1+level/2**  
**To Hit Table: 2xM-U0**  
**Saves: 2xPsi**  
**Reference: RDM**  
**Groups: Planar**  
**Complexity: CF=1**

Gets one Charanodaemon5 or Witch5 pick per level; see table next page.  
 Specialized in Magical Pools, no opposite.  
 Cannot get a stat bonus to progression.  
 Exceptional Str and Int bonus.  
 Level 1: Barbarian Str bonus instead of Exceptional.  
 Level 1: Free GGL (Specialty God) pick in a god that has a Str requirement.

# Huge Game Cavalier(MTG U/B)4 RD.

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	15.2	2--	---	---	
3	30.4	22-	---	---	
4	60.8	22-	---	---	
5	121.6	322	---	---	
6	243.2	322	---	---	
7	486.4	332	2--	---	
8	800	332	2--	---	
9	1200	433	22-	---	
10	1600	433	22-	---	
11	2000	443	322	---	
12	2400	443	322	---	
13	2800	544	332	2--	
14	3200	544	332	2--	
15	3600	554	433	22-	
16	4000	554	433	22-	
17	4400	655	443	322	
18	4800	655	443	322	
19	5200	665	544	332	
20	5600	665	544	332	
21	6000	766	554	433	
22	6400	766	554	433	
23	6800	776	655	443	
24	7200	776	655	443	
25	7600	877	665	544	
26	8000	877	665	544	
27	8400	887	766	554	
28	8800	887	766	554	
29	9200	988	776	655	
30	9600	988	776	655	
31	10000	998	877	665	
32	10400	998	877	665	
33	10800	A99	887	766	
34	11200	A99	887	766	
35	11600	AA9	988	776	
36	12000	AA9	988	776	

**Requisites: Str 17**

**Alignment: any S**

**HD/level: 1d11**

**Weapon Prof.: 9+level/4**

**To Hit Table: Wiz**

**Saves: & 2xPri**

**Reference: RDM**

**Groups: Warrior**

**Complexity: CF=1**

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

Gets Extra-Barbarian Dex.

Gets one level of Exceptional stat per level, among Str, Dex, or Con.

Gets Barbarian Dex.

Level 1: +level/+level to hit and damage with all weapons.

Level 1: Detect Evil (Range 60', cont.)

Level 7: Two-Weapon Fighting and Ambidexterity.

Level 17: When all allies lose(s) concentration, Applies -115 dmg to an enemy. This ability ignores HR if target is below 50% HP

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

Level 24: Support characters gain +282 to hit

Level 27: Raise Self: The fighter will be able to Raise Dead on himself 1 day after death (as long as the death was due to physical damage). This ability cannot be used more than once per year.

Known Spells:

Charlie Daniels - The Devil Went Down to Georgia (SL=N): Can only be cast 1/reset. Gate in a DL=N-1 devil. You both roll an opposed perform check. If you win, you get a golden N\*250 XPV magic item. If you lose, the devil becomes the owner of your soul

Wolf Mother - Joker and the Thief (SL=1): 1bM: Any Jester1 or Thief1 rogue ability of Level=CL and 100 rogue points that can only be used on the chosen ability.

Soothing Word (SL=2): Removes fear/horror effect on up to CL targets

Slipknot - Unsainted (SL=3): Sacrifice a GGL pick this reset: Remove all priest spells/abilities from a target (half ER)

Glaciers (SL=4): x1 Special on room: Wacky balls cure instead of damage people.

Spend a SL=2 spell slot each round to upkeep this.

Force Deceptions (SL=5): Mirage Arcana your group.

The Rolling Stones - Gimmie Shelter (SL=6): Immune to SEL=8 Raped and SEL=5 Slain

Pretty Paper (SL=7): Create a temporary Artificer<sub>24</sub> artifact which lasts for CL rounds.

Decree of Pain (SL=8): Slay all creatures in two groups (PPD save) or one group (no save)

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.

# Summoner2 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	21.6	2--	---	---
3	43.2	22-	---	---
4	86.4	22-	---	---
5	172.8	322	---	---
6	345.6	322	---	---
7	691.2	332	2--	---
8	1100	332	2--	---
9	1650	433	22-	---
10	2200	433	22-	---
11	2750	443	322	---
12	3300	443	322	---
13	3850	544	332	2--
14	4400	544	332	2--
15	4950	554	433	22-
16	5500	554	433	22-
17	6050	655	443	322
18	6600	655	443	322
19	7150	665	544	332
20	7700	665	544	332
21	8250	766	554	433
22	8800	766	554	433
23	9350	776	655	443
24	9900	776	655	443
25	10450	877	665	544
26	11000	877	665	544
27	11550	887	766	554
28	12100	887	766	554
29	12650	988	776	655
30	13200	988	776	655
31	13750	998	877	665
32	14300	998	877	665
33	14850	A99	887	766
34	15400	A99	887	766
35	15950	AA9	988	776
36	16500	AA9	988	776

**Requisites: Int 18**

**Alignment: TS**

**HD/level: 1d7**

**Weapon Prof.: 6+level/3**

**To Hit Table: always +0**

**Saves: M-U0**

**Reference: RDM**

**Groups: Wizard**

**Complexity: CF=1**

May specialize in a minor School, if you do, choose an opposite minor School.

Specialization, Enchantment/Charm (no opposite)

Specialized in Necromancy. Has Divination and Abjuration as opposite schools.

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

Level 4: Each time a group attack(s) with advantage, Dispel the last 2 magical effects on your group. No save allowed

Level 9: Gain a Iron Skin that grants immunity to the next status effect inflicted, for CL resets

Level 10: Whenever a creature spend(s) or regain(s) psionic focus, Drain 425 psi points from all enemies in 20 feet (No save)

Level 11: Throatcut Ploy: Every time you cast(s) a spell, Each time your group fails a save, they suffer an additional instance of SEL=7 Crapped (No save, XR to resist)

Level 14: Gain an extra major familiar [this was grand in Summer 2004 campaign]

Level 15: Every time an ally take(s) damage from a hated foe, Each time your group fails a save, they suffer an additional instance of SEL=8 Temporally Incurred /

Rewritten Out of Time (PPD or PPD 77+Chr save to absorb)

Level 31: 11D, Spend 1 familiar(s): An ally's group gain(s) SEL=4 Improved

Invisibility for 8 round(s)

Known Spells:

X Surely Have M Words for Y (SL=N): Choose an ally, and a target; ally gives a SL^2-word command to target.

Paralyze (SL=1): Target is paralyzed (PP save)

Fart Cloud (SL=2): PPD save or Stunned. If made, nauseated.

Grand Daddy I.U. - Sugar Free (SL=3): Dispel an animal companion

You are a Pirate (SL=4): Target polymorphed into a human pirate.

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

Gravity Sphere (SL=6): No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)

Owl's Advice (SL=7): Ask the DM a question.

Little Bo Peep (SL=8): One group are SEL=7 Lost this rd. Next rd they aren't lost and sharpness one limb each.

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

# Trans Grinchist4 RDM

Level	KXP	Spells
1	0	(none)
2	7.6	(none)
3	15.2	(none)
4	30.4	(none)
5	60.8	(none)
6	121.6	(none)
7	243.2	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Dex 15, Con 15**  
**Alignment: NW**  
**HD/level: & + $\frac{1}{3}$ 1e11**  
**Weapon Prof.: & 7+level/2**  
**To Hit Table: Pri**  
**Saves: 2xPri**  
**Reference: RDM**  
**Groups: Planar, Joke**  
**Complexity: CF=1**

Exceptional Str and Con.  
 +(LVL+2)/3 slots for Henchmen.  
 aMtgDeathtouchR 41% (all dmg to you is Mtg Deathtouch).  
 Level 1: Immune to Insanity, Ench/Charm, Wild Magic, Punomancy  
 Level 1: Protection from Junk Food: Immune poison, bad effects from potions/food  
 (incl. miscibility)  
 Level 9: Capital S Slay is treated as (lower-case) slay for you

# Ante Legion3 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	11.4	+2 lim ML
3	22.8	+3 lim ML
4	45.6	+4 lim ML
5	91.2	+5 lim ML
6	182.4	+6 lim ML
7	364.8	+7 lim ML
8	600	+8 lim ML
9	900	+9 lim ML
10	1200	+10 lim ML
11	1500	+11 lim ML
12	1800	+12 lim ML
13	2100	+13 lim ML
14	2400	+14 lim ML
15	2700	+15 lim ML
16	3000	+16 lim ML
17	3300	+17 lim ML
18	3600	+18 lim ML
19	3900	+19 lim ML
20	4200	+20 lim ML
21	4500	+21 lim ML
22	4800	+22 lim ML
23	5100	+23 lim ML
24	5400	+24 lim ML
25	5700	+25 lim ML
26	6000	+26 lim ML
27	6300	+27 lim ML
28	6600	+28 lim ML
29	6900	+29 lim ML
30	7200	+30 lim ML
31	7500	+31 lim ML
32	7800	+32 lim ML
33	8100	+33 lim ML
34	8400	+34 lim ML
35	8700	+35 lim ML
36	9000	+36 lim ML

**Requisites:** Chr 16, Cml 16

**Alignment:** any W

**HD/level:** & 1d5

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

**To Hit Table:** 3xPsi

**Saves:** 3xRog

**Reference:** RDM

**Groups:** Concordant, Mirror

**Complexity:** CF=1

Can use 2P actions per segment.

Gets 1 Feat per level.

Gets Int bonus to spells.

Psi--2 powers are resisted using aaPR.

Level 1: Can use any bag, sack, or backpack as an infinite portable hole.

Level 4: Each time all enemies bless(es) an area or object, Remove all beneficial effects from your group (No save, WR to resist)

Level 17: Gain a Twilight Bubble that forces attackers to succeed on (No save) or deal half damage for 1 turn

# Charno Baron Slayer RDM

Level	KXP	Spells
1	0	(none)
2	12.2	(none)
3	24.4	(none)
4	48.8	(none)
5	97.6	(none)
6	195.2	(none)
7	390.4	(none)
8	600	(none)
9	900	(none)
10	1200	(none)
11	1500	(none)
12	1800	(none)
13	2100	(none)
14	2400	(none)
15	2700	(none)
16	3000	(none)
17	3300	(none)
18	3600	(none)
19	3900	(none)
20	4200	(none)
21	4500	(none)
22	4800	(none)
23	5100	(none)
24	5400	(none)
25	5700	(none)
26	6000	(none)
27	6300	(none)
28	6600	(none)
29	6900	(none)
30	7200	(none)
31	7500	(none)
32	7800	(none)
33	8100	(none)
34	8400	(none)
35	8700	(none)
36	9000	(none)

**Requisites: Str 16**

**Alignment: any W (Overwrite to all other classes)**

**HD/level: 1e11**

**Weapon Prof.: 9+level/2**

**To Hit Table: Mon**

**Saves: 3xFtr0**

**Reference: RDM**

**Groups: Warrior, Planar**

**Complexity: CF=1**

Gets Exceptional Con.

Gets Exceptional Wis.

Gets Exceptional Dex.

Uses the "Barb1" line for specialization.

Level 2: Whenever an enemy use(s) a combat maneuver, Drain 92 psi points and inflict a penalty for 1 rounds (Wis 20+Chr save to counter)

Level 17: When a group enter(s) or exit(s) stealth, -22 movement to all nearby enemies (Chr or Chr 13+Int save for half effect)

Level 28: 11B, NP/turn: Counter up to 3 effects targeting allies (Con 13+Wis save to negate per effect)

# Legion-daemon2 RDM

Level	KXP	Spells
1	0	(none)
2	4.8	(none)
3	9.6	(none)
4	19.2	(none)
5	38.4	(none)
6	76.8	(none)
7	153.6	(none)
8	300	(none)
9	450	(none)
10	600	(none)
11	750	(none)
12	900	(none)
13	1050	(none)
14	1200	(none)
15	1350	(none)
16	1500	(none)
17	1650	(none)
18	1800	(none)
19	1950	(none)
20	2100	(none)
21	2250	(none)
22	2400	(none)
23	2550	(none)
24	2700	(none)
25	2850	(none)
26	3000	(none)
27	3150	(none)
28	3300	(none)
29	3450	(none)
30	3600	(none)
31	3750	(none)
32	3900	(none)
33	4050	(none)
34	4200	(none)
35	4350	(none)
36	4500	(none)

**Requisites: Chr 15**  
**Alignment: JE**  
**HD/level: 1d2**  
**Weapon Prof.: 8+level**  
**To Hit Table: 2xWiz**  
**Saves: Pri**  
**Reference: RDM**  
**Groups: Planar**  
**Complexity: CF=1**

Exceptional Str and Dex bonus. Intermediate Con bonus.  
 Gets 1 script-X action per round. Shoggoth powers use F or script-X actions to use.  
 Gets Exceptional Str, Dex, or Con (pick one).  
 Level 1: Your illusion spell effects have xLVL area. ½M: Dispel Illusion.

# Rian RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	11	2--	---
3	22	22-	---
4	44	32-	---
5	88	32-	---
6	176	32-	---
7	352	33-	---
8	600	432	---
9	900	432	---
10	1200	432	---
11	1500	442	---
12	1800	543	---
13	2100	543	---
14	2400	543	---
15	2700	553	2--
16	3000	654	2--
17	3300	654	2--
18	3600	654	2--
19	3900	664	3--
20	4200	765	3--
21	4500	765	3--
22	4800	765	3--
23	5100	775	4--
24	5400	876	42-
25	5700	876	42-
26	6000	876	42-
27	6300	886	52-
28	6600	987	53-
29	6900	987	53-
30	7200	987	53-
31	7500	997	63-
32	7800	A98	64-
33	8100	A98	64-
34	8400	A98	64-
35	8700	AA8	742
36	9000	BA9	752

**Requisites: Cml 16, Class slots 2, Race slots 1**

**Alignment: any**

**HD/level: & 1d9**

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

**To Hit Table: Psi**

**Saves: 3xM-U0**

**Reference: RDM**

**Groups: Concordant, Archetype**

**Complexity: CF=1**

**Race Adjustments:**

**Str +0, Dex +0, Con +0, Int +0, Wis +0, Chr +0, Cml**

**+6, AT -8, hp 25, TH 4, Div ÷1**

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

Can cast Priest spells (SL's are given on table, A=10, C=12, E=14, G=16, I=18), or High Frequency Sample (2=Minor, 4=Major, 6=Grand, 8=Super, A=Ultra, C=Ultra+1(V), E=Ultra+2(W), G=Ultra+3(X), H=Ultra+4(Y)).

Specialized in Necromancy (no opposite).

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

Level 1;2;.etc.: (Each level): Pick one spell. That spell requires only ½ the number of M actions to cast.

Level 14: 6M: Counter and remove an ongoing effect from a target (No save, IR or XR to resist)

Level 16: Allies within 30 feet gain +67 ranged dmg

Known Powers

Figure of Destiny N (SL=N): Summon a DL N Kithkin. At SL=2, it's a Kithkin Spirit.

At SL=5, it's a Kithkin Spirit Warrior. At SL=8, it's a flying Kithkin Spirit Warrior

Avatar with +1IF

Kanye West - Power (SL=N): Wishoid for an N-1 Sidekick spell.

Love Hurts (SL=2): Love status effect melee shield (100% dmg back, CR to resist).

Voices From the War (SL=2): Temporal Ear and Legend Lore.

Selena Gomez - The Heart Wants What it Wants (SL=5): One target SEL=3 Charmed and SEL=4 Dominated (Physically)

Sleep Cloud (SL=5): PP save or sleep every round.

Chaos Cloud (SL=8): High Freq. Sample every round.

Killed by Death (SL=8): Summon a DL VIII Death and Slay 1 group (no save).

My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.

Estate Transference Cloud (SL=11): Estate Transference as spell.

# Theoriststructure2 RDM

Level	KXP	Spells
1	0	(none)
2	19.6	(none)
3	39.2	(none)
4	78.4	(none)
5	156.8	(none)
6	313.6	(none)
7	627.2	(none)
8	1000	(none)
9	1500	(none)
10	2000	(none)
11	2500	(none)
12	3000	(none)
13	3500	(none)
14	4000	(none)
15	4500	(none)
16	5000	(none)
17	5500	(none)
18	6000	(none)
19	6500	(none)
20	7000	(none)
21	7500	(none)
22	8000	(none)
23	8500	(none)
24	9000	(none)
25	9500	(none)
26	10000	(none)
27	10500	(none)
28	11000	(none)
29	11500	(none)
30	12000	(none)
31	12500	(none)
32	13000	(none)
33	13500	(none)
34	14000	(none)
35	14500	(none)
36	15000	(none)

**Requisites: Dex 17**  
**Alignment: AS**  
**HD/level: 1d10**  
**Weapon Prof.: 8+level/2**  
**To Hit Table: War**  
**Saves: 3xPsi**  
**Reference: RDM**  
**Groups: Technology, Overt**  
**Complexity: CF=1**

You may melee things that aren't in your group (you have 10\*LVL' reach).  
 Gets 50 Rogue points per level instead of 40.  
 Big Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = 30\*level%.  
 Level 1: Free GGL (Specialty God) pick in a god that has a Str or Dex requirement.  
 Level 2: Identify Object/Person's weight, home plane, home multiverse (quantum signature) by sight.  
 Level 7: May use Psi8 majors as if they were 5th level spells.  
 Level 15: 5D, Spend 10 Dex: When an ally falls, you gains SEL=9 Shapechanged for 1 round(s)  
 Level 22: 4H: Silence a target mid-cast, preventing the ability (No save, MR or HR to resist)  
 Level 29: Gain a volatile Iron Buffer that explodes with Shards damage when struck, dealing 70% back to the attacker

# Random Hammerer RDM

Level	KXP	Spells
1	0	(none)
2	6.8	(none)
3	13.6	(none)
4	27.2	(none)
5	54.4	(none)
6	108.8	(none)
7	217.6	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Wis 17**  
**Alignment: C any**  
**HD/level: 1e6**  
**Weapon Prof.: 10+level/4**  
**To Hit Table: Ftr0**  
**Saves: Psi**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=1**

Gets +1 CL.  
 Level 1: Thieves' Cant.  
 Level 4: +LVL\*2 AC  
 Level 4: Speak with anyone with Int > 10 at will.  
 Level 9: Takes half damage from a spell (that gives no save) if save is failed  
 Level 16: +1 max ihp, if your Battlelord is at least 5 (20 wishes if non-Battlelord)

# Overt Baron Slayer RDM

Level	KXP	Spells
1	0	(none)
2	27.6	(none)
3	55.2	(none)
4	110.4	(none)
5	220.8	(none)
6	441.6	(none)
7	883.2	(none)
8	1400	(none)
9	2100	(none)
10	2800	(none)
11	3500	(none)
12	4200	(none)
13	4900	(none)
14	5600	(none)
15	6300	(none)
16	7000	(none)
17	7700	(none)
18	8400	(none)
19	9100	(none)
20	9800	(none)
21	10500	(none)
22	11200	(none)
23	11900	(none)
24	12600	(none)
25	13300	(none)
26	14000	(none)
27	14700	(none)
28	15400	(none)
29	16100	(none)
30	16800	(none)
31	17500	(none)
32	18200	(none)
33	18900	(none)
34	19600	(none)
35	20300	(none)
36	21000	(none)

**Requisites: Int 18**

**Alignment: AS (Overwrite to all other classes)**

**HD/level: &  $\pm$ 1d12**

**Weapon Prof.: & 4+level/3**

**To Hit Table: 3xWiz**

**Saves: 3xWar**

**Reference: RDM**

**Groups: Planar, Lost**

**Complexity: CF=1**

Specialized in Wacky Balls. Wacky Balls do CLd(SL\*2) dmg, assuming area and a Reflex save for ½.

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

PSPs = (Int+Wis+Chr-36)\*10 + LVL\*60.

Level 1: 1P: Draw target's brain forth (LVL saves vs. RSW; aReflection 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:,2:,etc:: +1 Specialty God pick per level, in a Barneyed God. You may pick the same Barneyed God more than once.

Level 9: Capital S Slay is treated as (lower-case) slay for you

Level 16: Each time a group is/are in a lair, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy. No save

Level 20: 9G, ML/day: Counter up to 3 effects targeting allies (Reflex 128+Wis to nullify, WR or XR to resist per effect)

Level 22: 7H: Counter a spell as it is cast (No save to resist)

Level 30: When your group takes damage, they gain +99 AC, plus +1 for every 10 damage taken (rounded up)

Level 31: Every time an ally complete(s) a prayer or blessing, Your group must succeed on a (BW 163+Int save to absorb) or become SEL=12 Doomed at the start of its next turn

# Overt Shaman-302 RDM

Level	KXP	Spells
1	0	(none)
2	16.6	(none)
3	33.2	(none)
4	66.4	(none)
5	132.8	(none)
6	265.6	(none)
7	531.2	(none)
8	900	(none)
9	1350	(none)
10	1800	(none)
11	2250	(none)
12	2700	(none)
13	3150	(none)
14	3600	(none)
15	4050	(none)
16	4500	(none)
17	4950	(none)
18	5400	(none)
19	5850	(none)
20	6300	(none)
21	6750	(none)
22	7200	(none)
23	7650	(none)
24	8100	(none)
25	8550	(none)
26	9000	(none)
27	9450	(none)
28	9900	(none)
29	10350	(none)
30	10800	(none)
31	11250	(none)
32	11700	(none)
33	12150	(none)
34	12600	(none)
35	13050	(none)
36	13500	(none)

**Requisites: Str 17**  
**Alignment: LN**  
**HD/level: 1d8**  
**Weapon Prof.: 5+level/5**  
**To Hit Table: 2xCust**  
**Saves: & always +0**  
**Reference: RDM**  
**Groups: AlternateUniverse**  
**Complexity: CF=1**

Gets 80 Rogue points per level.  
 Gets two schools or spheres per level. If you pick the same school/sphere twice, you are specialized in it.  
 Exceptional Dex bonus.  
 Has Exceptional Int bonus. Gets Int bonus to spell progression (instead of Wis).  
 Level 1: Specialized spells cost only ½M to cast  
 Level 2: 1attack(s): Counter an action targeting your group (Will 15+Con to delay 1 segment, CR or RR to resist)  
 Level 5: Gain a volatile Mind Matrix that explodes with Anti-Magic damage when struck, dealing 10% back to the attacker  
 Level 9: Can hold abjuration effects across resets between sessions.  
 Level 19: Gain a Sanctified Bubble that deflects ranged attacks unless the attacker passes (No save, PR to resist), until end of combat  
 Level 22: An ally gain(s) +96 AC if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%  
 Level 32: Each time all allies a divine entity is/are invoked, Remove all beneficial effects from your group (No save, RR or HR to resist)

# Magic-User RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	8.8	2--	---	---	
3	17.6	22-	---	---	
4	35.2	22-	---	---	
5	70.4	322	---	---	
6	140.8	322	---	---	
7	281.6	332	2--	---	
8	500	332	2--	---	
9	750	433	22-	---	
10	1000	433	22-	---	
11	1250	443	322	---	
12	1500	443	322	---	
13	1750	544	332	2--	
14	2000	544	332	2--	
15	2250	554	433	22-	
16	2500	554	433	22-	
17	2750	655	443	322	
18	3000	655	443	322	
19	3250	665	544	332	
20	3500	665	544	332	
21	3750	766	554	433	
22	4000	766	554	433	
23	4250	776	655	443	
24	4500	776	655	443	
25	4750	877	665	544	
26	5000	877	665	544	
27	5250	887	766	554	
28	5500	887	766	554	
29	5750	988	776	655	
30	6000	988	776	655	
31	6250	998	877	665	
32	6500	998	877	665	
33	6750	A99	887	766	
34	7000	A99	887	766	
35	7250	AA9	988	776	
36	7500	AA9	988	776	

**Requisites: Int 14**  
**Alignment: AS**  
**HD/level: & 1d3**  
**Weapon Prof.: & 7+level/2**  
**To Hit Table: 2xPri**  
**Saves: & M-U0**  
**Reference: RDM**  
**Groups: Wizard**  
**Complexity: CF=1**

Gets Exceptional Int.  
 Level 15: 7D, Spend 9 psp(s): An ally gain(s) 21 stackable instance(s) of SEL=4 Super Barbarian Stat lasting 2 round(s)  
 Level 20: You may "channel" spells by spending 2 spell slots each on them  
 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.  
 Nimbus of Light(SL=1): 1S: 1d8+LVL light dmg and expended.  
 Disturbed - No More (SL=2): -100% gp and you no longer have to pay your hirelings for as long as this is running  
 Mirror Entity (SL=3): Summon a DL3 Shapeshifter with "Spend N SL's: Summons you control are considered DL N/2 until end of segment".  
 Folsom Prison Blues (SL=4): The target is Jailed (Imprisonment + hold all actions).  
 Boseiju, Who Shelters All (SL=5): 1bV, Pay 20hp: Next spell you cast can't be countered.  
 Army Teleport (SL=6): Teleports any number of (willing) beings within sight.  
 Teardrop (SL=7): 1M, 1/t: +1W action next segment. [ You can use a W as an S action, but you still can use only 1S+1V per segment. 1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. ]  
 Rammstein: Du Hast (SL=8): +1bM and create a gun with "1bM, grunts Nein!: Object".  
 The Land of Make Believe (SL=9): Create your own demi-plane.

# Charm Death Rogers RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	16.2	2--	---	---	
3	32.4	22-	---	---	
4	64.8	22-	---	---	
5	129.6	322	---	---	
6	259.2	322	---	---	
7	518.4	332	2--	---	
8	800	332	2--	---	
9	1200	433	22-	---	
10	1600	433	22-	---	
11	2000	443	322	---	
12	2400	443	322	---	
13	2800	544	332	2--	
14	3200	544	332	2--	
15	3600	554	433	22-	
16	4000	554	433	22-	
17	4400	655	443	322	
18	4800	655	443	322	
19	5200	665	544	332	
20	5600	665	544	332	
21	6000	766	554	433	
22	6400	766	554	433	
23	6800	776	655	443	
24	7200	776	655	443	
25	7600	877	665	544	
26	8000	877	665	544	
27	8400	887	766	554	
28	8800	887	766	554	
29	9200	988	776	655	
30	9600	988	776	655	
31	10000	998	877	665	
32	10400	998	877	665	
33	10800	A99	887	766	
34	11200	A99	887	766	
35	11600	AA9	988	776	
36	12000	AA9	988	776	

Requisites: Dex 30, Cml 16, Class slots 2, Race slots 1

Alignment: A any

HD/level: & 1d11

Weapon Prof.: & 2+level/5

To Hit Table: 3xPri

Saves: & 2xMon

Reference: RDM

Groups: Archetype, Maxi

Complexity: CF=1

Race Adjustments:

Str +0, Dex +4, Con +0, Int +0, Wis +0, Chr +0, Cml

+5, AT -10, hp 15, TH -2, Div ÷1

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

Gets 75 Rogue points per level.

This class uses "Defiler" type magic, and drains the MF with time.

Can cast Priest spells (SL's are given on table, A=10, C=12, E=14, G=16, I=18), or

High Frequency Sample (2=Minor, 4=Major, 6=Grand, 8=Super, A=Ultra,

C=Ultra+1(V), E=Ultra+2(W), G=Ultra+3(X), H=Ultra+4(Y)).

Level 3: Thrown Fu: +LVL to hit with thrown objects; thrown objects are always at least base #Att = 1 and range 60'.

Level 3: Every time all creatures is/are in a lair, If an enemy's group is below half hit points, they are SEL=1 Dazed/Disoriented (Will 12+Int to negate, XR or RR to resist)

Level 5: When a creature manifest(s) a psionic power, -44 dmg to an enemy (Reflex 22+Dex to nullify, NR or MR to resist). Each failed save increases the penalty by 50%

Level 16: 3A, ML/natural reset: Counter a spell as it is cast (No save, RR or RR to resist to resist)

Level 25: Gain a Phantom Mantle that reduces all forced movement by half unless resisted with (BW 41+Str save for half effect), for CL turns

Known Spells:

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.

Disturbed - Two Worlds (SL=1): You get +1 alternate personality and 50% chance each segment to switch personalities

In Your Eyes (SL=2): Get 1r of actions per 1s; only cure spells & Div {allies only}

Disturbed - Overburdened (SL=3): 1bM: The next time one target is slain, their soul

is redirected to the Nine Hells

Deep DL Summoning (SL=4): Summons a random Deep DL monster that only acts

as a DL IV. You have a Deep DL summon slot in addition to your normal summon slot. You are allowed to have 2 Deep DLs (one in each slot).

Angelic Chorus (SL=5): Whenever you summon a creature, cure it's hp on yourself

At the Mountains of Madness (SL=6): Summon CL DL=LVL/2 Shoggoths.

Butane's a Bastard Gas (SL=7): Room fills with Butane(-CL Unholy Con stat dmg).

Angelic Rocket (SL=8): Summon a DL=VIII Angel with "when summoned, destroy target creature, item, or effect".

Nonation (SL=9): Your next spell has +10 targets.

# Pinpoint Loyalist3 RDM

Level	KXP	Spells
1	0	(none)
2	8	(none)
3	16	(none)
4	32	(none)
5	64	(none)
6	128	(none)
7	256	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Con 16**  
**Alignment: non-C**  
**HD/level: ++1d11**  
**Weapon Prof.: 10+level**  
**To Hit Table: & 2xWiz**  
**Saves: M-U0**  
**Reference: RDM**  
**Groups: Mirror, Technology**  
**Complexity: CF=1**

May specialize in weapons using the "Non-Warrior" line. Can purchase Musketeer/Cannoneer items at  $\frac{1}{2}$ LVL cost.  
 See [Q--2] for rules and powers.  
 Specialized in Magical Pools, no opposite.  
 The saves are 5\*LVL in all categories. You also get ++LVL/2 on the natural die roll for saves, meaning even at level 1 you cannot auto-miss a save (you auto-make on 19-20).  
 Level 2: 1M, 1/t: Find the Path.  
 Level 5: Gain a Obsidian Cocoon that reduces all forced movement by half unless resisted with (Horror or Spell 28+Wis save to reflect), for CL segments  
 Level 18: When Twilighting, you get another +1RTwilightM action.

## The Second O- Tierizer2 RDM

Level	KXP	Spells
1	0	(none)
2	15.4	(none)
3	30.8	(none)
4	61.6	(none)
5	123.2	(none)
6	246.4	(none)
7	492.8	(none)
8	800	(none)
9	1200	(none)
10	1600	(none)
11	2000	(none)
12	2400	(none)
13	2800	(none)
14	3200	(none)
15	3600	(none)
16	4000	(none)
17	4400	(none)
18	4800	(none)
19	5200	(none)
20	5600	(none)
21	6000	(none)
22	6400	(none)
23	6800	(none)
24	7200	(none)
25	7600	(none)
26	8000	(none)
27	8400	(none)
28	8800	(none)
29	9200	(none)
30	9600	(none)
31	10000	(none)
32	10400	(none)
33	10800	(none)
34	11200	(none)
35	11600	(none)
36	12000	(none)

**Requisites: Chr 17, Cml 18**

**Alignment: NS**

**HD/level: & 1d11**

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

**To Hit Table: (none)**

**Saves: 2xPri**

**Reference: RDM**

**Groups: Custom, Mirror**

**Complexity: CF=1**

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

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

Specialized in Necromancy; pick an opposite.

Level 1: 1M: Dispel LVL magic, psionic, or innate effects on one target.

Level 1: Bannered Wound: Gain a Gravitic Nimbus that deals 1% of melee attackers dmg of type Shadow, for 1 minute

Level 1: Fool: -1 Int, +50 Rogue points

Level 5: Gain a Crystalline Sheath that reflects spells targeting you back to the caster for 1 round(s)

Level 5: Immune to curse and Necromantic sphere spells

Level 10: Whenever you turn(s) or rebuke(s) undead, Drain 120 spell slots and inflict a penalty for 1 rounds (No save)

Level 32: Each time you charge(s) into melee, Dispel all magical effects on your group (Horror 132+Dex to nullify, HR or GR to resist) On failure, target is silenced for 1 round

# Sun Caretaker(MTG U/R/G) RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	14.2	2--	---	---
3	28.4	22-	---	---
4	56.8	22-	---	---
5	113.6	322	---	---
6	227.2	322	---	---
7	454.4	332	2--	---
8	700	332	2--	---
9	1050	433	22-	---
10	1400	433	22-	---
11	1750	443	322	---
12	2100	443	322	---
13	2450	544	332	2--
14	2800	544	332	2--
15	3150	554	433	22-
16	3500	554	433	22-
17	3850	655	443	322
18	4200	655	443	322
19	4550	665	544	332
20	4900	665	544	332
21	5250	766	554	433
22	5600	766	554	433
23	5950	776	655	443
24	6300	776	655	443
25	6650	877	665	544
26	7000	877	665	544
27	7350	887	766	554
28	7700	887	766	554
29	8050	988	776	655
30	8400	988	776	655
31	8750	998	877	665
32	9100	998	877	665
33	9450	A99	887	766
34	9800	A99	887	766
35	10150	AA9	988	776
36	10500	AA9	988	776

Requisites: Dex 18, Wis 19

Alignment: non-A

HD/level: 1d10

Weapon Prof.: 9+level/2

To Hit Table: 2xWiz

Saves: 2xMon

Reference: RDM

Groups: Priest, Overt

Complexity: CF=1

You may melee things that aren't in your group (you have 10\*LVL' reach).

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

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: Immune to Destruction sphere, Disintegrate, Annihilation.

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

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

Level 3: 2E, Spend 4 Wis: When an ally falls, an ally gains SEL=2 Inertial Barriered for 1 round(s)

Level 10: Wild Shape (see level 5) can be used 4/d.

Level 18: Wild Shape (see level 5) can be used 6/d.

Level 31: Every time you enter(s) or exit(s) stealth, An enemy must succeed on a (Sanity 116+Str save for quarter effect) or become SEL=4 Dominated (Physically) at the start of its next turn

Level 252: You gain(s) +681 ranged dmg each turn for 1 reset, stacking until the effect ends

Known Spells:

Disturbed - The Animal (SL=N): You gain a free Lycanthrope status racial adjective of divisor = N/10 while this is running

Five Finger Death Punch - The Pride (SL=1): Fear aura and DR=Str bonus if you are C aligned and not at max hp

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

Crime Watch Daily (SL=3): Cast only 1/d. Show where [BB],[B],[SB],[NPC] is in the dungeon.

7 (SL=4): 1M: A group gets +CL B actions (no save)

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

Killers (SL=6): Summon CL^2 DL VI UltraBlack or Alternate Universe beings.

Gosta Dirk (SL=7): Summon a DL VII Human Warrior, he is not sick, and can Part/Lower Water.

Disturbed - Legion of Monsters (SL=8): One legion of enemys is SEL=1 Insane

Iona, Shield of Emeria (SL=9): Summon a DL VII Angel. Choose a school/sphere. Spells from the chosen school/sphere can't be cast in the room.

Rogue Abilities:

Level 1: Attack (+1 TH per 10% made this segment), Base 5, Bonus Dex-12, Penalty Dex-15

Level 1: Mount |||| Nothing Happens (you and target do nothing for next segment), Base 0, Bonus Dex-9, Penalty Dex-12

Level 1: Hide in Shadows (or) Move Silently (as per Thief2), Base -, Bonus -, Penalty -

Level 1: Move Silently | Passwall | Immovability, Base 0, Bonus Dex-15, Penalty Dex-18

Level 1: Musical Inspiration | Emotion (increases 5/level), Base 0, Bonus Chr-9,

# Theorist on the Land0 RDM

Level	KXP	Spells
1	0	(none)
2	6.8	(none)
3	13.6	(none)
4	27.2	(none)
5	54.4	(none)
6	108.8	(none)
7	217.6	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Cml 16**  
**Alignment: any G**  
**HD/level: & 1d9**  
**Weapon Prof.: & 1+level/4**  
**To Hit Table: 3xPsi**  
**Saves: 3xWar**  
**Reference: RDM**  
**Groups: Joke**  
**Complexity: CF=1**

Exceptional Str and Con.  
 You can't have a mount.  
 Level 1: You always have a (free) Smurfy Hat as a helmet, it is AC +LVL with no Rogue adjustments. You can remove it and wear a different cap/hat/helmet if you like.  
 Level 1: Protection from Junk Food: Immune poison, bad effects from potions/food (incl. miscibility)  
 Level 1: Footballs (thrown; Size S; 1d4/1d3; 20/x2; attack as Dart)  
 Level 6: 2H: Counter a spell as it is cast (No save, IR or RR to resist to resist)

# Hammerer1JG RDM

Level	KXP	Spells
1	0	(none)
2	31.2	(none)
3	62.4	(none)
4	124.8	(none)
5	249.6	(none)
6	499.2	(none)
7	998.4	(none)
8	1600	(none)
9	2400	(none)
10	3200	(none)
11	4000	(none)
12	4800	(none)
13	5600	(none)
14	6400	(none)
15	7200	(none)
16	8000	(none)
17	8800	(none)
18	9600	(none)
19	10400	(none)
20	11200	(none)
21	12000	(none)
22	12800	(none)
23	13600	(none)
24	14400	(none)
25	15200	(none)
26	16000	(none)
27	16800	(none)
28	17600	(none)
29	18400	(none)
30	19200	(none)
31	20000	(none)
32	20800	(none)
33	21600	(none)
34	22400	(none)
35	23200	(none)
36	24000	(none)

**Requisites: Int 17**  
**Alignment: non-G**  
**HD/level: +1d3**  
**Weapon Prof.: 6+level/5**  
**To Hit Table: 3xWar**  
**Saves: Cust**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=1**

+1 extra Nonweapon Prof per level.  
 Moving is 1/3P action.  
 Gets 20 Rogue points per level. Gets an "Any Rogue" pick every odd level.  
 Divide the cost of Potions by LVL.  
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)\*2.  
 Level 14: Whenever an ally regenerate(s) or heals naturally, Drain 539% of psi points from an enemy (Reflex 47+Int save to absorb)  
 Level 17: When all creatures is/are affected by wild magic, Lingering effect: -90 to dmg on your group, stacking each round they remain affected. PR reduces the buildup  
 Level 23: Every time you restore(s) hp to another creature, If an enemy is below half hit points, they are SEL=6 Spent (No save)  
 Level 25: Gain a volatile Chaos Swaddle that explodes with Conduit damage when struck, dealing 65% back to the attacker  
 Level 29: When an ally create(s) or destroy(s) a mental barrier, Inflicts movement (-22) on an enemy's group (Int or Fortitude 111+Chr save to absorb). Stacks with each failed save  
 Level 792: 101bbbS, 3/turn: Silence a target mid-cast, preventing the ability (No save, RR or HR to resist)

# Investigator5 RDM

Level	KXP	Spells
1	0	(none)
2	19.2	(none)
3	38.4	(none)
4	76.8	(none)
5	153.6	(none)
6	307.2	(none)
7	614.4	(none)
8	1000	(none)
9	1500	(none)
10	2000	(none)
11	2500	(none)
12	3000	(none)
13	3500	(none)
14	4000	(none)
15	4500	(none)
16	5000	(none)
17	5500	(none)
18	6000	(none)
19	6500	(none)
20	7000	(none)
21	7500	(none)
22	8000	(none)
23	8500	(none)
24	9000	(none)
25	9500	(none)
26	10000	(none)
27	10500	(none)
28	11000	(none)
29	11500	(none)
30	12000	(none)
31	12500	(none)
32	13000	(none)
33	13500	(none)
34	14000	(none)
35	14500	(none)
36	15000	(none)

**Requisites: Dex 18**  
**Alignment: non-W**  
**HD/level: & 1d12**  
**Weapon Prof.: & 2+level/2**  
**To Hit Table: Ftr0**  
**Saves: CTD0**  
**Reference: RDM**  
**Groups: AlternateUniverse**  
**Complexity: CF=1**

Gets 80 Rogue points per level.  
 Exceptional Dex bonus.  
 Level 1: 0: You may take a damaging effect or attack for your mount, or vice versa.  
 Level 1: 0: You may take a damaging effect or attack for your mount, or vice versa.  
 Level 9: Gain a Mind Matrix that heals you for 18% of damage you deal while active, for 1 turn  
 Level 13: 3W, Spend 2 Int, 3/week: While within 20 feet of you, an ally's group has SEL=8 Gone for 4 round(s)  
 Level 13: Gain a volatile Mycelial Envelope that explodes with Flesh damage when struck, dealing 55% back to the attacker  
 Level 23: 4P, Spend 15 Str: While within 20 feet of you, you has SEL=13 Hyperactive for 7 segment(s)  
 Level 24: Super Barbarian Con bonus; i.e. bonus is (Con-18)\*3.  
 Level 29: 5W, Spend 2 Wis, NP/week: An ally get(s) SEL=9 Indestructible for 6 minute(s)

# Assassin RDM

Level	KXP	Spells
1	0	(none)
2	13	(none)
3	26	(none)
4	52	(none)
5	104	(none)
6	208	(none)
7	416	(none)
8	700	(none)
9	1050	(none)
10	1400	(none)
11	1750	(none)
12	2100	(none)
13	2450	(none)
14	2800	(none)
15	3150	(none)
16	3500	(none)
17	3850	(none)
18	4200	(none)
19	4550	(none)
20	4900	(none)
21	5250	(none)
22	5600	(none)
23	5950	(none)
24	6300	(none)
25	6650	(none)
26	7000	(none)
27	7350	(none)
28	7700	(none)
29	8050	(none)
30	8400	(none)
31	8750	(none)
32	9100	(none)
33	9450	(none)
34	9800	(none)
35	10150	(none)
36	10500	(none)

**Requisites: Dex 16**  
**Alignment: TN**  
**HD/level: & 1d9**  
**Weapon Prof.: & 10+level/3**  
**To Hit Table: 3xRog**  
**Saves: 3xWar**  
**Reference: RDM**  
**Groups: Rogue**  
**Complexity: CF=1**

Gets Wizard spells (see progression), gets Int bonus.  
 Gets Wizard spells (see progression), gets Int bonus.  
 Level 11: +(LVL-5)/6 saves vs. traps.  
 Level 15: Gain a Entropy Cocoon that delays up to 23 dmg/hit for 1 round(s). (Con 50+Int to nullify, MR or NR to resist)  
 Level 20: 9G, ML/day: Reflect a hostile ability back to its source (No save, PR to resist or to avoid reflection)  
 Level 24: Each time an enemy succeed(s) on a Wisdom saving throw, Dispel 5 random magical effect(s) on your group, and suppress all other effects for 4 round(s)  
 Rogue Abilities:  
 Level 1: Slap (does dmg to one target = % made by), Base 20, Bonus Str-0, Penalty Str-12  
 Level 1: Jumping | Levitate | Flight, Base 20, Bonus Dex-11, Penalty Dex-15  
 Level 1: Move Silently || Immovability, Base 10, Bonus Dex-13, Penalty Dex-16  
 Level 1: Unbutton/Untie (one item is de-equipped) |||| Power Word Strip (hits everything), Base 10, Bonus Wis-0, Penalty Wis-12  
 Level 4: Alter Self | Change Self | Veil, Base 10, Bonus Int-13, Penalty Int-18  
 Level 6: Coordination (+1 per 20% made to Coordination), Base 0, Bonus Wis-9, Penalty Wis-12  
 Level 10: Illusionary Double, Base 10, Bonus Chr-11, Penalty Chr-12  
 Level 13: Preparation (Ability to use +1 action of any type next segment per 50% made), Base 0, Bonus Wis-18, Penalty Wis-22  
 Level 27: Limited Wish (#=1) | Alter Reality (#=2) | Wish (#=3) | Change Reality (#=4), Base 0, Bonus Int-20, Penalty Int-25

# Invocation/Evocation Apothecary2 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	9.4	2--	---	---	
3	18.8	22-	---	---	
4	37.6	22-	---	---	
5	75.2	322	---	---	
6	150.4	322	---	---	
7	300.8	332	2--	---	
8	500	332	2--	---	
9	750	433	22-	---	
10	1000	433	22-	---	
11	1250	443	322	---	
12	1500	443	322	---	
13	1750	544	332	2--	
14	2000	544	332	2--	
15	2250	554	433	22-	
16	2500	554	433	22-	
17	2750	655	443	322	
18	3000	655	443	322	
19	3250	665	544	332	
20	3500	665	544	332	
21	3750	766	554	433	
22	4000	766	554	433	
23	4250	776	655	443	
24	4500	776	655	443	
25	4750	877	665	544	
26	5000	877	665	544	
27	5250	887	766	554	
28	5500	887	766	554	
29	5750	988	776	655	
30	6000	988	776	655	
31	6250	998	877	665	
32	6500	998	877	665	
33	6750	A99	887	766	
34	7000	A99	887	766	
35	7250	AA9	988	776	
36	7500	AA9	988	776	

Requisites: Int 14

Alignment: non-T

HD/level: & 1e3

Weapon Prof.: & 7+level

To Hit Table: & 3xM-U0

Saves: 2xFtr0

Reference: RDM

Groups: Wizard

Complexity: CF=1

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

Level 396: 52QQH: Disrupt a sustained or concentration-based effect (PPD 628+Chr to negate, NR or RR to resist)

Known Spells:

Kanye West - All of the Lights (SL=N): MultiPrismatic ray for N colors

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

Eminem/Marshall Mathers/Slim Shady - The Real Slim Shady (SL=2): CL Mirror Images

Frederic Francois Chopin - Ballade (SL=3): On segments 1, three targets are teleported to three different adjacent rooms in the dungeon. On segment 10, they are teleported back to this room

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

Opalescent Glare (SL=5): Evil creatures save or die (if save made, fear).

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

To Catch a Predator (SL=7): 1bM:Enemy that attacked or targeted you this segment is Imprisoned.

CrystalSphere Cloud (SL=8): Clairvoyance alternate prime planes.

Slipknot - Solway Firth (SL=9): Move all negative status effects from your group to a target, then banish that target to an outer plane of your choice you have personally visited

# The Second Greatest Destruction Cleaver-Other RDM

Level	KXP	Spells
1	0	(none)
2	17.4	(none)
3	34.8	(none)
4	69.6	(none)
5	139.2	(none)
6	278.4	(none)
7	556.8	(none)
8	900	(none)
9	1350	(none)
10	1800	(none)
11	2250	(none)
12	2700	(none)
13	3150	(none)
14	3600	(none)
15	4050	(none)
16	4500	(none)
17	4950	(none)
18	5400	(none)
19	5850	(none)
20	6300	(none)
21	6750	(none)
22	7200	(none)
23	7650	(none)
24	8100	(none)
25	8550	(none)
26	9000	(none)
27	9450	(none)
28	9900	(none)
29	10350	(none)
30	10800	(none)
31	11250	(none)
32	11700	(none)
33	12150	(none)
34	12600	(none)
35	13050	(none)
36	13500	(none)

**Requisites:** Dex 19, Chr 19

**Alignment:** CG

**HD/level:** 1d3

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

**To Hit Table:** 3xWiz

**Saves:** Mon

**Reference:** RDM

**Groups:** Lost, Overt

**Complexity:** CF=1

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

You may melee things that aren't in your group (you have 10\*LVL' reach).

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

Level 1: 1F, Surgically Experiment on a creature: Add an extra (artificial) limb to the creature. The creature loses 1d100-LVL\*5 max hp (can't be repaired except by a Regenerate spell, which would remove the extra limb). Each day, the limb has a (37-LVL)% chance of shrivelling and becoming useless, after that 1 max hp of the loss is regained per day. At level 4 you can alternatively add an extra internal organ instead.

Level 1: You have access to the complete Kit list, including broken Kits like Adventurer and Duplicator.

Level 1: Intermediate Str and Dex bonus.

Level 6: Whenever all creatures use(s) a magical item or scroll, Drain 249 psi points from all enemies in 20 feet (Str or Fortitude 17+Str save to delay 1 segment)

Level 7: Every time a creature is/are in a lair, An enemy must succeed on a (Dex 31+Con save for tenth effect) or become SEL=5 Dominated (Mentally) at the start of its next turn

Level 8: +13 max hp and +30 to hit to your group

Level 19: 10E, Spend 8 max hp(s): When an ally falls, an ally gains SEL=6 Planar Displaced for 7 round(s)

Level 28: Breaker's Uplift: 4B, 3/turn: Counter a spell as it is cast (No save, TechR or XR to resist to resist)

# Weather ( Y )3 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	7.6	2--	---	---
3	15.2	22-	---	---
4	30.4	22-	---	---
5	60.8	322	---	---
6	121.6	322	---	---
7	243.2	332	2--	---
8	400	332	2--	---
9	600	433	22-	---
10	800	433	22-	---
11	1000	443	322	---
12	1200	443	322	---
13	1400	544	332	2--
14	1600	544	332	2--
15	1800	554	433	22-
16	2000	554	433	22-
17	2200	655	443	322
18	2400	655	443	322
19	2600	665	544	332
20	2800	665	544	332
21	3000	766	554	433
22	3200	766	554	433
23	3400	776	655	443
24	3600	776	655	443
25	3800	877	665	544
26	4000	877	665	544
27	4200	887	766	554
28	4400	887	766	554
29	4600	988	776	655
30	4800	988	776	655
31	5000	998	877	665
32	5200	998	877	665
33	5400	A99	887	766
34	5600	A99	887	766
35	5800	AA9	988	776
36	6000	AA9	988	776

**Requisites: Wis 16**  
**Alignment: LG**  
**HD/level: 1d4**  
**Weapon Prof.: 10+level/2**  
**To Hit Table: 3xFtr0**  
**Saves: 2xMon**  
**Reference: RDM**  
**Groups: Internet**  
**Complexity: CF=1**

See [Q8] for Psi8 rules and powers.

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

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 6: When an ally takes damage, they gain +12 saves, plus +1 for every 10 damage taken (rounded up)

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

Known Spells:

N.W.A. - Straight Outta Compton (SL=N): Summon up to CL/3 (max 3) different unique DL=N-1 named humans from among: Ice Cube (Demolitionist), MC Ren (Henchman), or Eazy E (Executioner1)

Beastland Ferocity (Enchantment, SL=1): You may be offensive while at negative hitpoints for 1min/level.

Astral Deamoring (SL=2): -CL to AC (one group, spell save).

Fowl Play (SL=3): Target gets polymorphed into a chicken (PP save). If save missed target gains the mentality of a chicken (Will save).

You're No Son of Mine (SL=4): Target immune to ranger species enemy ability.

Disturbed - Want (SL=5): You can use 2M/s this rd. You can't use items, attack, or move this rd

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

Imprison Soul (SL=7): Trap the Soul on a target plus 1d4 Con dmg/day.

Quantum Duality(SL=8): You and share all abilities/spells if you share the same quantum signature.

Pretty Woman (SL=9): Polymorph a target into a human female with no abilities (no save, XR to resist).

# Conspiracy Grinch on the Land RDM

Level	KXP	Spells
1	0	(none)
2	12.2	(none)
3	24.4	(none)
4	48.8	(none)
5	97.6	(none)
6	195.2	(none)
7	390.4	(none)
8	600	(none)
9	900	(none)
10	1200	(none)
11	1500	(none)
12	1800	(none)
13	2100	(none)
14	2400	(none)
15	2700	(none)
16	3000	(none)
17	3300	(none)
18	3600	(none)
19	3900	(none)
20	4200	(none)
21	4500	(none)
22	4800	(none)
23	5100	(none)
24	5400	(none)
25	5700	(none)
26	6000	(none)
27	6300	(none)
28	6600	(none)
29	6900	(none)
30	7200	(none)
31	7500	(none)
32	7800	(none)
33	8100	(none)
34	8400	(none)
35	8700	(none)
36	9000	(none)

Requisites: Chr 16, Cml 17

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

HD/level: 1d5

Weapon Prof.: 9+level/2

To Hit Table: 2xM-U0

Saves: 3xWiz

Reference: RDM

Groups: Concordant, Joke

Complexity: CF=1

Exceptional Str and Con.

You can't have a mount.

Level 1: Baseball Bat: (Size M; 2d6/2d4; 19+/x2; attack as Melec)

Level 1: +LVL AC.

Level 7: Gain a Warding Sheath that deals 22% of melee attackers dmg of type

Colorpool, for CL turns

Level 16: An ally gain(s) +58 melee dmg each turn for 1 hour, stacking until the effect ends

Level 17: Gain a Celestial Shell that reflects spells targeting you back to the caster for 4 round(s)

# The Second Caretaker(MTG U/B/R/G)1JG RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	7.2	2--	---	---
3	14.4	22-	---	---
4	28.8	22-	---	---
5	57.6	322	---	---
6	115.2	322	---	---
7	230.4	332	2--	---
8	400	332	2--	---
9	600	433	22-	---
10	800	433	22-	---
11	1000	443	322	---
12	1200	443	322	---
13	1400	544	332	2--
14	1600	544	332	2--
15	1800	554	433	22-
16	2000	554	433	22-
17	2200	655	443	322
18	2400	655	443	322
19	2600	665	544	332
20	2800	665	544	332
21	3000	766	554	433
22	3200	766	554	433
23	3400	776	655	443
24	3600	776	655	443
25	3800	877	665	544
26	4000	877	665	544
27	4200	887	766	554
28	4400	887	766	554
29	4600	988	776	655
30	4800	988	776	655
31	5000	998	877	665
32	5200	998	877	665
33	5400	A99	887	766
34	5600	A99	887	766
35	5800	AA9	988	776
36	6000	AA9	988	776

Requisites: Wis 16

Alignment: non-W

HD/level: & 1e6

Weapon Prof.: & 1+level/4

To Hit Table: M-U0

Saves: Mon

Reference: RDM

Groups: Priest

Complexity: CF=1

Sphere robe (-1 SL) in Numbers

Specialization, Numbers sphere

Level 1: Telekinesis: 1M: Target takes (LVL+2)\*10' falling damage

Level 2: Granted Powers: You gain a +1 luck bonus on all saving throws.

Level 5: iER LVL\*10%

Level 12: Rectify Misery: Anyone slain by you is Capital S Slain instead

Known Spells:

I Need a Doctor (SL=N): Summon a DL N Goodberry Golem.

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".

Produce Flame(SL=2): 1S: 1d6+5 fire dmg.

Malediction (SL=3): One touched creature: Put out of Misery. Gain 1 temporary hero point/5HD it had.

Harmony of Nature (SL=4): 0, 1/s, one of your summoned critters loses & can't use 1P this segment: You gain +1QP

Disturbed - Want (SL=5): You can use 2M/s this rd. You can't use items, attack, or move this rd

The White Arcades (SL=6): Create a [x2] PC Special of "Good aligned allys get +[x1] to dmg each segment, max +[xSL]".

Scour from Existence (SL=7): 1bM: Target item/creature/effect is Annihilated.

Silver Seraph (SL=8): Summon a DL VI flying Angel with "As long as you have cast 7 spells this combat, you're other subordinates get +1DL".

The Tabernacle at Pendrell Vale (SL=9): Everybody must pay 1 SL for each subordinate each rd or that subordinate is slain.

# Big Game Ranger(MTG W/U/G)3 RDM

Level	KXP	Spells
1	0	(none)
2	16	(none)
3	32	(none)
4	64	(none)
5	128	(none)
6	256	(none)
7	512	(none)
8	800	(none)
9	1200	(none)
10	1600	(none)
11	2000	(none)
12	2400	(none)
13	2800	(none)
14	3200	(none)
15	3600	(none)
16	4000	(none)
17	4400	(none)
18	4800	(none)
19	5200	(none)
20	5600	(none)
21	6000	(none)
22	6400	(none)
23	6800	(none)
24	7200	(none)
25	7600	(none)
26	8000	(none)
27	8400	(none)
28	8800	(none)
29	9200	(none)
30	9600	(none)
31	10000	(none)
32	10400	(none)
33	10800	(none)
34	11200	(none)
35	11600	(none)
36	12000	(none)

**Requisites: Str 18**  
**Alignment: non-S**  
**HD/level: & +++1d9**  
**Weapon Prof.: & 8+level/4**  
**To Hit Table: Mon**  
**Saves: 3xRog**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=1**

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

Gets Barbarian Str and Con (but not Dex).

Level 1: A knight may align himself with a prince, king, emperor, or lord (9th level warrior or higher).

Level 1: Whirling Parry: 1bV: Parry one attack from each monster in your group this segment.

Level 2: Automatically single specialized with all melee weapons (if the character is Western).

Level 4: 5 ally(ies) gain(s) +20 saves

Level 10: Your traps (and your traps that you've captured) do double effect.

Level 14: Whenever a creature manifest(s) a psionic power, Drain 546 points of spell slots from your group (Dex 76+Str to absorb, MR or RR to resist)

Level 14: When an ally's group takes damage, they gain +66 max hp, plus +1 for every 10 damage taken (rounded up)

Level 18: Support characters gain +59 to hit

# Luck Oozetion RDM

Level	KXP	Spells
1	0	+1 lim ML
2	20.8	+2 lim ML
3	41.6	+3 lim ML
4	83.2	+4 lim ML
5	166.4	+5 lim ML
6	332.8	+6 lim ML
7	665.6	+7 lim ML
8	1100	+8 lim ML
9	1650	+9 lim ML
10	2200	+10 lim ML
11	2750	+11 lim ML
12	3300	+12 lim ML
13	3850	+13 lim ML
14	4400	+14 lim ML
15	4950	+15 lim ML
16	5500	+16 lim ML
17	6050	+17 lim ML
18	6600	+18 lim ML
19	7150	+19 lim ML
20	7700	+20 lim ML
21	8250	+21 lim ML
22	8800	+22 lim ML
23	9350	+23 lim ML
24	9900	+24 lim ML
25	10450	+25 lim ML
26	11000	+26 lim ML
27	11550	+27 lim ML
28	12100	+28 lim ML
29	12650	+29 lim ML
30	13200	+30 lim ML
31	13750	+31 lim ML
32	14300	+32 lim ML
33	14850	+33 lim ML
34	15400	+34 lim ML
35	15950	+35 lim ML
36	16500	+36 lim ML

**Requisites: Con 18, Chr 17**

**Alignment: any W (Overwrite to all other classes)**

**HD/level: 1d8**

**Weapon Prof.: 8+level**

**To Hit Table: 3xMon**

**Saves: & (none)**

**Reference: RDM**

**Groups: Monster, Lost**

**Complexity: CF=1**

Gets a master monster pick per level

Gets Int bonus to progression. Specialized in Enchantment/Charm and Conjuraction/Summoning.

Gets a master monster pick per level

Gets Exceptional Con.

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:,2:,etc.: The DM rolls a Monster Summoning result of  $DL=2*LVL/5$  (round up). The result will be a Unique (or Legend). You gain 1-3 of the racial abilities of what the DM rolls.

Level 1: +LVL TH with natural attacks.

Level 1: When all allies use(s) a combat maneuver, -18 to hit to all nearby enemies (No save, IR or XR to resist)

Level 4: 1G, ML/day: Counter a spell as it is cast (No save to resist)

Level 5: Repair VI. 1M: Remove a Trick (25\*LVL%) (-100% per multiplier beyond x1).

Level 11: Gain a Elemental Lattice that deflects ranged attacks unless the attacker passes (PPD 32+Int save to delay 1 segment), permanently

Level 31: 7D, Spend 6 max hp(s): You gain(s) 117 stackable instance(s) of SEL=5 Improved Free Action lasting 1 minute(s)

# Arcane Tiny Game Guide(MTG W/B/R) RDM

Level	KXP	Spells
1	0	+1 ML
2	9	+2 ML
3	18	+3 ML
4	36	+4 ML
5	72	+5 ML
6	144	+6 ML
7	288	+7 ML
8	500	+8 ML
9	750	+9 ML
10	1000	+10 ML
11	1250	+11 ML
12	1500	+12 ML
13	1750	+13 ML
14	2000	+14 ML
15	2250	+15 ML
16	2500	+16 ML
17	2750	+17 ML
18	3000	+18 ML
19	3250	+19 ML
20	3500	+20 ML
21	3750	+21 ML
22	4000	+22 ML
23	4250	+23 ML
24	4500	+24 ML
25	4750	+25 ML
26	5000	+26 ML
27	5250	+27 ML
28	5500	+28 ML
29	5750	+29 ML
30	6000	+30 ML
31	6250	+31 ML
32	6500	+32 ML
33	6750	+33 ML
34	7000	+34 ML
35	7250	+35 ML
36	7500	+36 ML

**Requisites: Str 15**  
**Alignment: non-E**  
**HD/level: & 1d6**  
**Weapon Prof.: & 1+level**  
**To Hit Table: 2xMon**  
**Saves: 3xFtr0**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=1**

Gets one level of Exceptional stat per level, among Str, Dex, or Con.  
 Level 23: Gain a volatile Temporal Halo that explodes with Impact damage when struck, dealing 60% back to the attacker

# Green Psi41(MTG U/R/G)2 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	9.8	2--	---	---	
3	19.6	22-	---	---	
4	39.2	22-	---	---	
5	78.4	322	---	---	
6	156.8	322	---	---	
7	313.6	332	2--	---	
8	500	332	2--	---	
9	750	433	22-	---	
10	1000	433	22-	---	
11	1250	443	322	---	
12	1500	443	322	---	
13	1750	544	332	2--	
14	2000	544	332	2--	
15	2250	554	433	22-	
16	2500	554	433	22-	
17	2750	655	443	322	
18	3000	655	443	322	
19	3250	665	544	332	
20	3500	665	544	332	
21	3750	766	554	433	
22	4000	766	554	433	
23	4250	776	655	443	
24	4500	776	655	443	
25	4750	877	665	544	
26	5000	877	665	544	
27	5250	887	766	554	
28	5500	887	766	554	
29	5750	988	776	655	
30	6000	988	776	655	
31	6250	998	877	665	
32	6500	998	877	665	
33	6750	A99	887	766	
34	7000	A99	887	766	
35	7250	AA9	988	776	
36	7500	AA9	988	776	

Requisites: Chr 15, Cml 14

Alignment: non-L

HD/level: 1d10

Weapon Prof.: 8+level/4

To Hit Table: 2xFtr0

Saves: 3xCust

Reference: RDM

Groups: Psionicist, Futureshifted

Complexity: CF=1

All dice in all spells is replaced by d30 (so Cure Light Wounds is 1d30+LVL, Blade Barrier is 8d30, etc.)

Level 17: 3C, Spend 2 skill pt(s), ML/segment: When you takes damage, they gain SEL=1 Modified for 7 segment(s)

Known Spells:

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

Dick Dale - Miserlou (SL=1): Create a DL=I flying surfboard mount.

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

Stylin (SL=3): You can wear 2 suits of armor.

Gaea's Balance (SL=4): You may transfer SLs & PSPs between your magic & psi pools; use [Q11] type conversion

Pyotr Ilyich Tchaikovsky - The Sleeping Beauty (SL=5): One target falls into a SEL=6 Coma until kissed by a being of equal DL or multiplier

Wide One Projection (SL=6): Party overwrites one ability score to another.

Wolfgang Amadeus Mozart - Queen of the Night Aria (SL=7): Create a knife reverse pickpocketed into the hand of one target. That target then compelled to assassinate another target (Will save). If the first target fails to kill the second target, the first target is SEL=5 \*Cursed\*

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

Searing Wind (SL=9): 1bM: Target is dealt 100 dmg.

# Change Manny1JG RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	6.6	2--	---	---
3	13.2	22-	---	---
4	26.4	22-	---	---
5	52.8	322	---	---
6	105.6	322	---	---
7	211.2	332	2--	---
8	400	332	2--	---
9	600	433	22-	---
10	800	433	22-	---
11	1000	443	322	---
12	1200	443	322	---
13	1400	544	332	2--
14	1600	544	332	2--
15	1800	554	433	22-
16	2000	554	433	22-
17	2200	655	443	322
18	2400	655	443	322
19	2600	665	544	332
20	2800	665	544	332
21	3000	766	554	433
22	3200	766	554	433
23	3400	776	655	443
24	3600	776	655	443
25	3800	877	665	544
26	4000	877	665	544
27	4200	887	766	554
28	4400	887	766	554
29	4600	988	776	655
30	4800	988	776	655
31	5000	998	877	665
32	5200	998	877	665
33	5400	A99	887	766
34	5600	A99	887	766
35	5800	AA9	988	776
36	6000	AA9	988	776

Requisites: Str 15, Race slots 1

Alignment: NS

HD/level: & 1d11

Weapon Prof.: & 10+level/3

To Hit Table: 3xCust

Saves: Wiz

Reference: RDM

Groups: Archetype

Complexity: CF=1

Race Adjustments:

Str +7, Dex +0, Con +0, Int +0, Wis +0, Chr +0, Cml

+0, AT 1, hp 5, TH 10, Div ÷1

See [Q16] for Psi16 rules and powers.

Can have up to LVL Psi8 items.

Has access to Psi(-12)C, 12C, 1200C, and 29.

Gets 50 Rogue points per level.

Level 4: Periodic Table elements are considered Semi for you.

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).

Summon Myr 1 (SL=1): Summon a DL=1 Myr

Franz Liszt - Mephisto Waltz (SL=2): Can only be cast if you control a devil summon. Two targets grouped and spend their V actions dancing

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,".

Baa Baa Black Sheep (SL=4): One target SEL=3 skinned and you plus up to two allys get a +CL AC suit of leather armor.

Round Robin (SL=5): +CL/5 instances of Tactile Movement.

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

Pretty Paper (SL=7): Create a temporary Artificer24 artifact which lasts for CL rounds.

Beacon of Tomorrows (SL=8): You get an extra segment this round (segment 11 at end)

Assassination (SL=9): 1 target is slain (PPD save)

# The Best Giant2 RDM

Level	KXP	Spells
1	0	(none)
2	14.2	(none)
3	28.4	(none)
4	56.8	(none)
5	113.6	(none)
6	227.2	(none)
7	454.4	(none)
8	700	(none)
9	1050	(none)
10	1400	(none)
11	1750	(none)
12	2100	(none)
13	2450	(none)
14	2800	(none)
15	3150	(none)
16	3500	(none)
17	3850	(none)
18	4200	(none)
19	4550	(none)
20	4900	(none)
21	5250	(none)
22	5600	(none)
23	5950	(none)
24	6300	(none)
25	6650	(none)
26	7000	(none)
27	7350	(none)
28	7700	(none)
29	8050	(none)
30	8400	(none)
31	8750	(none)
32	9100	(none)
33	9450	(none)
34	9800	(none)
35	10150	(none)
36	10500	(none)

**Requisites: Con 18**

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

**HD/level: & 1d7**

**Weapon Prof.: & 5+level/2**

**To Hit Table: 2xCTD0**

**Saves: always +0**

**Reference: RDM**

**Groups: Monster**

**Complexity: CF=1**

Gets a master monster pick per level

Level 1: Identify potions by sight.

Level 5: +1M action

Level 6: An ally's group gain(s) +5 ranged dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 6: Baby Smurf: -1/3 Size; -1 age category; 1M: Cast a SL=LVL/4 Priest spell

Level 15: Every time all creatures successfully pick(s) a lock, An enemy's group must succeed on a (Horror 90+Con save to absorb) or become SEL=5 Harmed (reverse Heal) at the start of its next turn

Level 17: When an enemy identify(ies) a spell or magical effect, your group suffers -200 max hp unless protected by XR

Level 32: 5A, 3/natural reset: Silence a target mid-cast, preventing the ability (No save)

# Metallic Spawn RDM

Level	KXP	Spells
1	0	(none)
2	7.2	(none)
3	14.4	(none)
4	28.8	(none)
5	57.6	(none)
6	115.2	(none)
7	230.4	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Wis 14**

**Alignment: non-L (Overwrite to all other classes)**

**HD/level: & 1d7**

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

**To Hit Table: 3xCust**

**Saves: 2xWar**

**Reference: RDM**

**Groups: Mirror**

**Complexity: CF=1**

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

See [Q--2] for rules and powers.

Specialized in Magical Pools, no opposite.

Level 8: Each time all enemies take(s) radiant or necrotic damage, Dispel all magical effects in a 20-ft radius (No save, TechR or HR to resist)

# Scarlet Cloud Poster3 RDM

Level	KXP	Spells
1	0	(none)
2	19.2	(none)
3	38.4	(none)
4	76.8	(none)
5	153.6	(none)
6	307.2	(none)
7	614.4	(none)
8	1000	(none)
9	1500	(none)
10	2000	(none)
11	2500	(none)
12	3000	(none)
13	3500	(none)
14	4000	(none)
15	4500	(none)
16	5000	(none)
17	5500	(none)
18	6000	(none)
19	6500	(none)
20	7000	(none)
21	7500	(none)
22	8000	(none)
23	8500	(none)
24	9000	(none)
25	9500	(none)
26	10000	(none)
27	10500	(none)
28	11000	(none)
29	11500	(none)
30	12000	(none)
31	12500	(none)
32	13000	(none)
33	13500	(none)
34	14000	(none)
35	14500	(none)
36	15000	(none)

**Requisites: Str 17, Chr 17**

**Alignment: non-J (Overwrite to all other classes)**

**HD/level: & 1d4**

**Weapon Prof.: & 7+level/2**

**To Hit Table: Mon**

**Saves: 3xRog**

**Reference: RDM**

**Groups: Warrior, Internet**

**Complexity: CF=1**

See [Q8] for Psi8 rules and powers.

Gets Extra-Barbarian Dex.

Gets Barbarian Str.

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 2: Get "Level:" abilities (but not spellcasting) of Druid1 or Druid2 (your choice) of half your level (round down).

Level 11: Every time a creature provok(es) an attack of opportunity, An enemy's group must succeed on a (No save, IR to resist) or become SEL=5 Head Blown Off at the start of its next turn

Level 17: 3C, Spend 3 max hp(s), NP/segment: An ally is/are affected by SEL=3 Flying for 4 round(s)

Level 26: 112 ally(ies) gain(s) +62 to hit

Level 27: 10Z, Spend 2 rogue pt(s): An ally's group is/are affected by SEL=1

Exceptional Stat for 4 round(s)

# Death Bear of Law RDM

Level	KXP	Psionics		
		mMG	SUV	
1	0	2--	---	Requisites: Dex 16, Cml 17, Class slots 2, Race slots 1 Alignment: TE (Overwrite to all other classes) HD/level: +++1d7 Weapon Prof.: 10+level/4
2	10.6	2--	---	To Hit Table: 2xFtr0
3	21.2	22-	---	Saves: & CTD0
4	42.4	32-	---	Reference: RDM
5	84.8	32-	---	Groups: Archetype, Overt
6	169.6	32-	---	Complexity: CF=1
7	339.2	33-	---	Race Adjustments: Str +0, Dex +5, Con +0, Int +0, Wis +0, Chr +0, Cml +9, AT 6, hp 2, TH -10, Div ÷1
8	600	432	---	
9	900	432	---	
10	1200	432	---	PSPs = (Wis+Chr)*Level*2.
11	1500	442	---	Considered a "Beholder" race.
12	1800	543	---	Level 1: Choose an E=1, E=2, or E=3 element. Immune to that element. Mouth's P, LVL/d: Breath Weapon of that element, dmg = (current hp) / (breath's E factor), BW save for ½
13	2100	543	---	
14	2400	543	---	Level 3: Gain a Chaos Husk that reduces all forced movement by half unless resisted with (Str or Chr 23+Str save to delay 1 segment), for 1 turn
15	2700	553	2--	Level 18: With a 9th level spell, you can create illusionary potions which actually affect the persons drinking them. There is a 1% (non-adjustable) chance the drinker will somehow not be affected by the potion. In this case, the person will no longer be able to believe this power (or the Level 9 one, either). The person cannot control this in any way. The only way to avoid this result is with the Avoid Fate power.
16	3000	654	2--	
17	3300	654	2--	
18	3600	654	2--	
19	3900	664	3--	Level 27: 10Z, Spend 2 familiar(s): An ally's group get(s) SEL=2 Damped Restraint for 3 minute(s)
20	4200	765	3--	
21	4500	765	3--	Level 29: When you become(s) enraged, -189 movement to an enemy (Will 24+Chr for half effect, GR or XR to resist). Each failed save increases the penalty by 50%
22	4800	765	3--	Known Powers
23	5100	775	4--	Little Miss Muffet (SL=N): Summon a DL=N-1 spider insect and one target gets SEL=2 Fear.
24	5400	876	42-	Look At Me Now - Chris Brown (SL=N): Spend N*Plenty gp: Haste xN, Free DL=N
25	5700	876	42-	Vehicle mount, Summon a DL=N Slut1
26	6000	876	42-	Come Together (SL=2): Combine 1 target creature into your group plus one additional creature per spellcaster lending its M action.
27	6300	886	52-	Force Attraction/Impulse (SL=2): Telekinesis, X=(lbs.)*(speed in ft.)/CL
28	6600	987	53-	Electric Funeral (SL=5): 1 group irradiated and slain (PPD).
29	6900	987	53-	Tomorrow, Tomorrow (SL=5): Target Fixed at the beginning of next segment.
30	7200	987	53-	3 (SL=8): +LVL to CL for 4th level Battlemonger spells
31	7500	997	63-	Disturbed - Crucified (SL=8): SEL=9 Pawn a target (no save). You are SEL=7
32	7800	A98	64-	Crucified. This doesn't drop the Pawn
33	8100	A98	64-	It that Betrays (SL=11): Summon a DL XI Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects" and "All sacrificed items/effects come under your control".
34	8400	A98	64-	
35	8700	AA8	742	Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)
36	9000	BA9	752	

# Numbers Chaining Invoker3 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	11.8	2--	---	---
3	23.6	22-	---	---
4	47.2	22-	---	---
5	94.4	322	---	---
6	188.8	322	---	---
7	377.6	332	2--	---
8	600	332	2--	---
9	900	433	22-	---
10	1200	433	22-	---
11	1500	443	322	---
12	1800	443	322	---
13	2100	544	332	2--
14	2400	544	332	2--
15	2700	554	433	22-
16	3000	554	433	22-
17	3300	655	443	322
18	3600	655	443	322
19	3900	665	544	332
20	4200	665	544	332
21	4500	766	554	433
22	4800	766	554	433
23	5100	776	655	443
24	5400	776	655	443
25	5700	877	665	544
26	6000	877	665	544
27	6300	887	766	554
28	6600	887	766	554
29	6900	988	776	655
30	7200	988	776	655
31	7500	998	877	665
32	7800	998	877	665
33	8100	A99	887	766
34	8400	A99	887	766
35	8700	AA9	988	776
36	9000	AA9	988	776

Requisites: Int 17, Cml 16

Alignment: CW

HD/level: 1d12

Weapon Prof.: 7+level

To Hit Table: Wiz

Saves: always +0

Reference: RDM

Groups: Wizard, Random

Complexity: CF=1

School robe (-1 SL) in Conjuraction/Summoning

+1 Mount slot for Humanoid.

Gets ++1 damage.

Level 1: May use 1 material component effect per spell as a zero action.

Level 6: Whenever a group become(s) enraged, Drain 183 hp per round from your group for 1 rounds (PPD 31+Str to reflect, HR or XR to resist)

Level 7: Every time a group take(s) damage from a hated foe, If an enemy is standing on difficult terrain then they are SEL=6 Petrified (RSW 20+Str save for tenth effect)

Level 8: Each time an enemy meditate(s) or enter(s) a trance state, Dispel effects on an enemy (PP 15+Chr to absorb, GR or CR to resist)

Level 9: Know How to Destroy Artifacts by sight.

Level 12: If a monster randomly rolls to attack you, you can have your summons be attacked instead.

Known Spells:

Disturbed - Fire It Up (SL=N): Wishoid for Pharmacist5 drug sphere spell of SL=N-1

Midnight Black (SL=1): Paralyzed 1d4+1 r (no save); save or slain) {1 creature}

Well Aren't you Just Precious (SL=2): Your light-sabers are defender and offender branded.

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,".

You're No Son of Mine (SL=4): Target immune to ranger species enemy ability.

Maelstrom Archangel (SL=5): Summon a DL V flying Angel. When it deals melee damage to a Boss, Sub-boss, or NPC party, you may cast one spell as a 0 action.

Nature's Cloak (SL=6): +CL\*10 Rogue points; Any Level=CL/2 (or less) Rogue pick

Ith, High Arcanist (SL=7): Summon a DL VII Human Wizard, he can save/rescue a creature from being in a nasty group of monsters.

Fiddlehead (SL=8): Regenerate CL hp/s. Each segment may use this regeneration on any friendly target in sight.

Eevocation (SL=9): One group takes 50 dmg of the normal eelement of your choice (PP save for 1/2)

# Combat Overt Mortal RDM

Level	KXP	Spells
1	0	(none)
2	12.8	(none)
3	25.6	(none)
4	51.2	(none)
5	102.4	(none)
6	204.8	(none)
7	409.6	(none)
8	700	(none)
9	1050	(none)
10	1400	(none)
11	1750	(none)
12	2100	(none)
13	2450	(none)
14	2800	(none)
15	3150	(none)
16	3500	(none)
17	3850	(none)
18	4200	(none)
19	4550	(none)
20	4900	(none)
21	5250	(none)
22	5600	(none)
23	5950	(none)
24	6300	(none)
25	6650	(none)
26	7000	(none)
27	7350	(none)
28	7700	(none)
29	8050	(none)
30	8400	(none)
31	8750	(none)
32	9100	(none)
33	9450	(none)
34	9800	(none)
35	10150	(none)
36	10500	(none)

**Requisites: Chr 19**  
**Alignment: CE**  
**HD/level: 1e2**  
**Weapon Prof.: 5+level**  
**To Hit Table: Wiz**  
**Saves: Mon**  
**Reference: RDM**  
**Groups: Mirror**  
**Complexity: CF=1**

Gets Int bonus to spells.  
 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).  
 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.  
 Level 1: Regenerate LVL hp/m (this is not troll-like), you can regenerate another if touching  
 Level 4: Detect Leeches and Eels 40' cont.  
 Level 6: An ally's group gains +10KZ action(s) for 2 round(s)  
 Level 9: Detect/Identify Artifacts & Terrain Features  
 Level 9: Know all Psi6G minor powers; Psi6G PSPs=(S\*2+D+I+LVL\*7); +1M/r only for Psi6G  
 Level 10: Gain four 2nd level Elemental Wizard spells in your memorization per day.  
 Level 22: 10H: Disrupt a sustained or concentration-based effect (Chr or Will 135+Int save to nullify)  
 Level 27: Pick 1 Level 20-26 (or lower) pick from any "5th Edition" class.  
 Level 31: 16D, Spend 5 sl(s): While within 20 feet of you, an ally has SEL=1 Partial Cover for 1 round(s)

# Chemistracy Slayer RDM

Level	KXP	Spells
1	0	(none)
2	6.4	(none)
3	12.8	(none)
4	25.6	(none)
5	51.2	(none)
6	102.4	(none)
7	204.8	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Chr 15**  
**Alignment: AG (Overwrite to all other classes)**  
**HD/level: ++++1d7**  
**Weapon Prof.: 10+level/4**  
**To Hit Table: War**  
**Saves: & War**  
**Reference: RDM**  
**Groups: Planar, Technology**  
**Complexity: CF=1**

Gets Int (not Wis) bonus to spells.  
 Gets 1 script-X action per round. Shoggoth powers use F or script-X actions to use.  
 Divide the cost of HENCHMENT by LVL.  
 Cannot get a stat bonus to progression.  
 Level 1: Can have up to LVL Technological items created for yourself (if you have the Create Tech Item powers).  
 Level 1: Automatically make Int checks, Disbelief checks (regardless of penalty).  
 Immune to Mirage Arcana.

# Time Statisticianive RDM

Level	KXP	Spells
1	0	(none)
2	17	(none)
3	34	(none)
4	68	(none)
5	136	(none)
6	272	(none)
7	544	(none)
8	900	(none)
9	1350	(none)
10	1800	(none)
11	2250	(none)
12	2700	(none)
13	3150	(none)
14	3600	(none)
15	4050	(none)
16	4500	(none)
17	4950	(none)
18	5400	(none)
19	5850	(none)
20	6300	(none)
21	6750	(none)
22	7200	(none)
23	7650	(none)
24	8100	(none)
25	8550	(none)
26	9000	(none)
27	9450	(none)
28	9900	(none)
29	10350	(none)
30	10800	(none)
31	11250	(none)
32	11700	(none)
33	12150	(none)
34	12600	(none)
35	13050	(none)
36	13500	(none)

**Requisites: Dex 18**  
**Alignment: any G**  
**HD/level: & +++1d3**  
**Weapon Prof.: & 3+level/2**  
**To Hit Table: Cust**  
**Saves: Wiz**  
**Reference: RDM**  
**Groups: Custom**  
**Complexity: CF=1**

Hold W actions. You can use a W as an S action, but you still can use only 1S+1V per segment.  
 Gets access to 1 psionic frequency per level. If it is not a "common" psionic frequency (or a frequency that you know from a class sheet), you do not know it automatically. You must then either spend 2 picks on it, or 1 pick plus a Research Point.  
 Rogue abilities as per Thief0. If you pick this twice, use Dungeoneer (or any other -eer) instead. If you pick this three times, use TANB1 instead. If you pick this four times, get 200 rogue points per level and two Any Rogue picks per level.  
 Gets 40 Rogue points per level.  
 Level 1: Add d+3 to HD type for this class (can pick this multiple times)  
 Level 1: Expensive Camera: 1M: Blindness (RSW save), if blinded then gets Feared (Will save)  
 Level 1: Sanctuary continuous, as long as the Healer is not being offensive.  
 Level 1: LVL slots each in Direction Sense, Tracking, Survival  
 Level 4: 1V, 1M, touch: Cure Insanity (5\*CL%)  
 Level 16: Sharp-fanged Hook: 7A, NP/natural reset: Cancel a unique or X/G action before it resolves (No save)  
 Level 29: 5W, Spend 14 skill pt(s), ML/week: You gain(s) SEL=6 Charged for 2 round(s)  
 Level 108: 26X, ML/lifetime: Counter a spell as it is cast (Con or Spell 212+Dex save for quarter effect to resist)

# Elemental Conspiracy Citizen on the Land RDM

Level	KXP	Spells
1	0	(none)
2	7.8	(none)
3	15.6	(none)
4	31.2	(none)
5	62.4	(none)
6	124.8	(none)
7	249.6	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Wis 15**  
**Alignment: AS**  
**HD/level: & 1d7**  
**Weapon Prof.: & 1+level/4**  
**To Hit Table: 3xPsi**  
**Saves: (none)**  
**Reference: RDM**  
**Groups: Joke**  
**Complexity: CF=1**

Exceptional Str and Con.  
 Exceptional Str and Con.  
 Exceptional Str and Con.  
 You can't have a mount.  
 Level 23: Every time an enemy succeed(s) on a Dexterity saving throw, If an enemy is below half hit points, they are SEL=8 Truename Dominated (No save)

# Rammer RDM

Level	KXP	Spells
1	0	+1 lim ML
2	5.8	+2 lim ML
3	11.6	+3 lim ML
4	23.2	+4 lim ML
5	46.4	+5 lim ML
6	92.8	+6 lim ML
7	185.6	+7 lim ML
8	300	+8 lim ML
9	450	+9 lim ML
10	600	+10 lim ML
11	750	+11 lim ML
12	900	+12 lim ML
13	1050	+13 lim ML
14	1200	+14 lim ML
15	1350	+15 lim ML
16	1500	+16 lim ML
17	1650	+17 lim ML
18	1800	+18 lim ML
19	1950	+19 lim ML
20	2100	+20 lim ML
21	2250	+21 lim ML
22	2400	+22 lim ML
23	2550	+23 lim ML
24	2700	+24 lim ML
25	2850	+25 lim ML
26	3000	+26 lim ML
27	3150	+27 lim ML
28	3300	+28 lim ML
29	3450	+29 lim ML
30	3600	+30 lim ML
31	3750	+31 lim ML
32	3900	+32 lim ML
33	4050	+33 lim ML
34	4200	+34 lim ML
35	4350	+35 lim ML
36	4500	+36 lim ML

**Requisites: Dex 16, Int 16**

**Alignment: TE (Overwrite to all other classes)**

**HD/level: ++1d10**

**Weapon Prof.: 7+level**

**To Hit Table: 2xRog**

**Saves: 2xWiz**

**Reference: RDM**

**Groups: Concordant, Overt**

**Complexity: CF=1**

Exceptional Int and Wis, Barbarian Chr.

Level 1: Free GGL (Specialty God) pick in a god that has a Str or Dex requirement.

Level 1: 1P: Unsummon a summon.

Level 11: Immune to all Energy/Stat drains.

# Small Game Barbarian(MTG R)4 RDM

Level	KXP	Spells
1	0	(none)
2	12.8	(none)
3	25.6	(none)
4	51.2	(none)
5	102.4	(none)
6	204.8	(none)
7	409.6	(none)
8	700	(none)
9	1050	(none)
10	1400	(none)
11	1750	(none)
12	2100	(none)
13	2450	(none)
14	2800	(none)
15	3150	(none)
16	3500	(none)
17	3850	(none)
18	4200	(none)
19	4550	(none)
20	4900	(none)
21	5250	(none)
22	5600	(none)
23	5950	(none)
24	6300	(none)
25	6650	(none)
26	7000	(none)
27	7350	(none)
28	7700	(none)
29	8050	(none)
30	8400	(none)
31	8750	(none)
32	9100	(none)
33	9450	(none)
34	9800	(none)
35	10150	(none)
36	10500	(none)

**Requisites: Str 17**  
**Alignment: TN**  
**HD/level: & 1e9**  
**Weapon Prof.: & 6+level/3**  
**To Hit Table: M-U0**  
**Saves: 3xFtr0**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=1**

Gets Exceptional Str and Con.  
 Gets Barbarian Str and Con (but not Dex).  
 Uses the "Barbl" line for specialization.  
 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.  
 Level 1: Effective Charisma with other warriors is increased by your level.  
 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 6: 2H: Disrupt a sustained or concentration-based effect (No save, NR to resist)  
 Level 28: 1M: A group gets -25\*PCL set Con that ignores Sustain Con  
 Level 28: 11B, ML/turn: Intercept a summoning or planar effect (No save, PR or PR to resist)  
 Level 36: Fighter may have his "home plane" switched to that of his alignment.

# Arch- Emissary1JG RDM

Level	KXP	Spells			<b>Requisites: Con 16, Int 17</b> <b>Alignment: AE</b> <b>HD/level: &amp; 1d12+67</b> <b>Weapon Prof.: &amp; 9+level</b> <b>To Hit Table: 3xPsi</b> <b>Saves: 2xWar</b> <b>Reference: RDM</b> <b>Groups: Wizard, Lost</b> <b>Complexity: CF=1</b>
		123	456	789	
1	0	2--	----	----	
2	17.8	2--	----	----	
3	35.6	22-	----	----	
4	71.2	22-	----	----	
5	142.4	322	----	----	
6	284.8	322	----	----	
7	569.6	332	2--	----	
8	900	332	2--	----	
9	1350	433	22-	----	
10	1800	433	22-	----	
11	2250	443	322	----	
12	2700	443	322	----	
13	3150	544	332	2--	
14	3600	544	332	2--	
15	4050	554	433	22-	
16	4500	554	433	22-	
17	4950	655	443	322	
18	5400	655	443	322	
19	5850	665	544	332	
20	6300	665	544	332	
21	6750	766	554	433	
22	7200	766	554	433	
23	7650	776	655	443	
24	8100	776	655	443	
25	8550	877	665	544	
26	9000	877	665	544	
27	9450	887	766	554	
28	9900	887	766	554	
29	10350	988	776	655	
30	10800	988	776	655	
31	11250	998	877	665	
32	11700	998	877	665	
33	12150	A99	887	766	
34	12600	A99	887	766	
35	13050	AA9	988	776	
36	13500	AA9	988	776	

School robe (-1 SL) in Illusion  
Gets Barbarian Int.  
Level 1: +(LVL+1)/2 wear locations, see the "Wear Locations" Mini-Class for rules.  
More stuff to drop in Angband like fashion!  
Level 2: Imp Familiar: Gain an Imp as a familiar, will replace a previous familiar.  
Level 9: Immune to Stun, reversed healing, and any undead touch effect.  
Level 30: 8M: Cancel a unique or X/G action before it resolves (No save)  
Level 32: 9A, ML/natural reset: Counter and remove an ongoing effect from a target (No save, GR to resist)  
Known Spells:  
Jamey Johnson - In Color (SL=N): Metallic, Chromatic, or Prismatic effect to one target by N colors. See Color Mage for details  
Dr. Dre - Still D.R.E. (SL=1): You have DR e/- (e=2.718). Whenever you go negative hp, Death's Door spell at the end of the round  
Multiplication (SL=2): Your next spell has +3 targets.  
Chromatic Armor (SL=3): Choose a school, sphere, or psionic frequency. Target is immune to that for 1t.  
Disturbed - Numb (SL=4): Put one target's heart on your plate (+1 plate if you don't have one)  
CAUSE OVER LIFE (SL=5): Your effects are not dropped if you are dropped.  
TRUTH REVEALED (SL=6): You Capital U understand and ask the DM a question.  
Metallica - Creeping Death (SL=7): Create CL\*100 insects that are SEL=1 Diseased branded which stack.  
Slipknot - Nero Forte (SL=8): Target is Dominated (Mentally) as long as you are SEL=1 Insane-Depression (no save)  
Iona, Shield of Emeria (SL=9): Summon a DL VII Angel. Choose a school/sphere. Spells from the chosen school/sphere can't be cast in the room.

# Planar(MTG B)3 RDM

Level	KXP	Spells
1	0	(none)
2	14.4	(none)
3	28.8	(none)
4	57.6	(none)
5	115.2	(none)
6	230.4	(none)
7	460.8	(none)
8	800	(none)
9	1200	(none)
10	1600	(none)
11	2000	(none)
12	2400	(none)
13	2800	(none)
14	3200	(none)
15	3600	(none)
16	4000	(none)
17	4400	(none)
18	4800	(none)
19	5200	(none)
20	5600	(none)
21	6000	(none)
22	6400	(none)
23	6800	(none)
24	7200	(none)
25	7600	(none)
26	8000	(none)
27	8400	(none)
28	8800	(none)
29	9200	(none)
30	9600	(none)
31	10000	(none)
32	10400	(none)
33	10800	(none)
34	11200	(none)
35	11600	(none)
36	12000	(none)

**Requisites: Con 18**  
**Alignment: any W**  
**HD/level: & 1d5**  
**Weapon Prof.: & 1+level/5**  
**To Hit Table: Rog**  
**Saves: & 3xRog**  
**Reference: RDM**  
**Groups: Concordant**  
**Complexity: CF=1**

Gets 2X actions per round.  
 Level 1: +1 XP for each grave dug; +2 XP for each stolen body.  
 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 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.  
 Level 9: Get another Barbarian Stat.  
 Level 10: Whenever an enemy steal(s) an item, Drain 465 psi points from all enemies in 20 feet (No save, NR or NR to resist)  
 Level 16: 4A, NP/natural reset: Silence a target mid-cast, preventing the ability (No save, IR to resist)  
 Level 18: +1 size.  
 Level 30: 8M: Counter an action, but suffer x2 effect on failure (PP 21+Dex to nullify, IR or CR to resist)

# Lord1 RDM

Level	KXP	Spells
1	0	(none)
2	8.8	(none)
3	17.6	(none)
4	35.2	(none)
5	70.4	(none)
6	140.8	(none)
7	281.6	(none)
8	500	(none)
9	750	(none)
10	1000	(none)
11	1250	(none)
12	1500	(none)
13	1750	(none)
14	2000	(none)
15	2250	(none)
16	2500	(none)
17	2750	(none)
18	3000	(none)
19	3250	(none)
20	3500	(none)
21	3750	(none)
22	4000	(none)
23	4250	(none)
24	4500	(none)
25	4750	(none)
26	5000	(none)
27	5250	(none)
28	5500	(none)
29	5750	(none)
30	6000	(none)
31	6250	(none)
32	6500	(none)
33	6750	(none)
34	7000	(none)
35	7250	(none)
36	7500	(none)

**Requisites: Int 14**  
**Alignment: TG**  
**HD/level: & 1e2**  
**Weapon Prof.: & 10+level/3**  
**To Hit Table: 3xRog**  
**Saves: 3xRog**  
**Reference: RDM**  
**Groups: Technology**  
**Complexity: CF=1**

Can have up to LVL Psi8 items.  
 Gets 1X action per round.  
 Level 1: +1 Knowledge proficiency per level.  
 Level 1: Resist Gravity, Telekinesis, falling damage

# Strong Man1JG RDM

Level	KXP	Spells
1	0	(none)
2	33.4	(none)
3	66.8	(none)
4	133.6	(none)
5	267.2	(none)
6	534.4	(none)
7	1068.8	(none)
8	1700	(none)
9	2550	(none)
10	3400	(none)
11	4250	(none)
12	5100	(none)
13	5950	(none)
14	6800	(none)
15	7650	(none)
16	8500	(none)
17	9350	(none)
18	10200	(none)
19	11050	(none)
20	11900	(none)
21	12750	(none)
22	13600	(none)
23	14450	(none)
24	15300	(none)
25	16150	(none)
26	17000	(none)
27	17850	(none)
28	18700	(none)
29	19550	(none)
30	20400	(none)
31	21250	(none)
32	22100	(none)
33	22950	(none)
34	23800	(none)
35	24650	(none)
36	25500	(none)

**Requisites: Dex 31, Con 18**

**Alignment: non-L**

**HD/level: 1d11**

**Weapon Prof.: 10+level**

**To Hit Table: Mon**

**Saves: 3xPri**

**Reference: RDM**

**Groups: Custom, Maxi**

**Complexity: CF=1**

Can specialize in a school, but pick 2 opposites.

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

Free Martial Arts style, +LVL maneuvers

+LVL Kits

Level 4: 0, 1/d: Counter a Divine Intervention

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

Level 7: Gain a Reality Prism that deflects ranged attacks unless the attacker passes (No save, IR or WR to resist), for CL resets

Level 9: When all allies is/are counterspelled, Weaken(s) 1 enemies: -126 saves (No save, XR or NR to resist). Each failed save increases the penalty by 50%

Level 14: Smooth Talker: As long as you and your friends are not hostile, enemies will not attack you 90% (1 check /min)

Level 22: Whenever all creatures identify(ies) a spell or magical effect, Drain 990% of saving throws from your group (Will or PP 91+Wis save to nullify)

Level 26: 9F: Counter an action targeting an ally's group (Chr or Sanity 34+Chr save to absorb)

Level 29: When an ally create(s) or destroy(s) a mental barrier, Inflicts movement (-22) on an enemy's group (Int or Fortitude 111+Chr save to absorb). Stacks with each failed save

Level 432: When an enemy turn(s) or rebuke(s) undead, -2052 dmg to an enemy's group. Terror save for half effect (-1026). On failed save, also becomes SEL=12 Lost in the Maelstrom

# Thought Time Hiddenologist1JG RDM

Level	KXP	Spells
1	0	(none)
2	8.6	(none)
3	17.2	(none)
4	34.4	(none)
5	68.8	(none)
6	137.6	(none)
7	275.2	(none)
8	500	(none)
9	750	(none)
10	1000	(none)
11	1250	(none)
12	1500	(none)
13	1750	(none)
14	2000	(none)
15	2250	(none)
16	2500	(none)
17	2750	(none)
18	3000	(none)
19	3250	(none)
20	3500	(none)
21	3750	(none)
22	4000	(none)
23	4250	(none)
24	4500	(none)
25	4750	(none)
26	5000	(none)
27	5250	(none)
28	5500	(none)
29	5750	(none)
30	6000	(none)
31	6250	(none)
32	6500	(none)
33	6750	(none)
34	7000	(none)
35	7250	(none)
36	7500	(none)

**Requisites:** Cml 14  
**Alignment:** any W  
**HD/level:** 1d7  
**Weapon Prof.:** 8+level/5  
**To Hit Table:** CTD0  
**Saves:** 2xWar  
**Reference:** RDM  
**Groups:** Lost  
**Complexity:** CF=1

Gets Int bonus to progression. Specialized in Enchantment/Charm and Conjuraton/Summoning.  
 Your brain cannot be put on a plate.  
 Has Exceptional Int bonus. Gets Int bonus to spell progression (instead of Wis).  
 Level 1: ½bhX, 1/natural set, hit someone with your PC cod piece that you're wielding as a weapon: You Capital U Understand. You get a random player cheat code permanently added.  
 Level 32: 5A, NP/natural reset: Silence a target mid-cast, preventing the ability (No save)

# Mouny-11 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	300	(none)
9	450	(none)
10	600	(none)
11	750	(none)
12	900	(none)
13	1050	(none)
14	1200	(none)
15	1350	(none)
16	1500	(none)
17	1650	(none)
18	1800	(none)
19	1950	(none)
20	2100	(none)
21	2250	(none)
22	2400	(none)
23	2550	(none)
24	2700	(none)
25	2850	(none)
26	3000	(none)
27	3150	(none)
28	3300	(none)
29	3450	(none)
30	3600	(none)
31	3750	(none)
32	3900	(none)
33	4050	(none)
34	4200	(none)
35	4350	(none)
36	4500	(none)

**Requisites: Wis 15, Cml 15**

**Alignment: CW**

**HD/level: & 1d12**

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

**To Hit Table: Wiz**

**Saves: Pri**

**Reference: RDM**

**Groups: AlternateUniverse, Random**

**Complexity: CF=1**

See [Q8] for Psi8 rules and powers.

Gets Wisdom bonus for spell progression.

Hold Plane: You are immune to any effect which would change which plane you're on (can lower this at will).

Gets Barbarian Int, Wis, or Chr.

Level 15: Divine Voice: 1M+1P+1V action: all within 180' save vs. spell or Entralled (as spell). Cleric can issue a Mass Suggestion as well.

# 0X (Advanced) Abettor(--85)1JG RDM

Level	KXP	Spells
1	0	(none)
2	18.2	(none)
3	36.4	(none)
4	72.8	(none)
5	145.6	(none)
6	291.2	(none)
7	582.4	(none)
8	900	(none)
9	1350	(none)
10	1800	(none)
11	2250	(none)
12	2700	(none)
13	3150	(none)
14	3600	(none)
15	4050	(none)
16	4500	(none)
17	4950	(none)
18	5400	(none)
19	5850	(none)
20	6300	(none)
21	6750	(none)
22	7200	(none)
23	7650	(none)
24	8100	(none)
25	8550	(none)
26	9000	(none)
27	9450	(none)
28	9900	(none)
29	10350	(none)
30	10800	(none)
31	11250	(none)
32	11700	(none)
33	12150	(none)
34	12600	(none)
35	13050	(none)
36	13500	(none)

**Requisites: Wis 18**  
**Alignment: LW**  
**HD/level: & 1d12**  
**Weapon Prof.: & 6+level/2**  
**To Hit Table: War**  
**Saves: 2xWiz**  
**Reference: RDM**  
**Groups: Mirror**  
**Complexity: CF=1**

Exceptional Str and Barbarian Dex bonus.  
 Gets Super Barbarian Chr bonus, which is +(Chr-18)\*3.  
 Level 1: Lockdown all Quick (Q) actions within sight. (This includes QQ, QQQ, etc.)  
 Level 1: 1M: Dispel a racial ability for 1 turn.  
 Level 1: Within sight, any spell that is higher SL than it's caster's level is countered, and causes the caster to be Capital C Crapped (no resistance, no immunity).  
 Level 2: You gain(s) +3 melee dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%  
 Level 5: You and your party have reduced number of encounters in the Plane of the UltraWhite. TF Beings are not attracted to you.  
 Level 13: Any Bandit1 level 16 ability  
 Level 15: 6D, Spend 2 summon(s): A random ally gets SEL=2 Invisible for 4 round(s)  
 Level 16: 1F: Restore the local TF by 1. (This may be done multiple times.)  
 Level 21: When all enemies meditate(s) or enter(s) a trance state, Weaken(s) 1 enemies: -436 max hp (No save). Each failed save increases the penalty by 50%

# Cthulhoid Undead2 RDM

Level	KXP	Spells
1	0	(none)
2	5.8	(none)
3	11.6	(none)
4	23.2	(none)
5	46.4	(none)
6	92.8	(none)
7	185.6	(none)
8	300	(none)
9	450	(none)
10	600	(none)
11	750	(none)
12	900	(none)
13	1050	(none)
14	1200	(none)
15	1350	(none)
16	1500	(none)
17	1650	(none)
18	1800	(none)
19	1950	(none)
20	2100	(none)
21	2250	(none)
22	2400	(none)
23	2550	(none)
24	2700	(none)
25	2850	(none)
26	3000	(none)
27	3150	(none)
28	3300	(none)
29	3450	(none)
30	3600	(none)
31	3750	(none)
32	3900	(none)
33	4050	(none)
34	4200	(none)
35	4350	(none)
36	4500	(none)

**Requisites: Con 14**  
**Alignment: any**  
**HD/level: 1d10**  
**Weapon Prof.: 9+level**  
**To Hit Table: & Rog**  
**Saves: (none)**  
**Reference: RDM**  
**Groups: Monster**  
**Complexity: CF=1**

Gets a master monster pick per level  
 Gets Exceptional Con.  
 Level 14: An ally's group gains +9IS action(s) for 2 round(s)

# Cyber (◡◡◡) ◡ ◡ ◡ .net0 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	4.4	+2 lim ML
3	8.8	+3 lim ML
4	17.6	+4 lim ML
5	35.2	+5 lim ML
6	70.4	+6 lim ML
7	140.8	+7 lim ML
8	300	+8 lim ML
9	450	+9 lim ML
10	600	+10 lim ML
11	750	+11 lim ML
12	900	+12 lim ML
13	1050	+13 lim ML
14	1200	+14 lim ML
15	1350	+15 lim ML
16	1500	+16 lim ML
17	1650	+17 lim ML
18	1800	+18 lim ML
19	1950	+19 lim ML
20	2100	+20 lim ML
21	2250	+21 lim ML
22	2400	+22 lim ML
23	2550	+23 lim ML
24	2700	+24 lim ML
25	2850	+25 lim ML
26	3000	+26 lim ML
27	3150	+27 lim ML
28	3300	+28 lim ML
29	3450	+29 lim ML
30	3600	+30 lim ML
31	3750	+31 lim ML
32	3900	+32 lim ML
33	4050	+33 lim ML
34	4200	+34 lim ML
35	4350	+35 lim ML
36	4500	+36 lim ML

**Requisites:** Con 15, Chr 15  
**Alignment:** TS  
**HD/level:** & 1d6  
**Weapon Prof.:** & 9+level/2  
**To Hit Table:** Cust  
**Saves:** War  
**Reference:** RDM  
**Groups:** AlternateUniverse, Internet  
**Complexity:** CF=1

Can manipulate an object with TechF equal to your level or less.  
 See [Q8] for Psi8 rules and powers.  
 Natural Lightweight: Immune TK or falling dmg (choose one per instance of this feat)  
 Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)\*5/2, round down.

####

Level	KXP	#REF!	#REF!
		#REF!	
1	0	#REF!	
2	#VALUE!	#REF!	
3	#VALUE!	#REF!	
4	#VALUE!	#REF!	
5	#VALUE!	#REF!	
6	#VALUE!	#REF!	
7	#VALUE!	#REF!	
8	#VALUE!	#REF!	
9	#VALUE!	#REF!	
10	#VALUE!	#REF!	#REF!
11	#VALUE!	#REF!	
12	#VALUE!	#REF!	
13	#VALUE!	#REF!	
14	#VALUE!	#REF!	
15	#VALUE!	#REF!	
16	#VALUE!	#REF!	
17	#VALUE!	#REF!	
18	#VALUE!	#REF!	
19	#VALUE!	#REF!	
20	#VALUE!	#REF!	
21	#VALUE!	#REF!	
22	#VALUE!	#REF!	
23	#VALUE!	#REF!	
24	#VALUE!	#REF!	
25	#VALUE!	#REF!	
26	#VALUE!	#REF!	
27	#VALUE!	#REF!	
28	#VALUE!	#REF!	
29	#VALUE!	#REF!	
30	#VALUE!	#REF!	
31	#VALUE!	#REF!	
32	#VALUE!	#REF!	
33	#VALUE!	#REF!	
34	#VALUE!	#REF!	
35	#VALUE!	#REF!	
36	#VALUE!	#REF!	

## Bad Woman on the Mound2 RDM

Level	KXP	Spells
1	0	(none)
2	7.2	(none)
3	14.4	(none)
4	28.8	(none)
5	57.6	(none)
6	115.2	(none)
7	230.4	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Chr 27**  
**Alignment: any S**  
**HD/level: 1e11**  
**Weapon Prof.: 2+level/4**  
**To Hit Table: 3xPsi**  
**Saves: 2xCTD0**  
**Reference: RDM**  
**Groups: Maxi**  
**Complexity: CF=1**

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Str.  
 +LVL V actions; can convert 2V->1QV; 2QV->1QQV  
 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.  
 Level 9: 1M, (LVL-8)/t: Cureall+Remove 1 [C] effect

# Blue Guardian Berserker RDM

Level	KXP	Spells
1	0	(none)
2	17	(none)
3	34	(none)
4	68	(none)
5	136	(none)
6	272	(none)
7	544	(none)
8	900	(none)
9	1350	(none)
10	1800	(none)
11	2250	(none)
12	2700	(none)
13	3150	(none)
14	3600	(none)
15	4050	(none)
16	4500	(none)
17	4950	(none)
18	5400	(none)
19	5850	(none)
20	6300	(none)
21	6750	(none)
22	7200	(none)
23	7650	(none)
24	8100	(none)
25	8550	(none)
26	9000	(none)
27	9450	(none)
28	9900	(none)
29	10350	(none)
30	10800	(none)
31	11250	(none)
32	11700	(none)
33	12150	(none)
34	12600	(none)
35	13050	(none)
36	13500	(none)

**Requisites: Str 16**  
**Alignment: any E**  
**HD/level: & ++++1d5**  
**Weapon Prof.: & 9+level**  
**To Hit Table: 2xMon**  
**Saves: 3xCust**  
**Reference: RDM**  
**Groups: Warrior**  
**Complexity: CF=1**

Gets Barbarian Dex.  
 Level 2: No range penalties; Can shoot bows in your group without penalty  
 Level 6: 2H: Intercept a summoning or planar effect (No save, CR to resist)  
 Level 21: 7S, Spend 7 skill pt(s), NP/hour: While within 20 feet of you, an ally's group has SEL=8 Permanency Blah for 2 round(s)  
 Level 28: Your group gain(s) +2 ranged dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

# Elemental Exorcist RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	Requisites: Wis 16
2	14.2	2--	---	---	Alignment: any G
3	28.4	22-	---	---	HD/level: & 1d5
4	56.8	22-	---	---	Weapon Prof.: & 4+level
5	113.6	322	---	---	To Hit Table: Rog
6	227.2	322	---	---	Saves: M-U0
7	454.4	332	2--	---	Reference: RDM
8	700	332	2--	---	Groups: Priest
9	1050	433	22-	---	Complexity: CF=1
10	1400	433	22-	---	Specialization, Law sphere
11	1750	443	322	---	Sphere robe (-1 SL) in War
12	2100	443	322	---	Can use simplified Wis. Bonus to progression
13	2450	544	332	2--	Level 5: 1M, spend a SL spell slot: Summon a DL=SL Drug Elemental; comprised of a random drug; does that effect with attacks
14	2800	544	332	2--	Level 9: Immune to Retributive Strikes (your's or other's), Own Effects, Ego of x(LVL-6)/3 mult.
15	3150	554	433	22-	Level 20: Epic Potency (S): Your damage increases by +2
16	3500	554	433	22-	Level 24: 11X, 3/lifetime: Counter an action, but suffer x2 effect on failure (No save, MR to resist)
17	3850	655	443	322	Level 30: 8M: Cancel a unique or X/G action before it resolves (Reflex 25+Int to counter, CR or MR to resist)
18	4200	655	443	322	Known Spells:
19	4550	665	544	332	Kanye West - All of the Lights (SL=N): MultiPrismatic ray for N colors
20	4900	665	544	332	Eminem - Berzerk (SL=1): Create a permanent spell scroll of SEL=1 Berserk.
21	5250	766	554	433	In Your Eyes (SL=2): Get 1r of actions per 1s; only cure spells & Div {allies only}
22	5600	766	554	433	Dreamtime Return (SL=3): Create a [x1] PC Terrain Feature of "You ignore SEL=4
23	5950	776	655	443	Sleep while affected by it with a DC=(10+Int bonus) concentration skill check each segment. Once failed, it can't be further ignored."
24	6300	776	655	443	Summon Myr 4 (SL=4): Summon a DL=4 Myr
25	6650	877	665	544	Tonight, Tonight, Tonight (SL=5): Geas/Quest a target. Gets atonement at end.
26	7000	877	665	544	Carrie (SL=6): Duplicate a psi ±2 kinetic power if you are covered in pigs blood.
27	7350	887	766	554	Wolfgang Amadeus Mozart - Queen of the Night Aria (SL=7): Create a knife reverse
28	7700	887	766	554	pickpocketed into the hand of one target. That target then compelled to assassinate
29	8050	988	776	655	another target (Will save). If the first target fails to kill the second target, the first
30	8400	988	776	655	target is SEL=5 *Cursed*
31	8750	998	877	665	Grove of the Guardian (SL=8): 1bM, Pay5 SL's, 2 of your summons can't act this rd,
32	9100	998	877	665	dispel this effect: Summon a DL VIII Elemental with +1IP action.
33	9450	A99	887	766	Plague Wind (SL=9): Slay all enemies in the room (PPD save)
34	9800	A99	887	766	
35	10150	AA9	988	776	
36	10500	AA9	988	776	

# Tough Guy.gov Slayer RDM

Level	KXP	Spells
1	0	(none)
2	13.6	(none)
3	27.2	(none)
4	54.4	(none)
5	108.8	(none)
6	217.6	(none)
7	435.2	(none)
8	700	(none)
9	1050	(none)
10	1400	(none)
11	1750	(none)
12	2100	(none)
13	2450	(none)
14	2800	(none)
15	3150	(none)
16	3500	(none)
17	3850	(none)
18	4200	(none)
19	4550	(none)
20	4900	(none)
21	5250	(none)
22	5600	(none)
23	5950	(none)
24	6300	(none)
25	6650	(none)
26	7000	(none)
27	7350	(none)
28	7700	(none)
29	8050	(none)
30	8400	(none)
31	8750	(none)
32	9100	(none)
33	9450	(none)
34	9800	(none)
35	10150	(none)
36	10500	(none)

**Requisites: Int 18**  
**Alignment: JN**  
**HD/level: 1d10**  
**Weapon Prof.: 9+level**  
**To Hit Table: Psi**  
**Saves: 3xWiz**  
**Reference: RDM**  
**Groups: Internet**  
**Complexity: CF=1**

Can manipulate an object with TechF equal to your level or less.  
 Level 1: When an enemy take(s) psychic damage, -14 dmg to all nearby enemies (Spell or PPD 15+Con save for half effect)  
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)\*2.  
 Level 1: Regeneration rate is (Con-12) per segment, troll-like.  
 Level 1: +2 Con per level. This bonus cannot be used to qualify for the Troll0 class itself, and you can't 2 for 1 trade it away.  
 Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).  
 Level 20: +55 melee dmg and +85 ranged dmg to an ally  
 Level 25: 4V, Spend 5 max hp(s), ML/artificial reset: After rolling a natural 20, you gains SEL=9 Giga Barbarian Stat for 4 round(s)  
 Level 25: Gain a Solar Lattice that deals 12% of melee attackers dmg of type Vacuum, for 1 round

####

Level	KXP	#REF!	#REF!
		#REF!	
1	#VALUE!	#REF!	
2	#VALUE!	#REF!	
3	#VALUE!	#REF!	
4	#VALUE!	#REF!	
5	#VALUE!	#REF!	
6	#VALUE!	#REF!	
7	#VALUE!	#REF!	
8	#VALUE!	#REF!	
9	#VALUE!	#REF!	
10	#VALUE!	#REF!	#REF!
11	#VALUE!	#REF!	
12	#VALUE!	#REF!	
13	#VALUE!	#REF!	
14	#VALUE!	#REF!	
15	#VALUE!	#REF!	
16	#VALUE!	#REF!	
17	#VALUE!	#REF!	
18	#VALUE!	#REF!	
19	#VALUE!	#REF!	
20	#VALUE!	#REF!	
21	#VALUE!	#REF!	
22	#VALUE!	#REF!	
23	#VALUE!	#REF!	
24	#VALUE!	#REF!	
25	#VALUE!	#REF!	
26	#VALUE!	#REF!	
27	#VALUE!	#REF!	
28	#VALUE!	#REF!	
29	#VALUE!	#REF!	
30	#VALUE!	#REF!	
31	#VALUE!	#REF!	
32	#VALUE!	#REF!	
33	#VALUE!	#REF!	
34	#VALUE!	#REF!	
35	#VALUE!	#REF!	
36	#VALUE!	#REF!	

# Yellow Conjuraton/Summoning Mage4 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	7.2	2--	---	---	
3	14.4	22-	---	---	
4	28.8	22-	---	---	
5	57.6	322	---	---	
6	115.2	322	---	---	
7	230.4	332	2--	---	
8	400	332	2--	---	
9	600	433	22-	---	
10	800	433	22-	---	
11	1000	443	322	---	
12	1200	443	322	---	
13	1400	544	332	2--	
14	1600	544	332	2--	
15	1800	554	433	22-	
16	2000	554	433	22-	
17	2200	655	443	322	
18	2400	655	443	322	
19	2600	665	544	332	
20	2800	665	544	332	
21	3000	766	554	433	
22	3200	766	554	433	
23	3400	776	655	443	
24	3600	776	655	443	
25	3800	877	665	544	
26	4000	877	665	544	
27	4200	887	766	554	
28	4400	887	766	554	
29	4600	988	776	655	
30	4800	988	776	655	
31	5000	998	877	665	
32	5200	998	877	665	
33	5400	A99	887	766	
34	5600	A99	887	766	
35	5800	AA9	988	776	
36	6000	AA9	988	776	

Requisites: Dex 15, Int 15

Alignment: CN

HD/level: & 1d12

Weapon Prof.: & 6+level

To Hit Table: 2xPsi

Saves: 2xMon

Reference: RDM

Groups: Wizard, Overt

Complexity: CF=1

Specialization, Conjuraton/Summoning (no opposite)

Gets Con or Wis bonus to spells (your choice).

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

Gets Barbarian Int.

Level 1: Immune to your own effects.

Known Spells:

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

Berserk (SL=1): Attacking creature does x2 dmg and is slain this segment (not 1bM)

Raging River (SL=2): Create a (water based) moat that is CL\*30' long and CL\*10' feet wide, which lasts for CL r.

Loxodon Warhammer (SL=3): Vampiric Regen. (can be used on one of your summons)

Gaea's Touch (SL=4): +1QM only for Pixie Queen spells

Djinn of Wishes (SL=5): Summon a DL V flying Djinn with 1M, 3/d: Limited Wish.

Peer Pressure (SL=6): Charm a group.

Holy Star(SL=7): 1S: (LVL/2)d6 fire dmg to target or 1Z: Spell turn 1d4+3 SLs.

Shadow Cloud (SL=8): PPD or Feeblemind. If made, Enfeeblement.

Lousy Attack (SL=9): Target's next melee attack is at -50 TH

# V-actor(MTG W/R) RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	14	2--	---	---
3	28	22-	---	---
4	56	22-	---	---
5	112	322	---	---
6	224	322	---	---
7	448	332	2--	---
8	700	332	2--	---
9	1050	433	22-	---
10	1400	433	22-	---
11	1750	443	322	---
12	2100	443	322	---
13	2450	544	332	2--
14	2800	544	332	2--
15	3150	554	433	22-
16	3500	554	433	22-
17	3850	655	443	322
18	4200	655	443	322
19	4550	665	544	332
20	4900	665	544	332
21	5250	766	554	433
22	5600	766	554	433
23	5950	776	655	443
24	6300	776	655	443
25	6650	877	665	544
26	7000	877	665	544
27	7350	887	766	554
28	7700	887	766	554
29	8050	988	776	655
30	8400	988	776	655
31	8750	998	877	665
32	9100	998	877	665
33	9450	A99	887	766
34	9800	A99	887	766
35	10150	AA9	988	776
36	10500	AA9	988	776

Requisites: Dex 17, Con 17

Alignment: CE (Overwrite to all other classes)

HD/level: & 1d11

Weapon Prof.: & 2+level/2

To Hit Table: Ftr0

Saves: 2xWar

Reference: RDM

Groups: Concordant, Demigod

Complexity: CF=1

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.")

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

Can use 2M actions per segment.

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 8: Mystic Focus: Each time you use(s) a disguise or false identity, Remove 1 highest-level effect and suppress 3 lesser effects on your group. No save

Level 11: Immune to all Energy/Stat drains.

Level 22: You gain(s) +70 ranged dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 144: When all allies complete(s) a prayer or blessing, your group suffers -468 max hp unless protected by CR

Known Spells:

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

Be Somebody (SL=1): You defend as a [x2] being; when rolling saving throws, roll 2 and keep 1.

Fart Cloud (SL=2): PPD save or Stunned. If made, nauseated.

Aura Shards (SL=3): When you summon a creature, destroy an item or spell effect.

10 (SL=4): 1M: A group gets +LVL set Con.

Dust Cloud (SL=5): CLd8 wilting dmg/r.

Itsy Bitsy Spider (SL=6): One target polymorphed into a tiny spider. Next segment, that target is SEL=2 drowning and the following segment that target moves out of its group.

Five Finger Death Punch - Darkness Settles In (SL=7): One target SEL=1 Drunk, SEL=7 Lost, and dimensionally anchored

Hundred-Talon (SL=8): Can have +4 spirits in a summon slot.

Disturbed - The Brave and the Bold (SL=9): Cast only 1/d. Cast a CSL = 1 Hero Spell

# Maldev Living Golemeer RDM

Level	KXP	Spells
1	0	+1 lim ML
2	10.2	+2 lim ML
3	20.4	+3 lim ML
4	40.8	+4 lim ML
5	81.6	+5 lim ML
6	163.2	+6 lim ML
7	326.4	+7 lim ML
8	500	+8 lim ML
9	750	+9 lim ML
10	1000	+10 lim ML
11	1250	+11 lim ML
12	1500	+12 lim ML
13	1750	+13 lim ML
14	2000	+14 lim ML
15	2250	+15 lim ML
16	2500	+16 lim ML
17	2750	+17 lim ML
18	3000	+18 lim ML
19	3250	+19 lim ML
20	3500	+20 lim ML
21	3750	+21 lim ML
22	4000	+22 lim ML
23	4250	+23 lim ML
24	4500	+24 lim ML
25	4750	+25 lim ML
26	5000	+26 lim ML
27	5250	+27 lim ML
28	5500	+28 lim ML
29	5750	+29 lim ML
30	6000	+30 lim ML
31	6250	+31 lim ML
32	6500	+32 lim ML
33	6750	+33 lim ML
34	7000	+34 lim ML
35	7250	+35 lim ML
36	7500	+36 lim ML

**Requisites: Str 15, Con 16**

**Alignment: T any (Overwrite to all other classes)**

**HD/level: 1d7**

**Weapon Prof.: 10+level/2**

**To Hit Table: Mon**

**Saves: 2xM-U0**

**Reference: RDM**

**Groups: Warrior, Monster**

**Complexity: CF=1**

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

Has a "Familiar" slot.

Gets Extra-Barbarian Con.

Level 1: |AC| 10+LVL (Absolute AC; people need a natural 10+LVL or greater to hit you)

Level 4: 1M, 10/t: Summon a saproling (AC 20, hp 10, TH +10, dmg 10). Any number of saprolings count as only one summon slot, but all of them stay together in a group.

Level 14: +1 Animal Companion slot.

Level 14: Whenever a creature block(s) or parry an attack, Drain 56 psi points from all enemies in 20 feet (Chr 69+Con save to counter)

# Brain in a Psi89(MTG W/R)1 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	9	2--	---
3	18	22-	---
4	36	32-	---
5	72	32-	---
6	144	32-	---
7	288	33-	---
8	500	432	---
9	750	432	---
10	1000	432	---
11	1250	442	---
12	1500	543	---
13	1750	543	---
14	2000	543	---
15	2250	553	2--
16	2500	654	2--
17	2750	654	2--
18	3000	654	2--
19	3250	664	3--
20	3500	765	3--
21	3750	765	3--
22	4000	765	3--
23	4250	775	4--
24	4500	876	42-
25	4750	876	42-
26	5000	876	42-
27	5250	886	52-
28	5500	987	53-
29	5750	987	53-
30	6000	987	53-
31	6250	997	63-
32	6500	A98	64-
33	6750	A98	64-
34	7000	A98	64-
35	7250	AA8	742
36	7500	BA9	752

**Requisites: Chr 15**  
**Alignment: non-G**  
**HD/level: & 1d10**  
**Weapon Prof.: & 1+level/3**  
**To Hit Table: 3xFtr0**  
**Saves: Ftr0**  
**Reference: RDM**  
**Groups: Psionist**  
**Complexity: CF=1**

You have a set Caster Level (CL) with spells of 14+LVL (e.g. at level 1 your CL is 15, not 1). Since this is a set CL, effects that add to CL do not function for you (unless it adds to "set CL", which is extraordinarily rare).  
 Level 16: 6A, NP/natural reset: Counter an action, but suffer x2 effect on failure (Will or Chr 101+Str save to reflect)  
 Level 22: Pick another ability from I-IX above. If you pick an ability more than once, M action costs go to V, V costs go to 0 (zero action).  
 Known Powers  
 Puff Daddy - Victory (SL=N): Summon up to CL/5 (max 2) different unique DL=N-1 named humans from among: Puff Daddy (Accountant), Notorious B.I.G. (Big Game Hunter).  
 Alan Jackson - Small Town Southern Man (SL=N): Summon a DL=N-1 LG human Common Man  
 Cyclonic Rift (SL=2): Cyclonic Rift (SL=2): Dispel target spell/psi/inate enemy effect. This may be memorized as a SL=7. If it is, replace all instances of "target" with "each".  
 Lady Gaga – Paparazzi (SL=2): One target "?" in the dungeon follows another "?" this segment  
 \* Twilight Touch (SL=5): Touch to Twilight (Psionic Blast save at -CL)  
 Shania Twain - You're Still The One (SL=5): One target becomes your familiar for this segment. You may use one of its combat effects  
 Force Absorption/Dissipation (SL=8): Absorb X dmg of any E factor element or eelement.  
 Talking Cloud (SL=8): Powerword Stun with no hp limit.  
 As You Are Cloud (SL=11): As You Are/s.  
 My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.

# Aspirant2 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	5.8	+2 lim ML
3	11.6	+3 lim ML
4	23.2	+4 lim ML
5	46.4	+5 lim ML
6	92.8	+6 lim ML
7	185.6	+7 lim ML
8	300	+8 lim ML
9	450	+9 lim ML
10	600	+10 lim ML
11	750	+11 lim ML
12	900	+12 lim ML
13	1050	+13 lim ML
14	1200	+14 lim ML
15	1350	+15 lim ML
16	1500	+16 lim ML
17	1650	+17 lim ML
18	1800	+18 lim ML
19	1950	+19 lim ML
20	2100	+20 lim ML
21	2250	+21 lim ML
22	2400	+22 lim ML
23	2550	+23 lim ML
24	2700	+24 lim ML
25	2850	+25 lim ML
26	3000	+26 lim ML
27	3150	+27 lim ML
28	3300	+28 lim ML
29	3450	+29 lim ML
30	3600	+30 lim ML
31	3750	+31 lim ML
32	3900	+32 lim ML
33	4050	+33 lim ML
34	4200	+34 lim ML
35	4350	+35 lim ML
36	4500	+36 lim ML

**Requisites: Cml 14**  
**Alignment: non-E**  
**HD/level: 1d2**  
**Weapon Prof.: 4+level**  
**To Hit Table: 3xCTD0**  
**Saves: 2xM-U0**  
**Reference: RDM**  
**Groups: Concordant**  
**Complexity: CF=1**

Has Overhit (like a 0th edition class) and Full number of attacks on off hand (like a 1st edition class).  
 Exceptional Int and Wis, Barbarian Chr.  
 +1 Feat per level.  
 Level 1: Quadruple specialized (6 half-plusses plus two slots of "buffering" for off-handedness) in every weapon.

# FMCTP0 RDM

Level	KXP	Spells
1	0	(none)
2	7.8	(none)
3	15.6	(none)
4	31.2	(none)
5	62.4	(none)
6	124.8	(none)
7	249.6	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Int 14**  
**Alignment: NE**  
**HD/level: & 1d4**  
**Weapon Prof.: & 7+level**  
**To Hit Table: 2xPri**  
**Saves: 2xWar**  
**Reference: RDM**  
**Groups: Custom**  
**Complexity: CF=1**

Gets all Exceptional stats. Can weapon specialize using the "non-Warrior" line for number of attacks.

Gets access to 1 psionic frequency per level. If it is not a "common" psionic frequency (or a frequency that you know from a class sheet), you do not know it automatically. You must then either spend 2 picks on it, or 1 pick plus a Research Point.

Level 7: Write Scrolls: 10F, 1/reset: Create 100\*LVL XP value in scrolls. {normal ability}

Level 16: Each time all allies use(s) a disguise or false identity, Dispel all magical effects on your group (Chr 74+Str to nullify, PR or RR to resist) On failure, target is silenced for 1 round

# De Mortal RDM

Level	KXP	Spells
1	0	(none)
2	15.4	(none)
3	30.8	(none)
4	61.6	(none)
5	123.2	(none)
6	246.4	(none)
7	492.8	(none)
8	800	(none)
9	1200	(none)
10	1600	(none)
11	2000	(none)
12	2400	(none)
13	2800	(none)
14	3200	(none)
15	3600	(none)
16	4000	(none)
17	4400	(none)
18	4800	(none)
19	5200	(none)
20	5600	(none)
21	6000	(none)
22	6400	(none)
23	6800	(none)
24	7200	(none)
25	7600	(none)
26	8000	(none)
27	8400	(none)
28	8800	(none)
29	9200	(none)
30	9600	(none)
31	10000	(none)
32	10400	(none)
33	10800	(none)
34	11200	(none)
35	11600	(none)
36	12000	(none)

**Requisites: Str 19**  
**Alignment: JE**  
**HD/level: 1d6**  
**Weapon Prof.: 10+level**  
**To Hit Table: 3xMon**  
**Saves: Pri**  
**Reference: RDM**  
**Groups: Mirror**  
**Complexity: CF=1**

Gets 50 rogue points per level.  
 Can weapon specialize using Non-War column.  
 Level 1: Within sight, all "Capital I Insist" effects automatically get "Really Objected" to.  
 Level 5: Any Bounty Hunter1 level 6 ability  
 Level 9: 1M: Identify Magical Pool.  
 Level 9: When you use(s) a magical item or scroll, -158 saves to an enemy's group (No save, HR or NR to resist). Each failed save increases the penalty by 50%  
 Level 9: When an enemy attack(s) with advantage, -133 saves to all nearby enemies (BW or Spell 25+Con save to nullify)  
 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. 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.  
 Level 13: Any Executioner1 level 13 ability  
 Level 18: Whenever a group identify(ies) a spell or magical effect, Prevent healing and drain 306 hp from an enemy for 1 rounds (No save, CR to resist)  
 Level 36: +1 psionic frequency from the list of available choices.

# The Fourth Barney Theist(MTG B/R) Slayer RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	8.2	2--	---	---
3	16.4	22-	---	---
4	32.8	22-	---	---
5	65.6	322	---	---
6	131.2	322	---	---
7	262.4	332	2--	---
8	400	332	2--	---
9	600	433	22-	---
10	800	433	22-	---
11	1000	443	322	---
12	1200	443	322	---
13	1400	544	332	2--
14	1600	544	332	2--
15	1800	554	433	22-
16	2000	554	433	22-
17	2200	655	443	322
18	2400	655	443	322
19	2600	665	544	332
20	2800	665	544	332
21	3000	766	554	433
22	3200	766	554	433
23	3400	776	655	443
24	3600	776	655	443
25	3800	877	665	544
26	4000	877	665	544
27	4200	887	766	554
28	4400	887	766	554
29	4600	988	776	655
30	4800	988	776	655
31	5000	998	877	665
32	5200	998	877	665
33	5400	A99	887	766
34	5600	A99	887	766
35	5800	AA9	988	776
36	6000	AA9	988	776

Requisites: Wis 14

Alignment: C any (Overwrite to all other classes)

HD/level: & 1e12

Weapon Prof.: & 4+level/5

To Hit Table: CTD0

Saves: CTD0

Reference: RDM

Groups: Priest

Complexity: CF=1

Sphere robe (-1 SL) in Time

Level 1: Deal x2 damage vs. structures (physical or spells) {Proselyte}

Level 3: Gain a Elemental Bastion that grants immunity to the next status effect inflicted, for CL resets

Known Spells:

[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)

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

What are you Waitin' for? Christmas? (SL=2): One target can't take V actions.

Adele - Easy on Me (SL=3): You can't gain gp. You are SEL=1 Deaf and SEL=2

Blind. You have DT=CL, no target, and are in [x0] groups

Disturbed - Remember (SL=4): All spells/psi powers/attacks that one target suffered last segment is suffered again this segment

Resonating Resistance (SL=5): Foes must check SR twice against you.

NRG - Instruments of Destruction (SL=6): Create a Vile Everdancing Weapon

[SLdCL] +CL TH/+CL dmg that ignores skins of all types.

One with Nature (SL=7): For every 10 points of damage you deal in unarmed combat, add 1 SL to your memorization

CrystalSphere Cloud (SL=8): Clairvoyance alternate prime planes.

Searing Wind (SL=9): 1bM: Target is dealt 100 dmg.

# Law Mechanical Juvenatorologist RDM

Level	KXP	Psionics		<b>Requisites: Dex 15</b> <b>Alignment: NE</b> <b>HD/level: &amp; 1d4</b> <b>Weapon Prof.: &amp; 1+level/5</b> <b>To Hit Table: CTD0</b> <b>Saves: (none)</b> <b>Reference: RDM</b> <b>Groups: Technology</b> <b>Complexity: CF=1</b>
		mMG	SUV	
1	0	2--	---	
2	9	2--	---	
3	18	22-	---	
4	36	32-	---	
5	72	32-	---	
6	144	32-	---	
7	288	33-	---	
8	500	432	---	
9	750	432	---	
10	1000	432	---	May specialize in weapons using the "Non-Warrior" line. Can purchase
11	1250	442	---	Musketeer/Cannoneer items at &divide;LVL cost.
12	1500	543	---	Can cast Rogue spells and the Technology school (Wizard spells). Specialized in
13	1750	543	---	Bard school (Rogue spells) and Technology school (Wizard spells).
14	2000	543	---	Can have up to LVL/2 (round up) MTG magic items (see the Planeswalker Artificer
15	2250	553	2--	class for list of MTG items). The maximum CC (Casting Cost, treat as SL) for each
16	2500	654	2--	is (LVL+3)/4.
17	2750	654	2--	Level 4: 1G, 3/day: Reflect a hostile ability back to its source (RSW or RSW 12+Wis
18	3000	654	2--	save to absorb or to avoid reflection)
19	3250	664	3--	Level 8: Pick two Arcane5 Level 5-7, one Secret Agent5 Level 5-7, or two Psi16
20	3500	765	3--	minors
21	3750	765	3--	Level 20: Pick 1 Level 14-18 (or lower) pick from any "5th Edition" class (this may
22	4000	765	3--	be picked multiple times)
23	4250	775	4--	Level 29: Gain a Twilight Fold that reduces all forced movement by half unless
24	4500	876	42-	resisted with (No save), for CL rounds
25	4750	876	42-	Known Powers
26	5000	876	42-	X While Y (SL=N): Choose an action with "ing" at the end of it and a negative status
27	5250	886	52-	effect of SEL=SL; You may take that action while under that status effect.
28	5500	987	53-	Five Finger Death Punch - Under and Over It (SL=N): You get credit for stories of
29	5750	987	53-	one target of DL=N that you Legend Lored
30	6000	987	53-	Disturbed - Just Stop (SL=2): One target with a split or alternate personality is
31	6250	997	63-	SEL=1 Stopped and can't use that personality
32	6500	A98	64-	Stalker (SL=2): Create a [x1] Enemy Special of "DC's for skill checks are doubled"
33	6750	A98	64-	that can be ignored with a DC=(10+Int bonus) concentration skill check each
34	7000	A98	64-	segment. Once failed, it can't be further ignored.
35	7250	AA8	742	Pyotr Ilyich Tchaikovsky - The Sleeping Beauty (SL=5): One target falls into a
36	7500	BA9	752	SEL=6 Coma until kissed by a being of equal DL or multiplier

# Summoning Cleric2 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	6.6	2--	---	---
3	13.2	22-	---	---
4	26.4	22-	---	---
5	52.8	322	---	---
6	105.6	322	---	---
7	211.2	332	2--	---
8	400	332	2--	---
9	600	433	22-	---
10	800	433	22-	---
11	1000	443	322	---
12	1200	443	322	---
13	1400	544	332	2--
14	1600	544	332	2--
15	1800	554	433	22-
16	2000	554	433	22-
17	2200	655	443	322
18	2400	655	443	322
19	2600	665	544	332
20	2800	665	544	332
21	3000	766	554	433
22	3200	766	554	433
23	3400	776	655	443
24	3600	776	655	443
25	3800	877	665	544
26	4000	877	665	544
27	4200	887	766	554
28	4400	887	766	554
29	4600	988	776	655
30	4800	988	776	655
31	5000	998	877	665
32	5200	998	877	665
33	5400	A99	887	766
34	5600	A99	887	766
35	5800	AA9	988	776
36	6000	AA9	988	776

**Requisites: Con 14, Wis 15**  
**Alignment: AE**  
**HD/level: & 1d11**  
**Weapon Prof.: & 9+level/3**  
**To Hit Table: 2xWar**  
**Saves: Wiz**  
**Reference: RDM**  
**Groups: Priest, Alternate Universe**  
**Complexity: CF=1**

Psi-3 PSPs = (LVL\*LVL+LVL\*10+Stat-14)/4. Example: Level 1 character with a Stat=18 has (1\*1+1\*10+18-14)/4 = 3 PSPs.

Level 3: 2E, Spend 4 sl(s): An ally is/are affected by SEL=2 Esper-Blind for 7 segment(s)

Known Spells:

The One on the Right is on the Left (SL=N): Summon an angel & devil of DL SL-1.

Cloaca (SL=1): One of your Bird summons acts as a rope trick.

Kickback - Nothing's Going to Stand in our Way (SL=2): Dispel a barrier/shield/protection/wall effect.

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

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

Johann Sebastian Bach - The Well-Tempered Clavier (SL=5): One target takes chromatic effect of all the colors

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.

I Ain't No Nice Guy (SL=7): 1 target change alignment (No resist).

Painted Road (SL=8): Immune to CL/2 Elements or spells/psionic powers by name

Myojin of Life's Web (SL=9): Summon a DL IX Unique indestructible Myojin with "IM, This creature loses indestructible: Summon LVL worth of DL's of creatures" (same slot,+1slot)

# Tiny Game Archer RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	8	2--	---	---	
3	16	22-	---	---	
4	32	22-	---	---	
5	64	322	---	---	
6	128	322	---	---	
7	256	332	2--	---	
8	400	332	2--	---	
9	600	433	22-	---	
10	800	433	22-	---	
11	1000	443	322	---	
12	1200	443	322	---	
13	1400	544	332	2--	
14	1600	544	332	2--	
15	1800	554	433	22-	
16	2000	554	433	22-	
17	2200	655	443	322	
18	2400	655	443	322	
19	2600	665	544	332	
20	2800	665	544	332	
21	3000	766	554	433	
22	3200	766	554	433	
23	3400	776	655	443	
24	3600	776	655	443	
25	3800	877	665	544	
26	4000	877	665	544	
27	4200	887	766	554	
28	4400	887	766	554	
29	4600	988	776	655	
30	4800	988	776	655	
31	5000	998	877	665	
32	5200	998	877	665	
33	5400	A99	887	766	
34	5600	A99	887	766	
35	5800	AA9	988	776	
36	6000	AA9	988	776	

**Requisites: Str 16, Int 16**  
**Alignment: AS (Overwrite to all other classes)**  
**HD/level: 1d11**  
**Weapon Prof.: 6+level**  
**To Hit Table: Rog**  
**Saves: 2xFtr0**  
**Reference: RDM**  
**Groups: Warrior, Wizard**  
**Complexity: CF=1**

Gets Exceptional Con.  
 Specialization in Chromancy; pick one opposite school.  
 Level 4: Can create potions in 1/(level-3) the normal time.  
 Level 12: 1M, 1/h: Map wilderness. This maps 100 yards diameter in wilderness or 100 feet diameter in a town/city.  
 Level 13: Gain a Elemental Prism that deals 63% of melee attackers dmg of type Sugar, for 1 turn  
 Level 13: May control 4 summons (same type).  
 Known Spells:  
 Kanye West - Flashing Lights (SL=N): Spend 1000\*N gp: Strip a DL=N target of its prepared effects (No ER)  
 Darkness (SL=1): 1bM: Immune to a P attack from someone  
 Close the Gap(SL=2): 1bM: Target rolls all TH or saves as 1 die type smaller (no save).  
 Storm Wall (SL=3): Enemys in your Control Radius have -5 TH and when an enemy area effect attack misses, you control where it splashes to.  
 Kanye West - Blame Game (SL=4): 1bM: Change the source of an effect from yourself to another target  
 The Beauty of Sadness (SL=5): Create a [x1] Enemy Special of "PCs with negative status effects can't be physically attacked or targeted" that can be ignored with a DC=(10+Int bonus) concentration skill check each segment. Once failed, it can't be further ignored.  
 Quash (SL=6): 1bM or 1 OppM: Counter target magical/psionic effect. That person cannot use that effect for the rest of the day.  
 Wolfgang Amadeus Mozart - Queen of the Night Aria (SL=7): Create a knife reverse pickpocketed into the hand of one target. That target then compelled to assassinate another target (Will save). If the first target fails to kill the second target, the first target is SEL=5 \*Cursed\*  
 Shadow Cloud (SL=8): PPD or Feeblemind. If made, Enfeeblement.  
 Inertial Shield (SL=9): Ignore the first ranged attack from each creature for 1 turn.

# Hemorrhaging Psi23(MTG W/U/G) Slayer RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	33.6	2--	---
3	67.2	22-	---
4	134.4	32-	---
5	268.8	32-	---
6	537.6	32-	---
7	1075.2	33-	---
8	1700	432	---
9	2550	432	---
10	3400	432	---
11	4250	442	---
12	5100	543	---
13	5950	543	---
14	6800	543	---
15	7650	553	2--
16	8500	654	2--
17	9350	654	2--
18	10200	654	2--
19	11050	664	3--
20	11900	765	3--
21	12750	765	3--
22	13600	765	3--
23	14450	775	4--
24	15300	876	42-
25	16150	876	42-
26	17000	876	42-
27	17850	886	52-
28	18700	987	53-
29	19550	987	53-
30	20400	987	53-
31	21250	997	63-
32	22100	A98	64-
33	22950	A98	64-
34	23800	A98	64-
35	24650	AA8	742
36	25500	BA9	752

**Requisites:** Chr 18  
**Alignment:** CN  
**HD/level:** ++++1d9  
**Weapon Prof.:** 8+level/4  
**To Hit Table:** 2xWar  
**Saves:** Pri  
**Reference:** RDM  
**Groups:** Psionist  
**Complexity:** CF=1

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.")  
 Gets the generic "All Warrior", "All Wizard", "All Priest", and "All Rogue" abilities. This class mixes several classes together. Let N be the number of classes and the G be the number of groups among your classes. N+G must be equal to LVL+1 or less. This class cannot mix in classes from the Custom, Concordant, or Monster groups, and cannot be mixed into other classes.  
 Level 1: Specialized spells cost only 1/2M to cast  
 Level 13: Add Psi1, Psi2, or Psi3 to known frequencies for this class. (You have all three now.)  
 Level 14: An ally's group surge(s) with +14 melee dmg for a single action  
 Level 16: 5A, ML/natural reset: Counter and remove an ongoing effect from a target (No save)  
 Level 18: 2attack(s): Counter and remove an ongoing effect from a target (Reflex or Reflex 79+Wis save to nullify)  
 Level 25: When you identify(ies) a spell or magical effect, Inflicts to hit (-188) on your group (No save). Stacks with each failed save  
 Level 27: Gain a Blood Mantle that deflects ranged attacks unless the attacker passes (Terror or Terror 138+Int save for tenth effect), for 1 turn  
 Level 29: Gain a Entropy Nimbus that reflects spells targeting you back to the caster for 1 minute(s)  
 Level 32: 14A, NP/natural reset: Disrupt a sustained or concentration-based effect (RSW 66+Chr to delay 1 segment, HR or RR to resist)  
**Known Powers**  
 Robert Schumann - Carnival (SL=N): Wishoid for a Googology spell of SL=N-1  
 Picture-Picture (SL=N): Clerical Miracle N.  
 Raging River (SL=2): Create a (water based) moat that is CL\*30' long and CL\*10' feet wide, which lasts for CL r.  
 Clean Cloud (SL=2): Dispel Magic, Psionic or Inate.  
 Johann Sebastian Bach - The Well-Tempered Clavier (SL=5): One target takes chromatic effect of all the colors  
 We Are the Road Crew (SL=5): Your PC party doesn't generate '?'s in dungeons.  
 Running Scared (SL=8): Automatically Turn all enemies in the room as undead.  
 Silver Seraph (SL=8): Summon a DL VI flying Angel with "As long as you have cast 7 spells this combat, you're other subordinates get +1DL".  
 Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and rememorize this spell".  
 Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)

# Pointerizer2 RDM

Level	KXP	Spells
1	0	(none)
2	7.8	(none)
3	15.6	(none)
4	31.2	(none)
5	62.4	(none)
6	124.8	(none)
7	249.6	(none)
8	400	(none)
9	600	(none)
10	800	(none)
11	1000	(none)
12	1200	(none)
13	1400	(none)
14	1600	(none)
15	1800	(none)
16	2000	(none)
17	2200	(none)
18	2400	(none)
19	2600	(none)
20	2800	(none)
21	3000	(none)
22	3200	(none)
23	3400	(none)
24	3600	(none)
25	3800	(none)
26	4000	(none)
27	4200	(none)
28	4400	(none)
29	4600	(none)
30	4800	(none)
31	5000	(none)
32	5200	(none)
33	5400	(none)
34	5600	(none)
35	5800	(none)
36	6000	(none)

**Requisites: Con 15**  
**Alignment: any**  
**HD/level: & 1d3**  
**Weapon Prof.: & 9+level/5**  
**To Hit Table: 3xWar**  
**Saves: & 2xWiz**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=1**

Gets 40 Rogue points per level.  
 Attacking costs you only ½P action. This means you can do two attack sequences in one segment using 1P.  
 Gets +1 Luck.  
 Level 6: Anti-Henchman Shell SL 0-3 (Henchman effects of SL 0-3 cannot be used within 20')  
 Level 12: Can transfer 1/10 of total XP to one of the fighter's children upon natural (mental aging) death.

####

Level	KXP	#REF!	#REF!
		#REF!	
1	#VALUE!	#REF!	
2	#VALUE!	#REF!	
3	#VALUE!	#REF!	
4	#VALUE!	#REF!	
5	#VALUE!	#REF!	
6	#VALUE!	#REF!	
7	#VALUE!	#REF!	
8	#VALUE!	#REF!	
9	#VALUE!	#REF!	
10	#VALUE!	#REF!	#REF!
11	#VALUE!	#REF!	
12	#VALUE!	#REF!	
13	#VALUE!	#REF!	
14	#VALUE!	#REF!	
15	#VALUE!	#REF!	
16	#VALUE!	#REF!	
17	#VALUE!	#REF!	
18	#VALUE!	#REF!	
19	#VALUE!	#REF!	
20	#VALUE!	#REF!	
21	#VALUE!	#REF!	
22	#VALUE!	#REF!	
23	#VALUE!	#REF!	
24	#VALUE!	#REF!	
25	#VALUE!	#REF!	
26	#VALUE!	#REF!	
27	#VALUE!	#REF!	
28	#VALUE!	#REF!	
29	#VALUE!	#REF!	
30	#VALUE!	#REF!	
31	#VALUE!	#REF!	
32	#VALUE!	#REF!	
33	#VALUE!	#REF!	
34	#VALUE!	#REF!	
35	#VALUE!	#REF!	
36	#VALUE!	#REF!	

# God5 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	14.4	2--	---	---
3	28.8	22-	---	---
4	57.6	22-	---	---
5	115.2	322	---	---
6	230.4	322	---	---
7	460.8	332	2--	---
8	800	332	2--	---
9	1200	433	22-	---
10	1600	433	22-	---
11	2000	443	322	---
12	2400	443	322	---
13	2800	544	332	2--
14	3200	544	332	2--
15	3600	554	433	22-
16	4000	554	433	22-
17	4400	655	443	322
18	4800	655	443	322
19	5200	665	544	332
20	5600	665	544	332
21	6000	766	554	433
22	6400	766	554	433
23	6800	776	655	443
24	7200	776	655	443
25	7600	877	665	544
26	8000	877	665	544
27	8400	887	766	554
28	8800	887	766	554
29	9200	988	776	655
30	9600	988	776	655
31	10000	998	877	665
32	10400	998	877	665
33	10800	A99	887	766
34	11200	A99	887	766
35	11600	AA9	988	776
36	12000	AA9	988	776

**Requisites: Int 19**

**Alignment: CE**

**HD/level: 1d12**

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

**To Hit Table: Psi**

**Saves: 2xMon**

**Reference: RDM**

**Groups: Concordant, Demigod**

**Complexity: CF=1**

Exceptional Str and Dex, Barbarian Con.

Gets Wis and Chr bonus to spells.

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

Level 1: Undead must save vs. (8+DM's level) to attack the Death Master.

Level 1: MR adjustment is -5\*level% instead of +60-5\*level%.

Level 2: Whenever an enemy use(s) a combat maneuver, Drain 92 psi points and inflict a penalty for 1 rounds (Wis 20+Chr save to counter)

Level 5: When all creatures restore(s) hp to another creature, Lingering effect: -55 to to hit on your group, stacking each round they remain affected. NR reduces the buildup

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

Level 9: 1M, 1/t: Go On the Mound. You are 1 plane removed, your effects are x2 multiplier and x2 effect (or x+1). You are considered Planar Displaced and can't be targetted.

Level 10: Support characters gain +78 to hit

Level 23: 4P, Spend 16 Chr: If healed, an ally's group also gains SEL=9 Fall Short for 8 round(s)

Known Spells:

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

Skullclamp (SL=1): Your summons get +CL TH/dmg, -CL AC/saves/rhp

Gaea's Might (SL=2): Target gains +N AC/saves/TH/dmg; N is number of groups of classes you have

Kenny Chesney - Better as a Memory (SL=3): One target becomes a memory core (essence of consciousness) (Fort save)

The Color Out of Space (SL=4): Drop a meteor on a target for CL^3, an RS=4 hit, and Infested with aliens.

Crossroads - Bone Thugs n Harmony (SL=5): 1bM, after a PC drops: Automatic Divine Intervention

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.

God Was Never on Your Side (SL=7): 1bM: Counter a Divine Intervention.

Tended Garden (SL=8): Every segment you don't act, you may do the Summon Spirit "Level:" ability for 1N action. Can have +3 spirits in a summon slot.

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

# Thought Divine Emissary(MTG W/R/G)1 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	25.2	2--	---	---	
3	50.4	22-	---	---	
4	100.8	22-	---	---	
5	201.6	322	---	---	
6	403.2	322	---	---	
7	806.4	332	2--	---	
8	1300	332	2--	---	
9	1950	433	22-	---	
10	2600	433	22-	---	
11	3250	443	322	---	
12	3900	443	322	---	
13	4550	544	332	2--	
14	5200	544	332	2--	
15	5850	554	433	22-	
16	6500	554	433	22-	
17	7150	655	443	322	
18	7800	655	443	322	
19	8450	665	544	332	
20	9100	665	544	332	
21	9750	766	554	433	
22	10400	766	554	433	
23	11050	776	655	443	
24	11700	776	655	443	
25	12350	877	665	544	
26	13000	877	665	544	
27	13650	887	766	554	
28	14300	887	766	554	
29	14950	988	776	655	
30	15600	988	776	655	
31	16250	998	877	665	
32	16900	998	877	665	
33	17550	A99	887	766	
34	18200	A99	887	766	
35	18850	AA9	988	776	
36	19500	AA9	988	776	

Requisites: Wis 19

Alignment: non-W

HD/level: 1d3

Weapon Prof.: 3+level/2

To Hit Table: 2xPsi

Saves: 2xCust

Reference: RDM

Groups: Priest

Complexity: CF=1

Specialization, Astral sphere

Level 1: Your Atheist(-7) spells have a (M-1)\*100 save penalty, where M is the target's multiplier

Level 1: +LVL QZ actions, can transfer 1QZ -> 1hZ or 1QZ -> 1bZ

Level 2: Granted Powers: You gain a +2 Charisma bonus.

Level 10: Stain of Evil: Any damage you deal can only be healed within a consecrated area.

Level 13: 1F, talk for 1s: Do a Legendary Officer Captain's Bluff (SFB)

{Missionary}

Level 15: Every time a group detect(s) good or evil, Each failed save by an enemy's group increases the severity of SEL=11 Vexed (No save)

Level 17: Berserker Grapple: When a group use(s) a combat maneuver, -319 movement to your group (No save, PR to resist). Each failed save increases the penalty by 50%

Level 24: 5X, 3/lifetime: Counter an action targeting an ally (Fortitude or Spell 109+Int save to absorb)

Level 31: Every time all allies create(s) or destroy(s) a mental barrier, All enemies within 20 feet are SEL=17 Babalited (Con 41+Chr save to absorb)

Known Spells:

Operator Manipulation (SL=N): Change one mathematical operator on a spell/psi power/item to a different symbol for this segment. + or - = SL 2, \* or / = SL 5, ^ or √ = SL 8, ^^ or √√ = SL 11.

Disturbed - Torn (SL=1): Your melee and ranged dmg this segment is vile and enemys you attack become wounded (as the weapon effect)

Mr Crowley (SL=2): Summon a DL=LVL Occultist.

Eminem/Marshall Mathers/Slim Shady - Forgot About Dre (SL=3): 1bM: Counter target magical/psionic effect

Cloud Cover (SL=4): Whenever someone dispels one of your spell/psi effects, you can recast that effect for ½M within the next round.

Righteous Might (Transmutation, SL=5): +1 size category, DR 10/evil or good.

Peer Pressure (SL=6): Charm a group.

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

Higher Ground (SL=8): Creates a x2 Terrain Feature that you and your henchmen get +1 to multiplier.

Searing Wind (SL=9): 1bM: Target is dealt 100 dmg.

# The Third Mortal1JG RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	20.8	2--	---	---
3	41.6	22-	---	---
4	83.2	22-	---	---
5	166.4	322	---	---
6	332.8	322	---	---
7	665.6	332	2--	---
8	1100	332	2--	---
9	1650	433	22-	---
10	2200	433	22-	---
11	2750	443	322	---
12	3300	443	322	---
13	3850	544	332	2--
14	4400	544	332	2--
15	4950	554	433	22-
16	5500	554	433	22-
17	6050	655	443	322
18	6600	655	443	322
19	7150	665	544	332
20	7700	665	544	332
21	8250	766	554	433
22	8800	766	554	433
23	9350	776	655	443
24	9900	776	655	443
25	10450	877	665	544
26	11000	877	665	544
27	11550	887	766	554
28	12100	887	766	554
29	12650	988	776	655
30	13200	988	776	655
31	13750	998	877	665
32	14300	998	877	665
33	14850	A99	887	766
34	15400	A99	887	766
35	15950	AA9	988	776
36	16500	AA9	988	776

**Requisites:** Wis 18, Chr 19  
**Alignment:** any W  
**HD/level:** &  $\frac{1}{2}1d11$   
**Weapon Prof.:** &  $10 + \text{level}/2$   
**To Hit Table:** Ftr0  
**Saves:** 2xFtr0  
**Reference:** RDM  
**Groups:** Psionicist, Demigod  
**Complexity:** CF=1

Gets Barbarian Str. Uses Normal Con bonus for hit dice (this can't be overwritten).  
 Material componenting for spells costs a 0 action.  
 Gets Int bonus to Wizard spell progression.  
 Level 1: 0, 1 attack: Attempt to disarm your opponent. Roll to hit and damage normally, but you do no damage, instead, keep track of this pseudo-damage.  
 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 1: You count as an additional +2 weapon to hit others.  
 Level 3: Every time an enemy cast(s) a spell, Each failed save by your group increases the severity of SEL=1 Enraged (No save, TechR to resist)  
 Level 4: You may convert 2G -> 1 of any action type you have or specifically need to use an ability.  
 Level 8: Immune to poison.  
 Level 10: Anomalous Envelope: You gain(s) +96 to hit  
 Level 12: Each time an ally restore(s) hp to another creature, Remove all beneficial effects from an enemy (No save, HR to resist)  
 Level 22: Heavenbound Revelation: 10H: Intercept a summoning or planar effect (Int 77+Con save to reflect)  
**Known Spells:**  
 Jamey Johnson - In Color (SL=N): Metallic, Chromatic, or Prismatic effect to one target by N colors. See Color Mage for details  
 Tom Morello - Field of Tigers (SL=1): Tiger Shield (100% dmg back, melee/missile).  
 Love Hurts (SL=2): Love status effect melee shield (100% dmg back, CR to resist).  
 What? No!, I sell propane (SL=3): Remove a status effect of SEL = CL or less.  
 Cloud Cover (SL=4): Whenever someone dispels one of your spell/psi effects, you can recast that effect for  $\frac{1}{2}M$  within the next round.  
 Disturbed - Inside the Fire (SL=5): Revive an ally who dropped this rd. You are SEL=5 Slain and revived with CL, HNCL, and LVL at 1/2 round down  
 Jack and Jill (SL=6): Two targets go SEL=7 On the Mound. Next segment, both leave the Mound and the first target is SEL=6 Head Blown Off while the second target is SEL=1 Prone.  
 Metallica - Wherever I may Roam (SL=7): You may change your home plane.  
 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.  
 Dismissal (SL=9): Dismiss a DL=CL being

# Grand Outer RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	16.8	2--	---
3	33.6	22-	---
4	67.2	32-	---
5	134.4	32-	---
6	268.8	32-	---
7	537.6	33-	---
8	900	432	---
9	1350	432	---
10	1800	432	---
11	2250	442	---
12	2700	543	---
13	3150	543	---
14	3600	543	---
15	4050	553	2--
16	4500	654	2--
17	4950	654	2--
18	5400	654	2--
19	5850	664	3--
20	6300	765	3--
21	6750	765	3--
22	7200	765	3--
23	7650	775	4--
24	8100	876	42-
25	8550	876	42-
26	9000	876	42-
27	9450	886	52-
28	9900	987	53-
29	10350	987	53-
30	10800	987	53-
31	11250	997	63-
32	11700	A98	64-
33	12150	A98	64-
34	12600	A98	64-
35	13050	AA8	742
36	13500	BA9	752

**Requisites: Con 16, Chr 16**

**Alignment: LW (Overwrite to all other classes)**

**HD/level: & 1d11**

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

**To Hit Table: (none)**

**Saves: 3xPsi**

**Reference: RDM**

**Groups: Psionist, Monster**

**Complexity: CF=1**

Gets Exceptional Con.

Level 1: Occult Knowledge: Legend Lore 45+5\*LVL%

Level 12: Pick two from: Quintessential level 1-11 or 5th edition level 1-7

Level 22: 10H: Counter a spell as it is cast (No save, PR to resist to resist)

Level 32: Each time you deal(s) sneak attack damage, Attempt to dispel all effects on your group (PPD or Chr 80+Dex save for half effect) If resisted, target takes 149

Forbiddance damage

Known Powers

Disturbed - The Animal (SL=N): You gain a free Lycanthrope status racial adjective of divisor = N/10 while this is running

This Old Man (SL=N): Can only be cast on segment 1. Each segment this rd, one target gets a SEL=N-1 offensive status effect and SEL=1 Silenced.

Lifeforce (SL=2): 1bM: Counter a MTG Black, Necromancy/Necromantic, or Psi7 power.

Pentad Prism (SL=2): 1Z, 2/d: Gain +1SL.

Kanye West - Diamonds from Sierra Leone (SL=5): Can only be cast 1/reset. +X gp where X= the number of enemys you killed this reset

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

That boy ain't right (SL=8): One target (ignore no target) sets their Int, Wis, and Chr to 1.

1 (SL=8): 1M: A group gets +1 iTH with their next attack (no save)

Shangri-La Spell (SL=11): Your summons attack as 2 DL's higher.

I Know All, I See All (SL=11): +1OppF only for monster's side of combat.

# (∩ ` -)☞—☆°.\*° 1JG RDM

Level	KXP	Spells
1	0	+1 ML
2	24.6	+2 ML
3	49.2	+3 ML
4	98.4	+4 ML
5	196.8	+5 ML
6	393.6	+6 ML
7	787.2	+7 ML
8	1200	+8 ML
9	1800	+9 ML
10	2400	+10 ML
11	3000	+11 ML
12	3600	+12 ML
13	4200	+13 ML
14	4800	+14 ML
15	5400	+15 ML
16	6000	+16 ML
17	6600	+17 ML
18	7200	+18 ML
19	7800	+19 ML
20	8400	+20 ML
21	9000	+21 ML
22	9600	+22 ML
23	10200	+23 ML
24	10800	+24 ML
25	11400	+25 ML
26	12000	+26 ML
27	12600	+27 ML
28	13200	+28 ML
29	13800	+29 ML
30	14400	+30 ML
31	15000	+31 ML
32	15600	+32 ML
33	16200	+33 ML
34	16800	+34 ML
35	17400	+35 ML
36	18000	+36 ML

**Requisites: Cml 18**  
**Alignment: AN**  
**HD/level: 1d7**  
**Weapon Prof.: 8+level/4**  
**To Hit Table: 3xMon**  
**Saves: 2xMon**  
**Reference: RDM**  
**Groups: Internet**  
**Complexity: CF=1**

See [Q8] for Psi8 rules and powers.  
 See [Q8] for Psi8 rules and powers.  
 See [Q8] for Psi8 rules and powers.  
 Can manipulate an object with TechF equal to your level or less.  
 Level 1: Regeneration rate is (Con-12) per segment, troll-like.  
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)\*2.  
 Level 5: When a creature lose(s) concentration, your group suffers -119 hp unless protected by RR  
 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.  
 Level 13: Gain a Temporal Cocoon that reduces all forced movement by half unless resisted with (No save), for 1 round  
 Level 16: 3A, ML/natural reset: Counter an action, but suffer x2 effect on failure (No save, XR or TechR to resist)  
 Level 22: 4H: Counter and remove an ongoing effect from a target (Spell 15+Wis save to absorb)  
 Level 30: Whenever you sense(s) a rival monster nearby, Drain 375 saving throws and inflict a penalty for 1 rounds (Sanity 45+Wis to absorb, PR or WR to resist)

# Plant Roger5 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	10.4	2--	---
3	20.8	22-	---
4	41.6	32-	---
5	83.2	32-	---
6	166.4	32-	---
7	332.8	33-	---
8	600	432	---
9	900	432	---
10	1200	432	---
11	1500	442	---
12	1800	543	---
13	2100	543	---
14	2400	543	---
15	2700	553	2--
16	3000	654	2--
17	3300	654	2--
18	3600	654	2--
19	3900	664	3--
20	4200	765	3--
21	4500	765	3--
22	4800	765	3--
23	5100	775	4--
24	5400	876	42-
25	5700	876	42-
26	6000	876	42-
27	6300	886	52-
28	6600	987	53-
29	6900	987	53-
30	7200	987	53-
31	7500	997	63-
32	7800	A98	64-
33	8100	A98	64-
34	8400	A98	64-
35	8700	AA8	742
36	9000	BA9	752

Requisites: Str 15, Chr 16, Class slots 2, Race slots 1

Alignment: AN

HD/level: & 1d7

Weapon Prof.: & 10+level

To Hit Table: 2xPsi

Saves: & 3xMon

Reference: RDM

Groups: Demigod, Archetype

Complexity: CF=1

Race Adjustments:

Str +3, Dex +0, Con +0, Int +0, Wis +0, Chr +1, Cml

+0, AT 3, hp 14, TH -4, Div ÷1

Gets 100 Rogue points per level.

Uses the Barbarian line for number of attacks. CF=4: Uses the Barbarian line for number of attacks at double level.

Level 1: Troll-like regeneration 3 hp/s.

Level 7: True Sight cont.

Level 13: Raise Self: Raise Dead on yourself 1 hour after death (as long as the death was due to physical damage). This ability cannot be used more than once per month.

Level 28: Allies within 30 feet gain +37 hp

Known Powers

Blue Oyster Cult - Godzilla (SL=N): Summon a DL=N Unique Reptile that breathes

E=N Nuclear Radiation (dmg=current rhps).

Disturbed - Fire It Up (SL=N): Wishoid for Pharmacist5 drug sphere spell of SL=N-1

Miranda Lambert - Gunpowder And Lead (SL=2): You get a free

Musketeer/Cannoneer gun of gp=CL\*1000. You are SEL=2 Insane while you have it

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

Grand Daddy I.U. - I Kick Ass (SL=5): 1bM,1bP: Counter a spell/attack sequence

and do an attack sequence to source

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

replace slain with aborted.

When the Man comes Around (SL=8): CL groups sent to Seven Heavens.

Shadow Cloud (SL=8): PPD or Feeblemind. If made, Enfeeblement.

Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm

with "When this is slain, Summon 3 DL V's and memorize this spell".

Living Dungeon Spell (SL=11): +up to CCL levels of exceptional Con.

# Charno Baron0 RDM

Level	KXP	Spells
1	0	(none)
2	23.4	(none)
3	46.8	(none)
4	93.6	(none)
5	187.2	(none)
6	374.4	(none)
7	748.8	(none)
8	1200	(none)
9	1800	(none)
10	2400	(none)
11	3000	(none)
12	3600	(none)
13	4200	(none)
14	4800	(none)
15	5400	(none)
16	6000	(none)
17	6600	(none)
18	7200	(none)
19	7800	(none)
20	8400	(none)
21	9000	(none)
22	9600	(none)
23	10200	(none)
24	10800	(none)
25	11400	(none)
26	12000	(none)
27	12600	(none)
28	13200	(none)
29	13800	(none)
30	14400	(none)
31	15000	(none)
32	15600	(none)
33	16200	(none)
34	16800	(none)
35	17400	(none)
36	18000	(none)

**Requisites: Dex 19**

**Alignment: LS (Overwrite to all other classes)**

**HD/level: 1e11**

**Weapon Prof.: 8+level**

**To Hit Table: 2xRog**

**Saves: (none)**

**Reference: RDM**

**Groups: Planar, Overt**

**Complexity: CF=1**

Considered a "Beholder" race.

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

Level 1: 1bV: Interpose yourself in front of an attack sequence.

Level 1: You and your henchmen ignore plusses needed to hit, WR, and DR.

Level 1: 1C, Spend 4 psp(s), NP/segment: A random ally gets SEL=1 Exceptional Stat for 3 segment(s)

Level 2: Whenever an enemy is/are not detected during an action, Drain 70 rogue points per round from an enemy's group for 1 rounds (No save, XR to resist)

Level 23: Gain a Iron Carapace that reduces all forced movement by half unless resisted with (No save, XR to resist), for CL hours

Level 31: 16D, Spend 5 sl(s): While within 20 feet of you, an ally has SEL=1 Partial Cover for 1 round(s)

Level 32: Psi- Collapse: Support characters gain +440 max hp

Level 36: 77hhW, Spend 9 animal companion(s), ML/week: After rolling a natural 20, you gains SEL=2 Barbarian Stat for 13 minute(s)

# Maldev Matriarch2 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	31.6	2--	---	---
3	63.2	22-	---	---
4	126.4	22-	---	---
5	252.8	322	---	---
6	505.6	322	---	---
7	1011.2	332	2--	---
8	1600	332	2--	---
9	2400	433	22-	---
10	3200	433	22-	---
11	4000	443	322	---
12	4800	443	322	---
13	5600	544	332	2--
14	6400	544	332	2--
15	7200	554	433	22-
16	8000	554	433	22-
17	8800	655	443	322
18	9600	655	443	322
19	10400	665	544	332
20	11200	665	544	332
21	12000	766	554	433
22	12800	766	554	433
23	13600	776	655	443
24	14400	776	655	443
25	15200	877	665	544
26	16000	877	665	544
27	16800	887	766	554
28	17600	887	766	554
29	18400	988	776	655
30	19200	988	776	655
31	20000	998	877	665
32	20800	998	877	665
33	21600	A99	887	766
34	22400	A99	887	766
35	23200	AA9	988	776
36	24000	AA9	988	776

Requisites: Str 19, Wis 19

Alignment: CN

HD/level:  $\ddagger\ddagger 1d10$

Weapon Prof.: 3+level/2

To Hit Table: & 2xRog

Saves: 2xPri

Reference: RDM

Groups: Priest, Lost

Complexity: CF=1

Specialization, Law sphere

Gains the use of one school or sphere (Warrior, Wizard, Priest, or Rogue) per level.

Cannot cast spells from schools/spheres it doesn't have at all (they are not "Opposite", they are "Not Available"). Alternatively, can learn one psionic power (of any

frequency you know) instead of a school/sphere pick. This power doesn't cost PSPs to use, but it still costs a spell slot of SL=2 (minor), 5 (major), or 8 (grand). If it costs a variable amount of PSPs to use, you have 10\*LVL PSPs (Psi1 scale) per usage.

Level 1: You have access to the complete Familiar list, including broken Familiars like Egg and Weasel.

Level 6: Artifacts divide their ego by their multiplier when picked up by you

Level 12: You gain(s) +20 to hit

Level 21: 4S, Spend 3 animal companion(s), ML/hour: When an ally takes damage, they gain SEL=8 Gone for 1 round(s)

Level 24: Each time you link(s) mind(s) with another creature, Dispel effects on your group, bypassing WR resistance if their HD $\geq$  120

Level 25: When a creature use(s) a magical item or scroll, your group suffers -244 to hit unless protected by WR

Level 27: Every time a creature hear(s) their kind invoked or named, Each time your group fails a save, they suffer an additional instance of SEL=14 Condemned (No save, PR or GR to resist)

Level 28: You surge(s) with +76 hp for a single action

Level 32: 5A, ML/natural reset: Cancel a unique or X/G action before it resolves (Str 24+Str save to negate)

Known Spells:

Stampede N (SL=N): Stampede of Horses attack one target (material component for two), target takes SL^4 dmg and Capital T trampled.

Lose Yourself (SL=1): Sleep 1 group.

Lightning Helix (SL=2): Deal 30 fire dmg to one target, cure another target 30 hp.

Guiding Spirit (SL=3): Summon a DL III Angel, it flies, and makes your Summon Psi11U/W powers cost only 1/2M each.

You are a Pirate (SL=4): Target polymorphed into a human pirate.

Disturbed - Parasite (SL=5): Create a DL=1 virus that is SEL=8 "Combined" with one target. As long as they are combined, the target is SEL=5 Dominated (Mentally) by the virus

Mindslaver (SL=6): 1M, 1/reset: Domination for 1 segment (no save, TechR to resist)

Pentact(SL=7): Travel through the 6th dimension to an alternate timeline where you existed, currently exist or yet to exist.

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

Dismissal (SL=9): Dismiss a DL=CL being

# White Random Builder Slayer RDM

Level	KXP	Spells
1	0	(none)
2	12.8	(none)
3	25.6	(none)
4	51.2	(none)
5	102.4	(none)
6	204.8	(none)
7	409.6	(none)
8	700	(none)
9	1050	(none)
10	1400	(none)
11	1750	(none)
12	2100	(none)
13	2450	(none)
14	2800	(none)
15	3150	(none)
16	3500	(none)
17	3850	(none)
18	4200	(none)
19	4550	(none)
20	4900	(none)
21	5250	(none)
22	5600	(none)
23	5950	(none)
24	6300	(none)
25	6650	(none)
26	7000	(none)
27	7350	(none)
28	7700	(none)
29	8050	(none)
30	8400	(none)
31	8750	(none)
32	9100	(none)
33	9450	(none)
34	9800	(none)
35	10150	(none)
36	10500	(none)

**Requisites: Dex 17**  
**Alignment: JN**  
**HD/level: & 1d9**  
**Weapon Prof.: & 7+level/2**  
**To Hit Table: Cust**  
**Saves: 3xRog**  
**Reference: RDM**  
**Groups: Random**  
**Complexity: CF=1**

Gets 10 Rogue points per level. Gets 1 rogue pick(s) per level.  
 Gets 20 Rogue points per level. Gets an "Any Rogue" pick every odd level.  
 Has 60% PR.  
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)\*2.  
 Level 9: 2V, Spend 1 Dex, ML/artifical reset: After rolling a natural 20, an ally gains  
 SEL=7 Ancillary Barbarian Stat for 3 round(s)  
 Level 10: 2F: Counter a spell as it is cast (No save, CR or GR to resist to resist)  
 Level 10: Pick an action type. You are immune to actions of that type being locked  
 down.  
 Level 30: Whenever you use(s) a magical item or scroll, Drain 120 actions per round  
 from your group for 1 rounds (Fortitude 150+Dex save to negate)

# Thought Instigator RDM

Level	KXP	Spells
1	0	+1 lim ML
2	23	+2 lim ML
3	46	+3 lim ML
4	92	+4 lim ML
5	184	+5 lim ML
6	368	+6 lim ML
7	736	+7 lim ML
8	1200	+8 lim ML
9	1800	+9 lim ML
10	2400	+10 lim ML
11	3000	+11 lim ML
12	3600	+12 lim ML
13	4200	+13 lim ML
14	4800	+14 lim ML
15	5400	+15 lim ML
16	6000	+16 lim ML
17	6600	+17 lim ML
18	7200	+18 lim ML
19	7800	+19 lim ML
20	8400	+20 lim ML
21	9000	+21 lim ML
22	9600	+22 lim ML
23	10200	+23 lim ML
24	10800	+24 lim ML
25	11400	+25 lim ML
26	12000	+26 lim ML
27	12600	+27 lim ML
28	13200	+28 lim ML
29	13800	+29 lim ML
30	14400	+30 lim ML
31	15000	+31 lim ML
32	15600	+32 lim ML
33	16200	+33 lim ML
34	16800	+34 lim ML
35	17400	+35 lim ML
36	18000	+36 lim ML

**Requisites: Dex 17**  
**Alignment: JS**  
**HD/level: 1d12**  
**Weapon Prof.: 9+level/3**  
**To Hit Table: 2xCTD0**  
**Saves: Wiz**  
**Reference: RDM**  
**Groups: Overt**  
**Complexity: CF=1**

Psionic effects that say "CL targets" can choose the same target more than once. This is an exception to the normal Collective rules on this.

Level 1: Dragon Cleave: As per the epic feat; if you use a melee attack and kill (put below 0 hp) a target, you gain +1 attack.

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

Level 10: 2F: Reflect a hostile ability back to its source (Wis 72+Int for half effect, HR or TechR to resist or to avoid reflection)

Level 11: Every time a creature provok(es) an attack of opportunity, An enemy's group must succeed on a (No save, IR to resist) or become SEL=5 Head Blown Off at the start of its next turn

Level 15: Gain a Iron Matrix that forces attackers to succeed on (No save) or deal half damage for 1 hour

Level 17: When an enemy bless(es) an area or object, Weaken(s) 1 enemies: -26 to hit (No save). Each failed save increases the penalty by 50%

Level 22: +8 max hp and +48 max hp to your group

Level 24: An ally gains +21LZ action(s) for 5 round(s)