

0X (Advanced) Paparazzi on the LandMTG RDM

Level	KXP	Spells	Requisites: Dex 19 Alignment: T any HD/level: & 1d3(no con bonus) Weapon Prof.: & 10+level/3 To Hit Table: Cust Saves: Psi Reference: RDM Groups: Joke Complexity: CF=1
1	0	+1 lim ML	Exceptional Str and Con. Exceptional Str and Con. Exceptional Str and Con. Exceptional Str and Con. +1 S action You can't have a mount. Level 1: Free instance of the Smurf Familiar. It's abilities are: Level 1: +50% base Non-Weapon Proficiencies; Level 9: +LVL*10% MR; Level 18: +50% base Non-Weapons; 1M: Psi6G Escape. It is a "vanilla" Smurf and doesn't give any of the Smurf pick powers on the next page. Level 4: Mind Over Body: Immune to local terrain Level 9: 3V, Spend 3 hp(s), ML/artifical reset: An ally is/are affected by SEL=1 The City's Blessing for 3 round(s) Level 10: Fear/Intimidation: 1M: Fear (Area, PP save at -4) Level 22: +64 ranged dmg and +79 max hp to an ally Level 26: Whenever all enemies take(s) psychic damage, Prevent healing and drain 598 saving throws from an enemy for 1 rounds (Wis or PPD 153+Int save for half effect) 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 31: Occult Overload: Gain a Mind Mantle that deflects ranged attacks unless the attacker passes (No save, RR to resist), until you die Level 32: Each time all allies take(s) psychic damage, Attempt to dispel all effects on your group (PPD 196+Int to delay 1 segment, PR or NR to resist) If resisted, target takes 141 Chaos, Law damage
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	1472	+8 lim ML	
9	2875	+9 lim ML	
10	5750	+10 lim ML	
11	8625	+11 lim ML	
12	11500	+12 lim ML	
13	14375	+13 lim ML	
14	17250	+14 lim ML	
15	20125	+15 lim ML	
16	23000	+16 lim ML	
17	25875	+17 lim ML	
18	28750	+18 lim ML	
19	31625	+19 lim ML	
20	34500	+20 lim ML	
21	37375	+21 lim ML	
22	40250	+22 lim ML	
23	43125	+23 lim ML	
24	46000	+24 lim ML	
25	48875	+25 lim ML	
26	51750	+26 lim ML	
27	54625	+27 lim ML	
28	57500	+28 lim ML	
29	60375	+29 lim ML	
30	63250	+30 lim ML	
31	66125	+31 lim ML	
32	69000	+32 lim ML	
33	71875	+33 lim ML	
34	74750	+34 lim ML	
35	77625	+35 lim ML	
36	80500	+36 lim ML	

Martial ArtistJG 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	729.6	+8 lim ML
9	1425	+9 lim ML
10	2850	+10 lim ML
11	4275	+11 lim ML
12	5700	+12 lim ML
13	7125	+13 lim ML
14	8550	+14 lim ML
15	9975	+15 lim ML
16	11400	+16 lim ML
17	12825	+17 lim ML
18	14250	+18 lim ML
19	15675	+19 lim ML
20	17100	+20 lim ML
21	18525	+21 lim ML
22	19950	+22 lim ML
23	21375	+23 lim ML
24	22800	+24 lim ML
25	24225	+25 lim ML
26	25650	+26 lim ML
27	27075	+27 lim ML
28	28500	+28 lim ML
29	29925	+29 lim ML
30	31350	+30 lim ML
31	32775	+31 lim ML
32	34200	+32 lim ML
33	35625	+33 lim ML
34	37050	+34 lim ML
35	38475	+35 lim ML
36	39900	+36 lim ML

Requisites: Str 15

Alignment: CE

HD/level: +++++1d3

Weapon Prof.: 3+level/5

To Hit Table: CTD0

Saves: always +0

Reference: RDM

Groups: Warrior

Complexity: CF=1

PSPs = (Int+Wis+Chr-36)*10 + level*60

PSPs = (Int+Wis+Chr-36)*10 + level*60

Gets Barbarian Str.

Has a "Familiar" slot.

Level 1: +1 TH and +2 dmg with hammers.

Level 25: Gain a volatile Chaos Swaddle that explodes with Conduit damage when struck, dealing 65% back to the attacker

Level 27: 10Z, Spend 10 sl(s): Your group gain(s) 117 stackable instance(s) of

SEL=12 Capital I Invigorated lasting 1 minute(s)

Animal Unholy Sagittar StupidMTG RDM

Level	KXP	Spells
1	0	(none)
2	9.6	(none)
3	19.2	(none)
4	38.4	(none)
5	76.8	(none)
6	153.6	(none)
7	307.2	(none)
8	614.4	(none)
9	1200	(none)
10	2400	(none)
11	3600	(none)
12	4800	(none)
13	6000	(none)
14	7200	(none)
15	8400	(none)
16	9600	(none)
17	10800	(none)
18	12000	(none)
19	13200	(none)
20	14400	(none)
21	15600	(none)
22	16800	(none)
23	18000	(none)
24	19200	(none)
25	20400	(none)
26	21600	(none)
27	22800	(none)
28	24000	(none)
29	25200	(none)
30	26400	(none)
31	27600	(none)
32	28800	(none)
33	30000	(none)
34	31200	(none)
35	32400	(none)
36	33600	(none)

Requisites: Wis 16

Alignment: CE

HD/level: 1d4

Weapon Prof.: 3+level/5

To Hit Table: 3xPri

Saves: Ftr0

Reference: RDM

Groups: AlternateUniverse

Complexity: CF=1

Has access to all 5th edition classes from previous Collectives (up to Collective 4.1), even if using "Sheets" or Background Points. This class does not automatically know Arcane5, which was introduced in this packet (Collective 4.2).

Specialization, Animal sphere

Level 1: If Open Hands hit exceeds what is needed by 5, target is stunned for 1d6 r (save vs. para)

Level 1: 1M: Detect Temporal Anomaly.

Level 8: Identify Alchemical/Chemical item and (at a -50% penalty) function (level-7)*10%

Level 25: Miraculous Ascension: 12V, Spend 2 familiar(s), 3/artifical reset: An ally's group get(s) SEL=7 Invigorated for 12 minute(s)

Coherent Kineticist0 RDM

Level	KXP	Psionics		
		mMG	SUV	
1	0	2--	---	Requisites: Chr 15
2	14.8	2--	---	Alignment: non-J
3	29.6	22-	---	HD/level: & 1d5
4	59.2	32-	---	Weapon Prof.: & 10+level/3
5	118.4	32-	---	To Hit Table: & 3xPri
6	236.8	32-	---	Saves: Mon
7	473.6	33-	---	Reference: RDM
8	947.2	432	---	Groups: Psionist
9	1850	432	---	Complexity: CF=1
10	3700	432	---	Gets the generic "All Warrior", "All Wizard", "All Priest", "All Rogue", and "All Psionist" abilities.
11	5550	442	---	
12	7400	543	---	You have Overhit.
13	9250	543	---	Level 23: Gain a Empathic Shell that deals 58% of melee attackers dmg of type Piercing, until end of combat
14	11100	543	---	Level 24: Support characters gain +432 AC
15	12950	553	2--	Level 27: All of your psionic powers are Range sight.
16	14800	654	2--	Known Powers
17	16650	654	2--	Fear and Loathing in Las Vegas (SL=N): Summon CL DL=SL-2 Dancing Potion Bottles.
18	18500	654	2--	Blue Oyster Cult - Godzilla (SL=N): Summon a DL=N Unique Reptile that breathes E=N Nuclear Radiation (dmg=current rhp).
19	20350	664	3--	Voices From the War (SL=2): Temporal Ear and Legend Lore.
20	22200	765	3--	Five Finger Death Punch - Sham Pain (SL=2): You are in SEL=1 Pain and +100%gp if this spell was running all reset
21	24050	765	3--	Waves of Aggression (SL=5): Your subordinates can use 2S+1V actions this segment (this spell has duration 1 segment)
22	25900	765	3--	Sword of Deception (SL=5): Creates an animated 1d4,19+ sword with -1 saves curse brand.
23	27750	775	4--	Ulamog's Crusher (SL=8): Summon a DL VIII Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects and This creature attacks every rd if able."
24	29600	876	42-	Ulamog's Crusher (SL=8): Summon a DL VIII Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects and This creature attacks every rd if able."
25	31450	876	42-	Ulamog's Crusher (SL=8): Summon a DL VIII Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects and This creature attacks every rd if able."
26	33300	876	42-	Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.
27	35150	886	52-	Psio Supers (SL=11): Telekinetic Damage (group, CCLd4 idmg, no save)
28	37000	987	53-	
29	38850	987	53-	
30	40700	987	53-	
31	42550	997	63-	
32	44400	A98	64-	
33	46250	A98	64-	
34	48100	A98	64-	
35	49950	AA8	742	
36	51800	BA9	752	

Metallic Guide of Quality3 RDM

Level	KXP	Spells
1	0	(none)
2	5.6	(none)
3	11.2	(none)
4	22.4	(none)
5	44.8	(none)
6	89.6	(none)
7	179.2	(none)
8	358.4	(none)
9	700	(none)
10	1400	(none)
11	2100	(none)
12	2800	(none)
13	3500	(none)
14	4200	(none)
15	4900	(none)
16	5600	(none)
17	6300	(none)
18	7000	(none)
19	7700	(none)
20	8400	(none)
21	9100	(none)
22	9800	(none)
23	10500	(none)
24	11200	(none)
25	11900	(none)
26	12600	(none)
27	13300	(none)
28	14000	(none)
29	14700	(none)
30	15400	(none)
31	16100	(none)
32	16800	(none)
33	17500	(none)
34	18200	(none)
35	18900	(none)
36	19600	(none)

Requisites: Str 14

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

HD/level: & 1d2

Weapon Prof.: & 4+level/4

To Hit Table: 2xFtr0

Saves: 3xM-U0

Reference: RDM

Groups: Warrior

Complexity: CF=1

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

PSPs = (Str+Con)*Level.

Resist Metallic.

You have +1 Feat.

Level 15: Get another normal familiar (total 5).

Indigo Dancing Mutant RDM

Level	KXP	Spells
1	0	(none)
2	16.8	(none)
3	33.6	(none)
4	67.2	(none)
5	134.4	(none)
6	268.8	(none)
7	537.6	(none)
8	1075.2	(none)
9	2100	(none)
10	4200	(none)
11	6300	(none)
12	8400	(none)
13	10500	(none)
14	12600	(none)
15	14700	(none)
16	16800	(none)
17	18900	(none)
18	21000	(none)
19	23100	(none)
20	25200	(none)
21	27300	(none)
22	29400	(none)
23	31500	(none)
24	33600	(none)
25	35700	(none)
26	37800	(none)
27	39900	(none)
28	42000	(none)
29	44100	(none)
30	46200	(none)
31	48300	(none)
32	50400	(none)
33	52500	(none)
34	54600	(none)
35	56700	(none)
36	58800	(none)

Requisites: Str 18

Alignment: any E

HD/level: 1d3

Weapon Prof.: 4+level

To Hit Table: 3xFtr0

Saves: Wiz

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

You count as a potion for effects that refer to potions.

Immune Insanity.

Level 1: +1 Size.

Level 1: "Re"-vitiligo: Alter self (cont) only but always has brown skin tone.

Level 1: "Re"-vitiligo: Alter self (cont) only but always has brown skin tone.

Level 1: +(1+LVL/5, round down) d handfuls to spell and power DC's.

Level 1: +1 Technological proficiency per level, see [P8.8] for list.

Level 1: +(1+LVL/5, round down) d handfuls to spell DC's.

Level 3: 2E, Spend 7 max hp(s): You is/are affected by SEL=2 Class VI for 5 segment(s)

Level 13: Psalmic Blessing: When a creature take(s) damage from a hated foe,

Debuff: -322 AC to your group, (No save), effect spreads to adjacent foes if failed

Level 23: Gain a Sanctified Cradle that reflects spells targeting you back to the caster for 7 segment(s)

Indigo Exponenter Slayer RDM

Level	KXP	Spells
1	0	+1 ML
2	24.4	+2 ML
3	48.8	+3 ML
4	97.6	+4 ML
5	195.2	+5 ML
6	390.4	+6 ML
7	780.8	+7 ML
8	1561.6	+8 ML
9	3050	+9 ML
10	6100	+10 ML
11	9150	+11 ML
12	12200	+12 ML
13	15250	+13 ML
14	18300	+14 ML
15	21350	+15 ML
16	24400	+16 ML
17	27450	+17 ML
18	30500	+18 ML
19	33550	+19 ML
20	36600	+20 ML
21	39650	+21 ML
22	42700	+22 ML
23	45750	+23 ML
24	48800	+24 ML
25	51850	+25 ML
26	54900	+26 ML
27	57950	+27 ML
28	61000	+28 ML
29	64050	+29 ML
30	67100	+30 ML
31	70150	+31 ML
32	73200	+32 ML
33	76250	+33 ML
34	79300	+34 ML
35	82350	+35 ML
36	85400	+36 ML

Requisites: Dex 18

Alignment: L any

HD/level: & 1d3

Weapon Prof.: & 2+level/2

To Hit Table: 3xCust

Saves: 2xPsi

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

Simplified Int bonus to spell progression.

Gets 30 Rogue points per level.

Extra-Barbarian Dex bonus, Exceptional Con bonus.

Free (0 action) Material Componenting for spells.

Immune Insanity.

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

Level 1: +(LVL*1000) XPV Custom Bioware per day.

Level 1: +(1+LVL/5, round down) d handfuls to spell and power DC's.

Level 1: +(1+LVL/5, round down) d handfuls to spell and power DC's.

Level 16: Psi- Collapse: Support characters gain +16 to hit

Level 24: Your group gain(s) +3 ranged dmg each turn for CL hours, stacking until the effect ends

Level 26: Whenever a creature turn(s) or rebuke(s) undead, Drain 195 resistances from all enemies in 20 feet (No save, TechR to resist)

Level 31: 5D, Spend 14 rogue pt(s): If healed, you also gains SEL=9 Unaging for 2 segment(s)

Golem0 RDM

Level	KXP	Spells
1	0	(none)
2	12.4	(none)
3	24.8	(none)
4	49.6	(none)
5	99.2	(none)
6	198.4	(none)
7	396.8	(none)
8	793.6	(none)
9	1550	(none)
10	3100	(none)
11	4650	(none)
12	6200	(none)
13	7750	(none)
14	9300	(none)
15	10850	(none)
16	12400	(none)
17	13950	(none)
18	15500	(none)
19	17050	(none)
20	18600	(none)
21	20150	(none)
22	21700	(none)
23	23250	(none)
24	24800	(none)
25	26350	(none)
26	27900	(none)
27	29450	(none)
28	31000	(none)
29	32550	(none)
30	34100	(none)
31	35650	(none)
32	37200	(none)
33	38750	(none)
34	40300	(none)
35	41850	(none)
36	43400	(none)

Requisites: Con 17

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

HD/level: 1d5

Weapon Prof.: 10+level/2

To Hit Table: 3xRog

Saves: 2xFtr0

Reference: RDM

Groups: Monster

Complexity: CF=1

Gets Extra-Barbarian Con.

Gets Exceptional Con.

Gets a master monster pick per level

You have Overhit.

Level 1: Your unarmed attacks cause 1d4 stat damage (random stats, no save, aNR to resist)

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

Level 3: 1M: Swap 1 physical subability with one willing target for 1t. At level 9, swap your stat with up to 10 others (so all 10 of them get your old stat); you get back your choice of their 10.

Level 4: Armor Sliver: +LVL AC; +LVL saves; +LVL max hp

Level 4: Mystic Focus: When an ally takes damage, they gain +15 AC, plus +1 for every 10 damage taken (rounded up)

Level 10: Allies within 30 feet gain +33 to hit

Prismatic Shooter RDM

Level	KXP	Spells
1	0	+1 lim ML
2	13.2	+2 lim ML
3	26.4	+3 lim ML
4	52.8	+4 lim ML
5	105.6	+5 lim ML
6	211.2	+6 lim ML
7	422.4	+7 lim ML
8	844.8	+8 lim ML
9	1650	+9 lim ML
10	3300	+10 lim ML
11	4950	+11 lim ML
12	6600	+12 lim ML
13	8250	+13 lim ML
14	9900	+14 lim ML
15	11550	+15 lim ML
16	13200	+16 lim ML
17	14850	+17 lim ML
18	16500	+18 lim ML
19	18150	+19 lim ML
20	19800	+20 lim ML
21	21450	+21 lim ML
22	23100	+22 lim ML
23	24750	+23 lim ML
24	26400	+24 lim ML
25	28050	+25 lim ML
26	29700	+26 lim ML
27	31350	+27 lim ML
28	33000	+28 lim ML
29	34650	+29 lim ML
30	36300	+30 lim ML
31	37950	+31 lim ML
32	39600	+32 lim ML
33	41250	+33 lim ML
34	42900	+34 lim ML
35	44550	+35 lim ML
36	46200	+36 lim ML

Requisites: Chr 17

Alignment: NW

HD/level: 1d4

Weapon Prof.: 8+level/2

To Hit Table: Mon

Saves: 3xRog

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

Free double specialization in one weapon type.

Gets 1 Rogue pick at 1st level, then 1 more every 3rd level.

Gets Dex bonus to spell progression.

Resist Prismatic.

Level 1: +1+(LVL/3) revive slots, only for Mounts or Animal Companions.

Level 1: +1 Nonweapon Proficiency per level. These slots may be spent on existing Psi2 powers (not additional ones). Each slot increases a power's check score both by 1, or you can roll an extra 1d20 (choose better result).

Level 1: "Combined", Equipped/Armed, and Enchanted subordinates of yours have menace, meaning that they get +1 attack if they attack more than one opponent.

Level 1: +1bV action per round.

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

Level 30: Your group gain(s) +66 hp if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Dual-Classed Ill Omen Bandit 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	870.4	(none)
9	1700	(none)
10	3400	(none)
11	5100	(none)
12	6800	(none)
13	8500	(none)
14	10200	(none)
15	11900	(none)
16	13600	(none)
17	15300	(none)
18	17000	(none)
19	18700	(none)
20	20400	(none)
21	22100	(none)
22	23800	(none)
23	25500	(none)
24	27200	(none)
25	28900	(none)
26	30600	(none)
27	32300	(none)
28	34000	(none)
29	35700	(none)
30	37400	(none)
31	39100	(none)
32	40800	(none)
33	42500	(none)
34	44200	(none)
35	45900	(none)
36	47600	(none)

Requisites: Str 17

Alignment: AG

HD/level: & 1d6

Weapon Prof.: & 8+level/3

To Hit Table: & always +0

Saves: 3xCust

Reference: RDM

Groups: Lost

Complexity: CF=1

Each Level: Rolls a random class from the unfinished classes (section [PC99]. You get on "line of text", all level colons of that exact level (even non-pickable), and the difference in spell progression from the previous level to this one.

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).

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

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

Level 1: Base AT is +5+LVL.

Level 1: If you kill someone by energy draining them, you can raise him as a Wraith0/7 with their previous stats. He becomes available next segment. You have LVL-1 "Revive" slots, each one can hold one Wraith0/7. You still have your regular Summon slot in addition, which can be used as an additional Revive slot if desired. You get the raise even if you used a energy drain source other than the Wraith0/7 ability (you cast an Energy Drain spell, for example). You can dismiss a Revive with a 0 action. If you raise a Wraith0/7 and don't have a Revive slot available, they become free-roaming undead, but they cannot harm you (as you are his master).

Level 1: Mouth's P, LVL/d: Breathe a random EE=1e4 Element (½*hp; group; no save; aDReflection to resist). If the DM rolls a really high EE factor, the area has a 13% chance of an Inverse Pixelation zone appearing (as the new Element gets invented). Take a snapshot for elemental posterity!

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 6: +26 hp and +2 to hit to your group

Level 24: Each time a group identify(ies) a spell or magical effect, Remove 1 highest-level effect and suppress 3 lesser effects on your group. No save

Red Dank Meme Bureaucrat1 RDM

Level	KXP	Spells
1	0	(none)
2	20.4	(none)
3	40.8	(none)
4	81.6	(none)
5	163.2	(none)
6	326.4	(none)
7	652.8	(none)
8	1305.6	(none)
9	2550	(none)
10	5100	(none)
11	7650	(none)
12	10200	(none)
13	12750	(none)
14	15300	(none)
15	17850	(none)
16	20400	(none)
17	22950	(none)
18	25500	(none)
19	28050	(none)
20	30600	(none)
21	33150	(none)
22	35700	(none)
23	38250	(none)
24	40800	(none)
25	43350	(none)
26	45900	(none)
27	48450	(none)
28	51000	(none)
29	53550	(none)
30	56100	(none)
31	58650	(none)
32	61200	(none)
33	63750	(none)
34	66300	(none)
35	68850	(none)
36	71400	(none)

Requisites: Dex 18

Alignment: non-N

HD/level: & 1d2

Weapon Prof.: & 8+level/3

To Hit Table: CTD0

Saves: 3xFtr0

Reference: RDM

Groups: Joke

Complexity: CF=1

Exceptional Str and Con.

Exceptional Str and Con.

Exceptional Str and Con.

Exceptional Str and Con.

Specialization, MTG Red School

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

Level 1: Can choose results from Wand of Wonder

Level 4: Mind Over Body: Immune to local terrain

Level 6: 1M, 1/d: +8 set Str for 1 turn.

Level 6: 1M, 1/d: +8 set Str for 1 turn.

Level 23: 6P, Spend 4 Chr: An ally is/are affected by SEL=9 Shapechanged for 3 round(s)

Level 25: 3V, Spend 6 Wis, ML/artifical reset: After rolling a natural 20, you gains SEL=5 Tenser's Transformation for 1 minute(s)

Level 25: Gain a Entropy Barrier that reflects spells targeting you back to the caster for 3 round(s)

Level 27: 10Z, Spend 12 psp(s): A random ally gets SEL=9 Immune Matter for 5 round(s)

The Worst PlantJG RDM

Level	KXP	Spells
1	0	(none)
2	20.2	(none)
3	40.4	(none)
4	80.8	(none)
5	161.6	(none)
6	323.2	(none)
7	646.4	(none)
8	1292.8	(none)
9	2525	(none)
10	5050	(none)
11	7575	(none)
12	10100	(none)
13	12625	(none)
14	15150	(none)
15	17675	(none)
16	20200	(none)
17	22725	(none)
18	25250	(none)
19	27775	(none)
20	30300	(none)
21	32825	(none)
22	35350	(none)
23	37875	(none)
24	40400	(none)
25	42925	(none)
26	45450	(none)
27	47975	(none)
28	50500	(none)
29	53025	(none)
30	55550	(none)
31	58075	(none)
32	60600	(none)
33	63125	(none)
34	65650	(none)
35	68175	(none)
36	70700	(none)

Requisites: Con 16

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

HD/level: 1e4

Weapon Prof.: 4+level/4

To Hit Table: 2xPsi

Saves: 2xCTD0

Reference: RDM

Groups: Monster

Complexity: CF=1

Gets Exceptional Con.

Gets Extra-Barbarian Con.

Gets Barbarian Con.

Free Vanilla racial adjective that you must take.

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

Level 10: 2F: Counter an action, but suffer x2 effect on failure (No save)

Level 28: Each time all allies take(s) psychic damage, Dispel all magical effects on your group (PP 120+Str to delay 1 segment, PR or XR to resist) On failure, target is silenced for 1 round

Level 31: Gain a Twilight Veil that reflects spells targeting you back to the caster for 8 round(s)

Forbidden Artificer of the Coast RDM

Level	KXP	Spells
1	0	+1 lim ML
2	11.6	+2 lim ML
3	23.2	+3 lim ML
4	46.4	+4 lim ML
5	92.8	+5 lim ML
6	185.6	+6 lim ML
7	371.2	+7 lim ML
8	742.4	+8 lim ML
9	1450	+9 lim ML
10	2900	+10 lim ML
11	4350	+11 lim ML
12	5800	+12 lim ML
13	7250	+13 lim ML
14	8700	+14 lim ML
15	10150	+15 lim ML
16	11600	+16 lim ML
17	13050	+17 lim ML
18	14500	+18 lim ML
19	15950	+19 lim ML
20	17400	+20 lim ML
21	18850	+21 lim ML
22	20300	+22 lim ML
23	21750	+23 lim ML
24	23200	+24 lim ML
25	24650	+25 lim ML
26	26100	+26 lim ML
27	27550	+27 lim ML
28	29000	+28 lim ML
29	30450	+29 lim ML
30	31900	+30 lim ML
31	33350	+31 lim ML
32	34800	+32 lim ML
33	36250	+33 lim ML
34	37700	+34 lim ML
35	39150	+35 lim ML
36	40600	+36 lim ML

Requisites: Con 15
Alignment: JG
HD/level: 1d6
Weapon Prof.: 9+level/4
To Hit Table: 2xWar
Saves: 3xPri
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.
 Level 19: 10E, Spend 2 Wis: Your group gain(s) 75 stackable instance(s) of SEL=7
 Time Reality Stable lasting 7 round(s)
 Level 29: When you attack(s) with advantage, -486 dmg to all nearby enemies (No save)

Demo Lordphobic RDM

Level	KXP	Spells
1	0	(none)
2	9.2	(none)
3	18.4	(none)
4	36.8	(none)
5	73.6	(none)
6	147.2	(none)
7	294.4	(none)
8	588.8	(none)
9	1150	(none)
10	2300	(none)
11	3450	(none)
12	4600	(none)
13	5750	(none)
14	6900	(none)
15	8050	(none)
16	9200	(none)
17	10350	(none)
18	11500	(none)
19	12650	(none)
20	13800	(none)
21	14950	(none)
22	16100	(none)
23	17250	(none)
24	18400	(none)
25	19550	(none)
26	20700	(none)
27	21850	(none)
28	23000	(none)
29	24150	(none)
30	25300	(none)
31	26450	(none)
32	27600	(none)
33	28750	(none)
34	29900	(none)
35	31050	(none)
36	32200	(none)

Requisites: Con 14

Alignment: non-N

HD/level: & 1d5

Weapon Prof.: & 3+level/4

To Hit Table: 3xM-U0

Saves: 2xCTD0

Reference: RDM

Groups: Technology

Complexity: CF=1

Can always purchase Demolitionist equipment (see below), even if above the tech level of the campaign. If no stores are available in the campaign, can create the equipment himself, but it still requires the same money, and it requires time (1 minute per 10 gp value).

Gets Int (not Wis) bonus to spells.

May have 3+LVL "Revive slots" instead of the usual one "Summon slot". An animated xM (multiplier M) being uses up M*M Revive slots.

Can always purchase Musketeer/Cannoneer equipment (see below), even if above the tech level of the campaign. If no stores are available in the campaign, can create the equipment himself, but it still requires the same money, and it requires time (1 minute per 10 gp value).

Level 18: Whenever all allies link(s) mind(s) with another creature, Drain 828 points of spell slots from your group (Str 71+Chr for quarter effect, CR or HR to resist)

Metallic Online ヽ\ (ツ) _/ 4 RDM

Level	KXP	Spells
1	0	(none)
2	11	(none)
3	22	(none)
4	44	(none)
5	88	(none)
6	176	(none)
7	352	(none)
8	704	(none)
9	1375	(none)
10	2750	(none)
11	4125	(none)
12	5500	(none)
13	6875	(none)
14	8250	(none)
15	9625	(none)
16	11000	(none)
17	12375	(none)
18	13750	(none)
19	15125	(none)
20	16500	(none)
21	17875	(none)
22	19250	(none)
23	20625	(none)
24	22000	(none)
25	23375	(none)
26	24750	(none)
27	26125	(none)
28	27500	(none)
29	28875	(none)
30	30250	(none)
31	31625	(none)
32	33000	(none)
33	34375	(none)
34	35750	(none)
35	37125	(none)
36	38500	(none)

Requisites: Cml 16

Alignment: CW

HD/level: & 1d3

Weapon Prof.: & 2+level/5

To Hit Table: 2xRog

Saves: 2xWiz

Reference: RDM

Groups: Internet

Complexity: CF=1

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

Resist Metallic.

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

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

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

Level 5: When all creatures inflict(s) psychic damage, Lingering effect: -53 to dmg on an enemy's group, stacking each round they remain affected. XR reduces the buildup

Level 5: When a creature manifest(s) a psionic power, -53 max hp to an enemy (Fortitude 26+Chr to counter, WR or NR to resist). Each failed save increases the penalty by 50%

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

Level 21: When all creatures a sacred relic is/are touched or desecrated, -342 hp to all nearby enemies (No save, RR or GR to resist)

Arcane Sporacle of ChaosMTG 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	345.6	(none)
9	675	(none)
10	1350	(none)
11	2025	(none)
12	2700	(none)
13	3375	(none)
14	4050	(none)
15	4725	(none)
16	5400	(none)
17	6075	(none)
18	6750	(none)
19	7425	(none)
20	8100	(none)
21	8775	(none)
22	9450	(none)
23	10125	(none)
24	10800	(none)
25	11475	(none)
26	12150	(none)
27	12825	(none)
28	13500	(none)
29	14175	(none)
30	14850	(none)
31	15525	(none)
32	16200	(none)
33	16875	(none)
34	17550	(none)
35	18225	(none)
36	18900	(none)

Requisites: Dex 14

Alignment: non-E

HD/level: 1d3

Weapon Prof.: 6+level/3

To Hit Table: Pri

Saves: 3xPri

Reference: RDM

Groups: Overt

Complexity: CF=1

Gets Int bonus to psionic progression.

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

Level 1: Intermediate Str and Dex bonus.

Level 1: Gain "Thieves' Cant" language.

Artilleryologist RDM

Level	KXP	Spells
1	0	(none)
2	12.6	(none)
3	25.2	(none)
4	50.4	(none)
5	100.8	(none)
6	201.6	(none)
7	403.2	(none)
8	806.4	(none)
9	1575	(none)
10	3150	(none)
11	4725	(none)
12	6300	(none)
13	7875	(none)
14	9450	(none)
15	11025	(none)
16	12600	(none)
17	14175	(none)
18	15750	(none)
19	17325	(none)
20	18900	(none)
21	20475	(none)
22	22050	(none)
23	23625	(none)
24	25200	(none)
25	26775	(none)
26	28350	(none)
27	29925	(none)
28	31500	(none)
29	33075	(none)
30	34650	(none)
31	36225	(none)
32	37800	(none)
33	39375	(none)
34	40950	(none)
35	42525	(none)
36	44100	(none)

Requisites: Con 16

Alignment: CG

HD/level: & 1d2

Weapon Prof.: & 6+level/5

To Hit Table: M-U0

Saves: Cust

Reference: RDM

Groups: Technology

Complexity: CF=1

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

Level 1: Gain a Ethereal Bubble that grants immunity to the next status effect inflicted, permanently

Level 1: Identify Psionic Items (level*10)%

Level 3: Immune distance distortion, teleport/plane-shifting traps/tricks/specials

Level 27: -36: Pick two Arcane5 Level 20-26, one Secret Agent5 Level 20-26, or one Psi16 grand

Level 28: Each time all allies detect(s) thoughts or mental presence, Dispel all magical effects on an enemy's group (No save, MR to resist) On failure, target is silenced for 1 round

The Worst GuardeerJG 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	1267.2	(none)
9	2475	(none)
10	4950	(none)
11	7425	(none)
12	9900	(none)
13	12375	(none)
14	14850	(none)
15	17325	(none)
16	19800	(none)
17	22275	(none)
18	24750	(none)
19	27225	(none)
20	29700	(none)
21	32175	(none)
22	34650	(none)
23	37125	(none)
24	39600	(none)
25	42075	(none)
26	44550	(none)
27	47025	(none)
28	49500	(none)
29	51975	(none)
30	54450	(none)
31	56925	(none)
32	59400	(none)
33	61875	(none)
34	64350	(none)
35	66825	(none)
36	69300	(none)

Requisites: Str 18

Alignment: NE

HD/level: & 1d5

Weapon Prof.: & 1+level/5

To Hit Table: & War

Saves: War

Reference: RDM

Groups: Planar

Complexity: CF=1

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

Gets Exceptional Int.

Exceptional Str and Int bonus.

Free Vanilla racial adjective that you must take.

Level 1: The party's psionic link cannot be "tapped", disrupted, and works up to 2 planes removed.

Level 1: Double Resist Fire, Unholy Fire, Water, Unholy Water, Wood, Cold

Level 2: Rogue Expertise: LVL-1 extra skill points in 3rd edition Rogue skills; 1M, 1/d: Legend Lore

Level 3: Innate Adaptation: Double Resist Innate abilities (or anything resisted using IR).

Level 10: An ally's group gains +6IV action(s) for 2 round(s)

Level 21: Gain a Obsidian Cocoon that delays up to 1008 dmg/hit for 8 segment(s). (Fortitude or Wis 52+Con save for quarter effect)

Level 21: Gain a Blood Mantle that reflects spells targeting you back to the caster for 1 round(s)

Level 27: Gain a Spectral Barrier that heals you for 94% of damage you deal while active, for CL segments

Dwarven Dwarf of the RoseJG RDM

Level	KXP	Spells
1	0	(none)
2	22.8	(none)
3	45.6	(none)
4	91.2	(none)
5	182.4	(none)
6	364.8	(none)
7	729.6	(none)
8	1459.2	(none)
9	2850	(none)
10	5700	(none)
11	8550	(none)
12	11400	(none)
13	14250	(none)
14	17100	(none)
15	19950	(none)
16	22800	(none)
17	25650	(none)
18	28500	(none)
19	31350	(none)
20	34200	(none)
21	37050	(none)
22	39900	(none)
23	42750	(none)
24	45600	(none)
25	48450	(none)
26	51300	(none)
27	54150	(none)
28	57000	(none)
29	59850	(none)
30	62700	(none)
31	65550	(none)
32	68400	(none)
33	71250	(none)
34	74100	(none)
35	76950	(none)
36	79800	(none)

Requisites: Str 16

Alignment: A any

HD/level: & +++1d3

Weapon Prof.: & 9+level

To Hit Table: 2xPri

Saves: 3xMon

Reference: RDM

Groups: Warrior

Complexity: CF=1

Gets Extra-Barbarian Dex.

Can weapon specialize using the Barbarian column.

Gets Exceptional Str.

Level 2: 1attack(s): Cancel a unique or X/G action before it resolves (Str 18+Str save to reflect)

Level 8: Ability to cast druid spells (no wisdom bonus), see table in [S1].

Level 576: You gain(s) +720 melee dmg each turn for CL hours, stacking until the effect ends

Level 792: When an enemy succeed(s) on a Wisdom saving throw, Applies -11,880 AC to an enemy's group. This ability ignores XR if target is below 50% HP

Animallet 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	870.4	(none)
9	1700	(none)
10	3400	(none)
11	5100	(none)
12	6800	(none)
13	8500	(none)
14	10200	(none)
15	11900	(none)
16	13600	(none)
17	15300	(none)
18	17000	(none)
19	18700	(none)
20	20400	(none)
21	22100	(none)
22	23800	(none)
23	25500	(none)
24	27200	(none)
25	28900	(none)
26	30600	(none)
27	32300	(none)
28	34000	(none)
29	35700	(none)
30	37400	(none)
31	39100	(none)
32	40800	(none)
33	42500	(none)
34	44200	(none)
35	45900	(none)
36	47600	(none)

Requisites: Con 15

Alignment: A any

HD/level: & 1d5

Weapon Prof.: & 10+level/2

To Hit Table: Wiz

Saves: & 2xRog

Reference: RDM

Groups: Monster

Complexity: CF=1

Gets Exceptional Con.

Level 1;2;etc.: 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 2: Winged Sliver: Flying LVL*6"

Level 3: Every time an ally restore(s) hp to another creature, Each failed save by an enemy increases the severity of SEL=1 Nauseated (No save, WR to resist)

Level 32: +79 ranged dmg and +20 melee dmg to your group

Green Mob Sporacle-Other Slayer RI.

Level	KXP	Spells	Requisites: Dex 17 Alignment: any E HD/level: & 1d6 Weapon Prof.: & 2+level To Hit Table: 2xPsi Saves: Pri Reference: RDM Groups: Overt Complexity: CF=1
1	0	(none)	Requisites: Dex 17 Alignment: any E HD/level: & 1d6 Weapon Prof.: & 2+level To Hit Table: 2xPsi Saves: Pri Reference: RDM Groups: Overt Complexity: CF=1
2	12.6	(none)	
3	25.2	(none)	
4	50.4	(none)	
5	100.8	(none)	
6	201.6	(none)	
7	403.2	(none)	
8	806.4	(none)	
9	1575	(none)	
10	3150	(none)	
11	4725	(none)	PSPs = (Dex+Int*2+Wis)*LVL Specialization, MTG Green School. You have one free species enemy similar to Slayer mini-class. Level 1: 1P: Destroy an Altar, Magical Pool, or Wall. Level 1: 1C, Spend 6 skill pt(s), NP/segment: While within 20 feet of you, an ally has SEL=1 Satiated for 3 segment(s) Level 1: 1bV: Interpose yourself in front of an attack sequence. Level 1: 1bV: Interpose yourself in front of an attack sequence. Level 21: When an enemy is/are bloodied, Inflicts max hp (-48) on an enemy's group (Fortitude 129+Int to counter, IR or MR to resist). Stacks with each failed save Level 24: Thoughtcarver Mindlock: Allies within 30 feet gain +60 ranged dmg
12	6300	(none)	
13	7875	(none)	
14	9450	(none)	
15	11025	(none)	
16	12600	(none)	
17	14175	(none)	
18	15750	(none)	
19	17325	(none)	
20	18900	(none)	
21	20475	(none)	
22	22050	(none)	
23	23625	(none)	
24	25200	(none)	
25	26775	(none)	
26	28350	(none)	
27	29925	(none)	
28	31500	(none)	
29	33075	(none)	
30	34650	(none)	
31	36225	(none)	
32	37800	(none)	
33	39375	(none)	
34	40950	(none)	
35	42525	(none)	
36	44100	(none)	

Swordsman3 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	14.8	+2 lim ML
3	29.6	+3 lim ML
4	59.2	+4 lim ML
5	118.4	+5 lim ML
6	236.8	+6 lim ML
7	473.6	+7 lim ML
8	947.2	+8 lim ML
9	1850	+9 lim ML
10	3700	+10 lim ML
11	5550	+11 lim ML
12	7400	+12 lim ML
13	9250	+13 lim ML
14	11100	+14 lim ML
15	12950	+15 lim ML
16	14800	+16 lim ML
17	16650	+17 lim ML
18	18500	+18 lim ML
19	20350	+19 lim ML
20	22200	+20 lim ML
21	24050	+21 lim ML
22	25900	+22 lim ML
23	27750	+23 lim ML
24	29600	+24 lim ML
25	31450	+25 lim ML
26	33300	+26 lim ML
27	35150	+27 lim ML
28	37000	+28 lim ML
29	38850	+29 lim ML
30	40700	+30 lim ML
31	42550	+31 lim ML
32	44400	+32 lim ML
33	46250	+33 lim ML
34	48100	+34 lim ML
35	49950	+35 lim ML
36	51800	+36 lim ML

Requisites: Cml 16

Alignment: AN

HD/level: 1d5

Weapon Prof.: 6+level

To Hit Table: & 3xM-U0

Saves: & 3xCust

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

++1 to hit means to adjust the true die roll by 1.

Attacking is ½P action.

You have +1 Feat.

Level 1: + LVL Feats.

Level 1: ++LVL RSW, Spell, and Will saves.

Level 1: ++LVL RSW, Spell, and Will saves.

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 25: Gain a Celestial Cradle that heals you for 92% of damage you deal while active, until you die

Cascade 1200L-Other0 RDM

Level	KXP	Spells
1	0	(none)
2	19.4	(none)
3	38.8	(none)
4	77.6	(none)
5	155.2	(none)
6	310.4	(none)
7	620.8	(none)
8	1241.6	(none)
9	2425	(none)
10	4850	(none)
11	7275	(none)
12	9700	(none)
13	12125	(none)
14	14550	(none)
15	16975	(none)
16	19400	(none)
17	21825	(none)
18	24250	(none)
19	26675	(none)
20	29100	(none)
21	31525	(none)
22	33950	(none)
23	36375	(none)
24	38800	(none)
25	41225	(none)
26	43650	(none)
27	46075	(none)
28	48500	(none)
29	50925	(none)
30	53350	(none)
31	55775	(none)
32	58200	(none)
33	60625	(none)
34	63050	(none)
35	65475	(none)
36	67900	(none)

Requisites: Dex 17

Alignment: CN

HD/level: 1d6

Weapon Prof.: 6+level

To Hit Table: 2xCTD0

Saves: 3xCust

Reference: RDM

Groups: Overt

Complexity: CF=1

Exceptional Str and Dex bonus.

PSPs = (Dex+Int*2+Wis)*LVL

You have Overhit.

Level 1: Gain "Thieves' Cant" language.

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

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: 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 8: 3X, 3/lifetime: Intercept a summoning or planar effect (No save)

Level 11: Every time a creature lose(s) concentration, If an enemy's group is below half hit points, they are SEL=4 Immune (can't drop) Psionic Link (Reflex 34+Wis save for tenth effect)

Level 15: Mnemonic Stream: Gain a Reality Lattice that deflects ranged attacks unless the attacker passes (Str 59+Chr save to reflect), for 1 minute

Level 27: Every time all enemies connect(s) to a psionic network, An enemy must succeed on a (Terror 101+Str to counter, XR or WR to resist) or become SEL=11

Full of Fail at the start of its next turn

Maldev Initiate RDM

Level	KXP	Spells
1	0	+1 lim ML
2	13.8	+2 lim ML
3	27.6	+3 lim ML
4	55.2	+4 lim ML
5	110.4	+5 lim ML
6	220.8	+6 lim ML
7	441.6	+7 lim ML
8	883.2	+8 lim ML
9	1725	+9 lim ML
10	3450	+10 lim ML
11	5175	+11 lim ML
12	6900	+12 lim ML
13	8625	+13 lim ML
14	10350	+14 lim ML
15	12075	+15 lim ML
16	13800	+16 lim ML
17	15525	+17 lim ML
18	17250	+18 lim ML
19	18975	+19 lim ML
20	20700	+20 lim ML
21	22425	+21 lim ML
22	24150	+22 lim ML
23	25875	+23 lim ML
24	27600	+24 lim ML
25	29325	+25 lim ML
26	31050	+26 lim ML
27	32775	+27 lim ML
28	34500	+28 lim ML
29	36225	+29 lim ML
30	37950	+30 lim ML
31	39675	+31 lim ML
32	41400	+32 lim ML
33	43125	+33 lim ML
34	44850	+34 lim ML
35	46575	+35 lim ML
36	48300	+36 lim ML

Requisites: Con 16

Alignment: T any

HD/level: & ±±1d3

Weapon Prof.: & 3+level/5

To Hit Table: CTD0

Saves: & Pri

Reference: RDM

Groups: Planar

Complexity: CF=1

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

Can apply a free "Crude Neutronium" weapon adjective to one weapon.

Level 9: Disintegrate: 1 attack: Disintegrate (PP save)

Level 20: Each time all enemies use(s) a magical item or scroll, Dispel all effects on an enemy's group (No save, XR or WR to resist) If resisted, a random effect is reflected back at the source

Level 25: 7V, Spend 4 subordinate(s), 3/artifical reset: An ally gain(s) 83 stackable instance(s) of SEL=7 On the Mound lasting 8 round(s)

Level 108: Gain a Mirror Cocoon that delays up to 1458 dmg/hit for 8 round(s). (Fortitude 111+Con save to delay 1 segment)

Planeswalker Horror of the Ultra GreenMTG 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	896	332 2-- ---
9	1750	433 22- ---
10	3500	433 22- ---
11	5250	443 322 ---
12	7000	443 322 ---
13	8750	544 332 2--
14	10500	544 332 2--
15	12250	554 433 22-
16	14000	554 433 22-
17	15750	655 443 322
18	17500	655 443 322
19	19250	665 544 332
20	21000	665 544 332
21	22750	766 554 433
22	24500	766 554 433
23	26250	776 655 443
24	28000	776 655 443
25	29750	877 665 544
26	31500	877 665 544
27	33250	887 766 554
28	35000	887 766 554
29	36750	988 776 655
30	38500	988 776 655
31	40250	998 877 665
32	42000	998 877 665
33	43750	A99 887 766
34	45500	A99 887 766
35	47250	AA9 988 776
36	49000	AA9 988 776

Requisites: Str 15

Alignment: any S

HD/level: 1d5

Weapon Prof.: 10+level/2

To Hit Table: Cust

Saves: 3xCTD0

Reference: RDM

Groups: Demigod

Complexity: CF=1

Casts normal Wizard spells, not MTG spells. Could cast MTG spells at 2 slots each if they are known.

Gets Wis and Chr bonus to spells.

Casts normal Wizard spells, not MTG spells. Could cast MTG spells at 2 slots each if they are known.

Level 2: An Ally'S Group gain(s) +2 max hp

Level 14: Whenever a creature sense(s) a rival monster nearby, Drain 35 resistances per round from an enemy for 1 rounds (No save, WR or HR to resist)

Level 21: Gain a volatile Entropy Prism that explodes with Acid damage when struck, dealing 15% back to the attacker

Level 27: You may convert 16G -> 1LG.

Known Spells:

Mary Had a Little Lamb (SL=N): Summon a DL=N Lamb animal that cannot be banished/dismissed and can be a mount.

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

Grand Daddy I.U. - Something New (SL=2): Get a put out of misery branded bite attack (1d10, 18+/x5)

Exponentiation (SL=3): Your next spell has +4 targets.

Zalgo's Ebon Members (SL=4): CL tentacles appear in area of effect and attack one group for 1d4 each plus paralysis (ppd save).

Ludwig van Beethoven - Moonlight Sonata (SL=5): You get a free lycanthropy racial adjective of divisor = 0.1*CL

Randy Travis - Three Wooden Crosses (SL=6): Three targets SEL=5 Slain and a fourth target gets a randomly generated magic item

Force of Nature IV (SL=7): Summon a Thicket Elemental: AC 80, hp 320, #Att 4/1, TH +70, dmg 70

Breath Weapon Cloud (SL=8): E or EE= 8 Breath Weapon.

SUPPRESSIVE PERSON (SL=9): You are immune from all of a target's effects.

Metallic Tailored HPTSE (Hit Man5+Planeswalker Artificer+1

Level	KXP	Spells
1	0	(none)
2	11	(none)
3	22	(none)
4	44	(none)
5	88	(none)
6	176	(none)
7	352	(none)
8	704	(none)
9	1375	(none)
10	2750	(none)
11	4125	(none)
12	5500	(none)
13	6875	(none)
14	8250	(none)
15	9625	(none)
16	11000	(none)
17	12375	(none)
18	13750	(none)
19	15125	(none)
20	16500	(none)
21	17875	(none)
22	19250	(none)
23	20625	(none)
24	22000	(none)
25	23375	(none)
26	24750	(none)
27	26125	(none)
28	27500	(none)
29	28875	(none)
30	30250	(none)
31	31625	(none)
32	33000	(none)
33	34375	(none)
34	35750	(none)
35	37125	(none)
36	38500	(none)

Requisites: Chr 14

Alignment: CS (Overwrite to all other classes)

HD/level: & 1e6

Weapon Prof.: & 7+level/5

To Hit Table: Ftr0

Saves: (none)

Reference: RDM

Groups: Custom

Complexity: CF=1

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

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

Can "material component" Psi powers by spending 1V action. The doubled power does not cost extra PSPs.

Resist Metallic.

You have +1 Kit.

Level 3: 2E, Spend 1 max hp(s): Your group gain(s) 6 stackable instance(s) of SEL=2 Invisible lasting 7 segment(s)

Level 23: Gain a Stormbound Skin that forces attackers to succeed on (PP or PP 106+Str save to absorb) or deal half damage for CL segments

Violet Beater RDM

Level	KXP	Spells
1	0	(none)
2	21.4	(none)
3	42.8	(none)
4	85.6	(none)
5	171.2	(none)
6	342.4	(none)
7	684.8	(none)
8	1369.6	(none)
9	2675	(none)
10	5350	(none)
11	8025	(none)
12	10700	(none)
13	13375	(none)
14	16050	(none)
15	18725	(none)
16	21400	(none)
17	24075	(none)
18	26750	(none)
19	29425	(none)
20	32100	(none)
21	34775	(none)
22	37450	(none)
23	40125	(none)
24	42800	(none)
25	45475	(none)
26	48150	(none)
27	50825	(none)
28	53500	(none)
29	56175	(none)
30	58850	(none)
31	61525	(none)
32	64200	(none)
33	66875	(none)
34	69550	(none)
35	72225	(none)
36	74900	(none)

Requisites: Int 18

Alignment: NW (Overwrite to all other classes)

HD/level: & 1e6

Weapon Prof.: & 9+level/4

To Hit Table: Pri

Saves: 3xWiz

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

Gets +LVL to each track (per Psi9) and recovers LVL track points/rd (per Psi 18)

Hold Plane.

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

Level 3: 2E, Spend 5 Int: When you takes damage, they gain SEL=1 Sanctuary for 9 segment(s)

Level 6: You surge(s) with +21 melee dmg for a single action

Level 7: Noosphere Rupture: 4P, Spend 3 animal companion(s): When an ally falls, your group gains SEL=2 Barbarian Stat for 3 round(s)

Level 14: Whenever a creature sense(s) a rival monster nearby, Drain 35 resistances per round from an enemy for 1 rounds (No save, WR or HR to resist)

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

Level 468: +398 ranged dmg and +796 max hp to an ally's group

Sagittar-Troll RDM

Level	KXP	Spells
1	0	(none)
2	20.8	(none)
3	41.6	(none)
4	83.2	(none)
5	166.4	(none)
6	332.8	(none)
7	665.6	(none)
8	1331.2	(none)
9	2600	(none)
10	5200	(none)
11	7800	(none)
12	10400	(none)
13	13000	(none)
14	15600	(none)
15	18200	(none)
16	20800	(none)
17	23400	(none)
18	26000	(none)
19	28600	(none)
20	31200	(none)
21	33800	(none)
22	36400	(none)
23	39000	(none)
24	41600	(none)
25	44200	(none)
26	46800	(none)
27	49400	(none)
28	52000	(none)
29	54600	(none)
30	57200	(none)
31	59800	(none)
32	62400	(none)
33	65000	(none)
34	67600	(none)
35	70200	(none)
36	72800	(none)

Requisites: Int 18

Alignment: CW

HD/level: 1d2

Weapon Prof.: 10+level/4

To Hit Table: 2xPsi

Saves: 3xFtr0

Reference: RDM

Groups: AlternateUniverse

Complexity: CF=1

Material componenting for spells costs a 0 action.

Exceptional Con bonus.

Luckstone (self and rider)

Gets 60 Rogue points per level

Level 1: Know target's age and how many years of natural lifespan is left

Level 1: When all creatures enter(s) an antimagic field, Inflicts movement (-10) on an enemy (No save). Stacks with each failed save

Level 1: +LVL to Turn Undead level (if you don't have Turn Undead at all, your Turn Undead level is -4).

Level 2: xLVL range with bows.

Level 5: When you flank someone, get +LVL to hit. When you're behind someone, get +LVL*2 to hit.

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

Level 8: 3X, ML/lifetime: Silence a target mid-cast, preventing the ability (No save, WR or TechR to resist)

Level 25: Perceptive Channel: When you succeed(s) on a Strength saving throw, -619 max hp to an enemy (Spell 80+Chr save for quarter effect). Each failed save increases the penalty by 50%

Level 26: Psychoscape Shatter: Whenever all enemies is/are affected by wild magic, Drain 624 spell slots from all enemies in 20 feet (Will 81+Str save to absorb)

The Worst Martyr5 RDM

Level	KXP	Spells
1	0	(none)
2	10.4	(none)
3	20.8	(none)
4	41.6	(none)
5	83.2	(none)
6	166.4	(none)
7	332.8	(none)
8	665.6	(none)
9	1300	(none)
10	2600	(none)
11	3900	(none)
12	5200	(none)
13	6500	(none)
14	7800	(none)
15	9100	(none)
16	10400	(none)
17	11700	(none)
18	13000	(none)
19	14300	(none)
20	15600	(none)
21	16900	(none)
22	18200	(none)
23	19500	(none)
24	20800	(none)
25	22100	(none)
26	23400	(none)
27	24700	(none)
28	26000	(none)
29	27300	(none)
30	28600	(none)
31	29900	(none)
32	31200	(none)
33	32500	(none)
34	33800	(none)
35	35100	(none)
36	36400	(none)

Requisites: Wis 15
Alignment: CG
HD/level: 1d2
Weapon Prof.: 4+level/4
To Hit Table: (none)
Saves: 3xMon
Reference: RDM
Groups: Technology
Complexity: CF=1

Can always purchase Musketeer/Cannoneer equipment (see below), even if above the tech level of the campaign. If no stores are available in the campaign, can create the equipment himself, but it still requires the same money, and it requires time (1 minute per 10 gp value).

Gets Int (not Wis) bonus to spells.

Can always purchase Musketeer/Cannoneer equipment (see below), even if above the tech level of the campaign. If no stores are available in the campaign, can create the equipment himself, but it still requires the same money, and it requires time (1 minute per 10 gp value).

See [Q16] for Psi16 rules and powers.

Free Vanilla racial adjective that you must take.

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

Level 1: All weapons are considered 1 size smaller for what you can wield.

Level 1: Immune to Wall, Sphere, and Forcefield effects

Level 27: 10Z, Spend 8 Con: When your group takes damage, they gain SEL=5

Improved Free Action for 3 round(s)

Rogue Abilities:

Level 1: Mount |||| Nothing Happens (you and target do nothing for next segment),

Base 0, Bonus Dex-9, Penalty Dex-12

Level 1: Unbutton/Untie (one item is de-equipped) |||| Power Word Strip (hits everything), Base 10, Bonus Wis-0, Penalty Wis-12

Level 6: Invisibility | Improved Invisibility | Dust of Disappearance, Base 20, Bonus Int-12, Penalty Int-14

Level 8: Uncontrolled Weather (1 mi r per 5% made), Base 0, Bonus Wis-16, Penalty Wis-20

Level 8: Telepathy | Telepathic Projection, Base 15, Bonus Wis-10, Penalty Wis-12

Barney Hidden RDM

Level	KXP	Spells
1	0	(none)
2	13.4	(none)
3	26.8	(none)
4	53.6	(none)
5	107.2	(none)
6	214.4	(none)
7	428.8	(none)
8	857.6	(none)
9	1675	(none)
10	3350	(none)
11	5025	(none)
12	6700	(none)
13	8375	(none)
14	10050	(none)
15	11725	(none)
16	13400	(none)
17	15075	(none)
18	16750	(none)
19	18425	(none)
20	20100	(none)
21	21775	(none)
22	23450	(none)
23	25125	(none)
24	26800	(none)
25	28475	(none)
26	30150	(none)
27	31825	(none)
28	33500	(none)
29	35175	(none)
30	36850	(none)
31	38525	(none)
32	40200	(none)
33	41875	(none)
34	43550	(none)
35	45225	(none)
36	46900	(none)

Requisites: Wis 15

Alignment: TE

HD/level: 1e4

Weapon Prof.: 4+level/5

To Hit Table: Cust

Saves: 2xCTD0

Reference: RDM

Groups: Lost

Complexity: CF=1

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

2/reset: Convert a spell not on the list from MTG to D&D.

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

Sustain all stats and actions. Immune to paralysis, hold, stun, summoning sickness, and similar effects. Immune to charm, domination, ego domination, and similar effects.

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

Level 3: Gain a Elemental Tangle that deals 9% of melee attackers dmg of type Aexus, until you die

Level 16: 3A, ML/natural reset: Counter an action, but suffer x2 effect on failure (No save, XR or TechR to resist)

Level 396: 87RF: Cancel a unique or X/G action before it resolves (No save, PR or MR to resist)

Humanoideer RDM

Level	KXP	Spells
1	0	(none)
2	12	(none)
3	24	(none)
4	48	(none)
5	96	(none)
6	192	(none)
7	384	(none)
8	768	(none)
9	1500	(none)
10	3000	(none)
11	4500	(none)
12	6000	(none)
13	7500	(none)
14	9000	(none)
15	10500	(none)
16	12000	(none)
17	13500	(none)
18	15000	(none)
19	16500	(none)
20	18000	(none)
21	19500	(none)
22	21000	(none)
23	22500	(none)
24	24000	(none)
25	25500	(none)
26	27000	(none)
27	28500	(none)
28	30000	(none)
29	31500	(none)
30	33000	(none)
31	34500	(none)
32	36000	(none)
33	37500	(none)
34	39000	(none)
35	40500	(none)
36	42000	(none)

Requisites: Con 18

Alignment: non-A

HD/level: 1d6

Weapon Prof.: 9+level/3

To Hit Table: CTD0

Saves: Pri

Reference: RDM

Groups: Monster

Complexity: CF=1

Gets Exceptional Con.

Gets Extra-Barbarian Con.

Level 1: Drowzee: Immune Confusion; 1M: Confusion (1 target, Will save)

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

Level 3: (Scarwood Hag) Can lose Green or Brine Hag, gain: 1M: Unsummon a group of summons, or cause a group of henchmen to check morale.

Level 9: Specialized in Priest Healing sphere spells.

Level 10: Your "fire dmg" ability at level 5 gives no saving throw.

Level 31: Gain a Temporal Swaddle that heals you for 69% of damage you deal while active, permanently

Level 36: +1 size.

The Second Scion Legion Dabbler RDM

Level	KXP	Spells
1	0	(none)
2	15.8	(none)
3	31.6	(none)
4	63.2	(none)
5	126.4	(none)
6	252.8	(none)
7	505.6	(none)
8	1011.2	(none)
9	1975	(none)
10	3950	(none)
11	5925	(none)
12	7900	(none)
13	9875	(none)
14	11850	(none)
15	13825	(none)
16	15800	(none)
17	17775	(none)
18	19750	(none)
19	21725	(none)
20	23700	(none)
21	25675	(none)
22	27650	(none)
23	29625	(none)
24	31600	(none)
25	33575	(none)
26	35550	(none)
27	37525	(none)
28	39500	(none)
29	41475	(none)
30	43450	(none)
31	45425	(none)
32	47400	(none)
33	49375	(none)
34	51350	(none)
35	53325	(none)
36	55300	(none)

Requisites: Dex 19

Alignment: CG

HD/level: 1d3

Weapon Prof.: 4+level

To Hit Table: 2xM-U0

Saves: CTD0

Reference: RDM

Groups: Concordant

Complexity: CF=1

Gets Exceptional Str, Dex, and Con.

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).

+1 S action only usable in segment 2.

Level 1: All spells do not have the 1P action requirement. If the spell would not have required 1P action to cast in the first place, one instance of Material Componenting is gained.

Level 3: Ability to re-roll unfavorable rolls (only once per roll). This applies to hit point gains, damage rolls, 'to-hit' rolls, everything.

Level 4: Automatically does maximum damage with offensive spells and weapon attacks.

Level 6: 2H: Counter up to 3 effects targeting allies (PPD or Dex 22+Dex save for tenth effect per effect)

Level 9: When modifying an existing spell using spell research [S5], the base time is in days instead of weeks, and CL (Caster level) is 2 times Arch-Mage's level (for this rule only).

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 11: Immune to all Energy/Stat drains.

Level 19: Gain a Blood Bloom that reduces all forced movement by half unless resisted with (Dex or Int 12+Con save to delay 1 segment), permanently

Level 28: An ally's group gain(s) +24 hp each turn for 1 day, stacking until the effect ends

White Destruct in a Syringe4 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	17.8	2--	---
3	35.6	22-	---
4	71.2	32-	---
5	142.4	32-	---
6	284.8	32-	---
7	569.6	33-	---
8	1139.2	432	---
9	2225	432	---
10	4450	432	---
11	6675	442	---
12	8900	543	---
13	11125	543	---
14	13350	543	---
15	15575	553	2--
16	17800	654	2--
17	20025	654	2--
18	22250	654	2--
19	24475	664	3--
20	26700	765	3--
21	28925	765	3--
22	31150	765	3--
23	33375	775	4--
24	35600	876	42-
25	37825	876	42-
26	40050	876	42-
27	42275	886	52-
28	44500	987	53-
29	46725	987	53-
30	48950	987	53-
31	51175	997	63-
32	53400	A98	64-
33	55625	A98	64-
34	57850	A98	64-
35	60075	AA8	742
36	62300	BA9	752

Requisites: Chr 16

Alignment: TG

HD/level: 1d5

Weapon Prof.: 3+level/2

To Hit Table: 3xWar

Saves: 3xRog

Reference: RDM

Groups: Psionist

Complexity: CF=1

Can weapon specialize using the Warrior line. If you pick this twice, use the Barbarian line instead. If you pick this three times, use Swashbuckler number of attacks = (LVL+2)/2 with one weapon.

Gets the generic "All Warrior", "All Wizard", "All Priest", and "All Rogue" abilities. Specialization, MTG White School

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

Level 16: Can buy Extra-Barbarian stats for 3 weapon proficiencies beyond Barbarian status. Bonus = (stat-16)*5/2.

Level 23: 12P, Spend 18 Int: If healed, you also gains SEL=9 Insist for 9 round(s)

Level 24: Support characters gain +90 max hp

Known Powers

Frederic Francois Chopin - Nocturne (SL=N): Wishoid for a Mtg black spell of SL=N-1

Look At Me Now - Chris Brown (SL=N): Spend N*Plenty gp: Haste xN, Free DL=N

Vehicle mount, Summon a DL=N Slut1

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

Grapeshot (SL=2): Target takes 10 fire damage. (save for ½) Storm (When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).

The Talisman (SL=5): Planeshift to/from The Territories demiplane.

Swift Silence (SL=5): The entire "stack" of spells is countered. You get +1sM action (Slow Mental, you can use it on segment 10)

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

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

Oh, Did Your Mommy Get That for You (SL=11): Loot the Room (no resist).

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

Builder0 RDM

Level	KXP	Spells
1	0	(none)
2	17.6	(none)
3	35.2	(none)
4	70.4	(none)
5	140.8	(none)
6	281.6	(none)
7	563.2	(none)
8	1126.4	(none)
9	2200	(none)
10	4400	(none)
11	6600	(none)
12	8800	(none)
13	11000	(none)
14	13200	(none)
15	15400	(none)
16	17600	(none)
17	19800	(none)
18	22000	(none)
19	24200	(none)
20	26400	(none)
21	28600	(none)
22	30800	(none)
23	33000	(none)
24	35200	(none)
25	37400	(none)
26	39600	(none)
27	41800	(none)
28	44000	(none)
29	46200	(none)
30	48400	(none)
31	50600	(none)
32	52800	(none)
33	55000	(none)
34	57200	(none)
35	59400	(none)
36	61600	(none)

Requisites: Con 17

Alignment: AN

HD/level: 1d6

Weapon Prof.: 10+level/5

To Hit Table: Cust

Saves: 3xPsi

Reference: RDM

Groups: Random

Complexity: CF=1

Specialized in Wild Magic (2nd edition version of specialization only: +1 spell per SL), with no opposite school.

Gets +2 Luck.

Can use 3J actions per round.

Has 50% WR.

You have Overhit.

Level 1: Pick Pockets 20% + 2% per level.

Level 4: Speak with anyone with Int > 10 at will.

Level 4: Lore of true stamina: +1 Fort saves

Level 4: +LVL QQP Actions. Can lock down one action type if desired.

Level 9: All Rogue abilities within 30' of you are lowered by 100%.

Level 10: You have AN EVEN BIGGER BOSS THAN YOU, which is any same-aligned god, you Automatic Divine Intervention 1/d.

Level 24: You gain(s) +226 AC

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

Benefactor RDM

Level	KXP	Spells
1	0	(none)
2	13.2	(none)
3	26.4	(none)
4	52.8	(none)
5	105.6	(none)
6	211.2	(none)
7	422.4	(none)
8	844.8	(none)
9	1650	(none)
10	3300	(none)
11	4950	(none)
12	6600	(none)
13	8250	(none)
14	9900	(none)
15	11550	(none)
16	13200	(none)
17	14850	(none)
18	16500	(none)
19	18150	(none)
20	19800	(none)
21	21450	(none)
22	23100	(none)
23	24750	(none)
24	26400	(none)
25	28050	(none)
26	29700	(none)
27	31350	(none)
28	33000	(none)
29	34650	(none)
30	36300	(none)
31	37950	(none)
32	39600	(none)
33	41250	(none)
34	42900	(none)
35	44550	(none)
36	46200	(none)

Requisites: Wis 17

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

HD/level: & 1d2

Weapon Prof.: & 1+level/4

To Hit Table: Pri

Saves: 2xPsi

Reference: RDM

Groups: Futureshifted

Complexity: CF=1

Gets free material componenting, and can do double material componenting (x3 effect in one category or x2 in two categories) if 1V is spent.

1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")

Level 1: Repair II. 1M: Repair a x0 or x1 magic item.

Level 1: Fabricator I. ½P: Cast a Wall spell of any E=LVL or less element.

Level 1: +2 Luck per level. You can't 2 for 1 trade this away.

Level 3: You may cast Psi9 powers as if they were Warrior spells. Minor is SL=2, Major is SL=5, Grand is SL=8, and Super is SL=11. You do not have Psi9 "tracks"; the spell slot covers the cost.

Level 5: Fabricator V. 1P: Create a ring, ioun stone, or weapon/armor flag of XPV=(LVL-4)*300 or less. This item fades in 1 turn. You can build 1 item of this type per reset that is permanent, however.

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

Level 11: 3Z, Spend 5 subordinate(s): If healed, an ally also gains SEL=4 Free Action for 1 round(s)

Level 17: Gain a volatile Blood Cradle that explodes with Psionic damage when struck, dealing 70% back to the attacker

MountyJG RDM

Level	KXP	Spells
1	0	+1 lim ML
2	19	+2 lim ML
3	38	+3 lim ML
4	76	+4 lim ML
5	152	+5 lim ML
6	304	+6 lim ML
7	608	+7 lim ML
8	1216	+8 lim ML
9	2375	+9 lim ML
10	4750	+10 lim ML
11	7125	+11 lim ML
12	9500	+12 lim ML
13	11875	+13 lim ML
14	14250	+14 lim ML
15	16625	+15 lim ML
16	19000	+16 lim ML
17	21375	+17 lim ML
18	23750	+18 lim ML
19	26125	+19 lim ML
20	28500	+20 lim ML
21	30875	+21 lim ML
22	33250	+22 lim ML
23	35625	+23 lim ML
24	38000	+24 lim ML
25	40375	+25 lim ML
26	42750	+26 lim ML
27	45125	+27 lim ML
28	47500	+28 lim ML
29	49875	+29 lim ML
30	52250	+30 lim ML
31	54625	+31 lim ML
32	57000	+32 lim ML
33	59375	+33 lim ML
34	61750	+34 lim ML
35	64125	+35 lim ML
36	66500	+36 lim ML

Requisites: Cml 19

Alignment: NG

HD/level: 1d4

Weapon Prof.: 3+level/3

To Hit Table: 3xM-U0

Saves: & 3xPri

Reference: RDM

Groups: AlternateUniverse

Complexity: CF=1

Has a Wizard progression (no stat bonus). Specialized in Illusion. Has normal access to Alteration, Divination, Enchantment/Charm. Has lesser (SL 0-4) access to Conjuraton/Summoning. Other schools are opposite.

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

Gets two schools or spheres per level. If you pick the same school/sphere twice, you are specialized in it.

Level 1: +1 extra ability score point per level, can be spent on Str, Dex, Con, or Chr.

Level 3: Barbarian Con bonus.

Level 4: 1G, 3/day: Disrupt a sustained or concentration-based effect (No save, MR or IR to resist)

Level 4: Self healing (laying on hands): LVL*LVL hp, can be done once per day.

Level 6: Empathy once per day.

Level 10: 2F: Cancel a unique or X/G action before it resolves (No save, NR to resist)

Level 10: 2F: Cancel a unique or X/G action before it resolves (Dex 40+Con to nullify, IR or CR to resist)

Level 15: 5D, Spend 7 hp(s): After rolling a natural 20, an ally gains SEL=10 Fixed for 5 round(s)

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

The Second Dancing Fortune Teller1JG RDM

Level	KXP	Spells
1	0	(none)
2	217.4	(none)
3	434.8	(none)
4	869.6	(none)
5	1739.2	(none)
6	3478.4	(none)
7	6956.8	(none)
8	13913.6	(none)
9	27175	(none)
10	54350	(none)
11	81525	(none)
12	108700	(none)
13	135875	(none)
14	163050	(none)
15	190225	(none)
16	217400	(none)
17	244575	(none)
18	271750	(none)
19	298925	(none)
20	326100	(none)
21	353275	(none)
22	380450	(none)
23	407625	(none)
24	434800	(none)
25	461975	(none)
26	489150	(none)
27	516325	(none)
28	543500	(none)
29	570675	(none)
30	597850	(none)
31	625025	(none)
32	652200	(none)
33	679375	(none)
34	706550	(none)
35	733725	(none)
36	760900	(none)

Requisites: Cml 17

Alignment: J any

HD/level: 1e4

Weapon Prof.: 3+level

To Hit Table: 2xCTD0

Saves: Wiz

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

You may treat the number of [actions, slots, points, dice, body parts/wear locations, and picks] per type you already have on this character as stats. You can raise or lower them with stat points. This may be done anytime similar to filling open slots or picks. See Rian, Metastatistician for details.

Schools/Spheres: Wizard Conjuration/Summoning, Priest Buffer

Gets +1E action, can use 1S+1E+1V per segment.

Pick an Positive Integer for this class no greater than LVL. This class does not benefit from "Min Level" in the current campaign. Your "CL" and "LVL" for abilities is equal to your level + N instead of your level.

+1 S action only usable in segment 2.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 1: + 1 tail.

Level 1: ++LVL RSW, BW, and Reflex saves.

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

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

Level 22: 4H: Counter up to 3 effects targeting allies (Wis 80+Int save for half effect per effect)

Level 26: Support characters gain +364 hp

Green Ranger RDM

Level	KXP	Spells
1	0	(none)
2	12	(none)
3	24	(none)
4	48	(none)
5	96	(none)
6	192	(none)
7	384	(none)
8	768	(none)
9	1500	(none)
10	3000	(none)
11	4500	(none)
12	6000	(none)
13	7500	(none)
14	9000	(none)
15	10500	(none)
16	12000	(none)
17	13500	(none)
18	15000	(none)
19	16500	(none)
20	18000	(none)
21	19500	(none)
22	21000	(none)
23	22500	(none)
24	24000	(none)
25	25500	(none)
26	27000	(none)
27	28500	(none)
28	30000	(none)
29	31500	(none)
30	33000	(none)
31	34500	(none)
32	36000	(none)
33	37500	(none)
34	39000	(none)
35	40500	(none)
36	42000	(none)

Requisites: Str 16

Alignment: TS

HD/level: 1d2

Weapon Prof.: 2+level

To Hit Table: 2xCTD0

Saves: 2xCTD0

Reference: RDM

Groups: Warrior

Complexity: CF=1

Gets +1 Feat per level

Gets Exceptional Str and Con.

Gets Barbarian Str.

Gets True Point Blank as per Arch-Archer

Specialization, MTG Green School.

Level 1: One Professional Wrestling style; +1 Professional Wrestling maneuver per level. See [P14].

Level 8: 1M: A group gets -CL B actions (no save)

Level 31: Every time you hear(s) their kind invoked or named, Each time an enemy fails a save, they suffer an additional instance of SEL=11 Vexed (No save)

Level 44: 1G: Capital S Slay (as the ability above this one on this list). Affects any number of x1 and x0 creatures (up to DCL groups), or DCL x2 creatures, or a single x3 (or above) creature.

Maldev Outlander Slayer RDM

Level	KXP	Spells
1	0	(none)
2	13.4	(none)
3	26.8	(none)
4	53.6	(none)
5	107.2	(none)
6	214.4	(none)
7	428.8	(none)
8	857.6	(none)
9	1675	(none)
10	3350	(none)
11	5025	(none)
12	6700	(none)
13	8375	(none)
14	10050	(none)
15	11725	(none)
16	13400	(none)
17	15075	(none)
18	16750	(none)
19	18425	(none)
20	20100	(none)
21	21775	(none)
22	23450	(none)
23	25125	(none)
24	26800	(none)
25	28475	(none)
26	30150	(none)
27	31825	(none)
28	33500	(none)
29	35175	(none)
30	36850	(none)
31	38525	(none)
32	40200	(none)
33	41875	(none)
34	43550	(none)
35	45225	(none)
36	46900	(none)

Requisites: Dex 17

Alignment: AN (Overwrite to all other classes)

HD/level: 1d5

Weapon Prof.: 2+level/2

To Hit Table: 2xWiz

Saves: 2xMon

Reference: RDM

Groups: Planar

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.

Gets Exceptional Dex.

Can apply a free "Crude Neutronium" weapon adjective to one weapon.

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

Level 1: Immune to Cold and Natural Cold (you Resist other variants such as Holy Cold).

Level 1: +1M Action.

Level 16: Your group surge(s) with +72 ranged dmg for a single action

Level 18: 2attack(s): Counter an action targeting your group (Will 106+Str save to absorb)

Level 29: When you take(s) damage from a hated foe, Applies -588 movement to an enemy. This ability ignores CR if target is below 50% HP

The Third e- Lurk.com 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	499.2	(none)
9	975	(none)
10	1950	(none)
11	2925	(none)
12	3900	(none)
13	4875	(none)
14	5850	(none)
15	6825	(none)
16	7800	(none)
17	8775	(none)
18	9750	(none)
19	10725	(none)
20	11700	(none)
21	12675	(none)
22	13650	(none)
23	14625	(none)
24	15600	(none)
25	16575	(none)
26	17550	(none)
27	18525	(none)
28	19500	(none)
29	20475	(none)
30	21450	(none)
31	22425	(none)
32	23400	(none)
33	24375	(none)
34	25350	(none)
35	26325	(none)
36	27300	(none)

Requisites: Str 16

Alignment: TS

HD/level: 1d3

Weapon Prof.: 6+level/4

To Hit Table: 3xFtr0

Saves: & always +0

Reference: RDM

Groups: Internet

Complexity: CF=1

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

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

+1 S action only usable in segment 3.

Level 1: Gain a Empathic Carapace that reflects spells targeting you back to the caster for 4 segment(s)

Level 1;2;,etc.: The DM rolls a random class from the internet (he has a big directory of files). You get the some (or all) of the abilities of that class; you will at least get the effect of a "line of text" and the "level:" of your level; you will probably get more. You do not need to meet the requirements of the class.

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

Level 7: 4P, Spend 1 subordinate(s): A random ally gets SEL=2 Barbarian Stat for 1 round(s)

Girl5 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	1088	(none)
9	2125	(none)
10	4250	(none)
11	6375	(none)
12	8500	(none)
13	10625	(none)
14	12750	(none)
15	14875	(none)
16	17000	(none)
17	19125	(none)
18	21250	(none)
19	23375	(none)
20	25500	(none)
21	27625	(none)
22	29750	(none)
23	31875	(none)
24	34000	(none)
25	36125	(none)
26	38250	(none)
27	40375	(none)
28	42500	(none)
29	44625	(none)
30	46750	(none)
31	48875	(none)
32	51000	(none)
33	53125	(none)
34	55250	(none)
35	57375	(none)
36	59500	(none)

Requisites: Int 29

Alignment: CE

HD/level: 1d5

Weapon Prof.: 9+level/4

To Hit Table: 2xM-U0

Saves: & 2xMon

Reference: RDM

Groups: Maxi

Complexity: CF=1

Automatically make Wis checks and Will saves.

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

Level 1: When all allies hear(s) their kind invoked or named, -4 dmg to your group (Fortitude 11+Con to delay 1 segment, IR or TechR to resist). Each failed save increases the penalty by 50%

Level 8: 1bM, 1/r: Fork

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

Level 20: An ally gains +6LB action(s) for 1 round(s)

Level 792: Whenever an enemy succeed(s) on a Wisdom saving throw, Drain 9108 rogue points and inflict a penalty for 22 rounds (Wis or Int 1445+Int save for tenth effect)

Acomplice(--4)JG RDM

Level	KXP	Spells
1	0	+1 lim ML
2	5.4	+2 lim ML
3	10.8	+3 lim ML
4	21.6	+4 lim ML
5	43.2	+5 lim ML
6	86.4	+6 lim ML
7	172.8	+7 lim ML
8	345.6	+8 lim ML
9	675	+9 lim ML
10	1350	+10 lim ML
11	2025	+11 lim ML
12	2700	+12 lim ML
13	3375	+13 lim ML
14	4050	+14 lim ML
15	4725	+15 lim ML
16	5400	+16 lim ML
17	6075	+17 lim ML
18	6750	+18 lim ML
19	7425	+19 lim ML
20	8100	+20 lim ML
21	8775	+21 lim ML
22	9450	+22 lim ML
23	10125	+23 lim ML
24	10800	+24 lim ML
25	11475	+25 lim ML
26	12150	+26 lim ML
27	12825	+27 lim ML
28	13500	+28 lim ML
29	14175	+29 lim ML
30	14850	+30 lim ML
31	15525	+31 lim ML
32	16200	+32 lim ML
33	16875	+33 lim ML
34	17550	+34 lim ML
35	18225	+35 lim ML
36	18900	+36 lim ML

Requisites: Wis 15
Alignment: non-C
HD/level: & 1d6
Weapon Prof.: & 3+level
To Hit Table: & Ftr0
Saves: Cust
Reference: RDM
Groups: Mirror
Complexity: CF=1

Can specialize in one Warrior or Rogue school, with no opposite.
 Gets Super Barbarian Chr bonus, which is +(Chr-18)*3.
 Gets 50 rogue points per level.
 PSPs = Chr*2+Int+Con-40+(Chr-5)*(level-1)
 Level 5: 2S, Spend 8 max hp(s), NP/hour: An ally's group get(s) SEL=3 Hasted for 1 minute(s)

ORLY Rogers of Undermountain RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	20.6	2-- --- ---
3	41.2	22- --- ---
4	82.4	22- --- ---
5	164.8	322 --- ---
6	329.6	322 --- ---
7	659.2	332 2-- ---
8	1318.4	332 2-- ---
9	2575	433 22- ---
10	5150	433 22- ---
11	7725	443 322 ---
12	10300	443 322 ---
13	12875	544 332 2--
14	15450	544 332 2--
15	18025	554 433 22-
16	20600	554 433 22-
17	23175	655 443 322
18	25750	655 443 322
19	28325	665 544 332
20	30900	665 544 332
21	33475	766 554 433
22	36050	766 554 433
23	38625	776 655 443
24	41200	776 655 443
25	43775	877 665 544
26	46350	877 665 544
27	48925	887 766 554
28	51500	887 766 554
29	54075	988 776 655
30	56650	988 776 655
31	59225	998 877 665
32	61800	998 877 665
33	64375	A99 887 766
34	66950	A99 887 766
35	69525	AA9 988 776
36	72100	AA9 988 776

Requisites: Chr 18, Race slots 1

Alignment: J any

HD/level: & 1d4

Weapon Prof.: & 2+level/2

To Hit Table: 3xCust

Saves: 3xCTD0

Reference: RDM

Groups: Archetype

Complexity: CF=1

Race Adjustments:

Str +0, Dex +0, Con +0, Int +0, Wis +0, Chr +8, Cml

+0, AT 0, hp 11, TH -5, Div ÷1

Grand in Priest Necromancy and Healing spells.

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

Level 1: Psionic items cost only ½M to use

Level 14: Whenever a creature is/are wounded under the moon, Drain 42% of saving

throws from an enemy's group. Each failed save (No save, RR or GR to resist)

doubles the % drained

Level 18: Pick two Rakshasa5 Level 14-18, one Bringer5 Level 14-18, or one

Vampire5 Level 14-18

Level 24: You surge(s) with +9 saves for a single action

Level 29: When an ally attack(s) with advantage, Debuff: -8 AC to your group, (Spell

or Str 158+Dex save to absorb), effect spreads to adjacent foes if failed

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

save)

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

save)

Level 32: Each time an ally attack(s) with advantage, Dispel effects on an enemy's

group, bypassing MR resistance if their HD ≥ 160

Known Spells:

Summon Bird N (SL=N): Summon a DL=SL+1 Roc or (11-SL)^2 DL=SL Ravens.

Firestorm (SL=1): Spend N spells: N targets take N fire damage. May use 1bM to cast.

Rainbow Cloud (SL=2): RSW save or Fascinated.

Little Boy Blue (SL=3): One target loses all subordinates and falls into SEL=4 Sleep.

Ring Around the Rosie (SL=4): One group is SEL=2 Plagued this segment, SEL=1

Prone next segment, and SEL=5 Slain the following segment.

The Talisman (SL=5): Planeshift to/from The Territories demiplane.

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.

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

5 (SL=8): 1M: A group gets +LVL M actions (no save)

Back at the Funny Farm (SL=9): Between to the Funny Farm. Can cast as a Z action.

Indigo 1200Leer1JG RDM

Level	KXP	Spells
1	0	+1 lim ML
2	16.2	+2 lim ML
3	32.4	+3 lim ML
4	64.8	+4 lim ML
5	129.6	+5 lim ML
6	259.2	+6 lim ML
7	518.4	+7 lim ML
8	1036.8	+8 lim ML
9	2025	+9 lim ML
10	4050	+10 lim ML
11	6075	+11 lim ML
12	8100	+12 lim ML
13	10125	+13 lim ML
14	12150	+14 lim ML
15	14175	+15 lim ML
16	16200	+16 lim ML
17	18225	+17 lim ML
18	20250	+18 lim ML
19	22275	+19 lim ML
20	24300	+20 lim ML
21	26325	+21 lim ML
22	28350	+22 lim ML
23	30375	+23 lim ML
24	32400	+24 lim ML
25	34425	+25 lim ML
26	36450	+26 lim ML
27	38475	+27 lim ML
28	40500	+28 lim ML
29	42525	+29 lim ML
30	44550	+30 lim ML
31	46575	+31 lim ML
32	48600	+32 lim ML
33	50625	+33 lim ML
34	52650	+34 lim ML
35	54675	+35 lim ML
36	56700	+36 lim ML

Requisites: Dex 17

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

HD/level: & 1d6

Weapon Prof.: & 10+level/3

To Hit Table: 2xPri

Saves: (none)

Reference: RDM

Groups: Overt

Complexity: CF=1

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

Exceptional Str and Dex bonus.

PSPs = (Dex+Int*2+Wis)*LVL

See [Q1200L] for rules and powers.

Immune Insanity.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 1: 1P: Halve the hp on one target (no resistance).

Level 8: Each time a group lose(s) concentration, Attempt to dispel all effects on your group (Int 42+Str save to negate) If resisted, target takes 25 Magma damage

Level 9: 1V, Spend 9 sl(s), NP/artifical reset: After rolling a natural 20, your group gains SEL=1 Sanctuary for 2 round(s)

Level 12: Your Group gain(s) +102 ranged dmg

Level 19: Gain a Iron Sheath that heals you for 30% of damage you deal while active, for 1 segment

Planeswalker Hermitologist RDM

Level	KXP	Spells
1	0	(none)
2	19.4	(none)
3	38.8	(none)
4	77.6	(none)
5	155.2	(none)
6	310.4	(none)
7	620.8	(none)
8	1241.6	(none)
9	2425	(none)
10	4850	(none)
11	7275	(none)
12	9700	(none)
13	12125	(none)
14	14550	(none)
15	16975	(none)
16	19400	(none)
17	21825	(none)
18	24250	(none)
19	26675	(none)
20	29100	(none)
21	31525	(none)
22	33950	(none)
23	36375	(none)
24	38800	(none)
25	41225	(none)
26	43650	(none)
27	46075	(none)
28	48500	(none)
29	50925	(none)
30	53350	(none)
31	55775	(none)
32	58200	(none)
33	60625	(none)
34	63050	(none)
35	65475	(none)
36	67900	(none)

Requisites: Chr 16

Alignment: CS

HD/level: & 1d2

Weapon Prof.: & 8+level/3

To Hit Table: Mon

Saves: 2xPri

Reference: RDM

Groups: Lost

Complexity: CF=1

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

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

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 13: 3W, Spend 5 sl(s), 3/week: While within 20 feet of you, your group has SEL=9 Mental Fury for 4 round(s)

Level 24: Support characters gain +384 max hp

Level 25: When you succeed(s) on a saving throw against magic, Weaken(s) 2 enemies: -532 hp (No save, CR or MR to resist). Each failed save increases the penalty by 50%

Black Ante Spawn RDM

Level	KXP	Spells
1	0	(none)
2	5	(none)
3	10	(none)
4	20	(none)
5	40	(none)
6	80	(none)
7	160	(none)
8	320	(none)
9	625	(none)
10	1250	(none)
11	1875	(none)
12	2500	(none)
13	3125	(none)
14	3750	(none)
15	4375	(none)
16	5000	(none)
17	5625	(none)
18	6250	(none)
19	6875	(none)
20	7500	(none)
21	8125	(none)
22	8750	(none)
23	9375	(none)
24	10000	(none)
25	10625	(none)
26	11250	(none)
27	11875	(none)
28	12500	(none)
29	13125	(none)
30	13750	(none)
31	14375	(none)
32	15000	(none)
33	15625	(none)
34	16250	(none)
35	16875	(none)
36	17500	(none)

Requisites: Dex 15
Alignment: non-S
HD/level: 1d3
Weapon Prof.: 10+level
To Hit Table: Psi
Saves: Rog
Reference: RDM
Groups: Mirror
Complexity: CF=1

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

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.

Specialization, MTG Black School

Level 9: When all enemies a divine entity is/are invoked, -25 to hit to an enemy's group. Will save for half effect (-13). On failed save, also becomes SEL=1 Haunted

Planeswalker BanditJG RDM

Level	KXP	Spells
1	0	(none)
2	12	(none)
3	24	(none)
4	48	(none)
5	96	(none)
6	192	(none)
7	384	(none)
8	768	(none)
9	1500	(none)
10	3000	(none)
11	4500	(none)
12	6000	(none)
13	7500	(none)
14	9000	(none)
15	10500	(none)
16	12000	(none)
17	13500	(none)
18	15000	(none)
19	16500	(none)
20	18000	(none)
21	19500	(none)
22	21000	(none)
23	22500	(none)
24	24000	(none)
25	25500	(none)
26	27000	(none)
27	28500	(none)
28	30000	(none)
29	31500	(none)
30	33000	(none)
31	34500	(none)
32	36000	(none)
33	37500	(none)
34	39000	(none)
35	40500	(none)
36	42000	(none)

Requisites: Dex 17

Alignment: LS

HD/level: & 1d6

Weapon Prof.: & 8+level/4

To Hit Table: War

Saves: 3xWiz

Reference: RDM

Groups: Lost

Complexity: CF=1

Gets Chronomancy and Myth spells. Can cast "All Rogue" spells out of either progression.

Can have Exceptional Int, Wis, or Chr bonus.

Has access to MTG(W/U/B/R/G) Schools/Spheres.

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

Level 1:,2:,etc:: +1 Specialty God pick per level, in a Barneyed God. You may pick the same Barneyed God more than once.

Level 1: Number of class slots = 10.

Level 4: You can't be targetted (unless you wish it).

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 36: 3 IISlowOppC', 1bbbD, 1 Mouth's ξ (script-X), 13 Research Points, Capital F Fold 1 being that counts as an Ultra Familiar and a Mount and an Animal Companion, Pixelate Capital P Plenty of Souls or Packages (on Plates) within sight:

Get one randomly chosen x5 ICL=13 Intermediate God0 power per round until you reach 13 powers. After the 13th round, the first power on the list is removed, and a new power is added to the end of the list (so you "cycle" between powers). You can "freeze" this process when you like your selection.

Level 504: Gain a Arcane Bubble that deals 504% of melee attackers dmg of type Splinters, for 1 segment

Neutronium Artillery1JG RDM

Level	KXP	Spells
1	0	+1 ML
2	5.8	+2 ML
3	11.6	+3 ML
4	23.2	+4 ML
5	46.4	+5 ML
6	92.8	+6 ML
7	185.6	+7 ML
8	371.2	+8 ML
9	725	+9 ML
10	1450	+10 ML
11	2175	+11 ML
12	2900	+12 ML
13	3625	+13 ML
14	4350	+14 ML
15	5075	+15 ML
16	5800	+16 ML
17	6525	+17 ML
18	7250	+18 ML
19	7975	+19 ML
20	8700	+20 ML
21	9425	+21 ML
22	10150	+22 ML
23	10875	+23 ML
24	11600	+24 ML
25	12325	+25 ML
26	13050	+26 ML
27	13775	+27 ML
28	14500	+28 ML
29	15225	+29 ML
30	15950	+30 ML
31	16675	+31 ML
32	17400	+32 ML
33	18125	+33 ML
34	18850	+34 ML
35	19575	+35 ML
36	20300	+36 ML

Requisites: Cml 14

Alignment: AS

HD/level: +++1d4

Weapon Prof.: 4+level

To Hit Table: & 3xMon

Saves: Pri

Reference: RDM

Groups: Technology

Complexity: CF=1

Gets Exceptional Int bonus.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 1: 1M: Know date, TF, LoopF.

Level 1: Any Rogue 1 ability; +10*LVL Rogue points (this may be taken multiple times)

Unholy Spawn0 RDM

Level	KXP	Spells
1	0	(none)
2	12	(none)
3	24	(none)
4	48	(none)
5	96	(none)
6	192	(none)
7	384	(none)
8	768	(none)
9	1500	(none)
10	3000	(none)
11	4500	(none)
12	6000	(none)
13	7500	(none)
14	9000	(none)
15	10500	(none)
16	12000	(none)
17	13500	(none)
18	15000	(none)
19	16500	(none)
20	18000	(none)
21	19500	(none)
22	21000	(none)
23	22500	(none)
24	24000	(none)
25	25500	(none)
26	27000	(none)
27	28500	(none)
28	30000	(none)
29	31500	(none)
30	33000	(none)
31	34500	(none)
32	36000	(none)
33	37500	(none)
34	39000	(none)
35	40500	(none)
36	42000	(none)

Requisites: Con 18

Alignment: any N

HD/level: 1d5

Weapon Prof.: 2+level/2

To Hit Table: always +0

Saves: 2xCust

Reference: RDM

Groups: AlternateUniverse

Complexity: CF=1

Shadow Heritage: Immune Shadow; Sustain Str; Hide in Shadows 75%

You have Overhit.

Level 1: Can turn lycanthropes as if they were undead (DM will assign turning values).

Level 1: +(level/2, round up) slots in Speed proficiency.

Level 1: +LVL distributed among AC, TH, or dmg.

Level 1: When an ally is/are in a lair, -12 max hp to an enemy's group (No save, CR or GR to resist). Each failed save increases the penalty by 50%

Level 1: Immune to negative energy.

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

Level 13: 3W, Spend 4 skill pt(s), NP/week: If healed, an ally also gains SEL=5

Tenser's Transformation for 6 round(s)

Level 28: 11B, NP/turn: Intercept a summoning or planar effect (No save, MR or HR to resist)

Concordant JuvenatorJG RDM

Level	KXP	Spells
1	0	(none)
2	19	(none)
3	38	(none)
4	76	(none)
5	152	(none)
6	304	(none)
7	608	(none)
8	1216	(none)
9	2375	(none)
10	4750	(none)
11	7125	(none)
12	9500	(none)
13	11875	(none)
14	14250	(none)
15	16625	(none)
16	19000	(none)
17	21375	(none)
18	23750	(none)
19	26125	(none)
20	28500	(none)
21	30875	(none)
22	33250	(none)
23	35625	(none)
24	38000	(none)
25	40375	(none)
26	42750	(none)
27	45125	(none)
28	47500	(none)
29	49875	(none)
30	52250	(none)
31	54625	(none)
32	57000	(none)
33	59375	(none)
34	61750	(none)
35	64125	(none)
36	66500	(none)

Requisites: Chr 17

Alignment: JG

HD/level: & 1d2

Weapon Prof.: & 8+level/4

To Hit Table: 3xRog

Saves: & 3xCust

Reference: RDM

Groups: Futureshifted

Complexity: CF=1

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

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

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

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: 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 9: Destruct VII. ½P: Remove a class ability or immunity from an element (affects 1 group). If used against 1 target, gets no ER.

Level 15: Every time all allies enter(s) an antimagic field, Each failed save by an enemy increases the severity of SEL=4 Dominated (Physically) (No save)

Level 22: 10H: Disrupt a sustained or concentration-based effect (BW 76+Int save to reflect)

Level 25: When all allies take(s) radiant or necrotic damage, -113 max hp to all nearby enemies (No save, XR or IR to resist)

Level 26: Your group surge(s) with +29 AC for a single action

Enchantment/Charm WuJen of the Coast1JG RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	26.4	2-- --- ---
3	52.8	22- --- ---
4	105.6	22- --- ---
5	211.2	322 --- ---
6	422.4	322 --- ---
7	844.8	332 2-- ---
8	1689.6	332 2-- ---
9	3300	433 22- ---
10	6600	433 22- ---
11	9900	443 322 ---
12	13200	443 322 ---
13	16500	544 332 2--
14	19800	544 332 2--
15	23100	554 433 22-
16	26400	554 433 22-
17	29700	655 443 322
18	33000	655 443 322
19	36300	665 544 332
20	39600	665 544 332
21	42900	766 554 433
22	46200	766 554 433
23	49500	776 655 443
24	52800	776 655 443
25	56100	877 665 544
26	59400	877 665 544
27	62700	887 766 554
28	66000	887 766 554
29	69300	988 776 655
30	72600	988 776 655
31	75900	998 877 665
32	79200	998 877 665
33	82500	A99 887 766
34	85800	A99 887 766
35	89100	AA9 988 776
36	92400	AA9 988 776

Requisites: Int 19

Alignment: AN

HD/level: & 1d5

Weapon Prof.: & 9+level/5

To Hit Table: 2xPri

Saves: 3xCTD0

Reference: RDM

Groups: Wizard

Complexity: CF=1

Specialization, Invocation/Evocation (no opposite)

Specialization, Invocation/Evocation (no opposite)

School robe (-1 SL) in Enchantment/Charm

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

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 2: 1M: Monster Summoning (CL+1)/2

Level 8: 5F, Marry the SIDEKICK'S SWEETHEART: The Sidekick in question is Pixelated.

Level 9: All other people in your group get a "256 KXP" Wizard pick, using the Master Wizard-DM rules above. (You do not get this in addition to your normal Level 9 pick). This ability cannot itself be picked.

Level 9:, 18:,etc: Has access to another School, at the same 1 SL penalty.

Level 20: Your Group gain(s) +134 AC

Level 21: Gain a Frosted Nimbus that reflects spells targeting you back to the caster for 1 minute(s)

Level 23: Every time a group steal(s) an item, All enemies within 20 feet are SEL=14 Fraggged (Spell 77+Str save to delay 1 segment)

Level 24: Support characters gain +282 to hit

Level 252: Each time all creatures enter(s) or exit(s) stealth, Dispel all effects on an enemy's group (No save, WR or NR to resist) If resisted, a random effect is reflected back at the source

Known Spells:

Disturbed - Violence Fetish (SL=N): All melee/ranged dmg in the room is multiplied x(N-1)

Disturbed - Asylum (SL=1): CF=5: Escape from an Insane Asylum, Funny Farm, or similar

Powerman 5000 - Drop the Bombshell (SL=2): You and an ally do a Dudley Death Drop (3D) (30d6 falling damage, target makes Str-30 check or unaware) to a target through a magically created table.

Opaline Sliver (SL=3): Summon a DL III Sliver, if this Sliver dies due to enemy combat, you get one SL=2 spell added to your progression for 1t.

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

Academy Ruins (SL=5): 1bM, Pay 2 SL's: Repair a item of yours destroyed this round.

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

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

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

Stairway to Heaven (SL=9): One group is sent to Seven Heavens (no save).

Golem1JG 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	921.6	(none)
9	1800	(none)
10	3600	(none)
11	5400	(none)
12	7200	(none)
13	9000	(none)
14	10800	(none)
15	12600	(none)
16	14400	(none)
17	16200	(none)
18	18000	(none)
19	19800	(none)
20	21600	(none)
21	23400	(none)
22	25200	(none)
23	27000	(none)
24	28800	(none)
25	30600	(none)
26	32400	(none)
27	34200	(none)
28	36000	(none)
29	37800	(none)
30	39600	(none)
31	41400	(none)
32	43200	(none)
33	45000	(none)
34	46800	(none)
35	48600	(none)
36	50400	(none)

Requisites: Con 16

Alignment: LN (Overwrite to all other classes)

HD/level: 1d5

Weapon Prof.: 8+level/3

To Hit Table: 2xPsi

Saves: 2xWiz

Reference: RDM

Groups: Monster

Complexity: CF=1

Gets Extra-Barbarian Con.

Gets Exceptional Con.

Gets Exceptional Con.

Gets Barbarian Con.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 1: Identify potions by sight.

Level 6: Can cast one 0th level Lich spell (or any ProtoLich spell)

Level 9: When a creature complete(s) a prayer or blessing, Weaken(s) 1 enemies: -165 to hit (PPD 46+Con save for tenth effect). Each failed save increases the penalty by 50%

Level 22: Whenever a creature is/are bloodied, Drain 99 points of Chr from an enemy's group (No save)

Level 31: 14D, Spend 3 Con: When an ally falls, your group gains SEL=6 Group No Target for 4 round(s)

Sacrificeer of ChaosJG RDM

Level	KXP	Spells
1	0	(none)
2	17.8	(none)
3	35.6	(none)
4	71.2	(none)
5	142.4	(none)
6	284.8	(none)
7	569.6	(none)
8	1139.2	(none)
9	2225	(none)
10	4450	(none)
11	6675	(none)
12	8900	(none)
13	11125	(none)
14	13350	(none)
15	15575	(none)
16	17800	(none)
17	20025	(none)
18	22250	(none)
19	24475	(none)
20	26700	(none)
21	28925	(none)
22	31150	(none)
23	33375	(none)
24	35600	(none)
25	37825	(none)
26	40050	(none)
27	42275	(none)
28	44500	(none)
29	46725	(none)
30	48950	(none)
31	51175	(none)
32	53400	(none)
33	55625	(none)
34	57850	(none)
35	60075	(none)
36	62300	(none)

Requisites: Dex 17

Alignment: LS

HD/level: & 1d4

Weapon Prof.: & 9+level/4

To Hit Table: CTD0

Saves: Wiz

Reference: RDM

Groups: Overt

Complexity: CF=1

You have 0 arms and 0 legs. Your bite attack is 1d12 dmg. You fly at (LVL+2)*3" (D).

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

You have +LVL instances of Tactical Movement (you may move to 1+LVL groups of targets with a single V action).

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

Level 1: Intermediate Str and Dex bonus.

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

Level 2: Whenever a group is/are counterspelled, Drain 9 spell slots from all enemies in 20 feet (Chr 11+Wis save to delay 1 segment)

Level 5: When a creature manifest(s) a psionic power, Applies -23 saves to an enemy's group. This ability ignores GR if target is below 50% HP

Level 9: 1bV: Spell/Psionic Interpose yourself in front of a spell or psionic power (you become the target, if it's an area, you become the center).

Level 22: Whenever an enemy sense(s) their territory is/are threatened, Drain 616% of saving throws from an enemy's group. Each failed save (No save, XR or NR to resist) doubles the % drained

Level 30: Support characters gain +113 max hp

Dragon Traveller Doctor-daemon1 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	819.2	(none)
9	1600	(none)
10	3200	(none)
11	4800	(none)
12	6400	(none)
13	8000	(none)
14	9600	(none)
15	11200	(none)
16	12800	(none)
17	14400	(none)
18	16000	(none)
19	17600	(none)
20	19200	(none)
21	20800	(none)
22	22400	(none)
23	24000	(none)
24	25600	(none)
25	27200	(none)
26	28800	(none)
27	30400	(none)
28	32000	(none)
29	33600	(none)
30	35200	(none)
31	36800	(none)
32	38400	(none)
33	40000	(none)
34	41600	(none)
35	43200	(none)
36	44800	(none)

Requisites: Int 17

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

HD/level: 1d2

Weapon Prof.: 7+level/3

To Hit Table: 2xCust

Saves: & 3xFtr0

Reference: RDM

Groups: Planar

Complexity: CF=1

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

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

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

Level 1: Blasting: x2 effect with Invocation spells and effects (this becomes x3 total when material componenting).

Level 1: Immune to Blindness

Level 1: +LVL to your Priest CL (in your other Priest classes)

Level 3: Unholy Adaptation: Immune Unholy. (You can pick Holy or Eldritch instead if you prefer.)

Level 9: Pick one Charanodaemon5 Level 9 ability or less (letters A-O).

Level 11: Gain a Gravitic Web that deflects ranged attacks unless the attacker passes (Dex or Con 29+Con save for tenth effect), permanently

Level 16: Your group gain(s) +27 ranged dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Violet Death Owl5 RDM

Level	KXP	Psionics		
		mMG	SUV	
1	0	2--	---	Requisites: Wis 19, Race slots 1
2	21	2--	---	Alignment: AS
3	42	22-	---	HD/level: & 1d3
4	84	32-	---	Weapon Prof.: & 5+level/5
5	168	32-	---	To Hit Table: Wiz
6	336	32-	---	Saves: Mon
7	672	33-	---	Reference: RDM
8	1344	432	---	Groups: Archetype
9	2625	432	---	Complexity: CF=1
10	5250	432	---	Race Adjustments:
11	7875	442	---	Str +0, Dex +0, Con +0, Int +0, Wis +6, Chr +0, Cml +0, AT -8, hp 22, TH 3, Div ÷1
12	10500	543	---	Considered a "Cat" race.
13	13125	543	---	Considered an "Owl" race.
14	15750	543	---	Turn Undead as a Priest of same level.
15	18375	553	2--	Gets Exceptional Str, Dex, Con, and Int.
16	21000	654	2--	Hold Plane.
17	23625	654	2--	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
18	26250	654	2--	Level 1;2;etc.: (every level): +1 proficiency of any type.
19	28875	664	3--	Level 1: May shatter a magical, psionic, or innate effect that is currently running. It requires 10 dmg per spell level of the effect to shatter it. This doesn't require a Holy Avenger.
20	31500	765	3--	Level 1: 1V, may borrow from the future: May parry up to LVL attacks this segment.
21	34125	765	3--	Use your total attack bonus with the weapon (or you can use your bare hands, in case add Str+Dex+2 as usual), this is the amount of damage is reduced from the attack.
22	36750	765	3--	You may parry each attack only once.
23	39375	775	4--	Level 4: 1G, NP/day: Silence a target mid-cast, preventing the ability (No save, HR or GR to resist)
24	42000	876	42-	Level 9: Mental link with your Leeches and Eels.
25	44625	876	42-	Level 14: Immune to major psionic powers
26	47250	876	42-	Level 16: Each time a group sense(s) their territory is/are threatened, Dispel all effects on an enemy's group (Terror 83+Wis save to negate) If resisted, a random effect is reflected back at the source
27	49875	886	52-	Level 18: If your Wis is at least 40, you may parry each attack three times (reducing damage by thrice your attack bonus).
28	52500	987	53-	Level 31: Gain a Spectral Wrap that reflects spells targeting you back to the caster for 5 round(s)
29	55125	987	53-	Known Powers
30	57750	997	63-	Jamey Johnson - In Color (SL=N): Metallic, Chromatic, or Prismatic effect to one target by N colors. See Color Mage for details
31	60375	A98	64-	Rachmaninov - The Isle of the Dead (SL=N): One target is Xvim-ed N levels deep
32	63000	A98	64-	Gaea's Might (SL=2): Target gains +N AC/saves/TH/dmg; N is number of groups of classes you have
33	65625	AA8	742	1 (SL=2): 1M: A group gets +LVL V actions (no save)
34	68250	BA9	752	Force Electricity (SL=5): 4^CL force lightning dmg. May divide by 10,000 to make into untyped.
35	70875			Pentation (SL=5): Your next spell has +6 targets.
36	73500			Biorhythm (SL=8): Each person in a group's current hp = (Number of summons)*10
				Disturbed - Living After Midnight (SL=8): Can only be cast 1/d. You get access to a Magic item store for 1 rd. You have +1 tac move and green Dancing Lights as spell.
				After the run, then your SEL=8 Gone
				Living Dungeon Spell (SL=11): Duplicate an X4 super or less.
				Force Throw (SL=11): Knockback CCL/2 miles.

Infinite MutantMTG RDM

Level	KXP	Spells
1	0	+1 ML
2	19.4	+2 ML
3	38.8	+3 ML
4	77.6	+4 ML
5	155.2	+5 ML
6	310.4	+6 ML
7	620.8	+7 ML
8	1241.6	+8 ML
9	2425	+9 ML
10	4850	+10 ML
11	7275	+11 ML
12	9700	+12 ML
13	12125	+13 ML
14	14550	+14 ML
15	16975	+15 ML
16	19400	+16 ML
17	21825	+17 ML
18	24250	+18 ML
19	26675	+19 ML
20	29100	+20 ML
21	31525	+21 ML
22	33950	+22 ML
23	36375	+23 ML
24	38800	+24 ML
25	41225	+25 ML
26	43650	+26 ML
27	46075	+27 ML
28	48500	+28 ML
29	50925	+29 ML
30	53350	+30 ML
31	55775	+31 ML
32	58200	+32 ML
33	60625	+33 ML
34	63050	+34 ML
35	65475	+35 ML
36	67900	+36 ML

Requisites: Wis 15

Alignment: T any

HD/level: 1d6

Weapon Prof.: 1+level/3

To Hit Table: & Wiz

Saves: 2xM-U0

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

Attacking is ½P action.

Has "never enough" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's.

Level 1: +1 Crit range with a size L+ weapon and +level/2 fighter feats.

Level 19: 10E, Spend 1 familiar(s): An ally's group gain(s) SEL=5 Mega Barbarian

Stat for 7 round(s)

Level 29: 5W, Spend 1 Con, NP/week: A random ally gets SEL=1 Sanctuary for 1 minute(s)

Level 29: 5W, Spend 1 Con, NP/week: A random ally gets SEL=1 Sanctuary for 1 minute(s)

Frank3 RDM

Level	KXP	Psionics		
		mMG	SUV	
1	0	2--	---	Requisites: Cml 18, Race slots 1
2	16.8	2--	---	Alignment: any N
3	33.6	22-	---	HD/level: 1d6
4	67.2	32-	---	Weapon Prof.: 9+level/2
5	134.4	32-	---	To Hit Table: 3xPri
6	268.8	32-	---	Saves: 2xWiz
7	537.6	33-	---	Reference: RDM
8	1075.2	432	---	Groups: Archetype
9	2100	432	---	Complexity: CF=1
10	4200	432	---	Race Adjustments:
11	6300	442	---	Str +0, Dex +0, Con +0, Int +0, Wis +0, Chr +0, Cml
12	8400	543	---	+4, AT -7, hp 16, TH 7, Div ÷1
13	10500	543	---	Gets 70 Rogue points per level.
14	12600	543	---	Gets Exceptional Str, Dex, Con, and Int.
15	14700	553	2--	You have +1 Feat.
16	16800	654	2--	Level 1: Pink Bow: 0, 1/t: Alter the breath weapon you breathe to an element of the same E or less, until you use this ability again. You are immune to that element, until you use this ability again.
17	18900	654	2--	Level 1: Your Wall spell effects have xLVL area. 1M: Duplicate (make another) Wall effect.
18	21000	654	2--	Level 3: Free Action cont.
19	23100	664	3--	Level 5: Your Enchantment, Charm, and Love based abilities and spells can work upon those typically immune to such effects, at half effect.
20	25200	765	3--	Level 10: Manaborn Expansion: Whenever all enemies cast(s) a spell, Drain 265 saving throws from up to 1 enemies (No save)
21	27300	765	3--	Level 28: Your Group gain(s) +6 ranged dmg
22	29400	765	3--	Level 30: 8M: Counter an action, but suffer x2 effect on failure (PP 21+Dex to nullify, IR or CR to resist)
23	31500	775	4--	Known Powers
24	33600	876	42-	Kanye West - Gold Digger (SL=N): Spend 1000*N gp: Summon a DL=N+2 human female
25	35700	876	42-	Killswitch Engage - The End of Heartache (SL=N): Summon a DL=N being unique to your character of opposite gender
26	37800	876	42-	Crystalline Sliver (SL=2): Summon a DL II Sliver, it can't be targetted.
27	39900	886	52-	Abeyance (SL=2): Target cannot use M actions this segment (Will save)
28	42000	987	53-	Shut the Door(SL=5): 1bM: Target rolls all TH or saves as 2 die types smaller (no save).
29	44100	987	53-	Righteous Might (Transmutation, SL=5): +1 size category, DR 10/evil or good.
30	46200	987	53-	Disturbed - Crucified (SL=8): SEL=9 Pawn a target (no save). You are SEL=7
31	48300	997	63-	Crucified. This doesn't drop the Pawn
32	50400	A98	64-	Killswitch Engage - The Arms of Sorrow (SL=8): As Imprisonment plus SEL=2
33	52500	A98	64-	Blindness and sharpness all arms
34	54600	A98	64-	Psi∞ Supers (SL=11): Disjunct (one item/effect is disjuncted)
35	56700	AA8	742	Living Dungeon Spell (SL=11): +up to CCL levels of exceptional Con.
36	58800	BA9	752	

Small Game Barbarian4 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	18.8	+2 lim ML
3	37.6	+3 lim ML
4	75.2	+4 lim ML
5	150.4	+5 lim ML
6	300.8	+6 lim ML
7	601.6	+7 lim ML
8	1203.2	+8 lim ML
9	2350	+9 lim ML
10	4700	+10 lim ML
11	7050	+11 lim ML
12	9400	+12 lim ML
13	11750	+13 lim ML
14	14100	+14 lim ML
15	16450	+15 lim ML
16	18800	+16 lim ML
17	21150	+17 lim ML
18	23500	+18 lim ML
19	25850	+19 lim ML
20	28200	+20 lim ML
21	30550	+21 lim ML
22	32900	+22 lim ML
23	35250	+23 lim ML
24	37600	+24 lim ML
25	39950	+25 lim ML
26	42300	+26 lim ML
27	44650	+27 lim ML
28	47000	+28 lim ML
29	49350	+29 lim ML
30	51700	+30 lim ML
31	54050	+31 lim ML
32	56400	+32 lim ML
33	58750	+33 lim ML
34	61100	+34 lim ML
35	63450	+35 lim ML
36	65800	+36 lim ML

Requisites: Str 17

Alignment: LS

HD/level: & 1d2

Weapon Prof.: & 8+level

To Hit Table: 3xCust

Saves: 2xPsi

Reference: RDM

Groups: Warrior

Complexity: CF=1

Can weapon specialize using 2*LVL on the Barbarian column.

Exceptional Str, Dex, and Con.

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

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

Level 1: +1 bracket lower on the weapon specialization table.

Level 2: No range penalties; Can shoot bows in your group without penalty

Level 11: Every time all enemies succeed(s) on a Dexterity saving throw, An enemy is afflicted with both Capital D Dried Out and Combined (No save, PR or XR to resist)

Level 21: 4S, Spend 1 Int, ML/hour: If healed, your group also gains SEL=2 Full

Cover for 7 round(s)

Level 22: Immune to Inner Elements

Level 27: Maximum age doubles (the fighter may be lowered 1-2 age categories).

Level 29: When all creatures is/are affected by wild magic, an enemy's group suffers -290 hp unless protected by GR

The Last Divine Avatar of the Ultra Blue 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	896	332 2-- ---
9	1750	433 22- ---
10	3500	433 22- ---
11	5250	443 322 ---
12	7000	443 322 ---
13	8750	544 332 2--
14	10500	544 332 2--
15	12250	554 433 22-
16	14000	554 433 22-
17	15750	655 443 322
18	17500	655 443 322
19	19250	665 544 332
20	21000	665 544 332
21	22750	766 554 433
22	24500	766 554 433
23	26250	776 655 443
24	28000	776 655 443
25	29750	877 665 544
26	31500	877 665 544
27	33250	887 766 554
28	35000	887 766 554
29	36750	988 776 655
30	38500	988 776 655
31	40250	998 877 665
32	42000	998 877 665
33	43750	A99 887 766
34	45500	A99 887 766
35	47250	AA9 988 776
36	49000	AA9 988 776

Requisites: Chr 17

Alignment: L any

HD/level: 1d5

Weapon Prof.: 1+level/2

To Hit Table: & 2xPsi

Saves: Cust

Reference: RDM

Groups: Demigod

Complexity: CF=1

You defend as a x3 multiplier being.

Free Dead Timeline racial adjective.

Level 1: 1F, LVL/d: Your god does 1G action into this combat. This is treated as a random SL=11+LVL/7 effect from the [X] section. Roll 1d10 for type of power: 1=Str, 2=Dex, 3=Con, 4=Int, 5-7=Wis, 8=Chr, 9-10=One of the requirements for this god's GGL pick at random. You may see what the effect is before you target the effect.

Level 1: When all creatures a blasphemous act is/are committed, -14 dmg to all nearby enemies (RSW 10+Int to delay 1 segment, XR or TechR to resist)

Level 3: Immune Annihilation and Creation.

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

Level 8: Iron Technique: Each time you use(s) a disguise or false identity, Remove all beneficial effects from your group (No save, IR to resist)

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

Level 9: Gain a Mind Wreath that reflects spells targeting you back to the caster for 3 round(s)

Level 22: An ally's group gains +23LA action(s) for 4 round(s)

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.

Come Talk to Me (SL=1): Blindness/Deafness melee shield.

Disturbed - Sacred Lie (SL=2): As you cast this spell, sacrifice any number of subordinates. Wishoid for an Illusion spell of SL=the number of sacrificed subordinates (max=CL)

Pink Floyd - Time (SL=3): Get 1r worth of actions per 1s; only for cure spells, protection & divination {self only}

Blinding Beauty (SL=4): 1S: Blind target (fort save).

Olivia Rodrigo - Happier (SL=5): Your alignment is NE. Trade the contents of a subordinate slot with another target's slot of equal or greater DL (save)

Desert Twister (SL=6): Destroy something (PP save, like a Disintegrate spell)

Sheoldred, Whispering One (SL=7): Summon a Unique DL VII Praetor with "On your turn, revive one of your dead subordinates" and "On the monsters slay a monster in your group (no save, +1slot).

Smiley Face Cloud (SL=8): Fort save or Otto's Irresistible Dance as spell.

Palace Fields (SL=9): You don't lose initiative, can't be surprised; Can have +5 spirits in a summon slot.

Worshipper of the Ultra Chromatic4 RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	20.4	2-- --- ---
3	40.8	22- --- ---
4	81.6	22- --- ---
5	163.2	322 --- ---
6	326.4	322 --- ---
7	652.8	332 2-- ---
8	1305.6	332 2-- ---
9	2550	433 22- ---
10	5100	433 22- ---
11	7650	443 322 ---
12	10200	443 322 ---
13	12750	544 332 2--
14	15300	544 332 2--
15	17850	554 433 22-
16	20400	554 433 22-
17	22950	655 443 322
18	25500	655 443 322
19	28050	665 544 332
20	30600	665 544 332
21	33150	766 554 433
22	35700	766 554 433
23	38250	776 655 443
24	40800	776 655 443
25	43350	877 665 544
26	45900	877 665 544
27	48450	887 766 554
28	51000	887 766 554
29	53550	988 776 655
30	56100	988 776 655
31	58650	998 877 665
32	61200	998 877 665
33	63750	A99 887 766
34	66300	A99 887 766
35	68850	AA9 988 776
36	71400	AA9 988 776

Requisites: Wis 17

Alignment: LG

HD/level: 1d3

Weapon Prof.: 1+level

To Hit Table: 3xCust

Saves: 3xCTD0

Reference: RDM

Groups: Demigod

Complexity: CF=1

Gets Ancillary Barbarian Str [bonus=(Str-24)*9/2], Mega Barbarian Dex

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

Gets Wis and Chr bonus to spells.

Gets 1H action per round. Treat 1H as 1F, except what you do is at x4 effect (sort of like "material componenting"), and is considered x4 multiplier. This affects (amongst other things) your movement rate (if moving), CL, CCL, and save DC's.

Alternatively, you can convert 1H to 1X.

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

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: You may pass through barriers in the Plane of Mirrors, if it is from your home Multiverse.

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

Level 16: Each time an ally a divine entity is/are invoked, Attempt to dispel all effects on an enemy (No save, RR to resist) If resisted, target takes 66 Shards damage

Level 19: 10E, Spend 1 skill pt(s): When an ally takes damage, they gain SEL=12

Really Object for 1 segment(s)

Level 19: Gain a volatile Chaos Ward that explodes with Rust damage when struck, dealing 45% back to the attacker

Level 24: 11X, NP/lifetime: Intercept a summoning or planar effect (No save)

Known Spells:

Summon Angband Monster N (SL=N): Summons an Angband Monster of DL N.

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

Shatter (SL=2): Destroy or turn off one magic item for CL turns (no save) (if turned off, you can drop the turned off effect).

Dust Bowl (SL=3): 1bP, pay 3 SL's and sacrifice a terrain feature: Dispel a terrain feature.

Grand Daddy I.U. - This Is a Recording (SL=4): As Withdraw spell plus SEL=3 Slow one group

Conjuration Cloud (SL=5): Summon DL V Cloud/Radiance Elemental.

Progenitor Mimic (SL=6): Progenitor Mimic (SL=6): Copy a creature and it has "On your turn, summon another copy of this creature without this ability". You may have CL copies this way in a slot.

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

Old Stone (SL=8): +35 AC and saves.

Back at the Funny Farm (SL=9): Between to the Funny Farm. Can cast as a Z action.

Artilleryophile RDM

Level	KXP	Spells
1	0	+1 lim ML
2	12.2	+2 lim ML
3	24.4	+3 lim ML
4	48.8	+4 lim ML
5	97.6	+5 lim ML
6	195.2	+6 lim ML
7	390.4	+7 lim ML
8	780.8	+8 lim ML
9	1525	+9 lim ML
10	3050	+10 lim ML
11	4575	+11 lim ML
12	6100	+12 lim ML
13	7625	+13 lim ML
14	9150	+14 lim ML
15	10675	+15 lim ML
16	12200	+16 lim ML
17	13725	+17 lim ML
18	15250	+18 lim ML
19	16775	+19 lim ML
20	18300	+20 lim ML
21	19825	+21 lim ML
22	21350	+22 lim ML
23	22875	+23 lim ML
24	24400	+24 lim ML
25	25925	+25 lim ML
26	27450	+26 lim ML
27	28975	+27 lim ML
28	30500	+28 lim ML
29	32025	+29 lim ML
30	33550	+30 lim ML
31	35075	+31 lim ML
32	36600	+32 lim ML
33	38125	+33 lim ML
34	39650	+34 lim ML
35	41175	+35 lim ML
36	42700	+36 lim ML

Requisites: Dex 16

Alignment: NW

HD/level: ++1d2

Weapon Prof.: 10+level/4

To Hit Table: 3xFtr0

Saves: 2xFtr0

Reference: RDM

Groups: Technology

Complexity: CF=1

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

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

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

Level 9: Ignore MR with your Rogue spells

Level 17: Gain a Empathic Halo that heals you for 39% of damage you deal while active, for CL minutes

Level 27: Gain a Twilight Cocoon that delays up to 216 dmg/hit for 8 round(s). (No save)

The Fifth Heather4 RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	23.2	2-- --- ---
3	46.4	22- --- ---
4	92.8	22- --- ---
5	185.6	322 --- ---
6	371.2	322 --- ---
7	742.4	332 2-- ---
8	1484.8	332 2-- ---
9	2900	433 22- ---
10	5800	433 22- ---
11	8700	443 322 ---
12	11600	443 322 ---
13	14500	544 332 2--
14	17400	544 332 2--
15	20300	554 433 22-
16	23200	554 433 22-
17	26100	655 443 322
18	29000	655 443 322
19	31900	665 544 332
20	34800	665 544 332
21	37700	766 554 433
22	40600	766 554 433
23	43500	776 655 443
24	46400	776 655 443
25	49300	877 665 544
26	52200	877 665 544
27	55100	887 766 554
28	58000	887 766 554
29	60900	988 776 655
30	63800	988 776 655
31	66700	998 877 665
32	69600	998 877 665
33	72500	A99 887 766
34	75400	A99 887 766
35	78300	AA9 988 776
36	81200	AA9 988 776

Requisites: Cml 19, Race slots 1

Alignment: any N

HD/level: & 1d6

Weapon Prof.: & 8+level/4

To Hit Table: War

Saves: & 2xCTD0

Reference: RDM

Groups: Archetype

Complexity: CF=1

Race Adjustments:

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

+7, AT -7, hp 16, TH 3, Div ÷1

PSPs = (level)*(Str/6+Dex/5+Con/4+Int/3+Wis/2+Chr)

Gets Wisdom bonus for Druid spells. Grand in Animal, Healing, Plant, Travellers.

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

You have a "Halo" which is treated as a body part.

+1 S action only usable in segment 5.

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

Level 1: If you kill someone by energy draining them, you can raise him as a

Wraith0/7 with their previous stats. He becomes available next segment. You have

LVL-1 "Revive" slots, each one can hold one Wraith0/7. You still have your regular

Summon slot in addition, which can be used as an additional Revive slot if desired.

You get the raise even if you used a energy drain source other than the Wraith0/7

ability (you cast an Energy Drain spell, for example). You can dismiss a Revive with

a 0 action. If you raise a Wraith0/7 and don't have a Revive slot available, they

become free-roaming undead, but they cannot harm you (as you are his master).

Level 3: Gain a Mycelial Fold that forces attackers to succeed on (Wis 27+Chr save to counter) or deal half damage for 1 segment

Level 3: Gain a Reflective Cloak that reduces all forced movement by half unless resisted with (Fortitude or BW 23+Con save for quarter effect), indefinitely

Level 4: 1M: Plant Door; 1F: Transport via Plants

Level 8: Sharp-fanged Hook: 3X, 3/lifetime: Counter a spell as it is cast (RSW or PP 23+Chr save for tenth effect to resist)

Level 18: 2attack(s): Disrupt a sustained or concentration-based effect (No save)

Level 18: Resist Nether

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

Level 30: Whenever you succeed(s) on a Wisdom saving throw, Drain 60 saving throws and inflict a penalty for 1 rounds (Will or Dex 133+Dex save to reflect)

Known Spells:

Live-Action Puppet (SL=N): Summon CL DL=N Animated Hand Puppets.

Authority of the Consuls (SL=1): While this is running, creatures summoned enter Spent for 1s and whenever a creature is summoned, cure 10hp.

Powerman 5000 - Drop the Bombshell (SL=2): You and an ally do a Dudley Death

Drop (3D) (30d6 falling damage, target makes Str-30 check or unaware) to a target through a magically created table.

Brass Gnat 3-3 (SL=3): 1bV+1bP or 1bT+1bP: Get a full P action of attacks against someone you are getting a parting shot against (or) Get a parting shot against someone who is immune to parting shots, or who is blinking away / leaving the group instantaneously. This cannot be picked more than once.

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

Swirling Cloud (SL=5): CL^3 dmg and Will save or Confusion.

Disturbed - Open Your Eyes (SL=6): You and your allys have True Sight

Brilliant Ultimatum (SL=7): You can cast 1d6 spells of SL=1d7 next segment as 1M

Random Luckierizer 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	396.8	(none)
9	775	(none)
10	1550	(none)
11	2325	(none)
12	3100	(none)
13	3875	(none)
14	4650	(none)
15	5425	(none)
16	6200	(none)
17	6975	(none)
18	7750	(none)
19	8525	(none)
20	9300	(none)
21	10075	(none)
22	10850	(none)
23	11625	(none)
24	12400	(none)
25	13175	(none)
26	13950	(none)
27	14725	(none)
28	15500	(none)
29	16275	(none)
30	17050	(none)
31	17825	(none)
32	18600	(none)
33	19375	(none)
34	20150	(none)
35	20925	(none)
36	21700	(none)

Requisites: Wis 14
Alignment: LN
HD/level: 1d6
Weapon Prof.: 9+level
To Hit Table: 2xMon
Saves: Rog
Reference: RDM
Groups: Random
Complexity: CF=1

You may cast either Wizard or Priest spells from your memorization.
 Gets "All Rogue" and "All Wizard" abilities.
 Gets a(n) R action per segment.
 Level 4: 1G, ML/day: Counter an action, but suffer x2 effect on failure (No save, PR to resist)

MSKGO (Meat Sword+Sage+Kabbalist1JG+Generic Rogue+O

Level	KXP	Spells
1	0	+1 lim ML
2	4.8	+2 lim ML
3	9.6	+3 lim ML
4	19.2	+4 lim ML
5	38.4	+5 lim ML
6	76.8	+6 lim ML
7	153.6	+7 lim ML
8	307.2	+8 lim ML
9	600	+9 lim ML
10	1200	+10 lim ML
11	1800	+11 lim ML
12	2400	+12 lim ML
13	3000	+13 lim ML
14	3600	+14 lim ML
15	4200	+15 lim ML
16	4800	+16 lim ML
17	5400	+17 lim ML
18	6000	+18 lim ML
19	6600	+19 lim ML
20	7200	+20 lim ML
21	7800	+21 lim ML
22	8400	+22 lim ML
23	9000	+23 lim ML
24	9600	+24 lim ML
25	10200	+25 lim ML
26	10800	+26 lim ML
27	11400	+27 lim ML
28	12000	+28 lim ML
29	12600	+29 lim ML
30	13200	+30 lim ML
31	13800	+31 lim ML
32	14400	+32 lim ML
33	15000	+33 lim ML
34	15600	+34 lim ML
35	16200	+35 lim ML
36	16800	+36 lim ML

Requisites: Int 14

Alignment: NS

HD/level: 1d3

Weapon Prof.: 2+level/5

To Hit Table: 3xWar

Saves: 2xPsi

Reference: RDM

Groups: Custom

Complexity: CF=1

Can weapon specialize using the Warrior line. If you pick this twice, use the Barbarian line instead. If you pick this three times, use Swashbuckler number of attacks = (LVL+2)/2 with one weapon.

Level 1: #Attacks = level if creatures being fought are less than LVL HD

Orange Turd on the Land Slayer 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	755.2	(none)
9	1475	(none)
10	2950	(none)
11	4425	(none)
12	5900	(none)
13	7375	(none)
14	8850	(none)
15	10325	(none)
16	11800	(none)
17	13275	(none)
18	14750	(none)
19	16225	(none)
20	17700	(none)
21	19175	(none)
22	20650	(none)
23	22125	(none)
24	23600	(none)
25	25075	(none)
26	26550	(none)
27	28025	(none)
28	29500	(none)
29	30975	(none)
30	32450	(none)
31	33925	(none)
32	35400	(none)
33	36875	(none)
34	38350	(none)
35	39825	(none)
36	41300	(none)

Requisites: Con 17

Alignment: AW

HD/level: 1d2

Weapon Prof.: 7+level/5

To Hit Table: 3xWiz

Saves: M-U0

Reference: RDM

Groups: Joke

Complexity: CF=1

Exceptional Str and Con.

Exceptional Str and Con.

Immune Acid.

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

You can't have a mount.

Level 1: Footballs (thrown; Size S; 1d4/1d3; 20/x2; attack as Dart)

Level 1: Footballs (thrown; Size S; 1d4/1d3; 20/x2; attack as Dart)

Level 1: Can choose results from Wand of Wonder

Level 1: Footballs (thrown; Size S; 1d4/1d3; 20/x2; attack as Dart)

Level 1: Can choose results from Wand of Wonder

Level 1: CR 60+LVL*5%.

Level 8: 1M: Friends

Level 31: Gain a Gravitic Shroud that reflects spells targeting you back to the caster for 5 round(s)

Black Improved Girl in the World1JG RDM

Level	KXP	Spells
1	0	+1 ML
2	10.4	+2 ML
3	20.8	+3 ML
4	41.6	+4 ML
5	83.2	+5 ML
6	166.4	+6 ML
7	332.8	+7 ML
8	665.6	+8 ML
9	1300	+9 ML
10	2600	+10 ML
11	3900	+11 ML
12	5200	+12 ML
13	6500	+13 ML
14	7800	+14 ML
15	9100	+15 ML
16	10400	+16 ML
17	11700	+17 ML
18	13000	+18 ML
19	14300	+19 ML
20	15600	+20 ML
21	16900	+21 ML
22	18200	+22 ML
23	19500	+23 ML
24	20800	+24 ML
25	22100	+25 ML
26	23400	+26 ML
27	24700	+27 ML
28	26000	+28 ML
29	27300	+29 ML
30	28600	+30 ML
31	29900	+31 ML
32	31200	+32 ML
33	32500	+33 ML
34	33800	+34 ML
35	35100	+35 ML
36	36400	+36 ML

Requisites: Int 29

Alignment: non-L

HD/level: 1d3

Weapon Prof.: 7+level/5

To Hit Table: 3xWiz

Saves: Mon

Reference: RDM

Groups: Maxi

Complexity: CF=1

+LVL*LVL Eels to the Eel pool.

+2*LVL Str

Number of Attacks (all weapons) +LVL/4

+LVL Weapon Proficiencies

Specialization, MTG Black School

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 3: Nonmagical items (all types) are one-third cost for you

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: True Point Blank as per Arch-Archer

Level 27: Every time a creature become(s) invisible, All enemies within 20 feet are

SEL=7 **Cursed** (Ancient Foul Cursed) (PP 28+Chr save to delay 1 segment)

Animal Un LordMTG RDM

Level	KXP	Spells
1	0	(none)
2	20	(none)
3	40	(none)
4	80	(none)
5	160	(none)
6	320	(none)
7	640	(none)
8	1280	(none)
9	2500	(none)
10	5000	(none)
11	7500	(none)
12	10000	(none)
13	12500	(none)
14	15000	(none)
15	17500	(none)
16	20000	(none)
17	22500	(none)
18	25000	(none)
19	27500	(none)
20	30000	(none)
21	32500	(none)
22	35000	(none)
23	37500	(none)
24	40000	(none)
25	42500	(none)
26	45000	(none)
27	47500	(none)
28	50000	(none)
29	52500	(none)
30	55000	(none)
31	57500	(none)
32	60000	(none)
33	62500	(none)
34	65000	(none)
35	67500	(none)
36	70000	(none)

Requisites: Int 16

Alignment: non-S

HD/level: 1d4

Weapon Prof.: 1+level/4

To Hit Table: 3xWiz

Saves: 2xPri

Reference: RDM

Groups: Lost

Complexity: CF=1

Has access to MTG(W/U/B/R/G) Schools/Spheres.

Specialization, Animal sphere

Level 1: Turn Undead and Turn Cthulhoid Horrors.

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 9: Noetic Anchor: When all enemies take(s) psychic damage, Lingering effect: -203 to saves on your group, stacking each round they remain affected. NR reduces the buildup

Level 20: 9G, 3/day: Counter a spell as it is cast (No save, HR to resist to resist)

Level 24: Sharp-fanged Hook: An ally surge(s) with +23 AC for a single action

Level 28: 9B, 3/turn: Reflect a hostile ability back to its source (Chr 169+Con to delay 1 segment, GR or IR to resist or to avoid reflection)

High SL SummonerurgistMTG RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	Requisites: Int 17 Alignment: J any HD/level: 1d6 Weapon Prof.: 4+level/3 To Hit Table: 3xMon Saves: 2xFtr0 Reference: RDM Groups: Wizard Complexity: CF=1
2	12	2--	---	---	
3	24	22-	---	---	
4	48	22-	---	---	
5	96	322	---	---	
6	192	322	---	---	
7	384	332	2--	---	
8	768	332	2--	---	
9	1500	433	22-	---	
10	3000	433	22-	---	Can cast spells from Priest Chaos and Priest Astral Spheres
11	4500	443	322	---	Specialized in Necromancy; pick an opposite.
12	6000	443	322	---	Gets Con or Wis bonus to spells (your choice).
13	7500	544	332	2--	Level 1: Free Martial Arts style, +1 maneuver per level.
14	9000	544	332	2--	Level 3: Specialization in Enchantment gained.
15	10500	554	433	22-	Level 3: Barbarian Con bonus.
16	12000	554	433	22-	Level 8: +1 language slot
17	13500	655	443	322	Level 9: Can create any non-artifact magic item in 1/(level-8) the normal time.
18	15000	655	443	322	Level 9: 1M, 1/t: Mental Fury: Cast 1 instance of each spell you have all at the same time.
19	16500	665	544	332	Level 12: Each level, roll an INT*2% check with no modifiers. If you make it, your familiar (if any) has it's familiar abilities of all levels (i.e. you get Level 18 and 27 abilities now).
20	18000	665	544	332	Level 28: An ally's group gain(s) +24 hp each turn for 1 day, stacking until the effect ends
21	19500	766	554	433	Known Spells:
22	21000	766	554	433	[Status Name] Shield (SL=SEL): Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.
23	22500	776	655	443	Five Finger Death Punch - The Pride (SL=1): Fear aura and DR=Str bonus if you are C aligned and not at max hp
24	24000	776	655	443	*Curse* Shield (SL=2): Damaging shield (--1 to all die rolls per hit) of type *Curse*.
25	25500	877	665	544	You Resist *Curse* while running this.
26	27000	877	665	544	The Dunwich Horror (SL=3): Target mutated and gains the kleptomaniac compulsion (RR to resist).
27	28500	887	766	554	Adele - Hello (SL=4): More than Enough P actions, 1/reset: Sending to a being from The Stage.
28	30000	887	766	554	Ludwig van Beethoven - Moonlight Sonata (SL=5): You get a free lycanthropy racial adjective of divisor = 0.1*CL
29	31500	988	776	655	Five Finger Death Punch - I Refuse (SL=6): 1bM: You go to SEL=1 Sleep and are SEL=8 Gone for this segment
30	33000	988	776	655	Grand Entrance (SL=7): TWE+Rolled out red carpet, trumpeters, and fanfare.
31	34500	998	877	665	Force of Nature V (SL=8): Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90
32	36000	998	877	665	Ultraplano Boon (SL=9): Area effect: +25 distributed among random ability scores
33	37500	A99	887	766	
34	39000	A99	887	766	
35	40500	AA9	988	776	
36	42000	AA9	988	776	

Haphazard Tougherizer1 RDM

Level	KXP	Spells
1	0	(none)
2	9.4	(none)
3	18.8	(none)
4	37.6	(none)
5	75.2	(none)
6	150.4	(none)
7	300.8	(none)
8	601.6	(none)
9	1175	(none)
10	2350	(none)
11	3525	(none)
12	4700	(none)
13	5875	(none)
14	7050	(none)
15	8225	(none)
16	9400	(none)
17	10575	(none)
18	11750	(none)
19	12925	(none)
20	14100	(none)
21	15275	(none)
22	16450	(none)
23	17625	(none)
24	18800	(none)
25	19975	(none)
26	21150	(none)
27	22325	(none)
28	23500	(none)
29	24675	(none)
30	25850	(none)
31	27025	(none)
32	28200	(none)
33	29375	(none)
34	30550	(none)
35	31725	(none)
36	32900	(none)

Requisites: Cml 15

Alignment: non-J

HD/level: & 1d6

Weapon Prof.: & 8+level/4

To Hit Table: & 2xMon

Saves: Cust

Reference: RDM

Groups: Random

Complexity: CF=1

Gets a(n) B action per reset.

Gets Barbarian Str, Dex, or Con.

Gets 10 Rogue points per level. Gets 1 rogue pick(s) per level.

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

Level 10: Pick an action type. You are immune to actions of that type being locked down.

Level 24: 7X, ML/lifetime: Reflect a hostile ability back to its source (PPD 68+Wis save to negate or to avoid reflection)

Arch- Finisher from Beyond4 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	486.4	(none)
9	950	(none)
10	1900	(none)
11	2850	(none)
12	3800	(none)
13	4750	(none)
14	5700	(none)
15	6650	(none)
16	7600	(none)
17	8550	(none)
18	9500	(none)
19	10450	(none)
20	11400	(none)
21	12350	(none)
22	13300	(none)
23	14250	(none)
24	15200	(none)
25	16150	(none)
26	17100	(none)
27	18050	(none)
28	19000	(none)
29	19950	(none)
30	20900	(none)
31	21850	(none)
32	22800	(none)
33	23750	(none)
34	24700	(none)
35	25650	(none)
36	26600	(none)

Requisites: Dex 15

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

HD/level: ++1d4

Weapon Prof.: 10+level

To Hit Table: 3xPsi

Saves: War

Reference: RDM

Groups: Futureshifted

Complexity: CF=1

Rolls 1d30-10 for proficiency checks.

Rolls 1d30 to hit and for saves. Automatically hits (succeeds) on a natural 29-30.

Automatically misses on a 1.

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

Rolls 1d30-10 for proficiency checks.

Free Arch class adjective.

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

Level 1: Rolls 1d100-40 for ability score, proficiency and skill checks.

Freeman on the Land 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	460.8	(none)
9	900	(none)
10	1800	(none)
11	2700	(none)
12	3600	(none)
13	4500	(none)
14	5400	(none)
15	6300	(none)
16	7200	(none)
17	8100	(none)
18	9000	(none)
19	9900	(none)
20	10800	(none)
21	11700	(none)
22	12600	(none)
23	13500	(none)
24	14400	(none)
25	15300	(none)
26	16200	(none)
27	17100	(none)
28	18000	(none)
29	18900	(none)
30	19800	(none)
31	20700	(none)
32	21600	(none)
33	22500	(none)
34	23400	(none)
35	24300	(none)
36	25200	(none)

Requisites: Chr 15

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

HD/level: 1d6

Weapon Prof.: 3+level/3

To Hit Table: 2xM-U0

Saves: Rog

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 7: Every time all enemies use(s) a combat maneuver, An enemy is SEL=1

Enraged for 1 rounds (Str or Spell 25+Chr save to nullify)

Level 17: 3C, Spend 1 psp(s), 3/segment: After rolling a natural 20, you gains SEL=1

Satiated for 4 segment(s)

Metallic Outland Doctor RDM

Level	KXP	Spells
1	0	+1 lim ML
2	14.6	+2 lim ML
3	29.2	+3 lim ML
4	58.4	+4 lim ML
5	116.8	+5 lim ML
6	233.6	+6 lim ML
7	467.2	+7 lim ML
8	934.4	+8 lim ML
9	1825	+9 lim ML
10	3650	+10 lim ML
11	5475	+11 lim ML
12	7300	+12 lim ML
13	9125	+13 lim ML
14	10950	+14 lim ML
15	12775	+15 lim ML
16	14600	+16 lim ML
17	16425	+17 lim ML
18	18250	+18 lim ML
19	20075	+19 lim ML
20	21900	+20 lim ML
21	23725	+21 lim ML
22	25550	+22 lim ML
23	27375	+23 lim ML
24	29200	+24 lim ML
25	31025	+25 lim ML
26	32850	+26 lim ML
27	34675	+27 lim ML
28	36500	+28 lim ML
29	38325	+29 lim ML
30	40150	+30 lim ML
31	41975	+31 lim ML
32	43800	+32 lim ML
33	45625	+33 lim ML
34	47450	+34 lim ML
35	49275	+35 lim ML
36	51100	+36 lim ML

Requisites: Cml 17

Alignment: NS

HD/level: & 1d5

Weapon Prof.: & 5+level/5

To Hit Table: always +0

Saves: 3xM-U0

Reference: RDM

Groups: Planar

Complexity: CF=1

Sustain all stats and actions. Immune to paralysis, hold, stun, summoning sickness, and similar effects. Immune to charm, domination, ego domination, and similar effects.

Can use Astral Perception.

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

Resist Metallic.

Level 1: Immune to Astral sphere spells, and being Astral Construct or Astral Destruct "twisted".

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

Level 9: 3V, Spend 3 hp(s), ML/artificial reset: An ally is/are affected by SEL=1 The City's Blessing for 3 round(s)

Level 9: 1F: Restore the local PF by 1. (This may be done multiple times.)

Level 9: Pick one Charanodaemon5 Level 9 ability or less (letters A-O).

Level 14: Whenever you restore(s) hp to another creature, Drain 280 points of resistances from an enemy's group (No save, RR to resist)

Level 21: 4S, Spend 10 sl(s), ML/hour: Your group gain(s) 57 stackable instance(s) of SEL=5 Mind Bar lasting 5 round(s)

Traveller Opposer4 RDM

Level	KXP	Spells
1	0	(none)
2	16.2	(none)
3	32.4	(none)
4	64.8	(none)
5	129.6	(none)
6	259.2	(none)
7	518.4	(none)
8	1036.8	(none)
9	2025	(none)
10	4050	(none)
11	6075	(none)
12	8100	(none)
13	10125	(none)
14	12150	(none)
15	14175	(none)
16	16200	(none)
17	18225	(none)
18	20250	(none)
19	22275	(none)
20	24300	(none)
21	26325	(none)
22	28350	(none)
23	30375	(none)
24	32400	(none)
25	34425	(none)
26	36450	(none)
27	38475	(none)
28	40500	(none)
29	42525	(none)
30	44550	(none)
31	46575	(none)
32	48600	(none)
33	50625	(none)
34	52650	(none)
35	54675	(none)
36	56700	(none)

Requisites: Str 17

Alignment: L any

HD/level: ‡1d4

Weapon Prof.: 9+level

To Hit Table: 3xRog

Saves: 3xPsi

Reference: RDM

Groups: Planar

Complexity: CF=1

Can use Astral Projection (Int->Str, Wis->Dex, Chr->Con), and can attack normally while projected.

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

Level 1: +1 Research point per Reset for new spells.

Level 1: Immune to Fire (and variants such as Holy Fire and Natural Fire). Immune to Heat.

Level 6: Whenever a group complete(s) a prayer or blessing, Drain 9% of hp from an enemy. Each failed save (Wis 23+Chr save to counter) doubles the % drained

Level 20: 9G, ML/day: Counter a spell as it is cast (Spell or Int 105+Chr save for quarter effect to resist)

Level 26: Imposed Eclipse: An ally gain(s) +47 hp each turn for CL hours, stacking until the effect ends

Level 27: 10Z, Spend 8 Con: When your group takes damage, they gain SEL=5

Improved Free Action for 3 round(s)

Hemorrhaging Mentaler in a Jar RDM

Level	KXP	Psionics		
		mMG	SUV	
1	0	2--	---	Requisites: Chr 15
2	12.6	2--	---	Alignment: NG
3	25.2	22-	---	HD/level: 1d6
4	50.4	32-	---	Weapon Prof.: 8+level/5
5	100.8	32-	---	To Hit Table: 2xPri
6	201.6	32-	---	Saves: 2xPri
7	403.2	33-	---	Reference: RDM
8	806.4	432	---	Groups: Psionist
9	1575	432	---	Complexity: CF=1
10	3150	432	---	<p>Pick an S factor for this class, which is 1, 2, or 3. Every Level: +S ability score points. This is in addition to the normal +1 stat you get per level.</p> <p>Level 1;2;,etc.: Get an attack or defense mode in any of your chosen frequencies. Note you are considered non-psionic to a frequency unless you have access to it. You may save these picks until you choose a frequency that uses them.</p> <p>Level 1: You may use Anti-Astral Projection; but in this case, you cannot use M actions.</p> <p>Level 1: 1M, level/d: Summon a (normal element) elemental of 4*level HD.</p> <p>Level 26: 9F: Counter and remove an ongoing effect from a target (No save, TechR to resist)</p> <p>Known Powers</p> <p>Look At Me Now - Chris Brown (SL=N): Spend N*Plenty gp: Haste xN, Free DL=N</p> <p>Vehicle mount, Summon a DL=N Slut1</p> <p>[Status Name] Shield (SL=SEL): Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.</p> <p>Abeyance (SL=2): Target cannot use M actions this segment (Will save)</p> <p>Disturbed - Sons of Plunder (SL=2): 1bM: Counter a Rock Music Sampler spell</p> <p>Force Deceptions (SL=5): Mirage Arcana your group.</p> <p>Olivia Rodrigo - Deja Vu (SL=5): Two targets (that aren't you) of the same gender share class abilities</p> <p>Running Scared (SL=8): Automatically Turn all enemies in the room as undead.</p> <p>The Band - Stage Fright (SL=8): Can only be cast 1/d. Force a dungeon room to repopulate itself with the same monsters, tricks, traps, specials, treasure, etc. This does not populate [NPC], [SB], [B], etc</p> <p>Your Will Is Not Your Own (SL=11): Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.</p> <p>Your Will Is Not Your Own (SL=11): Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.</p>
11	4725	442	---	
12	6300	543	---	
13	7875	543	---	
14	9450	543	---	
15	11025	553	2--	
16	12600	654	2--	
17	14175	654	2--	
18	15750	654	2--	
19	17325	664	3--	
20	18900	765	3--	
21	20475	765	3--	
22	22050	765	3--	
23	23625	775	4--	
24	25200	876	42-	
25	26775	876	42-	
26	28350	876	42-	
27	29925	886	52-	
28	31500	987	53-	
29	33075	987	53-	
30	34650	987	53-	
31	36225	997	63-	
32	37800	A98	64-	
33	39375	A98	64-	
34	40950	A98	64-	
35	42525	AA8	742	
36	44100	BA9	752	

Metallic Lucky DudeMTG 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	371.2	+8 lim ML
9	725	+9 lim ML
10	1450	+10 lim ML
11	2175	+11 lim ML
12	2900	+12 lim ML
13	3625	+13 lim ML
14	4350	+14 lim ML
15	5075	+15 lim ML
16	5800	+16 lim ML
17	6525	+17 lim ML
18	7250	+18 lim ML
19	7975	+19 lim ML
20	8700	+20 lim ML
21	9425	+21 lim ML
22	10150	+22 lim ML
23	10875	+23 lim ML
24	11600	+24 lim ML
25	12325	+25 lim ML
26	13050	+26 lim ML
27	13775	+27 lim ML
28	14500	+28 lim ML
29	15225	+29 lim ML
30	15950	+30 lim ML
31	16675	+31 lim ML
32	17400	+32 lim ML
33	18125	+33 lim ML
34	18850	+34 lim ML
35	19575	+35 lim ML
36	20300	+36 lim ML

Requisites: Con 29

Alignment: J any

HD/level: 1d4

Weapon Prof.: 8+level

To Hit Table: always +0

Saves: Psi

Reference: RDM

Groups: Maxi

Complexity: CF=1

Caster Level for this class = LVL*3, not LVL.

+2*LVL Int

Sustain Int, Logic.

Resist Metallic.

Level 2: Occult Library: Each reset, gain LVL in SL's of spell scrolls. You can leave these as "open scrolls" until needed.

Level 4: +LVL saves

Level 4: Get +LVL melee TH & dmg vs. a target for every other person also meleeing that target

The First Cyber ๐ ๐.txt4 RDM

Level	KXP	Spells
1	0	(none)
2	11.2	(none)
3	22.4	(none)
4	44.8	(none)
5	89.6	(none)
6	179.2	(none)
7	358.4	(none)
8	716.8	(none)
9	1400	(none)
10	2800	(none)
11	4200	(none)
12	5600	(none)
13	7000	(none)
14	8400	(none)
15	9800	(none)
16	11200	(none)
17	12600	(none)
18	14000	(none)
19	15400	(none)
20	16800	(none)
21	18200	(none)
22	19600	(none)
23	21000	(none)
24	22400	(none)
25	23800	(none)
26	25200	(none)
27	26600	(none)
28	28000	(none)
29	29400	(none)
30	30800	(none)
31	32200	(none)
32	33600	(none)
33	35000	(none)
34	36400	(none)
35	37800	(none)
36	39200	(none)

Requisites: Con 16

Alignment: any W (Overwrite to all other classes)

HD/level: 1e3

Weapon Prof.: 3+level/2

To Hit Table: 3xM-U0

Saves: 2xPsi

Reference: RDM

Groups: Internet

Complexity: CF=1

See [Q8] for Psi8 rules and powers.

+1 S action only usable in segment 1.

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

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

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

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 29: 5W, Spend 10 summon(s), ML/week: If healed, an ally also gains SEL=1

Satiated for 1 minute(s)

(٢٢٢).com5 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	6.8	+2 lim ML
3	13.6	+3 lim ML
4	27.2	+4 lim ML
5	54.4	+5 lim ML
6	108.8	+6 lim ML
7	217.6	+7 lim ML
8	435.2	+8 lim ML
9	850	+9 lim ML
10	1700	+10 lim ML
11	2550	+11 lim ML
12	3400	+12 lim ML
13	4250	+13 lim ML
14	5100	+14 lim ML
15	5950	+15 lim ML
16	6800	+16 lim ML
17	7650	+17 lim ML
18	8500	+18 lim ML
19	9350	+19 lim ML
20	10200	+20 lim ML
21	11050	+21 lim ML
22	11900	+22 lim ML
23	12750	+23 lim ML
24	13600	+24 lim ML
25	14450	+25 lim ML
26	15300	+26 lim ML
27	16150	+27 lim ML
28	17000	+28 lim ML
29	17850	+29 lim ML
30	18700	+30 lim ML
31	19550	+31 lim ML
32	20400	+32 lim ML
33	21250	+33 lim ML
34	22100	+34 lim ML
35	22950	+35 lim ML
36	23800	+36 lim ML

Requisites: Cml 14

Alignment: NS

HD/level: & 1d6

Weapon Prof.: & 1+level/4

To Hit Table: 2xM-U0

Saves: 3xCust

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.

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

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

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

Level 26: Whenever all enemies take(s) psychic damage, Prevent healing and drain 598 saving throws from an enemy for 1 rounds (Wis or PPD 153+Int save for half effect)

Pal 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	371.2	(none)
9	725	(none)
10	1450	(none)
11	2175	(none)
12	2900	(none)
13	3625	(none)
14	4350	(none)
15	5075	(none)
16	5800	(none)
17	6525	(none)
18	7250	(none)
19	7975	(none)
20	8700	(none)
21	9425	(none)
22	10150	(none)
23	10875	(none)
24	11600	(none)
25	12325	(none)
26	13050	(none)
27	13775	(none)
28	14500	(none)
29	15225	(none)
30	15950	(none)
31	16675	(none)
32	17400	(none)
33	18125	(none)
34	18850	(none)
35	19575	(none)
36	20300	(none)

Requisites: Cml 27

Alignment: JS (Overwrite to all other classes)

HD/level: 1d4

Weapon Prof.: 9+level/2

To Hit Table: 2xMon

Saves: 2xPsi

Reference: RDM

Groups: Maxi

Complexity: CF=1

+LVL dmg per die with damaging spells

+2*LVL Wis

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

Level 4: Bind wounds is LVL hp (can't bind an already bound wound)

The Third PC Designed Shooter2 RDM

Level	KXP	Spells
1	0	(none)
2	414.4	(none)
3	828.8	(none)
4	1657.6	(none)
5	3315.2	(none)
6	6630.4	(none)
7	13260.8	(none)
8	26521.6	(none)
9	51800	(none)
10	103600	(none)
11	155400	(none)
12	207200	(none)
13	259000	(none)
14	310800	(none)
15	362600	(none)
16	414400	(none)
17	466200	(none)
18	518000	(none)
19	569800	(none)
20	621600	(none)
21	673400	(none)
22	725200	(none)
23	777000	(none)
24	828800	(none)
25	880600	(none)
26	932400	(none)
27	984200	(none)
28	1036000	(none)
29	1087800	(none)
30	1139600	(none)
31	1191400	(none)
32	1243200	(none)
33	1295000	(none)
34	1346800	(none)
35	1398600	(none)
36	1450400	(none)

Requisites: Chr 16

Alignment: CE

HD/level: 1d5

Weapon Prof.: 1+level/3

To Hit Table: 2xFtr0

Saves: always +0

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

Gets Dex bonus TH and dmg with missile weapons.

Extra-Barbarian Dex bonus, Exceptional Con bonus.

Pick an Positive Integer for this class no greater than LVL. This class does not benefit from "Min Level" in the current campaign. Your "CL" and "LVL" for abilities is equal to your level + N instead of your level.

Pick an Positive Integer for this class no greater than LVL. This class does not benefit from "Min Level" in the current campaign. Your "CL" and "LVL" for abilities is equal to your level + N instead of your level.

+1 S action only usable in segment 3.

You have +1 Kit.

Level 1: +(1+LVL/5, round down) d handfuls to spell DC's.

Level 8: Allies within 30 feet gain +22 to hit

Level 16: You surge(s) with +64 ranged dmg for a single action

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 Elemental Cradle that deflects ranged attacks unless the attacker passes (Int 113+Wis save for half effect), for 1 round

Un Hermitologist Slayer RDM

Level	KXP	Spells
1	0	+1 lim ML
2	15.2	+2 lim ML
3	30.4	+3 lim ML
4	60.8	+4 lim ML
5	121.6	+5 lim ML
6	243.2	+6 lim ML
7	486.4	+7 lim ML
8	972.8	+8 lim ML
9	1900	+9 lim ML
10	3800	+10 lim ML
11	5700	+11 lim ML
12	7600	+12 lim ML
13	9500	+13 lim ML
14	11400	+14 lim ML
15	13300	+15 lim ML
16	15200	+16 lim ML
17	17100	+17 lim ML
18	19000	+18 lim ML
19	20900	+19 lim ML
20	22800	+20 lim ML
21	24700	+21 lim ML
22	26600	+22 lim ML
23	28500	+23 lim ML
24	30400	+24 lim ML
25	32300	+25 lim ML
26	34200	+26 lim ML
27	36100	+27 lim ML
28	38000	+28 lim ML
29	39900	+29 lim ML
30	41800	+30 lim ML
31	43700	+31 lim ML
32	45600	+32 lim ML
33	47500	+33 lim ML
34	49400	+34 lim ML
35	51300	+35 lim ML
36	53200	+36 lim ML

Requisites: Dex 17

Alignment: CE

HD/level: & 1d3

Weapon Prof.: & 6+level

To Hit Table: 2xWar

Saves: 2xM-U0

Reference: RDM

Groups: Lost

Complexity: CF=1

Gets Int bonus to progression.

Priest Spells: Get 3 Grand, 2 Major, 1 Minor spheres.

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

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

Level 1: Enemies need a +LVL weapon to hit you. To ignore this restriction, monsters divide their HD by your LVL-1 (with a minimum of 4), not the usual 4.

Level 1: May buy unusual materials for claws, bite, and tail (and other limbs). The "base gp cost" of the limb is 13 gp. The "weight" of the limb is 13 pounds. If you pick Drow Steel and your limb rots off, don't blame me.

Level 16: You surge(s) with +64 ranged dmg for a single action

Level 32: Each time all allies block(s) or parry an attack, Dispel all magical effects on an enemy (Will 86+Wis to nullify, XR or HR to resist) On failure, target is silenced for 1 round

Big Game Paladin(MTG W/B/G)1JG RDM

Level	KXP	Spells
1	0	(none)
2	16.8	(none)
3	33.6	(none)
4	67.2	(none)
5	134.4	(none)
6	268.8	(none)
7	537.6	(none)
8	1075.2	(none)
9	2100	(none)
10	4200	(none)
11	6300	(none)
12	8400	(none)
13	10500	(none)
14	12600	(none)
15	14700	(none)
16	16800	(none)
17	18900	(none)
18	21000	(none)
19	23100	(none)
20	25200	(none)
21	27300	(none)
22	29400	(none)
23	31500	(none)
24	33600	(none)
25	35700	(none)
26	37800	(none)
27	39900	(none)
28	42000	(none)
29	44100	(none)
30	46200	(none)
31	48300	(none)
32	50400	(none)
33	52500	(none)
34	54600	(none)
35	56700	(none)
36	58800	(none)

Requisites: Str 15

Alignment: CN

HD/level: & 1d2

Weapon Prof.: & 7+level/5

To Hit Table: Rog

Saves: Ftr0

Reference: RDM

Groups: Warrior

Complexity: CF=1

Gets Rogue abilities: 1 at Level 1, plus 1 on every level divisible by 3. Doesn't get the level 9 pick (this class isn't a Rogue). Has 30+10*LVL Rogue points.

Gets Barbarian Str and Con (but not Dex).

Gets Barbarian Con.

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.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 2: Greater Swing: As per Great Swing but does 6 times normal damage and has a 2% per level of instant killing.

Level 4: Weapon of Choice: A knight may select any one weapon and be considered three levels higher for purposes of how many attacks per round he has.

Level 26: 13F: Silence a target mid-cast, preventing the ability (No save)

Level 28: 9B, 3/turn: Disrupt a sustained or concentration-based effect (RSW 76+Int save for quarter effect)

Orange Poster5 RDM

Level	KXP	Spells
1	0	(none)
2	13.4	(none)
3	26.8	(none)
4	53.6	(none)
5	107.2	(none)
6	214.4	(none)
7	428.8	(none)
8	857.6	(none)
9	1675	(none)
10	3350	(none)
11	5025	(none)
12	6700	(none)
13	8375	(none)
14	10050	(none)
15	11725	(none)
16	13400	(none)
17	15075	(none)
18	16750	(none)
19	18425	(none)
20	20100	(none)
21	21775	(none)
22	23450	(none)
23	25125	(none)
24	26800	(none)
25	28475	(none)
26	30150	(none)
27	31825	(none)
28	33500	(none)
29	35175	(none)
30	36850	(none)
31	38525	(none)
32	40200	(none)
33	41875	(none)
34	43550	(none)
35	45225	(none)
36	46900	(none)

Requisites: Wis 16

Alignment: TE

HD/level: & 1e5

Weapon Prof.: & 5+level/2

To Hit Table: 2xWar

Saves: 3xCust

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.

Immune Acid.

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

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

Level 1;2;,etc.: The DM rolls a random class from the internet (he has a big directory of files). You get the some (or all) of the abilities of that class; you will at least get the effect of a "line of text" and the "level:" of your level; you will probably get more. You do not need to meet the requirements of the class.

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

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

Level 30: 8M: Intercept a summoning or planar effect (No save)

Mob Instigatoreer RDM

Level	KXP	Spells
1	0	(none)
2	15.2	(none)
3	30.4	(none)
4	60.8	(none)
5	121.6	(none)
6	243.2	(none)
7	486.4	(none)
8	972.8	(none)
9	1900	(none)
10	3800	(none)
11	5700	(none)
12	7600	(none)
13	9500	(none)
14	11400	(none)
15	13300	(none)
16	15200	(none)
17	17100	(none)
18	19000	(none)
19	20900	(none)
20	22800	(none)
21	24700	(none)
22	26600	(none)
23	28500	(none)
24	30400	(none)
25	32300	(none)
26	34200	(none)
27	36100	(none)
28	38000	(none)
29	39900	(none)
30	41800	(none)
31	43700	(none)
32	45600	(none)
33	47500	(none)
34	49400	(none)
35	51300	(none)
36	53200	(none)

Requisites: Dex 17

Alignment: AE (Overwrite to all other classes)

HD/level: 1e4

Weapon Prof.: 1+level/2

To Hit Table: Pri

Saves: Pri

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.

You have +LVL instances of Tactical Movement (you may move to 1+LVL groups of targets with a single V action).

Level 1: 1M: Drain all changes from an item. If it was your item, do N*2 dmg to one target (N=# charges)

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

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

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

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

Level 11: Gain a Warding Cocoon that delays up to 407 dmg/hit for 5 round(s). (PPD 61+Wis to negate, NR or GR to resist)

Level 18: Lost-eyed Poise: Whenever a group use(s) a disguise or false identity, Drain 405 saving throws and inflict a penalty for 1 rounds (No save)

Level 24: 3X, 3/lifetime: Cancel a unique or X/G action before it resolves (No save, GR or GR to resist)

Maldev Necromancy Order RDM

Level	KXP	Spells			Requisites: Wis 18 Alignment: non-N HD/level: & +++++1d3 Weapon Prof.: & 2+level/5 To Hit Table: 3xWar Saves: Mon Reference: RDM Groups: Priest Complexity: CF=1
		123	456	789	
1	0	2--	---	---	Sphere robe (-1 SL) in All Can apply a free "Crude Neutronium" weapon adjective to one weapon. Level 4: Pick two from: Fallen Angel5 Level 1-3, Bringer5 Level 1-3, or Psi-6E/Psi6E minor Level 6: You surge(s) with +1 melee dmg for a single action Level 8: Improve Ability Score: +CL to one ability score Level 8: Sharp-fanged Hook: 3X, 3/lifetime: Counter a spell as it is cast (RSW or PP 23+Chr save for tenth effect to resist) Level 8: An ally surge(s) with +25 max hp for a single action Level 9: Drugs that you take or create last 1 hour instead of 1 turn. Level 12: Each time all allies is/are not detected during an action, Dispel all magical effects in a 20-ft radius (Str 67+Wis to reflect, HR or NR to resist) Level 32: 15A, ML/natural reset: Intercept a summoning or planar effect (No save, IR or MR to resist) Known Spells: Aurelia's Fury N (SL=N): Deal 10*(N-2) fire dmg among any number of targets. Those targets can't act the following segment AEther Vial (SL=1): 0, 1/r: Cast a Conjunction/Summoning spell. Brane Theory(SL=2): One group is considered one target for your next spell. Opaline Sliver (SL=3): Summon a DL III Sliver, if this Sliver dies due to enemy combat, you get one SL=2 spell added to your progression for 1t. Kellie Pickler - I Wonder (SL=4): Two targets split 2650 miles apart and one of them alter self-ed as spell Angelic Chorus (SL=5): Whenever you summon a creature, cure it's hp on yourself Mindslaver (SL=6): 1M, 1/reset: Domination for 1 segment (no save, TechR to resist) Brilliant Ultimatum (SL=7): You can cast 1d6 spells of SL=1d7 next segment as 1M Hundred-Talon (SL=8): Can have +4 spirits in a summon slot. Disturbed - Haunted (SL=9): The next time a Special in the room is dispelled, you become SEL=1 Haunted by it effectively allowing you to carry it around being it's source item
2	18.2	2--	---	---	
3	36.4	22-	---	---	
4	72.8	22-	---	---	
5	145.6	322	---	---	
6	291.2	322	---	---	
7	582.4	332	2--	---	
8	1164.8	332	2--	---	
9	2275	433	22-	---	
10	4550	433	22-	---	
11	6825	443	322	---	
12	9100	443	322	---	
13	11375	544	332	2--	
14	13650	544	332	2--	
15	15925	554	433	22-	
16	18200	554	433	22-	
17	20475	655	443	322	
18	22750	655	443	322	
19	25025	665	544	332	
20	27300	665	544	332	
21	29575	766	554	433	
22	31850	766	554	433	
23	34125	776	655	443	
24	36400	776	655	443	
25	38675	877	665	544	
26	40950	877	665	544	
27	43225	887	766	554	
28	45500	887	766	554	
29	47775	988	776	655	
30	50050	988	776	655	
31	52325	998	877	665	
32	54600	998	877	665	
33	56875	A99	887	766	
34	59150	A99	887	766	
35	61425	AA9	988	776	
36	63700	AA9	988	776	

Orange Builderer 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	499.2	(none)
9	975	(none)
10	1950	(none)
11	2925	(none)
12	3900	(none)
13	4875	(none)
14	5850	(none)
15	6825	(none)
16	7800	(none)
17	8775	(none)
18	9750	(none)
19	10725	(none)
20	11700	(none)
21	12675	(none)
22	13650	(none)
23	14625	(none)
24	15600	(none)
25	16575	(none)
26	17550	(none)
27	18525	(none)
28	19500	(none)
29	20475	(none)
30	21450	(none)
31	22425	(none)
32	23400	(none)
33	24375	(none)
34	25350	(none)
35	26325	(none)
36	27300	(none)

Requisites: Str 16

Alignment: J any

HD/level: & 1d4

Weapon Prof.: & 6+level/4

To Hit Table: 2xMon

Saves: Psi

Reference: RDM

Groups: Random

Complexity: CF=1

Gets Barbarian Str, Dex, or Con.

Immune Acid.

Level 1;2;,etc.: Rolls a random class from the unfinished classes (section [PC99].

You get on "line of text", all level colons of that exact level (even non-pickable), and the difference in spell progression from the previous level to this one.

Level 19: Always get special treatment and respect from Local Ruler {Agent of the Crown}

Level 31: Noosphere Rupture: Gain a Empathic Ward that deflects ranged attacks unless the attacker passes (Str 23+Chr to nullify, XR or HR to resist), while concentrating

Arch- ArtilleryMTG 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	576	432	---
9	1125	432	---
10	2250	432	---
11	3375	442	---
12	4500	543	---
13	5625	543	---
14	6750	543	---
15	7875	553	2--
16	9000	654	2--
17	10125	654	2--
18	11250	654	2--
19	12375	664	3--
20	13500	765	3--
21	14625	765	3--
22	15750	765	3--
23	16875	775	4--
24	18000	876	42-
25	19125	876	42-
26	20250	876	42-
27	21375	886	52-
28	22500	987	53-
29	23625	987	53-
30	24750	987	53-
31	25875	997	63-
32	27000	A98	64-
33	28125	A98	64-
34	29250	A98	64-
35	30375	AA8	742
36	31500	BA9	752

Requisites: Chr 14

Alignment: any S

HD/level: 1d4

Weapon Prof.: 6+level/4

To Hit Table: 2xWiz

Saves: 3xMon

Reference: RDM

Groups: Technology

Complexity: CF=1

Gets 60 Rogue points per level.

Free Arch class adjective.

Level 4: 1M, (LVL-3)/d: Taunt a group (Will save)

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)

Known Powers

Summon Bird N (SL=N): Summon a DL=SL+1 Roc or $(11-SL)^2$ DL=SL Ravens.

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

Ring of Fire (SL=2): LVLd6 Fireball that Dimension Doors the target.

Abeyance (SL=2): Target cannot use M actions this segment (Will save)

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

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

Ugin, the Spirit Dragon (SL=8): Summon a [x2] Unique DL VIII dragon with 1X: 30

stat dmg to a targer, annihilate each creature/item with SL=X rhp or less, or gain

70hp and +7SL's and Cast 7SL's worth of spells.

House Cloud (SL=8): Melf's Magnificent Mansion as spell.

Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project.

You do not have a Multiplier.

Living Dungeon Spell (SL=11): Duplicate an X4 super or less.

Dwarven Guard of Quality RDM

Level	KXP	Spells
1	0	(none)
2	5	(none)
3	10	(none)
4	20	(none)
5	40	(none)
6	80	(none)
7	160	(none)
8	320	(none)
9	625	(none)
10	1250	(none)
11	1875	(none)
12	2500	(none)
13	3125	(none)
14	3750	(none)
15	4375	(none)
16	5000	(none)
17	5625	(none)
18	6250	(none)
19	6875	(none)
20	7500	(none)
21	8125	(none)
22	8750	(none)
23	9375	(none)
24	10000	(none)
25	10625	(none)
26	11250	(none)
27	11875	(none)
28	12500	(none)
29	13125	(none)
30	13750	(none)
31	14375	(none)
32	15000	(none)
33	15625	(none)
34	16250	(none)
35	16875	(none)
36	17500	(none)

Requisites: Str 14

Alignment: any W

HD/level: 1d2

Weapon Prof.: 10+level

To Hit Table: & 2xCTD0

Saves: 3xPsi

Reference: RDM

Groups: Warrior

Complexity: CF=1

Gains Psi1 abilities at half the Mystic Knight's level (round up).

Level 9: Disarm: 0: An attack you do does no damage, roll 1d20+(your Dex)-(target's Dex)*2, if greater than 0 he is disarmed.

<{^x^}> 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	512	(none)
9	1000	(none)
10	2000	(none)
11	3000	(none)
12	4000	(none)
13	5000	(none)
14	6000	(none)
15	7000	(none)
16	8000	(none)
17	9000	(none)
18	10000	(none)
19	11000	(none)
20	12000	(none)
21	13000	(none)
22	14000	(none)
23	15000	(none)
24	16000	(none)
25	17000	(none)
26	18000	(none)
27	19000	(none)
28	20000	(none)
29	21000	(none)
30	22000	(none)
31	23000	(none)
32	24000	(none)
33	25000	(none)
34	26000	(none)
35	27000	(none)
36	28000	(none)

Requisites: Dex 15

Alignment: LS

HD/level: & 1d3

Weapon Prof.: & 7+level/3

To Hit Table: 2xMon

Saves: 3xFtr0

Reference: RDM

Groups: Internet

Complexity: CF=1

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

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

See [Q8] for Psi8 rules and powers.

Level 2: 1attack(s): Counter up to 3 effects targeting allies (PPD or Terror 10+Con

save for quarter effect per effect)

Level 6: When an ally takes damage, they gain +2 saves, plus +1 for every 10 damage

taken (rounded up)

Scarlet Knight1JG RDM

Level	KXP	Spells
1	0	(none)
2	10.6	(none)
3	21.2	(none)
4	42.4	(none)
5	84.8	(none)
6	169.6	(none)
7	339.2	(none)
8	678.4	(none)
9	1325	(none)
10	2650	(none)
11	3975	(none)
12	5300	(none)
13	6625	(none)
14	7950	(none)
15	9275	(none)
16	10600	(none)
17	11925	(none)
18	13250	(none)
19	14575	(none)
20	15900	(none)
21	17225	(none)
22	18550	(none)
23	19875	(none)
24	21200	(none)
25	22525	(none)
26	23850	(none)
27	25175	(none)
28	26500	(none)
29	27825	(none)
30	29150	(none)
31	30475	(none)
32	31800	(none)
33	33125	(none)
34	34450	(none)
35	35775	(none)
36	37100	(none)

Requisites: Str 16

Alignment: LS

HD/level: 1d2

Weapon Prof.: 6+level/2

To Hit Table: 3xCust

Saves: 3xCust

Reference: RDM

Groups: Warrior

Complexity: CF=1

Gets Extra-Barbarian Dex.

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

Uses the "Barbarian" line for number of attacks

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

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 3: Cast Priest spells using progression of Cleric0 at 1/3 level (round down).

Caster level = actual level.

Level 3: Knighthood Drive: Gain a Elemental Envelope that heals you for 15% of damage you deal while active, for 1 segment

Level 12: Automatic proficiency in all weapons that the fighter has seen in operation (does not count as "free" slots, so 2 slots are still needed to single specialize, etc.).

Level 19: Gain a Mind Cocoon that delays up to 646 dmg/hit for 6 segment(s). (No save, NR to resist)

Shooter2 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	21.2	+2 lim ML
3	42.4	+3 lim ML
4	84.8	+4 lim ML
5	169.6	+5 lim ML
6	339.2	+6 lim ML
7	678.4	+7 lim ML
8	1356.8	+8 lim ML
9	2650	+9 lim ML
10	5300	+10 lim ML
11	7950	+11 lim ML
12	10600	+12 lim ML
13	13250	+13 lim ML
14	15900	+14 lim ML
15	18550	+15 lim ML
16	21200	+16 lim ML
17	23850	+17 lim ML
18	26500	+18 lim ML
19	29150	+19 lim ML
20	31800	+20 lim ML
21	34450	+21 lim ML
22	37100	+22 lim ML
23	39750	+23 lim ML
24	42400	+24 lim ML
25	45050	+25 lim ML
26	47700	+26 lim ML
27	50350	+27 lim ML
28	53000	+28 lim ML
29	55650	+29 lim ML
30	58300	+30 lim ML
31	60950	+31 lim ML
32	63600	+32 lim ML
33	66250	+33 lim ML
34	68900	+34 lim ML
35	71550	+35 lim ML
36	74200	+36 lim ML

Requisites: Wis 17

Alignment: LE

HD/level: & 1d3

Weapon Prof.: & 3+level/3

To Hit Table: 3xCTD0

Saves: 2xCTD0

Reference: RDM

Groups: PCDesigned

Complexity: CF=1

Can buy Super Str or Con for 1 slot each

++1 to saves means to adjust the true die roll by 1.

You have +1 Kit.

Level 1: +1+(LVL/3) revive slots, only for Mounts or Animal Companions.

Level 1: +1 Size.

Level 6: Whenever a creature succeed(s) on a saving throw against magic, Drain 81 points of Con from an enemy's group (Sanity 10+Str to nullify, XR or CR to resist)

Level 13: When an ally lose(s) concentration, an enemy's group suffers -65 AC unless protected by MR

Level 16: Support characters gain +224 hp

Level 19: Gain a Celestial Tangle that heals you for 21% of damage you deal while active, for CL hours

Level 25: 13V, Spend 13 sl(s), 3/artifical reset: An ally get(s) SEL=3 Hasted for 8 minute(s)

The First Boy1JG RDM

Level	KXP	Spells	Requisites: Wis 30 Alignment: CG HD/level: & ++1d2 Weapon Prof.: & 4+level To Hit Table: 2xCTD0 Saves: Wiz Reference: RDM Groups: Maxi Complexity: CF=1
1	0	+1 lim ML	
2	21	+2 lim ML	
3	42	+3 lim ML	
4	84	+4 lim ML	
5	168	+5 lim ML	
6	336	+6 lim ML	
7	672	+7 lim ML	
8	1344	+8 lim ML	
9	2625	+9 lim ML	
10	5250	+10 lim ML	Number of Attacks (all weapons) +LVL/4
11	7875	+11 lim ML	Barbarian Str
12	10500	+12 lim ML	+1 S action only usable in segment 1.
13	13125	+13 lim ML	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
14	15750	+14 lim ML	Level 1: Legend Lore & Identify 30+LVL*10%. This is doubled when dealing with Necromany, Undead, or the Occult.
15	18375	+15 lim ML	Level 1: Sell items for 64+LVL% of value instead of 50%
16	21000	+16 lim ML	Level 2: Chanted Vow: 1attack(s): Silence a target mid-cast, preventing the ability (Con 14+Str to counter, TechR or PR to resist)
17	23625	+17 lim ML	Level 4: Regenerate LVL hp/r (this is troll-like), restore 1 stat point or limb /m, can touch
18	26250	+18 lim ML	Level 5: Absolved Grace: 2S, Spend 10 rogue pt(s), NP/hour: A random ally gets SEL=2 Full Cover for 1 round(s)
19	28875	+19 lim ML	Level 23: Gain a Iron Veil that grants immunity to the next status effect inflicted, for CL days
20	31500	+20 lim ML	Level 30: An ally's group gains +4KE action(s) for 3 round(s)
21	34125	+21 lim ML	Level 648: Each time all creatures steal(s) an item, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy. No save
22	36750	+22 lim ML	
23	39375	+23 lim ML	
24	42000	+24 lim ML	
25	44625	+25 lim ML	
26	47250	+26 lim ML	
27	49875	+27 lim ML	
28	52500	+28 lim ML	
29	55125	+29 lim ML	
30	57750	+30 lim ML	
31	60375	+31 lim ML	
32	63000	+32 lim ML	
33	65625	+33 lim ML	
34	68250	+34 lim ML	
35	70875	+35 lim ML	
36	73500	+36 lim ML	

Multi-Classed Large Game Cavalier2 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	486.4	(none)
9	950	(none)
10	1900	(none)
11	2850	(none)
12	3800	(none)
13	4750	(none)
14	5700	(none)
15	6650	(none)
16	7600	(none)
17	8550	(none)
18	9500	(none)
19	10450	(none)
20	11400	(none)
21	12350	(none)
22	13300	(none)
23	14250	(none)
24	15200	(none)
25	16150	(none)
26	17100	(none)
27	18050	(none)
28	19000	(none)
29	19950	(none)
30	20900	(none)
31	21850	(none)
32	22800	(none)
33	23750	(none)
34	24700	(none)
35	25650	(none)
36	26600	(none)

Requisites: Str 15

Alignment: TN

HD/level: & 1d6

Weapon Prof.: & 6+level

To Hit Table: & 3xFtr0

Saves: 3xWar

Reference: RDM

Groups: Warrior

Complexity: CF=1

Gets Rogue abilities: 1 at Level 1, plus 1 on every level divisible by 3. Doesn't get the level 9 pick (this class isn't a Rogue). Has 30+10*LVL Rogue points.

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

Gets one specialty school; no opposite. Alternatively can be specialized in Alteration and Divination with no opposite.

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

For one group on this class, you may mix in one class you know that shares a group with it.

You have +1 Kit.

Level 1: Pay half-price for basic equipment [E1].

Red Lord of Quality3 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	19.8	+2 lim ML
3	39.6	+3 lim ML
4	79.2	+4 lim ML
5	158.4	+5 lim ML
6	316.8	+6 lim ML
7	633.6	+7 lim ML
8	1267.2	+8 lim ML
9	2475	+9 lim ML
10	4950	+10 lim ML
11	7425	+11 lim ML
12	9900	+12 lim ML
13	12375	+13 lim ML
14	14850	+14 lim ML
15	17325	+15 lim ML
16	19800	+16 lim ML
17	22275	+17 lim ML
18	24750	+18 lim ML
19	27225	+19 lim ML
20	29700	+20 lim ML
21	32175	+21 lim ML
22	34650	+22 lim ML
23	37125	+23 lim ML
24	39600	+24 lim ML
25	42075	+25 lim ML
26	44550	+26 lim ML
27	47025	+27 lim ML
28	49500	+28 lim ML
29	51975	+29 lim ML
30	54450	+30 lim ML
31	56925	+31 lim ML
32	59400	+32 lim ML
33	61875	+33 lim ML
34	64350	+34 lim ML
35	66825	+35 lim ML
36	69300	+36 lim ML

Requisites: Str 17

Alignment: non-E

HD/level: & 1d3

Weapon Prof.: & 1+level

To Hit Table: 2xWar

Saves: Wiz

Reference: RDM

Groups: Warrior

Complexity: CF=1

Gets one specialty school; no opposite. Alternatively can be specialized in Alteration and Divination with no opposite.

Gets Extra-Barbarian Con.

Gets Species Enemy every level

Has a "Familiar" slot.

Specialization, MTG Red School

You have +1 Feat.

Level 1: Can have an Animal Companion (1/10th your XP)

Level 1: Offensive Stance: 0, [(LVL+1)/2] /d: +2 Str, +2 Con, -2 all saves, -4 AC, lasts for 3+(Con bonus) rounds.

Level 1: A additional +3 saves vs. illusions.

Level 2: Iattack(s): Counter an action, but suffer x2 effect on failure (Will 16+Chr for quarter effect, CR or PR to resist)

Level 31: 15D, Spend 3 hp(s): When you takes damage, they gain SEL=9 Raptured for 4 round(s)

Level 32: An Ally gain(s) +32 ranged dmg

Cloud (☺☺).net1 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	26	+2 lim ML
3	52	+3 lim ML
4	104	+4 lim ML
5	208	+5 lim ML
6	416	+6 lim ML
7	832	+7 lim ML
8	1664	+8 lim ML
9	3250	+9 lim ML
10	6500	+10 lim ML
11	9750	+11 lim ML
12	13000	+12 lim ML
13	16250	+13 lim ML
14	19500	+14 lim ML
15	22750	+15 lim ML
16	26000	+16 lim ML
17	29250	+17 lim ML
18	32500	+18 lim ML
19	35750	+19 lim ML
20	39000	+20 lim ML
21	42250	+21 lim ML
22	45500	+22 lim ML
23	48750	+23 lim ML
24	52000	+24 lim ML
25	55250	+25 lim ML
26	58500	+26 lim ML
27	61750	+27 lim ML
28	65000	+28 lim ML
29	68250	+29 lim ML
30	71500	+30 lim ML
31	74750	+31 lim ML
32	78000	+32 lim ML
33	81250	+33 lim ML
34	84500	+34 lim ML
35	87750	+35 lim ML
36	91000	+36 lim ML

Requisites: Int 17

Alignment: CE

HD/level: & 1d2

Weapon Prof.: & 1+level/2

To Hit Table: Cust

Saves: 3xPri

Reference: RDM

Groups: Internet

Complexity: CF=1

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

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

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

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

Level 2: Whenever a group is/are counterspelled, Drain 9 spell slots from all enemies in 20 feet (Chr 11+Wis save to delay 1 segment)

Level 5: Noetic Anchor: When a group lose(s) concentration, Weaken(s) 1 enemies: -58 hp (No save, HR to resist). Each failed save increases the penalty by 50%

Level 10: 2F: Cancel a unique or X/G action before it resolves (No save, NR to resist)

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 23: 6P, Spend 11 hp(s): An ally's group get(s) SEL=9 Insist for 1 minute(s)

Level 25: Absolved Grace: 7V, Spend 5 rogue pt(s), ML/artifical reset: Your group is/are affected by SEL=2 No Scent for 1 minute(s)

Level 31: 10D, Spend 4 sl(s): An ally is/are affected by SEL=6 Charged for 1 round(s)

Scarlet Pimpernelator RDM

Level	KXP	Spells
1	0	(none)
2	6.6	(none)
3	13.2	(none)
4	26.4	(none)
5	52.8	(none)
6	105.6	(none)
7	211.2	(none)
8	422.4	(none)
9	825	(none)
10	1650	(none)
11	2475	(none)
12	3300	(none)
13	4125	(none)
14	4950	(none)
15	5775	(none)
16	6600	(none)
17	7425	(none)
18	8250	(none)
19	9075	(none)
20	9900	(none)
21	10725	(none)
22	11550	(none)
23	12375	(none)
24	13200	(none)
25	14025	(none)
26	14850	(none)
27	15675	(none)
28	16500	(none)
29	17325	(none)
30	18150	(none)
31	18975	(none)
32	19800	(none)
33	20625	(none)
34	21450	(none)
35	22275	(none)
36	23100	(none)

Requisites: Chr 15

Alignment: LS

HD/level: & 1d6

Weapon Prof.: & 6+level/4

To Hit Table: 3xM-U0

Saves: 2xPsi

Reference: RDM

Groups: Mirror

Complexity: CF=1

Exceptional Str and Barbarian Dex bonus.

Level 16: 5A, ML/natural reset: Counter and remove an ongoing effect from a target
(No save)

Hammerer1JG RDM

Level	KXP	Spells
1	0	(none)
2	19.4	(none)
3	38.8	(none)
4	77.6	(none)
5	155.2	(none)
6	310.4	(none)
7	620.8	(none)
8	1241.6	(none)
9	2425	(none)
10	4850	(none)
11	7275	(none)
12	9700	(none)
13	12125	(none)
14	14550	(none)
15	16975	(none)
16	19400	(none)
17	21825	(none)
18	24250	(none)
19	26675	(none)
20	29100	(none)
21	31525	(none)
22	33950	(none)
23	36375	(none)
24	38800	(none)
25	41225	(none)
26	43650	(none)
27	46075	(none)
28	48500	(none)
29	50925	(none)
30	53350	(none)
31	55775	(none)
32	58200	(none)
33	60625	(none)
34	63050	(none)
35	65475	(none)
36	67900	(none)

Requisites: Dex 17

Alignment: LS

HD/level: & 1d3

Weapon Prof.: & 7+level/4

To Hit Table: always +0

Saves: & (none)

Reference: RDM

Groups: Random

Complexity: CF=1

Can "material component" psi powers by spending ½Z action.

Gains all Dex-based Rogue abilities.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 1: Cure Disease: can be done once per week per 5 levels (round up).

Level 1;2;etc.: : The DM rolls a Monster Summoning result of DL=LVL/3 (round up). You gain the racial abilities of what the DM rolls. (You don't actually summon anything, the roll is just to determine what you get.)

Level 1: +2 saving throws.

Level 5: When a creature lose(s) concentration, your group suffers -119 hp unless protected by RR

Level 14: Steelshard Burst: Your group gain(s) +18 to hit if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 23: 4P, Spend 16 subordinate(s): While within 20 feet of you, an ally has SEL=9 Indestructible for 1 round(s)

Level 26: 4F: Counter and remove an ongoing effect from a target (No save, TechR to resist)

Level 31: 5D, Spend 1 psp(s): If healed, you also gains SEL=2 No Scent for 9 round(s)

Magus5 RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	11.4	2-- --- ---
3	22.8	22- --- ---
4	45.6	22- --- ---
5	91.2	322 --- ---
6	182.4	322 --- ---
7	364.8	332 2-- ---
8	729.6	332 2-- ---
9	1425	433 22- ---
10	2850	433 22- ---
11	4275	443 322 ---
12	5700	443 322 ---
13	7125	544 332 2--
14	8550	544 332 2--
15	9975	554 433 22-
16	11400	554 433 22-
17	12825	655 443 322
18	14250	655 443 322
19	15675	665 544 332
20	17100	665 544 332
21	18525	766 554 433
22	19950	766 554 433
23	21375	776 655 443
24	22800	776 655 443
25	24225	877 665 544
26	25650	877 665 544
27	27075	887 766 554
28	28500	887 766 554
29	29925	988 776 655
30	31350	988 776 655
31	32775	998 877 665
32	34200	998 877 665
33	35625	A99 887 766
34	37050	A99 887 766
35	38475	AA9 988 776
36	39900	AA9 988 776

Requisites: Int 17

Alignment: A any

HD/level: $\pm 1d4$

Weapon Prof.: 10+level/5

To Hit Table: Wiz

Saves: 3xFtr0

Reference: RDM

Groups: Wizard

Complexity: CF=1

LVL of your spells cost only $\frac{1}{2}M$ to cast

Spec. Schools: Invocation, Reversed Logic (see below). Opp. Schools: Abjuration, Divination

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

Level 4: 3M,3P: Restore PF of local area by 1 to a maximum of 10.

Level 8: Identify Technological item, function, and (at a -50% penalty) function (level-7)*10%

Level 9: Can create one normal ioun stone per day, which is permanent.

Level 18: An ally's group gain(s) +24 ranged dmg each turn while concentrating, stacking until the effect ends

Level 22: 7H: Reflect a hostile ability back to its source (BW 47+Con save for half effect or to avoid reflection)

Known Spells:

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

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

Alan Jackson - Remember When (SL=1): Two targets in the same group aged CL age categories experiencing all the time that passes (Fort save)

Olivia Rodrigo - 1 Step Forward, 3 Steps Back (SL=2): One target at 1/3 movement rate and SEL=3 Minor Fucked Up

Wrack (SL=3): Target is blinded and can't take P actions.

Orcish Oriflamme (SL=4): All your subordinates get +1 offensive DL.

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

Five Finger Death Punch: Wash it All Away (SL=6): 1bM: Counter an effect that targets a group.

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

7 (SL=8): 1M: A group gets +CL C actions (no save)

Brass Gnat 9-4 (SL=9): 1Z, eat a Larva, TechL 18+ item you control, or a DL 9+ item you control: Reset.

Deified Artificer of the Ultra Chromatic1 RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	6.8	2-- --- ---
3	13.6	22- --- ---
4	27.2	22- --- ---
5	54.4	322 --- ---
6	108.8	322 --- ---
7	217.6	332 2-- ---
8	435.2	332 2-- ---
9	850	433 22- ---
10	1700	433 22- ---
11	2550	443 322 ---
12	3400	443 322 ---
13	4250	544 332 2--
14	5100	544 332 2--
15	5950	554 433 22-
16	6800	554 433 22-
17	7650	655 443 322
18	8500	655 443 322
19	9350	665 544 332
20	10200	665 544 332
21	11050	766 554 433
22	11900	766 554 433
23	12750	776 655 443
24	13600	776 655 443
25	14450	877 665 544
26	15300	877 665 544
27	16150	887 766 554
28	17000	887 766 554
29	17850	988 776 655
30	18700	988 776 655
31	19550	998 877 665
32	20400	998 877 665
33	21250	A99 887 766
34	22100	A99 887 766
35	22950	AA9 988 776
36	23800	AA9 988 776

Requisites: Dex 14

Alignment: any N

HD/level: 1d5

Weapon Prof.: 1+level/3

To Hit Table: 2xWiz

Saves: 3xPsi

Reference: RDM

Groups: Demigod

Complexity: CF=1

You have 1 Vanguard Avatar per level. See Vanguard Class for further information.

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

Level 2: Flying LVL*3".

Level 6: 2H: Counter a spell as it is cast (No save, WR or GR to resist to resist)

Known Spells:

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

Realmwright (SL=1): Realmwright (SL=1): Summon a DL I Vedalken Wizard with

“As this is summoned, name a room type. Rooms you inhabit are of that type in addition to their other types”.

Thing in the Ice (SL=2): Summon a DLII horror with defender. After 4 spells, it

becomes DLIV Kraken Horror without defender and banish a group.

Disturbed - Uninvited Guest (SL=3): 1bM, when a target is slain: You are SEL=1

Haunted by the slain target's soul

Disturbed - Sacrifice (SL=4): You get a free planar status racial adjective and "Each segment, sacrifice a summon or dispel this effect" while this is running

Mama, I'm Coming Home (SL=5): Escape home.

Johann Sebastian Bach - Goldberg Variations (SL=6): Choose one or more: counter the next spell cast, counter the next activated or triggered ability used, dispel an item or spell/psi power, create a copy of a summon you control in a different slot, and/or one target may memorize a spell

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

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.

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

Blue Destruction Priest1JG RDM

Level	KXP	Spells
1	0	(none)
2	7.4	(none)
3	14.8	(none)
4	29.6	(none)
5	59.2	(none)
6	118.4	(none)
7	236.8	(none)
8	473.6	(none)
9	925	(none)
10	1850	(none)
11	2775	(none)
12	3700	(none)
13	4625	(none)
14	5550	(none)
15	6475	(none)
16	7400	(none)
17	8325	(none)
18	9250	(none)
19	10175	(none)
20	11100	(none)
21	12025	(none)
22	12950	(none)
23	13875	(none)
24	14800	(none)
25	15725	(none)
26	16650	(none)
27	17575	(none)
28	18500	(none)
29	19425	(none)
30	20350	(none)
31	21275	(none)
32	22200	(none)
33	23125	(none)
34	24050	(none)
35	24975	(none)
36	25900	(none)

Requisites: Dex 15
Alignment: non-E
HD/level: & 1d6
Weapon Prof.: & 7+level
To Hit Table: Wiz
Saves: Rog
Reference: RDM
Groups: Overt
Complexity: CF=1

You have 0 arms and 0 legs. Your bite attack is 1d12 dmg. You fly at (LVL+2)*3" (D).
 PSPs = (Con+Int+Wis+Chr) * LVL
 Considered a "Beholder" race.
 Specialization, MTG Blue School
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
 Level 1: 1M: Dispel a x1 effect.
 Level 1: Free GGL (Specialty God) pick in a god that has a Str or Dex requirement.
 Level 26: 12F: Counter up to 3 effects targeting allies (Reflex 52+Str for quarter effect, IR or MR to resist per effect)

Lucky Pal on the MoundJG RDM

Level	KXP	Spells
1	0	(none)
2	14.8	(none)
3	29.6	(none)
4	59.2	(none)
5	118.4	(none)
6	236.8	(none)
7	473.6	(none)
8	947.2	(none)
9	1850	(none)
10	3700	(none)
11	5550	(none)
12	7400	(none)
13	9250	(none)
14	11100	(none)
15	12950	(none)
16	14800	(none)
17	16650	(none)
18	18500	(none)
19	20350	(none)
20	22200	(none)
21	24050	(none)
22	25900	(none)
23	27750	(none)
24	29600	(none)
25	31450	(none)
26	33300	(none)
27	35150	(none)
28	37000	(none)
29	38850	(none)
30	40700	(none)
31	42550	(none)
32	44400	(none)
33	46250	(none)
34	48100	(none)
35	49950	(none)
36	51800	(none)

Requisites: Str 31

Alignment: AW

HD/level: 1d5

Weapon Prof.: 4+level

To Hit Table: & 3xPsi

Saves: 3xWiz

Reference: RDM

Groups: Maxi

Complexity: CF=1

Has LVL Specialty Schools, no opposite.

+LVL Nonweapon Proficiencies

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

Level 1: 1C, Spend 17 Chr, ML/segment: You is/are affected by SEL=1 The City's

Blessing for 1 segment(s)

Level 2: Whenever an ally use(s) a combat maneuver, Drain 35 rogue points per round from an enemy's group for 1 rounds (Con or Con 20+Dex save to delay 1 segment)

Level 2: +LVL*2 stat points for purposes of qualifying for classes

Level 2: +LVL AC

Level 6: Ignore MR with your Rogue spells

Level 6: Whenever a group a blasphemous act is/are committed, Drain 174 points of Con from an enemy's group (No save, HR to resist)

Level 8: +1 Henchmen or Mount slot

Level 18: Support characters gain +180 saves

Level 29: 5W, Spend 2 Wis, NP/week: An ally get(s) SEL=9 Indestructible for 6 minute(s)