

# Racist in a Chair RDM

Level	KXP	Spells	Requisites:	Wis 20, Cml 18
		123 456 789	Alignment:	L any
1	0	22- --- ---	HD/level:	& 3d6
2	3.2	22- --- ---	Weapon Prof.:	& 6+level/2
3	6.4	322 --- ---	To Hit Table:	3xPri
4	12.8	322 --- ---	Saves:	always +0
5	25.6	332 2-- ---	Reference:	RDM
6	51.2	332 2-- ---	Groups:	Priest, Offensive
7	102.4	433 22- ---	Complexity:	CF=3
8	204.8	433 22- ---	Opponents of different gender get +4*LVL TH and LVL^2+1 dmg vs. you.	
9	400	443 322 ---		
10	800	443 322 ---	Sphere robe (-1 SL) in Guardian	
11	1200	544 332 2--	Level 14: Anti-Concordant Shell 0th to (LVL-10)/4; iER LVL*3%	
12	1600	544 332 2--	Level 14: Insubstantial (Physical): Immune matter	
13	2000	554 433 22-	Known Spells:	
14	2400	554 433 22-	[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.	
15	2800	655 443 322	Shove it up your Donkey (SL=1): One of your Donkey subordinates has +1 butt slot that acts as a portable hole: (note: that is not a typo, its a subtle joke).	
16	3200	655 443 322	The Boys Are Back In Town (SL=2): Summon 2*CL DL=CL/2 Electric Church Priests.	
17	3600	665 544 332	Intimidation Bolt (SL=3): 1bM: deal 30 damage to a target and no creatures in that target's group can attack you this segment.	
18	4000	665 544 332	You are a Pirate (SL=4): Target polymorphed into a human pirate.	
19	4400	766 554 433	Extinction (SL=5): Slay all creatures of one race in a group (PPD save)	
20	4800	766 554 433	Dual Nature (SL=6): Whenever you summon or create creatures, you get twice as many of them.	
21	5200	776 655 443	Tesseract(SL=6): Travel through the 5th dimension to any point in time/space within your character's natural lifespan.	
22	5600	776 655 443	Force Coaxing (SL=8): Communicate with other sith/force users. Range=Same Plane	
23	6000	877 665 544	Dismissal (SL=9): Dismiss a DL=CL being	
24	6400	877 665 544		
25	6800	887 766 554		
26	7200	887 766 554		
27	7600	988 776 655		
28	8000	988 776 655		
29	8400	998 877 665		
30	8800	998 877 665		
31	9200	A99 887 766		
32	9600	A99 887 766		
33	10000	AA9 988 776		
34	10400	AA9 988 776		
35	10800	BAA 998 877		
36	11200	BAA 998 877		

# The Fifth Arbitrary Pointerer RDM

Level	KXP	Spells
1	0	(none)
2	2	(none)
3	4	(none)
4	8	(none)
5	16	(none)
6	32	(none)
7	64	(none)
8	128	(none)
9	250	(none)
10	500	(none)
11	750	(none)
12	1000	(none)
13	1250	(none)
14	1500	(none)
15	1750	(none)
16	2000	(none)
17	2250	(none)
18	2500	(none)
19	2750	(none)
20	3000	(none)
21	3250	(none)
22	3500	(none)
23	3750	(none)
24	4000	(none)
25	4250	(none)
26	4500	(none)
27	4750	(none)
28	5000	(none)
29	5250	(none)
30	5500	(none)
31	5750	(none)
32	6000	(none)
33	6250	(none)
34	6500	(none)
35	6750	(none)
36	7000	(none)

Requisites: Cml 23

Alignment: TN

HD/level: 1d4

Weapon Prof.: 2+level

To Hit Table: Ftr0

Saves: Cust

Reference: RDM

Groups: Random

Complexity: CF=4

Attacking costs you only ½P action. This means you can do two attack sequences in one segment using 1P.

Gets 60 Rogue points per level. Gets 1 rogue pick(s) per level.

+1 S action only usable in segment 5.

Level 1: One free Kit per level. You cannot pick the same kit more than once.

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

Level 2: You may be bound (with Healing/Herbalism proficiency) three times instead of once.

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

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 22: 0, 1/t: One of your BlahR's can be used as another BlahR type, you can't use X or G, but any number of a's in front are allowed.

# Robeurgist3 RDM

Level	KXP	Spells
		123 456 789
1	0	33- --- ---
2	3.2	433 --- ---
3	6.4	433 --- ---
4	12.8	443 3-- ---
5	25.6	443 3-- ---
6	51.2	544 33- ---
7	102.4	544 33- ---
8	204.8	554 433 ---
9	400	554 433 ---
10	800	655 443 3--
11	1200	655 443 3--
12	1600	665 544 33-
13	2000	665 544 33-
14	2400	766 554 433
15	2800	766 554 433
16	3200	776 655 443
17	3600	776 655 443
18	4000	877 665 544
19	4400	877 665 544
20	4800	887 766 554
21	5200	887 766 554
22	5600	988 776 655
23	6000	988 776 655
24	6400	998 877 665
25	6800	998 877 665
26	7200	A99 887 766
27	7600	A99 887 766
28	8000	AA9 988 776
29	8400	AA9 988 776
30	8800	BAA 998 877
31	9200	BAA 998 877
32	9600	BBA A99 887
33	10000	BBA A99 887
34	10400	CBB AA9 988
35	10800	CBB AA9 988
36	11200	CCB BAA 998

**Requisites:** Int 23, Chr 23

**Alignment:** C any

**HD/level:** 4d5

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

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

**Saves:** 3xMon

**Reference:** RDM

**Groups:** Wizard, Mirror

**Complexity:** CF=4

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, Conjuration/Summoning (no opposite)

Specialization, Necromancy (no opposite)

You have +1 Feat.

Level 4: Create Chemical Mixture of (level) Complexity Level (see next page; also Tinker Gnome).

Level 5: All of your edged weapons are "Defender"

Level 20: Detect/Identify Godly & Anti-Spirit/Concordant (as per spells)

Known Spells:

Spiderman(SL=N): You cured SL^4 hp and target takes SL^3 white pudding dmg.

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

Bloom Tender (SL=2): Summon a DL II Elf with "1M: Gain 1d5 SL's back in a progression."

Children of the Grave (SL=3): Your summons cannot be unsummoned.

4 (SL=4): 1M: A group gets +LVL saves (no save)

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

We are Number One (SL=6): Summon 3 DL=LVL/2 Henchmen dressed like you.

Look at Me, I'm the DCI (SL=7): An effect is banned from the room (x1 Special)

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

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

# Dabbler2 RDM

Level	KXP	Spells
1	0	(none)
2	4	(none)
3	8	(none)
4	16	(none)
5	32	(none)
6	64	(none)
7	128	(none)
8	256	(none)
9	500	(none)
10	1000	(none)
11	1500	(none)
12	2000	(none)
13	2500	(none)
14	3000	(none)
15	3500	(none)
16	4000	(none)
17	4500	(none)
18	5000	(none)
19	5500	(none)
20	6000	(none)
21	6500	(none)
22	7000	(none)
23	7500	(none)
24	8000	(none)
25	8500	(none)
26	9000	(none)
27	9500	(none)
28	10000	(none)
29	10500	(none)
30	11000	(none)
31	11500	(none)
32	12000	(none)
33	12500	(none)
34	13000	(none)
35	13500	(none)
36	14000	(none)

**Requisites:** Dex 64, Con 27, Int 24, Class slots 4

**Alignment:** AS

**HD/level:** & ++++3d5(no con bonus)

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

**To Hit Table:** M-U0

**Saves:** CTD0

**Reference:** RDM

**Groups:** Monster, Joke, Futureshifted, Internet, Maxi

**Complexity:** CF=3

Gets Barbarian Con.

+2\*LVL Wis

Exceptional Str and Con.

You have +1 Kit.

Level 1: Immune Poison. Tail's P: Do an attack at 1d2 dmg plus poison (LVL\*10 dmg, save for 0)

Level 1: 1P, 1/t: Refill the Smurfberry pool, to a max of 10\*LVL Smurfberries.

Smurfberries are eaten like Goodberries; each Smurfberry cures 2 hp, or gives a new saving throw against an effect. If the effect had no previous save, use RSW; the target number = 10+CL of the effect.

Level 1: Only during reset: Spend 20\*N gp: +N XP.

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

Level 4: Can convert P -> M actions

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

Level 9: 0: Use a rogue ability (This effectively allows you to overwrite action costs on rogue abilities to 0 actions if you want)

Level 9: Destruct VIII. 1P, may borrow: Fork

Level 13: Construct X. ½M or 1bM: Lock down one action type in the room.

# Maldev Forgotten Master2 RDM

Level	KXP	Spells
1	0	(none)
2	2.2	(none)
3	4.4	(none)
4	8.8	(none)
5	17.6	(none)
6	35.2	(none)
7	70.4	(none)
8	140.8	(none)
9	275	(none)
10	550	(none)
11	825	(none)
12	1100	(none)
13	1375	(none)
14	1650	(none)
15	1925	(none)
16	2200	(none)
17	2475	(none)
18	2750	(none)
19	3025	(none)
20	3300	(none)
21	3575	(none)
22	3850	(none)
23	4125	(none)
24	4400	(none)
25	4675	(none)
26	4950	(none)
27	5225	(none)
28	5500	(none)
29	5775	(none)
30	6050	(none)
31	6325	(none)
32	6600	(none)
33	6875	(none)
34	7150	(none)
35	7425	(none)
36	7700	(none)

Requisites: Cml 28

Alignment: AW

HD/level: & 2d4

Weapon Prof.: & 3+level/2

To Hit Table: 2xM-U0

Saves: 2xMon

Reference: RDM

Groups: Lost

Complexity: CF=5

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

Gets 1 script-X action per round. Shoggoth powers use F or script-X actions to use.

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

You have +1 Kit.

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

Level 1: Turn Undead and Turn Cthulhoid Horrors.

Level 1: You may use (pick one): Mixed races, Race adjectives, Mixed classing (There are limits to which classes can be Mixed together, see the DM), or Class adjectives.

Level 1: You energy drain 1 level with every attack (even through weapons).

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: You automatically have Exceptional in any stat that has a requirement of 13 or higher in any of your classes. You automatically have Barbarian in any stat that has a requirement of 18 or higher in any of your classes.

# Herp Jock on the Land3 RDM

Level	KXP	Spells
1	0	(none)
2	8.8	(none)
3	17.6	(none)
4	35.2	(none)
5	70.4	(none)
6	140.8	(none)
7	281.6	(none)
8	563.2	(none)
9	1100	(none)
10	2200	(none)
11	3300	(none)
12	4400	(none)
13	5500	(none)
14	6600	(none)
15	7700	(none)
16	8800	(none)
17	9900	(none)
18	11000	(none)
19	12100	(none)
20	13200	(none)
21	14300	(none)
22	15400	(none)
23	16500	(none)
24	17600	(none)
25	18700	(none)
26	19800	(none)
27	20900	(none)
28	22000	(none)
29	23100	(none)
30	24200	(none)
31	25300	(none)
32	26400	(none)
33	27500	(none)
34	28600	(none)
35	29700	(none)
36	30800	(none)

**Requisites:** Dex 18, Cml 18, Class slots 2

**Alignment:** NG

**HD/level:** & 1d5

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

**To Hit Table:** Psi

**Saves:** 2xFtr0

**Reference:** RDM

**Groups:** Mirror, Lost, Joke

**Complexity:** CF=1

This class matches class name with any other class in the Collective that is exactly 13 letters long (not counting spaces or edition numbers). No, I'm not going to write a script to check. Note this class is not the same name as itself ("Thirteen Letter Horror" is 20 letters), so you don't get x1.5 XP if you take this class twice.

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

Exceptional Str and Con.

Each reset, the DM will give you access to 3 new Barneyed gods. If at any time you have fewer than your LVL in Barneyed god choices (even in the dungeon), ask the DM and he will generate 3 more for you.

You have +1 Feat.

Level 1: Base AT is +5+LVL.

Level 1: Lockdown all Quick (Q) actions within sight. (This includes QQ, QQQ, etc.)

Level 1;2;.etc: (every level): Choose a species type (see list below). You resist effects (not attacks) vs. that species type. You may pick the same species type more than once; each pick is cumulative.

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

Level 3: 0, Surgically Experiment on a creature: The creature takes LVLd6 stat dmg to one stat (your choice) (RSW save for ½). Roll 1d100. If you roll LVL or less and wish to spend an extra 1F action, you can have the creature gain half that amount to the stat instead, but it will become egotistical and unruly (it will no longer be your summon or under your control).

Level 10: You and your party do not leave a trail and cannot be tracked or trailed, except by a Strider/Huntsman of double your level or a Ranger of triple your level. If out of visual sight, your party cannot be Located or Find the Pathed to.

Level 13: Any Scarlet Assassin level 13 ability

# Psi Weaponer of Chaos0 RDM

Level	KXP	Spells
		123 456 789
1	0	22- --- ---
2	4.4	322 --- ---
3	8.8	322 --- ---
4	17.6	332 2-- ---
5	35.2	332 2-- ---
6	70.4	433 22- ---
7	140.8	433 22- ---
8	281.6	443 322 ---
9	550	443 322 ---
10	1100	544 332 2--
11	1650	544 332 2--
12	2200	554 433 22-
13	2750	554 433 22-
14	3300	655 443 322
15	3850	655 443 322
16	4400	665 544 332
17	4950	665 544 332
18	5500	766 554 433
19	6050	766 554 433
20	6600	776 655 443
21	7150	776 655 443
22	7700	877 665 544
23	8250	877 665 544
24	8800	887 766 554
25	9350	887 766 554
26	9900	988 776 655
27	10450	988 776 655
28	11000	998 877 665
29	11550	998 877 665
30	12100	A99 887 766
31	12650	A99 887 766
32	13200	AA9 988 776
33	13750	AA9 988 776
34	14300	BAA 998 877
35	14850	BAA 998 877
36	15400	BBA A99 887

**Requisites:** Str 24, Dex 26, Con 29, Int 24, Class slots 3

**Alignment:** AG

**HD/level:** +++4m6

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

**To Hit Table:** & 2xCust

**Saves:** 3xRog

**Reference:** RDM

**Groups:** Warrior, Wizard, Monster, Overt

**Complexity:** CF=4

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

You have Overhit.

Level 0: Metallic Sliver: Immune to Charm, Domination, Life Drain; You get only half effect from healing spells

Level 1: Immunity to all forms of natural (non-magical) disease.

Level 1: 1M: Dispel a x1 effect.

Level 1: Can use a limited number of Psi1 powers. Get 1 "progression point" per level; it costs 1 progression point for a minor, 4 for a major, 9 for a grand (cannot get supers). You may change your progression each reset. PSPs are as per Psi1A class.

Level 4: May wear two suits of armor, your AT sources fully stack

Level 7: Specialization in Conjuraction gained.

Known Spells:

Operator Manipulation (SL=N): Change one mathematical operator to a different symbol. + or - = SL 2, \* or / = SL 5, ^ or √ = SL 8, ^^ or √√ = SL 11.

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

Whirling Blade (SL=2): Hurlled slashing weapon magically attacks all foes in 60-ft. line.

Unravel Destiny (SL=3): One target gets -2 on all rolls for each Hero Points it has and takes 2d6 dmg per Hero Point it spends (Will save).

9 (SL=4): 1M: A group gets +LVL set Dex.

Crystal Cloud (SL5): Clairvoyance, Clairaudience and ESP.

It's Time to Kick Ass and Chew Bubble Gum... and I'm All Outta Gum (SL=6): 1bM: x6 melee/ranged dmg this segment.

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

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.

Unique Delay (SL=9): Lock down Targets next segment of actions (PP Save)

# Scarlet Bear, Southern Magician RDM

Level	KXP	Spells	Requisites:	Str 20, Dex 18, Int 20, Class slots 3, Race slots 1
		123 456 789	Alignment:	C any (Overwrite to all other classes)
1	0	3-- --- ---	HD/level:	& 12d6
2	5	33- --- ---	Weapon Prof.:	& 10+level/2
3	10	33- --- ---	To Hit Table:	2xFtr0
4	20	433 --- ---	Saves:	War
5	40	433 --- ---	Reference:	RDM
6	80	443 3-- ---	Groups:	Wizard, Archetype, Internet
7	160	443 3-- ---	Complexity:	CF=2
8	320	544 33- ---	Race Adjustment Str +3, Dex +6, Con +0, Int +5, Wis +0, Chr +0, Cml +0, AT -9, hp 8, TH 5, Div ÷1	
9	625	544 33- ---		
10	1250	554 433 ---	See [Q8] for Psi8 rules and powers.	
11	1875	554 433 ---	You are not slain by blessed crossbow bolts; that is a function of the Rakshasa race, not class.	
12	2500	655 443 3--	Has access to MTG(W/U/B/R/G/A/G) Schools/Spheres	
13	3125	655 443 3--	May use Psi60 powers as if they were spells with the following SL's: 1=Minor, 3=Major, 5=Grand, 7=Super, 9=Ultra.	
14	3750	665 544 33-	For Alignment, "(overwrite)" means this class requires the alignment, but it overwrites all of your other alignment restrictions to be that alignment as well.	
15	4375	665 544 33-	Level 1: Can create counterspell amulets. Choose one: a: 0, 1/reset: Counter an effect that you named. b: All effects that directly target you must roll SR vs. (your CL)*2. c: Gain MPIRR=(level*5%) vs. effects that directly target you.	
16	5000	766 554 433	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.	
17	5625	766 554 433	Level 4: Create Chemical Mixture of (level) Complexity Level (see next page; also Tinker Gnome).	
18	6250	776 655 443	Level 7: Speak with Dead 1/d.	
19	6875	776 655 443	Level 9: For HD/level, this class copies the cumulative (&) modifier (if it's there on the class you're copying). This applies to all dice (even those below level 9).	
20	7500	877 665 544	Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)*3.	
21	8125	877 665 544	Known Spells:	
22	8750	887 766 554	Fear and Loathing in Las Vegas (SL=N): Summon CL DL=SL-2 Dancing Potion Bottles.	
23	9375	887 766 554	I'm going to kick your ass (SL=1): One target retreats from your group to the nearest group. Parting shots apply.	
24	10000	988 776 655	Deflection (SL 2): Warrior allies get +2AC. CF3: +20AC.	
25	10625	988 776 655	Your Face, Your Ass – What's the Difference? (SL=3): 1bV: Blink behind target.	
26	11250	998 877 665	Stars of Arvandor (SL=4): Create CL stars. Release upto 3/r. Touch attack for 1d8.	
27	11875	998 877 665	I say Neigh (SL=5): 1bM: Counter an attack sequence or spell.	
28	12500	A99 887 766	Ego Consent (SL=6): One target Ego dominated (2 saves).	
29	13125	A99 887 766	Wide Holy Word Lamer (SL=7): Group rolls worst results (all dice, 1 turn)	
30	13750	AA9 988 776	House Cloud (SL8): Melf's Magnificent Mansion as spell.	
31	14375	AA9 988 776	Mass Mass Heal (SL=9): Heals up to 100 groups of creatures. (Yes, this can be reversed.)	
32	15000	BAA 998 877		
33	15625	BAA 998 877		
34	16250	BBA A99 887		
35	16875	BBA A99 887		
36	17500	CBB AA9 988		



# Rape Misogynist1 RDM

Level	KXP	Spells
1	0	(none)
2	2	(none)
3	4	(none)
4	8	(none)
5	16	(none)
6	32	(none)
7	64	(none)
8	128	(none)
9	250	(none)
10	500	(none)
11	750	(none)
12	1000	(none)
13	1250	(none)
14	1500	(none)
15	1750	(none)
16	2000	(none)
17	2250	(none)
18	2500	(none)
19	2750	(none)
20	3000	(none)
21	3250	(none)
22	3500	(none)
23	3750	(none)
24	4000	(none)
25	4250	(none)
26	4500	(none)
27	4750	(none)
28	5000	(none)
29	5250	(none)
30	5500	(none)
31	5750	(none)
32	6000	(none)
33	6250	(none)
34	6500	(none)
35	6750	(none)
36	7000	(none)

**Requisites:** Dex 27, Cml 30

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

**HD/level:** 3d4

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

**To Hit Table:** always +0

**Saves:** 3xCTD0

**Reference:** RDM

**Groups:** Rogue, Offensive

**Complexity:** CF=5

Gets 50 rogue points per level.

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

Level 1: Man Cave: 1F: Melf's Magnificent Man Cave (like a ropetrick).

Level 4: Self healing (laying on hands): 1 hp/level, can be done once per day.

Level 6: 1M, 1/d: Mini Fury (Do LVL Q&M actions only for magic or psi, at the end of the effect, you are Crapped and Set)

Level 8: Sorcery: Gain LVL in SL's as a Wizard progression, this progression must be flat or decreasing.

Level 9: Can backstab every attack (1N action) vs. Panicked person; 1M: Panic (Will save) {Spy}

Level 10: Ignore WR, aWR.

Level 17: Tongue of the Sun and Moon: A monk of 17th level or above can speak with any living creature.

Level 18: May convert 1V -> 1incursedV, 1P -> 1incursedP, 1M -> 1incursedM, and 1F -> 1incursedF. The "incursed" prefix is for "incursed actions"; these actions can be used while under any SEL 12 or less status. You may use 1 incursed action as your action for the segment, instead of your normal 1S for the segment.

# Infinite Sorcerormancer RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	104.6	22- --- ---
3	209.2	22- --- ---
4	418.4	322 --- ---
5	836.8	322 --- ---
6	1673.6	332 2-- ---
7	3347.2	332 2-- ---
8	6694.4	433 22- ---
9	13075	433 22- ---
10	26150	443 322 ---
11	39225	443 322 ---
12	52300	544 332 2--
13	65375	544 332 2--
14	78450	554 433 22-
15	91525	554 433 22-
16	104600	655 443 322
17	117675	655 443 322
18	130750	665 544 332
19	143825	665 544 332
20	156900	766 554 433
21	169975	766 554 433
22	183050	776 655 443
23	196125	776 655 443
24	209200	877 665 544
25	222275	877 665 544
26	235350	887 766 554
27	248425	887 766 554
28	261500	988 776 655
29	274575	988 776 655
30	287650	998 877 665
31	300725	998 877 665
32	313800	A99 887 766
33	326875	A99 887 766
34	339950	AA9 988 776
35	353025	AA9 988 776
36	366100	BAA 998 877

**Requisites:** Int 19, Wis 21

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

**HD/level:** +++2d6

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

**To Hit Table:** (none)

**Saves:** 3xWiz

**Reference:** RDM

**Groups:** Wizard, Internet

**Complexity:** CF=2

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

See [Q8] for Psi8 rules and powers.

See [Q8] for Psi8 rules and powers.

Has "infinite" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's. Certain abilities may be limited to a finite amount, due to Multiverse Project limits.

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

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

Level 1: Occult Library: Each reset, gain LVL in SL's of spell scrolls. You can leave these as "open scrolls" until needed.

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

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

Level 22: You ignore other people's Immunity to Action/Memory/Other Stealing (unless it comes from a x3 or greater source)

Known Spells:

Max Faktor (SL=N): Pick MF, PF, PsiF, TechF. Raise or lower it by N.

Succession (SL=0): Your next spell has +1 target.

1 \* (SL=2 \* ): 1M: A group gets +LVL V actions (no save)

Steeldance (SL=3): 2 daggers become animated longswords 1d8, 19+.

Resurrection (SL=4): Resurrect someone who's slain within CL s.

Wight Cloud (SL5): CL^2 Level Drain.

Mycosynth Lattice (SL=6): All creatures, spell/psi effects in the room count as technological. All spells cast in the room are colorless.

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

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

Mental Fury (SL=9): Cast 1 instance of each spell you have all at the same time. You are spent afterward.

# Cascade Weaponer Slayer RDM

Level	KXP	Spells
1	0	(none)
2	41.6	(none)
3	83.2	(none)
4	166.4	(none)
5	332.8	(none)
6	665.6	(none)
7	1331.2	(none)
8	2662.4	(none)
9	5200	(none)
10	10400	(none)
11	15600	(none)
12	20800	(none)
13	26000	(none)
14	31200	(none)
15	36400	(none)
16	41600	(none)
17	46800	(none)
18	52000	(none)
19	57200	(none)
20	62400	(none)
21	67600	(none)
22	72800	(none)
23	78000	(none)
24	83200	(none)
25	88400	(none)
26	93600	(none)
27	98800	(none)
28	104000	(none)
29	109200	(none)
30	114400	(none)
31	119600	(none)
32	124800	(none)
33	130000	(none)
34	135200	(none)
35	140400	(none)
36	145600	(none)

**Requisites:** Dex 28, Int 94, Cml 26, Class slots 2

**Alignment:** TS

**HD/level:** & 4d5

**Weapon Prof.:** & 9+level

**To Hit Table:** 3xPsi

**Saves:** Cust

**Reference:** RDM

**Groups:** Planar, Overt, Maxi

**Complexity:** CF=5

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

Gets Exceptional Con. Can weapon specialize, using the Non-Warrior line for number of attacks.

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

Level 1: Immune to Destruction sphere, Disintegrate, Annihilation.

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 3: Improvisation: 1V, 1/r: Create a 0 to LVL gp item, it lasts for 1 hour.

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

Level 8: 1bM, 1/r: Fork

Level 8: 1bM, 1/r: Fork

# Metallic PC Designed Remover3 RDM

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

**Requisites:** Con 25, Int 27

**Alignment:** JN

**HD/level:** 4d6

**Weapon Prof.:** 5+level

**To Hit Table:** (none)

**Saves:** 2xCust

**Reference:** RDM

**Groups:** Lost, PCDesigned

**Complexity:** CF=4

++1 to hit or saves means to adjust true die roll by 1.

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

Schools/Spheres: Wizard Conjuration/Summoning, Priest Buffer

Barbarian Int bonus.

Resist Metallic.

You have +1 Feat.

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

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

Level 1:,2:,etc.: (each level): +1 Int.

Level 1: 1F: Do a random [PC2] Monster Collective Psionics combat (c) power of SL=1dLVL. Any attempt to counter it will fork it instead.

Level 1: 1M: Summon a DL=(LVL+1)/2 monster of [M40] monster type 2d13+14.

There is a 13% chance it will fight for you without bothering to use a summon slot.

Sure, you could spam this ability and make an army, but you might want to consider this plan very carefully.

Level 1: No penalty for called shots with missile weapons.

Level 1:,2:,etc.: (every level): +1 Dex.

Level 1: Immune to Turn Undead.

Level 1:,2:,etc.: (every level): Two level N (or lower) Warrior5 picks.

# Wild Builder4 RDM

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

**Requisites:** Cml 21  
**Alignment:** JE  
**HD/level:** & 2d6  
**Weapon Prof.:** & 2+level/3  
**To Hit Table:** 3xPsi  
**Saves:** Pri  
**Reference:** RDM  
**Groups:** Random  
**Complexity:** CF=2

Breath Weapon (max hps).  
 Has a spell progression (unlike Custom5), but does not have a stat bonus to begin with.  
 Can cast Wizard, Priest, Psi-5, or Psi5 powers out of progression. Your PSP pool =  
 Str + Con + Int + Chr - 48 + 3\*Level.  
 Breath Weapon (max hps).  
 You have +1 4th edition power (pick A, E, D, or U).  
 Level 1: Pick weapon of choice; are considered 5 levels higher for # of Attacks  
 purposes.  
 Level 1: 50% chance to control the result of a Deck of Many Things, however, repeat  
 cards may not be drawn from the same deck with a controlled draw. If the draw is  
 uncontrolled, repeat cards are allowed as usual.  
 Level 1: Death Attack: If have seen target for 3 rounds, can make 1 attack to paralyze  
 or kill (Fort save).  
 Level 2: Your items that use charges use only half the number of charges (retain  
 fractions)  
 Level 9: Can make existing items into Items of Quality, it takes 1 hour per item.  
 Level 22: Can instead use LL/2 (round up) F actions /s

# T- Angel, Collective Player RDM

Level	KXP	Psionics	Requisites:	Str 20, Int 24, Cml 22, Class slots 3, Race slots 1
		mMG SUV	Alignment:	LS
1	0	44- ---	HD/level:	3d6
2	3.8	54- ---	Weapon Prof.:	10+level
3	7.6	54- ---	To Hit Table:	3xM-U0
4	15.2	54- ---	Saves:	2xPri
5	30.4	55- ---	Reference:	RDM
6	60.8	654 ---	Groups:	Wizard, Technology, Archetype
7	121.6	654 ---	Complexity:	CF=3
8	243.2	654 ---	Race Adjustment	Str +6, Dex +0, Con +0, Int +0, Wis +0, Chr +0,
9	475	664 ---		Cml +1, AT -4, hp 6, TH -9, Div ÷1
10	950	765 ---	Barbarian Int bonus.	
11	1425	765 ---	School robe (-1 SL) in Invocation/Evocation	
12	1900	765 ---	Gets Exceptional Dex and Chr.	
13	2375	775 4--	Can manipulate an object with TechF equal to your level or less.	
14	2850	876 4--	Level 1: +1 size.	
15	3325	876 4--	Level 9: All other people in your group get a "256 KXP" Wizard pick, using the	
16	3800	876 4--	Master Wizard-DM rules above. (You do not get this in addition to your normal Level	
17	4275	886 5--	9 pick). This ability cannot itself be picked.	
18	4750	987 5--	Level 20: Any Rogue 20 ability; +10*LVL Rogue points (this may be taken multiple	
19	5225	987 5--	times)	
20	5700	987 5--	Known Powers	
21	6175	997 6--	Do You Have a Claim Against Me (SL=2): 1bM: Counter/Dispel a	
22	6650	A98 64-	command/ domination effect.	
23	7125	A98 64-	Sweet Cloud (SL2): Cure 20% of max hp.	
24	7600	A98 64-	Academy Ruins (SL=5): 1bM, Pay 2 SL's: Repair a item of yours destroyed this round.	
25	8075	AA8 74-	Your heart is your employee (SL=5): Physically dominate a target's heart and control	
26	8550	BA9 75-	its heart rate.	
27	9025	BA9 75-	Red Rain (SL=8): Red rain that lowers all enemy defenses in the room.	
28	9500	BA9 75-	Force Hop (SL=8): 1bX: Leap CL/2 ft. May make a charge attack at xCL/2 dmg.	
29	9975	BB9 85-	Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.	
30	10450	CBA 86-	Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.	
31	10925	CBA 86-	Warmonger Spell (SL=14): 1M: A group gets +WCL Q∞P actions (infinitely quick P	
32	11400	CCA 964	actions)	
33	11875	DCB 974	Living Planet Spell (SL=14): Add you current hp to your saves. (Inverse Dragon	
34	12350	DCB 974	Armoring).	
35	12825	DCB 974		
36	13300	DCB 974		

# T- Innovator3 RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	4.4	22- --- ---
3	8.8	22- --- ---
4	17.6	322 --- ---
5	35.2	322 --- ---
6	70.4	332 2-- ---
7	140.8	332 2-- ---
8	281.6	433 22- ---
9	550	433 22- ---
10	1100	443 322 ---
11	1650	443 322 ---
12	2200	544 332 2--
13	2750	544 332 2--
14	3300	554 433 22-
15	3850	554 433 22-
16	4400	655 443 322
17	4950	655 443 322
18	5500	665 544 332
19	6050	665 544 332
20	6600	766 554 433
21	7150	766 554 433
22	7700	776 655 443
23	8250	776 655 443
24	8800	877 665 544
25	9350	877 665 544
26	9900	887 766 554
27	10450	887 766 554
28	11000	988 776 655
29	11550	988 776 655
30	12100	998 877 665
31	12650	998 877 665
32	13200	A99 887 766
33	13750	A99 887 766
34	14300	AA9 988 776
35	14850	AA9 988 776
36	15400	BAA 998 877

**Requisites:** Wis 18, Cml 18, Class slots 2

**Alignment:** TS

**HD/level:** & 1d6

**Weapon Prof.:** & 9+level

**To Hit Table:** CTD0

**Saves:** 2xRog

**Reference:** RDM

**Groups:** Custom, Demigod, Random

**Complexity:** CF=2

Gets "All Rogue" and "All Psionicist" abilities.

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.

Gains all Dex-based Rogue abilities.

You have +1 Feat.

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

Level 1: You may throw any item as a weapon without suffering a penalty because the item wasn't meant to be thrown.

Level 9: Regenerate LVL hp/s (troll-like, heals vile/perm dmg), restore XP/Lvl drain, within 30'

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

Known Spells:

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

Won't you be my Neighbor (SL=1): Combine a group with your group.

Multiplication (SL=2): Your next spell has +3 targets.

Jesus He Knows Me (SL=3): Summon (LVL-DL)^2 Televangelists. DL is their DL.

Fork (SL=4): 1bM or 1 OppM: Copy target magical/psionic effect you control.

Conquerer's Pledge (SL=5): Summon 6 DL I Kor Soldiers(one group). If you spend an additional 6th level SL, you summon 12 instead.

TRUTH REVEALED (SL = 6): You Capital U understand and ask the DM a question.

Diluvian Primordial (SL=7): Summon a flying DL VII with "When summoned, for each opponent that cast a spell this turn, you may cast a copy of it".

Shadow Cloud (SL8): PPD or Feeblemind. If made, Enfeeblement.

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

# Common Man of the Realms RDM

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

Requisites: Con 27, Int 88, Wis 24, Class slots 3

Alignment: NE

HD/level: & ++4d5+91

Weapon Prof.: & 10+level

To Hit Table: War

Saves: 3xWiz

Reference: RDM

Groups: Monster, Mirror, Internet, Maxi

Complexity: CF=5

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

Gets Extra-Barbarian Con.

Level 1: Lockdown all Held (h) actions within sight.

Level 1: 1M: Dispel a familiar ability for 1 turn.

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

Level 18: (replaces Level 9 ability) Can cast 2 SLs of Lich spells (e.g. two 1st or one 2nd).



# Multi-Classed Sneaker1 RDM

Level	KXP	Spells
		123 456 789
1	0	33- --- ---
2	4.4	33- --- ---
3	8.8	433 --- ---
4	17.6	433 --- ---
5	35.2	443 3-- ---
6	70.4	443 3-- ---
7	140.8	544 33- ---
8	281.6	544 33- ---
9	550	554 433 ---
10	1100	554 433 ---
11	1650	655 443 3--
12	2200	655 443 3--
13	2750	665 544 33-
14	3300	665 544 33-
15	3850	766 554 433
16	4400	766 554 433
17	4950	776 655 443
18	5500	776 655 443
19	6050	877 665 544
20	6600	877 665 544
21	7150	887 766 554
22	7700	887 766 554
23	8250	988 776 655
24	8800	988 776 655
25	9350	998 877 665
26	9900	998 877 665
27	10450	A99 887 766
28	11000	A99 887 766
29	11550	AA9 988 776
30	12100	AA9 988 776
31	12650	BAA 998 877
32	13200	BAA 998 877
33	13750	BBA A99 887
34	14300	BBA A99 887
35	14850	CBB AA9 988
36	15400	CBB AA9 988

**Requisites:** Dex 24, Con 24, Chr 22, Class slots 2

**Alignment:** TN

**HD/level:** & 3d5(no con bonus)

**Weapon Prof.:** & 9+level

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

**Saves:** 3xMon

**Reference:** RDM

**Groups:** Rogue, Psionicist, Mirror

**Complexity:** CF=3

Gets Dex bonus to Priest spells (yes this is strange).

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

This class mixes several classes together. Let N be the number of classes and the G be the number of groups among your classes. N+G must be equal to LVL+1 or less. This class cannot mix in classes from the Custom, Concordant, or Monster groups, and cannot be mixed into other classes.

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

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

Level 1: When casting a spell at someone, multiply your damage by the number of classes he has (max=LVL).

Level 1: Can "burn" 1 hp/spell level to cast extra spells

Level 10: Ignore WR, aWR.

Level 14: 1M: Target loses this segment's actions (RSW save)

Level 27: pick another frequency from the L9 list

Known Spells:

Max Extreme (SL=N): Summon CL DL=SL female Humans.

Shove it up your Donkey (SL=1): One of your Donkey subordinates has +1 butt slot that acts as a portable hole: (note: that is not a typo, its a subtle joke).

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

Riding the Bull(SL=3): You and target grouped. Target x2 weight, -10 Cml and becomes your Mount. Resave each seg.

Congregate (SL=4): Target gains 10\*N hp, where N is the number of people in the party+summons

Blow it out Your Ass! (SL=5): One target Prolapsed.

Animate Objects (Transmutation, SL 6): Animates CL\*4 diminutive, CL\*2 tiny, CL small objects, or CL/2 meduim objects, ect..

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

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

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

# The Final Dwarven Thug of Quality5 RDM

Level	KXP	Spells
		123 456 789
1	0	2-- --- ---
2	8.4	2-- --- ---
3	16.8	22- --- ---
4	33.6	22- --- ---
5	67.2	322 --- ---
6	134.4	322 --- ---
7	268.8	332 2-- ---
8	537.6	332 2-- ---
9	1050	433 22- ---
10	2100	433 22- ---
11	3150	443 322 ---
12	4200	443 322 ---
13	5250	544 332 2--
14	6300	544 332 2--
15	7350	554 433 22-
16	8400	554 433 22-
17	9450	655 443 322
18	10500	655 443 322
19	11550	665 544 332
20	12600	665 544 332
21	13650	766 554 433
22	14700	766 554 433
23	15750	776 655 443
24	16800	776 655 443
25	17850	877 665 544
26	18900	877 665 544
27	19950	887 766 554
28	21000	887 766 554
29	22050	988 776 655
30	23100	988 776 655
31	24150	998 877 665
32	25200	998 877 665
33	26250	A99 887 766
34	27300	A99 887 766
35	28350	AA9 988 776
36	29400	AA9 988 776

**Requisites:** Str 15, Con 15, Chr 16, Class slots 2

**Alignment:** NG

**HD/level:** & 1d4

**Weapon Prof.:** & 6+level/2

**To Hit Table:** Mon

**Saves:** (none)

**Reference:** RDM

**Groups:** Warrior, Psionicist, Monster

**Complexity:** CF=1

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

Considered a Lycanthrope (pick a type, some are included in the Racial Adjective rules in [P3.5]). You can choose to not suffer the XP divisor penalty, but you also do not gain the lycanthrope's racial modifiers.

Gets a master monster pick per level

+1 slowS action.

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

Level 1: Protection from Evil 10'r (continuous, but may be lowered).

Level 6: Automatic proficiency in all weapons that you have seen in operation (does not count as "free" slots, so 2 slots are still needed to single specialize, etc.).

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

Known Spells:

Fear and Loathing in Las Vegas (SL=N): Summon CL DL=SL-2 Dancing Potion Bottles.

Bright Red (SL=1): Stops nonmagical ranged weapons or Deals 20 points of fire damage (Reflex half).

Arabian Sunglasses(SL=2): You gain Clairvoyance and ESP.

Child of the Province (SL=3): One target is charmed and gains iAllyR 50%.

Mana Echoes (SL=4): Whenever a creature is summoned, regain 1SL for each summon you control that shares a type with it.

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

Erase Symbol (SL=6): Erase one symbol in the dungeon.

A Fun Thing to Do When you're Feeling Sporty (SL=7): Capital A Abort/Stillborn a target (Capital S Skinned plus slain.)

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

Unique Speed (SL=9): Pick a Deified Antemortal0 spell. That spell costs only ½G action to use.

# Arch- ORLY Angel1JG RDM

Level	KXP	Spells	Requisites:	Str 27, Int 24, Class slots 2, Race slots 1
		123 456 789	Alignment:	non-E
1	0	33- - - -	HD/level:	4d5
2	3.2	433 - - -	Weapon Prof.:	4+level/2
3	6.4	433 - - -	To Hit Table:	2xCust
4	12.8	443 3-- - -	Saves:	Wiz
5	25.6	443 3-- - -	Reference:	RDM
6	51.2	544 33- - -	Groups:	Custom, Archetype
7	102.4	544 33- - -	Complexity:	CF=4
8	204.8	554 433 - - -	Race Adjustment Str +13, Dex +0, Con +0, Int +9, Wis +0, Chr +0, Cml +0, AT 3, hp 10, TH -1, Div ÷1	
9	400	554 433 - - -		
10	800	655 443 3--	Can specialize in a school, but pick 2 opposites.	
11	1200	655 443 3--	Specialized in Chronomancy (no opposite).	
12	1600	665 544 33-	Free Arch class adjective.	
13	2000	665 544 33-	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.	
14	2400	766 554 433	Level 1: 1S, NP/t: Deal CL Wood dmg to each group on the chalkboard with Flying	
15	2800	766 554 433	per segment (x1 Terrain Feature)	
16	3200	776 655 443	Level 6: Barbarian stat bonus, if you have Intermediate already (can pick this multiple	
17	3600	776 655 443	times, one for each stat)	
18	4000	877 665 544	Level 9: Get 4 minors, 2 minors + 1 major, or 2 majors chosen from Psi7 or Psi14	
19	4400	877 665 544	Level 13: Your area effects hit +1 group	
20	4800	887 766 554	Known Spells:	
21	5200	887 766 554	Neighborhood Trolly (SL=N): Summon a DL=N Trolly that may count as everybody's	
22	5600	988 776 655	mount and with (10-N) V's: Planeshift. At SL=7, Between.	
23	6000	988 776 655	Sweet Revenge (SL=1): Shield vs. physical attacks (100% damage back; MR to resist)	
24	6400	998 877 665	Force Ally Request(SL=2): Summon CL DL (LVL+2)/2 Storm Troopers.	
25	6800	998 877 665	Don't Let Em Grind You Down (SL=3): DT 100-CL and DR 10/-.	
26	7200	A99 887 766	Keys to the Kingdom (SL=4): Freedom of movement and no target.	
27	7600	A99 887 766	Farseeing (SL=5): Remote viewing.	
28	8000	AA9 988 776	Solsbury Hill (SL=6): You Escape from current situation.	
29	8400	AA9 988 776	Infinity Elemental (SL=7): Summon a DL=VII red Elemental with +1idmg melee.	
30	8800	BAA 998 877	Decree of Pain (SL=8): Slay all creatures in 2 groups (PPD) or one group (no save)	
31	9200	BAA 998 877	Blazing Archon (SL=9): Summon a DL IX flying Archon with "Creatures can't	
32	9600	BBA A99 887	physically attack you".	
33	10000	BBA A99 887		
34	10400	CBB AA9 988		
35	10800	CBB AA9 988		
36	11200	CCB BAA 998		

# Being of the Realms RDM

Level	KXP	Spells
1	0	(none)
2	2.4	(none)
3	4.8	(none)
4	9.6	(none)
5	19.2	(none)
6	38.4	(none)
7	76.8	(none)
8	153.6	(none)
9	300	(none)
10	600	(none)
11	900	(none)
12	1200	(none)
13	1500	(none)
14	1800	(none)
15	2100	(none)
16	2400	(none)
17	2700	(none)
18	3000	(none)
19	3300	(none)
20	3600	(none)
21	3900	(none)
22	4200	(none)
23	4500	(none)
24	4800	(none)
25	5100	(none)
26	5400	(none)
27	5700	(none)
28	6000	(none)
29	6300	(none)
30	6600	(none)
31	6900	(none)
32	7200	(none)
33	7500	(none)
34	7800	(none)
35	8100	(none)
36	8400	(none)

Requisites: Dex 24, Cml 61

Alignment: CE

HD/level: 3d6

Weapon Prof.: 2+level

To Hit Table: 2xPri

Saves: 3xRog

Reference: RDM

Groups: Rogue, Maxi

Complexity: CF=3

Barbarian Str

Level 2: Any creature that attempts to eat the Slayer's mind must make a Will save (DC 17) or be disinclined to do so.

Level 4: Pick two WhiteHat5 Level 1-3, one Rebel5 Level 1-3, or one Psi5 minor

Level 6: Immune to Blow Your Head Off, Twilight, Ego Domination, Retributive Strikes

Level 9: 1M, (LVL-8)/d: True Resurrection

Level 18: Psi(-12)C effect SL=0 | SL=1 || SL=2 ||| SL=3 etc.