

Provider2 RDM

Level	KXP	Spells
1	0	+1 ML
2	8	+2 ML
3	16	+3 ML
4	32	+4 ML
5	64	+5 ML
6	128	+6 ML
7	256	+7 ML
8	512	+8 ML
9	1024	+9 ML
10	1600	+10 ML
11	2400	+11 ML
12	3200	+12 ML
13	4000	+13 ML
14	4800	+14 ML
15	5600	+15 ML
16	6400	+16 ML
17	7200	+17 ML
18	8000	+18 ML
19	8800	+19 ML
20	9600	+20 ML
21	10400	+21 ML
22	11200	+22 ML
23	12000	+23 ML
24	12800	+24 ML
25	13600	+25 ML
26	14400	+26 ML
27	15200	+27 ML
28	16000	+28 ML
29	16800	+29 ML
30	17600	+30 ML
31	18400	+31 ML
32	19200	+32 ML
33	20000	+33 ML
34	20800	+34 ML
35	21600	+35 ML
36	22400	+36 ML

Requisites: Str 15
Alignment: TS
HD/level: 1d10
Weapon Prof.: 9+level
To Hit Table: 3xM-U0
Saves: Psi
Reference: RDM
Groups: Warrior, Internet
Complexity: CF=1

Uses the "Spec. Barbarian" line for number of attacks.
 Specialized in Animal, Plant, and War spheres. Spells of these spheres cost ½M to cast.
 Can manipulate an object with TechF equal to your level or less.
 Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)*5/2, round down.
 Level 12: You gain(s) +29 ranged dmg each turn until end of combat, stacking until the effect ends

Finisherologist3 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	18.8	2--	---	---
3	37.6	22-	---	---
4	75.2	22-	---	---
5	150.4	322	---	---
6	300.8	322	---	---
7	601.6	332	2--	---
8	1203.2	332	2--	---
9	2406.4	433	22-	---
10	3700	433	22-	---
11	5550	443	322	---
12	7400	443	322	---
13	9250	544	332	2--
14	11100	544	332	2--
15	12950	554	433	22-
16	14800	554	433	22-
17	16650	655	443	322
18	18500	655	443	322
19	20350	665	544	332
20	22200	665	544	332
21	24050	766	554	433
22	25900	766	554	433
23	27750	776	655	443
24	29600	776	655	443
25	31450	877	665	544
26	33300	877	665	544
27	35150	887	766	554
28	37000	887	766	554
29	38850	988	776	655
30	40700	988	776	655
31	42550	998	877	665
32	44400	998	877	665
33	46250	A99	887	766
34	48100	A99	887	766
35	49950	AA9	988	776
36	51800	AA9	988	776

Requisites: Dex 17, Con 16, Chr 16, Class slots 2

Alignment: non-C

HD/level: 1d11

Weapon Prof.: 6+level

To Hit Table: 2xCTD0

Saves: 2xWiz

Reference: RDM

Groups: Rogue, AlternateUniverse, Lost

Complexity: CF=1

Gets a Myth spell progression.

Level 1: You get (a slightly weaker version of) the "Frank" Cheat Code [X3]: Can throw any weapon without penalty, using the "Bow" line (assuming specialization).

Level 12: Can purchase non-weapon technological items (such as high-tech armor). This is currently undefined.

Level 19: Gain a Mind Cocoon that delays up to 314 dmg/hit for 7 round(s). (No save)

Level 31: Gain a Runic Envelope that heals you for 39% of damage you deal while active, for 1 round

Level 720: Each time all creatures climb(s) or traverse(s) difficult terrain, Attempt to dispel all effects on an enemy (RSW 370+Wis save to nullify) If resisted, target takes 1944 Prismatic damage

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.

AC/DC - Money Talks (SL=1): +CL*10% money. Doesn't work on sold items.

Little Jack Horner (SL=2): One target -1 size, grouped into a group of (x1), and aligned to LG

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

2 (SL=4): 1M: A group gets +CL dmg (no save)

Call of the Wild (SL=5): Summon any real-world animal (your choice), you get CL/DL of them (round up)

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

Eminem/Marshall Mathers/Slim Shady - My Name Is (SL=7): Change your truename

Slipknot - Nero Forte (SL=8): Target is Dominated (Mentally) as long as you are

SEL=1 Insane-Depression (no save)

Crazy Train (SL=9): Nuke (does a nuclear bomb; 4 idmg in huge area)

Rogue Abilities:

Level 1: Spying, Base 10, Bonus Int-11, Penalty Int-14

Level 1: Assassination (-5% per HD/level of target), Base 0, Bonus Wis-13, Penalty Wis-15

Level 6: Touch : Chill/Pain | Para/Vampiric | Energy Drain, Base 20, Bonus Str-9, Penalty Str-15

Level 8: Random Telekinesis (10 lbs per 1% made), Base 15, Bonus Con-6, Penalty Con-13

Level 10: Song of Laughter (all other creatures at -1 all rolls per 10% made), Base 10, Bonus Chr-3, Penalty Chr-5

Level 10: Song of Laughter (all other creatures at -1 all rolls per 10% made), Base 10, Bonus Chr-3, Penalty Chr-5

Level 12: any 3rd level Illusion spell is cast | any 4th | any 5th | any 6th (≠SL-2), Base 15, Bonus Dex-18, Penalty Dex-22

Level 12: Disharmonic Blast (1 dmg per 1% made), Base 10, Bonus Con-16, Penalty

Infinite Ill Omen Chirurgeon2 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	9.8	2--	---	---
3	19.6	22-	---	---
4	39.2	22-	---	---
5	78.4	322	---	---
6	156.8	322	---	---
7	313.6	332	2--	---
8	627.2	332	2--	---
9	1254.4	433	22-	---
10	1900	433	22-	---
11	2850	443	322	---
12	3800	443	322	---
13	4750	544	332	2--
14	5700	544	332	2--
15	6650	554	433	22-
16	7600	554	433	22-
17	8550	655	443	322
18	9500	655	443	322
19	10450	665	544	332
20	11400	665	544	332
21	12350	766	554	433
22	13300	766	554	433
23	14250	776	655	443
24	15200	776	655	443
25	16150	877	665	544
26	17100	877	665	544
27	18050	887	766	554
28	19000	887	766	554
29	19950	988	776	655
30	20900	988	776	655
31	21850	998	877	665
32	22800	998	877	665
33	23750	A99	887	766
34	24700	A99	887	766
35	25650	AA9	988	776
36	26600	AA9	988	776

Requisites: Dex 15, Int 15, Class slots 2
Alignment: AS (Overwrite to all other classes)
HD/level: & 1e6
Weapon Prof.: & 7+level/4
To Hit Table: 2xMon
Saves: 2xPsi
Reference: RDM
Groups: Lost, Demigod, Overt
Complexity: CF=1

You (as a character) get 1P+1M+1V as your base actions instead of 1S+1V.
 Gets Chronomancy and Myth spells. Can cast "All Rogue" spells out of either progression.
 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.
 1W: Give another party member +IRS action. This can be used in addition to 1S+1V per segment. (R actions are basically "Q actions the really old way.")
 Level 1: Immune to your own effects.
 Level 9: You deal x(LVL-7) dmg vs. Size G or larger targets.
 Known Spells:
 Figure of Destiny N (SL=N): Summon a DL N Kithkin. At SL=2, it's a Kithkin Spirit. At SL=5, it's a Kithkin Spirit Warrior. At SL=8, it's a flying Kithkin Spirit Warrior Avatar with +1IF
 Disturbed - Leave It Alone (SL=1): Taunt an enemy. That enemy gets xCL dmg vs. you
 Raging River (SL=2): Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.
 Psionic Blast (SL=3): Target takes 40 psionic dmg, you take 20 psionic dmg (no save) (PR to resist)
 Glory of Warfare (SL=4): Your subordinates get +2 offensive DL on the top of each segment, and +2 defensive DL on the bottom of each segment.
 I say Neigh (SL=5): 1bM: Counter an attack sequence or spell.
 Erase Symbol (SL=6): Erase one symbol in the dungeon.
 Strawman (SL=7): Project image plus name changes to "[character's first name] of the family [character's last name]".
 Insurrection (SL=8): Charm a group (Will save, ignores immunity to Charm effects)
 Delusion (SL=9): 10% chance that a melee attack automatically hits a nearby target (roll per attack) [cont.]

Psi774 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	17.6	2--	---
3	35.2	22-	---
4	70.4	32-	---
5	140.8	32-	---
6	281.6	32-	---
7	563.2	33-	---
8	1126.4	432	---
9	2252.8	432	---
10	3400	432	---
11	5100	442	---
12	6800	543	---
13	8500	543	---
14	10200	543	---
15	11900	553	2--
16	13600	654	2--
17	15300	654	2--
18	17000	654	2--
19	18700	664	3--
20	20400	765	3--
21	22100	765	3--
22	23800	765	3--
23	25500	775	4--
24	27200	876	42-
25	28900	876	42-
26	30600	876	42-
27	32300	886	52-
28	34000	987	53-
29	35700	987	53-
30	37400	987	53-
31	39100	997	63-
32	40800	A98	64-
33	42500	A98	64-
34	44200	A98	64-
35	45900	AA8	742
36	47600	BA9	752

Requisites: Chr 19
Alignment: non-L
HD/level: & $\pm 1d2$
Weapon Prof.: & 3+level/2
To Hit Table: & 2xPri
Saves: 2xWiz
Reference: RDM
Groups: Psionist
Complexity: CF=1

Gets Barbarian Str and Exceptional Dex.

Level 1: You may use Anti-Astral Projection; but in this case, you cannot use M actions.

Level 1: May use Psionic Enchantments, which convert several low-level spells to a higher level one.

Level 1: +1 Nonweapon Proficiency per level. These slots may be spent on existing Psi-2 powers (not additional ones). Each slot increases a power's check score both by 1, or you can roll an extra 1d20 (choose better result).

Level 4: An ally gains +2KP action(s) for 1 round(s)

Level 6: Whenever an enemy meditate(s) or enter(s) a trance state, Drain 63% of resistances from an enemy (Sanity 20+Str save for tenth effect)

Level 7: Pick another ability from I-VI above. If you pick an ability more than once, P action costs go to V, V costs go to 0 (zero action).

Level 16: 3A, ML/natural reset: Silence a target mid-cast, preventing the ability (No save, HR or XR to resist)

Level 18: Material Componenting for Grands.

Level 23: Every time an enemy disarm(s) a trap, Each failed save by an enemy increases the severity of SEL=4 Extract (No save, TechR to resist)

Known Powers

Robert Schumann - Carnaval (SL=N): Wishoid for a Googology spell of SL=N-1

Disturbed - Remnants (SL=N): Can only be cast 1/reset. The next Disturbed spell you cast of SL=N-1 goes off in segment 11-N of next rd

Kessig Wolf Run (SL=2): 1bM, Pay N+2 SL: One target gets Overhit and +10*N to hit/dmg/AC/Saves.

Adele - Rolling in the Deep (SL=2): Trueseeing and you your weapons are weapon flag "sinking" branded

Deflection (SL=5): 1bM or 1 OppM: Redirect target magical/psionic effect to another target.

Blue Moon (SL=5): LVL*(2m4) technological damage, area (no save, TechR to resist)

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

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

Force Echo (SL=11): Earthquake Range=X*CL ft.

Ulamog, the Infinite Gyre (SL=11): Summon a DL XI indestructible Unique Eldrazi with "When you cast this destroy a creature/spell/psi effect, When this creature attacks, defending creature sacrifices 4 items/effects, and If this is killed, you artificial reset your spell progression.(+1 slot)"

Big Game Emissary1 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	22.6	2--	---	---
3	45.2	22-	---	---
4	90.4	22-	---	---
5	180.8	322	---	---
6	361.6	322	---	---
7	723.2	332	2--	---
8	1446.4	332	2--	---
9	2892.8	433	22-	---
10	4400	433	22-	---
11	6600	443	322	---
12	8800	443	322	---
13	11000	544	332	2--
14	13200	544	332	2--
15	15400	554	433	22-
16	17600	554	433	22-
17	19800	655	443	322
18	22000	655	443	322
19	24200	665	544	332
20	26400	665	544	332
21	28600	766	554	433
22	30800	766	554	433
23	33000	776	655	443
24	35200	776	655	443
25	37400	877	665	544
26	39600	877	665	544
27	41800	887	766	554
28	44000	887	766	554
29	46200	988	776	655
30	48400	988	776	655
31	50600	998	877	665
32	52800	998	877	665
33	55000	A99	887	766
34	57200	A99	887	766
35	59400	AA9	988	776
36	61600	AA9	988	776

Requisites: Int 19, Chr 19, Class slots 2

Alignment: TG

HD/level: & 1d12

Weapon Prof.: & 9+level/2

To Hit Table: 2xCTD0

Saves: Psi

Reference: RDM

Groups: Wizard, Lost, Demigod

Complexity: CF=1

Gets Exceptional Dex and Chr.

Specialized and School Robed (-1 SL) in Paleontology (Dinosaurs).

Gets Extra-Barbarian Int.

Can use 2G actions per segment, if you have them.

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

Level 5: 0, sacrifice a summon: Heal or Harm one target.

Level 9: Gain 1 "Plate". You store brains and souls on your Plate. It's an object, but it's not really there. Your Plate has 1α (script-A) action. It can move around with it and pick up brains and souls for you. Your Plate can't be attacked or targetted, unless

it wants to be. DM Note: "script" is a prefix for action types. α (script-A) actions could be used as λ (script-V) actions, since A actions can be used as V actions.

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

Level 10: When an ally's group takes damage, they gain +46 ranged dmg, plus +1 for every 10 damage taken (rounded up)

Level 16: An ally gain(s) +64 ranged dmg each turn until you die, stacking until the effect ends

Level 22: 1/d: Create a GIANT ROBOT (a DL 10 Golem, you may make requests but exact statistics are determined by the DM).

Level 25: When a creature lose(s) concentration, -319 to hit to all nearby enemies (No save, CR to resist)

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)

Known Spells:

Slipknot - Killpop (SL=N): Summon twin DL=N LG and CE Humans of opposite gender to you. If either are slain, you are slain

Dagon (SL=1): Target confused and addicted to morphine.

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

Lightning Tendrils (SL=3): One ally immune electricity and weapons x2 reach and lightning blast branded.

Disturbed - The Best Ones Lie (SL=4): The next illusion spell you cast gives no save. If it already gave no save, then it is at 1/2 resistance.

Boseiju, Who Shelters All (SL=5): 1bV, Pay 20hp: Next spell you cast can't be countered.

Nature's Cloak (SL=6): +CL*10 Rogue points; Any Level=CL/2 (or less) Rogue pick Devastation (SL=7): Slay a group (no save) and deal CL Hull dmg to all objects in that group.

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

Force of Nature VI (SL=9): Summon a Thorn Elemental: AC 120, hp 720, #Att 6/1, TH +110, dmg 110

The Fourth Concordant Sampler1JG RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	18.8	2--	---	---
3	37.6	22-	---	---
4	75.2	22-	---	---
5	150.4	322	---	---
6	300.8	322	---	---
7	601.6	332	2--	---
8	1203.2	332	2--	---
9	2406.4	433	22-	---
10	3700	433	22-	---
11	5550	443	322	---
12	7400	443	322	---
13	9250	544	332	2--
14	11100	544	332	2--
15	12950	554	433	22-
16	14800	554	433	22-
17	16650	655	443	322
18	18500	655	443	322
19	20350	665	544	332
20	22200	665	544	332
21	24050	766	554	433
22	25900	766	554	433
23	27750	776	655	443
24	29600	776	655	443
25	31450	877	665	544
26	33300	877	665	544
27	35150	887	766	554
28	37000	887	766	554
29	38850	988	776	655
30	40700	988	776	655
31	42550	998	877	665
32	44400	998	877	665
33	46250	A99	887	766
34	48100	A99	887	766
35	49950	AA9	988	776
36	51800	AA9	988	776

Requisites: Int 18, Wis 18, Class slots 2

Alignment: non-T

HD/level: 1d12

Weapon Prof.: 9+level/2

To Hit Table: 2xCTD0

Saves: 2xPri

Reference: RDM

Groups: Priest, Futureshifted, Random

Complexity: CF=1

Gets Int bonus to spell progression.

Regenerate LVL hps per turn.

Level 1;2;etc.: (every level): +1W action.

Level 1: You may have up to LVL+2 instances of Weapon Specialization for each weapon, where each instance gives 3 half-plusses in the weapon. (e.g. at level 1 you can be Triple Specialized in Long Sword, giving +0/+9 TH/dmg).

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

Level 5: Miraculous Ascension: 2S, Spend 2 Dex, ML/hour: A random ally gets SEL=1 Modified for 3 segment(s)

Level 5: 120F,1/d: Create a scroll of <= LVL*200 XP value

Level 11: 2Z, Spend 5 summon(s): An ally gain(s) 40 stackable instance(s) of SEL=1 Modified lasting 4 round(s)

Level 24: Your Group gain(s) +232 hp

Level 27: 10Z, Spend 2 Con: An ally's group gain(s) 76 stackable instance(s) of

SEL=11 Tera Barbarian Stat lasting 7 round(s)

Known Spells:

Energy Bolt N (SL=N): Deal 10*(N-2) magic dmg to one group, cure that amount to another target

Five Finger Death Punch - Never Enough (SL=1): Immune mental domination and similar effects. You limit on summons/slot, familiars, mounts, animal companions, etc is "Never Enough"

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

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

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

Adele - Someone Like You (SL=5): 1bM: SEL=8 Escape to a cloned/copied being

Sabbath Bloody Sabbath (SL=6): 1bM: Redirect a spell/attack sequence back.

Diluvian Primordial (SL=7): 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".

Glacier (SL=8): CL/2 animated 20cuft. ice blocks that attack +15TH for 2d8+4+3d6cold.

Summoning I (SL=9): Summon three DL=(CL+5)/2 beings to fight for you of type weird.

Necromancy Uber Robotful5 RDM

Level	KXP	Spells
1	0	(none)
2	18.2	(none)
3	36.4	(none)
4	72.8	(none)
5	145.6	(none)
6	291.2	(none)
7	582.4	(none)
8	1164.8	(none)
9	2329.6	(none)
10	3500	(none)
11	5250	(none)
12	7000	(none)
13	8750	(none)
14	10500	(none)
15	12250	(none)
16	14000	(none)
17	15750	(none)
18	17500	(none)
19	19250	(none)
20	21000	(none)
21	22750	(none)
22	24500	(none)
23	26250	(none)
24	28000	(none)
25	29750	(none)
26	31500	(none)
27	33250	(none)
28	35000	(none)
29	36750	(none)
30	38500	(none)
31	40250	(none)
32	42000	(none)
33	43750	(none)
34	45500	(none)
35	47250	(none)
36	49000	(none)

Requisites: Con 18
Alignment: TG
HD/level: & 1e5
Weapon Prof.: & 1+level/4
To Hit Table: 3xWiz
Saves: 2xRog
Reference: RDM
Groups: Monster
Complexity: CF=1

Gets Extra-Barbarian Con.

Gets Exceptional Con.

Level 1: If you kill someone by energy draining them, you can raise him as a Wraith0/7 with their previous stats. You have LVL-1 "Revive" slots,. You can dismiss a Revive with a 0 action.

Level 4: Has access to another psionic frequency (pick one).

Level 5: 1M+1P: Brew Space-Mead, a potion that when drank does Astral Spell and an Abyssal Water effect.

Level 7: Machamp: Damaging shield (10*CL dmg per melee or missile attack on you); 1M: Telekinesis 80' (regardless of size, no save)

Level 9: When you use(s) a magical item or scroll, -158 saves to an enemy's group (No save, HR or NR to resist). Each failed save increases the penalty by 50%

Level 16: Each time all allies take(s) damage, Remove all beneficial effects from an enemy's group (Wis 82+Chr for tenth effect, PR or TechR to resist)

Level 27: Every time you a blasphemous act is/are committed, Each time an enemy fails a save, they suffer an additional instance of SEL=2 Grief (Sanity 55+Int to nullify, CR or CR to resist)

Level 28: You gain(s) +222 melee dmg

Dank Meme Paparazzi5 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	5.6	+2 lim ML
3	11.2	+3 lim ML
4	22.4	+4 lim ML
5	44.8	+5 lim ML
6	89.6	+6 lim ML
7	179.2	+7 lim ML
8	358.4	+8 lim ML
9	716.8	+9 lim ML
10	1100	+10 lim ML
11	1650	+11 lim ML
12	2200	+12 lim ML
13	2750	+13 lim ML
14	3300	+14 lim ML
15	3850	+15 lim ML
16	4400	+16 lim ML
17	4950	+17 lim ML
18	5500	+18 lim ML
19	6050	+19 lim ML
20	6600	+20 lim ML
21	7150	+21 lim ML
22	7700	+22 lim ML
23	8250	+23 lim ML
24	8800	+24 lim ML
25	9350	+25 lim ML
26	9900	+26 lim ML
27	10450	+27 lim ML
28	11000	+28 lim ML
29	11550	+29 lim ML
30	12100	+30 lim ML
31	12650	+31 lim ML
32	13200	+32 lim ML
33	13750	+33 lim ML
34	14300	+34 lim ML
35	14850	+35 lim ML
36	15400	+36 lim ML

Requisites: Wis 14, Chr 14

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

HD/level: & 1d9

Weapon Prof.: & 6+level/2

To Hit Table: Cust

Saves: & 3xCust

Reference: RDM

Groups: Lost, Joke

Complexity: CF=1

Gets Exceptional Dex and Chr.

Exceptional Str and Con.

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

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.

Necromancy Artillery4 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	12	2--	---	---
3	24	22-	---	---
4	48	22-	---	---
5	96	322	---	---
6	192	322	---	---
7	384	332	2--	---
8	768	332	2--	---
9	1536	433	22-	---
10	2400	433	22-	---
11	3600	443	322	---
12	4800	443	322	---
13	6000	544	332	2--
14	7200	544	332	2--
15	8400	554	433	22-
16	9600	554	433	22-
17	10800	655	443	322
18	12000	655	443	322
19	13200	665	544	332
20	14400	665	544	332
21	15600	766	554	433
22	16800	766	554	433
23	18000	776	655	443
24	19200	776	655	443
25	20400	877	665	544
26	21600	877	665	544
27	22800	887	766	554
28	24000	887	766	554
29	25200	988	776	655
30	26400	988	776	655
31	27600	998	877	665
32	28800	998	877	665
33	30000	A99	887	766
34	31200	A99	887	766
35	32400	AA9	988	776
36	33600	AA9	988	776

Requisites: Str 16, Wis 16, Cml 16, Class slots 2

Alignment: LE

HD/level: 1d11

Weapon Prof.: 10+level

To Hit Table: 2xPsi

Saves: Rog

Reference: RDM

Groups: Demigod, Technology, Random

Complexity: CF=1

Gets 40 Rogue points per level.

Hold G actions. You may use 1S+1V+1X+1G per segment. You may convert 1G -> 1X and 1X->1F.

Gets Brass Gnat spells, see Brass Gnat spell table (next page). Gets Bug spells starting at level 27, see [PC7].

Can use 1S+1V+2X per segment if desired.

Level 1: Can weapon specialize as per Ranger1.

Level 8: Choose one: Your physical attacks or your spells are Vile.

Level 9: Nimble Spiral: Gain a Arcane Halo that deals 37% of melee attackers dmg of type Darkness, Light, permanently

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

Known Spells:

Horse Kick Shield N (SL=N): Counters the first SL attacks (melee). Breaks an attacker's bone for each attack countered.

Gift of Tusks (SL=1): One target loses all abilities and becomes a DLIII green elephant for 1 segment.

Sweet Leaf (SL=2): Create 1 permanent Drug Sphere drug.

Mana Leak (SL=3): 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another 3 spell/psionic slots to it.

Sawtooth Loon (SL=4): When summoning, sacrifice a summon: Summon a DL V Bird, he isn't sick and can cast Psi11U/W powers.

Disturbed - What Are You Waiting For (SL=5): You have freedom of movement as spell and Hold Life. You can't use borrowed actions while this is running

Quash (SL=6): 1bM or 1 OppM: Counter target magical/psionic effect. That person cannot use that effect for the rest of the day.

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

Hexaract(SL=8): Travel through the 7th dimension to any alternate timeline.

anti-G Resistance (SL=9): +CL% iunaGR [cont.], cannot be downgraded to lower types

ORLY Marv of Two Reflections RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	10.2	2--	---
3	20.4	22-	---
4	40.8	32-	---
5	81.6	32-	---
6	163.2	32-	---
7	326.4	33-	---
8	652.8	432	---
9	1305.6	432	---
10	2000	432	---
11	3000	442	---
12	4000	543	---
13	5000	543	---
14	6000	543	---
15	7000	553	2--
16	8000	654	2--
17	9000	654	2--
18	10000	654	2--
19	11000	664	3--
20	12000	765	3--
21	13000	765	3--
22	14000	765	3--
23	15000	775	4--
24	16000	876	42-
25	17000	876	42-
26	18000	876	42-
27	19000	886	52-
28	20000	987	53-
29	21000	987	53-
30	22000	987	53-
31	23000	997	63-
32	24000	A98	64-
33	25000	A98	64-
34	26000	A98	64-
35	27000	AA8	742
36	28000	BA9	752

Requisites: Cml 15, Race slots 1

Alignment: non-W

HD/level: 1e7

Weapon Prof.: 2+level/5

To Hit Table: Pri

Saves: Cust

Reference: RDM

Groups: Archetype

Complexity: CF=1

Race Adjustments:

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

+5, AT 5, hp 3, TH -9, Div ÷1

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

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

Grand in Priest Necromancy and Healing spells.

Level 1: 1M: Target takes 10*LVL dmg (TechR to resist).

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

Level 18: +1QP (Quick Physical) action

Level 26: Whenever all enemies take(s) damage from a hated foe, Drain 858 resistances per round from an enemy's group for 1 rounds (No save)

Known Powers

Sledgehammer (SL=N): Summon a DL N Sledgehammer Golem.

[Status Name] Ball (SL=SEL+1): Do this Status Effect to one group (Spell save: 0)

Iron Horse (SL=2): Summon a DL LVL/2 Motorcycle Mount to ride.

Wings of Hope (SL=2): Target gets +1 TH/dmg, +3 AC/saves, and flying 12" for 1t.

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

Armored Guardian (SL=5): Summon a DL V Cat Warrior, it can make people untargetable, and prevent damage.

Suicide Solution (SL=8): CL groups polymorphed to alcohol (no save).

Eminem/Marshall Mathers/Slim Shady - Without Me (SL=8): Contingent

Resurrection

Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.

Psi∞ Supers (SL=11): Disjunct (one item/effect is disjunct)

1200Leer3 RDM

Level	KXP	Spells
1	0	(none)
2	23	(none)
3	46	(none)
4	92	(none)
5	184	(none)
6	368	(none)
7	736	(none)
8	1472	(none)
9	2944	(none)
10	4500	(none)
11	6750	(none)
12	9000	(none)
13	11250	(none)
14	13500	(none)
15	15750	(none)
16	18000	(none)
17	20250	(none)
18	22500	(none)
19	24750	(none)
20	27000	(none)
21	29250	(none)
22	31500	(none)
23	33750	(none)
24	36000	(none)
25	38250	(none)
26	40500	(none)
27	42750	(none)
28	45000	(none)
29	47250	(none)
30	49500	(none)
31	51750	(none)
32	54000	(none)
33	56250	(none)
34	58500	(none)
35	60750	(none)
36	63000	(none)

Requisites: Dex 18
Alignment: non-A
HD/level: 1d11
Weapon Prof.: 10+level/5
To Hit Table: M-U0
Saves: 3xWiz
Reference: RDM
Groups: Overt
Complexity: CF=1

Chaos Psionic Points (CPPs) = (Str+Dex+Wis+Chr) * (Psi1200C level)
 See [Q1200L] for rules and powers.
 Has access to Psi(-12)C, 12C, 1200C, and 29.
 Has access to Psi100 powers. Psionic Strength = (highest of Int,Wis,Chr)*2/3*(level+9)
 Level 1: Cascade Ram: 1P: Do (LVL+2)/2 melee attacks to a group (overwrites your normal # attacks, and it's irrelevant how many arms / weapons you have).
 Level 1: Can "Barbarian Smash" artifacts and items (destroy for XP).
 Level 9: You deal x(LVL-7) dmg vs. Size G or larger targets.
 Level 9: 2V, Spend 2 Wis, ML/artifical reset: Your group get(s) SEL=1 Armored for 1 minute(s)
 Level 17: Gain a volatile Blood Cradle that explodes with Psionic damage when struck, dealing 70% back to the attacker
 Level 22: You gain(s) +70 ranged dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%
 Level 27: 10Z, Spend 11 sl(s): An ally gain(s) 104 stackable instance(s) of SEL=1 Sanctuary lasting 1 minute(s)
 Level 27: Gain a Crystalline Buffer that grants immunity to the next status effect inflicted, for CL minutes
 Level 28: 10B, ML/turn: Counter a spell as it is cast (No save, MR to resist to resist)

Lancer RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	----	----
2	19	2--	----	----
3	38	22-	----	----
4	76	22-	----	----
5	152	322	----	----
6	304	322	----	----
7	608	332	2--	----
8	1216	332	2--	----
9	2432	433	22-	----
10	3700	433	22-	----
11	5550	443	322	----
12	7400	443	322	----
13	9250	544	332	2--
14	11100	544	332	2--
15	12950	554	433	22-
16	14800	554	433	22-
17	16650	655	443	322
18	18500	655	443	322
19	20350	665	544	332
20	22200	665	544	332
21	24050	766	554	433
22	25900	766	554	433
23	27750	776	655	443
24	29600	776	655	443
25	31450	877	665	544
26	33300	877	665	544
27	35150	887	766	554
28	37000	887	766	554
29	38850	988	776	655
30	40700	988	776	655
31	42550	998	877	665
32	44400	998	877	665
33	46250	A99	887	766
34	48100	A99	887	766
35	49950	AA9	988	776
36	51800	AA9	988	776

Requisites: Dex 18, Wis 18

Alignment: non-G

HD/level: 1d8

Weapon Prof.: 10+level

To Hit Table: 2xFtr0

Saves: 3xM-U0

Reference: RDM

Groups: Priest, Random

Complexity: CF=1

Gets 10 Rogue points per level, see table below:

See [Q8] for Psi8 rules and powers.

Specialization, Necromancy sphere

Specialization, Combat sphere

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

Level 8: Horticulturist: Any plants summoned by you always have 50% more hit dice than usual.

Level 9: Can build a freehold and attract followers.

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

Level 19: Faithful Echo: Gain a Sanctified Veil that deflects ranged attacks unless the attacker passes (No save, NR or IR to resist), for 1 segment

Level 32: Each time an ally succeed(s) on a Dexterity saving throw, Remove 1 highest-level effect and suppress 3 lesser effects on your group. No save

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

Known Spells:

Blue Oyster Cult - Godzilla (SL=N): Summon a DL=N Unique Reptile that breathes E=N Nuclear Radiation (dmg=current rhps).

War Charge (SL=1): When charging with at least 100 Henchmen, all who see this are Feared (Will save).

In Space, No One Can X You Y (SL=2): Choose one of the five senses and an action; when you take that action, that sense is undetectable from you.

Azorius AEthermage (SL=3): Summon a DL III Human Wizard, it can refresh some of your spell/psi progressions.

Breeding Pit (SL=4): Once per round, get a DL I Thrull as a summon (limit=LVL)

Motorhead - Ridin' with the Driver (SL=5): Summon a DL=5 black train mount that can be shared as a mount by your allies. Anyone mounted to it is immune force and immune SEL=1 Stopped.

Mana Reflection (SL=6): Whenever you gain SL's back, you get twice as many.

The Shadow Out of Time (SL=7): Swap minds with two targets.

Rammstein: Du Hast (SL=8): +1bM and create a gun with "1bM, grunts Nein!: Object".

Sergei Prokofiev - Peter and the Wolf (SL=9): 1bM, in response to an ally being attacked: Attacker SEL=9 Imprisoned. Attacker may be released as your summon if an ally is attacked in future rd

YARLY Manny0 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	Requisites: Str 16, Int 15, Class slots 3, Race slots 1 Alignment: any (Overwrite to all other classes) HD/level: 1d12 Weapon Prof.: 5+level/3
2	11	2--	---	---	To Hit Table: 3xPri
3	22	22-	---	---	Saves: 3xCust
4	44	22-	---	---	Reference: RDM
5	88	322	---	---	Groups: Wizard, Concordant, Archetype
6	176	322	---	---	Complexity: CF=1
7	352	332	2--	---	Race Adjustments: Str +7, Dex +0, Con +0, Int +8, Wis +0, Chr +0, Cml +0, AT 5, hp 15, TH 8, Div ÷1
8	704	332	2--	---	
9	1408	433	22-	---	
10	2200	433	22-	---	+1 Weapon proficiency per level.
11	3300	443	322	---	Level 3: Get another Barbarian Stat.
12	4400	443	322	---	Level 9: Gain a Mirror Mantle that forces attackers to succeed on (Fortitude 61+Con to counter, CR or XR to resist) or deal half damage for 1 hour
13	5500	544	332	2--	Level 13: May triple material component abjuration spells (costing a total of 1M+2V) for 4 effects of the same type (range 0 -> sight).
14	6600	544	332	2--	
15	7700	554	433	22-	Level 15: Every time a group restore(s) hp to another creature, An enemy's group is SEL=1 Haunted for 1 rounds (No save, WR to resist)
16	8800	554	433	22-	Known Spells:
17	9900	655	443	322	Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL
18	11000	655	443	322	Donkeys/Mules.
19	12100	665	544	332	Disturbed - Intoxication (SL=1): One target is SEL=1 Drunk with great intoxication xEnough
20	13200	665	544	332	Murderous Compulsion (SL=2): 1bM: Slay a creature that acted this round. If you would lose this spell from memorization, you may cast it once as a 0 action.
21	14300	766	554	433	
22	15400	766	554	433	Mary Mary Quite Contrary (SL=3): Up to 3 groups of plants get +1 offensive DL.
23	16500	776	655	443	4 (SL=4): 1M: A group gets +LVL saves (no save)
24	17600	776	655	443	Force Electricity (SL=5): 4^CL force lightning dmg. May divide by 10,000 to make into untyped.
25	18700	877	665	544	Brass Gnat 6-10 (SL=6): You shift TechR by CL*5%, not (CL-12)*5%. Your SL=3
26	19800	877	665	544	Brass Gnat spells do not give TechR at all (but iTechR can be used at half percentage). This cannot be picked more than once.
27	20900	887	766	554	Poppin' and Breakin' (SL=7): Break a target.
28	22000	887	766	554	3 (SL=8): +LVL to CL for 4th level Battlemonger spells
29	23100	988	776	655	Bringer of the Red Dawn (SL=9): Summon a DL IX Bringer with overhit and "On your turn, dominate a creature(no save, duration 1s, same slot, +1 slot)."
30	24200	988	776	655	
31	25300	998	877	665	
32	26400	998	877	665	
33	27500	A99	887	766	
34	28600	A99	887	766	
35	29700	AA9	988	776	
36	30800	AA9	988	776	

Animal Keith of The Joy of Painting5 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	32.2	2--	---	---
3	64.4	22-	---	---
4	128.8	22-	---	---
5	257.6	322	---	---
6	515.2	322	---	---
7	1030.4	332	2--	---
8	2060.8	332	2--	---
9	4121.6	433	22-	---
10	6200	433	22-	---
11	9300	443	322	---
12	12400	443	322	---
13	15500	544	332	2--
14	18600	544	332	2--
15	21700	554	433	22-
16	24800	554	433	22-
17	27900	655	443	322
18	31000	655	443	322
19	34100	665	544	332
20	37200	665	544	332
21	40300	766	554	433
22	43400	766	554	433
23	46500	776	655	443
24	49600	776	655	443
25	52700	877	665	544
26	55800	877	665	544
27	58900	887	766	554
28	62000	887	766	554
29	65100	988	776	655
30	68200	988	776	655
31	71300	998	877	665
32	74400	998	877	665
33	77500	A99	887	766
34	80600	A99	887	766
35	83700	AA9	988	776
36	86800	AA9	988	776

Requisites: Str 32, Dex 19, Chr 19, Class slots 3, Race slots 1

Alignment: AG

HD/level: 1d9

Weapon Prof.: 10+level

To Hit Table: 3xMon

Saves: 3xCTD0

Reference: RDM

Groups: Archetype, Internet, Maxi

Complexity: CF=1

Race Adjustments:

Str +7, Dex +4, Con +0, Int +0, Wis +0, Chr +5, Cml

+0, AT -3, hp 2, TH 1, Div +1

+2*LVL Personality

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

Level 3: Every time a group a divine entity is/are invoked, All enemies within 20 feet are SEL=1 Diseased (No save, WR to resist)

Level 14: 6M: Silence a target mid-cast, preventing the ability (No save, PR to resist)

Level 15: Every time an ally is/are bloodied, An enemy's group is afflicted with both

Haunted and Trap the Soul (Horror 38+Wis save to delay 1 segment)

Level 17: When all allies block(s) or parry an attack, -272 dmg to your group (No save, PR to resist). Each failed save increases the penalty by 50%

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 21: 10S, Spend 10 summon(s), 3/hour: When an ally falls, an ally gains SEL=7

Raised Fully for 3 round(s)

Level 23: 6P, Spend 9 familiar(s): Your group gain(s) 73 stackable instance(s) of

SEL=11 Funied lasting 7 round(s)

Level 27: Gain a Reflective Buffer that deflects ranged attacks unless the attacker

passes (No save), while concentrating

Known Spells:

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

SL=N-1 or less

Sweet Revenge (SL=1): Shield vs. physical attacks (100% damage back; MR to resist)

Rascal Flatts - Bless The Broken Road (SL=2): You and all allys in the room are blessed as spell

Vorel of the Hull Clade (SL=3): Vorel of the Hull Clade (SL=3): Summon a Unique

DL III Human Merfolk with "1M: For each buff effect on target creature/item/room, add a copy of that effect that stacks".

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

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

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

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

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

Summoning I (SL=9): Summon three DL=(CL+5)/2 beings to fight for you of type weird.

Barney Tougher 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	2432	(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: Dex 17, Cml 17

Alignment: any W

HD/level: 1d9

Weapon Prof.: 10+level/3

To Hit Table: 3xPri

Saves: 3xCTD0

Reference: RDM

Groups: Concordant, Random

Complexity: CF=1

Gets 1X action per round.

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

Level 6: Anti-Henchman Shell SL 0-3 (Henchman effects of SL 0-3 cannot be used within 20')

Level 16: Each time all creatures see(s) prey attempt to flee, Dispel all effects on your group (Horror 46+Dex save to absorb) If resisted, a random effect is reflected back at the source

Level 29: When all allies sense(s) their territory is/are threatened, Lingering effect: -124 to hit on an enemy's group, stacking each round they remain affected. MR reduces the buildup

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

Collaborator2 RDM

Level	KXP	Spells
1	0	+1 ML
2	4.6	+2 ML
3	9.2	+3 ML
4	18.4	+4 ML
5	36.8	+5 ML
6	73.6	+6 ML
7	147.2	+7 ML
8	294.4	+8 ML
9	588.8	+9 ML
10	900	+10 ML
11	1350	+11 ML
12	1800	+12 ML
13	2250	+13 ML
14	2700	+14 ML
15	3150	+15 ML
16	3600	+16 ML
17	4050	+17 ML
18	4500	+18 ML
19	4950	+19 ML
20	5400	+20 ML
21	5850	+21 ML
22	6300	+22 ML
23	6750	+23 ML
24	7200	+24 ML
25	7650	+25 ML
26	8100	+26 ML
27	8550	+27 ML
28	9000	+28 ML
29	9450	+29 ML
30	9900	+30 ML
31	10350	+31 ML
32	10800	+32 ML
33	11250	+33 ML
34	11700	+34 ML
35	12150	+35 ML
36	12600	+36 ML

Requisites: Str 15, Wis 14, Chr 27, Class slots 2
Alignment: non-T (Overwrite to all other classes)
HD/level: & +++1d6
Weapon Prof.: & 8+level
To Hit Table: Cust
Saves: 2xPri
Reference: RDM
Groups: AlternateUniverse, Mirror, Maxi
Complexity: CF=1

Gets Int bonus to spells.
 Level 36: +1 psionic frequency from the list of available choices.

Podcaster RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	18.4	2--	---	---
3	36.8	22-	---	---
4	73.6	22-	---	---
5	147.2	322	---	---
6	294.4	322	---	---
7	588.8	332	2--	---
8	1177.6	332	2--	---
9	2355.2	433	22-	---
10	3600	433	22-	---
11	5400	443	322	---
12	7200	443	322	---
13	9000	544	332	2--
14	10800	544	332	2--
15	12600	554	433	22-
16	14400	554	433	22-
17	16200	655	443	322
18	18000	655	443	322
19	19800	665	544	332
20	21600	665	544	332
21	23400	766	554	433
22	25200	766	554	433
23	27000	776	655	443
24	28800	776	655	443
25	30600	877	665	544
26	32400	877	665	544
27	34200	887	766	554
28	36000	887	766	554
29	37800	988	776	655
30	39600	988	776	655
31	41400	998	877	665
32	43200	998	877	665
33	45000	A99	887	766
34	46800	A99	887	766
35	48600	AA9	988	776
36	50400	AA9	988	776

Requisites: Str 17, Chr 17, Class slots 2

Alignment: CW

HD/level: & 1d11

Weapon Prof.: & 7+level

To Hit Table: 2xPsi

Saves: 3xFtr0

Reference: RDM

Groups: Warrior, Demigod, Internet

Complexity: CF=1

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

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 5: You and your party have reduced number of encounters in the Plane of the UltraWhite. TF Beings are not attracted to you.

Level 6: Whenever all enemies connect(s) to a psionic network, Drain 117% of spell slots from an enemy. Each failed save (Int 14+Dex to counter, XR or CR to resist) doubles the % drained

Level 6: When you takes damage, they gain +10 max hp, plus +1 for every 10 damage taken (rounded up)

Level 20: Allies within 30 feet gain +22 to hit

Level 22: When your group takes damage, they gain +57 ranged dmg, plus +1 for every 10 damage taken (rounded up)

Level 26: 13F: Silence a target mid-cast, preventing the ability (No save, WR or RR to resist)

Known Spells:

Never Scared - Bonecrusher (SL=N): Resist fear xN and +N size categories

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

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

Brass Gnat 3-1 (SL=3): 1M or 1T: 10 dmg 15' radius (Annihilation, centered on you, hole in the middle, no save). Taking this power more than once increases the damage by 10 each time.

Kellie Pickler - I Wonder (SL=4): Two targets split 2650 miles apart and one of them alter self-ed as spell

Your heart is your employee (SL=5): Physically dominate a target's heart and control its heart rate.

Over My Dead Bodies (SL=6): Your slain and Capital S slain subordinates have +1 deadP action and 1deadP: Attack a target. These subordinates count as zombies and are Really Put out of Misery branded.

Brilliant Ultimatum (SL=7): You can cast 1d6 spells of SL=1d7 next segment as 1M 5 (SL=8): 1M: A group gets +LVL M actions (no save)

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

L- Compounderish Slayer RDM

Level	KXP	Spells
1	0	+1 lim ML
2	22.2	+2 lim ML
3	44.4	+3 lim ML
4	88.8	+4 lim ML
5	177.6	+5 lim ML
6	355.2	+6 lim ML
7	710.4	+7 lim ML
8	1420.8	+8 lim ML
9	2841.6	+9 lim ML
10	4300	+10 lim ML
11	6450	+11 lim ML
12	8600	+12 lim ML
13	10750	+13 lim ML
14	12900	+14 lim ML
15	15050	+15 lim ML
16	17200	+16 lim ML
17	19350	+17 lim ML
18	21500	+18 lim ML
19	23650	+19 lim ML
20	25800	+20 lim ML
21	27950	+21 lim ML
22	30100	+22 lim ML
23	32250	+23 lim ML
24	34400	+24 lim ML
25	36550	+25 lim ML
26	38700	+26 lim ML
27	40850	+27 lim ML
28	43000	+28 lim ML
29	45150	+29 lim ML
30	47300	+30 lim ML
31	49450	+31 lim ML
32	51600	+32 lim ML
33	53750	+33 lim ML
34	55900	+34 lim ML
35	58050	+35 lim ML
36	60200	+36 lim ML

Requisites: Wis 17
Alignment: TN
HD/level: 1d5
Weapon Prof.: 4+level
To Hit Table: M-U0
Saves: 3xWar
Reference: RDM
Groups: Custom
Complexity: CF=1

Gets Exceptional Str, Dex, Con, and Int.
 You have 1 Vanguard Avatar per level. See Vanguard Class for further information.
 Gets (Normal) Wis bonus to this class's Caster Level (CL). This cannot be improved to Exceptional or Barbarian (or higher).
 Exceptional Chr bonus.
 Level 1: Nonmagical weapons and armor are at half monetary cost for you
 Level 6: 1V, 1M, touch: Cause Insanity
 Level 6: Whenever an enemy meditate(s) or enter(s) a trance state, Drain 63% of resistances from an enemy (Sanity 20+Str save for tenth effect)
 Level 11: Every time an ally a divine entity is/are invoked, Your group must succeed on a (No save, WR or RR to resist) or become SEL=1 Immovable/Stopped at the start of its next turn
 Level 13: Putting on, taking off, or picking up items does not cost 1V <i>{feat}</i>
 Level 15: Every time a group become(s) invisible, An enemy's group must succeed on a (PP 12+Str save to delay 1 segment) or become SEL=8 Capital M Mauled at the start of its next turn
 Level 19: Gain a Force Tangle that reduces all forced movement by half unless resisted with (No save), for CL segments
 Level 25: Cowlbound Overstep: When an enemy a divine entity is/are invoked, Debuff: -494 AC to an enemy's group, (Str 111+Dex for tenth effect, GR or TechR to resist), effect spreads to adjacent foes if failed

0X (Advanced) Robot 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	1740.8	(none)
10	2700	(none)
11	4050	(none)
12	5400	(none)
13	6750	(none)
14	8100	(none)
15	9450	(none)
16	10800	(none)
17	12150	(none)
18	13500	(none)
19	14850	(none)
20	16200	(none)
21	17550	(none)
22	18900	(none)
23	20250	(none)
24	21600	(none)
25	22950	(none)
26	24300	(none)
27	25650	(none)
28	27000	(none)
29	28350	(none)
30	29700	(none)
31	31050	(none)
32	32400	(none)
33	33750	(none)
34	35100	(none)
35	36450	(none)
36	37800	(none)

Requisites: Dex 15, Wis 15, Class slots 2
Alignment: non-A
HD/level: 1d7
Weapon Prof.: 9+level/2
To Hit Table: Pri
Saves: & 2xPsi
Reference: RDM
Groups: Concordant, Technology, Overt
Complexity: CF=1

Can cast Rogue spells and the Technology school (Wizard spells). Specialized in Bard school (Rogue spells) and Technology school (Wizard spells).
 Specialized in Enchantment; pick an opposite.
 Gets Myth spells, see Myth spell table (next page). Gets Legend spells starting at level 27, see [PC7].
 Can manipulate an object with TechF equal to your level or less.
 Level 1: On a natural roll of 20-LVL/2 or greater with a melee attack, you Sharpness the target.
 Level 2: 1attack(s): Counter a spell as it is cast (No save, WR to resist to resist)
 Level 23: Gain a Blood Veil that deflects ranged attacks unless the attacker passes (Str 30+Int save to delay 1 segment), for 1 day
 Level 26: 6F: Counter an action, but suffer x2 effect on failure (Spell 109+Chr to reflect, GR or MR to resist)

The Final YARLY Roger, Archmage Eternal RDM

Level	KXP	Psionics			Requisites: Dex 15, Con 14, Chr 15, Class slots 3, Race slots 1 Alignment: non-S HD/level: 1d8 Weapon Prof.: 3+level/3 To Hit Table: 2xCust Saves: Rog Reference: RDM Groups: Psionist, Futureshifted, Archetype Complexity: CF=1 Race Adjustments: Str +0, Dex +7, Con +2, Int +0, Wis +0, Chr +4, Cml +0, AT 10, hp 9, TH -10, Div ÷1
		mMG	SUV		
1	0	2--	---		
2	3.6	2--	---		
3	7.2	22-	---		
4	14.4	32-	---		
5	28.8	32-	---		
6	57.6	32-	---		
7	115.2	33-	---		
8	230.4	432	---		
9	460.8	432	---		
10	700	432	---	Gets +1 familiar per level (including level 1).	
11	1050	442	---	Level 18: Material Componenting for Grands.	
12	1400	543	---	Level 20: Pick another ability from I-IX above. If you pick an ability more than once, M action costs go to V, V costs go to 0 (zero action).	
13	1750	543	---	Known Powers	
14	2100	543	---	[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	2450	553	2--	Horse Kick Shield N (SL=N): Counters the first SL attacks (melee). Breaks an attacker's bone for each attack countered.	
16	2800	654	2--	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).	
17	3150	654	2--	Cryptolith Rite (SL=2): Subordinates you control have 1M, 1/r: Lend you +1SL even if they do not cast spells.	
18	3500	654	2--	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.	
19	3850	664	3--	Image Cloud (SL=5): Mirage Arcana as spell.	
20	4200	765	3--	Prison Cloud (SL=8): Imprisonment.	
21	4550	765	3--	Grand Daddy I.U. - Mass Destruction (SL=8): Earthquake the room plus put out of misery (no resist)	
22	4900	765	3--	I Know All, I See All (SL=11): +1OppF only for monster's side of combat.	
23	5250	775	4--	Psi∞ Supers (SL=11): Disjunct (one item/effect is disjunct)	
24	5600	876	42-		
25	5950	876	42-		
26	6300	876	42-		
27	6650	886	52-		
28	7000	987	53-		
29	7350	987	53-		
30	7700	987	53-		
31	8050	997	63-		
32	8400	A98	64-		
33	8750	A98	64-		
34	9100	A98	64-		
35	9450	AA8	742		
36	9800	BA9	752		

Guard Slayer RDM

Level	KXP	Spells
1	0	+1 lim ML
2	8.6	+2 lim ML
3	17.2	+3 lim ML
4	34.4	+4 lim ML
5	68.8	+5 lim ML
6	137.6	+6 lim ML
7	275.2	+7 lim ML
8	550.4	+8 lim ML
9	1100.8	+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: Str 15, Cml 14

Alignment: CW

HD/level: & ±±1d12

Weapon Prof.: & 5+level/2

To Hit Table: Psi

Saves: Rog

Reference: RDM

Groups: Warrior, Planar

Complexity: CF=1

Gets Extra-Barbarian Str.

Gets Extra-Barbarian Dex.

Gets Exceptional Con.

Gets Exceptional Str.

Level 6: 1F, 1/r: Incurse a group (BW save); 1F, 1/r: Annihilate a group (RSW save)

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

Protector of Chaos1JG RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	----	----
2	19.8	2--	----	----
3	39.6	22-	----	----
4	79.2	22-	----	----
5	158.4	322	----	----
6	316.8	322	----	----
7	633.6	332	2--	----
8	1267.2	332	2--	----
9	2534.4	433	22-	----
10	3900	433	22-	----
11	5850	443	322	----
12	7800	443	322	----
13	9750	544	332	2--
14	11700	544	332	2--
15	13650	554	433	22-
16	15600	554	433	22-
17	17550	655	443	322
18	19500	655	443	322
19	21450	665	544	332
20	23400	665	544	332
21	25350	766	554	433
22	27300	766	554	433
23	29250	776	655	443
24	31200	776	655	443
25	33150	877	665	544
26	35100	877	665	544
27	37050	887	766	554
28	39000	887	766	554
29	40950	988	776	655
30	42900	988	776	655
31	44850	998	877	665
32	46800	998	877	665
33	48750	A99	887	766
34	50700	A99	887	766
35	52650	AA9	988	776
36	54600	AA9	988	776

Requisites: Wis 18

Alignment: non-N

HD/level: & 1d3

Weapon Prof.: & 5+level

To Hit Table: 3xWiz

Saves: Wiz

Reference: RDM

Groups: Priest

Complexity: CF=1

Sphere robe (-1 SL) in Necromancy

Sphere robe (-1 SL) in Charm

Level 1: 1M: Pick Pockets 70+LVL*30% (reduced downwards by LVL*10 of target)

Level 2: Granted Powers: You can turn or destroy fire creatures. Rebuke, command or bolster cold creatures.

Level 2: Weapon Resistance: You resist the first successful blow dealt from a weapon

Level 5: 1F: Cure Drug Effect of SL=LVL/3 or less (no save, ER to resist)

Level 6: Son of the Forest: +LVL on TH, dmg and AC when within an area of dense vegetation (forest, jungle etc.)

Level 15: Healing proficiency (binding wounds) is 6d4.

Level 20: 0, 1/r: Any 0th-5th level Wizard spell

Level 27: Every time you a blasphemous act is/are committed, If an enemy is standing on difficult terrain then they are SEL=7 Down a Hole (No save, NR or IR to resist)

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

Known Spells:

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

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

Avatar with +1IF

Phthalo Green (SL=1): Stops breath weapons or Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).

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

Plumes of Peace (SL=3): Target creature is Slowed (Reflex save) and prevent his next

P action (Will save)

5 (SL=4): 1M: A group gets +LVL P actions (no save)

I say Neigh (SL=5): 1bM: Counter an attack sequence or spell.

Jack and Jill (SL=6): Two targets go SEL=7 On the Mound. Next segment, both leave the Mound and the first target is SEL=6 Head Blown Off while the second target is

SEL=1 Prone.

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

Hexaract(SL=8): Travel through the 7th dimension to any alternate timeline.

Protection Shield (SL=9): 1 target immune annihilation.

Elemental Large Game Mortalof the 1.

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	11.6	2--	---	---	
3	23.2	22-	---	---	
4	46.4	22-	---	---	
5	92.8	322	---	---	
6	185.6	322	---	---	
7	371.2	332	2--	---	
8	742.4	332	2--	---	
9	1484.8	433	22-	---	
10	2300	433	22-	---	
11	3450	443	322	---	
12	4600	443	322	---	
13	5750	544	332	2--	
14	6900	544	332	2--	
15	8050	554	433	22-	
16	9200	554	433	22-	
17	10350	655	443	322	
18	11500	655	443	322	
19	12650	665	544	332	
20	13800	665	544	332	
21	14950	766	554	433	
22	16100	766	554	433	
23	17250	776	655	443	
24	18400	776	655	443	
25	19550	877	665	544	
26	20700	877	665	544	
27	21850	887	766	554	
28	23000	887	766	554	
29	24150	988	776	655	
30	25300	988	776	655	
31	26450	998	877	665	
32	27600	998	877	665	
33	28750	A99	887	766	
34	29900	A99	887	766	
35	31050	AA9	988	776	
36	32200	AA9	988	776	

Requisites: Str 16, Int 16

Alignment: any

HD/level: +++1e10

Weapon Prof.: 10+level/3

To Hit Table: Pri

Saves: 2xCust

Reference: RDM

Groups: Warrior, Demigod

Complexity: CF=1

Gets 20 Rogue points per level. Gets an "Any Rogue" pick every odd level.

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

Gets Exceptional Str and Con.

Gets 1G action per turn. (Once per turn you can use 1G action, it acts as an infinitely quick F action.)

Level 4: Immune to all x0 effects. Get a save vs. x1 effects that do not offer a save.

Level 5: 1M: Target person gets +LVL TH, dmg, AC, and saves until end of turn.

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

Level 9: Parry: +N AC for each weapon you are wielding (N=0 for small, N=1 for medium, N=4 for large).

Level 10: 1F: Double your Str, Dex, Con, or Chr shift from 10 until end of round (example: a 23 stat becomes 23+13 = 36)

Level 13: You may pass through barriers in the Plane of Mirrors, if it is from your home Multiverse.

Known Spells:

Kanye West - Flashing Lights (SL=N): Spend 1000*N gp: Strip a DL=N target of its prepared effects (No ER)

Have X, Will Travel (SL=1): Choose an item; that item has instant returning.

The Real Slim Shady (SL=2): CL Mirror Images.

Astral Legioning (SL=3): Join two legions together.

Terror* (SL=4): Target is slain (no save, doesn't affect Undead/Golems/things w/out souls)

Maelstrom Nexus (SL=5): When you cast your first spell each rd, cast another spell from this class at random of SL=(SL of first spell-1)

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

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

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

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

Pinpoint Overt Hunter RDM

Level	KXP	Spells
1	0	(none)
2	17.4	(none)
3	34.8	(none)
4	69.6	(none)
5	139.2	(none)
6	278.4	(none)
7	556.8	(none)
8	1113.6	(none)
9	2227.2	(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: Dex 16
Alignment: LW
HD/level: 1d3+64
Weapon Prof.: 9+level/2
To Hit Table: 3xFtr0
Saves: Wiz
Reference: RDM
Groups: Rogue
Complexity: CF=1

May have 1+LVL "Revive slots" instead of the usual one "Summon slot". An animated xM (multiplier M) being uses up M*M Revive slots.
 Gets 30 Rogue points per level. May pick a Specialty Priest choice in Cypho or other God of Love.
 Has all rogue abilities on all charts. Gets 90 Rogue points per level.
 Gets 40 Rogue points per level.
 Level 3: 2E, Spend 11 Wis: You is/are affected by SEL=3 Euphoria for 9 segment(s)
 Level 9: Brutal Posture: 4V, Spend 2 Con, ML/artifical reset: An ally's group get(s) SEL=2 Invisible for 3 minute(s)
 Level 12: When you takes damage, they gain +12 to hit, plus +1 for every 10 damage taken (rounded up)
 Level 17: When all creatures is/are affected by wild magic, Lingering effect: -90 to dmg on your group, stacking each round they remain affected. PR reduces the buildup
 Rogue Abilities:
 Level 1: Feather Falling || Body Control, Base 20, Bonus Dex-12, Penalty Dex-14
 Level 1: Backstab (each 40% = x1) (increases 10/level), Base 70, Bonus Int-6, Penalty Int-20
 Level 1: Summon Animals, Base 0, Bonus Chr-9, Penalty Chr-12
 Level 1: Move Silently | Passwall | Immovability, Base 0, Bonus Dex-15, Penalty Dex-18
 Level 1: Extra range on missiles (3' per 1%), Base 10, Bonus Wis-13, Penalty Wis-15
 Level 6: Coordination (+1 per 20% made to Coordination), Base 0, Bonus Wis-9, Penalty Wis-12
 Level 8: Muscle (+1 and +1 per 20% made to Muscle for 1t), Base 0, Bonus Int-9, Penalty Int-12
 Level 8: Slay (target that you hit saves at +4, -1 per 10% made; or dies), Base 0, Bonus Wis-13, Penalty Wis-19
 Level 9: any 3rd level Ench/Charm spell is cast | any 4th | any 5th | any 6th (#=SL-2), Base 15, Bonus Chr-13, Penalty Chr-18
 Level 18: Reverse Gravity | Adjust Gravity, Base 0, Bonus Dex-13, Penalty Dex-17

Monk1 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	----	----
2	19.2	2--	----	----
3	38.4	22-	----	----
4	76.8	22-	----	----
5	153.6	322	----	----
6	307.2	322	----	----
7	614.4	332	2--	----
8	1228.8	332	2--	----
9	2457.6	433	22-	----
10	3700	433	22-	----
11	5550	443	322	----
12	7400	443	322	----
13	9250	544	332	2--
14	11100	544	332	2--
15	12950	554	433	22-
16	14800	554	433	22-
17	16650	655	443	322
18	18500	655	443	322
19	20350	665	544	332
20	22200	665	544	332
21	24050	766	554	433
22	25900	766	554	433
23	27750	776	655	443
24	29600	776	655	443
25	31450	877	665	544
26	33300	877	665	544
27	35150	887	766	554
28	37000	887	766	554
29	38850	988	776	655
30	40700	988	776	655
31	42550	998	877	665
32	44400	998	877	665
33	46250	A99	887	766
34	48100	A99	887	766
35	49950	AA9	988	776
36	51800	AA9	988	776

Requisites: Dex 18, Wis 17

Alignment: NS

HD/level: & 1d12

Weapon Prof.: & 9+level

To Hit Table: & 3xM-U0

Saves: & 2xCust

Reference: RDM

Groups: Priest, Overt

Complexity: CF=1

Sphere robe (-1 SL) in Healing

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

Level 1: Can "Barbarian Smash" artifacts and items (destroy for XP).

Level 7: Gain a volatile Frosted Lattice that explodes with Silverglade damage when struck, dealing 20% back to the attacker

Level 7: Gain a Void Web that forces attackers to succeed on (No save, WR or TechR to resist) or deal half damage for 1 day

Level 10: 2F: Cancel a unique or X/G action before it resolves (Wis 10+Int save for quarter effect)

Level 10: An ally's group gains +20KD action(s) for 4 round(s)

Level 20: Your SL=0 through SL=6 spells have double effect (each similar instance adds x[+1])

Level 576: Gain a volatile Force Cocoon that explodes with Tempest damage when struck, dealing 350% back to the attacker

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

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

Force Spike (SL=2): 1bM or 1 OppM: Counter target magical/psionic effect unless its user devotes another spell/psionic slot to it.

Ashnod's Altar (SL=3): 0, sacrifice a summon: Get back 2 SL in progression

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

Crystal Cloud (SL=5): Clairvoyance, Clairaudience and ESP.

Olivia Rodrigo - Jealousy, Jealousy (SL=6): Can only be cast 1/d: Magic Jar a target and you get a pending compensated item for the end of the run

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

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

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

Infinite Frank5 RDM

Level	KXP	Psionics		Requisites: Dex 15, Con 15, Wis 14, Class slots 3, Race slots 1 Alignment: non-L HD/level: & 1d11 Weapon Prof.: & 8+level To Hit Table: 3xM-U0 Saves: 3xM-U0 Reference: RDM Groups: Monster, Futureshifted, Archetype Complexity: CF=1 Race Adjustments: Str +0, Dex +4, Con +0, Int +0, Wis +5, Chr +0, Cml +0, AT 5, hp 12, TH 3, Div ÷1
		mMG	SUV	
1	0	2--	---	
2	12.2	2--	---	
3	24.4	22-	---	
4	48.8	32-	---	
5	97.6	32-	---	
6	195.2	32-	---	
7	390.4	33-	---	
8	780.8	432	---	
9	1561.6	432	---	
10	2400	432	---	Can use Psi10 powers
11	3600	442	---	Gets Exceptional Con.
12	4800	543	---	Gets Exceptional Con.
13	6000	543	---	Gets Extra-Barbarian Con.
14	7200	543	---	Level 16: +32 saves and +22 to hit to an ally
15	8400	553	2--	Level 17: When a group succeed(s) on a saving throw against magic, -302 saves to all nearby enemies (Fortitude 48+Chr to reflect, WR or RR to resist)
16	9600	654	2--	Known Powers
17	10800	654	2--	Disturbed - The Infection (SL=N): The next time your animal companion is dispelled, the source of the dispel is SEL=1 Diseased x(N+1)
18	12000	654	2--	Yankee Doodle (SL=N): Summon a DL=N-1 Pony mount.
19	13200	664	3--	Battle Shield (SL=2): Damaging shield (50% back) of type Metal. You resist weapon special effects while running this.
20	14400	765	3--	Adele - Rolling in the Deep (SL=2): Trueseeing and you your weapons are weapon flag "sinking" branded
21	15600	765	3--	Grand Daddy I.U. - I Kick Ass (SL=5): 1bM,1bP: Counter a spell/attack sequence and do an attack sequence to source
22	16800	765	3--	Maelstrom Nexus (SL=5): When you cast your first spell each rd, cast another spell from this class at random of SL=(SL of first spell-1)
23	18000	775	4--	Summon the Pack (SL=8): Open a M:tg booster and summon each creature in that pack. They count as Zombies in addition.
24	19200	876	42-	Running Scared (SL=8): Automatically Turn all enemies in the room as undead.
25	20400	876	42-	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
26	21600	876	42-	
27	22800	886	52-	
28	24000	987	53-	
29	25200	987	53-	It that Betrays (SL=11): Summon a DL XI Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects" and "All sacrificed items/effects come under your control".
30	26400	987	53-	
31	27600	997	63-	
32	28800	A98	64-	
33	30000	A98	64-	
34	31200	A98	64-	
35	32400	AA8	742	
36	33600	BA9	752	

Ill-Omen Q-actor RDM

Level	KXP	Spells	
1	0	(none)	Requisites: Cml 18
2	17	(none)	Alignment: AN
3	34	(none)	HD/level: & 1d7
4	68	(none)	Weapon Prof.: & 1+level/2
5	136	(none)	To Hit Table: 3xMon
6	272	(none)	Saves: 2xWar
7	544	(none)	Reference: RDM
8	1088	(none)	Groups: Concordant
9	2176	(none)	Complexity: CF=1
10	3300	(none)	Can manipulate an object with TechF equal to your level or less.
11	4950	(none)	Gets Barbarian Int, Wis, or Chr.
12	6600	(none)	Level 1: +1 XP for each grave dug; +2 XP for each stolen body.
13	8250	(none)	Level 1: +1T action per round. This can be used for Brass Gnat spells, or technological items (i.e. convert 1T -> 1S only to be used on Tech items).
14	9900	(none)	Level 1: Can use any bag, sack, or backpack as an infinite portable hole.
15	11550	(none)	Level 3: +3 XP for a properly embalmed body.
16	13200	(none)	Level 6: 2H: Counter a spell as it is cast (No save, IR or RR to resist to resist)
17	14850	(none)	Level 7: 4P, Spend 9 Wis: After rolling a natural 20, your group gains SEL=3 Non-Detection for 2 round(s)
18	16500	(none)	Level 27: 10Z, Spend 15 skill pt(s): An ally's group is/are affected by SEL=15 Valorous for 1 minute(s)
19	18150	(none)	Level 31: Each level starting at 31st, pick one spell. That spell can be cast as a 0 action.
20	19800	(none)	
21	21450	(none)	Level 108: Gain a Void Buffer that reduces all forced movement by half unless resisted with (No save, XR to resist), for CL hours
22	23100	(none)	Rogue Abilities:
23	24750	(none)	Level 1: Evasion (0, make by 5% per amount hit: no dmg from weapon), Base 10,
24	26400	(none)	Bonus Dex-11, Penalty Dex-15
25	28050	(none)	Level 1: Hide in Shadows Hide amongst People or Trees Meld in
26	29700	(none)	Shadows/Mirrors, Base 0, Bonus Dex-12, Penalty Dex-17
27	31350	(none)	Level 1: Attack (or) Damage (as per Dungeoneer), Base -, Bonus -, Penalty -
28	33000	(none)	Level 1: Move Silently Immovability Avoid Clairnasience, Base 5, Bonus Dex-14, Penalty Dex-17
29	34650	(none)	Level 3: Lower Encumbrance Zero Encumbrance No Armor Penalty, Base 10,
30	36300	(none)	Bonus Str-13, Penalty Str-18
31	37950	(none)	Level 5: Escape Bonds Escape Binding Escape Imprisonment/Time Stop, Base 50,
32	39600	(none)	Bonus Str-12, Penalty Str-14
33	41250	(none)	Level 9: Finger of Death Slay Living Power Word Kill, Base 0, Bonus Int-14, Penalty Int-17
34	42900	(none)	Level 9: Generate Wild Magic Surge, Base 0, Bonus Int-20, Penalty Int-21
35	44550	(none)	Level 10: Locate (anything unique) Across Planes Clairvoyance there TWE there, Base 0, Bonus Int-12, Penalty Int-15
36	46200	(none)	Level 15: Energy Control Adaptation Immune to Hostile Environments, Base 5, Bonus Con-9, Penalty Con-12

Divination Random Hammerer3 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	2176	(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: Cml 18

Alignment: JN

HD/level: 1d2

Weapon Prof.: 10+level/3

To Hit Table: 3xWar

Saves: 2xFtr0

Reference: RDM

Groups: Random

Complexity: CF=1

Can "material component" spells by spending ½V action.

Gets 10 Rogue points per level, see table below:

Gets +LVL/4 C action(s) per round.

+1 extra Nonweapon Prof per level.

Level 1: Dragonlancing / Inverse Dragonlancing: 1V: Get +X to hit and +Y damage (on every attack) until you use this ability again, where X+Y = your max hp. X and Y cannot be negative. These plusses count as magical plusses for purposes of overcoming "+ needed to hit" and DR. This ability does not automatically go up as you level; you need to spend 1V action each time.

Level 1: 0, 1 attack: Destroy a magic item.

Level 1: Dragonlancing / Inverse Dragonlancing: 1V: Get +X to hit and +Y damage (on every attack) until you use this ability again, where X+Y = your max hp. X and Y cannot be negative. These plusses count as magical plusses for purposes of overcoming "+ needed to hit" and DR. This ability does not automatically go up as you level; you need to spend 1V action each time.

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

Level 2: 1attack(s): Counter an action, but suffer x2 effect on failure (Will 16+Chr for quarter effect, CR or PR to resist)

Level 15: Every time all allies turn(s) or rebuke(s) undead, Each failed save by an enemy's group increases the severity of SEL=11 Suppressed (PPD 82+Wis save for tenth effect)

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

Level 26: 13F: Silence a target mid-cast, preventing the ability (No save, WR or RR to resist)

Level 180: When all allies restore(s) hp to another creature, -2880 AC to all nearby enemies (PPD 887+Chr save to reflect)

Conjuration/Summoning Cthulhoid Plant1JG RDM

Level	KXP	Spells
1	0	(none)
2	26	(none)
3	52	(none)
4	104	(none)
5	208	(none)
6	416	(none)
7	832	(none)
8	1664	(none)
9	3328	(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: Con 18, Wis 19

Alignment: JN

HD/level: ++1d7

Weapon Prof.: 8+level/3

To Hit Table: CTD0

Saves: & 2xCust

Reference: RDM

Groups: Concordant, Monster

Complexity: CF=1

Gets a master monster pick per level

Gets Exceptional Con.

Level 1: 0, LVL/d: Be immune to a [C] section effect for the rest of the day.

Level 1: 1M: Otto's Irresistable Dance (1 creature, no save)

Level 3: Starmie: 1M: Heal self; 1M: Paralysis (1 target, PP save)

Level 5: Necrotic Sliver: 0, sacrifice a summon: Disintegrate (save)

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 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 20: Each time a group enter(s) or exit(s) stealth, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy's group. No save

Level 25: 13V, Spend 7 Wis, NP/artifical reset: An ally is/are affected by SEL=5

Hold Life for 8 round(s)

Level 792: 374hhH, Spend 7 Str, ML/week: If healed, an ally's group also gains SEL=9 Mental Fury for 22 minute(s)

Barney Hermit4 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	10	2--	---	---
3	20	22-	---	---
4	40	22-	---	---
5	80	322	---	---
6	160	322	---	---
7	320	332	2--	---
8	640	332	2--	---
9	1280	433	22-	---
10	2000	433	22-	---
11	3000	443	322	---
12	4000	443	322	---
13	5000	544	332	2--
14	6000	544	332	2--
15	7000	554	433	22-
16	8000	554	433	22-
17	9000	655	443	322
18	10000	655	443	322
19	11000	665	544	332
20	12000	665	544	332
21	13000	766	554	433
22	14000	766	554	433
23	15000	776	655	443
24	16000	776	655	443
25	17000	877	665	544
26	18000	877	665	544
27	19000	887	766	554
28	20000	887	766	554
29	21000	988	776	655
30	22000	988	776	655
31	23000	998	877	665
32	24000	998	877	665
33	25000	A99	887	766
34	26000	A99	887	766
35	27000	AA9	988	776
36	28000	AA9	988	776

Requisites: Dex 16, Con 15, Wis 29, Class slots 2

Alignment: any W

HD/level: 1d11

Weapon Prof.: 8+level/2

To Hit Table: 3xMon

Saves: 2xMon

Reference: RDM

Groups: Monster, Lost, Maxi

Complexity: CF=1

+LVL*LVL*50 Leeches to the Leech pool.

Automatically make Dex checks and Reflex saves.

Gets Exceptional Dex and Int.

Gets a master monster pick per level

Level 1: Immune to Turn Undead.

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

Level 9: Gain 1 "Put Brain on a Plate" (λ) action. λ actions can be used once per day. λ actions can be downgraded to OppV actions.

Known Spells:

Wolfgang Amadeus Mozart - Requiem (SL=N): Wishoid for a Catholic Priest spell of SL=N-1 or less if a group was slain this rd

Motorhead - Teach You How to Sing the Blues (SL=1): Force a target to act against you if they haven't acted yet this segment. If their action against you (attack/special) didn't affect you, they are slain

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.

Martina Mcbride - Concrete Angel (SL=3): One target disguised and is in SEL=1

Pain this round. During the top of the last segment this round, that target is SEL=6 Petrified

X is the New Y (SL=4): Choose two targets or items; polymorph one into the other.

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

Olivia Rodrigo - Jealousy, Jealousy (SL=6): Can only be cast 1/d: Magic Jar a target and you get a pending compensated item for the end of the run

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

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

Intelligence (SL=9): +12 Int [cont.]

Quick Giant Artillery1 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	4.6	+2 lim ML
3	9.2	+3 lim ML
4	18.4	+4 lim ML
5	36.8	+5 lim ML
6	73.6	+6 lim ML
7	147.2	+7 lim ML
8	294.4	+8 lim ML
9	588.8	+9 lim ML
10	900	+10 lim ML
11	1350	+11 lim ML
12	1800	+12 lim ML
13	2250	+13 lim ML
14	2700	+14 lim ML
15	3150	+15 lim ML
16	3600	+16 lim ML
17	4050	+17 lim ML
18	4500	+18 lim ML
19	4950	+19 lim ML
20	5400	+20 lim ML
21	5850	+21 lim ML
22	6300	+22 lim ML
23	6750	+23 lim ML
24	7200	+24 lim ML
25	7650	+25 lim ML
26	8100	+26 lim ML
27	8550	+27 lim ML
28	9000	+28 lim ML
29	9450	+29 lim ML
30	9900	+30 lim ML
31	10350	+31 lim ML
32	10800	+32 lim ML
33	11250	+33 lim ML
34	11700	+34 lim ML
35	12150	+35 lim ML
36	12600	+36 lim ML

Requisites: Int 15
Alignment: any E
HD/level: & 1d5
Weapon Prof.: & 2+level/4
To Hit Table: CTD0
Saves: 3xPri
Reference: RDM
Groups: Technology
Complexity: CF=1

Can cast Wizard Invocation spells.
 Level 4: Pick two Arcane5 Level 1-3, one Secret Agent5 Level 1-3, or one Psi16 minor

Personification of X7 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	7.4	2--	---	---
3	14.8	22-	---	---
4	29.6	22-	---	---
5	59.2	322	---	---
6	118.4	322	---	---
7	236.8	332	2--	---
8	473.6	332	2--	---
9	947.2	433	22-	---
10	1500	433	22-	---
11	2250	443	322	---
12	3000	443	322	---
13	3750	544	332	2--
14	4500	544	332	2--
15	5250	554	433	22-
16	6000	554	433	22-
17	6750	655	443	322
18	7500	655	443	322
19	8250	665	544	332
20	9000	665	544	332
21	9750	766	554	433
22	10500	766	554	433
23	11250	776	655	443
24	12000	776	655	443
25	12750	877	665	544
26	13500	877	665	544
27	14250	887	766	554
28	15000	887	766	554
29	15750	988	776	655
30	16500	988	776	655
31	17250	998	877	665
32	18000	998	877	665
33	18750	A99	887	766
34	19500	A99	887	766
35	20250	AA9	988	776
36	21000	AA9	988	776

Requisites: Str 27, Int 15

Alignment: TE

HD/level: 1d3

Weapon Prof.: 10+level/4

To Hit Table: 2xM-U0

Saves: & War

Reference: RDM

Groups: Demigod, Maxi

Complexity: CF=1

Ability to true "N-ary" weapon specialize, where N is your level. You get +3*N half-plusses TH or dmg. You must spend N weapon proficiencies for each type of weapon, of course (this isn't free).

Gets Barbarian Str. Uses Normal Con bonus for hit dice (this can't be overwritten).

Barbarian Int

May weapon specialize using the "Non-War" line.

Level 18: +75 ranged dmg and +78 to hit to an ally's group

Known Spells:

Remove [Status Name] (SL=SEL): You can remove this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell

(SL=SEL-1=3-1).

AEther Vial (SL=1): 0, 1/r: Cast a Conjunction/Summoning spell.

Booyaka 619 - Rey Mysterio (SL=2): Gain access to Second Tier Professional

Wrestling maneuver 619 (Modified Dive Fakeout Spot) (F,Kick, 1 att / 1V, Target takes 3d6+Str bonus falling damage, target makes Str-10 check or stun).

Astral Steel (SL=3): 1bM: Target creature gets +1TH, +2 dmg this round. Storm

(When you cast this spell, fork it for each spell cast before it this segment. You may choose new targets for the copies).

Paranoid (SL=4): 1 group gains 1 random Insanity (Spell save).

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

Brass Gnat 6-6 (SL=6): 1N, 1/t: Immune to Twilight or draining the MF/PF/TF.

Picking this more than once lets you use this an additional time per turn.

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

Invincible Hymn (SL=8): Set your hp= sum of the individual spells in memorization*10.

Bringer of the Red Dawn (SL=9): Summon a DL IX Bringer with overhit and "On your turn, dominate a creature(no save, duration 1s, same slot, +1 slot)."

Trans Theorist5 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	1331.2	(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: Wis 15
Alignment: non-C
HD/level: 1d3
Weapon Prof.: 4+level
To Hit Table: 2xRog
Saves: 3xM-U0
Reference: RDM
Groups: Joke
Complexity: CF=1

Exceptional Str and Con.
 Exceptional Str and Con.
 Exceptional Str and Con.
 aMtgDeathtouchR 41% (all dmg to you is Mtg Deathtouch).
 Level 4: Mind Over Body: Immune to local terrain
 Level 6: 1M, 1/d: +8 set Str for 1 turn.
 Level 20: Each time an enemy spend(s) or regain(s) psionic focus, Dispel effects on an enemy's group, bypassing RR resistance if their HD ≥ 100

The Fifth Accidental Luckierer4 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	6	+2 lim ML
3	12	+3 lim ML
4	24	+4 lim ML
5	48	+5 lim ML
6	96	+6 lim ML
7	192	+7 lim ML
8	384	+8 lim ML
9	768	+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: Str 14, Chr 14

Alignment: AN (Overwrite to all other classes)

HD/level: & +1d12

Weapon Prof.: & 9+level/2

To Hit Table: always +0

Saves: 3xMon

Reference: RDM

Groups: Custom, Random

Complexity: CF=1

May have 1.5*LVL (round up) "Revive slots" instead of the usual one "Summon slot". An animated xM (multiplier M) being uses up M*M Revive slots.

Gets Barbarian Str, Dex, or Con.

Priest spells as per Cleric0. If you pick this twice, use Cleric3 instead. If you pick this three times, use Arch-Priest instead. If you pick this four times, use Beast Arch-Priest instead.

Level 2: 1M, 1/d: Rope Trick

War Psi753 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	2278.4	432	---	
10	3500	432	---	
11	5250	442	---	
12	7000	543	---	
13	8750	543	---	
14	10500	543	---	
15	12250	553	2--	
16	14000	654	2--	
17	15750	654	2--	
18	17500	654	2--	
19	19250	664	3--	
20	21000	765	3--	
21	22750	765	3--	
22	24500	765	3--	
23	26250	775	4--	
24	28000	876	42-	
25	29750	876	42-	
26	31500	876	42-	
27	33250	886	52-	
28	35000	987	53-	
29	36750	987	53-	
30	38500	987	53-	
31	40250	997	63-	
32	42000	A98	64-	
33	43750	A98	64-	
34	45500	A98	64-	
35	47250	AA8	742	
36	49000	BA9	752	

Requisites: Chr 15
Alignment: CS
HD/level: ††1d12
Weapon Prof: 10+level
To Hit Table: 2xFtr0
Saves: 2xMon
Reference: RDM
Groups: Psionist
Complexity: CF=1

Can use Psi10 powers:
 Hold W actions. You can use a W as an S action, but you still can use only 1S+1V per segment.
 Level 4: 1G, ML/day: Counter a spell as it is cast (No save to resist)
 Level 5:, 10:, etc.: +1 feat.
 Level 24: Each time an enemy take(s) damage, Remove all beneficial effects from an enemy (Wis or BW 46+Wis save to delay 1 segment)
 Level 25: When all allies spend(s) or regain(s) psionic focus, Inflicts dmg (-300) on your group (Chr or Dex 119+Dex save to negate). Stacks with each failed save
 Known Powers
 Rachmaninov - The Isle of the Dead (SL=N): One target is Xvim-ed N levels deep
 Feather Shield N (SL=N): Blocks the first SL attacks (melee or ranged). Doesn't count as a stone skin.
 Avoid Planar Effects (SL=2): Immune non-home plane environment.
 Raging River (SL=2): Create a (water based) moat that is CL*30' long and CL*10' feet wide, which lasts for CL r.
 Brain Damage (SL=5): One target's Set Int 1 plus cannot use M actions.
 Mass Heroic Fortune (SL=5): One group of touched creatures gains 1 temporary hero point and may use one of your level abilities of their level or less.
 Force Hop (SL=8): 1bX: Leap CL/2 ft. May make a charge attack at xCL/2 dmg.
 Lavaball Trap (SL=8): 1bM: Deal CL Hull dmg to two objects. Deal 40 earth dmg to one group(no save).
 Shangri-La Spell (SL=11): Erase a creature's True Name (no save, XR to resist)
 Your Will Is Not Your Own (SL=11): Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.

Priest RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	9.2	2--	---	---
3	18.4	22-	---	---
4	36.8	22-	---	---
5	73.6	322	---	---
6	147.2	322	---	---
7	294.4	332	2--	---
8	588.8	332	2--	---
9	1177.6	433	22-	---
10	1800	433	22-	---
11	2700	443	322	---
12	3600	443	322	---
13	4500	544	332	2--
14	5400	544	332	2--
15	6300	554	433	22-
16	7200	554	433	22-
17	8100	655	443	322
18	9000	655	443	322
19	9900	665	544	332
20	10800	665	544	332
21	11700	766	554	433
22	12600	766	554	433
23	13500	776	655	443
24	14400	776	655	443
25	15300	877	665	544
26	16200	877	665	544
27	17100	887	766	554
28	18000	887	766	554
29	18900	988	776	655
30	19800	988	776	655
31	20700	998	877	665
32	21600	998	877	665
33	22500	A99	887	766
34	23400	A99	887	766
35	24300	AA9	988	776
36	25200	AA9	988	776

Requisites: Wis 16
Alignment: NW
HD/level: 1d4
Weapon Prof.: 2+level/5
To Hit Table: 3xPsi
Saves: Mon
Reference: RDM
Groups: Priest
Complexity: CF=1

Gets Extra-Barbarian Wis.
 Specialization, Plant sphere
 Sphere robe (-1 SL) in Numbers
 Level 8: Intelligent Brethren: Any creatures you summon gain an intelligence bonus equal to LVL.
 Level 9: When all allies is/are counterspelled, Weaken(s) 1 enemies: -126 saves (No save, XR or NR to resist). Each failed save increases the penalty by 50%
 Level 10: Allies within 30 feet gain +33 to hit
 Known Spells:
 Kanye West - Gold Digger (SL=N): Spend 1000*N gp: Summon a DL=N+2 human female
 Have X, Will Travel (SL=1): Choose an item; that item has instant returning.
 Murderous Compulsion (SL=2): 1bM: Slay a creature that acted this round. If you would lose this spell from memorization, you may cast it once as a 0 action.
 Minister of Impediments (SL=3): Summon a DL III Human Advisor, he can lockdown one enemy's actions (Bosses and the like get a Will save).
 Disturbed - My Child (SL=4): One target's next clone won't stand up
 Force Haste (SL=5): +CL V actions.
 Adele - Set Fire to the Rain (SL=6): x1 Terrain Feature: It's raining E=1 Fire in the room for CL dmg/s
 Disturbed - Hold On to Memories (SL=7): One ally's memory core (essence of consciousness) doesn't disassociate from the multiverse after that ally dies
 Befoul (SL=8): 100ft/lvl by 100ft/lvl by 10ft/lvl water becomes poisonous.
 Monk (SL=9): Your saves for ½ (or partial effect) are instead for 0 for 1 turn.

Ill-Omen Cosmos Baron4 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	11	+2 lim ML
3	22	+3 lim ML
4	44	+4 lim ML
5	88	+5 lim ML
6	176	+6 lim ML
7	352	+7 lim ML
8	704	+8 lim ML
9	1408	+9 lim ML
10	2200	+10 lim ML
11	3300	+11 lim ML
12	4400	+12 lim ML
13	5500	+13 lim ML
14	6600	+14 lim ML
15	7700	+15 lim ML
16	8800	+16 lim ML
17	9900	+17 lim ML
18	11000	+18 lim ML
19	12100	+19 lim ML
20	13200	+20 lim ML
21	14300	+21 lim ML
22	15400	+22 lim ML
23	16500	+23 lim ML
24	17600	+24 lim ML
25	18700	+25 lim ML
26	19800	+26 lim ML
27	20900	+27 lim ML
28	22000	+28 lim ML
29	23100	+29 lim ML
30	24200	+30 lim ML
31	25300	+31 lim ML
32	26400	+32 lim ML
33	27500	+33 lim ML
34	28600	+34 lim ML
35	29700	+35 lim ML
36	30800	+36 lim ML

Requisites: Con 15, Wis 15
Alignment: non-L
HD/level: & 1d3
Weapon Prof.: & 10+level/2
To Hit Table: & Pri
Saves: War
Reference: RDM
Groups: Planar, Technology
Complexity: CF=1

Specialized in Wacky Balls. Wacky Balls do CLd(SL*2) dmg, assuming area and a Reflex save for ½.
 Level 1: Sustain all actions; Time/Reality stability; Immune to Hold, Stop, Time Stop, Temporal Stasis
 Level 1: Immune to Sun sphere spells.
 Level 12: 5B, 3/turn: Cancel a unique or X/G action before it resolves (Wis 21+Int for half effect, PR or GR to resist)
 Level 19: 10E, Spend 2 Con: You gain(s) SEL=9 Insist for 6 round(s)

FMCTP2 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	1356.8	(none)
10	2100	(none)
11	3150	(none)
12	4200	(none)
13	5250	(none)
14	6300	(none)
15	7350	(none)
16	8400	(none)
17	9450	(none)
18	10500	(none)
19	11550	(none)
20	12600	(none)
21	13650	(none)
22	14700	(none)
23	15750	(none)
24	16800	(none)
25	17850	(none)
26	18900	(none)
27	19950	(none)
28	21000	(none)
29	22050	(none)
30	23100	(none)
31	24150	(none)
32	25200	(none)
33	26250	(none)
34	27300	(none)
35	28350	(none)
36	29400	(none)

Requisites: Dex 15, Chr 16

Alignment: CE

HD/level: & 1d10

Weapon Prof.: & 2+level

To Hit Table: 3xWiz

Saves: (none)

Reference: RDM

Groups: Custom, Overt

Complexity: CF=1

Gets Barbarian Str, Barbarian Dex, and Exceptional Con.

Exceptional Str and Dex bonus.

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

Gets Exceptional Dex.

Level 1: +1W action per turn (per round at CF=4). [You can use a W as an S action, but you still can use only 1S+1V per segment. 1W: Give another party member +1RS action.]

Level 8: Each time all enemies succeed(s) on a Wisdom saving throw, Attempt to dispel all effects on an enemy (No save, CR to resist) If resisted, target takes 39

Verdant damage

Level 9: You deal x(LVL-7) dmg vs. Size G or larger targets.

Level 21: Gain a Empathic Cocoon that reduces all forced movement by half unless resisted with (No save, TechR to resist), for CL resets

Metallic Doctor-daemon5 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	1894.4	(none)
10	2900	(none)
11	4350	(none)
12	5800	(none)
13	7250	(none)
14	8700	(none)
15	10150	(none)
16	11600	(none)
17	13050	(none)
18	14500	(none)
19	15950	(none)
20	17400	(none)
21	18850	(none)
22	20300	(none)
23	21750	(none)
24	23200	(none)
25	24650	(none)
26	26100	(none)
27	27550	(none)
28	29000	(none)
29	30450	(none)
30	31900	(none)
31	33350	(none)
32	34800	(none)
33	36250	(none)
34	37700	(none)
35	39150	(none)
36	40600	(none)

Requisites: Chr 19, Cml 32

Alignment: any E

HD/level: 1d12

Weapon Prof.: 1+level/2

To Hit Table: 2xPsi

Saves: 3xRog

Reference: RDM

Groups: Planar, Maxi

Complexity: CF=1

You get x3 effect with these [C7] Combat Maneuvers: Bash, Bypassing Armor, Charge, Cleave, Disarm, Kick, Parry, Sap, Shield Bash, Subdue.

Specialized in Cthulhu school, pick an opposite. Other Wizards cannot access Cthulhu school at all unless they "know" your class; even then, they need to spend 2 slots each for them. DM Note: These spells are listed in the [PC2] section.

You may trade in 4 picks here to make a school ½M to cast. Material componenting still costs 1V though.

May "material component" Psi30 powers by using 1V action. Note there are powers that are "Touch" for 1 target, if you material component these, you can hit your group (yourself excluded), or hit 1 target at range.

Level 1: Identify Tricks and Magical Pools by sight.

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

Level 3: Immune to curse and Necromantic sphere spells

Level 4: 1F: Restore the local MF by 1. (This may be done multiple times.)

Level 5: 2M: Close a Gate or Dimension Door. Your room has a x1 Special of Proof against Teleportation.

Level 7: 1bM, 1/r: Counterspell

Level 9: Gate: 1M: Gate

Level 16: 3A, 3/natural reset: Cancel a unique or X/G action before it resolves (Con 23+Chr to nullify, IR or NR to resist)

Level 20: Intercessor's Veil: Each time a group connect(s) to a psionic network, Dispel all magical effects in a 20-ft radius (Terror or Fortitude 46+Dex save to counter)

Quick Electronic (Y)4 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	28.6	2--	---	---	
3	57.2	22-	---	---	
4	114.4	22-	---	---	
5	228.8	322	---	---	
6	457.6	322	---	---	
7	915.2	332	2--	---	
8	1830.4	332	2--	---	
9	3660.8	433	22-	---	
10	5500	433	22-	---	
11	8250	443	322	---	
12	11000	443	322	---	
13	13750	544	332	2--	
14	16500	544	332	2--	
15	19250	554	433	22-	
16	22000	554	433	22-	
17	24750	655	443	322	
18	27500	655	443	322	
19	30250	665	544	332	
20	33000	665	544	332	
21	35750	766	554	433	
22	38500	766	554	433	
23	41250	776	655	443	
24	44000	776	655	443	
25	46750	877	665	544	
26	49500	877	665	544	
27	52250	887	766	554	
28	55000	887	766	554	
29	57750	988	776	655	
30	60500	988	776	655	
31	63250	998	877	665	
32	66000	998	877	665	
33	68750	A99	887	766	
34	71500	A99	887	766	
35	74250	AA9	988	776	
36	77000	AA9	988	776	

Requisites: Dex 17, Int 18, Class slots 2

Alignment: T any

HD/level: & 1d11

Weapon Prof.: & 9+level/3

To Hit Table: Ftr0

Saves: 2xWar

Reference: RDM

Groups: Wizard, Alternate Universe, Internet

Complexity: CF=1

LVL of your spells cost only 1/2M to cast

Can cast spells from Priest Law and Priest Numbers Spheres

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

Level 3: Every time a group a blasphemous act is/are committed, Each time your group fails a save, they suffer an additional instance of SEL=1 Berserk (Str 14+Wis save for tenth effect)

Level 19: Every time an enemy turn(s) or rebuke(s) undead, All enemies within 20 feet are SEL=3 Laced (No save, XR or RR to resist)

Level 22: 4H: Counter an action, but suffer x2 effect on failure (BW or PP 91+Int save for tenth effect)

Level 26: 11F: Silence a target mid-cast, preventing the ability (No save, HR or HR to resist)

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

Level 324: Gain a Solar Swaddle that reduces all forced movement by half unless resisted with (No save), permanently

Known Spells:

Rachmaninov - Rhapsody On A Theme Of Paganini (SL=N): Can only be cast

1/reset. Gate in a DL=N-1 devil. You and the devil make a deal. You may only have one deal with a devil at a time

Hidden Camera (SL=1): Summon a DL=1 Invisible Camera Person from "The Stage" (+1 Slot too).

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

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

Unexpected Results (SL=4): Unexpected Results (SL=4): Cast a spell at random that you know of SL=LVL/2 or less. This spell slot then becomes remembered.

Siege-Gang Commander (SL=5): Summon 4 DL1 Goblins. As each one dies, it deals 20 dmg or 2 rdmg to one target.

Dovescape (SL=6): x1 Special on room: Everyone has +1 summon slot for Birds; All spells and psi are countered, get N DL I Bird summons instead, where N=SL.

Devastation (SL=7): Slay a group (no save) and deal CL Hull dmg to all objects in that group.

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."

Plague Wind (SL=9): Slay all enemies in the room (PPD save)

Black Choicer3 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	1945.6	(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 18
Alignment: LW
HD/level: & 1d10
Weapon Prof.: & 10+level/2
To Hit Table: 3xMon
Saves: 2xCust
Reference: RDM
Groups: Random
Complexity: CF=1

Gains all Dex-based Rogue abilities.
 Gets Barbarian Str, Dex, or Con.
 Level 1: Undead must save vs. (8+DM's level) to attack the Death Master.
 Level 7: Invisibility (psi freq. 0) level times per day.
 Level 9: All Rogue abilities within 30' of you are lowered by 100%.
 Level 11: 6Z, Spend 11 sl(s): After rolling a natural 20, an ally gains SEL=1 Partial Cover for 1 round(s)
 Level 26: An ally's group gains +21LZ action(s) for 5 round(s)
 Level 28: 9B, ML/turn: Counter an action, but suffer x2 effect on failure (No save)
 Level 28: 1M: A group gets -25*PCL set Con that ignores Sustain Con

Loyalist1 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	1024	(none)
10	1600	(none)
11	2400	(none)
12	3200	(none)
13	4000	(none)
14	4800	(none)
15	5600	(none)
16	6400	(none)
17	7200	(none)
18	8000	(none)
19	8800	(none)
20	9600	(none)
21	10400	(none)
22	11200	(none)
23	12000	(none)
24	12800	(none)
25	13600	(none)
26	14400	(none)
27	15200	(none)
28	16000	(none)
29	16800	(none)
30	17600	(none)
31	18400	(none)
32	19200	(none)
33	20000	(none)
34	20800	(none)
35	21600	(none)
36	22400	(none)

Requisites: Dex 17, Cml 16

Alignment: CN

HD/level: 1d11

Weapon Prof.: 8+level/3

To Hit Table: 2xPri

Saves: 2xCust

Reference: RDM

Groups: Custom, Mirror

Complexity: CF=1

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.

Level 1: Leave no footprints, actually 1 inch above ground when walking, immune pits/slides/etc.

Level 1: 1M, lose X Con until next reset: Cure X*LVL hp.

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

Level 1: Irreducible Pick Pockets LVL*5% (not shifted by target's HD/Level)

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

Mob Sacrificeer1 RDM

Level	KXP	Spells
1	0	+1 ML
2	11.8	+2 ML
3	23.6	+3 ML
4	47.2	+4 ML
5	94.4	+5 ML
6	188.8	+6 ML
7	377.6	+7 ML
8	755.2	+8 ML
9	1510.4	+9 ML
10	2300	+10 ML
11	3450	+11 ML
12	4600	+12 ML
13	5750	+13 ML
14	6900	+14 ML
15	8050	+15 ML
16	9200	+16 ML
17	10350	+17 ML
18	11500	+18 ML
19	12650	+19 ML
20	13800	+20 ML
21	14950	+21 ML
22	16100	+22 ML
23	17250	+23 ML
24	18400	+24 ML
25	19550	+25 ML
26	20700	+26 ML
27	21850	+27 ML
28	23000	+28 ML
29	24150	+29 ML
30	25300	+30 ML
31	26450	+31 ML
32	27600	+32 ML
33	28750	+33 ML
34	29900	+34 ML
35	31050	+35 ML
36	32200	+36 ML

Requisites: Dex 16
Alignment: CS
HD/level: & ±±1d11
Weapon Prof.: & 10+level/5
To Hit Table: 2xPsi
Saves: 3xM-U0
Reference: RDM
Groups: Overt
Complexity: CF=1

Gets Int bonus to psionic progression.
 Gets Barbarian Str, Barbarian Dex, and Exceptional Con.
 $PSPs = (Con+Int+Wis+Chr) * LVL$
 Level 1: Free GGL (Specialty God) pick in a god that has a Str or Dex requirement.
 Level 1: Free GGL (Specialty God) pick in a god that has a Str or Dex requirement.
 Level 3: Gain a Chaos Lattice that deflects ranged attacks unless the attacker passes (RSW 14+Dex for quarter effect, NR or MR to resist), for CL turns
 Level 6: An ally surge(s) with +23 hp for a single action
 Level 10: 2F: Counter an action, but suffer x2 effect on failure (No save)

Death Ted RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	5.8	2--	---	---
3	11.6	22-	---	---
4	23.2	22-	---	---
5	46.4	322	---	---
6	92.8	322	---	---
7	185.6	332	2--	---
8	371.2	332	2--	---
9	742.4	433	22-	---
10	1200	433	22-	---
11	1800	443	322	---
12	2400	443	322	---
13	3000	544	332	2--
14	3600	544	332	2--
15	4200	554	433	22-
16	4800	554	433	22-
17	5400	655	443	322
18	6000	655	443	322
19	6600	665	544	332
20	7200	665	544	332
21	7800	766	554	433
22	8400	766	554	433
23	9000	776	655	443
24	9600	776	655	443
25	10200	877	665	544
26	10800	877	665	544
27	11400	887	766	554
28	12000	887	766	554
29	12600	988	776	655
30	13200	988	776	655
31	13800	998	877	665
32	14400	998	877	665
33	15000	A99	887	766
34	15600	A99	887	766
35	16200	AA9	988	776
36	16800	AA9	988	776

Requisites: Con 15, Int 14, Class slots 2, Race slots 1

Alignment: non-G

HD/level: & 1d11

Weapon Prof.: & 4+level

To Hit Table: War

Saves: 2xWiz

Reference: RDM

Groups: Wizard, Archetype

Complexity: CF=1

Race Adjustments:

Str +0, Dex +0, Con +4, Int +6, Wis +0, Chr +0, Cml

+0, AT 9, hp 22, TH 8, Div ÷1

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

Considered a "Cat" race.

Level 1: Read Languages (25+5*level)%.

Level 28: 61 ally(ies) gain(s) +87 to hit

Known Spells:

Eminem/Marshall Mathers/Slim Shady - I Need a Doctor (SL=N): Summon a DL N

Goodberry Golem

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

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

John Cena - Basic Thuganomics (SL=3): Gain access to Second Tier Professional Wrestling maneuver Attitude Adjustment (Firemans carry powerslam) (F/S,Push, 2 att / 1V, Target takes 4d6+Str bonus falling damage, target makes Str-20 check or prone).

Reviving Vapors (SL=4): Up to 3 targets are cured (1d10+CL)*10 hp

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

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

Franz Joseph Haydn - The Seven Last Words of Christ on the Cross (SL=7): On segments 1 through 7, cast a Catholic Priest spell of SL=7 or less that hasn't already been cast this rd

Seal the Tomb (SL=8): 1bM: Target rolls all TH or saves as 3 die types smaller (no save).

Disturbed - Another Way to Die (SL=9): Roll a random PC Cataclysm on one target (doesn't have to be a PC)

Planeswalker Horror of the Coast 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	2534.4	(none)
10	3900	(none)
11	5850	(none)
12	7800	(none)
13	9750	(none)
14	11700	(none)
15	13650	(none)
16	15600	(none)
17	17550	(none)
18	19500	(none)
19	21450	(none)
20	23400	(none)
21	25350	(none)
22	27300	(none)
23	29250	(none)
24	31200	(none)
25	33150	(none)
26	35100	(none)
27	37050	(none)
28	39000	(none)
29	40950	(none)
30	42900	(none)
31	44850	(none)
32	46800	(none)
33	48750	(none)
34	50700	(none)
35	52650	(none)
36	54600	(none)

Requisites: Str 19, Cml 18

Alignment: NS

HD/level: 1d7

Weapon Prof.: 9+level/2

To Hit Table: Mon

Saves: 3xCTD0

Reference: RDM

Groups: Lost, Futureshifted

Complexity: CF=1

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: Rolls 1d30-10 for proficiency checks.

Level 1: Gets +4*LVL from behind instead of the usual +4 from behind.

Level 1: Turn Undead and Turn Cthulhoid Horrors.

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

Level 2: Whenever an ally sense(s) their territory is/are threatened, Drain 86 psi points from all enemies in 20 feet (Sanity 18+Str save for quarter effect)

Level 4: 1G, NP/day: Silence a target mid-cast, preventing the ability (No save, HR or GR to resist)

Level 7: Throatcut Ploy: 4P, Spend 3 summon(s): While within 20 feet of you, an ally has SEL=2 Barbarian Stat for 1 round(s)

Level 28: 14B, NP/turn: Disrupt a sustained or concentration-based effect (No save, CR or IR to resist)

Level 30: Whenever a creature hear(s) their kind invoked or named, Drain 645 spell slots from all enemies in 20 feet (Fortitude 70+Con save to absorb)

Blue Shifter0 RDM

Level	KXP	Spells
1	0	+1 ML
2	8.8	+2 ML
3	17.6	+3 ML
4	35.2	+4 ML
5	70.4	+5 ML
6	140.8	+6 ML
7	281.6	+7 ML
8	563.2	+8 ML
9	1126.4	+9 ML
10	1700	+10 ML
11	2550	+11 ML
12	3400	+12 ML
13	4250	+13 ML
14	5100	+14 ML
15	5950	+15 ML
16	6800	+16 ML
17	7650	+17 ML
18	8500	+18 ML
19	9350	+19 ML
20	10200	+20 ML
21	11050	+21 ML
22	11900	+22 ML
23	12750	+23 ML
24	13600	+24 ML
25	14450	+25 ML
26	15300	+26 ML
27	16150	+27 ML
28	17000	+28 ML
29	17850	+29 ML
30	18700	+30 ML
31	19550	+31 ML
32	20400	+32 ML
33	21250	+33 ML
34	22100	+34 ML
35	22950	+35 ML
36	23800	+36 ML

Requisites: Str 16, Dex 17, Con 16, Class slots 2

Alignment: non-J

HD/level: ++1d11

Weapon Prof.: 10+level/3

To Hit Table: 2xPsi

Saves: 3xCTD0

Reference: RDM

Groups: Rogue, Monster, Alternate Universe

Complexity: CF=1

Natural Heavyweight: Immune Gravity

Gets Barbarian Con.

Level 1: You can use missile weapons in each hand (no limit of 1 per set of hands).

Level 6: You may pick "30th edition" for classes.

Level 7: Leap of the Clouds: Jumping distance (vertical or horizontal) is not limited according to her height.

Level 18: Any Rogue 18 ability, or two Rogue 18 abilities based on Dex. (This is in addition to the normal "Any Rogue 18" ability you get for being a Rogue.)

Level 24: 3X, NP/lifetime: Intercept a summoning or planar effect (No save, TechR or WR to resist)

Level 27: Pick one species (as per Ranger species enemy). You can turn that species as if it was undead (DM will assign turning values).

Rogue Abilities:

Level 1: Comeliness (+1 per 5% made) | Phantasmal Lover | Leomund's Tiny Brothel, Base 0, Bonus Chr-9, Penalty Chr-12

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

Level 1: Fascinate | Mislead | Misdirection | Innate Turning | Confusion | Taunt, Base 0, Bonus Int-0, Penalty Int-12

Level 5: Escape Bonds | Escape Binding | Escape Imprisonment or Time Stop, Base 15, Bonus Str-13, Penalty Str-15

Level 5: Mislead | Disappearance, Base 15, Bonus Int-12, Penalty Int-16

Level 10: Telekinesis (5 lb. per 1% made), Base 10, Bonus Int-13, Penalty Int-17

Level 12: Speed (x2 move) | Speed (+1 V) | Speed (+1 P) | Speed (+1 M), Base 15, Bonus Dex-12, Penalty Dex-15

Level 15: any Metab minor Psi2 is used +1 PSP/10% to maintain | Telep | Clair | Port (| major), Base 20, Bonus Int-21, Penalty Int-24

Level 27: Limited Wish (#=1) | Alter Reality (#=2) | Wish (#=3) | Change Reality (#=4), Base 0, Bonus Int-20, Penalty Int-25

Cat2 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	19.6	2--	---	---
3	39.2	22-	---	---
4	78.4	22-	---	---
5	156.8	322	---	---
6	313.6	322	---	---
7	627.2	332	2--	---
8	1254.4	332	2--	---
9	2508.8	433	22-	---
10	3800	433	22-	---
11	5700	443	322	---
12	7600	443	322	---
13	9500	544	332	2--
14	11400	544	332	2--
15	13300	554	433	22-
16	15200	554	433	22-
17	17100	655	443	322
18	19000	655	443	322
19	20900	665	544	332
20	22800	665	544	332
21	24700	766	554	433
22	26600	766	554	433
23	28500	776	655	443
24	30400	776	655	443
25	32300	877	665	544
26	34200	877	665	544
27	36100	887	766	554
28	38000	887	766	554
29	39900	988	776	655
30	41800	988	776	655
31	43700	998	877	665
32	45600	998	877	665
33	47500	A99	887	766
34	49400	A99	887	766
35	51300	AA9	988	776
36	53200	AA9	988	776

Requisites: Chr 17, Race slots 1

Alignment: AG

HD/level: 1d12

Weapon Prof.: 9+level/3

To Hit Table: 2xPsi

Saves: 3xPsi

Reference: RDM

Groups: Archetype

Complexity: CF=1

Race Adjustments:

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

+0, AT -8, hp 9, TH 4, Div ÷1

Specialized in Chronomancy (no opposite).

Gets Int bonus to spell progression. Can cast Wizard or Priest spells. Specialized in Dragon school (no opposite).

Exceptional Str and Con.

Can weapon specialize using the Non-Warrior line.

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

Level 1: Gets +1F action per round.

Level 1: Regenerate Heal per segment: Each segment, you get a Heal spell cast on you.

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

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

Level 23: 10P, Spend 1 skill pt(s): After rolling a natural 20, your group gains

SEL=12 Capital I Invigorated for 6 round(s)

Level 31: 9D, Spend 3 subordinate(s): You get(s) SEL=4 Floor No Target for 4 minute(s)

Known Spells:

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

Prussian Blue (SL=1): Stops all spells or Will save or become insane (as insanity spell).

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

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

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

I am Somebody (SL=5): You attack as a [x2] being; when rolling to hit, roll 2 and keep 1.

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

Kanye West - No Church in the Wild (SL=7): Disable all priest/divine spells and abilities in a CL*10ft radius if outside

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

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

Guardian Builder4 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	1715.2	(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: Con 14
Alignment: non-T
HD/level: & 1d2
Weapon Prof.: & 4+level
To Hit Table: Cust
Saves: 3xMon
Reference: RDM
Groups: Random
Complexity: CF=1

Breath Weapon (half max hps).
 Level 29: When an ally identify(ies) a spell or magical effect, Lingering effect: -203 to to hit on an enemy, stacking each round they remain affected. IR reduces the buildup
 Level 32: 11A, NP/natural reset: Counter up to 3 effects targeting allies (No save, CR to resist per effect)

Overt Evoker RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	16.4	2--	---	---
3	32.8	22-	---	---
4	65.6	22-	---	---
5	131.2	322	---	---
6	262.4	322	---	---
7	524.8	332	2--	---
8	1049.6	332	2--	---
9	2099.2	433	22-	---
10	3200	433	22-	---
11	4800	443	322	---
12	6400	443	322	---
13	8000	544	332	2--
14	9600	544	332	2--
15	11200	554	433	22-
16	12800	554	433	22-
17	14400	655	443	322
18	16000	655	443	322
19	17600	665	544	332
20	19200	665	544	332
21	20800	766	554	433
22	22400	766	554	433
23	24000	776	655	443
24	25600	776	655	443
25	27200	877	665	544
26	28800	877	665	544
27	30400	887	766	554
28	32000	887	766	554
29	33600	988	776	655
30	35200	988	776	655
31	36800	998	877	665
32	38400	998	877	665
33	40000	A99	887	766
34	41600	A99	887	766
35	43200	AA9	988	776
36	44800	AA9	988	776

Requisites: Dex 16, Int 17

Alignment: NE (Overwrite to all other classes)

HD/level: 1d11

Weapon Prof.: 10+level

To Hit Table: 2xCTD0

Saves: 3xWiz

Reference: RDM

Groups: Wizard, Technology

Complexity: CF=1

See [Q8] for rules and powers.

Your spells require LVL saving throws

Specialization, Conjuration/Summoning (no opposite)

See [Q24] for rules and powers. DM Note: This is not the same as the previous

Psi24 (Class-based psionics), this was moved to [X24].

Level 1: 1M: LVL instances of Resist Insanity

Level 15: 3D, Spend 8 skill pt(s): While within 20 feet of you, your group has SEL=9 Insist for 3 round(s)

Level 17: When an ally successfully pick(s) a lock, Debuff: -64 dmg to an enemy's group, (No save), effect spreads to adjacent foes if failed

Level 25: When an enemy is/are counterspelled, Weaken(s) 2 enemies: -313 dmg (No save, CR to resist). Each failed save increases the penalty by 50%

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

Known Spells:

Reba McEntire - Fancy (SL=N): Summon a DL=N-1 Slut1 named Fancy with 1M:

Taunt a target

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

Azorius Guildmage (SL=2): Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.

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

Organized Pseudolegal Commercial Arguments (SL=4): You and target take no actions due to your filibustering.

Summon Myr 5 (SL=5): Summon a DL=5 Myr

Carrie (SL=6): Duplicate a psi ±2 kinetic power if you are covered in pigs blood.

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

Force Coaxing (SL=8): Communicate with other sith/force users. Range=Same Plane

Lunacy (SL=9): Can have +5 spirits in a summon slot.

Tech Physicistologist5 RDM

Level	KXP	Spells
1	0	(none)
2	10	(none)
3	20	(none)
4	40	(none)
5	80	(none)
6	160	(none)
7	320	(none)
8	640	(none)
9	1280	(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: Wis 16
Alignment: JE
HD/level: 1e8
Weapon Prof.: 2+level/2
To Hit Table: Mon
Saves: & 2xRog
Reference: RDM
Groups: Technology
Complexity: CF=1

Can spend stat points due to level to Luck (in fact you must do this in order to fill the Luck requirement).

Level 14: Get +1 IM (Instantaneous Mental) action per turn.

Level 20: Each time an ally successfully pick(s) a lock, Dispel 5 random magical effect(s) on your group, and suppress all other effects for 4 round(s)

Level 22: 7H: Counter an action, but suffer x2 effect on failure (Fortitude 43+Dex to delay 1 segment, HR or RR to resist)

Plant Plant Druid2 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	18.4	2--	---	---
3	36.8	22-	---	---
4	73.6	22-	---	---
5	147.2	322	---	---
6	294.4	322	---	---
7	588.8	332	2--	---
8	1177.6	332	2--	---
9	2355.2	433	22-	---
10	3600	433	22-	---
11	5400	443	322	---
12	7200	443	322	---
13	9000	544	332	2--
14	10800	544	332	2--
15	12600	554	433	22-
16	14400	554	433	22-
17	16200	655	443	322
18	18000	655	443	322
19	19800	665	544	332
20	21600	665	544	332
21	23400	766	554	433
22	25200	766	554	433
23	27000	776	655	443
24	28800	776	655	443
25	30600	877	665	544
26	32400	877	665	544
27	34200	887	766	554
28	36000	887	766	554
29	37800	988	776	655
30	39600	988	776	655
31	41400	998	877	665
32	43200	998	877	665
33	45000	A99	887	766
34	46800	A99	887	766
35	48600	AA9	988	776
36	50400	AA9	988	776

Requisites: Wis 15
Alignment: JN
HD/level: 1e2
Weapon Prof.: 7+level/2
To Hit Table: 3xWar
Saves: always +0
Reference: RDM
Groups: Priest
Complexity: CF=1

Sphere robe (-1 SL) in Law
 Specialization, Elemental sphere
 Sphere robe (-1 SL) in Elemental
 Specialty Priest pick in a god with a Dex requirement
 Level 9: 1M: Your party gets +LVL*2 distributed among TH, dmg, AC, and saves until end of round. (Everyone in the party gets the same bonus, you don't distribute for each person.)
 Level 10: 2F: Silence a target mid-cast, preventing the ability (Horror or Fortitude 43+Con save for half effect)
 Level 14: Whenever an ally connect(s) to a psionic network, Drain 511% of saving throws from your group. Each failed save (Fortitude 70+Chr to counter, IR or HR to resist) doubles the % drained
 Level 31: 15D, Spend 7 Str: After rolling a natural 20, your group gains SEL=9 Object for 6 round(s)
 Known Spells:
 Disturbed - The Light (SL=N): Cure a SEL=N-1 status effect to gain a SEL=N positive status effect
 False Orders (SL=1): (1bM to cast) Force a monster to attack someone else (he will only attack his enemies)
 The Real Slim Shady (SL=2): CL Mirror Images.
 * Dancing Shield (SL=3): You may have one of your Shields be Dancing (doesn't require an arm). (Cannot material component or cast on others)
 Stars of Arvandor (SL=4): Create CL stars. Release upto 3/r. Touch attack for 1d8.
 Motorhead - Deaf Forever (SL=5): Create [x1] Enemy Special of Deafness and Put Out of Misery.
 Gravity Sphere (SL=6): No one can fly or levitate in the area (x1 Special) (fliers in room take falling dmg when cast)
 Teardrop (SL=7): 1M, 1/t: +1W action next segment. [You can use a W as an S action, but you still can use only 1S+1V per segment. 1W: Give another party member +1RS action. This can be used in addition to 1S+1V per segment.]
 Grand Daddy I.U. - Mass Destruction (SL=8): Earthquake the room plus put out of misery (no resist)
 Combat (SL=9): 1 target has -25 on Saves for 1 turn

Guardian Martial Artist(MTG U/R/G)2 RDM

Level	KXP	Spells
1	0	(none)
2	15	(none)
3	30	(none)
4	60	(none)
5	120	(none)
6	240	(none)
7	480	(none)
8	960	(none)
9	1920	(none)
10	2900	(none)
11	4350	(none)
12	5800	(none)
13	7250	(none)
14	8700	(none)
15	10150	(none)
16	11600	(none)
17	13050	(none)
18	14500	(none)
19	15950	(none)
20	17400	(none)
21	18850	(none)
22	20300	(none)
23	21750	(none)
24	23200	(none)
25	24650	(none)
26	26100	(none)
27	27550	(none)
28	29000	(none)
29	30450	(none)
30	31900	(none)
31	33350	(none)
32	34800	(none)
33	36250	(none)
34	37700	(none)
35	39150	(none)
36	40600	(none)

Requisites: Str 15
Alignment: any E
HD/level: 1d7
Weapon Prof.: 6+level/5
To Hit Table: & 3xM-U0
Saves: Rog
Reference: RDM
Groups: Warrior
Complexity: CF=1

Gets Species Enemy every level
 Level 2: Defensive Awareness: Gets Dex bonus to AC even if being attacked from behind or by an invisible creature.
 Level 19: Gain a Void Wrap that forces attackers to succeed on (Str 124+Dex to negate, GR or WR to resist) or deal half damage for CL days
 Level 24: Each time you a divine entity is/are invoked, Dispel effects on your group (RSW 146+Str for half effect, HR or MR to resist)
 Level 28: Each time all allies steal(s) an item, Dispel effects on your group (No save, PR to resist)

Priest2 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	16.4	+2 lim ML
3	32.8	+3 lim ML
4	65.6	+4 lim ML
5	131.2	+5 lim ML
6	262.4	+6 lim ML
7	524.8	+7 lim ML
8	1049.6	+8 lim ML
9	2099.2	+9 lim ML
10	3200	+10 lim ML
11	4800	+11 lim ML
12	6400	+12 lim ML
13	8000	+13 lim ML
14	9600	+14 lim ML
15	11200	+15 lim ML
16	12800	+16 lim ML
17	14400	+17 lim ML
18	16000	+18 lim ML
19	17600	+19 lim ML
20	19200	+20 lim ML
21	20800	+21 lim ML
22	22400	+22 lim ML
23	24000	+23 lim ML
24	25600	+24 lim ML
25	27200	+25 lim ML
26	28800	+26 lim ML
27	30400	+27 lim ML
28	32000	+28 lim ML
29	33600	+29 lim ML
30	35200	+30 lim ML
31	36800	+31 lim ML
32	38400	+32 lim ML
33	40000	+33 lim ML
34	41600	+34 lim ML
35	43200	+35 lim ML
36	44800	+36 lim ML

Requisites: Dex 18

Alignment: AN (Overwrite to all other classes)

HD/level: & 1d10

Weapon Prof.: & 10+level

To Hit Table: Ftr0

Saves: 2xCTD0

Reference: RDM

Groups: Technology, Overt

Complexity: CF=1

See [Q1200C] for rules and powers. You know all the powers, as long as you have the CPPs to run them. This means that yes, you can throw Majors (or even Grands/Supers) at level 1 if you have the points.

Level 1: 1P: Defile the MF, PF, TF, PsiF, or TechF by 2.

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

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

Level 5: Unusual materials are considered elements of E=S for your spells.

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

Level 21: Gain a Frosted Prism that grants immunity to the next status effect inflicted, until you die

Level 25: When all enemies detect(s) an intruder, your group suffers -488 saves unless protected by XR

Sporacle-Other4 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	11.2	2--	---	---
3	22.4	22-	---	---
4	44.8	22-	---	---
5	89.6	322	---	---
6	179.2	322	---	---
7	358.4	332	2--	---
8	716.8	332	2--	---
9	1433.6	433	22-	---
10	2200	433	22-	---
11	3300	443	322	---
12	4400	443	322	---
13	5500	544	332	2--
14	6600	544	332	2--
15	7700	554	433	22-
16	8800	554	433	22-
17	9900	655	443	322
18	11000	655	443	322
19	12100	665	544	332
20	13200	665	544	332
21	14300	766	554	433
22	15400	766	554	433
23	16500	776	655	443
24	17600	776	655	443
25	18700	877	665	544
26	19800	877	665	544
27	20900	887	766	554
28	22000	887	766	554
29	23100	988	776	655
30	24200	988	776	655
31	25300	998	877	665
32	26400	998	877	665
33	27500	A99	887	766
34	28600	A99	887	766
35	29700	AA9	988	776
36	30800	AA9	988	776

Requisites: Dex 15, Wis 14, Class slots 2

Alignment: non-W

HD/level: ‡‡1d10

Weapon Prof.: 10+level

To Hit Table: 3xCust

Saves: 3xMon

Reference: RDM

Groups: Priest, Custom, Overt

Complexity: CF=1

Sphere robe (-1 SL) in Guardian

Level 18: 2attack(s): Counter and remove an ongoing effect from a target (No save)

Known Spells:

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

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

Five Finger Death Punch - Sham Pain (SL=2): You are in SEL=1 Pain and +100%gp if this spell was running all reset

It's Such a Good Feeling (SL=3): Group Capital P Pawned.

Dateline NBC (SL=4): Legend Lore duration 1 day that moves with you.

Mirari (SL=5): 1bM, lose a SL=5 spell in memorization: Fork

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

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

W-Action Haste (SL=8): CL W action haste (party).

Eminem/Marshall Mathers/Slim Shady - Infinite (SL=9): Can only be cast 1/reset.

Choose one from: PSPs, Item Charges, or Rogue points. You have "infinite" of them this segment. Next segment you are banished to the nine hells

The Fifth Forbidden Bandit of the Coast Slayer 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	2073.6	(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: Str 17

Alignment: non-C

HD/level: 1d3

Weapon Prof.: 8+level/3

To Hit Table: 3xM-U0

Saves: Mon

Reference: RDM

Groups: Lost

Complexity: CF=1

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

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.

Can cast Rogue spells and Psi7 powers, using these SL's: 2=Minor, 4=Major, 6=Grand, 8=Super.

Can weapon specialize, using the Ranger1 line.

Level 4: Each time an ally take(s) damage from a hated foe, Dispel effects on your group (No save)

Level 4: 1G, 3/day: Silence a target mid-cast, preventing the ability (No save, RR or GR to resist)

Level 10: Whenever you turn(s) or rebuke(s) undead, Drain 30 points of Wis from an enemy (Dex or Int 72+Str save to reflect)

Level 12: 5B, NP/turn: Intercept a summoning or planar effect (No save, GR to resist)

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

Level 20: You gain(s) +11 melee dmg each turn for CL days, stacking until the effect ends

Level 28: An Ally gain(s) +62 hp

Smiter of Neutrality RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	22.4	2--	---	---
3	44.8	22-	---	---
4	89.6	22-	---	---
5	179.2	322	---	---
6	358.4	322	---	---
7	716.8	332	2--	---
8	1433.6	332	2--	---
9	2867.2	433	22-	---
10	4400	433	22-	---
11	6600	443	322	---
12	8800	443	322	---
13	11000	544	332	2--
14	13200	544	332	2--
15	15400	554	433	22-
16	17600	554	433	22-
17	19800	655	443	322
18	22000	655	443	322
19	24200	665	544	332
20	26400	665	544	332
21	28600	766	554	433
22	30800	766	554	433
23	33000	776	655	443
24	35200	776	655	443
25	37400	877	665	544
26	39600	877	665	544
27	41800	887	766	554
28	44000	887	766	554
29	46200	988	776	655
30	48400	988	776	655
31	50600	998	877	665
32	52800	998	877	665
33	55000	A99	887	766
34	57200	A99	887	766
35	59400	AA9	988	776
36	61600	AA9	988	776

Requisites: Int 18, Wis 17, Chr 17, Class slots 2

Alignment: any E

HD/level: 1e5

Weapon Prof.: 4+level

To Hit Table: 2xM-U0

Saves: 3xFtr0

Reference: RDM

Groups: Priest, Psionicist, Concordant

Complexity: CF=1

Gets two specialty god picks. Gets Chr bonus to spells.

Sphere robe (-1 SL) in Travelers

Level 1: Animal Companion: Gets a natural familiar.

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 3: Get another Barbarian Stat.

Level 26: An ally gain(s) +11 to hit each turn for 1 reset, stacking until the effect ends

Level 27: You attack or defend as a x2 being. (toggle this using 1M or 1T action.)

Level 30: Support characters gain +368 hp

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

Known Spells:

Feather Shield N (SL=N): Blocks the first SL attacks (melee or ranged). Doesn't count as a stone skin.

Hidden Camera (SL=1): Summon a DL=1 Invisible Camera Person from "The Stage" (+1 Slot too).

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

Shock the Monkey (SL=3): CLd10 electricity one group plus save or stunned.

The Hammer (SL=4): Hammer weapon attacks by itself 1/s; CL^3 dmg.

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

Eminem/Marshall Mathers/Slim Shady - 8 Mile (SL=6): TWE with no summoning sickness

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

The Shadow Over Innsmouth (SL=8): Gain a free Deep One racial adj. (&+2str, &+2dex, &+2con, &-2int, &-2wis, &-2chr, &-2cml, &+2AC, &+10hp, &+0th, &÷0.5, claws 1d6 inject seed branded, water breathing, fear aura).

Ice Assassin (Illusion, SL=9): Perfectly duplicate any creature out of ice. Has all race/class abilities and memories of duplicated creature.

The Third Incantatrix(MTG W/U/R)0 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	8.8	2--	---	---	
3	17.6	22-	---	---	
4	35.2	22-	---	---	
5	70.4	322	---	---	
6	140.8	322	---	---	
7	281.6	332	2--	---	
8	563.2	332	2--	---	
9	1126.4	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: Int 17

Alignment: LG (Overwrite to all other classes)

HD/level: & 1d10

Weapon Prof.: & 2+level/3

To Hit Table: (none)

Saves: 2xFtr0

Reference: RDM

Groups: Wizard

Complexity: CF=1

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

Level 1: Read/Write/Speak 1 language, plus 1 more every 4 levels.

Level 4: 1V: +1 QV next segment.

Level 5: 1M, 1/t: Locate a specific history book (same plane).

Level 11: Immune to all Energy/Stat drains.

Level 15: Every time all creatures connect(s) to a psionic network, Each time your group fails a save, they suffer an additional instance of SEL=6 Immune (can't drop) Healing (No save, TechR to resist)

Known Spells:

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

National Treasure (SL=1): No target, group no target, and DT 10.

Animate Dead (SL=2): Animates a dead monster as your summon (1 DL lower)

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

Bark at the Moon(SL=4): Mouth's P: All targets in a group are paralyzed (no save)

Fissure (SL=5): Slay target creature (RSW save), or Earthquake the floor

Army Teleport (SL=6): Teleports any number of (willing) beings within sight.

Grand Entrance (SL=7): TWE+Rolled out red carpet, trumpeters, and fanfare.

Grand Daddy I.U. - Mass Destruction (SL=8): Earthquake the room plus put out of misery (no resist)

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

Countdown from Beyond1 RDM

Level	KXP	Spells
1	0	+1 ML
2	14.6	+2 ML
3	29.2	+3 ML
4	58.4	+4 ML
5	116.8	+5 ML
6	233.6	+6 ML
7	467.2	+7 ML
8	934.4	+8 ML
9	1868.8	+9 ML
10	2900	+10 ML
11	4350	+11 ML
12	5800	+12 ML
13	7250	+13 ML
14	8700	+14 ML
15	10150	+15 ML
16	11600	+16 ML
17	13050	+17 ML
18	14500	+18 ML
19	15950	+19 ML
20	17400	+20 ML
21	18850	+21 ML
22	20300	+22 ML
23	21750	+23 ML
24	23200	+24 ML
25	24650	+25 ML
26	26100	+26 ML
27	27550	+27 ML
28	29000	+28 ML
29	30450	+29 ML
30	31900	+30 ML
31	33350	+31 ML
32	34800	+32 ML
33	36250	+33 ML
34	37700	+34 ML
35	39150	+35 ML
36	40600	+36 ML

Requisites: Chr 16
Alignment: any
HD/level: 1d2
Weapon Prof.: 8+level/3
To Hit Table: 3xRog
Saves: (none)
Reference: RDM
Groups: Futureshifted
Complexity: CF=1

All dice in all spells is replaced by d30 (so Cure Light Wounds is 1d30+LVL, Blade Barrier is 8d30, etc.)
 Your CCL (Concordant Caster Level) (or BugL) is your CL divided by 2 (round down). Your WCL (Warlord CL) is your CL divided by 4 (rounded down).
 Level 6: Whenever a creature bless(es) an area or object, Drain 171 psi points per round from your group for 1 rounds (No save, IR to resist)
 Level 9: Construct VII. ½M: Remove a racial ability or immunity from a group (ER to resist). If used against 1 target, gets no ER.
 Level 17: Gain a Phantom Halo that reduces all forced movement by half unless resisted with (No save, HR or MR to resist), for CL hours
 Level 29: Gain a Phantom Lattice that heals you for 11% of damage you deal while active, for CL resets

ORLY Brandon RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	7.4	2--	---
3	14.8	22-	---
4	29.6	32-	---
5	59.2	32-	---
6	118.4	32-	---
7	236.8	33-	---
8	473.6	432	---
9	947.2	432	---
10	1500	432	---
11	2250	442	---
12	3000	543	---
13	3750	543	---
14	4500	543	---
15	5250	553	2--
16	6000	654	2--
17	6750	654	2--
18	7500	654	2--
19	8250	664	3--
20	9000	765	3--
21	9750	765	3--
22	10500	765	3--
23	11250	775	4--
24	12000	876	42-
25	12750	876	42-
26	13500	876	42-
27	14250	886	52-
28	15000	987	53-
29	15750	987	53-
30	16500	987	53-
31	17250	997	63-
32	18000	A98	64-
33	18750	A98	64-
34	19500	A98	64-
35	20250	AA8	742
36	21000	BA9	752

Requisites: Con 14, Race slots 1

Alignment: TE

HD/level: 1d4

Weapon Prof.: 9+level/2

To Hit Table: Cust

Saves: 3xFtr0

Reference: RDM

Groups: Archetype

Complexity: CF=1

Race Adjustments:

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

+0, AT 3, hp 20, TH -10, Div ÷1

Double School Robed in Illusion: Illusion spells are 2 SL lower for you. This never causes Twilighting.

Can cast Priest spells as if they were Warrior spells.

Level 29: When all creatures detect(s) thoughts or mental presence, Inflicts to hit (-472) on an enemy (No save). Stacks with each failed save

Known Powers

Selena Gomez - Good For You (SL=N): Your hands are SEL=1 Stopped branded.

Your skin is made of an unusual material of SN=N. All equipped items drop and you can't equip items while this is running

Nicoli Rimsky Korsakov - Flight of the Bumblebee (SL=N): Can only be cast 1/reset.

Wishoid for a Creeping Doom spell of SL=N+1

Obscuring Cloud (SL=2): Blocks all forms of vision (inf,ult,x-r)

Disturbed - Sons of Plunder (SL=2): 1bM: Counter a Rock Music Sampler spell

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

Divine Intervention

I am Somebody (SL=5): You attack as a [x2] being; when rolling to hit, roll 2 and keep 1.

Force of Nature V (SL=8): Summon a Fungus Elemental: AC 100, hp 500, #Att 5/1, TH +90, dmg 90

Avatar of Woe (SL=8): Summon a DL VIII Avatar with "1M: Slay a creature (no save)."

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

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

Hemorrhaging Psi37 on a Dias4 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	24.2	2--	---	---
3	48.4	22-	---	---
4	96.8	22-	---	---
5	193.6	322	---	---
6	387.2	322	---	---
7	774.4	332	2--	---
8	1548.8	332	2--	---
9	3097.6	433	22-	---
10	4700	433	22-	---
11	7050	443	322	---
12	9400	443	322	---
13	11750	544	332	2--
14	14100	544	332	2--
15	16450	554	433	22-
16	18800	554	433	22-
17	21150	655	443	322
18	23500	655	443	322
19	25850	665	544	332
20	28200	665	544	332
21	30550	766	554	433
22	32900	766	554	433
23	35250	776	655	443
24	37600	776	655	443
25	39950	877	665	544
26	42300	877	665	544
27	44650	887	766	554
28	47000	887	766	554
29	49350	988	776	655
30	51700	988	776	655
31	54050	998	877	665
32	56400	998	877	665
33	58750	A99	887	766
34	61100	A99	887	766
35	63450	AA9	988	776
36	65800	AA9	988	776

Requisites: Int 19, Chr 19

Alignment: any N (Overwrite to all other classes)

HD/level: & 1d12

Weapon Prof.: & 7+level

To Hit Table: 2xPsi

Saves: & 3xM-U0

Reference: RDM

Groups: Psionicist, Custom

Complexity: CF=1

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

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. If you pick this four times, use number attacks = LVL.

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.

Can weapon specialize using the Non-Warrior line.

Level 1: 1V, may borrow from the future: May parry up to LVL attacks this segment.

Use your total attack bonus with the weapon (or you can use your bare hands, in case add Str+Dex+2 as usual),

Level 1: Deva psionicists get triple normal XP when defeating a creature from the Lower Planes.

Level 1: +1 extra Knowledge Prof/level

Level 3: Identify Plant type; Identify Animal type; Identify pure water.

Level 7: Add Psi1, Psi2, or Psi3 to known frequencies for this class.

Level 20: Allies within 30 feet gain +22 to hit

Level 23: Every time a group provok(es) an attack of opportunity, Each failed save by an enemy's group increases the severity of SEL=16 Liquefied (Sanity 137+Int save for half effect)

Level 26: Blooddipped Drop: Whenever all enemies lose(s) concentration, Drain 546% of rogue points from an enemy's group. Each failed save (Spell or Str 26+Int save to counter) doubles the % drained

Level 30: 8M: Silence a target mid-cast, preventing the ability (No save, TechR to resist)

Known Spells:

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

Quantum Theory(SL=1): Shrink one target LVL sizes(Fort save).

Storm Cloud (SL=2): Call Lightning as spell.

Blasting Station (SL=3): 1N, sacrifice a summon: Deal 10 dmg to one target (no save, TechR to resist)

Bark at the Moon(SL=4): Mouth's P: All targets in a group are paralyzed (no save)

Al-Abara's Carpet (SL=5): Immune to attackers unless they are flying

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

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

Suicide Solution (SL=8): CL groups polymorphed to alcohol (no save).

Blessed Wind (SL=9): Target's current hp becomes 200.

Beast _(ツ)_/ RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	18.4	2--	---	---	
3	36.8	22-	---	---	
4	73.6	22-	---	---	
5	147.2	322	---	---	
6	294.4	322	---	---	
7	588.8	332	2--	---	
8	1177.6	332	2--	---	
9	2355.2	433	22-	---	
10	3600	433	22-	---	
11	5400	443	322	---	
12	7200	443	322	---	
13	9000	544	332	2--	
14	10800	544	332	2--	
15	12600	554	433	22-	
16	14400	554	433	22-	
17	16200	655	443	322	
18	18000	655	443	322	
19	19800	665	544	332	
20	21600	665	544	332	
21	23400	766	554	433	
22	25200	766	554	433	
23	27000	776	655	443	
24	28800	776	655	443	
25	30600	877	665	544	
26	32400	877	665	544	
27	34200	887	766	554	
28	36000	887	766	554	
29	37800	988	776	655	
30	39600	988	776	655	
31	41400	998	877	665	
32	43200	998	877	665	
33	45000	A99	887	766	
34	46800	A99	887	766	
35	48600	AA9	988	776	
36	50400	AA9	988	776	

Requisites: Con 16, Cml 16, Class slots 2

Alignment: T any

HD/level: 1d10

Weapon Prof.: 10+level/3

To Hit Table: 2xM-U0

Saves: 3xRog

Reference: RDM

Groups: Concordant, Monster, Internet

Complexity: CF=1

Gets Barbarian Str, Dex, or Con.

Gets Exceptional Con.

+1 extra proficiency (weapon or non-weapon) per level.

Can use 2M actions per segment.

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: Obscure Trail 70+LVL*15% (reduce tracking on you by % made)

Level 2: 1attack(s): Counter an action, but suffer x2 effect on failure (Fortitude 21+Str save for quarter effect)

Level 9: Absolved Grace: When you drop(s) an enemy to 0 hp, Lingering effect: -129 to max hp on your group, stacking each round they remain affected. XR reduces the buildup

Level 15: Every time you succeed(s) on a Dexterity saving throw, An enemy is afflicted with both Vulnerable Innates and Skinned (No save, GR or XR to resist)

Level 29: When all allies critically hit(s) an enemy, -124 AC to your group. BW save for half effect (-62). On failed save, also becomes SEL=1 Pain

Known Spells:

Puff Daddy - Victory (SL=N): Summon up to CL/5 (max 2) different unique DL=N-1 named humans from among: Puff Daddy (Accountant), Notorious B.I.G. (Big Game Hunter).

Disturbed - Never Wrong (SL=1): Wishoid for a Psi 5 power of SL=N+1

Kessig Wolf Run (SL=2): 1bM, Pay N+2 SL: One target gets Overhit and +10*N to hit/dmg/AC/Saves.

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.

Dateline NBC (SL=4): Legend Lore duration 1 day that moves with you.

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

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

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

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

Detonate (SL=9): Destroy an artifact (item save Disintegrate) or do 25 dmg to 1 target (no resistance).

Psi 1200C3 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	8.2	+2 lim ML
3	16.4	+3 lim ML
4	32.8	+4 lim ML
5	65.6	+5 lim ML
6	131.2	+6 lim ML
7	262.4	+7 lim ML
8	524.8	+8 lim ML
9	1049.6	+9 lim ML
10	1600	+10 lim ML
11	2400	+11 lim ML
12	3200	+12 lim ML
13	4000	+13 lim ML
14	4800	+14 lim ML
15	5600	+15 lim ML
16	6400	+16 lim ML
17	7200	+17 lim ML
18	8000	+18 lim ML
19	8800	+19 lim ML
20	9600	+20 lim ML
21	10400	+21 lim ML
22	11200	+22 lim ML
23	12000	+23 lim ML
24	12800	+24 lim ML
25	13600	+25 lim ML
26	14400	+26 lim ML
27	15200	+27 lim ML
28	16000	+28 lim ML
29	16800	+29 lim ML
30	17600	+30 lim ML
31	18400	+31 lim ML
32	19200	+32 lim ML
33	20000	+33 lim ML
34	20800	+34 lim ML
35	21600	+35 lim ML
36	22400	+36 lim ML

Requisites: Dex 15
Alignment: AG
HD/level: & 1d2
Weapon Prof.: & 8+level/5
To Hit Table: always +0
Saves: 3xPsi
Reference: RDM
Groups: Overt
Complexity: CF=1

Has access to Psi(-12)C, 12C, 1200C, and 29.
 Level 17: Gain a Blood Cocoon that delays up to 799 dmg/hit for 6 round(s). (No save, WR to resist)
 Level 22: Whenever a creature drop(s) an enemy to 0 hp, Drain 506% of resistances from your group. Each failed save (PPD or Dex 102+Dex save for tenth effect) doubles the % drained

Invocation/Evocation Cyber (٧٧).org RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	8.2	2--	---	---
3	16.4	22-	---	---
4	32.8	22-	---	---
5	65.6	322	---	---
6	131.2	322	---	---
7	262.4	332	2--	---
8	524.8	332	2--	---
9	1049.6	433	22-	---
10	1600	433	22-	---
11	2400	443	322	---
12	3200	443	322	---
13	4000	544	332	2--
14	4800	544	332	2--
15	5600	554	433	22-
16	6400	554	433	22-
17	7200	655	443	322
18	8000	655	443	322
19	8800	665	544	332
20	9600	665	544	332
21	10400	766	554	433
22	11200	766	554	433
23	12000	776	655	443
24	12800	776	655	443
25	13600	877	665	544
26	14400	877	665	544
27	15200	887	766	554
28	16000	887	766	554
29	16800	988	776	655
30	17600	988	776	655
31	18400	998	877	665
32	19200	998	877	665
33	20000	A99	887	766
34	20800	A99	887	766
35	21600	AA9	988	776
36	22400	AA9	988	776

Requisites: Wis 15, Cml 16

Alignment: T any

HD/level: 1d10

Weapon Prof.: 7+level/3

To Hit Table: always +0

Saves: 3xRog

Reference: RDM

Groups: Priest, Internet

Complexity: CF=1

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

Sphere robe (-1 SL) in Combat

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

See [Q8] for Psi8 rules and powers.

Level 1: 1M: Pick Pockets 70+LVL*30% (reduced downwards by LVL*10 of target)

Level 10: Whenever a creature detect(s) good or evil, Drain 175 saving throws per

round from an enemy for 1 rounds (No save, PR or PR to resist)

Level 18: 1M: Mordenkainen's Disjunction

Known Spells:

Disturbed - Midlife Crisis (SL=N): Wishoid for a Illusionary Psi -17 power of SL=N-

1 (powers can be disbelieved using this spell's DC)

ENGRAM AUDIT (SL=1): Extract a memory from target.

Iron Horse (SL=2): Summon a DL LVL/2 Motorcycle Mount to ride.

Mantle of Chaos/Evil/Good/Law (SL=3): SR 12+CL vs chaotic/evil/good/lawful.

Ayesha Tanaka (SL=4): Summon a DL IV Human Artificer, it can group monsters

together, and counter magic item abilities.

Force Haste (SL=5): +CL V actions.

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

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

Force Coaxing (SL=8): Communicate with other sith/force users. Range=Same Plane

Child of Gaea (SL=9): Target becomes Int=3, Wis=3, Chr=3, CL=0 (no save) for CL

days

Gunnery Sergeant OwlCF55 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	7	2--	---	---
3	14	22-	---	---
4	28	22-	---	---
5	56	322	---	---
6	112	322	---	---
7	224	332	2--	---
8	448	332	2--	---
9	896	433	22-	---
10	1400	433	22-	---
11	2100	443	322	---
12	2800	443	322	---
13	3500	544	332	2--
14	4200	544	332	2--
15	4900	554	433	22-
16	5600	554	433	22-
17	6300	655	443	322
18	7000	655	443	322
19	7700	665	544	332
20	8400	665	544	332
21	9100	766	554	433
22	9800	766	554	433
23	10500	776	655	443
24	11200	776	655	443
25	11900	877	665	544
26	12600	877	665	544
27	13300	887	766	554
28	14000	887	766	554
29	14700	988	776	655
30	15400	988	776	655
31	16100	998	877	665
32	16800	998	877	665
33	17500	A99	887	766
34	18200	A99	887	766
35	18900	AA9	988	776
36	19600	AA9	988	776

Requisites: Str 15, Race slots 1

Alignment: NS

HD/level: & 1d7

Weapon Prof.: & 7+level/3

To Hit Table: 3xPsi

Saves: & 2xCTD0

Reference: RDM

Groups: Archetype

Complexity: CF=1

Race Adjustments:

Str +2, Dex +0, Con +0, Int +0, Wis +0, Chr +0, Cml

+0, AT 5, hp 17, TH 7, Div ÷1

Can cast Rogue spells and Psi7 powers, using these SL's: 2=Minor, 4=Major, 6=Grand, 8=Super.

Level 22: 7H: Counter an action, but suffer x2 effect on failure (Fortitude 43+Dex to delay 1 segment, HR or RR to resist)

Known Spells:

Antonio Lucio Vivaldi - The Four Seasons (SL=N): Wishoid for a Mtg GW spell if the season is spring, RW if it is summer, RG if it is autumn, and WU if it is winter of SL=N-1

Mind Games (SL=1): Target loses his next action (Spell save)

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

I Don't Know (SL=3): Split a group into 2 groups.

Five Finger Death Punch - A Little Bit Off (SL=4): Can only be cast 1/d: x1 Terrain

Feature: Room is SEL=1 Diseased (CoVid) and all beings in the room are in groups of (x1)

Hunding Gjornersen (SL=5): Summon a DL V Human Warrior, he is good at attacking single groups with lots of monsters in it.

Mana Reflection (SL=6): Whenever you gain SL's back, you get twice as many.

False Hope (SL=7): 1bM: Take no damage from one attack or effect

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

Big Number (SL=9): Roll a random big number from

[http://googology.wikia.com/wiki/Category:Numbers starting at A](http://googology.wikia.com/wiki/Category:Numbers_starting_at_A). Do that much permanent untyped stat damage to a group. If a monster has any kind of resistance,

treat that resistance as not written for this spell (ex: StunR). Suggestion: Roll a d26

for letter, then roll a die for page of that letter (typ. a d3), then count the number w/in that page and roll a die that big to determine.

Invocation/Evocation Mechanical Tinker2 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	11.2	2--	---
3	22.4	22-	---
4	44.8	32-	---
5	89.6	32-	---
6	179.2	32-	---
7	358.4	33-	---
8	716.8	432	---
9	1433.6	432	---
10	2200	432	---
11	3300	442	---
12	4400	543	---
13	5500	543	---
14	6600	543	---
15	7700	553	2--
16	8800	654	2--
17	9900	654	2--
18	11000	654	2--
19	12100	664	3--
20	13200	765	3--
21	14300	765	3--
22	15400	765	3--
23	16500	775	4--
24	17600	876	42-
25	18700	876	42-
26	19800	876	42-
27	20900	886	52-
28	22000	987	53-
29	23100	987	53-
30	24200	987	53-
31	25300	997	63-
32	26400	A98	64-
33	27500	A98	64-
34	28600	A98	64-
35	29700	AA8	742
36	30800	BA9	752

Requisites: Cml 16
Alignment: AG
HD/level: 1d7
Weapon Prof.: 5+level/5
To Hit Table: 3xRog
Saves: 2xRog
Reference: RDM
Groups: Technology
Complexity: CF=1

For this class only, Psi24 minors are SL=1, majors are SL=3, grands are SL=5, supers are SL=8, and ultras are SL=11.

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

Knows Proto-Lich spells as if they were a normal Priest sphere.

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 8: An ally gains +1IS action(s) for 8 segment(s)

Level 19: Every time an ally critically hit(s) an enemy, All enemies within 20 feet are SEL=3 Charm (No save)

Known Powers

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

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

Avatar with +1IF

Nicoli Rimsky Korsakov - Flight of the Bumblebee (SL=N): Can only be cast 1/reset.

Wishoid for a Creeping Doom spell of SL=N+1

Cryptolith Rite (SL=2): Subordinates you control have 1M, 1/r: Lend you +1SL even if they do not cast spells.

Animate Dead (SL=2): Animates a dead monster as your summon (1 DL lower)

Brute (SL=5): For the next turn, you get: -1M, +1P, -CL Int, +CL Str, -CL saves, +CL dmg; can't drop this

Mirari (SL=5): 1bM, lose a SL=5 spell in memorization: Fork

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

Cujo (SL=8): Summon a DL=VIII CE hound and two targets grouped and held.

Hypnox* (SL=11): Summon a DL XI flying nightmare horror and all enemys' progressions become spent.

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

Wild Lancer4 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	19	2--	---	---
3	38	22-	---	---
4	76	22-	---	---
5	152	322	---	---
6	304	322	---	---
7	608	332	2--	---
8	1216	332	2--	---
9	2432	433	22-	---
10	3700	433	22-	---
11	5550	443	322	---
12	7400	443	322	---
13	9250	544	332	2--
14	11100	544	332	2--
15	12950	554	433	22-
16	14800	554	433	22-
17	16650	655	443	322
18	18500	655	443	322
19	20350	665	544	332
20	22200	665	544	332
21	24050	766	554	433
22	25900	766	554	433
23	27750	776	655	443
24	29600	776	655	443
25	31450	877	665	544
26	33300	877	665	544
27	35150	887	766	554
28	37000	887	766	554
29	38850	988	776	655
30	40700	988	776	655
31	42550	998	877	665
32	44400	998	877	665
33	46250	A99	887	766
34	48100	A99	887	766
35	49950	AA9	988	776
36	51800	AA9	988	776

Requisites: Dex 17, Con 18, Chr 17, Class slots 2

Alignment: CS

HD/level: & 1d11

Weapon Prof.: & 6+level/2

To Hit Table: 3xCust

Saves: Mon

Reference: RDM

Groups: Demigod, Technology, Random

Complexity: CF=1

See [Q14] for rules and powers.

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

Bonus Grand in "All" sphere. Sphere Robe (-1 SL per spell) in "All" sphere.

May use Psi60 powers as if they were spells with the following SL's: 1=Minor,

3=Major, 5=Grand, 7=Super, 9=Ultra.

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

Level 6: Roll 1d6+6 for initiative instead of 1d12.

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

Level 7: Gain a volatile Iron Envelope that explodes with Heat damage when struck,

dealing 20% back to the attacker

Level 13: When all allies take(s) damage from a hated foe, -325 AC to all nearby

enemies (No save, NR to resist)

Level 15: Gain a volatile Runic Shroud that explodes with The Nothing damage when

struck, dealing 65% back to the attacker

Level 26: Whenever an enemy identify(ies) a spell or magical effect, Drain 1144

points of spell slots from your group (No save, NR to resist)

Level 432: Whenever an enemy turn(s) or rebuke(s) undead, Drain 21,384 psi points

and inflict a penalty for 12 rounds (No save, MR or PR to resist)

Known Spells:

Wilhelm Richard Wagner - Ride of the Valkyries (SL=N): Summon CL DL=N-1

angel Valkyrie1Gs. You may use any of them as a mount

* Betrayal Touch (SL=1): Charm Monster (range touch; Spell save).

Bind (SL=2): 1bM: Counter an item ability.

Limp Bizket - Break Stuff (SL=3): Do a Barbarian Smash on an item for XP.

Fissures (SL=4): Create a [x2] Enemy Terrain Feature of "Terminal velocity falling

dmg each segment (20d6)" that can be ignored with a DC=(10+Int bonus)

concentration skill check each segment. Once failed, it can't be further ignored.

True Storm (SL=5): Entire party (incl. summons and henchmen) get +20 TH on one

attack this segment.

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

Glacial Chasm (SL=7): Sacrifice a terrain feature. Your summons can't attack and pay

20hp/r. Prevent dmg dealt to you.

Tended Garden (SL=8): Every segment you don't act, you may do the Summon Spirit

"Level:" ability for 1N action. Can have +3 spirits in a summon slot.

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

Wards Rammer-Other 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	844.8	(none)
10	1300	(none)
11	1950	(none)
12	2600	(none)
13	3250	(none)
14	3900	(none)
15	4550	(none)
16	5200	(none)
17	5850	(none)
18	6500	(none)
19	7150	(none)
20	7800	(none)
21	8450	(none)
22	9100	(none)
23	9750	(none)
24	10400	(none)
25	11050	(none)
26	11700	(none)
27	12350	(none)
28	13000	(none)
29	13650	(none)
30	14300	(none)
31	14950	(none)
32	15600	(none)
33	16250	(none)
34	16900	(none)
35	17550	(none)
36	18200	(none)

Requisites: Dex 14
Alignment: NW
HD/level: 1d4
Weapon Prof.: 10+level
To Hit Table: 3xPsi
Saves: 2xFtr0
Reference: RDM
Groups: Technology, Overt
Complexity: CF=1

"Sporacle-ize" is a Psi29 Minor for you.

Each Level: 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.

Can have up to LVL Psi8 items.

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

Small Game Soldier(MTG W/U/B/G)1 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	15.4	+2 lim ML
3	30.8	+3 lim ML
4	61.6	+4 lim ML
5	123.2	+5 lim ML
6	246.4	+6 lim ML
7	492.8	+7 lim ML
8	985.6	+8 lim ML
9	1971.2	+9 lim ML
10	3000	+10 lim ML
11	4500	+11 lim ML
12	6000	+12 lim ML
13	7500	+13 lim ML
14	9000	+14 lim ML
15	10500	+15 lim ML
16	12000	+16 lim ML
17	13500	+17 lim ML
18	15000	+18 lim ML
19	16500	+19 lim ML
20	18000	+20 lim ML
21	19500	+21 lim ML
22	21000	+22 lim ML
23	22500	+23 lim ML
24	24000	+24 lim ML
25	25500	+25 lim ML
26	27000	+26 lim ML
27	28500	+27 lim ML
28	30000	+28 lim ML
29	31500	+29 lim ML
30	33000	+30 lim ML
31	34500	+31 lim ML
32	36000	+32 lim ML
33	37500	+33 lim ML
34	39000	+34 lim ML
35	40500	+35 lim ML
36	42000	+36 lim ML

Requisites: Str 19, Dex 31

Alignment: any W

HD/level: & ‡1d9

Weapon Prof.: & 8+level

To Hit Table: Cust

Saves: 3xMon

Reference: RDM

Groups: Warrior, Maxi

Complexity: CF=1

Gets Extra-Barbarian Dex.

Level 1: Barbarian Str bonus <i>{DM}</i>

Level 1: +1 slot in Weapon Mastery per level.

Level 3: Occult Overload: Every time a group enter(s) an antimagic field, All enemies within 20 feet are SEL=3 Confused (Dex or Chr 26+Wis save for quarter effect)

Level 4: Can "Frugal" potions (+50% to number of uses)

Level 5: Considered 1 size larger for what size weapons you can wield

Level 5: Strengthen Magic: +(LVL-6)/3 MF 30' r

Level 7: 1bM, 1/r: Counterspell

Level 24: Each time you succeed(s) on a Wisdom saving throw, Dispel 5 random magical effect(s) on an enemy, and suppress all other effects for 4 round(s)

Level 792: 2139 ally(ies) gain(s) +1862 melee dmg

Wild Lancerer0 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	16	2--	---
3	32	22-	---
4	64	32-	---
5	128	32-	---
6	256	32-	---
7	512	33-	---
8	1024	432	---
9	2048	432	---
10	3100	432	---
11	4650	442	---
12	6200	543	---
13	7750	543	---
14	9300	543	---
15	10850	553	2--
16	12400	654	2--
17	13950	654	2--
18	15500	654	2--
19	17050	664	3--
20	18600	765	3--
21	20150	765	3--
22	21700	765	3--
23	23250	775	4--
24	24800	876	42-
25	26350	876	42-
26	27900	876	42-
27	29450	886	52-
28	31000	987	53-
29	32550	987	53-
30	34100	987	53-
31	35650	997	63-
32	37200	A98	64-
33	38750	A98	64-
34	40300	A98	64-
35	41850	AA8	742
36	43400	BA9	752

Requisites: Wis 17, Chr 18, Cml 17, Class slots 2

Alignment: A any

HD/level: 1d8

Weapon Prof.: 6+level/3

To Hit Table: 2xMon

Saves: Pri

Reference: RDM

Groups: Psionist, Alternate Universe, Random

Complexity: CF=1

Gets 1X action per round.

1F, 1/reset: Reroll up to LVL Mini class results you have.

Gets ++1 Saves.

Level 1: Deva Intervention: 1st = 1%, 2nd = 2%, 3rd = 3%, 4th&up = (level*3-8)%.

Level 2: Pick a Level 1 Rogue Ability, you have 10*LVL points in it

Level 3: Gain a Iron Wrap that heals you for 6% of damage you deal while active, for 1 round

Level 5: Gain a Arcane Cocoon that delays up to 160 dmg/hit for 4 segment(s). (No save, GR to resist)

Level 16: Your group gain(s) +43 AC if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 16: +1 max ihp, if your Battlelord is at least 5 (20 wishes if non-Battlelord)

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

Level 22: Whenever all enemies restore(s) hp to another creature, Drain 946 hp from up to 1 enemies (No save, WR or HR to resist)

Known Powers

X-Gate (SL=N): Choose a DL=SL monster type; gate in that type.

Disturbed - The Eye of the Storm (SL=N): The next Disturbed spell you cast of SL=N. 1 is forked

Master of Disguise (SL=2): Enemies must roll you twice to choose you in combat.

Disturbed - Land of Confusion (SL=2): One group becomes Confused

Urabrask, the Hidden (SL=5): Summon a DL V Unique Praetor with "Your summons aren't summoning sick" and "Creatures that appear in the room are summoning sick an extra segment.

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

REACTIVE MIND (SL=8): 1bM: All targeted mental effects are reflected back.

3 (SL=8): +LVL to CL for 4th level Battlemonger spells

Your Barriers Afford you No Quarter (SL=11): Imprisonment/Freedom/Down a Hole/Get out of Down a Hole. (no save, GR to resist, x3 multiplier effect).

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

High SL Collaborator0 RDM

Level	KXP	Spells
1	0	(none)
2	17.2	(none)
3	34.4	(none)
4	68.8	(none)
5	137.6	(none)
6	275.2	(none)
7	550.4	(none)
8	1100.8	(none)
9	2201.6	(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: Int 17
Alignment: AW
HD/level: 1d4
Weapon Prof.: 3+level
To Hit Table: 3xPri
Saves: Cust
Reference: RDM
Groups: Mirror
Complexity: CF=1

PSPs = Chr*2+Int+Con-40+(Chr-5)*(level-1)
 Level 9: 1M, 1/t: Find the Path across Planes and Time (but not Timelines/Loop).
 Level 14: 6M: Silence a target mid-cast, preventing the ability (Fortitude 89+Str save for half effect)
 Level 16: Each time you succeed(s) on a saving throw against magic, Dispel effects on your group, bypassing WR resistance if their HD ≥ 80
 Level 19: Gain a Reality Carapace that grants immunity to the next status effect inflicted, for CL hours
 Level 19: Gain a Force Tangle that reduces all forced movement by half unless resisted with (No save), for CL segments
 Level 23: Echoing Knot: Every time you attack(s) with advantage, Each time an enemy fails a save, they suffer an additional instance of SEL=4 DNA Scrambled (No save, XR or MR to resist)

YARLY Rian1 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	25.8	2--	---	---	
3	51.6	22-	---	---	
4	103.2	22-	---	---	
5	206.4	322	---	---	
6	412.8	322	---	---	
7	825.6	332	2--	---	
8	1651.2	332	2--	---	
9	3302.4	433	22-	---	
10	5000	433	22-	---	
11	7500	443	322	---	
12	10000	443	322	---	
13	12500	544	332	2--	
14	15000	544	332	2--	
15	17500	554	433	22-	
16	20000	554	433	22-	
17	22500	655	443	322	
18	25000	655	443	322	
19	27500	665	544	332	
20	30000	665	544	332	
21	32500	766	554	433	
22	35000	766	554	433	
23	37500	776	655	443	
24	40000	776	655	443	
25	42500	877	665	544	
26	45000	877	665	544	
27	47500	887	766	554	
28	50000	887	766	554	
29	52500	988	776	655	
30	55000	988	776	655	
31	57500	998	877	665	
32	60000	998	877	665	
33	62500	A99	887	766	
34	65000	A99	887	766	
35	67500	AA9	988	776	
36	70000	AA9	988	776	

Requisites: Str 19, Con 18, Int 19, Class slots 3, Race slots 1

Alignment: TN (Overwrite to all other classes)
HD/level: +1d10

Weapon Prof.: 10+level

To Hit Table: 2xRog

Saves: Rog

Reference: RDM

Groups: Wizard, Monster, Archetype

Complexity: CF=1

Race Adjustments:

Str +9, Dex +0, Con +9, Int +3, Wis +0, Chr +0, Cml +0, AT 1, hp 11, TH 6, Div ÷1

Gets Extra-Barbarian Con.

+1 Kit per level

Gets Extra-Barbarian Con.

Level 1: +1 technological proficiency per level, see Psi8.

Level 3: Basal Sliver: 0, sacrifice a summon: Restore 20 PSPs or 2 SL in a progression (not beyond max)

Level 7: 4P, Spend 5 animal companion(s): A random ally gets SEL=4 Lucky for 5 segment(s)

Level 18: 2attack(s): Counter an action targeting an ally (Str 78+Con to absorb, RR or HR to resist)

Level 18: Your magical effects cannot be dispelled by Dispel Magic of any multiplier.

Level 22: 7H: Counter and remove an ongoing effect from a target (Horror 96+Str to absorb, MR or PR to resist)

Level 24: Each time an enemy succeed(s) on a Wisdom saving throw, Dispel 5 random magical effect(s) on your group, and suppress all other effects for 4 round(s)

Level 25: Brutal Posture: Gain a Crystalline Swaddle that heals you for 47% of damage you deal while active, for CL turns

Level 30: An ally's group gains +4KE action(s) for 3 round(s)

Known Spells:

Nicoli Rimsky Korsakov - Flight of the Bumblebee (SL=N): Can only be cast 1/reset.

Wishoid for a Creeping Doom spell of SL=N+1

Stubborn Denial (SL=1): Counter a non-summon spell unless caster pays +1SL. If you control a DLIV, counter it instead.

Disturbed - Mistress (SL=2): 1bM, when you would receive lethal dmg: You have a 50% chance to choose a new animal companion

Plumes of Peace (SL=3): Target creature is Slowed (Reflex save) and prevent his next P action (Will save)

Disturbed - Enough (SL=4): Cast only after a group is slain this segment. One group rolls a morale check. If they fail, they are SEL=3 Paralyzed and their hearts are SEL=10 Broken (x"More than Enough")

Disturbed - Indestructible (SL=5): Your subordinates are SEL=9 indestructible and +1 offensive DL

Brass Gnat 6-8 (SL=6): 1bM or 1bT: Counter a x0 or x1 effect. This cannot be picked more than once.

Sword of Darkness (SL=7): Creates an animated 1d4,19+ sword with -1 level drain brand.

Force Coaxing (SL=8): Communicate with other sith/force users. Range=Same Plane

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

Protection Change RogersCF44 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	12.6	2--	---	---
3	25.2	22-	---	---
4	50.4	22-	---	---
5	100.8	322	---	---
6	201.6	322	---	---
7	403.2	332	2--	---
8	806.4	332	2--	---
9	1612.8	433	22-	---
10	2500	433	22-	---
11	3750	443	322	---
12	5000	443	322	---
13	6250	544	332	2--
14	7500	544	332	2--
15	8750	554	433	22-
16	10000	554	433	22-
17	11250	655	443	322
18	12500	655	443	322
19	13750	665	544	332
20	15000	665	544	332
21	16250	766	554	433
22	17500	766	554	433
23	18750	776	655	443
24	20000	776	655	443
25	21250	877	665	544
26	22500	877	665	544
27	23750	887	766	554
28	25000	887	766	554
29	26250	988	776	655
30	27500	988	776	655
31	28750	998	877	665
32	30000	998	877	665
33	31250	A99	887	766
34	32500	A99	887	766
35	33750	AA9	988	776
36	35000	AA9	988	776

Requisites: Con 17, Chr 16, Class slots 2, Race slots 1

Alignment: T any (Overwrite to all other classes)

HD/level: & ±1d9

Weapon Prof.: & 5+level

To Hit Table: Wiz

Saves: always +0

Reference: RDM

Groups: Monster, Archetype

Complexity: CF=1

Race Adjustments:

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

+0, AT -3, hp 19, TH 0, Div ÷1

Barbarian Int bonus.

Considered an "Owl" race.

Gets a master monster pick per level

Level 1;2;etc.: (every level): Gain access to a frequency from -N to N+10 (e.g. at level 1 you can pick from -1 to 11). You automatically get +1 Research Point to research the frequency in question.

Level 1;2;etc.: +2 Luck. You can't 2 for 1 trade this away.

Level 1: +LVL dmg with natural attacks.

Level 12: Iron Technique: Each time an ally take(s) damage, Dispel all magical effects in a 20-ft radius (PPD or Dex 46+Con save to negate)

Level 25: Perceptive Channel: 9V, Spend 2 Con, 3/artificial reset: When an ally's group takes damage, they gain SEL=2 No Scent for 4 round(s)

Known Spells:

[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)

War Charge (SL=1): When charging with at least 100 Henchmen, all who see this are Feared (Will save).

Azorius Guildmage (SL=2): Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.

Disturbed - In Another Time (SL=3): Dispel Technology to one group

In Dreams (SL=4): Move up to 500 miles in (48-CL) turns through dreams.

Evacuation (SL=5): A group of summons is unsummoned

Kanye West - Homecoming (SL=6): SEL=7 Escape home to someone who thinks about you now and then

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

Tattered Shoji (SL=8): Wind Walk 96" on the party; the party gains +25 AC and saves.

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

Brain in a T- Marv1 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	Requisites: Con 17, Int 16, Wis 17, Class slots 3, Race slots 1
2	14.2	2--	---	---	Alignment: TS HD/level: & 1d10
3	28.4	22-	---	---	Weapon Prof.: & 7+level To Hit Table: always +0
4	56.8	22-	---	---	Saves: 3xRog Reference: RDM
5	113.6	322	---	---	Groups: Wizard, Alternate Universe, Archetype
6	227.2	322	---	---	Complexity: CF=1
7	454.4	332	2--	---	Race Adjustments:
8	908.8	332	2--	---	Str +0, Dex +0, Con +2, Int +5, Wis +0, Chr +0, Cml +0, AT 10, hp 13, TH 0, Div ÷1
9	1817.6	433	22-	---	
10	2800	433	22-	---	PSPs = (Int+Wis+Chr)*Level.
11	4200	443	322	---	Uses the Barbarian line for number of attacks. CF=4: Uses the Barbarian line for number of attacks at double level.
12	5600	443	322	---	Level 1: 1C, Spend 4 psp(s), NP/segment: A random ally gets SEL=1 Exceptional Stat for 3 segment(s)
13	7000	544	332	2--	Level 1: Cold Flame: 1M, 3+LVL /week: Reverse Burning Hands for LVLd8 (save:½), "Immunity to Cold" is reduced to "Resist Cold" (Resist Cold is not reduced).
14	8400	544	332	2--	Level 1: Turn Undead, see [S3]
15	9800	554	433	22-	Level 4: Self healing (laying on hands): LVL*LVL hp, can be done once per day.
16	11200	554	433	22-	Level 32: Support characters gain +176 AC
17	12600	655	443	322	Level 32: An ally's group surge(s) with +5 AC for a single action
18	14000	655	443	322	Known Spells:
19	15400	665	544	332	YG - Scared Money (SL=N): Spend 100*Ngp and N Chr: +N*1000gp at the end of the run.
20	16800	665	544	332	S.N.O.T. (SL=1): Spend N SL's: Summon a DL I Ooze with rhp's = 2^N.
21	18200	766	554	433	Bullshit, I can't hear you. Sound off like you got a pair! (SL=2): One target can't cast spells this segment.
22	19600	766	554	433	Brass Gnat 3-6 (SL=3): Resist "Chaos", "Colorless", "Wild", and "Wonder" elements/effects (Colorless Fire, Colorless Time, Black Ice, Wild Magic Zones, etc.).
23	21000	776	655	443	Picking this twice gives Double Resist, but third and further picks do nothing.
24	22400	776	655	443	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.
25	23800	877	665	544	Urabrask, the Hidden (SL=5): Summon a DL V Unique Praetor with "Your summons aren't summoning sick" and "Creatures that appear in the room are summoning sick an extra segment.
26	25200	877	665	544	Mind's Desire (SL=6): You can cast 1d6 spells of SL=1d6 next segment as 1M
27	26600	887	766	554	Crescent Moon (SL=7): The party gets +1slowS action (this does not count as a Haste)
28	28000	887	766	554	Without Me (SL=8): Contingent Resurrection.
29	29400	988	776	655	Clone Legion (SL=9): Clone Legion (SL=9): Summon a copy of each creature in target group.
30	30800	988	776	655	
31	32200	998	877	665	
32	33600	998	877	665	
33	35000	A99	887	766	
34	36400	A99	887	766	
35	37800	AA9	988	776	
36	39200	AA9	988	776	

The First Barney Lordologist2 RDM

Level	KXP	Spells
1	0	+1 lim ML
2	15.6	+2 lim ML
3	31.2	+3 lim ML
4	62.4	+4 lim ML
5	124.8	+5 lim ML
6	249.6	+6 lim ML
7	499.2	+7 lim ML
8	998.4	+8 lim ML
9	1996.8	+9 lim ML
10	3000	+10 lim ML
11	4500	+11 lim ML
12	6000	+12 lim ML
13	7500	+13 lim ML
14	9000	+14 lim ML
15	10500	+15 lim ML
16	12000	+16 lim ML
17	13500	+17 lim ML
18	15000	+18 lim ML
19	16500	+19 lim ML
20	18000	+20 lim ML
21	19500	+21 lim ML
22	21000	+22 lim ML
23	22500	+23 lim ML
24	24000	+24 lim ML
25	25500	+25 lim ML
26	27000	+26 lim ML
27	28500	+27 lim ML
28	30000	+28 lim ML
29	31500	+29 lim ML
30	33000	+30 lim ML
31	34500	+31 lim ML
32	36000	+32 lim ML
33	37500	+33 lim ML
34	39000	+34 lim ML
35	40500	+35 lim ML
36	42000	+36 lim ML

Requisites: Str 17, Cml 16
Alignment: AG (Overwrite to all other classes)
HD/level: 1d7
Weapon Prof.: 3+level/4
To Hit Table: Wiz
Saves: 2xCTD0
Reference: RDM
Groups: AlternateUniverse, Lost
Complexity: CF=1

2/reset: Convert a spell not on the list from MTG to D&D.
 Level 1: 1C, Spend 10 Wis, 3/segment: When an ally falls, your group gains SEL=1
 Modified for 4 segment(s)
 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 6: 2F, Surgically Experiment on yourself and another creature: Transfer your
 brain to the other creature. This is like a Magic Jar, but can't be dispelled, and is
 absolutely permanent.
 Level 13: When all allies create(s) or destroy(s) a mental barrier, an enemy's group
 suffers -111 AC unless protected by NR
 Level 26: Whenever all allies critically hit(s) an enemy, Drain 1118 spell slots per
 round from your group for 1 rounds (No save, WR to resist)
 Level 28: When an ally takes damage, they gain +27 saves, plus +1 for every 10
 damage taken (rounded up)

Time Surgeon1 RDM

Level	KXP	Spells
1	0	(none)
2	9.8	(none)
3	19.6	(none)
4	39.2	(none)
5	78.4	(none)
6	156.8	(none)
7	313.6	(none)
8	627.2	(none)
9	1254.4	(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: Cml 16
Alignment: non-N
HD/level: 1d6
Weapon Prof.: 2+level/3
To Hit Table: Rog
Saves: Wiz
Reference: RDM
Groups: Lost
Complexity: CF=1

Gets Exceptional Dex and 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: Base AT is +5+LVL.
 Level 1: Turn Undead and Turn Cthulhoid Horrors.
 Level 1: Miraculous Ascension: When an ally detect(s) thoughts or mental presence, -5 max hp to your group. PPD save for half effect (-3). On failed save, also becomes SEL=1 Berserk
 Level 6: 2H: Counter up to 3 effects targeting allies (PPD or Dex 22+Dex save for tenth effect per effect)
 Level 11: Every time you create(s) or destroy(s) a mental barrier, An enemy's group is afflicted with both Loop Incursed and Lost in the Abyss (No save, NR or GR to resist)

Divination Psi61(MTG W/R)4 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	7.2	2--	---	---	
3	14.4	22-	---	---	
4	28.8	22-	---	---	
5	57.6	322	---	---	
6	115.2	322	---	---	
7	230.4	332	2--	---	
8	460.8	332	2--	---	
9	921.6	433	22-	---	
10	1400	433	22-	---	
11	2100	443	322	---	
12	2800	443	322	---	
13	3500	544	332	2--	
14	4200	544	332	2--	
15	4900	554	433	22-	
16	5600	554	433	22-	
17	6300	655	443	322	
18	7000	655	443	322	
19	7700	665	544	332	
20	8400	665	544	332	
21	9100	766	554	433	
22	9800	766	554	433	
23	10500	776	655	443	
24	11200	776	655	443	
25	11900	877	665	544	
26	12600	877	665	544	
27	13300	887	766	554	
28	14000	887	766	554	
29	14700	988	776	655	
30	15400	988	776	655	
31	16100	998	877	665	
32	16800	998	877	665	
33	17500	A99	887	766	
34	18200	A99	887	766	
35	18900	AA9	988	776	
36	19600	AA9	988	776	

Requisites: Chr 16
Alignment: AS
HD/level: & 1d6
Weapon Prof.: & 9+level
To Hit Table: 2xCust
Saves: 2xPsi
Reference: RDM
Groups: Psionicist, Internet
Complexity: CF=1

See [Q8] for Psi8 rules and powers.
 Level 2: 1M: Move an effect on 1 person to another in same party (no save; both targets aMR to avoid.) The original owner still controls the effect, so if it must be activated in order to function (e.g. Psi9 Extra Limb), this doesn't work as expected.
 Level 13: Pick another ability from I-VI above. If you pick an ability more than once, M action costs go to V, V costs go to 0 (zero action).
 Level 14: +4 HNCL (this can't be picked)
Known Spells:
 Five Finger Death Punch - I Apologize (SL=N): Wishoid for a Rock Music Sampler spell of SL=(N*2)/3
 Giant Growth (SL=1): Target gets +3 TH, dmg, AC, and saves this round.
 Crystalline Sliver (SL=2): Summon a DL II Sliver, it can't be targetted.
 Stone Rain (SL=3): Deal CL Hull dmg to one inanimate object (no save)
 Gaea's Balance (SL=4): You may transfer SLs & PSPs between your magic & psi pools; use [Q11] type conversion
 Shut the Door(SL=5): 1bM: Target rolls all TH or saves as 2 die types smaller (no save).
 Homeward Path (SL=6): 1bM: Each PC gains control of all subordinates they owned.
 Strawman (SL=7): Project image plus name changes to "[character's first name] of the family [character's last name]".
 Force Pain Regulator(SL=8): iDT 150-CL.
 Bio Laughter (SL=9): 1 target -12 TH or -25 dmg for 1 turn.(PP save)

Spammer.edu1 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	1894.4	+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: Cml 17
Alignment: TG
HD/level: 1d12
Weapon Prof.: 6+level/3
To Hit Table: 2xWar
Saves: Wiz
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.
 Level 1: +1 Technological proficiency slot per level (see [P8.8]).
 Level 1: +2 Con per level. This bonus cannot be used to qualify for the Troll0 class itself, and you can't 2 for 1 trade it away.
 Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).
 Level 12: When an ally's group takes damage, they gain +2 hp, plus +1 for every 10 damage taken (rounded up)
 Level 26: 12 ally(ies) gain(s) +86 to hit
 Level 32: 6A, NP/natural reset: Counter and remove an ongoing effect from a target (No save, HR or IR to resist)

Quick WuJen RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	14.2	2--	---	---
3	28.4	22-	---	---
4	56.8	22-	---	---
5	113.6	322	---	---
6	227.2	322	---	---
7	454.4	332	2--	---
8	908.8	332	2--	---
9	1817.6	433	22-	---
10	2800	433	22-	---
11	4200	443	322	---
12	5600	443	322	---
13	7000	544	332	2--
14	8400	544	332	2--
15	9800	554	433	22-
16	11200	554	433	22-
17	12600	655	443	322
18	14000	655	443	322
19	15400	665	544	332
20	16800	665	544	332
21	18200	766	554	433
22	19600	766	554	433
23	21000	776	655	443
24	22400	776	655	443
25	23800	877	665	544
26	25200	877	665	544
27	26600	887	766	554
28	28000	887	766	554
29	29400	988	776	655
30	30800	988	776	655
31	32200	998	877	665
32	33600	998	877	665
33	35000	A99	887	766
34	36400	A99	887	766
35	37800	AA9	988	776
36	39200	AA9	988	776

Requisites: Con 16, Int 17

Alignment: TG

HD/level: 1e12

Weapon Prof.: 8+level/2

To Hit Table: Rog

Saves: 3xCust

Reference: RDM

Groups: Wizard, Lost

Complexity: CF=1

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

Specialization, Illusion (no opposite)

Level 1: 1M: Target takes LVL Luck damage (Reflex save for half). Negative Luck causes a minus on all die rolls (it is not a "--" however, just a normal "-").

Level 1: When researching something that's already written in the full Collective (you aren't actually researching something new), it costs only 1/2 of a Research Point each.

Level 7: Every time a group hear(s) their kind invoked or named, If your group is below half hit points, they are SEL=5 Capital S Skinned (Con 45+Dex to absorb, XR or HR to resist)

Level 9: 1M, 1/d: Undetectable Lie for 1 turn.

Level 12: 6B, 3/turn: Cancel a unique or X/G action before it resolves (No save, TechR to resist)

Level 26: 13F: Silence a target mid-cast, preventing the ability (No save, WR or RR to resist)

Known Spells:

Kanye West - Can't Tell Me Nothing (SL=N): Spend 1000*(N^2) gp: Planeshift to Layer N of the Seven Heavens past all barriers

Dierks Bentley - What Was I Thinkin' (SL=1): Taunt a "?" in an adjacent room

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

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

Olivia Rodrigo - Traitor (SL=4): Can only be cast 1 per 2 weeks: Your alignment becomes NE and you may rechoose your familiar/animal companion. You may not use your player pick this rd

Common Law (SL=5): Cast only 1/week. Erase one debt up to (LVL^2)*100gp.

Solsbury Hill (SL=6): You Escape from current situation.

Legacy Weapon (SL=7): 1M: *Destroy* (or Capital S Slay) an item, effect, or creature (TechR to resist)

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.

Eminem/Marshall Mathers/Slim Shady - Infinite (SL=9): Can only be cast 1/reset.

Choose one from: PSPs, Item Charges, or Rogue points. You have "infinite" of them this segment. Next segment you are banished to the nine hells

Doom Outlander 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	2483.2	(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: Chr 17
Alignment: JS
HD/level: & ±±1d10
Weapon Prof.: & 9+level/5
To Hit Table: 3xWiz
Saves: 2xM-U0
Reference: RDM
Groups: Planar
Complexity: CF=1

+(LVL+2)/3 slots for Henchmen.
 PSPs = (Int+Wis+Chr-36)*10 + LVL*60.
 Specialized in Magical Pools, no opposite.
 Level 1: All weapons are considered 1 size smaller for what you can wield.
 Level 1: Enemies need a +1 weapon to hit you.
 Level 1: Barbarian Str bonus instead of Exceptional.
 Level 1: Entropic Blow: Gain Chr bonus TH and +2*LVL dmg per attack. Your attacks ignore hardness and DR.
 Level 1: +LVL to your Wizard CL (in your other Wizard classes)
 Level 10: Support characters gain +78 to hit
 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 31: Every time a group climb(s) or traverse(s) difficult terrain, Your group must succeed on a (No save, GR or NR to resist) or become SEL=17 Babilited at the start of its next turn

Blue Personalized WWPRP4 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	537.6	(none)
10	900	(none)
11	1350	(none)
12	1800	(none)
13	2250	(none)
14	2700	(none)
15	3150	(none)
16	3600	(none)
17	4050	(none)
18	4500	(none)
19	4950	(none)
20	5400	(none)
21	5850	(none)
22	6300	(none)
23	6750	(none)
24	7200	(none)
25	7650	(none)
26	8100	(none)
27	8550	(none)
28	9000	(none)
29	9450	(none)
30	9900	(none)
31	10350	(none)
32	10800	(none)
33	11250	(none)
34	11700	(none)
35	12150	(none)
36	12600	(none)

Requisites: Str 14, Con 15, Cml 14, Class slots 2

Alignment: JN

HD/level: 1d12

Weapon Prof.: 10+level

To Hit Table: Ftr0

Saves: 2xRog

Reference: RDM

Groups: Custom, Planar, Lost

Complexity: CF=1

Cannot get a stat bonus to progression.

May cast Warrior, Wizard, or Priest spells. Can never have a stat bonus to this progression. Has access to all schools and spheres, but can never be specialized in a school or Grand in a sphere.

Gets 70*LVL Rogue points.

Level 1: Immune to blindness (can see all-around without eyes)

Red Doom Shamaner0 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	----	----
2	18.6	2--	----	----
3	37.2	22-	----	----
4	74.4	22-	----	----
5	148.8	322	----	----
6	297.6	322	----	----
7	595.2	332	2--	----
8	1190.4	332	2--	----
9	2380.8	433	22-	----
10	3600	433	22-	----
11	5400	443	322	----
12	7200	443	322	----
13	9000	544	332	2--
14	10800	544	332	2--
15	12600	554	433	22-
16	14400	554	433	22-
17	16200	655	443	322
18	18000	655	443	322
19	19800	665	544	332
20	21600	665	544	332
21	23400	766	554	433
22	25200	766	554	433
23	27000	776	655	443
24	28800	776	655	443
25	30600	877	665	544
26	32400	877	665	544
27	34200	887	766	554
28	36000	887	766	554
29	37800	988	776	655
30	39600	988	776	655
31	41400	998	877	665
32	43200	998	877	665
33	45000	A99	887	766
34	46800	A99	887	766
35	48600	AA9	988	776
36	50400	AA9	988	776

Requisites: Dex 19, Int 18

Alignment: non-T

HD/level: ‡1d12

Weapon Prof.: 5+level/2

To Hit Table: 3xWiz

Saves: 3xPsi

Reference: RDM

Groups: Wizard, Planar

Complexity: CF=1

School robe (-1 SL) in Abjuration

Level 1: Immune Goo and Gray Goo

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

Level 1: There is a 5*CL% chance you "just happen to have" a rough map to any given location you go to, assuming your race has visited this place before. These maps are usually incomplete and crude, but may have a clue or two.

Level 2: 1bF: Counter a counterspell effect.

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

Level 8: 1bM: Counter a Limited Wish, Alter Reality, or Miracle 0-7

Level 8: Support characters gain +94 to hit

Level 10: Your group gain(s) +8 ranged dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 576: When you takes damage, they gain +260 max hp, plus +1 for every 10 damage taken (rounded up)

Known Spells:

Antonio Lucio Vivaldi - The Four Seasons (SL=N): Wishoid for a Mtg GW spell if the season is spring, RW if it is summer, RG if it is autumn, and WU if it is winter of SL=N-1

Eminem - Berzerk (SL=1): Create a permanent spell scroll of SEL=1 Berserk.

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

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

Dateline NBC (SL=4): Legend Lore duration 1 day that moves with you.

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

Kanye West - Homecoming (SL=6): SEL=7 Escape home to someone who thinks about you now and then

Summon Myr 7 (SL=7): Summon a DL=7 Myr

Try (SL=8): 1bM: Lend an action.

Brass Gnat 9-3 (SL=9): Immune to NPC status. 1M or 1T: Dust of Disappearance or Dust of Appearance.

Big Game Spell Scribe RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	12	2--	---	---
3	24	22-	---	---
4	48	22-	---	---
5	96	322	---	---
6	192	322	---	---
7	384	332	2--	---
8	768	332	2--	---
9	1536	433	22-	---
10	2400	433	22-	---
11	3600	443	322	---
12	4800	443	322	---
13	6000	544	332	2--
14	7200	544	332	2--
15	8400	554	433	22-
16	9600	554	433	22-
17	10800	655	443	322
18	12000	655	443	322
19	13200	665	544	332
20	14400	665	544	332
21	15600	766	554	433
22	16800	766	554	433
23	18000	776	655	443
24	19200	776	655	443
25	20400	877	665	544
26	21600	877	665	544
27	22800	887	766	554
28	24000	887	766	554
29	25200	988	776	655
30	26400	988	776	655
31	27600	998	877	665
32	28800	998	877	665
33	30000	A99	887	766
34	31200	A99	887	766
35	32400	AA9	988	776
36	33600	AA9	988	776

Requisites: Int 17

Alignment: NS

HD/level: 1d11

Weapon Prof.: 6+level/2

To Hit Table: 2xPri

Saves: 3xMon

Reference: RDM

Groups: Wizard, Planar

Complexity: CF=1

You have a "Halo" which is treated as a body part. You may cast spells with your "Halo's P" action. This means with 1P you can cast a spell and physically attack at the same time. You may turn undead with your "Halo's M" action.

Exceptional Str and Dex bonus. Intermediate Con bonus.

Level 6: 1M: Identify Book.

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: Your SL=0, SL=1, and SL=2 spells have double effect (each similar instance adds x[+1])

Level 11: Every time all enemies attack(s) with advantage, All enemies within 20 feet are SEL=4 Extract (No save, TechR or HR to resist)

Level 13: Berserker Grapple: 3W, Spend 5 Wis, 3/week: An ally's group is/are affected by SEL=6 Charged for 5 round(s)

Known Spells:

Immune [Status Name] (SL=SEL): You are immune to this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).

Giant Growth (SL=1): Target gets +3 TH, dmg, AC, and saves this round.

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

Silver Drake (SL=3): When casting, sacrifice a summon: Summon a DL IV Drake, it flies.

Kanye West - Good Life (SL=4): Can only be cast 1/reset. +100% gp and Truename visible while this is running

Call of the Wild (SL=5): Summon any real-world animal (your choice), you get CL/DL of them (round up)

Carrie (SL=6): Duplicate a psi ±2 kinetic power if you are covered in pigs blood.

Eminem/Marshall Mathers/Slim Shady - My Name Is (SL=7): Change your truename 5 (SL=8): 1M: A group gets +LVL M actions (no save)

Alteration (SL=9): 1 target rerolls Int, Wis, and Chr using 1d25, lasts for 1 turn (PP save)

C-actor(MTG U)5 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	716.8	(none)
10	1100	(none)
11	1650	(none)
12	2200	(none)
13	2750	(none)
14	3300	(none)
15	3850	(none)
16	4400	(none)
17	4950	(none)
18	5500	(none)
19	6050	(none)
20	6600	(none)
21	7150	(none)
22	7700	(none)
23	8250	(none)
24	8800	(none)
25	9350	(none)
26	9900	(none)
27	10450	(none)
28	11000	(none)
29	11550	(none)
30	12100	(none)
31	12650	(none)
32	13200	(none)
33	13750	(none)
34	14300	(none)
35	14850	(none)
36	15400	(none)

Requisites: Con 14
Alignment: non-S
HD/level: & 1d8
Weapon Prof.: & 4+level/4
To Hit Table: CTD0
Saves: & 3xFtr0
Reference: RDM
Groups: Concordant
Complexity: CF=1

Gets Ultra Barbarian Str, Dex, Con; bonus = +(stat-22)*4. Ultra Barbarian Str, Dex, and Con are applied to all of your classes.
 Level 1: Potion of Undead Control and Ring of Regeneration has double effect.

Mortal(MTG U/B/G)5 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	1177.6	(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: Cml 15
Alignment: non-C (Overwrite to all other classes)
HD/level: ††1e10
Weapon Prof.: 4+level/2
To Hit Table: Wiz
Saves: Rog
Reference: RDM
Groups: Concordant
Complexity: CF=1

+1 Feat per level.
 Has Major access to all "normal" Priest spells. Yes, this class gets normal Priest 10th's in it's progression; this is not a typo.
 Gets Super-Barbarian Str, Con, and Int bonus.
 Gets Barbarian Int, Wis, or Chr.
 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 11: Every time all allies a divine entity is/are invoked, While within 30 feet of you, your group is continually SEL=4 Jailed (Dex 41+Dex to counter, TechR or RR to resist) each turn
 Level 36: +1 size.

White Ill-Omen Hat2 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	10	2--	---	---	
3	20	22-	---	---	
4	40	22-	---	---	
5	80	322	---	---	
6	160	322	---	---	
7	320	332	2--	---	
8	640	332	2--	---	
9	1280	433	22-	---	
10	2000	433	22-	---	
11	3000	443	322	---	
12	4000	443	322	---	
13	5000	544	332	2--	
14	6000	544	332	2--	
15	7000	554	433	22-	
16	8000	554	433	22-	
17	9000	655	443	322	
18	10000	655	443	322	
19	11000	665	544	332	
20	12000	665	544	332	
21	13000	766	554	433	
22	14000	766	554	433	
23	15000	776	655	443	
24	16000	776	655	443	
25	17000	877	665	544	
26	18000	877	665	544	
27	19000	887	766	554	
28	20000	887	766	554	
29	21000	988	776	655	
30	22000	988	776	655	
31	23000	998	877	665	
32	24000	998	877	665	
33	25000	A99	887	766	
34	26000	A99	887	766	
35	27000	AA9	988	776	
36	28000	AA9	988	776	

Requisites: Str 15, Dex 15
Alignment: NE (Overwrite to all other classes)
HD/level: & ++1d5
Weapon Prof.: & 9+level/2
To Hit Table: 2xPri
Saves: Cust
Reference: RDM
Groups: Rogue, Demigod
Complexity: CF=1

Gets Barbarian Str, Dex. Uses Normal Con bonus for hit dice (this can't be overwritten).
 Level 4: Immunity to disease and slow effects (continuous).
 Level 6: You may convert 4G -> 1JG. You may convert 2 IG -> 1 IQG.
 Level 19: Every time an ally take(s) damage, If an enemy is standing on difficult terrain then they are SEL=5 Head Blown Off (Con 106+Con to delay 1 segment, IR or NR to resist)
 Level 20: 9G, ML/day: Disrupt a sustained or concentration-based effect (No save)
 Known Spells:
 Young Scooter - Bag it Up (SL=N): Create a brick of Crack Cocaine (N doses, Regen SL hp/s; +SL*2 Dex; -SL*2 Chr).
 Earthbind (SL=1): Target loses flying and takes double normal falling damage (no save).
 Lightning Greaves (SL=2): Your summons are not summoning sick
 Disturbed - Glass Shatters (SL=3): Target takes 7d6+2*Str bonus falling damage, SEL=3 Stunned, and SEL=1 Prone for 1d5 segments (Spell save)
 10 (SL=4): 1M: A group gets +LVL set Con.
 Angelic Chorus (SL=5): Whenever you summon a creature, cure it's hp on yourself
 Brass Gnat 6-2 (SL=6): +(LVL+1)/2 T actions per round, only for technological effects (including Brass Gnat spells). This cannot be picked more than once, but different SL versions of this same effect exist, which can be picked (once each).
 Butane's a Bastard Gas (SL=7): Room fills with Butane(-CL Unholy Con stat dmg).
 Breath Weapon Cloud (SL=8): E or EE= 8 Breath Weapon.
 Brass Gnat 9-2 (SL=9): 1M, 1/t: Do the T-Bear "Randomly pull an item from 20th century Earth" effect. Each time you use this power, previously pulled items disappear. Picking this more than once lets you do it an extra time per turn (and lets you have an additional item kept at the same time).
 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: Backstab (each 30% = x1) (increases 10/level), Base 50, Bonus Int-6, Penalty Int-20
 Level 1: Disguise | Alter Appearance, Base 25, Bonus Chr-11, Penalty Chr-13
 Level 1: Appraisal: Monetary Value | XP Value | Multiplier & Ego & Alignment | Know History, Base 10, Bonus Int-13, Penalty Int-15
 Level 1: Move Silently | Passwall | Immovability, Base 0, Bonus Dex-15, Penalty Dex-18
 Level 2: Deepockets | Vanish | Rope Trick ||| I'm Gone (to my own Pocket Plane), Base 0, Bonus Int-8, Penalty Int-20
 Level 4: Song of Vines (save at -1/5% made or Entangled), Base 10, Bonus Dex-14, Penalty Dex-19
 Level 6: Identity Penetration | False Seeing | True Seeing, Base 5, Bonus Wis-11, Penalty Wis-19

Elemental Pokemon3 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	2--	---
2	20.8	2--	---
3	41.6	22-	---
4	83.2	32-	---
5	166.4	32-	---
6	332.8	32-	---
7	665.6	33-	---
8	1331.2	432	---
9	2662.4	432	---
10	4000	432	---
11	6000	442	---
12	8000	543	---
13	10000	543	---
14	12000	543	---
15	14000	553	2--
16	16000	654	2--
17	18000	654	2--
18	20000	654	2--
19	22000	664	3--
20	24000	765	3--
21	26000	765	3--
22	28000	765	3--
23	30000	775	4--
24	32000	876	42-
25	34000	876	42-
26	36000	876	42-
27	38000	886	52-
28	40000	987	53-
29	42000	987	53-
30	44000	987	53-
31	46000	997	63-
32	48000	A98	64-
33	50000	A98	64-
34	52000	A98	64-
35	54000	AA8	742
36	56000	BA9	752

Requisites: Dex 18, Chr 18

Alignment: TG

HD/level: $\frac{1}{2}$ 1d3

Weapon Prof.: 9+level/4

To Hit Table: 3xPri

Saves: 2xWiz

Reference: RDM

Groups: Psionist, Joke

Complexity: CF=1

Exceptional Str and Con.

Gets 1 rank of Exceptionalness in every ability score that had a requirement in the original class.

Level 1: You may use Ethereal Projection.

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

Level 6: 2H: Counter and remove an ongoing effect from a target (BW or Horror 12+Str save to nullify)

Level 7: Gain a volatile Iron Envelope that explodes with Heat damage when struck, dealing 20% back to the attacker

Level 9: 3V, Spend 5 Dex, NP/artificial reset: While within 20 feet of you, an ally's group has SEL=2 Displaced for 1 round(s)

Level 12: Each time a creature become(s) enraged, Dispel 3 random magical effect(s) on your group, and suppress all other effects for 4 round(s)

Level 14: When an ally's group takes damage, they gain +4 hp, plus +1 for every 10 damage taken (rounded up)

Level 32: 14A, NP/natural reset: Disrupt a sustained or concentration-based effect (RSW 66+Chr to delay 1 segment, HR or RR to resist)

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

Known Powers

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

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

Azorius Guildmage (SL=2): Summon a DL II Vedalken Wizard, it can Stop someone, and can dispel Contingency effects.

Obscuring Cloud (SL=2): Blocks all forms of vision (inf,ult,x-r)

Your heart is your employee (SL=5): Physically dominate a target's heart and control its heart rate.

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

Skarrg Goliath (SL=8): Skarrg Goliath (SL=8): Summon a DL VIII Beast with overhit. You may choose to sacrifice this spell slot instead to give a creature +90 Th/dmg this segment.

4 (SL=8): 1M: A group gets +CL% iBR (irreducible BlahR = iRMPiR) (no save) Living Dungeon Spell (SL=11): Duplicate an X4 super or less.

Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.

Ted1JG 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	2636.8	433	22-	---
10	4000	433	22-	---
11	6000	443	322	---
12	8000	443	322	---
13	10000	544	332	2--
14	12000	544	332	2--
15	14000	554	433	22-
16	16000	554	433	22-
17	18000	655	443	322
18	20000	655	443	322
19	22000	665	544	332
20	24000	665	544	332
21	26000	766	554	433
22	28000	766	554	433
23	30000	776	655	443
24	32000	776	655	443
25	34000	877	665	544
26	36000	877	665	544
27	38000	887	766	554
28	40000	887	766	554
29	42000	988	776	655
30	44000	988	776	655
31	46000	998	877	665
32	48000	998	877	665
33	50000	A99	887	766
34	52000	A99	887	766
35	54000	AA9	988	776
36	56000	AA9	988	776

Requisites: Dex 17, Con 17, Class slots 2, Race slots 1

Alignment: non-N

HD/level: 1d4

Weapon Prof.: 9+level/3

To Hit Table: 3xFtr0

Saves: 2xWar

Reference: RDM

Groups: Custom, Archetype

Complexity: CF=1

Race Adjustments:

Str +0, Dex +2, Con +6, Int +0, Wis +0, Chr +0, Cml

+0, AT -3, hp 11, TH -8, Div ÷1

Hold G actions. You may use 1S+1V+1X+1G per segment. You may convert 1G -> 1X and 1X->1F.

Gets Dex bonus to spell progression. Gets Int bonus to CL with spells from this class (max limit = +LVL).

This class mixes several classes together. Let N be the number of classes and the G be the number of groups among your classes. N+G must be equal to LVL+1 or less.

This class cannot mix in classes from the Custom, Concordant, or Monster groups, and cannot be mixed into other classes.

Level 1: If you reset within real (not magical) sight of the sky, you get Wisdom bonus for spells.

Level 1: +LVL to number of maintained effects.

Level 3: Gain a Gravitic Bastion that deals 2% of melee attackers dmg of type Flesh, while concentrating

Level 13: 3W, Spend 2 Int, NP/week: A random ally gets SEL=5 Dusted for 1 round(s)

Level 14: An ally's group gains +9IS action(s) for 2 round(s)

Level 15: Every time a group detect(s) good or evil, While within 30 feet of you, your group is continually SEL=10 Famished/Starved (No save) each turn

Level 18: You may now mix in classes from the Monster group. Remember to add 1 to the "G" factor above if you do this.

Level 31: Every time all allies restore(s) hp to another creature, Each failed save by an enemy's group increases the severity of SEL=5 Harmed (reverse Heal) (Reflex or Terror 135+Con save to counter)

Known Spells:

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

Diamond Valley (SL=1): 1bP, Sacrifice a summon: Gain its DL*10 in hp.

Wild Crocodile (SL=2): Summon a DL=II Crocodile with "when summoned, know direction & distance to an object or person (if they are touching the ground)".

Five-foot-nine, I didn't know they stacked shit that high! (SL=3): Medium sized target polymorphed into feces (CrapR to resist).

Unexpected Results (SL=4): Unexpected Results (SL=4): Cast a spell at random that you know of SL=LVL/2 or less. This spell slot then becomes rememorized.

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

Olivia Rodrigo - Jealousy, Jealousy (SL=6): Can only be cast 1/d: Magic Jar a target and you get a pending compensated item for the end of the run

Metallica - Creeping Death (SL=7): Create CL*100 insects that are SEL=1 Diseased branded which stack.

Lavaball Trap (SL=8): 1bM: Deal CL Hull dmg to two objects. Deal 40 earth dmg to one group(no save).

Dexterity (SL=9): +12 Dex [cont.]

Draco Beholderness5 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	1510.4	(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 17, Cml 16

Alignment: CW (Overwrite to all other classes)

HD/level: & 1d6

Weapon Prof.: & 10+level/3

To Hit Table: 3xFtr0

Saves: Wiz

Reference: RDM

Groups: Monster, Planar

Complexity: CF=1

Gets Int bonus to spells.

Gets Exceptional Con.

Gets Exceptional Con.

Gets Exceptional Con.

Level 1: Immune to attacks from siege machines.

Level 1: Resist Acid, Gas, Poison; Immune Lightning

Level 3: 2E, Spend 11 Wis: You is/are affected by SEL=3 Euphoria for 9 segment(s)

Level 3: Gain a Gravitic Carapace that deals 13% of melee attackers dmg of type

Adamantite, until end of combat

Level 7: Every time a group meditate(s) or enter(s) a trance state, An enemy's group

must succeed on a (No save, HR to resist) or become SEL=1 Dazed/Disoriented at

the start of its next turn

Level 11: Every time you bless(es) an area or object, An enemy's group is SEL=2

Cannot Move for 1 rounds (No save, PR or WR to resist)

Time Arbitrary Choicerer1 RDM

Level	KXP	Spells
1	0	(none)
2	14	(none)
3	28	(none)
4	56	(none)
5	112	(none)
6	224	(none)
7	448	(none)
8	896	(none)
9	1792	(none)
10	2700	(none)
11	4050	(none)
12	5400	(none)
13	6750	(none)
14	8100	(none)
15	9450	(none)
16	10800	(none)
17	12150	(none)
18	13500	(none)
19	14850	(none)
20	16200	(none)
21	17550	(none)
22	18900	(none)
23	20250	(none)
24	21600	(none)
25	22950	(none)
26	24300	(none)
27	25650	(none)
28	27000	(none)
29	28350	(none)
30	29700	(none)
31	31050	(none)
32	32400	(none)
33	33750	(none)
34	35100	(none)
35	36450	(none)
36	37800	(none)

Requisites: Str 17, Wis 18

Alignment: JG

HD/level: 1d8

Weapon Prof.: 3+level/3

To Hit Table: 2xWiz

Saves: 3xCTD0

Reference: RDM

Groups: Random, Internet

Complexity: CF=1

See [Q8] for Psi8 rules and powers.

Gets 40 Rogue points per level.

See [Q8] for Psi8 rules and powers.

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

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

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

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

Level 10: When you takes damage, they gain +24 max hp, plus +1 for every 10 damage taken (rounded up)

Level 14: Soulbound Haloin: Whenever an ally succeed(s) on a Strength saving throw, Drain 56 points of Wis from your group (No save, GR or CR to resist)

Level 19: 10E, Spend 1 sl(s): An ally is/are affected by SEL=6 Contingency for 2 round(s)

Rogue Abilities:

Level 1: Move Silently || Immovability | Avoid Clairnascience, Base 5, Bonus Dex-14, Penalty Dex-17

Level 3: Identify | Legend Lore (yes this is backwards compared to the Bard ability), Base 5, Bonus Int-13, Penalty Int-15

Level 6: Touch : Chill/Pain | Para/Vampiric | Energy Drain, Base 20, Bonus Str-9, Penalty Str-15

Level 7: Blink | Controlled Blink | Teleport | Teleport without Error, Base 15, Bonus Wis-12, Penalty Wis-14

Level 8: Random Telekinesis (10 lbs per 1% made), Base 15, Bonus Con-6, Penalty Con-13

Enchantment/Charm Hermit RDM

Level	KXP	Spells
1	0	+1 lim ML
2	17.6	+2 lim ML
3	35.2	+3 lim ML
4	70.4	+4 lim ML
5	140.8	+5 lim ML
6	281.6	+6 lim ML
7	563.2	+7 lim ML
8	1126.4	+8 lim ML
9	2252.8	+9 lim ML
10	3400	+10 lim ML
11	5100	+11 lim ML
12	6800	+12 lim ML
13	8500	+13 lim ML
14	10200	+14 lim ML
15	11900	+15 lim ML
16	13600	+16 lim ML
17	15300	+17 lim ML
18	17000	+18 lim ML
19	18700	+19 lim ML
20	20400	+20 lim ML
21	22100	+21 lim ML
22	23800	+22 lim ML
23	25500	+23 lim ML
24	27200	+24 lim ML
25	28900	+25 lim ML
26	30600	+26 lim ML
27	32300	+27 lim ML
28	34000	+28 lim ML
29	35700	+29 lim ML
30	37400	+30 lim ML
31	39100	+31 lim ML
32	40800	+32 lim ML
33	42500	+33 lim ML
34	44200	+34 lim ML
35	45900	+35 lim ML
36	47600	+36 lim ML

Requisites: Str 17, Dex 18, Cml 17, Class slots 2

Alignment: any E

HD/level: +++1d11

Weapon Prof.: 7+level/2

To Hit Table: Psi

Saves: Pri

Reference: RDM

Groups: Custom, Lost, Technology

Complexity: CF=1

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

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

Level 1: 1M: Target takes LVL Luck damage (Reflex save for half). Negative Luck causes a minus on all die rolls (it is not a "--" however, just a normal "-").

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: Weapons and armor created are +0/+0. These are nonmagical plusses, but count versus creatures that require a "+0 weapon to hit".

Level 6: Reads on the Spec Barbarian line using LVL-5 for number of attacks (i.e. you are 3/2 with melee at level 6, since you read on the level 1 line), even with non-specialized weapons.

Level 12: An ally gains +1KZ action(s) for 6 segment(s)

Level 23: Every time a creature become(s) enraged, If an enemy's group is standing on difficult terrain then they are SEL=10 Impaired (Chr 11+Con for quarter effect, IR or GR to resist)

Level 27: Every time a creature take(s) damage from a hated foe, An enemy must succeed on a (Dex 69+Dex to nullify, WR or WR to resist) or become SEL=10 Jinxed at the start of its next turn

Chaining Artificer(MTG W/R) RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	10.2	2--	---	---
3	20.4	22-	---	---
4	40.8	22-	---	---
5	81.6	322	---	---
6	163.2	322	---	---
7	326.4	332	2--	---
8	652.8	332	2--	---
9	1305.6	433	22-	---
10	2000	433	22-	---
11	3000	443	322	---
12	4000	443	322	---
13	5000	544	332	2--
14	6000	544	332	2--
15	7000	554	433	22-
16	8000	554	433	22-
17	9000	655	443	322
18	10000	655	443	322
19	11000	665	544	332
20	12000	665	544	332
21	13000	766	554	433
22	14000	766	554	433
23	15000	776	655	443
24	16000	776	655	443
25	17000	877	665	544
26	18000	877	665	544
27	19000	887	766	554
28	20000	887	766	554
29	21000	988	776	655
30	22000	988	776	655
31	23000	998	877	665
32	24000	998	877	665
33	25000	A99	887	766
34	26000	A99	887	766
35	27000	AA9	988	776
36	28000	AA9	988	776

Requisites: Int 16

Alignment: CG

HD/level: 1d6

Weapon Prof.: 5+level/2

To Hit Table: 3xCust

Saves: & 3xRog

Reference: RDM

Groups: Wizard

Complexity: CF=1

Specialized in Elemental school, pick an opposite.

Specialization in Chromancy; pick one opposite school.

Specialization, Invocation/Evocation (no opposite)

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

Level 1: +LVL AC

Level 15: Gain three 13th level followers, each has 4 bonus spell levels.

Level 20: Enter Elemental plane of Air; Conjure Ice/Ooze Para-Elemental.

Level 30: Whenever all allies regenerate(s) or heals naturally, Drain 1335% of rogue points from your group. Each failed save (Int or Int 139+Chr save to reflect) doubles the % drained

Known Spells:

Olivia Rodrigo - Drivers License (SL=N): Summon a non-living mount of DL=N+1 with Mtg Defender. You lose and can't have any animal companions

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

Overrule (SL=2): 1bM, spend N additional SL's: Counterspell, unless they spend 10*N SL's, and you are cured 10*N hp.

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

Azorius Ploy (SL=4): One creature deals no damage on his next P action; and one creature has all melee damage prevented to him for 1s.

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

Five Finger Death Punch - I Refuse (SL=6): 1bM: You go to SEL=1 Sleep and are SEL=8 Gone for this segment

Disturbed - Hold On to Memories (SL=7): One ally's memory core (essence of consciousness) doesn't disassociate from the multiverse after that ally dies

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

All (SL=9): Clone (as spell)

Tougher RDM

Level	KXP	Spells
1	0	(none)
2	13.8	(none)
3	27.6	(none)
4	55.2	(none)
5	110.4	(none)
6	220.8	(none)
7	441.6	(none)
8	883.2	(none)
9	1766.4	(none)
10	2700	(none)
11	4050	(none)
12	5400	(none)
13	6750	(none)
14	8100	(none)
15	9450	(none)
16	10800	(none)
17	12150	(none)
18	13500	(none)
19	14850	(none)
20	16200	(none)
21	17550	(none)
22	18900	(none)
23	20250	(none)
24	21600	(none)
25	22950	(none)
26	24300	(none)
27	25650	(none)
28	27000	(none)
29	28350	(none)
30	29700	(none)
31	31050	(none)
32	32400	(none)
33	33750	(none)
34	35100	(none)
35	36450	(none)
36	37800	(none)

Requisites: Wis 17
Alignment: CS
HD/level: 1d12
Weapon Prof.: 4+level/5
To Hit Table: CTD0
Saves: M-U0
Reference: RDM
Groups: Random
Complexity: CF=1

All dice in all Psionicist abilities is replaced by d4's.
 Can "material component" Psionicist abilities by spending 1Z action.
 Level 1: Thieves' Cant.
 Level 1: +1 weapon proficiency per level, which can only be used to become proficient (not specialized) in a weapon.
 Level 7: 1 borrowed P, 1/r: Deny N attacks from occurring, where N is your #Att.
<i>{Living Blade}</i>
 Level 21: 4S, Spend 1 Int, ML/hour: If healed, your group also gains SEL=2 Full Cover for 7 round(s)
 Level 27: Every time all enemies is/are not detected during an action, Your group must succeed on a (No save) or become SEL=3 Paralyzed at the start of its next turn

Infinite Letter Beholderment Slayer 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	1843.2	(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 17
Alignment: AS
HD/level: 1d9
Weapon Prof.: 10+level/3
To Hit Table: Psi
Saves: 2xCTD0
Reference: RDM
Groups: Monster
Complexity: CF=1

Gets Barbarian Con.
 Gets Barbarian Con.
 Level 1: 1C, Spend 9 max hp(s), ML/segment: An ally gain(s) SEL=1 Partial Cover for 2 segment(s)
 Level 2: Dopey Smurf: -2 Int; 1V: Produce (teleport one your items back); 1V, 1/d: Create any item of <; 100*LVL gp value
 Level 5: Poliwraith: 1M: Group takes 30+10*CL dmg (BW save: ½) and lose 1 action (BW save)
 Level 5: +1M action
 Level 6: Whenever all enemies a divine entity is/are invoked, Prevent healing and drain 237 psi points from an enemy's group for 1 rounds (PPD 35+Str save to reflect)
 Level 14: An ally's group gains +9IS action(s) for 2 round(s)
 Level 26: 12F: Intercept a summoning or planar effect (No save, IR or MR to resist)
 Level 36: (replaces Level 27 ability) Can cast 4 SLs of Lich spells.

Abjuration Cosmos Shaman 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	1740.8	(none)
10	2700	(none)
11	4050	(none)
12	5400	(none)
13	6750	(none)
14	8100	(none)
15	9450	(none)
16	10800	(none)
17	12150	(none)
18	13500	(none)
19	14850	(none)
20	16200	(none)
21	17550	(none)
22	18900	(none)
23	20250	(none)
24	21600	(none)
25	22950	(none)
26	24300	(none)
27	25650	(none)
28	27000	(none)
29	28350	(none)
30	29700	(none)
31	31050	(none)
32	32400	(none)
33	33750	(none)
34	35100	(none)
35	36450	(none)
36	37800	(none)

Requisites: Str 16
Alignment: LS
HD/level: 1d10+71
Weapon Prof.: 5+level/5
To Hit Table: & 3xPri
Saves: 3xPri
Reference: RDM
Groups: Planar
Complexity: CF=1

May "material component" Psi30 powers by using 1V action. Note there are powers that are "Touch" for 1 target, if you material component these, you can hit your group (yourself excluded), or hit 1 target at range.
 Level 1: Swimming proficiency. Free Action underwater.
 Level 1: +1 Specialty school.
 Level 8: Each time all enemies is/are bloodied, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy. No save
 Level 22: Whenever a creature is/are counterspelled, Drain 55 spell slots from up to 1 enemies (PP 48+Chr to nullify, TechR or MR to resist)

Small Game Warrior(MTG U/B/R/G)0 RDM

Level	KXP	Spells
1	0	(none)
2	14.2	(none)
3	28.4	(none)
4	56.8	(none)
5	113.6	(none)
6	227.2	(none)
7	454.4	(none)
8	908.8	(none)
9	1817.6	(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: Str 17, Wis 16

Alignment: any

HD/level: 1d10

Weapon Prof.: 9+level/4

To Hit Table: 2xRog

Saves: 3xFtr0

Reference: RDM

Groups: Warrior, Internet

Complexity: CF=1

Specialized in Animal, Plant, and War spheres. Spells of these spheres cost ½M to cast.

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

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

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

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 15: Gain a Entropy Cocoon that delays up to 203 dmg/hit for 3 round(s). (Int 74+Con save for half effect)

Level 16: +1 max ihp, if your Battlelord is at least 5 (20 wishes if non-Battlelord)

Level 24: Each time an enemy is/are wounded under the moon, Dispel effects on an enemy's group, bypassing GR resistance if their HD ≥ 120

Ill-Omen Enchantment/Charm Witch1JG RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	5.6	2--	---	---
3	11.2	22-	---	---
4	22.4	22-	---	---
5	44.8	322	---	---
6	89.6	322	---	---
7	179.2	332	2--	---
8	358.4	332	2--	---
9	716.8	433	22-	---
10	1100	433	22-	---
11	1650	443	322	---
12	2200	443	322	---
13	2750	544	332	2--
14	3300	544	332	2--
15	3850	554	433	22-
16	4400	554	433	22-
17	4950	655	443	322
18	5500	655	443	322
19	6050	665	544	332
20	6600	665	544	332
21	7150	766	554	433
22	7700	766	554	433
23	8250	776	655	443
24	8800	776	655	443
25	9350	877	665	544
26	9900	877	665	544
27	10450	887	766	554
28	11000	887	766	554
29	11550	988	776	655
30	12100	988	776	655
31	12650	998	877	665
32	13200	998	877	665
33	13750	A99	887	766
34	14300	A99	887	766
35	14850	AA9	988	776
36	15400	AA9	988	776

Requisites: Int 14, Wis 14, Class slots 2

Alignment: CG (Overwrite to all other classes)

HD/level: 1d11

Weapon Prof.: 6+level

To Hit Table: 2xCTD0

Saves: 2xM-U0

Reference: RDM

Groups: Wizard, Alternate Universe, Planar

Complexity: CF=1

Gets a Myth spell progression.

Specialized in Elemental school, pick an opposite.

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

1/d: Legend Lore

Known Spells:

Kanye West - Jesus Walks (SL=N): One target can walk on nonsolid materials of

SN=N and gets DivineR CL*N%

Soul Net (SL=1): Whenever you kill someone with a spell, cure 1 hp.

Raging River (SL=2): Create a (water based) moat that is CL*30' long and CL*10'

feet wide, which lasts for CL r.

Effect Grouping (SL=3): Move all effects off of one enemy onto another (no save, ER

to resist).

POTENTIAL TROUBLE SOURCE (SL=4): 1bM: Counter an attack. You get to

make 1 attack against the target.

Walk a Crooked Mile (SL=5): 1 target gets 1 Tac move or TWE.

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

target, etc.

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).

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

Mercy Street (SL=9): All intelligent enemies in the room commit suicide.

All RogersCF4 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	17	2--	---	---	
3	34	22-	---	---	
4	68	22-	---	---	
5	136	322	---	---	
6	272	322	---	---	
7	544	332	2--	---	
8	1088	332	2--	---	
9	2176	433	22-	---	
10	3300	433	22-	---	
11	4950	443	322	---	
12	6600	443	322	---	
13	8250	544	332	2--	
14	9900	544	332	2--	
15	11550	554	433	22-	
16	13200	554	433	22-	
17	14850	655	443	322	
18	16500	655	443	322	
19	18150	665	544	332	
20	19800	665	544	332	
21	21450	766	554	433	
22	23100	766	554	433	
23	24750	776	655	443	
24	26400	776	655	443	
25	28050	877	665	544	
26	29700	877	665	544	
27	31350	887	766	554	
28	33000	887	766	554	
29	34650	988	776	655	
30	36300	988	776	655	
31	37950	998	877	665	
32	39600	998	877	665	
33	41250	A99	887	766	
34	42900	A99	887	766	
35	44550	AA9	988	776	
36	46200	AA9	988	776	

Requisites: Con 16, Int 17, Class slots 3, Race slots 1

Alignment: JS

HD/level: ‡1d7

Weapon Prof.: 10+level/2

To Hit Table: & 3xPri

Saves: 3xMon

Reference: RDM

Groups: Mirror, Futureshifted, Archetype

Complexity: CF=1

Race Adjustments:

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

+0, AT -6, hp 12, TH 1, Div ÷1

Can use Psi10 powers

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.

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: Within sight, any psionic ability that is higher SL than it's caster's level is countered, and causes the caster to be Capital C Crapped (no resistance, no immunity). (Note this will affect 1st level characters throwing a minor.)

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 12: Each time all allies complete(s) a prayer or blessing, Dispel all effects on an enemy (Con 47+Chr save to absorb) If resisted, a random effect is reflected back at the source

Level 23: 6P, Spend 10 rogue pt(s): An ally's group is/are affected by SEL=11 Funied for 7 segment(s)

Level 26: +107 max hp and +59 max hp to an ally's group

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:

Reba McEntire - Fancy (SL=N): Summon a DL=N-1 Slut1 named Fancy with 1M: Taunt a target

Olivia Rodrigo - Hope Ur Ok (SL=1): Whenever a member of the party's psilink heals dmg, they may redirect it to any other member instead

Booyaka 619 - Rey Mysterio (SL=2): Gain access to Second Tier Professional

Wrestling maneuver 619 (Modified Dive Fakeout Spot) (F,Kick, 1 att / 1V, Target takes 3d6+Str bonus falling damage, target makes Str-10 check or stun).

Daring Leap (SL=3): One creature flies and gets +10 TH/dmg/AC/saves this segment.

Grand Daddy I.U. - Nobody Move (SL=4): Can only be cast in segment 1. One group Stopped, looted, and hp=0 if positive (hp loss=ppd save)

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

Pyotr Ilyich Tchaikovsky - Swan Lake (SL=6): One group otto's irresistible dance as spell. You are SEL=3 Charmed by one target in that group

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

Everything I Touch I Destroy (SL=8): Your unarmed attacks are Destruction (reverse resurrection)/Disjunction branded.

Strength (SL=9): +12 Str [cont.]

Girl0 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	16	2--	---	---
3	32	22-	---	---
4	64	22-	---	---
5	128	322	---	---
6	256	322	---	---
7	512	332	2--	---
8	1024	332	2--	---
9	2048	433	22-	---
10	3100	433	22-	---
11	4650	443	322	---
12	6200	443	322	---
13	7750	544	332	2--
14	9300	544	332	2--
15	10850	554	433	22-
16	12400	554	433	22-
17	13950	655	443	322
18	15500	655	443	322
19	17050	665	544	332
20	18600	665	544	332
21	20150	766	554	433
22	21700	766	554	433
23	23250	776	655	443
24	24800	776	655	443
25	26350	877	665	544
26	27900	877	665	544
27	29450	887	766	554
28	31000	887	766	554
29	32550	988	776	655
30	34100	988	776	655
31	35650	998	877	665
32	37200	998	877	665
33	38750	A99	887	766
34	40300	A99	887	766
35	41850	AA9	988	776
36	43400	AA9	988	776

Requisites: Str 30, Wis 17

Alignment: JG

HD/level: & 1d9

Weapon Prof.: & 8+level/3

To Hit Table: 2xCust

Saves: & Wiz

Reference: RDM

Groups: Mirror, Maxi

Complexity: CF=1

++LVL damage with weapons (this adds +LVL base dice of damage)

+2*LVL Personality

Psi--2 powers are resisted using aaPR.

Level 6: Whenever all creatures block(s) or parry an attack, Drain 198 psi points from up to 1 enemies (Con or Dex 35+Con save to nullify)

Level 9: Your spells require LVL saving throws

Level 14: You gain(s) +120 hp

Level 18: 1M, (LVL-17)/d: Reverse Pixelation

Level 19: Every time an ally take(s) damage, If an enemy is standing on difficult terrain then they are SEL=5 Head Blown Off (Con 106+Con to delay 1 segment, IR or NR to resist)

Level 31: Gain a Empathic Swaddle that heals you for 135% of damage you deal while active, for CL days

Known Spells:

Young Scooter - Bag it Up (SL=N): Create a brick of Crack Cocaine (N doses, Regen SL hp/s; +SL*2 Dex; -SL*2 Chr).

Yavimaya Hollow (SL=1): 1bP, Pay 1 SL: Heal a subordinate.

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

Chain Lightning (SL=3): One target 10d6 elec dmg, 1d6 other targets 10d6 elec dmg.

Meddling Kids (SL=4): Summon a DL IV Human Child, he Banhammers one spell or psi effect of SL 4-5 (not lower) in the room [x1 Special]

Image Cloud (SL=5): Mirage Arcana as spell.

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

Disturbed - Deceiver (SL=7): One non-caster target gets a free Vampire racial template this segment. You are SEL=2 Blind to that target

Disturbed - Crucified (SL=8): SEL=9 Pawn a target (no save). You are SEL=7

Crucified. This doesn't drop the Pawn

Phase Space(SL=9): Pick a Power Factor. Raise or Lower it by up to LVL.

Colossal Game X7 RDM

Level	KXP	Spells		
		123	456	789
1	0	2--	---	---
2	11.8	2--	---	---
3	23.6	22-	---	---
4	47.2	22-	---	---
5	94.4	322	---	---
6	188.8	322	---	---
7	377.6	332	2--	---
8	755.2	332	2--	---
9	1510.4	433	22-	---
10	2300	433	22-	---
11	3450	443	322	---
12	4600	443	322	---
13	5750	544	332	2--
14	6900	544	332	2--
15	8050	554	433	22-
16	9200	554	433	22-
17	10350	655	443	322
18	11500	655	443	322
19	12650	665	544	332
20	13800	665	544	332
21	14950	766	554	433
22	16100	766	554	433
23	17250	776	655	443
24	18400	776	655	443
25	19550	877	665	544
26	20700	877	665	544
27	21850	887	766	554
28	23000	887	766	554
29	24150	988	776	655
30	25300	988	776	655
31	26450	998	877	665
32	27600	998	877	665
33	28750	A99	887	766
34	29900	A99	887	766
35	31050	AA9	988	776
36	32200	AA9	988	776

Requisites: Dex 15, Wis 16, Class slots 2

Alignment: LG

HD/level: & 1d11

Weapon Prof.: & 9+level

To Hit Table: Rog

Saves: War

Reference: RDM

Groups: Demigod, Internet, Overt

Complexity: CF=1

Gets X21 powers. X21 powers that modify CL, ML, level, or XP cannot be applied to the G-Acter0 class. The powers that give Bonus to Mirrored XP cannot apply the bonus to the G-Acter0 class (you have to spend it elsewhere).

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

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

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

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

Level 26: Awakened Sweep: 7F: Cancel a unique or X/G action before it resolves (Will or Terror 130+Int save to reflect)

Known Spells:

Robert Schumann - Carnival (SL=N): Wishoid for a Googology spell of SL=N-1

Healing Salve (SL=1): One target is cured 30 hp, or (1bM action) prevent the next 30 dmg to a target.

Lady Gaga - Paparazzi (SL=2): One target "?" in the dungeon follows another "?" this segment

Fervor (SL=3): You and your summons are not summoning sick.

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

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

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

Summon Myr 7 (SL=7): Summon a DL=7 Myr

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

Phase Space(SL=9): Pick a Power Factor. Raise or Lower it by up to LVL.

Guardian De Pimpernel(--21)2 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	2560	(none)
10	3900	(none)
11	5850	(none)
12	7800	(none)
13	9750	(none)
14	11700	(none)
15	13650	(none)
16	15600	(none)
17	17550	(none)
18	19500	(none)
19	21450	(none)
20	23400	(none)
21	25350	(none)
22	27300	(none)
23	29250	(none)
24	31200	(none)
25	33150	(none)
26	35100	(none)
27	37050	(none)
28	39000	(none)
29	40950	(none)
30	42900	(none)
31	44850	(none)
32	46800	(none)
33	48750	(none)
34	50700	(none)
35	52650	(none)
36	54600	(none)

Requisites: Int 17, Cml 17

Alignment: TS

HD/level: & 1d12

Weapon Prof.: & 6+level/3

To Hit Table: Psi

Saves: 3xCTD0

Reference: RDM

Groups: Mirror, Joke

Complexity: CF=1

Gets Int bonus to spells.

Exceptional Str and Con.

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

Level 1: +1 Hobby or Occupation prof/level

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

Level 1: You always have a (free) Smurfy Hat as a helmet, it is AC +LVL with no Rogue adjustments. You can remove it and wear a different cap/hat/helmet if you like.

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

Level 29: Absolved Grace: 5W, Spend 1 Int, ML/week: A random ally gets SEL=9 Shapechanged for 6 round(s)

Level 31: Gain a Mycelial Lattice that deflects ranged attacks unless the attacker passes (Fortitude 89+Dex for tenth effect, HR or TechR to resist), for 1 segment