

Monster Saves Picks Slayer RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 33.4 | (none) |
| 3 | 66.8 | (none) |
| 4 | 133.6 | (none) |
| 5 | 267.2 | (none) |
| 6 | 534.4 | (none) |
| 7 | 1068.8 | (none) |
| 8 | 2137.6 | (none) |
| 9 | 4175 | (none) |
| 10 | 8350 | (none) |
| 11 | 12525 | (none) |
| 12 | 16700 | (none) |
| 13 | 20875 | (none) |
| 14 | 25050 | (none) |
| 15 | 29225 | (none) |
| 16 | 33400 | (none) |
| 17 | 37575 | (none) |
| 18 | 41750 | (none) |
| 19 | 45925 | (none) |
| 20 | 50100 | (none) |
| 21 | 54275 | (none) |
| 22 | 58450 | (none) |
| 23 | 62625 | (none) |
| 24 | 66800 | (none) |
| 25 | 70975 | (none) |
| 26 | 75150 | (none) |
| 27 | 79325 | (none) |
| 28 | 83500 | (none) |
| 29 | 87675 | (none) |
| 30 | 91850 | (none) |
| 31 | 96025 | (none) |
| 32 | 100200 | (none) |
| 33 | 104375 | (none) |
| 34 | 108550 | (none) |
| 35 | 112725 | (none) |
| 36 | 116900 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved).

Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.

Sustain hp and immune to Vile and Permanent dmg.

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

Level 1: +1 proficiency

Level 8: 3X, ML/lifetime: Counter up to 3 effects targeting allies (No save per effect)

Level 10: Detect/Identify Anti-Radiation & Anti-Magic

Level 11: Custom2 picks (Max F=5.5)

Level 11: ++1 to hit

Level 12: Merge Rogue chart up to LVL=12

Level 12: +5% party money with jobs

Level 12: +1 ability score point

Level 12: 5B, 3/turn: Reflect a hostile ability back to its source (No save, XR or GR to resist or to avoid reflection)

Level 13: +1/4 to all "number of attacks" rates

Level 14: +2 set Int

Level 14: +4 set Fitness (hp bonus)

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

Level 23: Every time a creature turn(s) or rebuke(s) undead, An enemy's group is SEL=16 Liquefied for 1 rounds (RSW 11+Chr for tenth effect, XR or RR to resist)

Level 23: Every time a creature a divine entity is/are invoked, If your group is below half hit points, they are SEL=17 Vitriify (No save, XR to resist)

Level 27: 10Z, Spend 8 summon(s): If healed, you also gains SEL=11 Continuous Blah for 5 round(s)

Level 28: Each time a creature a blasphemous act is/are committed, Dispel all magical effects in a 20-ft radius (No save, WR or HR to resist)

Level 684: 266QQP: Counter an action targeting your group (BW 1762+Int to counter, RR or XR to resist)

The Final Status Immuner2 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 28.2 | (none) |
| 3 | 56.4 | (none) |
| 4 | 112.8 | (none) |
| 5 | 225.6 | (none) |
| 6 | 451.2 | (none) |
| 7 | 902.4 | (none) |
| 8 | 1804.8 | (none) |
| 9 | 3525 | (none) |
| 10 | 7050 | (none) |
| 11 | 10575 | (none) |
| 12 | 14100 | (none) |
| 13 | 17625 | (none) |
| 14 | 21150 | (none) |
| 15 | 24675 | (none) |
| 16 | 28200 | (none) |
| 17 | 31725 | (none) |
| 18 | 35250 | (none) |
| 19 | 38775 | (none) |
| 20 | 42300 | (none) |
| 21 | 45825 | (none) |
| 22 | 49350 | (none) |
| 23 | 52875 | (none) |
| 24 | 56400 | (none) |
| 25 | 59925 | (none) |
| 26 | 63450 | (none) |
| 27 | 66975 | (none) |
| 28 | 70500 | (none) |
| 29 | 74025 | (none) |
| 30 | 77550 | (none) |
| 31 | 81075 | (none) |
| 32 | 84600 | (none) |
| 33 | 88125 | (none) |
| 34 | 91650 | (none) |
| 35 | 95175 | (none) |
| 36 | 98700 | (none) |

Requisites:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=1

This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.
 +1 slowS action.
 You have +1 Kit.
 Level 1: silver or magic weapon needed to hit you
 Level 3: 2E, Spend 16 subordinate(s): A random ally gets SEL=3 Non-Detection for 6 segment(s)
 Level 9: When an enemy hear(s) their kind invoked or named, -120 max hp to your group (PPD 23+Chr save to counter). Each failed save increases the penalty by 50%
 Level 10: +4 set Muscle (dmg); *
 Level 11: One Level 11 Rogue ability, 20 rogue points
 Level 11: +5 3rd edition skill points
 Level 12: Your summons have +1 rhp
 Level 12: x4 hp
 Level 12: +5 proficiencies
 Level 13: 1 species resistance
 Level 14: ++1 AC (adds your armor base AT again)
 Level 14: 1 species resistance
 Level 15: 7D, Spend 3 max hp(s): An ally get(s) SEL=2 Mirror-Imaged for 5 minute(s)
 Level 16: Each time all allies is/are bloodied, Dispel 4 random magical effect(s) on an enemy, and suppress all other effects for 4 round(s)
 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 20: 9G, ML/day: Counter a spell as it is cast (Spell or Int 105+Chr save for quarter effect to resist)
 Level 24: Allies within 30 feet gain +77 max hp
 Level 26: Lost-eyed Poise: An ally's group gains +23LA action(s) for 1 minute(s)

Prismatic Damage Picks RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 28.6 | (none) |
| 3 | 57.2 | (none) |
| 4 | 114.4 | (none) |
| 5 | 228.8 | (none) |
| 6 | 457.6 | (none) |
| 7 | 915.2 | (none) |
| 8 | 1830.4 | (none) |
| 9 | 3575 | (none) |
| 10 | 7150 | (none) |
| 11 | 10725 | (none) |
| 12 | 14300 | (none) |
| 13 | 17875 | (none) |
| 14 | 21450 | (none) |
| 15 | 25025 | (none) |
| 16 | 28600 | (none) |
| 17 | 32175 | (none) |
| 18 | 35750 | (none) |
| 19 | 39325 | (none) |
| 20 | 42900 | (none) |
| 21 | 46475 | (none) |
| 22 | 50050 | (none) |
| 23 | 53625 | (none) |
| 24 | 57200 | (none) |
| 25 | 60775 | (none) |
| 26 | 64350 | (none) |
| 27 | 67925 | (none) |
| 28 | 71500 | (none) |
| 29 | 75075 | (none) |
| 30 | 78650 | (none) |
| 31 | 82225 | (none) |
| 32 | 85800 | (none) |
| 33 | 89375 | (none) |
| 34 | 92950 | (none) |
| 35 | 96525 | (none) |
| 36 | 100100 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

Sustain Con.

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

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

Resist Prismatic.

Level 1: +2 set Str; +2 more Str FPOW *

Level 1: Set Str = 12

Level 1: Set Cml = 20

Level 1: +10 AC

Level 1: +4 set Efficiency (TH)

Level 1: 1C, Spend 7 rogue pt(s), ML/segment: An ally gain(s) SEL=1 The City's Blessing for 5 segment(s)

Level 8: 3X, ML/lifetime: Disrupt a sustained or concentration-based effect (Int 57+Con to absorb, TechR or NR to resist)

Level 11: +1 damage per die (with spells / psi)

Level 11: Every time all allies take(s) damage, Each time an enemy fails a save, they suffer an additional instance of SEL=3 Held (Con 61+Con to counter, TechR or HR to resist)

Level 11: One Level 11 Rogue ability, 20 rogue points

Level 11: +0.2 in mixed race abilities

Level 11: Your summons have +1 defensive DL

Level 13: CL=(13 or HNCL); know 13 schools(555 442 ---)

Level 13: Gain a Mycelial Mantle that reflects spells targeting you back to the caster for 3 round(s)

Level 13: +1 kit (still limited to total kits = LVL)

Level 21: 7S, Spend 17 Str, NP/hour: When you takes damage, they gain SEL=4

Floor No Target for 3 round(s)

Level 28: Each time a creature steal(s) an item, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy. No save

Level 360: 122KE, Spend 2 Wis: When an ally falls, you gains SEL=9 Shapechanged for 17 minute(s)

Anti- Improved Damage Slayer RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 32.4 | (none) | |
| 3 | 64.8 | (none) | |
| 4 | 129.6 | (none) | |
| 5 | 259.2 | (none) | |
| 6 | 518.4 | (none) | |
| 7 | 1036.8 | (none) | |
| 8 | 2073.6 | (none) | |
| 9 | 4050 | (none) | |
| 10 | 8100 | (none) | Get an instance of Wis bonus to one spell progression. |
| 11 | 12150 | (none) | On one spell/psi power/ability, you may change all instances of "Dispel", "Immune to", or "Ignore" to "Dispel", "Immune to", or "Ignore". |
| 12 | 16200 | (none) | You have one free species enemy similar to Slayer mini-class. |
| 13 | 20250 | (none) | Level 1: CL=(1 or HNCL); know 1 school(1-- --- ---) |
| 14 | 24300 | (none) | Level 1: 1-- --- --- [---] |
| 15 | 28350 | (none) | Level 3: 2E, Spend 4 Wis: When an ally falls, an ally gains SEL=2 Inertial Barriered for 1 round(s) |
| 16 | 32400 | (none) | Level 6: Whenever all creatures use(s) a magical item or scroll, Drain 249 psi points from all enemies in 20 feet (Str or Fortitude 17+Str save to delay 1 segment) |
| 17 | 36450 | (none) | Level 10: set hp 1000 |
| 18 | 40500 | (none) | Level 11: +1 Class sheet / reset |
| 19 | 44550 | (none) | Level 11: ++1 saves |
| 20 | 48600 | (none) | Level 11: +12100 goodberries |
| 21 | 52650 | (none) | Level 12: x1.1 damage |
| 22 | 56700 | (none) | Level 12: +1 set Cml |
| 23 | 60750 | (none) | Level 12: Set Con = 34 |
| 24 | 64800 | (none) | Level 13: set TH 140 |
| 25 | 68850 | (none) | Level 13: +5 3rd edition skill points |
| 26 | 72900 | (none) | Level 14: +1 B Action /r |
| 27 | 76950 | (none) | 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) |
| 28 | 81000 | (none) | Level 21: Gain a Ethereal Veil that forces attackers to succeed on (Sanity 112+Str to negate, TechR or WR to resist) or deal half damage for CL rounds |
| 29 | 85050 | (none) | Level 26: 4F: Counter a spell as it is cast (BW or Wis 52+Int save to counter to resist) |
| 30 | 89100 | (none) | 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 |
| 31 | 93150 | (none) | |
| 32 | 97200 | (none) | |
| 33 | 101250 | (none) | |
| 34 | 105300 | (none) | |
| 35 | 109350 | (none) | |
| 36 | 113400 | (none) | |

XP3 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 25.4 | (none) |
| 3 | 50.8 | (none) |
| 4 | 101.6 | (none) |
| 5 | 203.2 | (none) |
| 6 | 406.4 | (none) |
| 7 | 812.8 | (none) |
| 8 | 1625.6 | (none) |
| 9 | 3175 | (none) |
| 10 | 6350 | (none) |
| 11 | 9525 | (none) |
| 12 | 12700 | (none) |
| 13 | 15875 | (none) |
| 14 | 19050 | (none) |
| 15 | 22225 | (none) |
| 16 | 25400 | (none) |
| 17 | 28575 | (none) |
| 18 | 31750 | (none) |
| 19 | 34925 | (none) |
| 20 | 38100 | (none) |
| 21 | 41275 | (none) |
| 22 | 44450 | (none) |
| 23 | 47625 | (none) |
| 24 | 50800 | (none) |
| 25 | 53975 | (none) |
| 26 | 57150 | (none) |
| 27 | 60325 | (none) |
| 28 | 63500 | (none) |
| 29 | 66675 | (none) |
| 30 | 69850 | (none) |
| 31 | 73025 | (none) |
| 32 | 76200 | (none) |
| 33 | 79375 | (none) |
| 34 | 82550 | (none) |
| 35 | 85725 | (none) |
| 36 | 88900 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Dex which stacks on top on what you already have (unless the source says it can't be improved).

Get an instance of Wis bonus to one spell progression.

You have +1 Feat.

Level 1: +5 3rd edition skill points

Level 1: +4 set Presence (prog. bonus); *

Level 9: Absolved Grace: Gain a Chaos Cocoon that delays up to 329 dmg/hit for 2 round(s). (Con 29+Chr for tenth effect, XR or GR to resist)

Level 10: Merge Rogue chart up to LVL=10

Level 10: +4 set Knowledge (prof.)

Level 10: Aetheric Channel: Whenever an enemy is/are bloodied, Prevent healing and drain 245 actions from an enemy's group for 1 rounds (No save, CR or PR to resist)

Level 10: +1 A' action /r (3A' -> 1QZ)

Level 10: +10% dmg w/ damaging spells

Level 11: iStatusR 55%

Level 11: 6Z, Spend 9 psp(s): An ally's group get(s) SEL=3 Extra Barbarian Stat for 8 round(s)

Level 11: 6Z, Spend 11 sl(s): After rolling a natural 20, an ally gains SEL=1 Partial Cover for 1 round(s)

Level 12: set TH 130

Level 12: +1 Class sheet / reset

Level 13: +1 set Cml

Level 13: +20 AT

Level 17: When all creatures is/are affected by wild magic, Lingering effect: -90 to dmg on your group, stacking each round they remain affected. PR reduces the buildup

Level 17: 3C, Spend 1 psp(s), 3/segment: After rolling a natural 20, you gains SEL=1 Satiated for 4 segment(s)

Level 31: 6D, Spend 16 animal companion(s): After rolling a natural 20, you gains SEL=9 Indestructible for 1 minute(s)

The Greatest Saving Throws Specialization RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 47.6 | (none) | |
| 3 | 95.2 | (none) | |
| 4 | 190.4 | (none) | |
| 5 | 380.8 | (none) | |
| 6 | 761.6 | (none) | |
| 7 | 1523.2 | (none) | |
| 8 | 3046.4 | (none) | |
| 9 | 5950 | (none) | |
| 10 | 11900 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Chr. |
| 11 | 17850 | (none) | You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action. |
| 12 | 23800 | (none) | Free Paragon racial adjective. |
| 13 | 29750 | (none) | Level 1: +4 set Efficiency (TH) |
| 14 | 35700 | (none) | Level 6: 2H: Silence a target mid-cast, preventing the ability (Int 36+Wis save to counter) |
| 15 | 41650 | (none) | Level 10: Anomalous Envelope: Whenever you become(s) invisible, Drain 10 actions from all enemies in 20 feet (Str 43+Str save to absorb) |
| 16 | 47600 | (none) | Level 10: Set Dex = 30 |
| 17 | 53550 | (none) | Level 11: Level 11 Quintessential Custom6 pick |
| 18 | 59500 | (none) | Level 13: +1 proficiency |
| 19 | 65450 | (none) | Level 14: +4 set Efficiency (TH) |
| 20 | 71400 | (none) | Level 16: Allies within 30 feet gain +67 ranged dmg |
| 21 | 77350 | (none) | Level 17: Gain a Void Web that forces attackers to succeed on (Fortitude or Fortitude 36+Con save to negate) or deal half damage indefinitely |
| 22 | 83300 | (none) | Level 18: 2attack(s): Counter and remove an ongoing effect from a target (BW 112+Str for quarter effect, NR or RR to resist) |
| 23 | 89250 | (none) | Level 19: Gain a Frosted Bubble that reduces all forced movement by half unless resisted with (Wis 29+Con to delay 1 segment, RR or HR to resist), for 1 segment |
| 24 | 95200 | (none) | Level 19: 10E, Spend 8 max hp(s): When an ally falls, an ally gains SEL=6 Planar Displaced for 7 round(s) |
| 25 | 101150 | (none) | Level 21: Gain a Reality Wrap that reflects spells targeting you back to the caster for 6 round(s) |
| 26 | 107100 | (none) | Level 21: When a group turn(s) or rebuke(s) undead, Debuff: -273 hp to an enemy's group, (No save, WR or TechR to resist), effect spreads to adjacent foes if failed |
| 27 | 113050 | (none) | Level 29: Gain a Mirror Envelope that reduces all forced movement by half unless resisted with (Will 100+Int save to delay 1 segment), for CL resets |
| 28 | 119000 | (none) | Level 29: Gain a Chaos Envelope that reflects spells targeting you back to the caster for 5 round(s) |
| 29 | 124950 | (none) | Level 30: Whenever all allies complete(s) a ritual, Drain 1155% of actions from an enemy's group (Chr 190+Con save for quarter effect) |
| 30 | 130900 | (none) | Level 31: 9D, Spend 5 Int: An ally gain(s) SEL=1 The City's Blessing for 1 minute(s) |
| 31 | 136850 | (none) | |
| 32 | 142800 | (none) | |
| 33 | 148750 | (none) | |
| 34 | 154700 | (none) | |
| 35 | 160650 | (none) | |
| 36 | 166600 | (none) | |

Spell SavesMTG RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 31.2 | (none) | |
| 3 | 62.4 | (none) | |
| 4 | 124.8 | (none) | |
| 5 | 249.6 | (none) | |
| 6 | 499.2 | (none) | |
| 7 | 998.4 | (none) | |
| 8 | 1996.8 | (none) | |
| 9 | 3900 | (none) | |
| 10 | 7800 | (none) | +1 summon slot. |
| 11 | 11700 | (none) | Get +1d+0 hit dice in each class. |
| 12 | 15600 | (none) | You may take both forms of this Mini-class. Each still costs 1 Mini-class slot. |
| 13 | 19500 | (none) | Automatically make Wis checks and Will saves. |
| 14 | 23400 | (none) | Level 1: +1 to d20 & d12 rolls for Turn Undead |
| 15 | 27300 | (none) | Level 10: +1 Race Ability (÷1) |
| 16 | 31200 | (none) | Level 10: +1 specialty School or Sphere |
| 17 | 35100 | (none) | Level 11: +1 to hit |
| 18 | 39000 | (none) | Level 11: +1 alignment |
| 19 | 42900 | (none) | Level 12: +2 proficiencies (all from this class must be same) |
| 20 | 46800 | (none) | Level 13: +1 attack per P action with one weapon |
| 21 | 50700 | (none) | Level 13: +100 max hp |
| 22 | 54600 | (none) | Level 14: +2 set Int |
| 23 | 58500 | (none) | Level 14: 6M: Silence a target mid-cast, preventing the ability (Chr or PPD 63+Wis save to absorb) |
| 24 | 62400 | (none) | Level 15: 2D, Spend 10 subordinate(s): While within 20 feet of you, an ally's group has SEL=5 True Seeing for 5 round(s) |
| 25 | 66300 | (none) | 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 |
| 26 | 70200 | (none) | Level 17: When a group enter(s) or exit(s) stealth, -22 movement to all nearby enemies (Chr or Chr 13+Int save for half effect) |
| 27 | 74100 | (none) | Level 17: 3C, Spend 6 skill pt(s), ML/segment: A random ally gets SEL=1 Satiated for 7 round(s) |
| 28 | 78000 | (none) | Level 18: An ally's group gain(s) +68 melee dmg each turn for 1 day, stacking until the effect ends |
| 29 | 81900 | (none) | Level 22: +9 max hp and +71 to hit to you |
| 30 | 85800 | (none) | Level 26: Whenever you detect(s) an intruder, Drain 377 psi points and inflict a penalty for 1 rounds (No save) |
| 31 | 89700 | (none) | Level 30: Heavenbound Revelation: Whenever you connect(s) to a psionic network, Prevent healing and drain 1125 hp from an enemy for 1 rounds (PPD 45+Dex save for half effect) |
| 32 | 93600 | (none) | |
| 33 | 97500 | (none) | |
| 34 | 101400 | (none) | |
| 35 | 105300 | (none) | |
| 36 | 109200 | (none) | |

1X (Advanced) Saving Throws0 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 24.2 | (none) |
| 3 | 48.4 | (none) |
| 4 | 96.8 | (none) |
| 5 | 193.6 | (none) |
| 6 | 387.2 | (none) |
| 7 | 774.4 | (none) |
| 8 | 1548.8 | (none) |
| 9 | 3025 | (none) |
| 10 | 6050 | (none) |
| 11 | 9075 | (none) |
| 12 | 12100 | (none) |
| 13 | 15125 | (none) |
| 14 | 18150 | (none) |
| 15 | 21175 | (none) |
| 16 | 24200 | (none) |
| 17 | 27225 | (none) |
| 18 | 30250 | (none) |
| 19 | 33275 | (none) |
| 20 | 36300 | (none) |
| 21 | 39325 | (none) |
| 22 | 42350 | (none) |
| 23 | 45375 | (none) |
| 24 | 48400 | (none) |
| 25 | 51425 | (none) |
| 26 | 54450 | (none) |
| 27 | 57475 | (none) |
| 28 | 60500 | (none) |
| 29 | 63525 | (none) |
| 30 | 66550 | (none) |
| 31 | 69575 | (none) |
| 32 | 72600 | (none) |
| 33 | 75625 | (none) |
| 34 | 78650 | (none) |
| 35 | 81675 | (none) |
| 36 | 84700 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved).

+(prereq stat)/20 S Actions (round down)

You have Overhit.

Level 1: +5 damage (with weapons)

Level 1: 1-- --- --- [---]

Level 4: Each time all creatures use(s) a disguise or false identity, Attempt to dispel all effects on an enemy (No save, CR or RR to resist) If resisted, target takes 17 Gravity damage

Level 9: 3V, Spend 7 Int, ML/artificial reset: If healed, an ally's group also gains

SEL=5 True Seeing for 7 segment(s)

Level 10: Set Cml = 38

Level 10: +2 proficiencies (all from this class must be same)

Level 10: +15% irreducible among **

Level 12: +1 Race Ability (÷1)

Level 12: |AC| 14

Level 12: Nonmagical weapons and armor are at half monetary cost for you

Level 13: +2 half plusses /reset

Level 13: Immune to 2 specific effects

Level 13: 1 species enemy

Level 14: Whenever all allies spend(s) or regain(s) psionic focus, Drain 483 points of Dex from your group (Terror 49+Dex to reflect, PR or CR to resist)

Level 14: +1 B Action /r

Level 20: 9G, 3/day: Silence a target mid-cast, preventing the ability (Chr 65+Dex to nullify, RR or CR to resist)

Level 20: 22 ally(ies) gain(s) +65 melee dmg

Level 21: When an enemy take(s) damage, Inflicts hp (-510) on your group (No save, WR to resist). Stacks with each failed save

0X (Advanced) Set Proficiencies2 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 35.4 | (none) | |
| 3 | 70.8 | (none) | |
| 4 | 141.6 | (none) | |
| 5 | 283.2 | (none) | |
| 6 | 566.4 | (none) | |
| 7 | 1132.8 | (none) | |
| 8 | 2265.6 | (none) | |
| 9 | 4425 | (none) | |
| 10 | 8850 | (none) | Gives +2 Personality per level, regardless of which calculation is being used (Int+Chr+level or Wis+Con+level). The Alt2 version (Reason) gives this bonus as well; the Alt1 version (Intuition) does not. |
| 11 | 13275 | (none) | You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action. |
| 12 | 17700 | (none) | +1 S action |
| 13 | 22125 | (none) | You have +1 Kit. |
| 14 | 26550 | (none) | Level 1: +2 set Chr; +10% Money * |
| 15 | 30975 | (none) | Level 8: 3X, 3/lifetime: Intercept a summoning or planar effect (No save) |
| 16 | 35400 | (none) | Level 9: 4V, Spend 1 Con, ML/artificial reset: An ally get(s) SEL=4 Super Barbarian |
| 17 | 39825 | (none) | Stat for 1 minute(s) |
| 18 | 44250 | (none) | Level 10: +1 limited ML * |
| 19 | 48675 | (none) | Level 10: +1 to number of summons (same group) |
| 20 | 53100 | (none) | Level 10: +2 damage per die with spells or psi |
| 21 | 57525 | (none) | Level 10: 2F: Cancel a unique or X/G action before it resolves (Wis 10+Int save for quarter effect) |
| 22 | 61950 | (none) | Level 11: 543 2-- --- [---] |
| 23 | 66375 | (none) | Level 12: CL=(12 or HNCL); know 12 schools(332 21- 1) |
| 24 | 70800 | (none) | Level 13: 1 psi power gets -1 SL |
| 25 | 75225 | (none) | Level 13: Set Con = 36 |
| 26 | 79650 | (none) | Level 23: Gain a Elemental Carapace that heals you for 40% of damage you deal while active, for CL segments |
| 27 | 84075 | (none) | Level 24: 3X, ML/lifetime: Disrupt a sustained or concentration-based effect (No save, CR to resist) |
| 28 | 88500 | (none) | Level 27: Every time all enemies a blasphemous act is/are committed, Each failed save by an enemy's group increases the severity of SEL=4 Dominated (Physically) |
| 29 | 92925 | (none) | (Horror or Fortitude 33+Dex save for quarter effect) |
| 30 | 97350 | (none) | Level 30: Allies within 30 feet gain +90 ranged dmg |
| 31 | 101775 | (none) | Level 30: Whenever all creatures complete(s) a prayer or blessing, Drain 1455 saving throws from up to 1 enemies (No save, NR to resist) |
| 32 | 106200 | (none) | Level 31: Every time you enter(s) or exit(s) stealth, If an enemy's group is standing on difficult terrain then they are SEL=6 Coma (No save, MR or HR to resist) |
| 33 | 110625 | (none) | Level 396: When a creature successfully pick(s) a lock, Lingering effect: -3168 to saves on your group, stacking each round they remain affected. HR reduces the buildup |
| 34 | 115050 | (none) | |
| 35 | 119475 | (none) | |
| 36 | 123900 | (none) | |

Capital XP Immuner0 RDM

| Level | KXP | Spells |
|-------|--------|-------------|
| | | 123 456 789 |
| 1 | 0 | 2-- --- --- |
| 2 | 38.4 | 2-- --- --- |
| 3 | 76.8 | 22- --- --- |
| 4 | 153.6 | 22- --- --- |
| 5 | 307.2 | 322 --- --- |
| 6 | 614.4 | 322 --- --- |
| 7 | 1228.8 | 332 2-- --- |
| 8 | 2457.6 | 332 2-- --- |
| 9 | 4800 | 433 22- --- |
| 10 | 9600 | 433 22- --- |
| 11 | 14400 | 443 322 --- |
| 12 | 19200 | 443 322 --- |
| 13 | 24000 | 544 332 2-- |
| 14 | 28800 | 544 332 2-- |
| 15 | 33600 | 554 433 22- |
| 16 | 38400 | 554 433 22- |
| 17 | 43200 | 655 443 322 |
| 18 | 48000 | 655 443 322 |
| 19 | 52800 | 665 544 332 |
| 20 | 57600 | 665 544 332 |
| 21 | 62400 | 766 554 433 |
| 22 | 67200 | 766 554 433 |
| 23 | 72000 | 776 655 443 |
| 24 | 76800 | 776 655 443 |
| 25 | 81600 | 877 665 544 |
| 26 | 86400 | 877 665 544 |
| 27 | 91200 | 887 766 554 |
| 28 | 96000 | 887 766 554 |
| 29 | 100800 | 988 776 655 |
| 30 | 105600 | 988 776 655 |
| 31 | 110400 | 998 877 665 |
| 32 | 115200 | 998 877 665 |
| 33 | 120000 | A99 887 766 |
| 34 | 124800 | A99 887 766 |
| 35 | 129600 | AA9 988 776 |
| 36 | 134400 | AA9 988 776 |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Sustain Str.

This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved).

This class gives +1 rank of Exceptional Str which stacks on top on what you already have (unless the source says it can't be improved).

You have Overhit.

Level 1: +1 per die w/ damaging spells

Level 1: +1/4 to all "number of attacks" rates

Level 1: -1/3 Size Class

Level 2: Whenever all allies identify(ies) a spell or magical effect, Drain 34 actions and inflict a penalty for 1 rounds (No save, MR to resist)

Level 4: Each time all enemies identify(ies) a spell or magical effect, Attempt to dispel all effects on an enemy (BW 26+Con save for half effect) If resisted, target takes 9 Steam damage

Level 4: 1G, NP/day: Counter up to 3 effects targeting allies (Str 16+Con to nullify, GR or TechR to resist per effect)

Level 5: Gain a Arcane Cocoon that delays up to 160 dmg/hit for 1 round(s). (Dex or Spell 11+Wis save to nullify)

Level 11: +2 set Int

Level 12: 5B, 3/turn: Reflect a hostile ability back to its source (No save, XR or GR to resist or to avoid reflection)

Level 13: +4 set Coordination (TH)

Level 14: +2 set Chr; +10% Money *

Level 14: +5 damage (with weapons)

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

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

Level 28: Each time all allies identify(ies) a spell or magical effect, Remove all beneficial effects from an enemy's group (No save, TechR to resist)

Level 29: Gain a volatile Entropy Skin that explodes with Anti-Godly damage when struck, dealing 40% back to the attacker

Level 30: Whenever you succeed(s) on a Wisdom saving throw, Drain 1005 saving throws per round from an enemy for 1 rounds (Int 51+Chr to reflect, GR or HR to resist)

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

Known Spells:

Three Days Grace – Pain (SL=N): Exchange a SEL=N mental negative status effect for a SEL=N physical negative status effect you are not immune to.

Disturbed - Voices (SL=1): You get +1 Alternate Personality while this is running. See Rian, Insanitarium Escapee for details

Sygg, River Guide (SL=2): Summon a DL II Merfolk Wizard, he can give someone Water Breathing, and can counter one effect.

Proficiencies Requirements3 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 41 | (none) | |
| 3 | 82 | (none) | |
| 4 | 164 | (none) | |
| 5 | 328 | (none) | |
| 6 | 656 | (none) | |
| 7 | 1312 | (none) | |
| 8 | 2624 | (none) | |
| 9 | 5125 | (none) | |
| 10 | 10250 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Dex. |
| 11 | 15375 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Cml. (This doesn't mean much. The two halves of Comeliness are "Appearance" and "Streetwise", for the record.) |
| 12 | 20500 | (none) | Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you. |
| 13 | 25625 | (none) | You have +1 Feat. |
| 14 | 30750 | (none) | Level 1: Immune to a [C] section effect |
| 15 | 35875 | (none) | Level 3: 2E, Spend 13 hp(s): While within 20 feet of you, your group has SEL=2 |
| 16 | 41000 | (none) | Class VI for 1 round(s) |
| 17 | 46125 | (none) | Level 7: 4P, Spend 4 Con: When an ally falls, an ally gains SEL=4 Improved |
| 18 | 51250 | (none) | Invisibility for 2 round(s) |
| 19 | 56375 | (none) | Level 10: Set Str = 30 |
| 20 | 61500 | (none) | Level 11: +1 limited ML * |
| 21 | 66625 | (none) | Level 13: When an ally is/are affected by wild magic, -56 max hp to all nearby enemies (No save) |
| 22 | 71750 | (none) | Level 13: CL=(13 or HNCL); know 13 schools(333 22- 2) |
| 23 | 76875 | (none) | Level 13: set TH 140 |
| 24 | 82000 | (none) | Level 13: Set Int = 36 |
| 25 | 87125 | (none) | Level 14: +2 proficiencies (all from this class must be same) |
| 26 | 92250 | (none) | Level 14: 6M: Counter an action targeting an ally (Sanity 10+Con save to nullify) |
| 27 | 97375 | (none) | Level 20: 9G, ML/day: Disrupt a sustained or concentration-based effect (No save) |
| 28 | 102500 | (none) | Level 24: You gain(s) +68 saves |
| 29 | 107625 | (none) | Level 26: 12F: Intercept a summoning or planar effect (No save, WR to resist) |
| 30 | 112750 | (none) | Level 30: Awakened Sweep: Whenever an ally take(s) damage, Drain 450% of spell slots from an enemy's group (Wis 41+Int save to delay 1 segment) |
| 31 | 117875 | (none) | Level 31: Every time you enter(s) or exit(s) stealth, An enemy must succeed on a (Sanity 116+Str save for quarter effect) or become SEL=4 Dominated (Physically) at the start of its next turn |
| 32 | 123000 | (none) | Level 216: Whenever all allies turn(s) or rebuke(s) undead, Drain 5724 psi points and inflict a penalty for 6 rounds (No save, WR or CR to resist) |
| 33 | 128125 | (none) | Level 324: Gain a Solar Swaddle that reduces all forced movement by half unless resisted with (No save), permanently |
| 34 | 133250 | (none) | |
| 35 | 138375 | (none) | |
| 36 | 143500 | (none) | |

Status Immuner1JG RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | +1 ML | |
| 2 | 33.2 | +2 ML | |
| 3 | 66.4 | +3 ML | |
| 4 | 132.8 | +4 ML | |
| 5 | 265.6 | +5 ML | |
| 6 | 531.2 | +6 ML | |
| 7 | 1062.4 | +7 ML | |
| 8 | 2124.8 | +8 ML | |
| 9 | 4150 | +9 ML | |
| 10 | 8300 | +10 ML | 1M, Gaze at a group: Awe power: Will save at DC=10+Cml or Charmed (can use CR to resist) |
| 11 | 12450 | +11 ML | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Chr. |
| 12 | 16600 | +12 ML | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis. |
| 13 | 20750 | +13 ML | 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves. |
| 14 | 24900 | +14 ML | Level 3: Mnemonic Stream: 2E, Spend 19 rogue pt(s): After rolling a natural 20, an ally's group gains SEL=2 Inertial Barriered for 5 segment(s) |
| 15 | 29050 | +15 ML | Level 9: When all enemies a divine entity is/are invoked, -25 to hit to an enemy's group. Will save for half effect (-13). On failed save, also becomes SEL=1 Haunted |
| 16 | 33200 | +16 ML | Level 10: ++1 to d20 and +1d12 effect with Turning |
| 17 | 37350 | +17 ML | Level 10: +5 proficiencies |
| 18 | 41500 | +18 ML | Level 11: CL=(11 or HNCL); know 11 schools(332 2-2 ---) |
| 19 | 45650 | +19 ML | Level 11: 1P: Deal 50*LVL Anti-Astral dmg to one target (no save, IR to resist) |
| 20 | 49800 | +20 ML | Level 11: +1 Class sheet / reset |
| 21 | 53950 | +21 ML | Level 12: +10 all saves |
| 22 | 58100 | +22 ML | Level 12: +10 all saves |
| 23 | 62250 | +23 ML | Level 13: 1 species resistance |
| 24 | 66400 | +24 ML | Level 13: 544 31- --- [---] |
| 25 | 70550 | +25 ML | Level 19: Gain a Mycelial Bloom that heals you for 82% of damage you deal while active, until you die |
| 26 | 74700 | +26 ML | Level 24: 3X, ML/lifetime: Counter an action targeting an ally (No save, CR or CR to resist) |
| 27 | 78850 | +27 ML | Level 24: Allies within 30 feet gain +90 hp |
| 28 | 83000 | +28 ML | Level 25: When an enemy manifest(s) a psionic power, Lingering effect: -432 to max hp on your group, stacking each round they remain affected. PR reduces the buildup |
| 29 | 87150 | +29 ML | Level 26: 12F: Intercept a summoning or planar effect (No save, IR or MR to resist) |
| 30 | 91300 | +30 ML | Level 27: Faithful Echo: 10Z, Spend 4 Int: While within 20 feet of you, your group has SEL=2 Levitated for 7 round(s) |
| 31 | 95450 | +31 ML | Level 27: Gain a Blood Cloak that reflects spells targeting you back to the caster for 1 minute(s) |
| 32 | 99600 | +32 ML | Level 31: Gain a Void Fold that heals you for 142% of damage you deal while active, for 1 hour |
| 33 | 103750 | +33 ML | |
| 34 | 107900 | +34 ML | |
| 35 | 112050 | +35 ML | |
| 36 | 116200 | +36 ML | |

Exponential Proficiencies PenaltyJG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 28.4 | (none) |
| 3 | 56.8 | (none) |
| 4 | 113.6 | (none) |
| 5 | 227.2 | (none) |
| 6 | 454.4 | (none) |
| 7 | 908.8 | (none) |
| 8 | 1817.6 | (none) |
| 9 | 3550 | (none) |
| 10 | 7100 | (none) |
| 11 | 10650 | (none) |
| 12 | 14200 | (none) |
| 13 | 17750 | (none) |
| 14 | 21300 | (none) |
| 15 | 24850 | (none) |
| 16 | 28400 | (none) |
| 17 | 31950 | (none) |
| 18 | 35500 | (none) |
| 19 | 39050 | (none) |
| 20 | 42600 | (none) |
| 21 | 46150 | (none) |
| 22 | 49700 | (none) |
| 23 | 53250 | (none) |
| 24 | 56800 | (none) |
| 25 | 60350 | (none) |
| 26 | 63900 | (none) |
| 27 | 67450 | (none) |
| 28 | 71000 | (none) |
| 29 | 74550 | (none) |
| 30 | 78100 | (none) |
| 31 | 81650 | (none) |
| 32 | 85200 | (none) |
| 33 | 88750 | (none) |
| 34 | 92300 | (none) |
| 35 | 95850 | (none) |
| 36 | 99400 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

+1 summon slot.

Level 1: CL=(1 or HNCL); know 1 school(2-- --- -)

Level 1: When all creatures succeed(s) on a saving throw against magic, -10 saves to an enemy (Spell 12+Int for quarter effect, GR or GR to resist). Each failed save increases the penalty by 50%

Level 1: -1 to HNCL, Luck

Level 10: 20 charges of 1s immunity

Level 11: 3Z, Spend 16 Int: An ally gain(s) 48 stackable instance(s) of SEL=8 Gone lasting 4 round(s)

Level 11: +0.2 in mixed race abilities

Level 11: +1 damage per die (with spells / psi)

Level 12: +2 half plusses /reset

Level 12: You surge(s) with +17 ranged dmg for a single action

Level 12: 40 rogue points

Level 12: When an ally's group takes damage, they gain +2 hp, plus +1 for every 10 damage taken (rounded up)

Level 13: +4 set Reason (Will saves); *

Level 13: Resist two [C] section effects

Level 13: +1 damage (with weapons)

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

Level 27: Occult Overload: 10Z, Spend 6 hp(s): Your group gain(s) 34 stackable instance(s) of SEL=2 Levitated lasting 3 round(s)

Level 28: Each time you identify(ies) a spell or magical effect, Dispel all magical effects in a 20-ft radius (No save)

Level 684: 266QQQP: Counter an action targeting your group (BW 1762+Int to counter, RR or XR to resist)

Improved StatusMTG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | +1 ML |
| 2 | 25.6 | +2 ML |
| 3 | 51.2 | +3 ML |
| 4 | 102.4 | +4 ML |
| 5 | 204.8 | +5 ML |
| 6 | 409.6 | +6 ML |
| 7 | 819.2 | +7 ML |
| 8 | 1638.4 | +8 ML |
| 9 | 3200 | +9 ML |
| 10 | 6400 | +10 ML |
| 11 | 9600 | +11 ML |
| 12 | 12800 | +12 ML |
| 13 | 16000 | +13 ML |
| 14 | 19200 | +14 ML |
| 15 | 22400 | +15 ML |
| 16 | 25600 | +16 ML |
| 17 | 28800 | +17 ML |
| 18 | 32000 | +18 ML |
| 19 | 35200 | +19 ML |
| 20 | 38400 | +20 ML |
| 21 | 41600 | +21 ML |
| 22 | 44800 | +22 ML |
| 23 | 48000 | +23 ML |
| 24 | 51200 | +24 ML |
| 25 | 54400 | +25 ML |
| 26 | 57600 | +26 ML |
| 27 | 60800 | +27 ML |
| 28 | 64000 | +28 ML |
| 29 | 67200 | +29 ML |
| 30 | 70400 | +30 ML |
| 31 | 73600 | +31 ML |
| 32 | 76800 | +32 ML |
| 33 | 80000 | +33 ML |
| 34 | 83200 | +34 ML |
| 35 | 86400 | +35 ML |
| 36 | 89600 | +36 ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Dex which stacks on top on what you already have (unless the source says it can't be improved).

Sustain Wis, San (Sanity).

This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved).

Level 1: +2 set Con; Regen +1 hp/s *

Level 3: Gain a Elemental Nimbus that heals you for 8% of damage you deal while active, permanently

Level 5: 2S, Spend 3 familiar(s), ML/hour: While within 20 feet of you, you has SEL=2 Damped Restraint for 2 round(s)

Level 5: 2S, Spend 6 subordinate(s), 3/hour: After rolling a natural 20, an ally's group gains SEL=1 The City's Blessing for 1 segment(s)

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 10: What you need to hit = (target's AC)÷10

Level 11: Gain a Twilight Sheath that deflects ranged attacks unless the attacker passes (Reflex 71+Wis save to counter), for CL turns

Level 11: 3Z, Spend 16 Int: An ally gain(s) 48 stackable instance(s) of SEL=8 Gone lasting 4 round(s)

Level 11: Weapon Spec, +3 half plusses

Level 12: +1 Edition Number to this class

Level 12: Weapon Spec, +3 half plusses

Level 12: An ally's group gain(s) +2 ranged dmg each turn for 1 day, stacking until the effect ends

Level 13: +13 SLs

Level 13: +1QZ action

Level 13: -1/3 Size Class

Level 13: +1 to hit

Level 17: When all allies take(s) damage, an enemy's group suffers -102 to hit unless protected by MR

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

Blue Improved XP RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 34.4 | (none) |
| 3 | 68.8 | (none) |
| 4 | 137.6 | (none) |
| 5 | 275.2 | (none) |
| 6 | 550.4 | (none) |
| 7 | 1100.8 | (none) |
| 8 | 2201.6 | (none) |
| 9 | 4300 | (none) |
| 10 | 8600 | (none) |
| 11 | 12900 | (none) |
| 12 | 17200 | (none) |
| 13 | 21500 | (none) |
| 14 | 25800 | (none) |
| 15 | 30100 | (none) |
| 16 | 34400 | (none) |
| 17 | 38700 | (none) |
| 18 | 43000 | (none) |
| 19 | 47300 | (none) |
| 20 | 51600 | (none) |
| 21 | 55900 | (none) |
| 22 | 60200 | (none) |
| 23 | 64500 | (none) |
| 24 | 68800 | (none) |
| 25 | 73100 | (none) |
| 26 | 77400 | (none) |
| 27 | 81700 | (none) |
| 28 | 86000 | (none) |
| 29 | 90300 | (none) |
| 30 | 94600 | (none) |
| 31 | 98900 | (none) |
| 32 | 103200 | (none) |
| 33 | 107500 | (none) |
| 34 | 111800 | (none) |
| 35 | 116100 | (none) |
| 36 | 120400 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Get +1d+0 hit dice in each class.

Sustain hp and immune to Vile and Permanent dmg.

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).

Specialization, MTG Blue School

Level 1: x1.1 to hit bonus

Level 1: Gets two picks from Custom Mini9.1

Level 1: Set Dex = 12

Level 5: Gain a Crystalline Barrier that reduces all forced movement by half unless resisted with (Spell or BW 38+Int save for tenth effect), indefinitely

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

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

Level 10: Manaborn Expansion: Whenever all enemies cast(s) a spell, Drain 265 saving throws from up to 1 enemies (No save)

Level 10: Overwrite a spell/psi progression with ML=10

Level 11: Every time all enemies use(s) a magical item or scroll, An enemy's group must succeed on a (Fortitude or Sanity 63+Chr save for half effect) or become SEL=1

Lycanthropy at the start of its next turn

Level 11: Every time all allies take(s) damage, Each time an enemy fails a save, they suffer an additional instance of SEL=3 Held (Con 61+Con to counter, TechR or HR to resist)

Level 11: +1 specialty School or Sphere

Level 12: +1 A' action /r (3A' -> 1QZ)

Level 12: +12 SLs

Level 12: -3 to stat requirements

Level 12: Double Resist Fire, Unholy Fire, Water, Unholy Water, Wood, Cold

Level 23: Gain a Gravitic Wrap that grants immunity to the next status effect inflicted, permanently

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

Level 792: An ally gains +317KD action(s) for 14 minute(s)

"The" Speciality Armor Class3 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 39.6 | (none) | |
| 3 | 79.2 | (none) | |
| 4 | 158.4 | (none) | |
| 5 | 316.8 | (none) | |
| 6 | 633.6 | (none) | |
| 7 | 1267.2 | (none) | |
| 8 | 2534.4 | (none) | |
| 9 | 4950 | (none) | |
| 10 | 9900 | (none) | Sustain hp and immune to Vile and Permanent dmg. |
| 11 | 14850 | (none) | Get Int bonus to CL; you can no more than double the original CL of a class. |
| 12 | 19800 | (none) | Free Chosen One racial adjective. |
| 13 | 24750 | (none) | You have +1 Feat. |
| 14 | 29700 | (none) | Level 1: CL=(1 or HNCL); know 1 school(1-- --- -) |
| 15 | 34650 | (none) | Level 1: aBlahR (aRaMaPaIR) +10% |
| 16 | 39600 | (none) | Level 1: Weapon Spec, +3 half plusses |
| 17 | 44550 | (none) | Level 4: You gain(s) +4 max hp each turn for 1 day, stacking until the effect ends |
| 18 | 49500 | (none) | 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) |
| 19 | 54450 | (none) | Level 10: +4 set Knowledge (prof.) |
| 20 | 59400 | (none) | Level 11: +100 max hp |
| 21 | 64350 | (none) | Level 12: +10 AC |
| 22 | 69300 | (none) | Level 12: +4 set Muscle (dmg); * |
| 23 | 74250 | (none) | Level 16: 3A, ML/natural reset: Silence a target mid-cast, preventing the ability (No save, HR or XR to resist) |
| 24 | 79200 | (none) | 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 |
| 25 | 84150 | (none) | Level 20: You gain(s) +11 melee dmg each turn for CL days, stacking until the effect ends |
| 26 | 89100 | (none) | Level 22: You surge(s) with +50 saves for a single action |
| 27 | 94050 | (none) | Level 26: Your group surge(s) with +62 hp for a single action |
| 28 | 99000 | (none) | Level 27: Gain a Twilight Cocoon that delays up to 216 dmg/hit for 8 round(s). (No save) |
| 29 | 103950 | (none) | Level 28: Each time you complete(s) a ritual, Dispel 6 random magical effect(s) on an enemy, and suppress all other effects for 4 round(s) |
| 30 | 108900 | (none) | Level 29: Gain a Mirror Shell that reflects spells targeting you back to the caster for 1 minute(s) |
| 31 | 113850 | (none) | Level 396: 155bA, ML/natural reset: Cancel a unique or X/G action before it resolves (No save, RR or WR to resist) |
| 32 | 118800 | (none) | |
| 33 | 123750 | (none) | |
| 34 | 128700 | (none) | |
| 35 | 133650 | (none) | |
| 36 | 138600 | (none) | |

Proficiencies5 RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 27.6 | +2 lim ML |
| 3 | 55.2 | +3 lim ML |
| 4 | 110.4 | +4 lim ML |
| 5 | 220.8 | +5 lim ML |
| 6 | 441.6 | +6 lim ML |
| 7 | 883.2 | +7 lim ML |
| 8 | 1766.4 | +8 lim ML |
| 9 | 3450 | +9 lim ML |
| 10 | 6900 | +10 lim ML |
| 11 | 10350 | +11 lim ML |
| 12 | 13800 | +12 lim ML |
| 13 | 17250 | +13 lim ML |
| 14 | 20700 | +14 lim ML |
| 15 | 24150 | +15 lim ML |
| 16 | 27600 | +16 lim ML |
| 17 | 31050 | +17 lim ML |
| 18 | 34500 | +18 lim ML |
| 19 | 37950 | +19 lim ML |
| 20 | 41400 | +20 lim ML |
| 21 | 44850 | +21 lim ML |
| 22 | 48300 | +22 lim ML |
| 23 | 51750 | +23 lim ML |
| 24 | 55200 | +24 lim ML |
| 25 | 58650 | +25 lim ML |
| 26 | 62100 | +26 lim ML |
| 27 | 65550 | +27 lim ML |
| 28 | 69000 | +28 lim ML |
| 29 | 72450 | +29 lim ML |
| 30 | 75900 | +30 lim ML |
| 31 | 79350 | +31 lim ML |
| 32 | 82800 | +32 lim ML |
| 33 | 86250 | +33 lim ML |
| 34 | 89700 | +34 lim ML |
| 35 | 93150 | +35 lim ML |
| 36 | 96600 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

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

Level 1: Gain a Elemental Matrix that forces attackers to succeed on (No save, XR to resist) or deal half damage for 1 reset

Level 10: Custom2 picks (Max F=5)

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

Level 10: What you need to hit = (target's AC)÷10

Level 11: Mr. Fix-It: 1M, 1/d: Mend.

Level 11: Overwrite a spell/psi progression with ML=11

Level 12: +2 set Dex

Level 12: 1 species enemy

Level 13: +x(level+1) max hp

Level 13: +1 Edition Number to this class

Level 13: x4.25 hp

Level 13: Set Dex = 36

Level 13: Gain a volatile Phantom Sheath that explodes with Gravity damage when struck, dealing 20% back to the attacker

Level 16: 5A, 3/natural reset: Silence a target mid-cast, preventing the ability (Spell 63+Dex save to delay 1 segment)

Level 23: Faintfooted Jab: 12P, Spend 10 Wis: Your group gain(s) 78 stackable instance(s) of SEL=9 Insist lasting 7 round(s)

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

Level 25: 9V, Spend 2 rogue pt(s), ML/artifical reset: When an ally's group takes damage, they gain SEL=2 Blurred for 1 minute(s)

Level 28: Your group gain(s) +93 hp each turn for CL resets, stacking until the effect ends

To Hit Requirements4 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 25.8 | (none) |
| 3 | 51.6 | (none) |
| 4 | 103.2 | (none) |
| 5 | 206.4 | (none) |
| 6 | 412.8 | (none) |
| 7 | 825.6 | (none) |
| 8 | 1651.2 | (none) |
| 9 | 3225 | (none) |
| 10 | 6450 | (none) |
| 11 | 9675 | (none) |
| 12 | 12900 | (none) |
| 13 | 16125 | (none) |
| 14 | 19350 | (none) |
| 15 | 22575 | (none) |
| 16 | 25800 | (none) |
| 17 | 29025 | (none) |
| 18 | 32250 | (none) |
| 19 | 35475 | (none) |
| 20 | 38700 | (none) |
| 21 | 41925 | (none) |
| 22 | 45150 | (none) |
| 23 | 48375 | (none) |
| 24 | 51600 | (none) |
| 25 | 54825 | (none) |
| 26 | 58050 | (none) |
| 27 | 61275 | (none) |
| 28 | 64500 | (none) |
| 29 | 67725 | (none) |
| 30 | 70950 | (none) |
| 31 | 74175 | (none) |
| 32 | 77400 | (none) |
| 33 | 80625 | (none) |
| 34 | 83850 | (none) |
| 35 | 87075 | (none) |
| 36 | 90300 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

+2 Kit slots.

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

Level 1: Hit Points +6

Level 3: Every time all enemies manifest(s) a psionic power, While within 30 feet of you, your group is continually SEL=3 Stunned (No save, GR or IR to resist) each turn

Level 3: Every time all enemies a divine entity is/are invoked, While within 30 feet of you, an enemy is continually SEL=2 Taunted (Fortitude 26+Wis to absorb, PR or TechR to resist) each turn

Level 10: +4 set Intuition (prog. bonus)

Level 10: set dmg 200 per missile attack

Level 10: +1 ability score point

Level 10: Ignore one BlahR

Level 11: +1 Race Ability (÷1)

Level 11: +1 Class sheet / reset

Level 12: +1 kit (still limited to total kits = LVL)

Level 12: +1 GGL pick

Level 13: +20% irreducible among *

Level 13: Gets two picks from Custom Mini9.1

Level 20: Each time an ally succeed(s) on a Strength saving throw, Attempt to dispel all effects on an enemy (No save, CR to resist) If resisted, target takes 75 Splinters damage

Level 20: Each time an enemy bless(es) an area or object, Dispel effects on an enemy's group, bypassing XR resistance if their HD≥ 100

Level 24: 11X, 3/lifetime: Counter an action, but suffer x2 effect on failure (No save, MR to resist)

Level 30: Aetheric Channel: You gain(s) +40 saves

Level 32: Each time all allies a divine entity is/are invoked, Remove all beneficial effects from your group (No save, RR or HR to resist)

The Greatest Status RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 38.6 | (none) |
| 3 | 77.2 | (none) |
| 4 | 154.4 | (none) |
| 5 | 308.8 | (none) |
| 6 | 617.6 | (none) |
| 7 | 1235.2 | (none) |
| 8 | 2470.4 | (none) |
| 9 | 4825 | (none) |
| 10 | 9650 | (none) |
| 11 | 14475 | (none) |
| 12 | 19300 | (none) |
| 13 | 24125 | (none) |
| 14 | 28950 | (none) |
| 15 | 33775 | (none) |
| 16 | 38600 | (none) |
| 17 | 43425 | (none) |
| 18 | 48250 | (none) |
| 19 | 53075 | (none) |
| 20 | 57900 | (none) |
| 21 | 62725 | (none) |
| 22 | 67550 | (none) |
| 23 | 72375 | (none) |
| 24 | 77200 | (none) |
| 25 | 82025 | (none) |
| 26 | 86850 | (none) |
| 27 | 91675 | (none) |
| 28 | 96500 | (none) |
| 29 | 101325 | (none) |
| 30 | 106150 | (none) |
| 31 | 110975 | (none) |
| 32 | 115800 | (none) |
| 33 | 120625 | (none) |
| 34 | 125450 | (none) |
| 35 | 130275 | (none) |
| 36 | 135100 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Sustain Int, Logic.

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

Free Paragon racial adjective.

Level 1: +1 rank of Exceptional Str which stacks on top on what you already have

Level 5: When all enemies create(s) or destroy(s) a mental barrier, Debuff: -18 max hp to an enemy, (Chr 19+Con save to nullify), effect spreads to adjacent foes if failed

Level 7: Noosphere Rupture: 4P, Spend 6 Dex: You gain(s) SEL=1 The City's Blessing for 1 round(s)

Level 10: CL=(10 or HNCL); know 10 schools(443 22- ---)

Level 10: -3 to stat requirements

Level 11: +11 SLs

Level 11: ++1 to hit

Level 13: ++1 saves

Level 13: +x(level+1) max hp

Level 19: 10E, Spend 2 Con: You gain(s) SEL=9 Insist for 6 round(s)

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

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

Level 26: Whenever you become(s) enraged, Drain 455 points of Chr from your group (Wis or Dex 105+Wis save to delay 1 segment)

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

Level 30: 8M: Counter an action targeting an ally (No save, HR to resist)

Level 31: Gain a Empathic Swaddle that heals you for 135% of damage you deal while active, for CL days

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)

Level 648: Every time a creature enter(s) an antimagic field, Each time your group fails a save, they suffer an additional instance of SEL=13 Technicolored (Wis or Will 2116+Dex save for quarter effect)

Status4 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 30 | (none) |
| 3 | 60 | (none) |
| 4 | 120 | (none) |
| 5 | 240 | (none) |
| 6 | 480 | (none) |
| 7 | 960 | (none) |
| 8 | 1920 | (none) |
| 9 | 3750 | (none) |
| 10 | 7500 | (none) |
| 11 | 11250 | (none) |
| 12 | 15000 | (none) |
| 13 | 18750 | (none) |
| 14 | 22500 | (none) |
| 15 | 26250 | (none) |
| 16 | 30000 | (none) |
| 17 | 33750 | (none) |
| 18 | 37500 | (none) |
| 19 | 41250 | (none) |
| 20 | 45000 | (none) |
| 21 | 48750 | (none) |
| 22 | 52500 | (none) |
| 23 | 56250 | (none) |
| 24 | 60000 | (none) |
| 25 | 63750 | (none) |
| 26 | 67500 | (none) |
| 27 | 71250 | (none) |
| 28 | 75000 | (none) |
| 29 | 78750 | (none) |
| 30 | 82500 | (none) |
| 31 | 86250 | (none) |
| 32 | 90000 | (none) |
| 33 | 93750 | (none) |
| 34 | 97500 | (none) |
| 35 | 101250 | (none) |
| 36 | 105000 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.

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

Gives +2 Personality per level, regardless of which calculation is being used (Int+Chr+level or Wis+Con+level). The Alt2 version (Reason) gives this bonus as well; the Alt1 version (Intuition) does not.

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

Level 1: 1M, 1/d: Protection from Death

Level 3: Gain a volatile Void Cradle that explodes with Firestorm damage when struck, dealing 10% back to the attacker

Level 6: Whenever an enemy restore(s) hp to another creature, Drain 153 rogue points from up to 1 enemies (Terror or RSW 28+Dex save for quarter effect)

Level 10: +1 set Cml

Level 10: +1 limited ML *

Level 10: Resist two [C] section effects

Level 10: Your summons have +1 rhp

Level 12: +4 set Reason (Will saves); *

Level 12: CL=(12 or HNCL); PSPs = ½ of normal Psionicist(741 -)

Level 13: +1/4 to all "number of attacks" rates

Level 13: CL=(13 or HNCL); know 13 schools(665 543 2--)

Level 14: ++1 AC (adds your armor base AT again)

Level 14: +4 saves

Level 14: +9800 leeches

Level 20: An Ally'S Group gain(s) +130 AC

Level 25: When you succeed(s) on a saving throw against magic, Debuff: -25 AC to your group, (Int or Reflex 86+Dex save for quarter effect), effect spreads to adjacent foes if failed

Level 29: When all allies connect(s) to a psionic network, -689 hp to all nearby enemies (No save, GR or PR to resist)

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

The Second Saves Specialization1JG .

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 28.4 | (none) | |
| 3 | 56.8 | (none) | |
| 4 | 113.6 | (none) | |
| 5 | 227.2 | (none) | |
| 6 | 454.4 | (none) | |
| 7 | 908.8 | (none) | |
| 8 | 1817.6 | (none) | |
| 9 | 3550 | (none) | |
| 10 | 7100 | (none) | Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you. |
| 11 | 10650 | (none) | Sustain Dex. |
| 12 | 14200 | (none) | Automatically make Str checks, PP saves, Bend Bars and Lift Gates rolls. |
| 13 | 17750 | (none) | +1 S action only usable in segment 2. |
| 14 | 21300 | (none) | 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves. |
| 15 | 24850 | (none) | Level 1: When all allies meditate(s) or enter(s) a trance state, Inflicts max hp (-10) on an enemy (No save, IR to resist). Stacks with each failed save |
| 16 | 28400 | (none) | Level 1: Your summons have +1 rhp |
| 17 | 31950 | (none) | Level 2: Allies within 30 feet gain +4 max hp |
| 18 | 35500 | (none) | Level 3: 2E, Spend 7 Str: Your group get(s) SEL=2 Displaced for 1 minute(s) |
| 19 | 39050 | (none) | Level 10: +5 damage (with weapons) |
| 20 | 42600 | (none) | Level 10: Level 10 Quintessential Custom6 pick |
| 21 | 46150 | (none) | Level 11: ++1 to hit |
| 22 | 49700 | (none) | Level 12: x1.1 to hit bonus |
| 23 | 53250 | (none) | Level 12: set TH 130 |
| 24 | 56800 | (none) | Level 13: +20% irreducible among * |
| 25 | 60350 | (none) | Level 13: +1 LVL with Omens |
| 26 | 63900 | (none) | Level 13: 3W, Spend 6 animal companion(s), 3/week: When an ally's group takes damage, they gain SEL=5 True Seeing for 5 segment(s) |
| 27 | 67450 | (none) | Level 13: #Att w/ Wpn Spec is 3/1 |
| 28 | 71000 | (none) | Level 14: +2 to hit with one weapon, or against one enemy type |
| 29 | 74550 | (none) | Level 15: Every time a group turn(s) or rebuke(s) undead, An enemy is SEL=11 Suppressed for 1 rounds (No save, PR or WR to resist) |
| 30 | 78100 | (none) | 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) |
| 31 | 81650 | (none) | Level 24: 7X, 3/lifetime: Silence a target mid-cast, preventing the ability (PPD 103+Wis save for half effect) |
| 32 | 85200 | (none) | |
| 33 | 88750 | (none) | Level 31: 10D, Spend 1 animal companion(s): A random ally gets SEL=3 No Target for 1 minute(s) |
| 34 | 92300 | (none) | |
| 35 | 95850 | (none) | |
| 36 | 99400 | (none) | |

True Armor Class Picks3 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 25.4 | (none) |
| 3 | 50.8 | (none) |
| 4 | 101.6 | (none) |
| 5 | 203.2 | (none) |
| 6 | 406.4 | (none) |
| 7 | 812.8 | (none) |
| 8 | 1625.6 | (none) |
| 9 | 3175 | (none) |
| 10 | 6350 | (none) |
| 11 | 9525 | (none) |
| 12 | 12700 | (none) |
| 13 | 15875 | (none) |
| 14 | 19050 | (none) |
| 15 | 22225 | (none) |
| 16 | 25400 | (none) |
| 17 | 28575 | (none) |
| 18 | 31750 | (none) |
| 19 | 34925 | (none) |
| 20 | 38100 | (none) |
| 21 | 41275 | (none) |
| 22 | 44450 | (none) |
| 23 | 47625 | (none) |
| 24 | 50800 | (none) |
| 25 | 53975 | (none) |
| 26 | 57150 | (none) |
| 27 | 60325 | (none) |
| 28 | 63500 | (none) |
| 29 | 66675 | (none) |
| 30 | 69850 | (none) |
| 31 | 73025 | (none) |
| 32 | 76200 | (none) |
| 33 | 79375 | (none) |
| 34 | 82550 | (none) |
| 35 | 85725 | (none) |
| 36 | 88900 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Automatically make Wis checks and Will saves.

You have +1 Feat.

Level 1: Your summons have +1 defensive DL

Level 5: Gain a Twilight Aegis that forces attackers to succeed on (No save) or deal half damage for CL rounds

Level 10: Gets two picks from Custom Mini9.1

Level 10: +4 set Fitness (hp bonus)

Level 10: ++1 AC (adds your armor base AT again)

Level 10: Your spells/psi shift blahR by -25%

Level 11: +10% dmg w/ damaging spells

Level 11: +1 damage per die (with spells / psi)

Level 12: CL=(12 or HNCL); know 12 schools(444 441)

Level 13: +5% money (incl. sold items)

Level 13: +4 set Knowledge (prof.)

Level 14: +2 set Con; Regen +14 hp/s *

Level 21: 4S, Spend 18 hp(s), ML/hour: A random ally gets SEL=2 Barbarian Stat for 9 round(s)

Level 23: 12P, Spend 9 Wis: When an ally falls, an ally gains SEL=5 Hold Life for 9 round(s)

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 30: Allies within 30 feet gain +111 to hit

Level 32: 9A, ML/natural reset: Counter and remove an ongoing effect from a target (No save, GR to resist)

Level 32: 5A, NP/natural reset: Counter a spell as it is cast (No save, XR or WR to resist to resist)

XP2 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 29.8 | (none) |
| 3 | 59.6 | (none) |
| 4 | 119.2 | (none) |
| 5 | 238.4 | (none) |
| 6 | 476.8 | (none) |
| 7 | 953.6 | (none) |
| 8 | 1907.2 | (none) |
| 9 | 3725 | (none) |
| 10 | 7450 | (none) |
| 11 | 11175 | (none) |
| 12 | 14900 | (none) |
| 13 | 18625 | (none) |
| 14 | 22350 | (none) |
| 15 | 26075 | (none) |
| 16 | 29800 | (none) |
| 17 | 33525 | (none) |
| 18 | 37250 | (none) |
| 19 | 40975 | (none) |
| 20 | 44700 | (none) |
| 21 | 48425 | (none) |
| 22 | 52150 | (none) |
| 23 | 55875 | (none) |
| 24 | 59600 | (none) |
| 25 | 63325 | (none) |
| 26 | 67050 | (none) |
| 27 | 70775 | (none) |
| 28 | 74500 | (none) |
| 29 | 78225 | (none) |
| 30 | 81950 | (none) |
| 31 | 85675 | (none) |
| 32 | 89400 | (none) |
| 33 | 93125 | (none) |
| 34 | 96850 | (none) |
| 35 | 100575 | (none) |
| 36 | 104300 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

You may take both forms of this Mini-class. Each still costs 1 Mini-class slot.

You have +1 Kit.

Level 8: +37 to hit and +25 melee dmg to your group

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

Level 10: Whenever an enemy enter(s) or exit(s) stealth, Drain 285 spell slots from all enemies in 20 feet (Reflex 36+Chr to reflect, TechR or CR to resist)

Level 10: 1 species enemy

Level 10: +1 Race Ability (÷1)

Level 10: +1 proficiency

Level 10: An ally gain(s) +41 to hit each turn for CL turns, stacking until the effect ends

Level 11: Every time all enemies charge(s) into melee, While within 30 feet of you, an enemy's group is continually SEL=4 Drained PF (RSW 35+Int to negate, HR or XR to resist) each turn

Level 11: Every time an ally complete(s) a prayer or blessing, While within 30 feet of you, your group is continually SEL=3 Exhausted/Fatigued (No save, CR to resist) each turn

Level 11: inDR 22/+11

Level 11: +5 damage (with weapons)

Level 11: Gain a Stormbound Cocoon that reduces all forced movement by half unless resisted with (RSW 42+Int to delay 1 segment, HR or PR to resist), for 1 round

Level 11: aBlahR (aRaMaPaIR) +10%

Level 11: +20% irreducible among *

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

Level 15: 4D, Spend 15 Int: While within 20 feet of you, you has SEL=4 Improved Invisibility for 4 round(s)

Level 18: 2attack(s): Cancel a unique or X/G action before it resolves (No save, TechR to resist)

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

Damage RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 40 | +2 lim ML |
| 3 | 80 | +3 lim ML |
| 4 | 160 | +4 lim ML |
| 5 | 320 | +5 lim ML |
| 6 | 640 | +6 lim ML |
| 7 | 1280 | +7 lim ML |
| 8 | 2560 | +8 lim ML |
| 9 | 5000 | +9 lim ML |
| 10 | 10000 | +10 lim ML |
| 11 | 15000 | +11 lim ML |
| 12 | 20000 | +12 lim ML |
| 13 | 25000 | +13 lim ML |
| 14 | 30000 | +14 lim ML |
| 15 | 35000 | +15 lim ML |
| 16 | 40000 | +16 lim ML |
| 17 | 45000 | +17 lim ML |
| 18 | 50000 | +18 lim ML |
| 19 | 55000 | +19 lim ML |
| 20 | 60000 | +20 lim ML |
| 21 | 65000 | +21 lim ML |
| 22 | 70000 | +22 lim ML |
| 23 | 75000 | +23 lim ML |
| 24 | 80000 | +24 lim ML |
| 25 | 85000 | +25 lim ML |
| 26 | 90000 | +26 lim ML |
| 27 | 95000 | +27 lim ML |
| 28 | 100000 | +28 lim ML |
| 29 | 105000 | +29 lim ML |
| 30 | 110000 | +30 lim ML |
| 31 | 115000 | +31 lim ML |
| 32 | 120000 | +32 lim ML |
| 33 | 125000 | +33 lim ML |
| 34 | 130000 | +34 lim ML |
| 35 | 135000 | +35 lim ML |
| 36 | 140000 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Sustain hp and immune to Vile and Permanent dmg.

Level 1: x1.1 to hit bonus

Level 1: +1 eels

Level 7: Gain a Vital Bubble that reflects spells targeting you back to the caster for 1 round(s)

Level 10: +1 per die w/ damaging spells

Level 11: Gain a Sanctified Wreath that heals you for 12% of damage you deal while active, until end of combat

Level 12: +1 class slot in chosen group

Level 13: CL=(13 or HNCL); PSPs = ½ of normal Psionicist(841 -)

Level 13: Level 13 Quintessential Custom6 pick

Level 14: +1 limited ML *

Level 20: 9G, 3/day: Counter an action, but suffer x2 effect on failure (Con or Con 72+Chr save to counter)

Level 23: Gain a volatile Crystalline Cradle that explodes with Sand damage when struck, dealing 65% back to the attacker

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

Level 25: 7V, Spend 3 Int, 3/artificial reset: An ally gain(s) SEL=7 Avoid Fate for 5 round(s)

Level 26: Whenever you take(s) damage, Drain 78 saving throws and inflict a penalty for 1 rounds (No save, CR to resist)

Level 27: Gain a volatile Runic Sheath that explodes with Flesh damage when struck, dealing 60% back to the attacker

Level 30: Swordmaster's Riposte: 134 ally(ies) gain(s) +101 AC

Level 31: Gain a Empathic Halo that reduces all forced movement by half unless resisted with (No save), indefinitely

Level 648: Whenever all allies succeed(s) on a Wisdom saving throw, Drain 27,540 points of rogue points from an enemy (No save, PR or MR to resist)

Status1JG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 25.6 | (none) |
| 3 | 51.2 | (none) |
| 4 | 102.4 | (none) |
| 5 | 204.8 | (none) |
| 6 | 409.6 | (none) |
| 7 | 819.2 | (none) |
| 8 | 1638.4 | (none) |
| 9 | 3200 | (none) |
| 10 | 6400 | (none) |
| 11 | 9600 | (none) |
| 12 | 12800 | (none) |
| 13 | 16000 | (none) |
| 14 | 19200 | (none) |
| 15 | 22400 | (none) |
| 16 | 25600 | (none) |
| 17 | 28800 | (none) |
| 18 | 32000 | (none) |
| 19 | 35200 | (none) |
| 20 | 38400 | (none) |
| 21 | 41600 | (none) |
| 22 | 44800 | (none) |
| 23 | 48000 | (none) |
| 24 | 51200 | (none) |
| 25 | 54400 | (none) |
| 26 | 57600 | (none) |
| 27 | 60800 | (none) |
| 28 | 64000 | (none) |
| 29 | 67200 | (none) |
| 30 | 70400 | (none) |
| 31 | 73600 | (none) |
| 32 | 76800 | (none) |
| 33 | 80000 | (none) |
| 34 | 83200 | (none) |
| 35 | 86400 | (none) |
| 36 | 89600 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Automatically make Wis checks and Will saves.

This class gives +1 rank of Exceptional Str which stacks on top on what you already have (unless the source says it can't be improved).

Sustain Con.

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

Level 1: Set Int = 12

Level 10: Your group surge(s) with +43 AC for a single action

Level 10: +0.2 in mixed race abilities

Level 10: xx1.02 XP for the whole party

Level 10: Immune to an element; does "spread"

Level 10: +1 limited ML *

Level 11: 6Z, Spend 2 summon(s): When an ally falls, an ally's group gains SEL=7

On the Mound for 5 round(s)

Level 11: +4 set Reason (prog. bonus)

Level 12: Set Str = 34

Level 12: ++1 to d20 and +1d12 effect with Turning

Level 13: +1 wear location

Level 13: Nimble Spiral: Gain a Empathic Prism that reduces all forced movement by half unless resisted with (No save, MR or WR to resist), permanently

Level 14: +1/3 Size Class

Level 18: 2attack(s): Counter a spell as it is cast (PP 50+Str save for tenth effect to resist)

Level 19: 10E, Spend 1 familiar(s): An ally's group gain(s) SEL=5 Mega Barbarian Stat for 7 round(s)

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

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

Level 23: Gain a Spectral Envelope that forces attackers to succeed on (No save, GR to resist) or deal half damage for 1 reset

Saving Throws Penalty2 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 42 | (none) | |
| 3 | 84 | (none) | |
| 4 | 168 | (none) | |
| 5 | 336 | (none) | |
| 6 | 672 | (none) | |
| 7 | 1344 | (none) | |
| 8 | 2688 | (none) | |
| 9 | 5250 | (none) | |
| 10 | 10500 | (none) | You may trade in 4 picks here to make a school/sphere ½M to cast. Material componenting still costs 1V though. |
| 11 | 15750 | (none) | Sustain Int, Logic. You have +1 Kit. |
| 12 | 21000 | (none) | Level 1: CL=(1 or HNCL); know 1 school(1-- --- -) |
| 13 | 26250 | (none) | Level 4: 1G, 3/day: Reflect a hostile ability back to its source (RSW or RSW 12+Wis save to absorb or to avoid reflection) |
| 14 | 31500 | (none) | Level 6: 2H: Reflect a hostile ability back to its source (No save or to avoid reflection) |
| 15 | 36750 | (none) | Level 10: +2 half plusses /reset |
| 16 | 42000 | (none) | Level 10: +1 damage (with weapons) |
| 17 | 47250 | (none) | Level 11: ++1 damage (this adds +1 base die of damage) |
| 18 | 52500 | (none) | Level 11: x(Stat)/(Prereq.) XP, Max = x6.5 XP |
| 19 | 57750 | (none) | Level 11: 6Z, Spend 2 summon(s): When an ally falls, an ally's group gains SEL=7 |
| 20 | 63000 | (none) | On the Mound for 5 round(s) |
| 21 | 68250 | (none) | Level 12: +4 set Fitness (hp bonus) |
| 22 | 73500 | (none) | Level 15: Every time a group turn(s) or rebuke(s) undead, An enemy's group must succeed on a (No save, CR to resist) or become SEL=3 Vulnerable Radiation at the start of its next turn |
| 23 | 78750 | (none) | Level 18: Whenever a group identify(ies) a spell or magical effect, Drain 513% of psi points from an enemy's group (No save) |
| 24 | 84000 | (none) | Level 19: Every time all creatures become(s) invisible, Each time your group fails a save, they suffer an additional instance of SEL=13 Hampered (Terror 65+Con to negate, PR or CR to resist) |
| 25 | 89250 | (none) | Level 20: 9G, NP/day: Counter a spell as it is cast (No save, IR to resist to resist) |
| 26 | 94500 | (none) | 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 |
| 27 | 99750 | (none) | Level 24: 11X, 3/lifetime: Counter an action, but suffer x2 effect on failure (No save, MR to resist) |
| 28 | 105000 | (none) | Level 29: When all creatures is/are affected by wild magic, an enemy's group suffers -290 hp unless protected by GR |
| 29 | 110250 | (none) | Level 30: 8M: Counter up to 3 effects targeting allies (Int 171+Str for tenth effect, HR or MR to resist per effect) |
| 30 | 115500 | (none) | Level 792: Whenever an enemy succeed(s) on a Wisdom saving throw, Drain 9108 rogue points and inflict a penalty for 22 rounds (Wis or Int 1445+Int save for tenth effect) |
| 31 | 120750 | (none) | |
| 32 | 126000 | (none) | |
| 33 | 131250 | (none) | |
| 34 | 136500 | (none) | |
| 35 | 141750 | (none) | |
| 36 | 147000 | (none) | |

Indigo Saving Throws RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 45 | (none) | |
| 3 | 90 | (none) | |
| 4 | 180 | (none) | |
| 5 | 360 | (none) | |
| 6 | 720 | (none) | |
| 7 | 1440 | (none) | |
| 8 | 2880 | (none) | |
| 9 | 5625 | (none) | |
| 10 | 11250 | (none) | This class gives +1 rank of Exceptional Con which stacks on top on what you already |
| 11 | 16875 | (none) | have (unless the source says it can't be improved). |
| 12 | 22500 | (none) | Automatically make Dex checks and Reflex saves. |
| 13 | 28125 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for |
| 14 | 33750 | (none) | Chr. |
| 15 | 39375 | (none) | Automatically make Int checks and category=Spell saves. |
| 16 | 45000 | (none) | Immune Insanity. |
| 17 | 50625 | (none) | Level 1: +x(level+1) max hp |
| 18 | 56250 | (none) | Level 2: Awakened Sweep: An ally gain(s) +9 hp if below 50% hp, doubled if below |
| 19 | 61875 | (none) | 10%, tripled if below 5%, and multiplied by 5 if at or below 1% |
| 20 | 67500 | (none) | Level 4: An Ally'S Group gain(s) +22 ranged dmg |
| 21 | 73125 | (none) | Level 6: Whenever a group see(s) prey attempt to flee, Drain 126 points of Wis from |
| 22 | 78750 | (none) | an enemy's group (No save) |
| 23 | 84375 | (none) | Level 7: Gain a Mirror Sheath that heals you for 21% of damage you deal while |
| 24 | 90000 | (none) | active, for CL resets |
| 25 | 95625 | (none) | Level 10: -1 to HNCL, Luck |
| 26 | 101250 | (none) | Level 12: +1 set Cml |
| 27 | 106875 | (none) | Level 12: +4 saves |
| 28 | 112500 | (none) | Level 13: Hit Dice & 1d4 |
| 29 | 118125 | (none) | Level 13: x1.1 AC (shift from 10) |
| 30 | 123750 | (none) | Level 13: 1 spell gets -1 SL |
| 31 | 129375 | (none) | Level 15: 7D, Spend 7 Str: Your group gain(s) SEL=3 Hasted for 6 round(s) |
| 32 | 135000 | (none) | Level 24: Each time a group identify(ies) a spell or magical effect, Remove 1 highest- |
| 33 | 140625 | (none) | level effect and suppress 3 lesser effects on your group. No save |
| 34 | 146250 | (none) | Level 27: Every time an ally take(s) damage, If an enemy's group is standing on |
| 35 | 151875 | (none) | difficult terrain then they are SEL=11 Hung by own Petard (No save, HR or CR to |
| 36 | 157500 | (none) | resist) |
| | | | Level 28: An ally's group gain(s) +2 melee dmg each turn while concentrating, |
| | | | stacking until the effect ends |
| | | | Level 28: You gain(s) +24 melee dmg each turn for 1 hour, stacking until the effect |
| | | | ends |
| | | | Level 28: 12B, ML/turn: Counter an action, but suffer x2 effect on failure (Int |
| | | | 129+Chr to nullify, NR or RR to resist) |
| | | | Level 360: 122KE, Spend 2 Wis: When an ally falls, you gains SEL=9 Shapechanged |
| | | | for 17 minute(s) |

Spell Status Penalty RDM

| Level | KXP | Spells |
|-------|-------|--------|
| 1 | 0 | (none) |
| 2 | 25 | (none) |
| 3 | 50 | (none) |
| 4 | 100 | (none) |
| 5 | 200 | (none) |
| 6 | 400 | (none) |
| 7 | 800 | (none) |
| 8 | 1600 | (none) |
| 9 | 3125 | (none) |
| 10 | 6250 | (none) |
| 11 | 9375 | (none) |
| 12 | 12500 | (none) |
| 13 | 15625 | (none) |
| 14 | 18750 | (none) |
| 15 | 21875 | (none) |
| 16 | 25000 | (none) |
| 17 | 28125 | (none) |
| 18 | 31250 | (none) |
| 19 | 34375 | (none) |
| 20 | 37500 | (none) |
| 21 | 40625 | (none) |
| 22 | 43750 | (none) |
| 23 | 46875 | (none) |
| 24 | 50000 | (none) |
| 25 | 53125 | (none) |
| 26 | 56250 | (none) |
| 27 | 59375 | (none) |
| 28 | 62500 | (none) |
| 29 | 65625 | (none) |
| 30 | 68750 | (none) |
| 31 | 71875 | (none) |
| 32 | 75000 | (none) |
| 33 | 78125 | (none) |
| 34 | 81250 | (none) |
| 35 | 84375 | (none) |
| 36 | 87500 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved).

Level 1: Set Cml = 20

Level 3: Every time an ally succeed(s) on a Strength saving throw, If your group is standing on difficult terrain then they are SEL=3 Laced (No save, HR to resist)

Level 8: An ally surge(s) with +25 max hp for a single action

Level 9: When all enemies a blasphemous act is/are committed, Lingering effect: -203 to dmg on your group, stacking each round they remain affected. IR reduces the buildup

Level 10: +100 max hp

Level 10: What you need when saving = (save DC)÷10

Level 10: +1 GGL pick

Level 11: Mr. Fix-It: 1M, 1/d: Mend.

Level 12: +2 to hit with one weapon, or against one enemy type

Level 12: +3" move rate

Level 12: An ally gains +1KZ action(s) for 6 segment(s)

Level 13: +2 AT; you don't get AT from armor

Level 13: Area effect spell hits +1 group

Level 14: +1 to d20 & d12 rolls for Turn Undead

Level 17: Trickster's Escape: When an ally link(s) mind(s) with another creature, an enemy suffers -107 saves unless protected by GR

Level 21: Gain a Reality Wrap that reflects spells targeting you back to the caster for 6 round(s)

Level 25: When an enemy lose(s) concentration, Inflicts to hit (-138) on an enemy's group (Reflex 80+Chr save to negate). Stacks with each failed save

Level 72: You gain(s) +108 max hp

XP RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 33 | (none) |
| 3 | 66 | (none) |
| 4 | 132 | (none) |
| 5 | 264 | (none) |
| 6 | 528 | (none) |
| 7 | 1056 | (none) |
| 8 | 2112 | (none) |
| 9 | 4125 | (none) |
| 10 | 8250 | (none) |
| 11 | 12375 | (none) |
| 12 | 16500 | (none) |
| 13 | 20625 | (none) |
| 14 | 24750 | (none) |
| 15 | 28875 | (none) |
| 16 | 33000 | (none) |
| 17 | 37125 | (none) |
| 18 | 41250 | (none) |
| 19 | 45375 | (none) |
| 20 | 49500 | (none) |
| 21 | 53625 | (none) |
| 22 | 57750 | (none) |
| 23 | 61875 | (none) |
| 24 | 66000 | (none) |
| 25 | 70125 | (none) |
| 26 | 74250 | (none) |
| 27 | 78375 | (none) |
| 28 | 82500 | (none) |
| 29 | 86625 | (none) |
| 30 | 90750 | (none) |
| 31 | 94875 | (none) |
| 32 | 99000 | (none) |
| 33 | 103125 | (none) |
| 34 | 107250 | (none) |
| 35 | 111375 | (none) |
| 36 | 115500 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved).

Level 1: Everyone has --1 saves vs. your effects

Level 9: Gain a volatile Phantom Envelope that explodes with Loop damage when struck, dealing 20% back to the attacker

Level 10: +100 eels

Level 10: An ally gain(s) +41 to hit each turn for CL turns, stacking until the effect ends

Level 11: 3Z, Spend 8 animal companion(s): While within 20 feet of you, your group has SEL=5 Tenser's Transformation for 1 round(s)

Level 11: +1 GGL pick

Level 11: 543 2-- --- [---]

Level 12: Each time you is/are affected by wild magic, Dispel effects on an enemy's group, bypassing PR resistance if their HD≥ 60

Level 13: x1.1 XP

Level 13: One Level 13 Rogue ability, 20 rogue points

Level 14: 1 spell gets -1 SL

Level 14: 6M: Counter a spell as it is cast (No save, WR to resist to resist)

Level 14: 1 psi power gets -1 SL

Level 15: Every time all allies succeed(s) on a saving throw against magic, An enemy must succeed on a (No save, PR or HR to resist) or become SEL=5 Harmed (reverse Heal) at the start of its next turn

Level 18: Whenever an ally succeed(s) on a Wisdom saving throw, Drain 18 points of Con from an enemy (Wis 16+Str save to nullify)

Level 19: Gain a Force Tangle that reduces all forced movement by half unless resisted with (No save), for CL segments

Level 21: Gain a Obsidian Cocoon that delays up to 168 dmg/hit for 8 round(s). (No save)

Level 25: When you is/are not detected during an action, -163 to hit to all nearby enemies (Fortitude 30+Int save for tenth effect)

The First Armor ClassMTG RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 24.6 | (none) | |
| 3 | 49.2 | (none) | |
| 4 | 98.4 | (none) | |
| 5 | 196.8 | (none) | |
| 6 | 393.6 | (none) | |
| 7 | 787.2 | (none) | |
| 8 | 1574.4 | (none) | |
| 9 | 3075 | (none) | |
| 10 | 6150 | (none) | With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg. |
| 11 | 9225 | (none) | This autohits and removes him from your group. |
| 12 | 12300 | (none) | Sustain Str. |
| 13 | 15375 | (none) | +1 S action only usable in segment 1. |
| 14 | 18450 | (none) | Level 1: +1 Race Ability (÷1) |
| 15 | 21525 | (none) | Level 1: 1C, Spend 8 familiar(s), NP/segment: An ally get(s) SEL=1 Modified for 3 round(s) |
| 16 | 24600 | (none) | Level 2: Blooddipped Drop: 1attack(s): Counter a spell as it is cast (No save, CR to resist to resist) |
| 17 | 27675 | (none) | Level 3: Gain a Temporal Halo that grants immunity to the next status effect inflicted, for CL turns |
| 18 | 30750 | (none) | Level 9: Gain a volatile Phantom Envelope that explodes with Loop damage when struck, dealing 20% back to the attacker |
| 19 | 33825 | (none) | Level 10: Set Dex = 30 |
| 20 | 36900 | (none) | Level 10: Set Con = 30 |
| 21 | 39975 | (none) | Level 11: set dmg 242 per missile attack |
| 22 | 43050 | (none) | Level 11: -11 per physical attack |
| 23 | 46125 | (none) | Level 12: 1P: Destroy a x0 or x1 magic item. |
| 24 | 49200 | (none) | Level 12: -3 to stat requirements |
| 25 | 52275 | (none) | Level 13: +4 set Knowledge (prof.) |
| 26 | 55350 | (none) | Level 13: Resist two [C] section effects |
| 27 | 58425 | (none) | Level 14: +2 set Dex |
| 28 | 61500 | (none) | Level 24: Iron Technique: 100 ally(ies) gain(s) +35 saves |
| 29 | 64575 | (none) | Level 25: When all allies take(s) radiant or necrotic damage, -113 max hp to all nearby enemies (No save, XR or IR to resist) |
| 30 | 67650 | (none) | Level 30: 8M: Counter up to 3 effects targeting allies (Wis or Dex 146+Wis save to delay 1 segment per effect) |
| 31 | 70725 | (none) | Level 32: 6A, NP/natural reset: Disrupt a sustained or concentration-based effect (Fortitude 146+Chr to counter, MR or GR to resist) |
| 32 | 73800 | (none) | |
| 33 | 76875 | (none) | |
| 34 | 79950 | (none) | |
| 35 | 83025 | (none) | |
| 36 | 86100 | (none) | |

Set To Hit Penalty Slayer RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 34.8 | (none) | |
| 3 | 69.6 | (none) | |
| 4 | 139.2 | (none) | |
| 5 | 278.4 | (none) | |
| 6 | 556.8 | (none) | |
| 7 | 1113.6 | (none) | |
| 8 | 2227.2 | (none) | |
| 9 | 4350 | (none) | |
| 10 | 8700 | (none) | Get +1d+0 hit dice in each class. |
| 11 | 13050 | (none) | Automatically make Int checks and category=Spell saves. |
| 12 | 17400 | (none) | This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them. |
| 13 | 21750 | (none) | This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved). |
| 14 | 26100 | (none) | You have one free species enemy similar to Slayer mini-class. |
| 15 | 30450 | (none) | Level 1: 1C, Spend 1 Int, 3/segment: After rolling a natural 20, an ally gains SEL=1 |
| 16 | 34800 | (none) | The City's Blessing for 1 segment(s) |
| 17 | 39150 | (none) | Level 1: 1M, 1/t: Death's Door |
| 18 | 43500 | (none) | Level 1: +1 rank of Exceptional Str which stacks on top on what you already have |
| 19 | 47850 | (none) | Level 2: 1attack(s): Cancel a unique or X/G action before it resolves (No save, TechR or NR to resist) |
| 20 | 52200 | (none) | Level 3: Every time an ally become(s) invisible, If an enemy is standing on difficult terrain then they are SEL=1 Enraged (No save, WR or GR to resist) |
| 21 | 56550 | (none) | Level 3: 2E, Spend 3 animal companion(s): You gain(s) SEL=2 Class VI for 1 round(s) |
| 22 | 60900 | (none) | Level 6: +11 AC and +20 to hit to an ally's group |
| 23 | 65250 | (none) | Level 7: Every time you regenerate(s) or heals naturally, If your group is below half hit points, they are SEL=1 Haunted (Horror 52+Str save for quarter effect) |
| 24 | 69600 | (none) | Level 10: +1 to d20 & d12 rolls for Turn Undead |
| 25 | 73950 | (none) | Level 13: -3 to stat requirements |
| 26 | 78300 | (none) | Level 14: +2 AT; you don't get AT from armor |
| 27 | 82650 | (none) | Level 14: +1 Edition Number to this class |
| 28 | 87000 | (none) | Level 17: Gain a Reflective Cradle that deals 76% of melee attackers dmg of type Steam, for 1 reset |
| 29 | 91350 | (none) | Level 22: 4H: Counter an action targeting an ally (Con 122+Dex to negate, WR or GR to resist) |
| 30 | 95700 | (none) | Level 24: 7X, ML/lifetime: Counter a spell as it is cast (No save to resist) |
| 31 | 100050 | (none) | Level 27: 10Z, Spend 10 familiar(s): A random ally gets SEL=4 Super Barbarian Stat for 9 round(s) |
| 32 | 104400 | (none) | Level 29: 5W, Spend 3 familiar(s), NP/week: Your group get(s) SEL=9 Save Point for 2 minute(s) |
| 33 | 108750 | (none) | Level 32: Each time all allies successfully pick(s) a lock, Dispel all magical effects on an enemy's group (No save, GR to resist) On failure, target is silenced for 1 round |
| 34 | 113100 | (none) | |
| 35 | 117450 | (none) | |
| 36 | 121800 | (none) | |

Violet Ignore Armor Class4 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 37.8 | (none) | |
| 3 | 75.6 | (none) | |
| 4 | 151.2 | (none) | |
| 5 | 302.4 | (none) | |
| 6 | 604.8 | (none) | |
| 7 | 1209.6 | (none) | |
| 8 | 2419.2 | (none) | |
| 9 | 4725 | (none) | |
| 10 | 9450 | (none) | Resist falling damage. |
| 11 | 14175 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis. |
| 12 | 18900 | (none) | Automatically make Dex checks and Reflex saves. |
| 13 | 23625 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Int. |
| 14 | 28350 | (none) | Hold Plane. |
| 15 | 33075 | (none) | You have +1 4th edition power (pick A, E, D, or U). |
| 16 | 37800 | (none) | Level 1: ++1 to hit |
| 17 | 42525 | (none) | Level 6: 2H: Counter up to 3 effects targeting allies (PPD or Dex 22+Dex save for tenth effect per effect) |
| 18 | 47250 | (none) | Level 11: set dmg 605 per melee attack |
| 19 | 51975 | (none) | Level 12: Each time all enemies successfully pick(s) a lock, Dispel all magical effects on your group (Dex 15+Con to delay 1 segment, PR or MR to resist) On failure, target is silenced for 1 round |
| 20 | 56700 | (none) | Level 13: +3" move rate |
| 22 | 66150 | (none) | Level 14: 1M, 1/t: Cureall+Remove 1 [C] effect |
| 23 | 70875 | (none) | Level 14: 1 species resistance |
| 24 | 75600 | (none) | Level 14: 6M: Counter a spell as it is cast (No save to resist) |
| 25 | 80325 | (none) | Level 14: 1 species resistance |
| 26 | 85050 | (none) | Level 15: Gain a volatile Twilight Lattice that explodes with Imprisonment, Freedom damage when struck, dealing 45% back to the attacker |
| 27 | 89775 | (none) | Level 15: Every time a group turn(s) or rebuke(s) undead, An enemy's group must succeed on a (No save, CR to resist) or become SEL=3 Vulnerable Radiation at the start of its next turn |
| 29 | 99225 | (none) | Level 17: 3C, Spend 10 subordinate(s), 3/segment: A random ally gets SEL=9 Mental Fury for 2 round(s) |
| 31 | 108675 | (none) | Level 20: 9G, ML/day: Disrupt a sustained or concentration-based effect (No save) |
| 32 | 113400 | (none) | Level 22: 4H: Silence a target mid-cast, preventing the ability (No save, HR to resist) |
| 33 | 118125 | (none) | Level 28: 7B, NP/turn: Reflect a hostile ability back to its source (Chr or Sanity 50+Dex save for tenth effect or to avoid reflection) |
| 34 | 122850 | (none) | Level 30: 8M: Cancel a unique or X/G action before it resolves (Reflex 182+Chr to negate, MR or GR to resist) |
| 35 | 127575 | (none) | Level 31: Every time all allies take(s) psychic damage, While within 30 feet of you, your group is continually SEL=7 Flattened (Int 190+Chr save to absorb) each turn |
| 36 | 132300 | (none) | Level 360: 122KE, Spend 1 familiar(s): An ally is/are affected by SEL=1 Partial Cover for 16 minute(s) |

The Fourth XP Specialization5 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 33 | (none) | |
| 3 | 66 | (none) | |
| 4 | 132 | (none) | |
| 5 | 264 | (none) | |
| 6 | 528 | (none) | |
| 7 | 1056 | (none) | |
| 8 | 2112 | (none) | |
| 9 | 4125 | (none) | |
| 10 | 8250 | (none) | +1 instance of tactical movement. Double movement rate. |
| 11 | 12375 | (none) | This class gives +1 rank of Exceptional Dex which stacks on top on what you already have (unless the source says it can't be improved). |
| 12 | 16500 | (none) | You get x3 effect with these [C7] Combat Maneuvers: Bash, Bypassing Armor, Charge, Cleave, Disarm, Kick, Parry, Sap, Shield Bash, Subdue. |
| 13 | 20625 | (none) | Sustain Chr, Cml. |
| 14 | 24750 | (none) | +1 S action only usable in segment 4. |
| 15 | 28875 | (none) | You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check). |
| 16 | 33000 | (none) | Level 6: Whenever all enemies connect(s) to a psionic network, Drain 222% of resistances from an enemy's group (No save, XR or PR to resist) |
| 17 | 37125 | (none) | Level 10: Turn Undead at CL=10 (or +1 to existing CL) |
| 18 | 41250 | (none) | Level 11: xx1.02 XP for the whole party |
| 19 | 45375 | (none) | Level 11: #Att w/ Wpn Spec is 5/2 |
| 20 | 49500 | (none) | Level 12: +1 class slot in chosen group |
| 21 | 53625 | (none) | Level 12: Ignore one BlahR |
| 22 | 57750 | (none) | Level 12: +144 eels |
| 23 | 61875 | (none) | Level 13: Hit Points +6 |
| 24 | 66000 | (none) | Level 13: +8450 leeches |
| 25 | 70125 | (none) | Level 13: +1 all saves |
| 26 | 74250 | (none) | Level 14: -1/3 Size Class |
| 27 | 78375 | (none) | Level 16: 7A, 3/natural reset: Silence a target mid-cast, preventing the ability (No save, CR or WR to resist) |
| 28 | 82500 | (none) | Level 16: Each time all allies take(s) damage from a hated foe, Dispel all effects on an enemy's group (No save, TechR or TechR to resist) If resisted, a random effect is reflected back at the source |
| 29 | 86625 | (none) | Level 17: Gain a Spectral Shroud that reduces all forced movement by half unless resisted with (PPD or Fortitude 25+Con save to negate), for CL minutes |
| 30 | 90750 | (none) | Level 19: Every time all creatures connect(s) to a psionic network, An enemy must succeed on a (No save) or become SEL=4 Drained PF at the start of its next turn |
| 31 | 94875 | (none) | Level 25: Gain a Empathic Cocoon that delays up to 400 dmg/hit for 5 round(s). (No save, XR to resist) |
| 32 | 99000 | (none) | Level 28: 12B, ML/turn: Counter an action, but suffer x2 effect on failure (Int 129+Chr to nullify, NR or RR to resist) |
| 33 | 103125 | (none) | Level 31: 9D, Spend 1 Int: A random ally gets SEL=8 Permanency Blah for 3 round(s) |
| 34 | 107250 | (none) | |
| 35 | 111375 | (none) | |
| 36 | 115500 | (none) | |

The Final Capital To Hit Immuner RDM

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

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Resist falling damage.

+1 slowS action.

Level 1: +1 AC

Level 1: Immune to a [C] section effect

Level 1: +4 set Reason (prog. bonus)

Level 2: Allies within 30 feet gain +4 max hp

Level 7: Every time a creature create(s) or destroy(s) a mental barrier, If an enemy is below half hit points, they are SEL=1 Haunted (Int 48+Wis save for quarter effect)

Level 9: Gain a volatile Phantom Envelope that explodes with Loop damage when struck, dealing 20% back to the attacker

Level 10: +2 proficiencies (all from this class must be same)

Level 10: Level 10 Custom5 pick

Level 12: +1 LVL with Omens

Level 12: x1.1 to hit bonus

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 13: +1 alignment

Level 13: aBlahR (aRaMaPaIR) +10%

Level 14: +1 class slot in chosen group

Level 14: +0.2 in mixed race abilities

Level 26: Whenever a creature lose(s) concentration, Drain 689 points of rogue points from an enemy's group (RSW or Dex 118+Wis save for quarter effect)

Level 27: Gain a Void Shell that reflects spells targeting you back to the caster for 1 minute(s)

Level 108: When an enemy drop(s) an enemy to 0 hp, Debuff: -513 saves to an enemy's group, (No save, NR to resist), effect spreads to adjacent foes if failed

XPMTG RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 26.6 | +2 lim ML |
| 3 | 53.2 | +3 lim ML |
| 4 | 106.4 | +4 lim ML |
| 5 | 212.8 | +5 lim ML |
| 6 | 425.6 | +6 lim ML |
| 7 | 851.2 | +7 lim ML |
| 8 | 1702.4 | +8 lim ML |
| 9 | 3325 | +9 lim ML |
| 10 | 6650 | +10 lim ML |
| 11 | 9975 | +11 lim ML |
| 12 | 13300 | +12 lim ML |
| 13 | 16625 | +13 lim ML |
| 14 | 19950 | +14 lim ML |
| 15 | 23275 | +15 lim ML |
| 16 | 26600 | +16 lim ML |
| 17 | 29925 | +17 lim ML |
| 18 | 33250 | +18 lim ML |
| 19 | 36575 | +19 lim ML |
| 20 | 39900 | +20 lim ML |
| 21 | 43225 | +21 lim ML |
| 22 | 46550 | +22 lim ML |
| 23 | 49875 | +23 lim ML |
| 24 | 53200 | +24 lim ML |
| 25 | 56525 | +25 lim ML |
| 26 | 59850 | +26 lim ML |
| 27 | 63175 | +27 lim ML |
| 28 | 66500 | +28 lim ML |
| 29 | 69825 | +29 lim ML |
| 30 | 73150 | +30 lim ML |
| 31 | 76475 | +31 lim ML |
| 32 | 79800 | +32 lim ML |
| 33 | 83125 | +33 lim ML |
| 34 | 86450 | +34 lim ML |
| 35 | 89775 | +35 lim ML |
| 36 | 93100 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).

Sustain Str.

Level 1: +1 AC

Level 1: CL=(1 or HNCL); know 1 school(1-- ---)

Level 1: +1 professional wrestling maneuver

Level 1: +20 AT

Level 1: Gain a Crystalline Matrix that forces attackers to succeed on (No save, MR to resist) or deal half damage for 1 turn

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

Level 10: Set Str = 30

Level 11: Gain a Solar Web that forces attackers to succeed on (No save, WR to resist) or deal half damage for 1 day

Level 11: x(Stat)/(Prereq.) XP, Max = x6.5 XP

Level 12: +10 all saves

Level 12: Intercessor's Veil: 6B, NP/turn: Counter an action targeting your group (Wis or Terror 58+Dex save to nullify)

Level 12: set TH 130

Level 13: One "held/sustained" stat

Level 13: 1 species resistance

Level 14: +4 set Muscle (dmg); *

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

Level 23: Gain a Sanctified Prism that deflects ranged attacks unless the attacker passes (No save), for CL segments

Level 27: 10Z, Spend 7 Chr: When you takes damage, they gain SEL=9 Raptured for 1 minute(s)

Grand To Hit Progression3 RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 36.2 | +2 lim ML |
| 3 | 72.4 | +3 lim ML |
| 4 | 144.8 | +4 lim ML |
| 5 | 289.6 | +5 lim ML |
| 6 | 579.2 | +6 lim ML |
| 7 | 1158.4 | +7 lim ML |
| 8 | 2316.8 | +8 lim ML |
| 9 | 4525 | +9 lim ML |
| 10 | 9050 | +10 lim ML |
| 11 | 13575 | +11 lim ML |
| 12 | 18100 | +12 lim ML |
| 13 | 22625 | +13 lim ML |
| 14 | 27150 | +14 lim ML |
| 15 | 31675 | +15 lim ML |
| 16 | 36200 | +16 lim ML |
| 17 | 40725 | +17 lim ML |
| 18 | 45250 | +18 lim ML |
| 19 | 49775 | +19 lim ML |
| 20 | 54300 | +20 lim ML |
| 21 | 58825 | +21 lim ML |
| 22 | 63350 | +22 lim ML |
| 23 | 67875 | +23 lim ML |
| 24 | 72400 | +24 lim ML |
| 25 | 76925 | +25 lim ML |
| 26 | 81450 | +26 lim ML |
| 27 | 85975 | +27 lim ML |
| 28 | 90500 | +28 lim ML |
| 29 | 95025 | +29 lim ML |
| 30 | 99550 | +30 lim ML |
| 31 | 104075 | +31 lim ML |
| 32 | 108600 | +32 lim ML |
| 33 | 113125 | +33 lim ML |
| 34 | 117650 | +34 lim ML |
| 35 | 122175 | +35 lim ML |
| 36 | 126700 | +36 lim ML |

Requisites:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=1

This class gives +1 rank of Exceptional Int which stacks on top on what you already have (unless the source says it can't be improved).
 Resist falling damage.
 You can use an unlimited amount of shifting of Subability scores ("sleazing") for Chr.
 You have the Cleave feat.
 You have +1 Feat.
 Level 1: -1/3 Size Class
 Level 1: +2 proficiencies (all from this class must be same)
 Level 5: Gain a Arcane Cocoon that delays up to 40 dmg/hit for 3 segment(s). (Will or PP 21+Con save for half effect)
 Level 7: Gain a Spectral Cocoon that delays up to 95 dmg/hit for 2 round(s). (RSW or Str 53+Str save to reflect)
 Level 10: #Att w/ Wpn Spec is 5/2
 Level 10: #Att w/ Wpn Spec is 5/2
 Level 11: +1 B Action /r
 Level 12: +1/3 size "considered larger" for purposes of weapons and armor
 Level 12: +1 ability score point
 Level 14: +1 A' action /r (3A' -> 1QZ)
 Level 16: Each time an ally steal(s) an item, Dispel effects on an enemy's group (No save)
 Level 19: Every time all enemies detect(s) an intruder, If an enemy's group is standing on difficult terrain then they are SEL=13 Incapacitated (No save)
 Level 23: Gain a Twilight Aegis that grants immunity to the next status effect inflicted, for CL segments
 Level 23: Gain a Twilight Aegis that grants immunity to the next status effect inflicted, for CL segments
 Level 26: 6F: Counter an action, but suffer x2 effect on failure (Spell 109+Chr to reflect, GR or MR to resist)
 Level 26: 12F: Silence a target mid-cast, preventing the ability (No save, WR or RR to resist)
 Level 29: Gain a Solar Matrix that reduces all forced movement by half unless resisted with (No save, CR or PR to resist), until end of combat
 Level 32: Each time an ally spend(s) or regain(s) psionic focus, Dispel all effects on an enemy (No save, WR or GR to resist) If resisted, a random effect is reflected back at the source

Yellow Proficiencies Picks1JG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 27.6 | (none) |
| 3 | 55.2 | (none) |
| 4 | 110.4 | (none) |
| 5 | 220.8 | (none) |
| 6 | 441.6 | (none) |
| 7 | 883.2 | (none) |
| 8 | 1766.4 | (none) |
| 9 | 3450 | (none) |
| 10 | 6900 | (none) |
| 11 | 10350 | (none) |
| 12 | 13800 | (none) |
| 13 | 17250 | (none) |
| 14 | 20700 | (none) |
| 15 | 24150 | (none) |
| 16 | 27600 | (none) |
| 17 | 31050 | (none) |
| 18 | 34500 | (none) |
| 19 | 37950 | (none) |
| 20 | 41400 | (none) |
| 21 | 44850 | (none) |
| 22 | 48300 | (none) |
| 23 | 51750 | (none) |
| 24 | 55200 | (none) |
| 25 | 58650 | (none) |
| 26 | 62100 | (none) |
| 27 | 65550 | (none) |
| 28 | 69000 | (none) |
| 29 | 72450 | (none) |
| 30 | 75900 | (none) |
| 31 | 79350 | (none) |
| 32 | 82800 | (none) |
| 33 | 86250 | (none) |
| 34 | 89700 | (none) |
| 35 | 93150 | (none) |
| 36 | 96600 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Get Int bonus to CL; you can no more than double the original CL of a class.

Immune Lightning

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

Level 1: Hit Points +6

Level 1: Turn Undead at CL=1 (or +1 to existing CL)

Level 1: +1 CL in one class

Level 1: Weapon Spec, +3 half plusses

Level 3: Every time an ally succeed(s) on a saving throw against magic, An enemy is afflicted with both Cursed and Fumble (Horror or Sanity 22+Chr save for half effect)

Level 8: Thoughtcarver Mindlock: Each time all enemies has/have a divine spell cast nearby, Dispel the last 4 magical effects on your group. No save allowed

Level 10: +4 set Coordination (TH)

Level 11: +2 proficiencies (all from this class must be same)

Level 11: x1.1 XP

Level 12: 15 ally(ies) gain(s) +3 melee dmg

Level 12: +1 Class sheet / reset

Level 12: 4B, ML/turn: Cancel a unique or X/G action before it resolves (No save, XR or TechR to resist)

Level 12: +2 to hit with one weapon, or against one enemy type

Level 13: +1 set Cml

Level 14: 35 ally(ies) gain(s) +66 to hit

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

Level 25: When an enemy lose(s) concentration, Inflicts to hit (-138) on an enemy's group (Reflex 80+Chr save to negate). Stacks with each failed save

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

The Last Saving Throws Requirements5 RDM

| Level | KXP | Spells | Requisites: |
|-------|--------|--------|---|
| 1 | 0 | (none) | Alignment: any |
| 2 | 27.8 | (none) | HD/level: |
| 3 | 55.6 | (none) | Weapon Prof.: 0+level/0 |
| 4 | 111.2 | (none) | To Hit Table: (none) |
| 5 | 222.4 | (none) | Saves: (none) |
| 6 | 444.8 | (none) | Reference: RDM |
| 7 | 889.6 | (none) | Groups: Mini |
| 8 | 1779.2 | (none) | Complexity: CF=1 |
| 9 | 3475 | (none) | |
| 10 | 6950 | (none) | Automatically make Wis checks and Will saves. |
| 11 | 10425 | (none) | Double your Personality score. |
| 12 | 13900 | (none) | Free Dead Timeline racial adjective. |
| 13 | 17375 | (none) | You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check). |
| 14 | 20850 | (none) | Level 1: 1-- --- --- [--- --] |
| 15 | 24325 | (none) | Level 6: An ally's group gains +6LB action(s) for 1 round(s) |
| 16 | 27800 | (none) | Level 8: Each time a group drop(s) an enemy to 0 hp, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy. No save |
| 17 | 31275 | (none) | Level 10: +1 kit (still limited to total kits = LVL) |
| 18 | 34750 | (none) | Level 10: inDR 20/+10 |
| 19 | 38225 | (none) | Level 11: Hit Dice & 1d4 |
| 20 | 41700 | (none) | Level 11: +1 limited ML * |
| 21 | 45175 | (none) | Level 11: #Att w/ Wpn Spec is 5/2 |
| 22 | 48650 | (none) | Level 12: +100 max hp |
| 23 | 52125 | (none) | Level 12: Set Int = 34 |
| 24 | 55600 | (none) | Level 12: 543 3-- --- [---] |
| 25 | 59075 | (none) | Level 12: Nerd/Knowledge: +LVL non-weapon proficiencies; languages cost half a slot each. |
| 26 | 62550 | (none) | Level 13: CL=(13 or HNCL); PSPs = ½ of normal Psionicist(841 -) |
| 27 | 66025 | (none) | Level 13: When all allies charge(s) into melee, Debuff: -52 to hit to your group, (Reflex or Horror 38+Wis save to negate), effect spreads to adjacent foes if failed |
| 28 | 69500 | (none) | Level 14: +20% irreducible among * |
| 29 | 72975 | (none) | Level 15: Gain a Elemental Prism that grants immunity to the next status effect inflicted, for 1 minute |
| 30 | 76450 | (none) | Level 28: 11B, 3/turn: Intercept a summoning or planar effect (Int 15+Str save to reflect) |
| 31 | 79925 | (none) | Level 29: When all allies block(s) or parry an attack, -443 to hit to an enemy. RSW save for half effect (-222). On failed save, also becomes SEL=2 Fascinated |
| 32 | 83400 | (none) | |
| 33 | 86875 | (none) | |
| 34 | 90350 | (none) | |
| 35 | 93825 | (none) | |
| 36 | 97300 | (none) | |

Dragon Status0 RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 30.2 | +2 lim ML |
| 3 | 60.4 | +3 lim ML |
| 4 | 120.8 | +4 lim ML |
| 5 | 241.6 | +5 lim ML |
| 6 | 483.2 | +6 lim ML |
| 7 | 966.4 | +7 lim ML |
| 8 | 1932.8 | +8 lim ML |
| 9 | 3775 | +9 lim ML |
| 10 | 7550 | +10 lim ML |
| 11 | 11325 | +11 lim ML |
| 12 | 15100 | +12 lim ML |
| 13 | 18875 | +13 lim ML |
| 14 | 22650 | +14 lim ML |
| 15 | 26425 | +15 lim ML |
| 16 | 30200 | +16 lim ML |
| 17 | 33975 | +17 lim ML |
| 18 | 37750 | +18 lim ML |
| 19 | 41525 | +19 lim ML |
| 20 | 45300 | +20 lim ML |
| 21 | 49075 | +21 lim ML |
| 22 | 52850 | +22 lim ML |
| 23 | 56625 | +23 lim ML |
| 24 | 60400 | +24 lim ML |
| 25 | 64175 | +25 lim ML |
| 26 | 67950 | +26 lim ML |
| 27 | 71725 | +27 lim ML |
| 28 | 75500 | +28 lim ML |
| 29 | 79275 | +29 lim ML |
| 30 | 83050 | +30 lim ML |
| 31 | 86825 | +31 lim ML |
| 32 | 90600 | +32 lim ML |
| 33 | 94375 | +33 lim ML |
| 34 | 98150 | +34 lim ML |
| 35 | 101925 | +35 lim ML |
| 36 | 105700 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Sustain hp and immune to Vile and Permanent dmg.

Sustain Str.

Resist falling damage.

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

You have Overhit.

Level 4: 1G, ML/day: Disrupt a sustained or concentration-based effect (No save)

Level 4: Each time an ally restore(s) hp to another creature, Remove all beneficial effects from an enemy (RSW 29+Int save to reflect)

Level 4: Each time an enemy steal(s) an item, Dispel effects on your group, bypassing

GR resistance if their HD≥ 20

Level 5: Gain a Arcane Ward that deflects ranged attacks unless the attacker passes (No save, RR or HR to resist), for CL turns

Level 10: Level 10 Custom5 pick

Level 10: 1 psi power gets -1 SL

Level 11: CL=(11 or HNCL); know 11 schools(444 33- ---)

Level 12: Each time you steal(s) an item, Remove all beneficial effects from your group (Reflex 73+Chr to reflect, TechR or HR to resist)

Level 12: What you need when saving = (save DC)÷12

Level 12: +2 damage per die with spells or psi

Level 12: Your spells/psi shift blahR by -25%

Level 13: x(Stat)/(Prereq.) XP, Max = x7.5 XP

Level 14: Whenever a creature regenerate(s) or heals naturally, Drain 294 saving throws and inflict a penalty for 1 rounds (Fortitude 52+Dex save for quarter effect)

Level 15: Gain a volatile Gravitic Cocoon that explodes with Shards damage when struck, dealing 15% back to the attacker

Level 16: 5A, 3/natural reset: Silence a target mid-cast, preventing the ability (Spell 63+Dex save to delay 1 segment)

Level 16: 8A, NP/natural reset: Counter a spell as it is cast (Horror or Horror 102+Dex save for half effect to resist)

Level 29: When all creatures critically hit(s) an enemy, an enemy's group suffers -443 movement unless protected by XR

Level 288: 138LP, Spend 2 Int: You is/are affected by SEL=9 Mental Fury for 10 minute(s)

Proficiencies Specialization RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 22.4 | (none) |
| 3 | 44.8 | (none) |
| 4 | 89.6 | (none) |
| 5 | 179.2 | (none) |
| 6 | 358.4 | (none) |
| 7 | 716.8 | (none) |
| 8 | 1433.6 | (none) |
| 9 | 2800 | (none) |
| 10 | 5600 | (none) |
| 11 | 8400 | (none) |
| 12 | 11200 | (none) |
| 13 | 14000 | (none) |
| 14 | 16800 | (none) |
| 15 | 19600 | (none) |
| 16 | 22400 | (none) |
| 17 | 25200 | (none) |
| 18 | 28000 | (none) |
| 19 | 30800 | (none) |
| 20 | 33600 | (none) |
| 21 | 36400 | (none) |
| 22 | 39200 | (none) |
| 23 | 42000 | (none) |
| 24 | 44800 | (none) |
| 25 | 47600 | (none) |
| 26 | 50400 | (none) |
| 27 | 53200 | (none) |
| 28 | 56000 | (none) |
| 29 | 58800 | (none) |
| 30 | 61600 | (none) |
| 31 | 64400 | (none) |
| 32 | 67200 | (none) |
| 33 | 70000 | (none) |
| 34 | 72800 | (none) |
| 35 | 75600 | (none) |
| 36 | 78400 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Int which stacks on top on what you already have (unless the source says it can't be improved).

1M, Gaze at a group: Awe power: Will save at DC=10+Cml or Charmed (can use CR to resist)

Level 1: +10 all saves

Level 1: +1 ability score point

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

Level 11: CL=(11 or HNCL); know 11 schools(332 2-2 -)

Level 11: +4 set Health (Fort saves); *

Level 12: Level 12 Custom5 pick

Level 12: set AC 140

Level 12: CL=(12 or HNCL); know 12 schools(332 21- 1--)

Level 13: CL=(13 or HNCL); know 13 schools(555 442 ---)

Level 13: Set Str = 36

Level 13: +1 limited ML *

Level 13: -1 to HNCL, Luck

Level 13: ++1 to hit

Level 13: What you need to hit = (target's AC)÷13

Level 14: +4 set Presence (prog. bonus); *

Level 15: 5D, Spend 7 familiar(s): A random ally gets SEL=7 On the Mound for 5 round(s)

Level 22: When your group takes damage, they gain +30 ranged dmg, plus +1 for every 10 damage taken (rounded up)

Level 28: Each time all enemies charge(s) into melee, Dispel all magical effects in a 20-ft radius (Con 104+Str for half effect, HR or XR to resist)

The Second Rogue Damage3 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | +1 ML |
| 2 | 35.6 | +2 ML |
| 3 | 71.2 | +3 ML |
| 4 | 142.4 | +4 ML |
| 5 | 284.8 | +5 ML |
| 6 | 569.6 | +6 ML |
| 7 | 1139.2 | +7 ML |
| 8 | 2278.4 | +8 ML |
| 9 | 4450 | +9 ML |
| 10 | 8900 | +10 ML |
| 11 | 13350 | +11 ML |
| 12 | 17800 | +12 ML |
| 13 | 22250 | +13 ML |
| 14 | 26700 | +14 ML |
| 15 | 31150 | +15 ML |
| 16 | 35600 | +16 ML |
| 17 | 40050 | +17 ML |
| 18 | 44500 | +18 ML |
| 19 | 48950 | +19 ML |
| 20 | 53400 | +20 ML |
| 21 | 57850 | +21 ML |
| 22 | 62300 | +22 ML |
| 23 | 66750 | +23 ML |
| 24 | 71200 | +24 ML |
| 25 | 75650 | +25 ML |
| 26 | 80100 | +26 ML |
| 27 | 84550 | +27 ML |
| 28 | 89000 | +28 ML |
| 29 | 93450 | +29 ML |
| 30 | 97900 | +30 ML |
| 31 | 102350 | +31 ML |
| 32 | 106800 | +32 ML |
| 33 | 111250 | +33 ML |
| 34 | 115700 | +34 ML |
| 35 | 120150 | +35 ML |
| 36 | 124600 | +36 ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Str which stacks on top on what you already have (unless the source says it can't be improved).

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

Automatically make Wis checks and Will saves.

+1 S action only usable in segment 2.

You have +1 Feat.

Level 1: set AC 30

Level 2: Whenever a group succeed(s) on a Wisdom saving throw, Drain 98 saving throws from all enemies in 20 feet (No save)

Level 6: 2H: Silence a target mid-cast, preventing the ability (PPD 46+Int save for tenth effect)

Level 7: Every time you lose(s) concentration, Your group must succeed on a (No save, IR to resist) or become SEL=5 Embalmed at the start of its next turn

Level 10: +10 all saves

Level 10: Tactical move: 1N: +1 group

Level 10: -3 to stat requirements

Level 11: CL=(11 or HNCL); know 11 schools(332 2-2 -)

Level 11: Hit Points +6

Level 11: Gain a Crystalline Husk that reduces all forced movement by half unless resisted with (Fortitude 23+Con save to reflect), for CL days

Level 12: Weapon Spec, +3 half plusses

Level 13: When a creature take(s) radiant or necrotic damage, Applies -280 to hit to an enemy's group. This ability ignores XR if target is below 50% HP

Level 13: +1/3 Size Class

Level 21: Gain a Sanctified Buffer that deflects ranged attacks unless the attacker passes (No save, GR to resist), for CL turns

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 23: Gain a Spectral Envelope that forces attackers to succeed on (No save, GR to resist) or deal half damage for 1 reset

Level 30: Heavenbound Revelation: Whenever you manifest(s) a psionic power, Drain 900 points of spell slots from your group (No save)

Level 32: Each time a group levitate(s) or move(s) an object with the mind, Attempt to dispel all effects on an enemy's group (Fortitude 12+Str to counter, IR or IR to resist) If resisted, target takes 125 Mist damage

Beast Damage1 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 33 | (none) | |
| 3 | 66 | (none) | |
| 4 | 132 | (none) | |
| 5 | 264 | (none) | |
| 6 | 528 | (none) | |
| 7 | 1056 | (none) | |
| 8 | 2112 | (none) | |
| 9 | 4125 | (none) | |
| 10 | 8250 | (none) | +1 summon slot. |
| 11 | 12375 | (none) | Automatically make Dex checks and Reflex saves. |
| 12 | 16500 | (none) | You get x3 effect with these [C7] Combat Maneuvers: Bash, Bypassing Armor, Charge, Cleave, Disarm, Kick, Parry, Sap, Shield Bash, Subdue. |
| 13 | 20625 | (none) | +1 instance of material componenting to a spell/psi power/rogue ability by spending an extra 1V action. |
| 14 | 24750 | (none) | You have +1 Secondary Skill and no XP doubling past level 36. |
| 15 | 28875 | (none) | Level 1: Immune to an element; does "spread" |
| 16 | 33000 | (none) | Level 1: Immune to 2 specific effects |
| 17 | 37125 | (none) | Level 8: 3X, ML/lifetime: Counter up to 3 effects targeting allies (No save per effect) |
| 18 | 41250 | (none) | Level 10: Legend Lore & Identify 30+LVL*10%. This is doubled when dealing with Necromany, Undead, or the Occult. |
| 19 | 45375 | (none) | Level 11: +2 set Con; Regen +11 hp/s * |
| 20 | 49500 | (none) | Level 11: +2 to hit with one weapon, or against one enemy type |
| 21 | 53625 | (none) | Level 12: +10 weapon needed to hit you |
| 22 | 57750 | (none) | Level 12: +4 set Health (Fort saves); * |
| 23 | 61875 | (none) | Level 13: Regenerate LVL hp/m (this is not troll-like), you can regenerate another if touching |
| 24 | 66000 | (none) | Level 14: +12 weapon needed to hit you |
| 25 | 70125 | (none) | Level 14: Your group gain(s) +14 max hp each turn for CL turns, stacking until the effect ends |
| 26 | 74250 | (none) | Level 15: Gain a Force Web that grants immunity to the next status effect inflicted, for 1 minute |
| 27 | 78375 | (none) | Level 16: An Ally gain(s) +72 to hit |
| 28 | 82500 | (none) | Level 16: 2A, 3/natural reset: Counter a spell as it is cast (No save, GR to resist to resist) |
| 29 | 86625 | (none) | 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 |
| 30 | 90750 | (none) | Level 21: Gain a Frosted Prism that grants immunity to the next status effect inflicted, until you die |
| 31 | 94875 | (none) | 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% |
| 32 | 99000 | (none) | 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 |
| 33 | 103125 | (none) | |
| 34 | 107250 | (none) | |
| 35 | 111375 | (none) | |
| 36 | 115500 | (none) | |

The Fifth Speciality Status Requirements RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 42.8 | (none) | |
| 3 | 85.6 | (none) | |
| 4 | 171.2 | (none) | |
| 5 | 342.4 | (none) | |
| 6 | 684.8 | (none) | |
| 7 | 1369.6 | (none) | |
| 8 | 2739.2 | (none) | |
| 9 | 5350 | (none) | |
| 10 | 10700 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Chr. |
| 11 | 16050 | (none) | Automatically make Int checks and category=Spell saves. |
| 12 | 21400 | (none) | Gives +2 Personality per level, regardless of which calculation is being used |
| 13 | 26750 | (none) | (Int+Chr+level or Wis+Con+level). The Alt2 version (Reason) gives this bonus as well; the Alt1 version (Intuition) does not. |
| 14 | 32100 | (none) | +1 S action only usable in segment 5. |
| 15 | 37450 | (none) | Level 1: Your summons have +1 offensive DL |
| 16 | 42800 | (none) | Level 9: Nimble Spiral: Gain a Arcane Halo that deals 37% of melee attackers dmg of type Darkness, Light, permanently |
| 17 | 48150 | (none) | Level 10: +2 damage per die with spells or psi |
| 18 | 53500 | (none) | Level 10: x1.1 AC (shift from 10) |
| 19 | 58850 | (none) | Level 11: +1 all saves |
| 20 | 64200 | (none) | Level 11: +1 CL in one class |
| 21 | 69550 | (none) | Level 12: Overwrite a spell/psi progression with ML=12 |
| 22 | 74900 | (none) | Level 13: +1 LVL with Omens |
| 23 | 80250 | (none) | Level 13: Ignore one BlahR |
| 24 | 85600 | (none) | Level 14: #Att w/ Wpn Spec is 3/1 |
| 25 | 90950 | (none) | Level 20: Your group gain(s) +41 melee dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1% |
| 26 | 96300 | (none) | Level 22: 4H: Silence a target mid-cast, preventing the ability (No save, MR or HR to resist) |
| 27 | 101650 | (none) | Level 24: Each time an enemy sense(s) their territory is/are threatened, Dispel effects on your group, bypassing NR resistance if their HD \geq 120 |
| 28 | 107000 | (none) | Level 25: Gain a Spectral Shroud that grants immunity to the next status effect inflicted, indefinitely |
| 29 | 112350 | (none) | Level 26: Your group surge(s) with +62 hp for a single action |
| 30 | 117700 | (none) | Level 29: Gain a Solar Bastion that deflects ranged attacks unless the attacker passes (No save, RR or HR to resist), for 1 day |
| 31 | 123050 | (none) | Level 31: Every time you succeed(s) on a saving throw against magic, Each failed save by an enemy increases the severity of SEL=15 Frelled (Spell 31+Con to nullify, MR or TechR to resist) |
| 32 | 128400 | (none) | Level 432: Whenever an enemy turn(s) or rebuke(s) undead, Drain 6480% of psi points from an enemy's group. Each failed save (Horror 1387+Wis to nullify, PR or CR to resist) doubles the % drained |
| 33 | 133750 | (none) | |
| 34 | 139100 | (none) | |
| 35 | 144450 | (none) | |
| 36 | 149800 | (none) | |

The Worst To Hit Immuner3 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | +1 ML | |
| 2 | 41.8 | +2 ML | |
| 3 | 83.6 | +3 ML | |
| 4 | 167.2 | +4 ML | |
| 5 | 334.4 | +5 ML | |
| 6 | 668.8 | +6 ML | |
| 7 | 1337.6 | +7 ML | |
| 8 | 2675.2 | +8 ML | |
| 9 | 5225 | +9 ML | |
| 10 | 10450 | +10 ML | Automatically make Wis checks and Will saves. |
| 11 | 15675 | +11 ML | Sustain Con. |
| 12 | 20900 | +12 ML | Get an instance of Wis bonus to one spell progression. |
| 13 | 26125 | +13 ML | Free Vanilla racial adjective that you must take. |
| 14 | 31350 | +14 ML | You have +1 Feat. |
| 15 | 36575 | +15 ML | Level 2: 1attack(s): Counter up to 3 effects targeting allies (PPD or Terror 10+Con save for quarter effect per effect) |
| 16 | 41800 | +16 ML | Level 4: 1G, ML/day: Disrupt a sustained or concentration-based effect (No save, GR to resist) |
| 17 | 47025 | +17 ML | Level 4: 1G, ML/day: Silence a target mid-cast, preventing the ability (Wis 27+Str save to delay 1 segment) |
| 18 | 52250 | +18 ML | Level 6: When an ally takes damage, they gain +2 saves, plus +1 for every 10 damage taken (rounded up) |
| 19 | 57475 | +19 ML | Level 9: Gain a Chaos Skin that heals you for 4% of damage you deal while active, for 1 segment |
| 20 | 62700 | +20 ML | Level 9: When you use(s) a magical item or scroll, -138 movement to an enemy (No save). Each failed save increases the penalty by 50% |
| 21 | 67925 | +21 ML | Level 11: +1 wear location |
| 22 | 73150 | +22 ML | Level 13: 10% to one oBlahR |
| 23 | 78375 | +23 ML | Level 14: +100 max hp |
| 24 | 83600 | +24 ML | Level 14: 6M: Intercept a summoning or planar effect (Spell or Str 57+Int save to delay 1 segment) |
| 25 | 88825 | +25 ML | Level 14: +1 Race Ability (÷1) |
| 26 | 94050 | +26 ML | Level 16: Allies within 30 feet gain +67 ranged dmg |
| 27 | 99275 | +27 ML | Level 16: Each time all allies is/are bloodied, Dispel 4 random magical effect(s) on an enemy, and suppress all other effects for 4 round(s) |
| 28 | 104500 | +28 ML | Level 21: Gain a Runic Skin that forces attackers to succeed on (No save, CR or NR to resist) or deal half damage for CL hours |
| 29 | 109725 | +29 ML | Level 21: Gain a volatile Iron Prism that explodes with Furnace damage when struck, dealing 15% back to the attacker |
| 30 | 114950 | +30 ML | Level 21: 10S, Spend 12 familiar(s), 3/hour: After rolling a natural 20, an ally gains SEL=1 Blessed for 6 round(s) |
| 31 | 120175 | +31 ML | Level 22: 7H: Disrupt a sustained or concentration-based effect (No save, WR or XR to resist) |
| 32 | 125400 | +32 ML | Level 28: 11B, ML/turn: Cancel a unique or X/G action before it resolves (No save, NR or WR to resist) |
| 33 | 130625 | +33 ML | |
| 34 | 135850 | +34 ML | |
| 35 | 141075 | +35 ML | |
| 36 | 146300 | +36 ML | |

Grand Saving Throws PenaltyMTG RDM

| Level | KXP | Spells | Requisites: |
|-------|--------|--------|--|
| | | | Alignment: any |
| 1 | 0 | (none) | HD/level: |
| 2 | 34.2 | (none) | Weapon Prof.: 0+level/0 |
| 3 | 68.4 | (none) | To Hit Table: (none) |
| 4 | 136.8 | (none) | Saves: (none) |
| 5 | 273.6 | (none) | Reference: RDM |
| 6 | 547.2 | (none) | Groups: Mini |
| 7 | 1094.4 | (none) | Complexity: CF=1 |
| 8 | 2188.8 | (none) | |
| 9 | 4275 | (none) | |
| 10 | 8550 | (none) | Sustain Con. |
| 11 | 12825 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Dex. |
| 12 | 17100 | (none) | Automatically make Con checks, Fort saves, System Shock and Resurrection survival rolls. |
| 13 | 21375 | (none) | Double your Personality score. |
| 14 | 25650 | (none) | You have the Cleave feat. |
| 15 | 29925 | (none) | Level 6: Whenever all enemies connect(s) to a psionic network, Drain 222% of resistances from an enemy's group (No save, XR or PR to resist) |
| 16 | 34200 | (none) | Level 7: Every time all enemies detect(s) good or evil, All enemies within 20 feet are SEL=5 Burned Out (Sanity or Wis 21+Chr save for tenth effect) |
| 17 | 38475 | (none) | Level 10: 1M: Twist an effect on a target (use ER to resist) |
| 18 | 42750 | (none) | Level 10: Whenever an enemy a blasphemous act is/are committed, Drain 350 saving throws and inflict a penalty for 1 rounds (No save, HR to resist) |
| 19 | 47025 | (none) | Level 10: +10 AC |
| 20 | 51300 | (none) | Level 12: +1 feat (can go beyond limit with this) |
| 21 | 55575 | (none) | Level 12: Overwrite a spell/psi progression with ML=12 |
| 22 | 59850 | (none) | Level 13: Resist two [C] section effects |
| 23 | 64125 | (none) | Level 13: +20% irreducible among * |
| 24 | 68400 | (none) | Level 13: 40 rogue points |
| 25 | 72675 | (none) | Level 14: +1 Race Ability (÷1) |
| 26 | 76950 | (none) | Level 14: +1/3 Size Class |
| 27 | 81225 | (none) | Level 17: 3C, Spend 4 skill pt(s), 3/segment: A random ally gets SEL=5 Capital E Euphoria for 6 round(s) |
| 28 | 85500 | (none) | Level 20: You gain(s) +11 melee dmg each turn for CL days, stacking until the effect ends |
| 29 | 89775 | (none) | Level 21: When all enemies turn(s) or rebuke(s) undead, -279 AC to your group. Str save for half effect (-140). On failed save, also becomes SEL=1 Nauseated |
| 30 | 94050 | (none) | Level 24: You gain(s) +226 AC |
| 31 | 98325 | (none) | Level 27: 10Z, Spend 16 max hp(s): When an ally falls, you gains SEL=7 Cureall for 3 round(s) |
| 32 | 102600 | (none) | Level 32: Each time all creatures create(s) or destroy(s) a mental barrier, Dispel effects on your group (No save, NR to resist) |
| 33 | 106875 | (none) | |
| 34 | 111150 | (none) | |
| 35 | 115425 | (none) | |
| 36 | 119700 | (none) | |

Proficiencies RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 35.4 | (none) |
| 3 | 70.8 | (none) |
| 4 | 141.6 | (none) |
| 5 | 283.2 | (none) |
| 6 | 566.4 | (none) |
| 7 | 1132.8 | (none) |
| 8 | 2265.6 | (none) |
| 9 | 4425 | (none) |
| 10 | 8850 | (none) |
| 11 | 13275 | (none) |
| 12 | 17700 | (none) |
| 13 | 22125 | (none) |
| 14 | 26550 | (none) |
| 15 | 30975 | (none) |
| 16 | 35400 | (none) |
| 17 | 39825 | (none) |
| 18 | 44250 | (none) |
| 19 | 48675 | (none) |
| 20 | 53100 | (none) |
| 21 | 57525 | (none) |
| 22 | 61950 | (none) |
| 23 | 66375 | (none) |
| 24 | 70800 | (none) |
| 25 | 75225 | (none) |
| 26 | 79650 | (none) |
| 27 | 84075 | (none) |
| 28 | 88500 | (none) |
| 29 | 92925 | (none) |
| 30 | 97350 | (none) |
| 31 | 101775 | (none) |
| 32 | 106200 | (none) |
| 33 | 110625 | (none) |
| 34 | 115050 | (none) |
| 35 | 119475 | (none) |
| 36 | 123900 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Get Int bonus to CL; you can no more than double the original CL of a class.

Level 1: Set Wis = 12

Level 1: +2 damage per die with spells or psi

Level 3: Every time a group link(s) mind(s) with another creature, Each time an enemy's group fails a save, they suffer an additional instance of SEL=2 Forget (Dex or Fortitude 13+Str save to counter)

Level 5: When all enemies create(s) or destroy(s) a mental barrier, Debuff: -18 max hp to an enemy, (Chr 19+Con save to nullify), effect spreads to adjacent foes if failed

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

Level 11: +1 attack per P action with one weapon

Level 11: +2 set Int

Level 12: Double Resist Fire, Unholy Fire, Water, Unholy Water, Wood, Cold

Level 13: +2 AT; you don't get AT from armor

Level 13: x1.1 saves bonus

Level 13: +1/3 Size Class

Level 13: When all creatures levitate(s) or move(s) an object with the mind, an enemy suffers -290 hp unless protected by PR

Level 16: 8A, ML/natural reset: Silence a target mid-cast, preventing the ability (Chr or PP 94+Wis save to reflect)

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

Level 26: 5F: Disrupt a sustained or concentration-based effect (Horror or Terror 167+Chr save to reflect)

Level 28: Each time you succeed(s) on a saving throw against magic, Dispel the last 14 magical effects on an enemy. No save allowed

Level 396: Every time all creatures complete(s) a ritual, Each failed save by an enemy increases the severity of SEL=19 Multilated (PPD 628+Chr save for tenth effect)

Level 792: When a creature become(s) invisible, Lingering effect: -8712 to movement on your group, stacking each round they remain affected. IR reduces the buildup

The Fourth Damage Requirements RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 36.8 | (none) |
| 3 | 73.6 | (none) |
| 4 | 147.2 | (none) |
| 5 | 294.4 | (none) |
| 6 | 588.8 | (none) |
| 7 | 1177.6 | (none) |
| 8 | 2355.2 | (none) |
| 9 | 4600 | (none) |
| 10 | 9200 | (none) |
| 11 | 13800 | (none) |
| 12 | 18400 | (none) |
| 13 | 23000 | (none) |
| 14 | 27600 | (none) |
| 15 | 32200 | (none) |
| 16 | 36800 | (none) |
| 17 | 41400 | (none) |
| 18 | 46000 | (none) |
| 19 | 50600 | (none) |
| 20 | 55200 | (none) |
| 21 | 59800 | (none) |
| 22 | 64400 | (none) |
| 23 | 69000 | (none) |
| 24 | 73600 | (none) |
| 25 | 78200 | (none) |
| 26 | 82800 | (none) |
| 27 | 87400 | (none) |
| 28 | 92000 | (none) |
| 29 | 96600 | (none) |
| 30 | 101200 | (none) |
| 31 | 105800 | (none) |
| 32 | 110400 | (none) |
| 33 | 115000 | (none) |
| 34 | 119600 | (none) |
| 35 | 124200 | (none) |
| 36 | 128800 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.

+1 S action only usable in segment 4.

Level 1: Immune to a [C] section effect

Level 1: Thaumic Thread: Gain a Entropy Bloom that reflects spells targeting you back to the caster for 3 segment(s)

Level 3: 2E, Spend 11 Wis: You is/are affected by SEL=3 Euphoria for 9 segment(s)

Level 10: +2 proficiencies (all from this class must be same)

Level 10: 25% of one BlahR Evasion

Level 10: +10% dmg w/ damaging spells

Level 11: Your summons have +1 rhp

Level 11: +10% dmg w/ damaging spells

Level 12: +1 alignment

Level 12: Holy Wrath: An ally gains +6JH action(s) for 1 round(s)

Level 13: Immune to 2 specific effects

Level 13: 40 rogue points

Level 26: An ally's group gain(s) +120 melee dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 28: 8B, NP/turn: Counter up to 3 effects targeting allies (No save, PR or CR to resist per effect)

Level 31: Every time all allies restore(s) hp to another creature, Each time an enemy fails a save, they suffer an additional instance of SEL=4 Drained MF (Dex 180+Int for tenth effect, GR or NR to resist)

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

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

Level 792: 101bbbS, 3/turn: Silence a target mid-cast, preventing the ability (No save, RR or HR to resist)

Chromatic Prerequisite Damage Progression5 RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 27.6 | +2 lim ML |
| 3 | 55.2 | +3 lim ML |
| 4 | 110.4 | +4 lim ML |
| 5 | 220.8 | +5 lim ML |
| 6 | 441.6 | +6 lim ML |
| 7 | 883.2 | +7 lim ML |
| 8 | 1766.4 | +8 lim ML |
| 9 | 3450 | +9 lim ML |
| 10 | 6900 | +10 lim ML |
| 11 | 10350 | +11 lim ML |
| 12 | 13800 | +12 lim ML |
| 13 | 17250 | +13 lim ML |
| 14 | 20700 | +14 lim ML |
| 15 | 24150 | +15 lim ML |
| 16 | 27600 | +16 lim ML |
| 17 | 31050 | +17 lim ML |
| 18 | 34500 | +18 lim ML |
| 19 | 37950 | +19 lim ML |
| 20 | 41400 | +20 lim ML |
| 21 | 44850 | +21 lim ML |
| 22 | 48300 | +22 lim ML |
| 23 | 51750 | +23 lim ML |
| 24 | 55200 | +24 lim ML |
| 25 | 58650 | +25 lim ML |
| 26 | 62100 | +26 lim ML |
| 27 | 65550 | +27 lim ML |
| 28 | 69000 | +28 lim ML |
| 29 | 72450 | +29 lim ML |
| 30 | 75900 | +30 lim ML |
| 31 | 79350 | +31 lim ML |
| 32 | 82800 | +32 lim ML |
| 33 | 86250 | +33 lim ML |
| 34 | 89700 | +34 lim ML |
| 35 | 93150 | +35 lim ML |
| 36 | 96600 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action.

Gives +2 Personality per level, regardless of which calculation is being used (Int+Chr+level or Wis+Con+level). The Alt2 version (Reason) gives this bonus as well; the Alt1 version (Intuition) does not.

Sustain Dex.

You get the bonus P,V actions based on high Dex used in earlier versions of the Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 for +1P (so at Dex 22 you can have either +2V or +1P).

Resist Chromatic.

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

Level 1: When a group create(s) or destroy(s) a mental barrier, Debuff: -9 to hit to an enemy, (No save, NR to resist), effect spreads to adjacent foes if failed

Level 1: ++1 AC (adds your armor base AT again)

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

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

Level 7: Every time you regenerate(s) or heals naturally, If your group is below half hit points, they are SEL=1 Haunted (Horror 52+Str save for quarter effect)

Level 10: +2 proficiencies (all from this class must be same)

Level 11: +1/3 size "considered larger" for purposes of weapons and armor

Level 12: +20 AT

Level 12: +3970 gp per reset

Level 12: 1M, 1/d: True Resurrection

Level 12: +2 set Int

Level 13: Specialization, Weapon

Level 13: 1M, 1/d: True Resurrection

Level 14: +1 specialty School or Sphere

Level 20: Your group gain(s) +41 melee dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 22: Whenever an enemy critically hit(s) an enemy, Drain 836% of spell slots from an enemy (Dex or Terror 44+Str save to counter)

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

Level 540: 175bbbS, ML/turn: Counter and remove an ongoing effect from a target (No save, IR or XR to resist)

Maldev Proficiencies PenaltyJG RDM

| Level | KXP | Spells | Requisites: |
|-------|--------|--------|--|
| | | | Alignment: any |
| 1 | 0 | (none) | HD/level: |
| 2 | 30 | (none) | Weapon Prof.: 0+level/0 |
| 3 | 60 | (none) | To Hit Table: (none) |
| 4 | 120 | (none) | Saves: (none) |
| 5 | 240 | (none) | Reference: RDM |
| 6 | 480 | (none) | Groups: Mini |
| 7 | 960 | (none) | Complexity: CF=1 |
| 8 | 1920 | (none) | |
| 9 | 3750 | (none) | |
| 10 | 7500 | (none) | Automatically make Dex checks and Reflex saves. |
| 11 | 11250 | (none) | Can apply a free "Crude Neutronium" weapon adjective to one weapon. |
| 12 | 15000 | (none) | Level 1: +2 set Con; Regen +1 hp/s * |
| 13 | 18750 | (none) | Level 1: +2 set Con; Regen +1 hp/s * |
| 14 | 22500 | (none) | Level 10: An ally gain(s) +7 saves each turn for CL turns, stacking until the effect ends |
| 15 | 26250 | (none) | Level 10: set dmg 200 per missile attack |
| 16 | 30000 | (none) | Level 11: Area effect spell hits +1 group |
| 17 | 33750 | (none) | Level 12: +0.2 in mixed race abilities |
| 18 | 37500 | (none) | Level 12: +1 GGL pick |
| 19 | 41250 | (none) | Level 13: Your summons have +1 defensive DL |
| 20 | 45000 | (none) | Level 13: 1P: Unsummon a summon. |
| 21 | 48750 | (none) | Level 14: An ally's group surge(s) with +14 melee dmg for a single action |
| 22 | 52500 | (none) | Level 14: +1 to hit |
| 23 | 56250 | (none) | Level 14: +12 weapon needed to hit you |
| 24 | 60000 | (none) | Level 15: 7D, Spend 3 max hp(s): An ally get(s) SEL=2 Mirror-Imaged for 5 minute(s) |
| 25 | 63750 | (none) | Level 15: 2D, Spend 10 subordinate(s): While within 20 feet of you, an ally's group has SEL=5 True Seeing for 5 round(s) |
| 26 | 67500 | (none) | Level 18: +37 melee dmg and +37 melee dmg to you |
| 27 | 71250 | (none) | Level 21: Gain a Frosted Prism that grants immunity to the next status effect inflicted, until you die |
| 28 | 75000 | (none) | Level 24: Allies within 30 feet gain +77 max hp |
| 29 | 78750 | (none) | Level 25: Gain a Phantom Mantle that reduces all forced movement by half unless resisted with (BW 41+Str save for half effect), for CL turns |
| 30 | 82500 | (none) | |
| 31 | 86250 | (none) | |
| 32 | 90000 | (none) | |
| 33 | 93750 | (none) | |
| 34 | 97500 | (none) | |
| 35 | 101250 | (none) | |
| 36 | 105000 | (none) | |

Meta- Armor Class Penalty Slayer RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 28.6 | (none) |
| 3 | 57.2 | (none) |
| 4 | 114.4 | (none) |
| 5 | 228.8 | (none) |
| 6 | 457.6 | (none) |
| 7 | 915.2 | (none) |
| 8 | 1830.4 | (none) |
| 9 | 3575 | (none) |
| 10 | 7150 | (none) |
| 11 | 10725 | (none) |
| 12 | 14300 | (none) |
| 13 | 17875 | (none) |
| 14 | 21450 | (none) |
| 15 | 25025 | (none) |
| 16 | 28600 | (none) |
| 17 | 32175 | (none) |
| 18 | 35750 | (none) |
| 19 | 39325 | (none) |
| 20 | 42900 | (none) |
| 21 | 46475 | (none) |
| 22 | 50050 | (none) |
| 23 | 53625 | (none) |
| 24 | 57200 | (none) |
| 25 | 60775 | (none) |
| 26 | 64350 | (none) |
| 27 | 67925 | (none) |
| 28 | 71500 | (none) |
| 29 | 75075 | (none) |
| 30 | 78650 | (none) |
| 31 | 82225 | (none) |
| 32 | 85800 | (none) |
| 33 | 89375 | (none) |
| 34 | 92950 | (none) |
| 35 | 96525 | (none) |
| 36 | 100100 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg.

This autohits and removes him from your group.

Get Int bonus to CL; you can no more than double the original CL of a class.

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

Level 1: +2 set Chr; +10% Money *

Level 5: 2S, Spend 14 rogue pt(s), ML/hour: You is/are affected by SEL=2 Full

Cover for 1 round(s)

Level 10: Double Displaced (+2 AC)

Level 11: +10 all saves

Level 11: 1 DL worth of magic items /reset

Level 12: CL=(12 or HNCL); know 12 schools(444 441)

Level 12: +10 all saves

Level 12: +1 specialty School or Sphere

Level 13: +4 set Coordination (TH)

Level 14: 6M: Silence a target mid-cast, preventing the ability (Chr or PPD 63+Wis save to absorb)

Level 14: +2 proficiencies (all from this class must be same)

Level 15: Gain a Entropy Wrap that reflects spells targeting you back to the caster for 3 round(s)

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

Level 20: An ally gains +9LZ action(s) for 3 round(s)

Level 24: Allies within 30 feet gain +11 to hit

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

Level 32: Each time an ally use(s) a combat maneuver, Remove all beneficial effects from an enemy (No save, GR to resist)

Level 144: 56V, Spend 8 summon(s), ML/artifical reset: When an ally's group takes damage, they gain SEL=7 Raised Fully for 6 minute(s)

Group Damage2 RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 29.4 | +2 lim ML |
| 3 | 58.8 | +3 lim ML |
| 4 | 117.6 | +4 lim ML |
| 5 | 235.2 | +5 lim ML |
| 6 | 470.4 | +6 lim ML |
| 7 | 940.8 | +7 lim ML |
| 8 | 1881.6 | +8 lim ML |
| 9 | 3675 | +9 lim ML |
| 10 | 7350 | +10 lim ML |
| 11 | 11025 | +11 lim ML |
| 12 | 14700 | +12 lim ML |
| 13 | 18375 | +13 lim ML |
| 14 | 22050 | +14 lim ML |
| 15 | 25725 | +15 lim ML |
| 16 | 29400 | +16 lim ML |
| 17 | 33075 | +17 lim ML |
| 18 | 36750 | +18 lim ML |
| 19 | 40425 | +19 lim ML |
| 20 | 44100 | +20 lim ML |
| 21 | 47775 | +21 lim ML |
| 22 | 51450 | +22 lim ML |
| 23 | 55125 | +23 lim ML |
| 24 | 58800 | +24 lim ML |
| 25 | 62475 | +25 lim ML |
| 26 | 66150 | +26 lim ML |
| 27 | 69825 | +27 lim ML |
| 28 | 73500 | +28 lim ML |
| 29 | 77175 | +29 lim ML |
| 30 | 80850 | +30 lim ML |
| 31 | 84525 | +31 lim ML |
| 32 | 88200 | +32 lim ML |
| 33 | 91875 | +33 lim ML |
| 34 | 95550 | +34 lim ML |
| 35 | 99225 | +35 lim ML |
| 36 | 102900 | +36 lim ML |

Requisites:
Alignment: any
HD/level:
Weapon Prof.: 0+level/0
To Hit Table: (none)
Saves: (none)
Reference: RDM
Groups: Mini
Complexity: CF=1

This class gives +1 rank of Exceptional Wis which stacks on top on what you already have (unless the source says it can't be improved).
 Get Int bonus to CL; you can no more than double the original CL of a class.
 Automatically make Dex checks and Reflex saves.
 You have +1 Kit.
 Level 1: ++1 to hit
 Level 5: Gain a Obsidian Cocoon that reduces all forced movement by half unless resisted with (Horror or Spell 28+Wis save to reflect), for CL segments
 Level 5: When an enemy become(s) invisible, Weaken(s) 1 enemies: -118 dmg (No save, HR to resist). Each failed save increases the penalty by 50%
 Level 6: Relentless Rend: An ally's group gain(s) +21 saves if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%
 Level 10: 40 rogue points
 Level 11: +1/3 size "considered larger" for purposes of weapons and armor
 Level 11: Set Wis = 32
 Level 12: x1.1 XP
 Level 12: Area effect spell hits +1 group
 Level 12: x4 hp
 Level 13: inDR 26/+13
 Level 13: Merge Rogue chart up to LVL=13
 Level 19: Every time all enemies take(s) damage from a hated foe, If an enemy's group is below half hit points, they are SEL=3 Skinned (No save, WR or XR to resist)
 Level 26: Whenever a creature lose(s) concentration, Drain 390% of resistances from an enemy's group (No save, PR or MR to resist)
 Level 30: Swordmaster's Riposte: Whenever you manifest(s) a psionic power, Drain 645 psi points per round from your group for 1 rounds (Horror 17+Int save to counter)
 Level 30: 8M: Counter an action, but suffer x2 effect on failure (No save, TechR or WR to resist)
 Level 32: Allies within 30 feet gain +146 hp
 Level 468: 167KE, Spend 3 familiar(s): After rolling a natural 20, an ally gains SEL=7 Protection from Death for 4 round(s)

Damage RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 32.2 | (none) |
| 3 | 64.4 | (none) |
| 4 | 128.8 | (none) |
| 5 | 257.6 | (none) |
| 6 | 515.2 | (none) |
| 7 | 1030.4 | (none) |
| 8 | 2060.8 | (none) |
| 9 | 4025 | (none) |
| 10 | 8050 | (none) |
| 11 | 12075 | (none) |
| 12 | 16100 | (none) |
| 13 | 20125 | (none) |
| 14 | 24150 | (none) |
| 15 | 28175 | (none) |
| 16 | 32200 | (none) |
| 17 | 36225 | (none) |
| 18 | 40250 | (none) |
| 19 | 44275 | (none) |
| 20 | 48300 | (none) |
| 21 | 52325 | (none) |
| 22 | 56350 | (none) |
| 23 | 60375 | (none) |
| 24 | 64400 | (none) |
| 25 | 68425 | (none) |
| 26 | 72450 | (none) |
| 27 | 76475 | (none) |
| 28 | 80500 | (none) |
| 29 | 84525 | (none) |
| 30 | 88550 | (none) |
| 31 | 92575 | (none) |
| 32 | 96600 | (none) |
| 33 | 100625 | (none) |
| 34 | 104650 | (none) |
| 35 | 108675 | (none) |
| 36 | 112700 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class, unlike other Mini classes, can have Edition Numbers and gets the benefits from them.

Level 1: +1 professional wrestling maneuver

Level 1: Your summons have +1 rhp

Level 1: +5 proficiencies

Level 3: Gain a Force Wreath that grants immunity to the next status effect inflicted, permanently

Level 4: 1G, ML/day: Silence a target mid-cast, preventing the ability (No save)

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

Level 7: 4P, Spend 4 hp(s): While within 20 feet of you, your group has SEL=2 Damped Restraint for 2 round(s)

Level 10: +1 limited ML *

Level 11: Everyone has --1 TH vs. you

Level 12: +2 set Con; Regen +12 hp/s *

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

Level 14: +2 half plusses /reset

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

Level 22: You surge(s) with +50 saves for a single action

Level 24: 7X, ML/lifetime: Counter an action, but suffer x2 effect on failure (Horror 106+Dex to nullify, GR or HR to resist)

Level 28: Each time a creature lose(s) concentration, Dispel all effects on an enemy's group (No save, IR to resist) If resisted, a random effect is reflected back at the source

Level 29: 5W, Spend 6 Int, 3/week: A random ally gets SEL=7 Time Reality Stable for 1 minute(s)

Level 108: Whenever all creatures regenerate(s) or heals naturally, Drain 3564 points of Con from your group (Terror or Con 388+Chr save to delay 1 segment)

XP RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 30 | (none) |
| 3 | 60 | (none) |
| 4 | 120 | (none) |
| 5 | 240 | (none) |
| 6 | 480 | (none) |
| 7 | 960 | (none) |
| 8 | 1920 | (none) |
| 9 | 3750 | (none) |
| 10 | 7500 | (none) |
| 11 | 11250 | (none) |
| 12 | 15000 | (none) |
| 13 | 18750 | (none) |
| 14 | 22500 | (none) |
| 15 | 26250 | (none) |
| 16 | 30000 | (none) |
| 17 | 33750 | (none) |
| 18 | 37500 | (none) |
| 19 | 41250 | (none) |
| 20 | 45000 | (none) |
| 21 | 48750 | (none) |
| 22 | 52500 | (none) |
| 23 | 56250 | (none) |
| 24 | 60000 | (none) |
| 25 | 63750 | (none) |
| 26 | 67500 | (none) |
| 27 | 71250 | (none) |
| 28 | 75000 | (none) |
| 29 | 78750 | (none) |
| 30 | 82500 | (none) |
| 31 | 86250 | (none) |
| 32 | 90000 | (none) |
| 33 | 93750 | (none) |
| 34 | 97500 | (none) |
| 35 | 101250 | (none) |
| 36 | 105000 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Wis which stacks on top on what you already have (unless the source says it can't be improved).

Level 1: +1 per die w/ damaging spells

Level 1: set AC 30

Level 1: x1.1 damage

Level 1: +1 to number of summons (same group)

Level 4: Allies within 30 feet gain +10 ranged dmg

Level 10: 2F: Counter an action targeting an ally (BW 62+Int to counter, PR or RR to resist)

Level 10: 20 charges of 1s immunity

Level 11: Gain a volatile Solar Wrap that explodes with Mist damage when struck, dealing 40% back to the attacker

Level 11: +1 specialty Discipline (psionics)

Level 12: Halve the F in Custom1 picks (Max F=6)

Level 12: +2 set Dex

Level 14: +1 LVL with Omens

Level 14: +1 set Cml

Level 14: ++1 saves

Level 16: An ally gain(s) +33 hp if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 20: Your group gain(s) +44 to hit each turn until you die, stacking until the effect ends

Level 31: 14D, Spend 5 Str: You gain(s) 131 stackable instance(s) of SEL=5 Hold Life lasting 1 minute(s)

Level 792: 149hhH, Spend 8 subordinate(s), NP/week: An ally is/are affected by SEL=4 Floor No Target for 21 minute(s)

Saves Immuner1JG RDM

| Level | KXP | Spells | Requisites: |
|-------|--------|--------|---|
| | | | Alignment: any |
| 1 | 0 | (none) | HD/level: |
| 2 | 41.4 | (none) | Weapon Prof.: 0+level/0 |
| 3 | 82.8 | (none) | To Hit Table: (none) |
| 4 | 165.6 | (none) | Saves: (none) |
| 5 | 331.2 | (none) | Reference: RDM |
| 6 | 662.4 | (none) | Groups: Mini |
| 7 | 1324.8 | (none) | Complexity: CF=1 |
| 8 | 2649.6 | (none) | |
| 9 | 5175 | (none) | |
| 10 | 10350 | (none) | +2 Kit slots. |
| 11 | 15525 | (none) | 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves. |
| 12 | 20700 | (none) | Level 1: Race XP div. starts reducing at level 4 |
| 13 | 25875 | (none) | Level 2: Awakened Sweep: An ally gain(s) +7 to hit each turn for CL turns, stacking until the effect ends |
| 14 | 31050 | (none) | Level 9: Gain a Iron Skin that grants immunity to the next status effect inflicted, for CL resets |
| 15 | 36225 | (none) | Level 10: ++1 AC (adds your armor base AT again) |
| 16 | 41400 | (none) | Level 10: +1 per die w/ damaging spells |
| 17 | 46575 | (none) | Level 13: 1M, 1/t: Cureall+Remove 1 [C] effect |
| 18 | 51750 | (none) | Level 13: When a creature take(s) radiant or necrotic damage, Applies -280 to hit to an enemy's group. This ability ignores XR if target is below 50% HP |
| 19 | 56925 | (none) | Level 13: +1 specialty Discipline (psionics) |
| 20 | 62100 | (none) | Level 14: +10% dmg w/ damaging spells |
| 21 | 67275 | (none) | Level 16: Each time a group take(s) damage from a hated foe, Dispel effects on an enemy, bypassing NR resistance if their HD \geq 80 |
| 22 | 72450 | (none) | Level 16: When an ally's group takes damage, they gain +74 saves, plus +1 for every 10 damage taken (rounded up) |
| 23 | 77625 | (none) | Level 17: Gain a Empathic Halo that heals you for 39% of damage you deal while active, for CL minutes |
| 24 | 82800 | (none) | Level 20: An ally gains +6LB action(s) for 1 round(s) |
| 25 | 87975 | (none) | Level 25: When all enemies disarm(s) a trap, Debuff: -300 AC to your group, (Wis 56+Dex save to reflect), effect spreads to adjacent foes if failed |
| 26 | 93150 | (none) | Level 27: Every time a creature has/have a divine spell cast nearby, All enemies within 20 feet are SEL=10 Loop Folded (Str 94+Int save for quarter effect) |
| 27 | 98325 | (none) | Level 28: 13B, ML/turn: Counter up to 3 effects targeting allies (No save, PR to resist per effect) |
| 28 | 103500 | (none) | Level 144: 56V, Spend 8 summon(s), ML/artifical reset: When an ally's group takes damage, they gain SEL=7 Raised Fully for 6 minute(s) |
| 29 | 108675 | (none) | Level 468: Each time a creature enter(s) or exit(s) stealth, Dispel the last 234 magical effects on an enemy's group. No save allowed |
| 30 | 113850 | (none) | |
| 31 | 119025 | (none) | |
| 32 | 124200 | (none) | |
| 33 | 129375 | (none) | |
| 34 | 134550 | (none) | |
| 35 | 139725 | (none) | |
| 36 | 144900 | (none) | |

The Fifth Overwrite Saving Throws RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 33.6 | (none) |
| 3 | 67.2 | (none) |
| 4 | 134.4 | (none) |
| 5 | 268.8 | (none) |
| 6 | 537.6 | (none) |
| 7 | 1075.2 | (none) |
| 8 | 2150.4 | (none) |
| 9 | 4200 | (none) |
| 10 | 8400 | (none) |
| 11 | 12600 | (none) |
| 12 | 16800 | (none) |
| 13 | 21000 | (none) |
| 14 | 25200 | (none) |
| 15 | 29400 | (none) |
| 16 | 33600 | (none) |
| 17 | 37800 | (none) |
| 18 | 42000 | (none) |
| 19 | 46200 | (none) |
| 20 | 50400 | (none) |
| 21 | 54600 | (none) |
| 22 | 58800 | (none) |
| 23 | 63000 | (none) |
| 24 | 67200 | (none) |
| 25 | 71400 | (none) |
| 26 | 75600 | (none) |
| 27 | 79800 | (none) |
| 28 | 84000 | (none) |
| 29 | 88200 | (none) |
| 30 | 92400 | (none) |
| 31 | 96600 | (none) |
| 32 | 100800 | (none) |
| 33 | 105000 | (none) |
| 34 | 109200 | (none) |
| 35 | 113400 | (none) |
| 36 | 117600 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Sustain Con.

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

+1 S action only usable in segment 5.

Level 1: +2 half plusses /reset

Level 1: +1 per die w/ damaging spells

Level 1: +4 set Presence (prog. bonus); *

Level 3: Gain a Chaos Husk that reduces all forced movement by half unless resisted with (Str or Chr 23+Str save to delay 1 segment), for 1 turn

Level 3: 2E, Spend 11 Wis: You is/are affected by SEL=3 Euphoria for 9 segment(s)

Level 9: Gain a Ethereal Fold that heals you for 13% of damage you deal while active, permanently

Level 9: When a creature identify(ies) a spell or magical effect, Weaken(s) 1 enemies:

-45 dmg (Terror or Sanity 38+Con save for quarter effect). Each failed save increases the penalty by 50%

Level 10: 20 charges of 1s immunity

Level 10: Set Chr = 30

Level 10: x6 base TH from class

Level 12: +4 set Intuition (prog. bonus)

Level 12: Resist two [C] section effects

Level 14: 6M: Silence a target mid-cast, preventing the ability (Fortitude 89+Str save for half effect)

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 19: 10E, Spend 2 familiar(s): After rolling a natural 20, you gains SEL=12

Capital I Invigorated for 5 round(s)

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

Level 26: Soulbound Haloing: Whenever you climb(s) or traverse(s) difficult terrain, Drain 143 spell slots from all enemies in 20 feet (Dex 169+Wis save for tenth effect)

Level 396: When a creature successfully pick(s) a lock, Lingering effect: -3168 to saves on your group, stacking each round they remain affected. HR reduces the buildup

Anti- Saving Throws4 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 36.2 | (none) | |
| 3 | 72.4 | (none) | |
| 4 | 144.8 | (none) | |
| 5 | 289.6 | (none) | |
| 6 | 579.2 | (none) | |
| 7 | 1158.4 | (none) | |
| 8 | 2316.8 | (none) | |
| 9 | 4525 | (none) | |
| 10 | 9050 | (none) | Resist falling damage. |
| 11 | 13575 | (none) | You may take both forms of this Mini-class. Each still costs 1 Mini-class slot. |
| 12 | 18100 | (none) | You get the bonus P,V actions based on high Dex used in earlier versions of the Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 for +1P (so at Dex 22 you can have either +2V or +1P). |
| 13 | 22625 | (none) | On one spell/psi power/ability, you may change all instances of "Dispel", "Immune to", or "Ignore" to "Dispel", "Immune to", or "Ignore". |
| 14 | 27150 | (none) | You have +1 4th edition power (pick A, E, D, or U). |
| 15 | 31675 | (none) | Level 1: +1 specialty Discipline (psionics) |
| 16 | 36200 | (none) | Level 1: 1C, Spend 1 hp(s), 3/segment: If healed, an ally's group also gains SEL=1 Sanctuary for 3 segment(s) |
| 17 | 40725 | (none) | Level 1: CL=(1 or HNCL); PSPs = ½ of normal Psionicist(1-- -) |
| 18 | 45250 | (none) | Level 4: Allies within 30 feet gain +10 ranged dmg |
| 19 | 49775 | (none) | Level 8: 3X, ML/lifetime: Counter up to 3 effects targeting allies (No save per effect) |
| 20 | 54300 | (none) | Level 9: Cowlbound Overstep: Gain a Elemental Carapace that reduces all forced movement by half unless resisted with (Horror or Con 43+Chr save for quarter effect), for CL hours |
| 21 | 58825 | (none) | Level 10: Whenever a creature succeed(s) on a Dexterity saving throw, Drain 205 saving throws and inflict a penalty for 1 rounds (No save, IR to resist) |
| 22 | 63350 | (none) | Level 10: Your summons have +1 offensive DL |
| 23 | 67875 | (none) | Level 12: Nerd/Knowledge: +LVL non-weapon proficiencies; languages cost half a slot each. |
| 24 | 72400 | (none) | Level 12: inDR 24/+12 |
| 25 | 76925 | (none) | Level 13: +1 alignment |
| 26 | 81450 | (none) | Level 13: +1 professional wrestling maneuver |
| 27 | 85975 | (none) | Level 14: 6M: Cancel a unique or X/G action before it resolves (No save) |
| 28 | 90500 | (none) | Level 15: Every time a group hear(s) their kind invoked or named, All enemies within 20 feet are SEL=1 Drunk (No save, TechR to resist) |
| 29 | 95025 | (none) | Level 16: Psi- Collapse: Support characters gain +16 to hit |
| 30 | 99550 | (none) | 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) |
| 31 | 104075 | (none) | Level 27: 10Z, Spend 2 familiar(s): An ally's group get(s) SEL=2 Displaced for 3 minute(s) |
| 32 | 108600 | (none) | Level 29: Gain a Temporal Mantle that reflects spells targeting you back to the caster for 3 round(s) |
| 33 | 113125 | (none) | |
| 34 | 117650 | (none) | |
| 35 | 122175 | (none) | |
| 36 | 126700 | (none) | |

Ignore To Hit Requirements2 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 30 | (none) |
| 3 | 60 | (none) |
| 4 | 120 | (none) |
| 5 | 240 | (none) |
| 6 | 480 | (none) |
| 7 | 960 | (none) |
| 8 | 1920 | (none) |
| 9 | 3750 | (none) |
| 10 | 7500 | (none) |
| 11 | 11250 | (none) |
| 12 | 15000 | (none) |
| 13 | 18750 | (none) |
| 14 | 22500 | (none) |
| 15 | 26250 | (none) |
| 16 | 30000 | (none) |
| 17 | 33750 | (none) |
| 18 | 37500 | (none) |
| 19 | 41250 | (none) |
| 20 | 45000 | (none) |
| 21 | 48750 | (none) |
| 22 | 52500 | (none) |
| 23 | 56250 | (none) |
| 24 | 60000 | (none) |
| 25 | 63750 | (none) |
| 26 | 67500 | (none) |
| 27 | 71250 | (none) |
| 28 | 75000 | (none) |
| 29 | 78750 | (none) |
| 30 | 82500 | (none) |
| 31 | 86250 | (none) |
| 32 | 90000 | (none) |
| 33 | 93750 | (none) |
| 34 | 97500 | (none) |
| 35 | 101250 | (none) |
| 36 | 105000 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Double your Personality score.

You may "project" (copy) your Cml onto one other ability score. This is a constant overwrite, and does count for meeting stat requirements.

You have +1 Kit.

Level 5: 2S, Spend 9 rogue pt(s), 3/hour: If healed, an ally's group also gains SEL=1

Satiated for 1 round(s)

Level 10: +4 set Fitness (hp bonus)

Level 10: 332 2-- --- [--- --]

Level 10: Your spells/psi shift blahR by -25%

Level 10: +1 specialty Discipline (psionics)

Level 11: +1 to number of summons (same group)

Level 12: +1 specialty Discipline (psionics)

Level 13: Immune to a [C] section effect and it's Capital version

Level 13: -13 per physical attack

Level 13: What you need to hit = (target's AC)÷13

Level 14: +1 Edition Number to this class

Level 14: +4 saves

Level 15: 4D, Spend 8 Int: An ally's group get(s) SEL=7 On the Mound for 2 minute(s)

Level 18: An Ally'S Group gain(s) +56 max hp

Level 19: Every time a group succeed(s) on a Wisdom saving throw, An enemy is afflicted with both Suffocated and Held (Con or Terror 70+Wis save to delay 1 segment)

Level 24: You gain(s) +226 AC

Level 31: Gain a Crystalline Swaddle that grants immunity to the next status effect inflicted, for CL rounds

Level 540: 175bbbS, ML/turn: Counter and remove an ongoing effect from a target (No save, IR or XR to resist)

Saving Throws RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 42.2 | (none) |
| 3 | 84.4 | (none) |
| 4 | 168.8 | (none) |
| 5 | 337.6 | (none) |
| 6 | 675.2 | (none) |
| 7 | 1350.4 | (none) |
| 8 | 2700.8 | (none) |
| 9 | 5275 | (none) |
| 10 | 10550 | (none) |
| 11 | 15825 | (none) |
| 12 | 21100 | (none) |
| 13 | 26375 | (none) |
| 14 | 31650 | (none) |
| 15 | 36925 | (none) |
| 16 | 42200 | (none) |
| 17 | 47475 | (none) |
| 18 | 52750 | (none) |
| 19 | 58025 | (none) |
| 20 | 63300 | (none) |
| 21 | 68575 | (none) |
| 22 | 73850 | (none) |
| 23 | 79125 | (none) |
| 24 | 84400 | (none) |
| 25 | 89675 | (none) |
| 26 | 94950 | (none) |
| 27 | 100225 | (none) |
| 28 | 105500 | (none) |
| 29 | 110775 | (none) |
| 30 | 116050 | (none) |
| 31 | 121325 | (none) |
| 32 | 126600 | (none) |
| 33 | 131875 | (none) |
| 34 | 137150 | (none) |
| 35 | 142425 | (none) |
| 36 | 147700 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

Sustain Chr, Cml.

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

Level 1: When a group create(s) or destroy(s) a mental barrier, Inflicts movement (-1) on your group (Chr or Con 11+Int save for half effect). Stacks with each failed save
 Level 3: 2E, Spend 11 Wis: You is/are affected by SEL=3 Euphoria for 9 segment(s)
 Level 6: 2H: Counter up to 3 effects targeting allies (PPD or Dex 22+Dex save for tenth effect per effect)

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 10: +1 A' action /r (3A' -> 1QZ)

Level 10: +10 SLs

Level 10: 40 rogue points

Level 10: +1 wear location

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

Level 12: 5B, 3/turn: Reflect a hostile ability back to its source (No save, XR or GR to resist or to avoid reflection)

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

Level 20: 9G, 3/day: Counter an action, but suffer x2 effect on failure (Dex or Str 57+Int save to negate)

Level 22: Psychoscape Shatter: 10H: Silence a target mid-cast, preventing the ability (Sanity or Str 118+Int save to nullify)

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

Level 25: When all allies restore(s) hp to another creature, -557 AC to all nearby enemies (Spell or BW 20+Dex save to delay 1 segment)

Level 28: Each time you complete(s) a ritual, Dispel 6 random magical effect(s) on an enemy, and suppress all other effects for 4 round(s)

Level 29: 5W, Spend 7 Wis, ML/week: When your group takes damage, they gain SEL=2 Invisible for 1 minute(s)

Level 30: 8M: Counter and remove an ongoing effect from a target (No save, MR or TechR to resist)

The First Capital Saving Throws RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 35.4 | (none) | |
| 3 | 70.8 | (none) | |
| 4 | 141.6 | (none) | |
| 5 | 283.2 | (none) | |
| 6 | 566.4 | (none) | |
| 7 | 1132.8 | (none) | |
| 8 | 2265.6 | (none) | |
| 9 | 4425 | (none) | |
| 10 | 8850 | (none) | You get the bonus P,V actions based on high Dex used in earlier versions of the |
| 11 | 13275 | (none) | Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 |
| 12 | 17700 | (none) | for +1P (so at Dex 22 you can have either +2V or +1P). |
| 13 | 22125 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Int. |
| 14 | 26550 | (none) | +1 S action only usable in segment 1. |
| 15 | 30975 | (none) | Level 1: Your spells/psi shift blahR by -25% |
| 16 | 35400 | (none) | Level 3: Gain a Obsidian Tangle that forces attackers to succeed on (BW 16+Wis |
| 17 | 39825 | (none) | save to negate) or deal half damage until you die |
| 18 | 44250 | (none) | Level 6: When an ally takes damage, they gain +12 saves, plus +1 for every 10 |
| 19 | 48675 | (none) | damage taken (rounded up) |
| 20 | 53100 | (none) | Level 6: 2H: Reflect a hostile ability back to its source (No save, NR to resist or to |
| 21 | 57525 | (none) | avoid reflection) |
| 22 | 61950 | (none) | Level 9: 2V, Spend 5 Wis, 3/artificial reset: If healed, your group also gains SEL=5 |
| 23 | 66375 | (none) | Dusted for 6 segment(s) |
| 24 | 70800 | (none) | Level 10: +100 max hp |
| 25 | 75225 | (none) | Level 10: +2 proficiencies (all from this class must be same) |
| 26 | 79650 | (none) | Level 11: +121 eels |
| 27 | 84075 | (none) | Level 11: Level 11 Custom5 pick |
| 28 | 88500 | (none) | Level 12: An ally gains +1KZ action(s) for 6 segment(s) |
| 29 | 92925 | (none) | Level 12: +1 LVL with Omens |
| 30 | 97350 | (none) | Level 13: Your summons have +1 offensive DL |
| 31 | 101775 | (none) | Level 18: An ally's group gain(s) +24 ranged dmg each turn while concentrating, |
| 32 | 106200 | (none) | stacking until the effect ends |
| 33 | 110625 | (none) | Level 22: 4H: Counter and remove an ongoing effect from a target (Spell 15+Wis |
| 34 | 115050 | (none) | save to absorb) |
| 35 | 119475 | (none) | Level 22: Whenever a creature drop(s) an enemy to 0 hp, Drain 506% of resistances |
| 36 | 123900 | (none) | from your group. Each failed save (PPD or Dex 102+Dex save for tenth effect) |

Dragon Proficiencies4 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 31 | (none) |
| 3 | 62 | (none) |
| 4 | 124 | (none) |
| 5 | 248 | (none) |
| 6 | 496 | (none) |
| 7 | 992 | (none) |
| 8 | 1984 | (none) |
| 9 | 3875 | (none) |
| 10 | 7750 | (none) |
| 11 | 11625 | (none) |
| 12 | 15500 | (none) |
| 13 | 19375 | (none) |
| 14 | 23250 | (none) |
| 15 | 27125 | (none) |
| 16 | 31000 | (none) |
| 17 | 34875 | (none) |
| 18 | 38750 | (none) |
| 19 | 42625 | (none) |
| 20 | 46500 | (none) |
| 21 | 50375 | (none) |
| 22 | 54250 | (none) |
| 23 | 58125 | (none) |
| 24 | 62000 | (none) |
| 25 | 65875 | (none) |
| 26 | 69750 | (none) |
| 27 | 73625 | (none) |
| 28 | 77500 | (none) |
| 29 | 81375 | (none) |
| 30 | 85250 | (none) |
| 31 | 89125 | (none) |
| 32 | 93000 | (none) |
| 33 | 96875 | (none) |
| 34 | 100750 | (none) |
| 35 | 104625 | (none) |
| 36 | 108500 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

Automatically make Dex checks and Reflex saves.

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Str. Choose one - Flying at LVL*3" (D) and immune to breath weapons OR Specialized in Dragon magic (Dracomancy).

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

Level 1: BlahR (RMPIR) +10%

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

Level 4: 1G, NP/day: Cancel a unique or X/G action before it resolves (No save)

Level 4: Each time all creatures use(s) a disguise or false identity, Attempt to dispel all effects on an enemy (No save, CR or RR to resist) If resisted, target takes 17

Gravity damage

Level 6: Whenever an enemy restore(s) hp to another creature, Drain 153 rogue points from up to 1 enemies (Terror or RSW 28+Dex save for quarter effect)

Level 10: Immune to a [C] section effect and it's Capital version

Level 11: Immune to an element; doesn't "spread"

Level 12: Custom2 picks (Max F=6)

Level 13: iStatusR 65%

Level 13: Your spells/psi shift blahR by -25%

Level 13: ++1 to hit

Level 13: +1 damage (with weapons)

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: 3C, Spend 1 Dex, ML/segment: If healed, an ally also gains SEL=7 Escape for 5 round(s)

Level 17: When all allies block(s) or parry an attack, -234 movement to an enemy's group (No save). Each failed save increases the penalty by 50%

Level 25: When all enemies disarm(s) a trap, Debuff: -300 AC to your group, (Wis 56+Dex save to reflect), effect spreads to adjacent foes if failed

Level 31: Every time an ally sense(s) a rival monster nearby, All enemies within 20 feet are SEL=17 Babalited (No save)

Level 31: Gain a Blood Halo that heals you for 62% of damage you deal while active, for CL minutes

Chromatic Absolute Saving Throws Immuner3 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 36.4 | (none) | |
| 3 | 72.8 | (none) | |
| 4 | 145.6 | (none) | |
| 5 | 291.2 | (none) | |
| 6 | 582.4 | (none) | |
| 7 | 1164.8 | (none) | |
| 8 | 2329.6 | (none) | |
| 9 | 4550 | (none) | |
| 10 | 9100 | (none) | This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved). |
| 11 | 13650 | (none) | Sustain Chr, Cml. |
| 12 | 18200 | (none) | This class gives +1 rank of Exceptional Dex which stacks on top on what you already have (unless the source says it can't be improved). |
| 13 | 22750 | (none) | Resist Chromatic. |
| 14 | 27300 | (none) | You have +1 Feat. |
| 15 | 31850 | (none) | Level 1: +4 set Fitness (hp bonus) |
| 16 | 36400 | (none) | Level 3: Every time an ally become(s) invisible, If an enemy is standing on difficult terrain then they are SEL=1 Enraged (No save, WR or GR to resist) |
| 17 | 40950 | (none) | Level 8: 3X, NP/lifetime: Silence a target mid-cast, preventing the ability (RSW 14+Wis to delay 1 segment, MR or HR to resist) |
| 18 | 45500 | (none) | Level 10: +100 eels |
| 19 | 50050 | (none) | Level 10: +2 set Str; +2 more Str FPOW * |
| 20 | 54600 | (none) | Level 12: An ally gains +1KZ action(s) for 6 segment(s) |
| 21 | 59150 | (none) | Level 12: +4 set Health (Fort saves); * |
| 22 | 63700 | (none) | Level 13: x1.1 AC (shift from 10) |
| 23 | 68250 | (none) | Level 13: 1 species enemy |
| 24 | 72800 | (none) | Level 13: Gain a volatile Phantom Sheath that explodes with Gravity damage when struck, dealing 20% back to the attacker |
| 25 | 77350 | (none) | Level 14: +4 set Reason (Will saves); * |
| 26 | 81900 | (none) | Level 14: -14 per physical attack |
| 27 | 86450 | (none) | 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 |
| 28 | 91000 | (none) | 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 |
| 29 | 95550 | (none) | Level 29: 5W, Spend 14 skill pt(s), ML/week: You gain(s) SEL=6 Charged for 2 round(s) |
| 30 | 100100 | (none) | 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 |
| 31 | 104650 | (none) | Level 29: Gain a Chaos Envelope that reflects spells targeting you back to the caster for 5 round(s) |
| 32 | 109200 | (none) | Level 32: Iron Technique: 13A, NP/natural reset: Disrupt a sustained or concentration-based effect (No save) |
| 33 | 113750 | (none) | |
| 34 | 118300 | (none) | |
| 35 | 122850 | (none) | |
| 36 | 127400 | (none) | |

Orange Ignore Damage Progression4 RDM

| Level | KXP | Spells | Requisites: |
|-------|--------|--------|---|
| | | | Alignment: any |
| 1 | 0 | (none) | HD/level: |
| 2 | 38 | (none) | Weapon Prof.: 0+level/0 |
| 3 | 76 | (none) | To Hit Table: (none) |
| 4 | 152 | (none) | Saves: (none) |
| 5 | 304 | (none) | Reference: RDM |
| 6 | 608 | (none) | Groups: Mini |
| 7 | 1216 | (none) | Complexity: CF=1 |
| 8 | 2432 | (none) | |
| 9 | 4750 | (none) | |
| 10 | 9500 | (none) | Automatically make Cml checks and Reaction checks. If you have a summon, |
| 11 | 14250 | (none) | monsters will attack it before you. |
| 12 | 19000 | (none) | Automatically make Dex checks and Reflex saves. |
| 13 | 23750 | (none) | Automatically make Con checks, Fort saves, System Shock and Resurrection survival |
| 14 | 28500 | (none) | rolls. |
| 15 | 33250 | (none) | Immune Acid. |
| 16 | 38000 | (none) | You have +1 4th edition power (pick A, E, D, or U). |
| 17 | 42750 | (none) | Level 2: 1attack(s): Counter up to 3 effects targeting allies (PPD 21+Chr save for half |
| 18 | 47500 | (none) | effect per effect) |
| 19 | 52250 | (none) | Level 3: Every time an enemy charge(s) into melee, If an enemy is below half hit |
| 20 | 57000 | (none) | points, they are SEL=2 Forget (Fortitude 24+Str save to nullify) |
| 21 | 61750 | (none) | Level 5: When a group is/are in a lair, -53 hp to all nearby enemies (No save) |
| 22 | 66500 | (none) | Level 7: Every time a group meditate(s) or enter(s) a trance state, An enemy's group |
| 23 | 71250 | (none) | must succeed on a (No save, HR to resist) or become SEL=1 Dazed/Disoriented at |
| 24 | 76000 | (none) | the start of its next turn |
| 25 | 80750 | (none) | Level 10: Whenever you turn(s) or rebuke(s) undead, Drain 120 spell slots and inflict |
| 26 | 85500 | (none) | a penalty for 1 rounds (No save) |
| 27 | 90250 | (none) | Level 11: +5% party money with jobs |
| 28 | 95000 | (none) | Level 12: +1 attack per P action with one weapon |
| 29 | 99750 | (none) | Level 13: +1 professional wrestling maneuver |
| 30 | 104500 | (none) | Level 13: Everyone has --1 saves vs. your effects |
| 31 | 109250 | (none) | Level 14: +2 set Dex |
| 32 | 114000 | (none) | Level 14: An ally's group gain(s) +42 max hp if below 50% hp, doubled if below |
| 33 | 118750 | (none) | 10%, tripled if below 5%, and multiplied by 5 if at or below 1% |
| 34 | 123500 | (none) | Level 14: +10% dmg w/ damaging spells |
| 35 | 128250 | (none) | Level 14: +1 B Action /r |
| 36 | 133000 | (none) | Level 16: 3A, 3/natural reset: Counter and remove an ongoing effect from a target |
| | | | (Horror 30+Wis save to delay 1 segment) |
| | | | Level 25: Gain a Celestial Shell that heals you for 5% of damage you deal while |
| | | | active, permanently |
| | | | 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) |
| | | | Level 28: An ally surge(s) with +7 melee dmg for a single action |
| | | | Level 29: Cowlbound Overstep: 5W, Spend 2 Chr, ML/week: Your group is/are |
| | | | affected by SEL=5 Physical Fury for 5 round(s) |

Exponential To Hit Requirements RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 29.2 | +2 lim ML |
| 3 | 58.4 | +3 lim ML |
| 4 | 116.8 | +4 lim ML |
| 5 | 233.6 | +5 lim ML |
| 6 | 467.2 | +6 lim ML |
| 7 | 934.4 | +7 lim ML |
| 8 | 1868.8 | +8 lim ML |
| 9 | 3650 | +9 lim ML |
| 10 | 7300 | +10 lim ML |
| 11 | 10950 | +11 lim ML |
| 12 | 14600 | +12 lim ML |
| 13 | 18250 | +13 lim ML |
| 14 | 21900 | +14 lim ML |
| 15 | 25550 | +15 lim ML |
| 16 | 29200 | +16 lim ML |
| 17 | 32850 | +17 lim ML |
| 18 | 36500 | +18 lim ML |
| 19 | 40150 | +19 lim ML |
| 20 | 43800 | +20 lim ML |
| 21 | 47450 | +21 lim ML |
| 22 | 51100 | +22 lim ML |
| 23 | 54750 | +23 lim ML |
| 24 | 58400 | +24 lim ML |
| 25 | 62050 | +25 lim ML |
| 26 | 65700 | +26 lim ML |
| 27 | 69350 | +27 lim ML |
| 28 | 73000 | +28 lim ML |
| 29 | 76650 | +29 lim ML |
| 30 | 80300 | +30 lim ML |
| 31 | 83950 | +31 lim ML |
| 32 | 87600 | +32 lim ML |
| 33 | 91250 | +33 lim ML |
| 34 | 94900 | +34 lim ML |
| 35 | 98550 | +35 lim ML |
| 36 | 102200 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

You may "project" (copy) your Cml onto one other ability score. This is a constant overwrite, and does count for meeting stat requirements.

Automatically make Chr checks, Psionic Blast saves, and Leadership (Morale) checks.

Level 1: +1 A' action /r (3A' -> 1QZ)

Level 7: Echoing Knot: Every time you provok(es) an attack of opportunity, Each failed save by an enemy increases the severity of SEL=4 Pissed (No save)

Level 10: +8 weapon needed to hit you

Level 10: Set Int = 30

Level 10: Whenever all allies take(s) damage, Drain 460% of hp from an enemy (No save)

Level 11: +1 specialty School or Sphere

Level 12: +3 distributed among save categories

Level 12: +2 set Con; Regen +12 hp/s *

Level 13: Gets two picks from Custom Mini9.1

Level 13: 10% to one oBlahR

Level 13: +11 weapon needed to hit you

Level 13: x1.1 to hit bonus

Level 14: +2 to hit with one weapon, or against one enemy type

Level 16: An ally surge(s) with +8 melee dmg for a single action

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

Level 22: +9 max hp and +71 to hit to you

Level 23: 6P, Spend 9 familiar(s): Your group gain(s) 73 stackable instance(s) of SEL=11 Funied lasting 7 round(s)

Level 26: Whenever you take(s) damage, Drain 78 saving throws and inflict a penalty for 1 rounds (No save, CR to resist)

The Fifth Damage Picks0 RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 39.8 | +2 lim ML |
| 3 | 79.6 | +3 lim ML |
| 4 | 159.2 | +4 lim ML |
| 5 | 318.4 | +5 lim ML |
| 6 | 636.8 | +6 lim ML |
| 7 | 1273.6 | +7 lim ML |
| 8 | 2547.2 | +8 lim ML |
| 9 | 4975 | +9 lim ML |
| 10 | 9950 | +10 lim ML |
| 11 | 14925 | +11 lim ML |
| 12 | 19900 | +12 lim ML |
| 13 | 24875 | +13 lim ML |
| 14 | 29850 | +14 lim ML |
| 15 | 34825 | +15 lim ML |
| 16 | 39800 | +16 lim ML |
| 17 | 44775 | +17 lim ML |
| 18 | 49750 | +18 lim ML |
| 19 | 54725 | +19 lim ML |
| 20 | 59700 | +20 lim ML |
| 21 | 64675 | +21 lim ML |
| 22 | 69650 | +22 lim ML |
| 23 | 74625 | +23 lim ML |
| 24 | 79600 | +24 lim ML |
| 25 | 84575 | +25 lim ML |
| 26 | 89550 | +26 lim ML |
| 27 | 94525 | +27 lim ML |
| 28 | 99500 | +28 lim ML |
| 29 | 104475 | +29 lim ML |
| 30 | 109450 | +30 lim ML |
| 31 | 114425 | +31 lim ML |
| 32 | 119400 | +32 lim ML |
| 33 | 124375 | +33 lim ML |
| 34 | 129350 | +34 lim ML |
| 35 | 134325 | +35 lim ML |
| 36 | 139300 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

+1 S action only usable in segment 5.

You have Overhit.

Level 1: 40 rogue points

Level 1: +1 Class sheet / reset

Level 9: Trickster's Escape: When all enemies manifest(s) a psionic power, an enemy suffers -142 dmg unless protected by MR

Level 11: |AC| 13

Level 12: CL=(12 or HNCL); know 12 schools(554 432 1)

Level 13: +4 set Fitness (hp bonus)

Level 13: Everyone has --1 TH vs. you

Level 13: Your summons have +1 offensive DL

Level 14: Whenever you restore(s) hp to another creature, Drain 364 rogue points from all enemies in 20 feet (No save)

Level 14: +1 B Action /r

Level 18: 2attack(s): Counter a spell as it is cast (Horror 94+Wis save to counter to resist)

Level 21: When a creature create(s) or destroy(s) a mental barrier, Applies -137 saves to your group. This ability ignores CR if target is below 50% HP

Level 24: Support characters gain +534 to hit

Level 24: +21 to hit and +95 AC to an ally

Level 28: 14B, ML/turn: Counter a spell as it is cast (Terror or Will 108+Int save for half effect to resist)

Level 29: When you climb(s) or traverse(s) difficult terrain, Debuff: -327 AC to an enemy, (Fortitude 22+Chr for tenth effect, XR or WR to resist), effect spreads to adjacent foes if failed

Level 29: Planar Surge: Gain a Iron Tangle that heals you for 112% of damage you deal while active, for CL turns

Level 30: Whenever all allies restore(s) hp to another creature, Prevent healing and drain 1185 resistances from your group for 1 rounds (No save)

The Fifth XP Penalty RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 34.2 | (none) |
| 3 | 68.4 | (none) |
| 4 | 136.8 | (none) |
| 5 | 273.6 | (none) |
| 6 | 547.2 | (none) |
| 7 | 1094.4 | (none) |
| 8 | 2188.8 | (none) |
| 9 | 4275 | (none) |
| 10 | 8550 | (none) |
| 11 | 12825 | (none) |
| 12 | 17100 | (none) |
| 13 | 21375 | (none) |
| 14 | 25650 | (none) |
| 15 | 29925 | (none) |
| 16 | 34200 | (none) |
| 17 | 38475 | (none) |
| 18 | 42750 | (none) |
| 19 | 47025 | (none) |
| 20 | 51300 | (none) |
| 21 | 55575 | (none) |
| 22 | 59850 | (none) |
| 23 | 64125 | (none) |
| 24 | 68400 | (none) |
| 25 | 72675 | (none) |
| 26 | 76950 | (none) |
| 27 | 81225 | (none) |
| 28 | 85500 | (none) |
| 29 | 89775 | (none) |
| 30 | 94050 | (none) |
| 31 | 98325 | (none) |
| 32 | 102600 | (none) |
| 33 | 106875 | (none) |
| 34 | 111150 | (none) |
| 35 | 115425 | (none) |
| 36 | 119700 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved).

+1 S action only usable in segment 5.

Level 1: +1 A' action /r (3A' -> 1QZ)

Level 5: Gain a Vital Shroud that grants immunity to the next status effect inflicted, for CL days

Level 8: You gain(s) +22 to hit each turn for 1 hour, stacking until the effect ends

Level 8: Truesigil Turbulence: 3X, NP/lifetime: Reflect a hostile ability back to its source (No save or to avoid reflection)

Level 10: +1 wear location

Level 11: Set Wis = 32

Level 11: +4 set Efficiency (TH)

Level 12: Everyone has --1 saves vs. your effects

Level 13: +1/4 to all "number of attacks" rates

Level 13: Merge Rogue chart up to LVL=13

Level 14: Manaborn Expansion: 6M: Counter an action targeting your group (No save)

Level 14: +1 specialty Discipline (psionics)

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

Level 21: Gain a Ethereal Veil that forces attackers to succeed on (Sanity 112+Str to negate, TechR or WR to resist) or deal half damage for CL rounds

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

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

Level 32: Each time all allies a divine entity is/are invoked, Remove all beneficial effects from your group (No save, RR or HR to resist)

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)

The Last Saves SpecializationMTG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 21.6 | (none) |
| 3 | 43.2 | (none) |
| 4 | 86.4 | (none) |
| 5 | 172.8 | (none) |
| 6 | 345.6 | (none) |
| 7 | 691.2 | (none) |
| 8 | 1382.4 | (none) |
| 9 | 2700 | (none) |
| 10 | 5400 | (none) |
| 11 | 8100 | (none) |
| 12 | 10800 | (none) |
| 13 | 13500 | (none) |
| 14 | 16200 | (none) |
| 15 | 18900 | (none) |
| 16 | 21600 | (none) |
| 17 | 24300 | (none) |
| 18 | 27000 | (none) |
| 19 | 29700 | (none) |
| 20 | 32400 | (none) |
| 21 | 35100 | (none) |
| 22 | 37800 | (none) |
| 23 | 40500 | (none) |
| 24 | 43200 | (none) |
| 25 | 45900 | (none) |
| 26 | 48600 | (none) |
| 27 | 51300 | (none) |
| 28 | 54000 | (none) |
| 29 | 56700 | (none) |
| 30 | 59400 | (none) |
| 31 | 62100 | (none) |
| 32 | 64800 | (none) |
| 33 | 67500 | (none) |
| 34 | 70200 | (none) |
| 35 | 72900 | (none) |
| 36 | 75600 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Dex which stacks on top on what you already have (unless the source says it can't be improved).

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

This class gives +1 rank of Exceptional Wis which stacks on top on what you already have (unless the source says it can't be improved).

Free Dead Timeline racial adjective.

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

Level 7: Gain a Reality Wreath that grants immunity to the next status effect inflicted, for CL minutes

Level 9: When an enemy become(s) enraged, an enemy suffers -180 hp unless protected by TechR

Level 9: When a creature detect(s) good or evil, an enemy suffers -219 hp unless protected by RR

Level 9: Gain a Mirror Lattice that deflects ranged attacks unless the attacker passes (No save, CR to resist), for CL minutes

Level 10: +1/4 to all "number of attacks" rates

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

Level 12: +1 damage per die (with spells / psi)

Level 12: Level 12 Custom5 pick

Level 12: +30 saving throws that you distribute

Level 12: +1 Class sheet / reset

Level 13: +4 set Leadership (followers); *

Level 13: +1/3 size "considered larger" for purposes of weapons and armor

Level 13: When a creature take(s) radiant or necrotic damage, Applies -280 to hit to an enemy's group. This ability ignores XR if target is below 50% HP

Level 13: What you need when saving = (save DC)÷13

Level 14: +1 Research point / reset

Level 14: -1 to HNCL, Luck

Level 14: +4 set Presence (prog. bonus); *

Stat Saving Throws Immuner3 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | +1 ML |
| 2 | 39.2 | +2 ML |
| 3 | 78.4 | +3 ML |
| 4 | 156.8 | +4 ML |
| 5 | 313.6 | +5 ML |
| 6 | 627.2 | +6 ML |
| 7 | 1254.4 | +7 ML |
| 8 | 2508.8 | +8 ML |
| 9 | 4900 | +9 ML |
| 10 | 9800 | +10 ML |
| 11 | 14700 | +11 ML |
| 12 | 19600 | +12 ML |
| 13 | 24500 | +13 ML |
| 14 | 29400 | +14 ML |
| 15 | 34300 | +15 ML |
| 16 | 39200 | +16 ML |
| 17 | 44100 | +17 ML |
| 18 | 49000 | +18 ML |
| 19 | 53900 | +19 ML |
| 20 | 58800 | +20 ML |
| 21 | 63700 | +21 ML |
| 22 | 68600 | +22 ML |
| 23 | 73500 | +23 ML |
| 24 | 78400 | +24 ML |
| 25 | 83300 | +25 ML |
| 26 | 88200 | +26 ML |
| 27 | 93100 | +27 ML |
| 28 | 98000 | +28 ML |
| 29 | 102900 | +29 ML |
| 30 | 107800 | +30 ML |
| 31 | 112700 | +31 ML |
| 32 | 117600 | +32 ML |
| 33 | 122500 | +33 ML |
| 34 | 127400 | +34 ML |
| 35 | 132300 | +35 ML |
| 36 | 137200 | +36 ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

1M, Gaze at a group: Awe power: Will save at DC=10+Cml or Charmed (can use CR to resist)

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Str. You have +1 Feat.

Level 1: set dmg 2 per missile attack

Level 1: +3" move rate

Level 5: When an enemy regenerate(s) or heals naturally, -35 to hit to your group (No save, WR or NR to resist). Each failed save increases the penalty by 50%

Level 10: +1 to d20 & d12 rolls for Turn Undead

Level 10: -10 per physical attack

Level 10: +1 class slot in chosen group

Level 10: BlahR (RMPiR) +10%

Level 12: +12 SLs

Level 13: -3 to stat requirements

Level 14: +1 all saves

Level 14: +12 weapon needed to hit you

Level 15: Gain a volatile Twilight Lattice that explodes with Imprisonment, Freedom damage when struck, dealing 45% back to the attacker

Level 20: 51 ally(ies) gain(s) +90 max hp

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

Level 25: 8V, Spend 1 rogue pt(s), ML/artifical reset: Your group get(s) SEL=1 Partial Cover for 2 minute(s)

Level 29: When all allies block(s) or parry an attack, -443 to hit to an enemy. RSW save for half effect (-222). On failed save, also becomes SEL=2 Fascinated

Level 31: Every time all creatures bless(es) an area or object, Each failed save by your group increases the severity of SEL=16 Wrecked (Reflex or Sanity 25+Wis save to reflect)

Level 720: 201OppF, Spend 14 Dex, NP/segment: When an ally falls, your group gains SEL=1 Exceptional Stat for 19 minute(s)

Animal Status Specialization4 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 28.4 | (none) | |
| 3 | 56.8 | (none) | |
| 4 | 113.6 | (none) | |
| 5 | 227.2 | (none) | |
| 6 | 454.4 | (none) | |
| 7 | 908.8 | (none) | |
| 8 | 1817.6 | (none) | |
| 9 | 3550 | (none) | |
| 10 | 7100 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Dex. |
| 11 | 10650 | (none) | Sustain Str. |
| 12 | 14200 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Wis. |
| 13 | 17750 | (none) | |
| 14 | 21300 | (none) | Automatically make Dex checks and Reflex saves. |
| 15 | 24850 | (none) | Specialization, Animal sphere |
| 16 | 28400 | (none) | You have +1 4th edition power (pick A, E, D, or U). |
| 17 | 31950 | (none) | Level 1: +2 half plusses /reset |
| 18 | 35500 | (none) | Level 1: When all allies link(s) mind(s) with another creature, Weaken(s) 1 enemies: -6 dmg (Reflex or Will 14+Con save for half effect). Each failed save increases the penalty by 50% |
| 19 | 39050 | (none) | Level 4: 1G, NP/day: Counter up to 3 effects targeting allies (Str 16+Con to nullify, GR or TechR to resist per effect) |
| 20 | 42600 | (none) | Level 7: 4P, Spend 15 animal companion(s): When an ally's group takes damage, they gain SEL=6 Charged for 2 round(s) |
| 21 | 46150 | (none) | Level 7: Echoing Knot: Every time you provok(es) an attack of opportunity, Each failed save by an enemy increases the severity of SEL=4 Pissed (No save) |
| 22 | 49700 | (none) | Level 10: +3 distributed among save categories |
| 23 | 53250 | (none) | Level 10: set hp 1000 |
| 24 | 56800 | (none) | Level 11: +1 GGL pick |
| 25 | 60350 | (none) | Level 11: CL=(11 or HNCL); know 11 schools(332 2-2 ---) |
| 26 | 63900 | (none) | Level 12: -1 to HNCL, Luck |
| 27 | 67450 | (none) | Level 12: Set Int = 34 |
| 28 | 71000 | (none) | Level 13: +1 CL in one class |
| 29 | 74550 | (none) | Level 16: When an ally takes damage, they gain +57 ranged dmg, plus +1 for every 10 damage taken (rounded up) |
| 30 | 78100 | (none) | Level 16: 5A, ML/natural reset: Counter and remove an ongoing effect from a target (No save) |
| 31 | 81650 | (none) | Level 22: 4H: Counter and remove an ongoing effect from a target (Spell 15+Wis save to absorb) |
| 32 | 85200 | (none) | Level 28: Each time all enemies meditate(s) or enter(s) a trance state, Remove all beneficial effects from an enemy's group (Dex 139+Con for half effect, WR or WR to resist) |
| 33 | 88750 | (none) | Level 28: 7B, NP/turn: Reflect a hostile ability back to its source (Chr or Sanity 50+Dex save for tenth effect or to avoid reflection) |
| 34 | 92300 | (none) | Level 324: 106OppC, Spend 3 max hp(s), ML/segment: An ally gain(s) SEL=6 Planar Displaced for 8 minute(s) |
| 35 | 95850 | (none) | |
| 36 | 99400 | (none) | |

Meta- Saves Penalty RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|-------|------------|---|
| 1 | 0 | +1 lim ML | |
| 2 | 27 | +2 lim ML | |
| 3 | 54 | +3 lim ML | |
| 4 | 108 | +4 lim ML | |
| 5 | 216 | +5 lim ML | |
| 6 | 432 | +6 lim ML | |
| 7 | 864 | +7 lim ML | |
| 8 | 1728 | +8 lim ML | |
| 9 | 3375 | +9 lim ML | |
| 10 | 6750 | +10 lim ML | With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg. |
| 11 | 10125 | +11 lim ML | This autohits and removes him from your group. |
| 12 | 13500 | +12 lim ML | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Chr. |
| 13 | 16875 | +13 lim ML | You get the bonus P,V actions based on high Dex used in earlier versions of the Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 for +1P (so at Dex 22 you can have either +2V or +1P). |
| 14 | 20250 | +14 lim ML | Level 1: Sustain Chr, Cml. |
| 15 | 23625 | +15 lim ML | Level 1: Resist two elements or one element |
| 16 | 27000 | +16 lim ML | Level 10: +15% irreducible among ** |
| 17 | 30375 | +17 lim ML | Level 11: 5Z, Spend 5 Str: When an ally falls, an ally gains SEL=8 Permanency Blah for 2 round(s) |
| 18 | 33750 | +18 lim ML | Level 11: Overwrite a spell/psi progression with ML=11 |
| 19 | 37125 | +19 lim ML | Level 11: 25% of one BlahR Evasion |
| 20 | 40500 | +20 lim ML | Level 12: Set Chr = 34 |
| 21 | 43875 | +21 lim ML | Level 12: An ally's group gain(s) +27 ranged dmg each turn for 1 hour, stacking until the effect ends |
| 22 | 47250 | +22 lim ML | Level 12: +1 A' action /r (3A' -> 1QZ) |
| 23 | 50625 | +23 lim ML | Level 13: +5% money (incl. sold items) |
| 24 | 54000 | +24 lim ML | Level 13: +1 AC |
| 25 | 57375 | +25 lim ML | Level 13: When all creatures attack(s) with advantage, Lingering effect: -264 to max hp on an enemy's group, stacking each round they remain affected. XR reduces the buildup |
| 26 | 60750 | +26 lim ML | Level 14: 6M: Reflect a hostile ability back to its source (No save or to avoid reflection) |
| 27 | 64125 | +27 lim ML | Level 14: +1 proficiency |
| 28 | 67500 | +28 lim ML | Level 15: 5D, Spend 10 Dex: When an ally falls, you gains SEL=9 Shapechanged for 1 round(s) |
| 29 | 70875 | +29 lim ML | Level 18: Whenever an ally attack(s) with advantage, Prevent healing and drain 801 hp from an enemy for 1 rounds (BW 114+Int to nullify, XR or HR to resist) |
| 30 | 74250 | +30 lim ML | Level 22: 10H: Cancel a unique or X/G action before it resolves (No save, GR or RR to resist) |
| 31 | 77625 | +31 lim ML | Level 24: Each time a creature use(s) a magical item or scroll, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy. No save |
| 32 | 81000 | +32 lim ML | |
| 33 | 84375 | +33 lim ML | |
| 34 | 87750 | +34 lim ML | |
| 35 | 91125 | +35 lim ML | |
| 36 | 94500 | +36 lim ML | |

Exponential Saves3 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 36.4 | (none) |
| 3 | 72.8 | (none) |
| 4 | 145.6 | (none) |
| 5 | 291.2 | (none) |
| 6 | 582.4 | (none) |
| 7 | 1164.8 | (none) |
| 8 | 2329.6 | (none) |
| 9 | 4550 | (none) |
| 10 | 9100 | (none) |
| 11 | 13650 | (none) |
| 12 | 18200 | (none) |
| 13 | 22750 | (none) |
| 14 | 27300 | (none) |
| 15 | 31850 | (none) |
| 16 | 36400 | (none) |
| 17 | 40950 | (none) |
| 18 | 45500 | (none) |
| 19 | 50050 | (none) |
| 20 | 54600 | (none) |
| 21 | 59150 | (none) |
| 22 | 63700 | (none) |
| 23 | 68250 | (none) |
| 24 | 72800 | (none) |
| 25 | 77350 | (none) |
| 26 | 81900 | (none) |
| 27 | 86450 | (none) |
| 28 | 91000 | (none) |
| 29 | 95550 | (none) |
| 30 | 100100 | (none) |
| 31 | 104650 | (none) |
| 32 | 109200 | (none) |
| 33 | 113750 | (none) |
| 34 | 118300 | (none) |
| 35 | 122850 | (none) |
| 36 | 127400 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).

Sustain Str.

Sustain hp and immune to Vile and Permanent dmg.

+2 Kit slots.

You have +1 Feat.

Level 1: set dmg 2 per missile attack

Level 1: Area effect psi power hits +1 group

Level 1: +1 Edition Number to this class

Level 10: 2F: Counter an action targeting an ally (No save, WR to resist)

Level 11: Avoid all Traps (don't trigger them)

Level 11: +2 set Chr; +10% Money *

Level 12: +4 saves

Level 12: What you need to hit = (target's AC)÷12

Level 13: +10% dmg w/ damaging spells

Level 13: Immune to a [C] section effect and it's Capital version

Level 14: Your group gain(s) +37 hp each turn for CL days, stacking until the effect ends

Level 14: -1 to HNCL, Luck

Level 15: Every time all allies successfully pick(s) a lock, Your group is afflicted with both Drained MF and Loop Incursed (No save, NR or XR to resist)

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

Level 19: 10E, Spend 8 Wis: An ally's group gain(s) SEL=4 Floor No Target for 1 round(s)

Level 26: Whenever an enemy identify(ies) a spell or magical effect, Drain 1079% of spell slots from your group. Each failed save (No save, GR or IR to resist) doubles the % drained

Level 28: You gain(s) +132 melee dmg each turn for 1 day, stacking until the effect ends

Level 30: Heavenbound Revelation: Whenever you manifest(s) a psionic power, Drain 525 points of Wis from an enemy (Chr or Int 34+Dex save to absorb)

Absolute Damage PenaltyMTG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 29 | (none) |
| 3 | 58 | (none) |
| 4 | 116 | (none) |
| 5 | 232 | (none) |
| 6 | 464 | (none) |
| 7 | 928 | (none) |
| 8 | 1856 | (none) |
| 9 | 3625 | (none) |
| 10 | 7250 | (none) |
| 11 | 10875 | (none) |
| 12 | 14500 | (none) |
| 13 | 18125 | (none) |
| 14 | 21750 | (none) |
| 15 | 25375 | (none) |
| 16 | 29000 | (none) |
| 17 | 32625 | (none) |
| 18 | 36250 | (none) |
| 19 | 39875 | (none) |
| 20 | 43500 | (none) |
| 21 | 47125 | (none) |
| 22 | 50750 | (none) |
| 23 | 54375 | (none) |
| 24 | 58000 | (none) |
| 25 | 61625 | (none) |
| 26 | 65250 | (none) |
| 27 | 68875 | (none) |
| 28 | 72500 | (none) |
| 29 | 76125 | (none) |
| 30 | 79750 | (none) |
| 31 | 83375 | (none) |
| 32 | 87000 | (none) |
| 33 | 90625 | (none) |
| 34 | 94250 | (none) |
| 35 | 97875 | (none) |
| 36 | 101500 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

Automatically make Wis checks and Will saves.

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

Level 1: What you need to hit = (target's AC)÷1

Level 1: +4 set Reason (prog. bonus)

Level 1: CL=(1 or HNCL); PSPs = ½ of normal Psionicist(1-- -)

Level 1: +30 smurfberries

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 10: +3000 smurfberries

Level 10: +2 damage per die with spells or psi

Level 11: Halve the F in Custom1 picks (Max F=5.5)

Level 12: 4B, ML/turn: Cancel a unique or X/G action before it resolves (No save, XR or TechR to resist)

Level 12: Nonmagical weapons and armor are at half monetary cost for you

Level 13: 332 221 --- [--- --]

Level 13: +1 attack per P action with one weapon

Level 16: Support characters gain +224 hp

Level 18: An ally gain(s) +29 ranged dmg each turn until end of combat, stacking until the effect ends

Level 21: When all enemies use(s) a combat maneuver, Weaken(s) 1 enemies: -447 to hit (No save, WR to resist). Each failed save increases the penalty by 50%

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

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

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

Anti- To Hit Specialization0 RDM

| Level | KXP | Spells |
|-------|-------|--------|
| 1 | 0 | (none) |
| 2 | 27 | (none) |
| 3 | 54 | (none) |
| 4 | 108 | (none) |
| 5 | 216 | (none) |
| 6 | 432 | (none) |
| 7 | 864 | (none) |
| 8 | 1728 | (none) |
| 9 | 3375 | (none) |
| 10 | 6750 | (none) |
| 11 | 10125 | (none) |
| 12 | 13500 | (none) |
| 13 | 16875 | (none) |
| 14 | 20250 | (none) |
| 15 | 23625 | (none) |
| 16 | 27000 | (none) |
| 17 | 30375 | (none) |
| 18 | 33750 | (none) |
| 19 | 37125 | (none) |
| 20 | 40500 | (none) |
| 21 | 43875 | (none) |
| 22 | 47250 | (none) |
| 23 | 50625 | (none) |
| 24 | 54000 | (none) |
| 25 | 57375 | (none) |
| 26 | 60750 | (none) |
| 27 | 64125 | (none) |
| 28 | 67500 | (none) |
| 29 | 70875 | (none) |
| 30 | 74250 | (none) |
| 31 | 77625 | (none) |
| 32 | 81000 | (none) |
| 33 | 84375 | (none) |
| 34 | 87750 | (none) |
| 35 | 91125 | (none) |
| 36 | 94500 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

1M, Gaze at a group: Awe power: Will save at DC=10+Cml or Charmed (can use CR to resist)

On one spell/psi power/ability, you may change all instances of "Dispel", "Immune to", or "Ignore" to "Dispel", "Immune to", or "Ignore".

You have Overhit.

Level 1: +1/3 Size Class

Level 1: When all allies succeed(s) on a saving throw against magic, Debuff: -1 movement to an enemy, (No save), effect spreads to adjacent foes if failed

Level 1: When a group create(s) or destroy(s) a mental barrier, Debuff: -9 to hit to an enemy, (No save, NR to resist), effect spreads to adjacent foes if failed

Level 1: +10 gp per reset

Level 1: silver or magic weapon needed to hit you

Level 4: 1G, ML/day: Intercept a summoning or planar effect (No save, XR or TechR to resist)

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

Level 10: +8 weapon needed to hit you

Level 10: Set Int = 30

Level 10: Whenever all enemies provok(es) an attack of opportunity, Drain 180 rogue points from up to 1 enemies (No save)

Level 10: 25% of one BlahR Evasion

Level 12: Immune to deafness or paralysis.

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 13: Immune to a [C] section effect

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

Level 22: An ally's group gain(s) +24 max hp if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

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 24: Each time an enemy sense(s) their territory is/are threatened, Dispel effects on your group, bypassing NR resistance if their HD \geq 120

Speciality Armor Class Progression3 RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 42.4 | +2 lim ML |
| 3 | 84.8 | +3 lim ML |
| 4 | 169.6 | +4 lim ML |
| 5 | 339.2 | +5 lim ML |
| 6 | 678.4 | +6 lim ML |
| 7 | 1356.8 | +7 lim ML |
| 8 | 2713.6 | +8 lim ML |
| 9 | 5300 | +9 lim ML |
| 10 | 10600 | +10 lim ML |
| 11 | 15900 | +11 lim ML |
| 12 | 21200 | +12 lim ML |
| 13 | 26500 | +13 lim ML |
| 14 | 31800 | +14 lim ML |
| 15 | 37100 | +15 lim ML |
| 16 | 42400 | +16 lim ML |
| 17 | 47700 | +17 lim ML |
| 18 | 53000 | +18 lim ML |
| 19 | 58300 | +19 lim ML |
| 20 | 63600 | +20 lim ML |
| 21 | 68900 | +21 lim ML |
| 22 | 74200 | +22 lim ML |
| 23 | 79500 | +23 lim ML |
| 24 | 84800 | +24 lim ML |
| 25 | 90100 | +25 lim ML |
| 26 | 95400 | +26 lim ML |
| 27 | 100700 | +27 lim ML |
| 28 | 106000 | +28 lim ML |
| 29 | 111300 | +29 lim ML |
| 30 | 116600 | +30 lim ML |
| 31 | 121900 | +31 lim ML |
| 32 | 127200 | +32 lim ML |
| 33 | 132500 | +33 lim ML |
| 34 | 137800 | +34 lim ML |
| 35 | 143100 | +35 lim ML |
| 36 | 148400 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action.

You have +1 Feat.

Level 7: Gain a Vital Bubble that reflects spells targeting you back to the caster for 1 round(s)

Level 10: Ignore one BlahR

Level 10: Set Dex = 30

Level 10: +1 set Cml

Level 11: +1 Class sheet / reset

Level 11: set dmg 605 per melee attack

Level 12: 10% to one oBlahR

Level 12: +12 hp and +48 ranged dmg to an ally

Level 13: +1QZ action

Level 13: Set Wis = 36

Level 14: +1 Race Ability (÷1)

Level 18: Soulbound Haloing: An Ally'S Group gain(s) +138 hp

Level 19: Every time a group climb(s) or traverse(s) difficult terrain, All enemies within 20 feet are SEL=11 Cracked (Wis or Int 80+Int save for half effect)

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

Level 25: When all enemies disarm(s) a trap, Debuff: -300 AC to your group, (Wis 56+Dex save to reflect), effect spreads to adjacent foes if failed

Level 26: Swordmaster's Riposte: Allies within 30 feet gain +25 hp

Level 29: Thaumic Thread: When you cast(s) a spell, Inflicts movement (-261) on an enemy's group (No save, CR or XR to resist). Stacks with each failed save

Level 32: Each time an ally succeed(s) on a Dexterity saving throw, Dispel the last 16 magical effects on your group. No save allowed

"The" Lost Damage Progression5 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 21.8 | (none) | |
| 3 | 43.6 | (none) | |
| 4 | 87.2 | (none) | |
| 5 | 174.4 | (none) | |
| 6 | 348.8 | (none) | |
| 7 | 697.6 | (none) | |
| 8 | 1395.2 | (none) | |
| 9 | 2725 | (none) | |
| 10 | 5450 | (none) | Sustain Dex. |
| 11 | 8175 | (none) | This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved). |
| 12 | 10900 | (none) | You may take both forms of this Mini-class. Each still costs 1 Mini-class slot. |
| 13 | 13625 | (none) | You may "project" (copy) your Cml onto one other ability score. This is a constant overwrite, and does count for meeting stat requirements. |
| 14 | 16350 | (none) | Free Chosen One racial adjective. |
| 15 | 19075 | (none) | You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check). |
| 16 | 21800 | (none) | |
| 17 | 24525 | (none) | Level 1: -1/3 Size Class |
| 18 | 27250 | (none) | Level 1: +2 set Wis; +2 Personality * |
| 19 | 29975 | (none) | Level 1: x1.1 to hit bonus |
| 20 | 32700 | (none) | Level 5: 2S, Spend 4 familiar(s), ML/hour: While within 20 feet of you, you has SEL=4 Polymorphed for 2 round(s) |
| 21 | 35425 | (none) | Level 7: Every time a creature is/are in a lair, An enemy must succeed on a (Dex 31+Con save for tenth effect) or become SEL=5 Dominated (Mentally) at the start of its next turn |
| 22 | 38150 | (none) | |
| 23 | 40875 | (none) | Level 10: +1 specialty School or Sphere |
| 24 | 43600 | (none) | Level 11: x1.1 XP |
| 25 | 46325 | (none) | Level 11: 1M, 1/d: True Resurrection |
| 26 | 49050 | (none) | Level 11: 1P: Deal 50*LVL Anti-Astral dmg to one target (no save, IR to resist) |
| 27 | 51775 | (none) | Level 12: Each time all allies a divine entity is/are invoked, Dispel effects on an enemy (No save, RR or HR to resist) |
| 28 | 54500 | (none) | Level 12: 3B, ML/turn: Counter up to 3 effects targeting allies (No save, TechR to resist per effect) |
| 29 | 57225 | (none) | |
| 30 | 59950 | (none) | Level 13: +x(level+1) max hp |
| 31 | 62675 | (none) | Level 13: Set Chr = 36 |
| 32 | 65400 | (none) | Level 13: +1 CL in one class |
| 33 | 68125 | (none) | Level 13: -13 per physical attack |
| 34 | 70850 | (none) | Level 14: +1 Edition Number to this class |
| 35 | 73575 | (none) | Level 21: Gain a Reality Wrap that reflects spells targeting you back to the caster for 6 round(s) |
| 36 | 76300 | (none) | Level 31: Gain a Celestial Shroud that forces attackers to succeed on (No save, GR or XR to resist) or deal half damage for 1 segment |

Stat Saves RequirementsJG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 30.8 | (none) |
| 3 | 61.6 | (none) |
| 4 | 123.2 | (none) |
| 5 | 246.4 | (none) |
| 6 | 492.8 | (none) |
| 7 | 985.6 | (none) |
| 8 | 1971.2 | (none) |
| 9 | 3850 | (none) |
| 10 | 7700 | (none) |
| 11 | 11550 | (none) |
| 12 | 15400 | (none) |
| 13 | 19250 | (none) |
| 14 | 23100 | (none) |
| 15 | 26950 | (none) |
| 16 | 30800 | (none) |
| 17 | 34650 | (none) |
| 18 | 38500 | (none) |
| 19 | 42350 | (none) |
| 20 | 46200 | (none) |
| 21 | 50050 | (none) |
| 22 | 53900 | (none) |
| 23 | 57750 | (none) |
| 24 | 61600 | (none) |
| 25 | 65450 | (none) |
| 26 | 69300 | (none) |
| 27 | 73150 | (none) |
| 28 | 77000 | (none) |
| 29 | 80850 | (none) |
| 30 | 84700 | (none) |
| 31 | 88550 | (none) |
| 32 | 92400 | (none) |
| 33 | 96250 | (none) |
| 34 | 100100 | (none) |
| 35 | 103950 | (none) |
| 36 | 107800 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved).

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

+2 Kit slots.

Level 8: Each time you detect(s) good or evil, Dispel the last 4 magical effects on an enemy's group. No save allowed

Level 10: +1 professional wrestling maneuver

Level 10: x6 base TH from class

Level 10: x1.1 AC (shift from 10)

Level 11: -1/3 Size Class

Level 11: +x(level+1) max hp

Level 11: x1.1 XP

Level 12: +0.2 in mixed race abilities

Level 12: +35 to hit and +57 melee dmg to an ally's group

Level 12: CL=(12 or HNCL); know 12 schools(554 432 1)

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 13: +1 A' action /r (3A' -> 1QZ)

Level 13: +3" move rate

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 20: Truesigil Turbulence: Each time a group take(s) psychic damage, Dispel 5 random magical effect(s) on an enemy's group, and suppress all other effects for 4 round(s)

Level 25: Gain a Runic Nimbus that deflects ranged attacks unless the attacker passes (BW 163+Chr save for half effect), indefinitely

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 360: Gain a Spectral Barrier that heals you for 468% of damage you deal while active, for CL segments

Saves RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 23.6 | (none) |
| 3 | 47.2 | (none) |
| 4 | 94.4 | (none) |
| 5 | 188.8 | (none) |
| 6 | 377.6 | (none) |
| 7 | 755.2 | (none) |
| 8 | 1510.4 | (none) |
| 9 | 2950 | (none) |
| 10 | 5900 | (none) |
| 11 | 8850 | (none) |
| 12 | 11800 | (none) |
| 13 | 14750 | (none) |
| 14 | 17700 | (none) |
| 15 | 20650 | (none) |
| 16 | 23600 | (none) |
| 17 | 26550 | (none) |
| 18 | 29500 | (none) |
| 19 | 32450 | (none) |
| 20 | 35400 | (none) |
| 21 | 38350 | (none) |
| 22 | 41300 | (none) |
| 23 | 44250 | (none) |
| 24 | 47200 | (none) |
| 25 | 50150 | (none) |
| 26 | 53100 | (none) |
| 27 | 56050 | (none) |
| 28 | 59000 | (none) |
| 29 | 61950 | (none) |
| 30 | 64900 | (none) |
| 31 | 67850 | (none) |
| 32 | 70800 | (none) |
| 33 | 73750 | (none) |
| 34 | 76700 | (none) |
| 35 | 79650 | (none) |
| 36 | 82600 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Automatically make Chr checks, Psionic Blast saves, and Leadership (Morale) checks.

This class gives +1 rank of Exceptional Wis which stacks on top on what you already have (unless the source says it can't be improved).

Level 1: Ignore one BlahR

Level 1: +1 per die w/ damaging spells

Level 1: set dmg 2 per missile attack

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

Level 10: Your spells/psi shift blahR by -25%

Level 11: +1 tentacle

Level 12: +x(level+1) max hp

Level 13: +1 instance of tactical movement. Double movement rate.

Level 13: Level 13 Quintessential Custom6 pick

Level 13: x1.1 saves bonus

Level 14: +1 set Cml

Level 14: 1 species enemy

Level 16: An ally surge(s) with +8 melee dmg for a single action

Level 19: Occult Overload: Gain a Temporal Shell that grants immunity to the next status effect inflicted, for CL hours

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

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 24: 7X, 3/lifetime: Silence a target mid-cast, preventing the ability (PP or Chr 35+Chr save to absorb)

Level 29: Gain a Twilight Fold that reduces all forced movement by half unless resisted with (No save), for CL rounds

Saves RequirementsMTG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 22.6 | (none) |
| 3 | 45.2 | (none) |
| 4 | 90.4 | (none) |
| 5 | 180.8 | (none) |
| 6 | 361.6 | (none) |
| 7 | 723.2 | (none) |
| 8 | 1446.4 | (none) |
| 9 | 2825 | (none) |
| 10 | 5650 | (none) |
| 11 | 8475 | (none) |
| 12 | 11300 | (none) |
| 13 | 14125 | (none) |
| 14 | 16950 | (none) |
| 15 | 19775 | (none) |
| 16 | 22600 | (none) |
| 17 | 25425 | (none) |
| 18 | 28250 | (none) |
| 19 | 31075 | (none) |
| 20 | 33900 | (none) |
| 21 | 36725 | (none) |
| 22 | 39550 | (none) |
| 23 | 42375 | (none) |
| 24 | 45200 | (none) |
| 25 | 48025 | (none) |
| 26 | 50850 | (none) |
| 27 | 53675 | (none) |
| 28 | 56500 | (none) |
| 29 | 59325 | (none) |
| 30 | 62150 | (none) |
| 31 | 64975 | (none) |
| 32 | 67800 | (none) |
| 33 | 70625 | (none) |
| 34 | 73450 | (none) |
| 35 | 76275 | (none) |
| 36 | 79100 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Gives +2 Personality per level, regardless of which calculation is being used

(Int+Chr+level or Wis+Con+level). The Alt2 version (Reason) gives this bonus as well; the Alt1 version (Intuition) does not.

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

You may take both forms of this Mini-class. Each still costs 1 Mini-class slot.

Level 1: Gain a Force Cocoon that delays up to 46 dmg/hit for 3 segment(s). (Terror or RSW 15+Con save to counter)

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

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

Level 10: Considered +LVL weapon to hit with unarmed attacks

Level 10: Whenever all enemies meditate(s) or enter(s) a trance state, Prevent healing and drain 75 resistances from an enemy's group for 1 rounds (No save)

Level 10: Level 10 Quintessential Custom6 pick

Level 10: CL=(10 or HNCL); PSPs = ½ of normal Psionicist(73- -)

Level 10: x1.1 XP

Level 10: +x(level+1) max hp

Level 11: 1 species enemy

Level 11: +1 to hit

Level 11: 543 2-- --- [---]

Level 12: Your spells/psi shift blahR by -25%

Level 12: #Att w/ Wpn Spec is 5/2

Level 13: 3W, Spend 2 familiar(s), NP/week: An ally's group is/are affected by SEL=1 Partial Cover for 2 round(s)

Level 14: +2 set Dex

Level 18: 2attack(s): Counter up to 3 effects targeting allies (BW 62+Dex save for half effect per effect)

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

Red XP RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 35.2 | (none) | |
| 3 | 70.4 | (none) | |
| 4 | 140.8 | (none) | |
| 5 | 281.6 | (none) | |
| 6 | 563.2 | (none) | |
| 7 | 1126.4 | (none) | |
| 8 | 2252.8 | (none) | |
| 9 | 4400 | (none) | |
| 10 | 8800 | (none) | Automatically make Int checks and category=Spell saves. |
| 11 | 13200 | (none) | Sustain Chr, Cml. +2 Kit slots. |
| 12 | 17600 | (none) | Specialization, MTG Red School |
| 13 | 22000 | (none) | Level 1: +2 damage per die with spells or psi |
| 14 | 26400 | (none) | Level 1: +1 to d20 & d12 rolls for Turn Undead |
| 15 | 30800 | (none) | Level 3: Gain a Crystalline Nimbus that grants immunity to the next status effect inflicted, for 1 reset |
| 16 | 35200 | (none) | Level 4: Allies within 30 feet gain +10 ranged dmg |
| 17 | 39600 | (none) | Level 4: Each time a group become(s) enraged, Dispel the last 2 magical effects on an enemy. No save allowed |
| 18 | 44000 | (none) | Level 10: 2F: Cancel a unique or X/G action before it resolves (Dex 40+Con to nullify, IR or CR to resist) |
| 19 | 48400 | (none) | Level 10: Read Languages LVL*10% |
| 20 | 52800 | (none) | Level 10: Immune to 2 specific effects |
| 21 | 57200 | (none) | Level 11: Set Dex = 32 |
| 22 | 61600 | (none) | Level 11: +121 eels |
| 23 | 66000 | (none) | Level 11: x1.1 XP |
| 24 | 70400 | (none) | Level 12: +1 feat (can go beyond limit with this) |
| 25 | 74800 | (none) | Level 13: +4 set Presence (prog. bonus); * |
| 26 | 79200 | (none) | Level 14: +1 B Action /r |
| 27 | 83600 | (none) | Level 16: Each time an ally link(s) mind(s) with another creature, Dispel all magical effects on an enemy (No save, MR to resist) On failure, target is silenced for 1 round |
| 28 | 88000 | (none) | Level 25: When all enemies attack(s) with advantage, Lingering effect: -213 to movement on your group, stacking each round they remain affected. WR reduces the buildup |
| 29 | 92400 | (none) | Level 29: Gain a Phantom Cocoon that heals you for 80% of damage you deal while active, for 1 turn |
| 30 | 96800 | (none) | Level 31: Gain a Void Ward that reflects spells targeting you back to the caster for 2 round(s) |
| 31 | 101200 | (none) | |
| 32 | 105600 | (none) | |
| 33 | 110000 | (none) | |
| 34 | 114400 | (none) | |
| 35 | 118800 | (none) | |
| 36 | 123200 | (none) | |

To HitMTG RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 23.2 | +2 lim ML |
| 3 | 46.4 | +3 lim ML |
| 4 | 92.8 | +4 lim ML |
| 5 | 185.6 | +5 lim ML |
| 6 | 371.2 | +6 lim ML |
| 7 | 742.4 | +7 lim ML |
| 8 | 1484.8 | +8 lim ML |
| 9 | 2900 | +9 lim ML |
| 10 | 5800 | +10 lim ML |
| 11 | 8700 | +11 lim ML |
| 12 | 11600 | +12 lim ML |
| 13 | 14500 | +13 lim ML |
| 14 | 17400 | +14 lim ML |
| 15 | 20300 | +15 lim ML |
| 16 | 23200 | +16 lim ML |
| 17 | 26100 | +17 lim ML |
| 18 | 29000 | +18 lim ML |
| 19 | 31900 | +19 lim ML |
| 20 | 34800 | +20 lim ML |
| 21 | 37700 | +21 lim ML |
| 22 | 40600 | +22 lim ML |
| 23 | 43500 | +23 lim ML |
| 24 | 46400 | +24 lim ML |
| 25 | 49300 | +25 lim ML |
| 26 | 52200 | +26 lim ML |
| 27 | 55100 | +27 lim ML |
| 28 | 58000 | +28 lim ML |
| 29 | 60900 | +29 lim ML |
| 30 | 63800 | +30 lim ML |
| 31 | 66700 | +31 lim ML |
| 32 | 69600 | +32 lim ML |
| 33 | 72500 | +33 lim ML |
| 34 | 75400 | +34 lim ML |
| 35 | 78300 | +35 lim ML |
| 36 | 81200 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Get +1d+0 hit dice in each class.

You can use an unlimited amount of shifting of Subability scores ("sleazing") for Cml. (This doesn't mean much. The two halves of Comeliness are "Appearance" and "Streetwise", for the record.)

This class gives +1 rank of Exceptional Int which stacks on top on what you already have (unless the source says it can't be improved).

Sustain Int, Logic.

Level 1: Gets two picks from Custom Mini9.1

Level 7: Every time a creature restore(s) hp to another creature, If an enemy is standing on difficult terrain then they are SEL=1 Immovable/Stopped (No save, XR to resist)

Level 7: Noosphere Rupture: 4P, Spend 6 Dex: You gain(s) SEL=1 The City's Blessing for 1 round(s)

Level 7: 4P, Spend 5 skill pt(s): You gain(s) SEL=5 Motivated for 1 round(s)

Level 10: Hit Points +6

Level 11: +1 per die w/ damaging spells

Level 11: +4 set Reason (prog. bonus)

Level 11: You can use an unlimited amount of shifting of Subability scores ("sleazing") for Dex.

Level 11: +5% party money with jobs

Level 12: #Att w/ Wpn Spec is 5/2

Level 13: +3" move rate

Level 13: +1 instance of tactical movement. Double movement rate.

Level 13: Set Str = 36

Level 14: +1 Class sheet / reset

Level 14: When an ally's group takes damage, they gain +4 hp, plus +1 for every 10 damage taken (rounded up)

Level 16: Each time you succeed(s) on a saving throw against magic, Dispel effects on your group, bypassing WR resistance if their HD \geq 80

Level 19: Every time all creatures become(s) invisible, An enemy is SEL=7 Anti-stats for 1 rounds (PPD 57+Str to nullify, MR or HR to resist)

Level 26: Swordmaster's Riposte: Allies within 30 feet gain +25 hp

Rogue Abilities:

Level 1: Tumbling/Vaulting || Passwall, Base 40, Bonus Dex-13, Penalty Dex-17

Level 1: Escape Bonds | Binding | Imprisonment/Time Stop || Get out of Put Down a Hole, Base 0, Bonus Str-14, Penalty Str-16

Level 1: Read Languages | Decipher Code, Base 10, Bonus Int-9, Penalty Int-14

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

Level 1: Slap (does dmg to one target = % made by), Base 20, Bonus Str-0, Penalty Str-12

Level 3: Identify | Legend Lore (yes this is backwards compared to the Bard ability), Base 5, Bonus Int-13, Penalty Int-15

Saving Throws Picks2 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 43 | (none) |
| 3 | 86 | (none) |
| 4 | 172 | (none) |
| 5 | 344 | (none) |
| 6 | 688 | (none) |
| 7 | 1376 | (none) |
| 8 | 2752 | (none) |
| 9 | 5375 | (none) |
| 10 | 10750 | (none) |
| 11 | 16125 | (none) |
| 12 | 21500 | (none) |
| 13 | 26875 | (none) |
| 14 | 32250 | (none) |
| 15 | 37625 | (none) |
| 16 | 43000 | (none) |
| 17 | 48375 | (none) |
| 18 | 53750 | (none) |
| 19 | 59125 | (none) |
| 20 | 64500 | (none) |
| 21 | 69875 | (none) |
| 22 | 75250 | (none) |
| 23 | 80625 | (none) |
| 24 | 86000 | (none) |
| 25 | 91375 | (none) |
| 26 | 96750 | (none) |
| 27 | 102125 | (none) |
| 28 | 107500 | (none) |
| 29 | 112875 | (none) |
| 30 | 118250 | (none) |
| 31 | 123625 | (none) |
| 32 | 129000 | (none) |
| 33 | 134375 | (none) |
| 34 | 139750 | (none) |
| 35 | 145125 | (none) |
| 36 | 150500 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg.

This autohits and removes him from your group.

You have +1 Kit.

Level 1: Turn Undead at CL=1 (or +1 to existing CL)

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

Level 10: Everyone has --1 TH vs. you

Level 10: Set Dex = 30

Level 10: +1 AC

Level 11: Immune to a [C] section effect

Level 12: Turn Undead at CL=12 (or +1 to existing CL)

Level 12: Everyone has --1 TH vs. you

Level 12: +1 professional wrestling maneuver

Level 12: Each time you take(s) damage from a hated foe, Dispel all magical effects in a 20-ft radius (Con 25+Con save to absorb)

Level 13: CL=(13 or HNCL); know 13 schools(665 543 2--)

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

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

Level 29: When all creatures is/are counterspelled, -508 AC to your group. Dex save for half effect (-254). On failed save, also becomes SEL=2 Enfeeblement

Level 29: 5W, Spend 11 subordinate(s), ML/week: An ally is/are affected by SEL=5

True Seeing for 4 round(s)

Level 29: 5W, Spend 2 subordinate(s), ML/week: You is/are affected by SEL=5

Improved Free Action for 4 round(s)

Level 31: Every time you complete(s) a ritual, Each failed save by your group increases the severity of SEL=16 Rek'd (No save)

Ignore Status Penalty RDM

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

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Automatically make Dex checks and Reflex saves.

+1 summon slot.

Get an instance of Wis bonus to one spell progression.

Level 1: +1 specialty Discipline (psionics)

Level 3: Every time an ally succeed(s) on a Strength saving throw, If your group is standing on difficult terrain then they are SEL=3 Laced (No save, HR to resist)

Level 5: When a group is/are in a lair, Lingering effect: -52 to hp on your group, stacking each round they remain affected. NR reduces the buildup

Level 8: 3X, ML/lifetime: Counter a spell as it is cast (Horror 57+Int save for tenth effect to resist)

Level 10: set hp 1000

Level 10: +5 proficiencies

Level 10: aBlahR (aRaMaPaIR) +10%

Level 10: +1 AC

Level 11: 10% to one oBlahR

Level 11: What you need when saving = (save DC)÷11

Level 11: What you need to hit = (target's AC)÷11

Level 11: |AC| 13

Level 12: +1 AC

Level 12: +1 to d20 & d12 rolls for Turn Undead

Level 13: +16900 goodberries

Level 14: +5 proficiencies

Level 15: Echoing Knot: Every time a group provok(es) an attack of opportunity,

Each failed save by an enemy increases the severity of SEL=5 Unaware (Terror

63+Con to counter, RR or GR to resist)

Level 23: Every time a creature turn(s) or rebuke(s) undead, An enemy's group is

SEL=16 Liquefied for 1 rounds (RSW 11+Chr for tenth effect, XR or RR to resist)

The Second Planar Saves5 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 27.8 | (none) | |
| 3 | 55.6 | (none) | |
| 4 | 111.2 | (none) | |
| 5 | 222.4 | (none) | |
| 6 | 444.8 | (none) | |
| 7 | 889.6 | (none) | |
| 8 | 1779.2 | (none) | |
| 9 | 3475 | (none) | |
| 10 | 6950 | (none) | You may trade in 4 picks here to make a school/sphere "Robed" (-1 SL). This does not stack with other Robe effects you may have for that school/sphere. |
| 11 | 10425 | (none) | Sustain Str. |
| 12 | 13900 | (none) | This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved). |
| 13 | 17375 | (none) | This class gives +1 rank of Exceptional Wis which stacks on top on what you already have (unless the source says it can't be improved). |
| 14 | 20850 | (none) | +1 S action only usable in segment 2. |
| 15 | 24325 | (none) | You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check). |
| 16 | 27800 | (none) | Level 1: +2 damage per die with spells or psi |
| 17 | 31275 | (none) | Level 3: Gain a volatile Arcane Web that explodes with Radioactive damage when struck, dealing 10% back to the attacker |
| 18 | 34750 | (none) | Level 10: 2F: Counter up to 3 effects targeting allies (Chr or Terror 70+Chr save for quarter effect per effect) |
| 19 | 38225 | (none) | Level 10: +4 set Fitness (hp bonus) |
| 20 | 41700 | (none) | Level 10: Turn Undead at CL=10 (or +1 to existing CL) |
| 21 | 45175 | (none) | Level 11: +1 Race Ability (÷1) |
| 22 | 48650 | (none) | Level 11: Sell items for 64+LVL% of value instead of 50% |
| 23 | 52125 | (none) | Level 13: -3 to stat requirements |
| 24 | 55600 | (none) | Level 13: 544 31- --- [---] |
| 25 | 59075 | (none) | Level 13: +1 instance of tactical movement. Double movement rate. |
| 26 | 62550 | (none) | Level 13: x1.1 AC (shift from 10) |
| 27 | 66025 | (none) | Level 14: +100 max hp |
| 28 | 69500 | (none) | Level 14: +x(level+1) max hp |
| 29 | 72975 | (none) | Level 14: 6M: Silence a target mid-cast, preventing the ability (No save, PR to resist) |
| 30 | 76450 | (none) | Level 20: Each time an enemy become(s) invisible, Dispel all magical effects on an enemy's group (RSW 58+Str save for quarter effect) On failure, target is silenced for 1 round |
| 31 | 79925 | (none) | Level 21: Gain a Obsidian Cocoon that delays up to 168 dmg/hit for 8 round(s). (No save) |
| 32 | 83400 | (none) | Level 31: Gain a Temporal Matrix that reflects spells targeting you back to the caster for 1 round(s) |
| 33 | 86875 | (none) | Level 31: 9D, Spend 1 Int: A random ally gets SEL=8 Permanency Blah for 3 round(s) |
| 34 | 90350 | (none) | |
| 35 | 93825 | (none) | |
| 36 | 97300 | (none) | |

Indigo Overwrite Saving Throws Picks1JG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 39.4 | (none) |
| 3 | 78.8 | (none) |
| 4 | 157.6 | (none) |
| 5 | 315.2 | (none) |
| 6 | 630.4 | (none) |
| 7 | 1260.8 | (none) |
| 8 | 2521.6 | (none) |
| 9 | 4925 | (none) |
| 10 | 9850 | (none) |
| 11 | 14775 | (none) |
| 12 | 19700 | (none) |
| 13 | 24625 | (none) |
| 14 | 29550 | (none) |
| 15 | 34475 | (none) |
| 16 | 39400 | (none) |
| 17 | 44325 | (none) |
| 18 | 49250 | (none) |
| 19 | 54175 | (none) |
| 20 | 59100 | (none) |
| 21 | 64025 | (none) |
| 22 | 68950 | (none) |
| 23 | 73875 | (none) |
| 24 | 78800 | (none) |
| 25 | 83725 | (none) |
| 26 | 88650 | (none) |
| 27 | 93575 | (none) |
| 28 | 98500 | (none) |
| 29 | 103425 | (none) |
| 30 | 108350 | (none) |
| 31 | 113275 | (none) |
| 32 | 118200 | (none) |
| 33 | 123125 | (none) |
| 34 | 128050 | (none) |
| 35 | 132975 | (none) |
| 36 | 137900 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Automatically make Wis checks and Will saves.

Immune Insanity.

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

Level 1: +1V action

Level 3: Every time an enemy succeed(s) on a Wisdom saving throw, Your group must succeed on a (Reflex 25+Int to delay 1 segment, CR or NR to resist) or become SEL=2 Drowning at the start of its next turn

Level 6: 2H: Silence a target mid-cast, preventing the ability (No save)

Level 10: +1 Class sheet / reset

Level 11: Gets two picks from Custom Mini9.1

Level 11: +1 wear location

Level 13: 3W, Spend 16 max hp(s), 3/week: An ally gain(s) 30 stackable instance(s) of SEL=9 Object lasting 3 round(s)

Level 13: 1 DL worth of magic items /reset

Level 14: +20 AT

Level 14: +2 set Wis; +2 Personality *

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

Level 16: 8A, NP/natural reset: Disrupt a sustained or concentration-based effect (Int 96+Chr save for half effect)

Level 16: 5A, 3/natural reset: Silence a target mid-cast, preventing the ability (Spell 63+Dex save to delay 1 segment)

Level 18: Whenever an enemy drop(s) an enemy to 0 hp, Drain 315 actions from all enemies in 20 feet (Con 119+Chr to delay 1 segment, MR or IR to resist)

Level 22: 10H: Disrupt a sustained or concentration-based effect (Chr or Will 135+Int save to nullify)

Level 28: 5B, 3/turn: Counter up to 3 effects targeting allies (No save, NR to resist per effect)

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

Level 612: Gain a Vital Nimbus that heals you for 1622% of damage you deal while active, for 1 round

Dual-Classed Armor Class1 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | |
| 2 | 26.8 | (none) | |
| 3 | 53.6 | (none) | |
| 4 | 107.2 | (none) | |
| 5 | 214.4 | (none) | |
| 6 | 428.8 | (none) | |
| 7 | 857.6 | (none) | |
| 8 | 1715.2 | (none) | |
| 9 | 3350 | (none) | |
| 10 | 6700 | (none) | Sustain Wis, San (Sanity). |
| 11 | 10050 | (none) | Automatically make Int checks and category=Spell saves. |
| 12 | 13400 | (none) | This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved). |
| 13 | 16750 | (none) | You may mix in one class that doesn't share a group with this class. |
| 14 | 20100 | (none) | You have +1 Secondary Skill and no XP doubling past level 36. |
| 15 | 23450 | (none) | Level 1: +1 to d20 & d12 rolls for Turn Undead |
| 16 | 26800 | (none) | Level 2: When your group takes damage, they gain +1 saves, plus +1 for every 10 damage taken (rounded up) |
| 17 | 30150 | (none) | 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) |
| 18 | 33500 | (none) | Level 3: Every time an ally use(s) a disguise or false identity, An enemy is afflicted with both Haunted and Forget (No save, IR or MR to resist) |
| 19 | 36850 | (none) | Level 3: 2E, Spend 5 Wis: After rolling a natural 20, an ally's group gains SEL=2 |
| 20 | 40200 | (none) | Damped Restraint for 4 segment(s) |
| 21 | 43550 | (none) | Level 10: +1 Research point / reset |
| 22 | 46900 | (none) | Level 10: +1/3 Size Class |
| 23 | 50250 | (none) | Level 10: x1.1 to hit bonus |
| 24 | 53600 | (none) | Level 10: 1M, 1/t: Cureall+Remove 1 [C] effect |
| 25 | 56950 | (none) | Level 11: +1 proficiency |
| 26 | 60300 | (none) | Level 12: Each time all allies a divine entity is/are invoked, Dispel all magical effects on an enemy (No save, TechR to resist) On failure, target is silenced for 1 round |
| 27 | 63650 | (none) | Level 13: Merge Rogue chart up to LVL=13 |
| 28 | 67000 | (none) | Level 13: +10 all saves |
| 29 | 70350 | (none) | Level 13: Gain a Temporal Cocoon that reduces all forced movement by half unless resisted with (No save), for 1 round |
| 30 | 73700 | (none) | Level 15: 7D, Spend 2 psp(s): After rolling a natural 20, your group gains SEL=1 Sanctuary for 5 round(s) |
| 31 | 77050 | (none) | Level 19: Echoing Knot: 10E, Spend 20 animal companion(s): After rolling a natural 20, an ally gains SEL=9 Mental Fury for 9 round(s) |
| 32 | 80400 | (none) | Level 23: 12P, Spend 18 psp(s): You gain(s) 7 stackable instance(s) of SEL=9 Shapechanged lasting 8 segment(s) |
| 33 | 83750 | (none) | Level 31: Occult Overload: Gain a Mind Mantle that deflects ranged attacks unless the attacker passes (No save, RR to resist), until you die |
| 34 | 87100 | (none) | |
| 35 | 90450 | (none) | |
| 36 | 93800 | (none) | |

True Damage RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 35.6 | +2 lim ML |
| 3 | 71.2 | +3 lim ML |
| 4 | 142.4 | +4 lim ML |
| 5 | 284.8 | +5 lim ML |
| 6 | 569.6 | +6 lim ML |
| 7 | 1139.2 | +7 lim ML |
| 8 | 2278.4 | +8 lim ML |
| 9 | 4450 | +9 lim ML |
| 10 | 8900 | +10 lim ML |
| 11 | 13350 | +11 lim ML |
| 12 | 17800 | +12 lim ML |
| 13 | 22250 | +13 lim ML |
| 14 | 26700 | +14 lim ML |
| 15 | 31150 | +15 lim ML |
| 16 | 35600 | +16 lim ML |
| 17 | 40050 | +17 lim ML |
| 18 | 44500 | +18 lim ML |
| 19 | 48950 | +19 lim ML |
| 20 | 53400 | +20 lim ML |
| 21 | 57850 | +21 lim ML |
| 22 | 62300 | +22 lim ML |
| 23 | 66750 | +23 lim ML |
| 24 | 71200 | +24 lim ML |
| 25 | 75650 | +25 lim ML |
| 26 | 80100 | +26 lim ML |
| 27 | 84550 | +27 lim ML |
| 28 | 89000 | +28 lim ML |
| 29 | 93450 | +29 lim ML |
| 30 | 97900 | +30 lim ML |
| 31 | 102350 | +31 lim ML |
| 32 | 106800 | +32 lim ML |
| 33 | 111250 | +33 lim ML |
| 34 | 115700 | +34 lim ML |
| 35 | 120150 | +35 lim ML |
| 36 | 124600 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you.

Level 1: When a group create(s) or destroy(s) a mental barrier, Inflicts movement (-1) on your group (Chr or Con 11+Int save for half effect). Stacks with each failed save

Level 4: +15 melee dmg and +6 melee dmg to an ally

Level 6: 2H: Reflect a hostile ability back to its source (No save or to avoid reflection)

Level 7: Every time an enemy steal(s) an item, Your group is SEL=3 Cursed

Berserking for 1 rounds (No save, CR or TechR to resist)

Level 10: +x(level+1) max hp

Level 10: Leave no footprints, actually 1 inch above ground when walking, immune pits/slides/etc.

Level 11: +1 GGL pick

Level 11: Resist two elements or one element

Level 11: Set Chr = 32

Level 13: +4 set Knowledge (prof.)

Level 13: 3W, Spend 13 animal companion(s), ML/week: While within 20 feet of you, an ally has SEL=3 No Target for 3 round(s)

Level 14: +196 eels

Level 14: +196 eels

Level 20: 9G, ML/day: Reflect a hostile ability back to its source (No save, PR to resist or to avoid reflection)

Level 22: Whenever a group is/are in a lair, Drain 110 hp from all enemies in 20 feet (No save, NR to resist)

Level 22: Whenever all enemies turn(s) or rebuke(s) undead, Prevent healing and drain 781 resistances from your group for 1 rounds (Dex or Int 67+Int save to delay 1 segment)

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

Full of Fail at the start of its next turn

Level 30: 8M: Counter up to 3 effects targeting allies (BW 28+Con save to negate per effect)

Arcane Armor Class Progression3 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 30.4 | (none) | |
| 3 | 60.8 | (none) | |
| 4 | 121.6 | (none) | |
| 5 | 243.2 | (none) | |
| 6 | 486.4 | (none) | |
| 7 | 972.8 | (none) | |
| 8 | 1945.6 | (none) | |
| 9 | 3800 | (none) | |
| 10 | 7600 | (none) | You can use an unlimited amount of shifting of Subability scores ("sleazing") for Dex. |
| 11 | 11400 | (none) | Automatically make Cml checks and Reaction checks. If you have a summon, monsters will attack it before you. |
| 12 | 15200 | (none) | Have access to minor schools/spheres written in the collective that share a group with this class. |
| 13 | 19000 | (none) | You have +1 Feat. |
| 14 | 22800 | (none) | Level 1: +4 set Presence (prog. bonus); * |
| 15 | 26600 | (none) | Level 1: +1 Research point / reset |
| 16 | 30400 | (none) | Level 1: +4 set Coordination (TH) |
| 17 | 34200 | (none) | Level 5: When all creatures cast(s) a spell, -15 AC to all nearby enemies (Reflex 27+Chr to nullify, HR or GR to resist) |
| 18 | 38000 | (none) | Level 8: 3X, 3/lifetime: Intercept a summoning or planar effect (No save) |
| 19 | 41800 | (none) | Level 10: +1 to hit |
| 20 | 45600 | (none) | Level 11: Gets two picks from Custom Mini9.1 |
| 21 | 49400 | (none) | Level 11: Sell items for 64+LVL% of value instead of 50% |
| 22 | 53200 | (none) | Level 12: -12 per physical attack |
| 23 | 57000 | (none) | Level 14: You gain(s) +15 hp if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1% |
| 24 | 60800 | (none) | Level 14: +4 saves |
| 25 | 64600 | (none) | Level 14: +1 proficiency |
| 26 | 68400 | (none) | Level 17: 3C, Spend 5 subordinate(s), NP/segment: While within 20 feet of you, an ally's group has SEL=7 Phoenix Sanctuary for 2 round(s) |
| 27 | 72200 | (none) | Level 18: 2attack(s): Counter and remove an ongoing effect from a target (BW 112+Str for quarter effect, NR or RR to resist) |
| 28 | 76000 | (none) | Level 23: Gain a Runic Envelope that reflects spells targeting you back to the caster for 5 round(s) |
| 29 | 79800 | (none) | Level 26: Soulbound Haloing: Whenever you climb(s) or traverse(s) difficult terrain, Drain 143 spell slots from all enemies in 20 feet (Dex 169+Wis save for tenth effect) |
| 30 | 83600 | (none) | Level 72: Gain a volatile Reflective Swaddle that explodes with Radioactive damage when struck, dealing 150% back to the attacker |
| 31 | 87400 | (none) | Level 324: 106OppC, Spend 3 max hp(s), ML/segment: An ally gain(s) SEL=6 Planar Displaced for 8 minute(s) |
| 32 | 91200 | (none) | |
| 33 | 95000 | (none) | |
| 34 | 98800 | (none) | |
| 35 | 102600 | (none) | |
| 36 | 106400 | (none) | |

Red To Hit RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 30.4 | +2 lim ML |
| 3 | 60.8 | +3 lim ML |
| 4 | 121.6 | +4 lim ML |
| 5 | 243.2 | +5 lim ML |
| 6 | 486.4 | +6 lim ML |
| 7 | 972.8 | +7 lim ML |
| 8 | 1945.6 | +8 lim ML |
| 9 | 3800 | +9 lim ML |
| 10 | 7600 | +10 lim ML |
| 11 | 11400 | +11 lim ML |
| 12 | 15200 | +12 lim ML |
| 13 | 19000 | +13 lim ML |
| 14 | 22800 | +14 lim ML |
| 15 | 26600 | +15 lim ML |
| 16 | 30400 | +16 lim ML |
| 17 | 34200 | +17 lim ML |
| 18 | 38000 | +18 lim ML |
| 19 | 41800 | +19 lim ML |
| 20 | 45600 | +20 lim ML |
| 21 | 49400 | +21 lim ML |
| 22 | 53200 | +22 lim ML |
| 23 | 57000 | +23 lim ML |
| 24 | 60800 | +24 lim ML |
| 25 | 64600 | +25 lim ML |
| 26 | 68400 | +26 lim ML |
| 27 | 72200 | +27 lim ML |
| 28 | 76000 | +28 lim ML |
| 29 | 79800 | +29 lim ML |
| 30 | 83600 | +30 lim ML |
| 31 | 87400 | +31 lim ML |
| 32 | 91200 | +32 lim ML |
| 33 | 95000 | +33 lim ML |
| 34 | 98800 | +34 lim ML |
| 35 | 102600 | +35 lim ML |
| 36 | 106400 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Sustain hp and immune to Vile and Permanent dmg.

This class gives +1 rank of Exceptional Str which stacks on top on what you already have (unless the source says it can't be improved).

Specialization, MTG Red School

Level 1: +2 AT; you don't get AT from armor

Level 5: Gain a Crystalline Matrix that deflects ranged attacks unless the attacker passes (PPD 17+Wis save to reflect), for 1 hour

Level 11: Gain a Stormbound Cocoon that reduces all forced movement by half unless resisted with (RSW 42+Int to delay 1 segment, HR or PR to resist), for 1 round

Level 11: +1 Race Ability (÷1)

Level 11: 1 species resistance

Level 11: set hp 1210

Level 12: +5 damage (with weapons)

Level 12: +5 3rd edition skill points

Level 13: Everyone has --1 TH vs. you

Level 13: +20 AT

Level 13: Gain a Elemental Prism that deals 63% of melee attackers dmg of type Sugar, for 1 turn

Level 14: +1 A' action /r (3A' -> 1QZ)

Level 14: +30 saving throws that you distribute

Level 16: 4A, NP/natural reset: Silence a target mid-cast, preventing the ability (No save, IR to resist)

Level 17: Gain a Chaos Husk that deals 10% of melee attackers dmg of type Heat, for 1 turn

Level 26: 12F: Intercept a summoning or planar effect (No save, WR to resist)

Level 27: Every time all allies attack(s) with advantage, Your group is afflicted with both Prone and Embalmed (Str 109+Str save to counter)

Level 29: 5W, Spend 10 subordinate(s), ML/week: You gain(s) SEL=6 Charged for 1 minute(s)

Orange Armor Class Penalty RDM

| Level | KXP | Spells |
|-------|--------|------------|
| 1 | 0 | +1 lim ML |
| 2 | 17.8 | +2 lim ML |
| 3 | 35.6 | +3 lim ML |
| 4 | 71.2 | +4 lim ML |
| 5 | 142.4 | +5 lim ML |
| 6 | 284.8 | +6 lim ML |
| 7 | 569.6 | +7 lim ML |
| 8 | 1139.2 | +8 lim ML |
| 9 | 2225 | +9 lim ML |
| 10 | 4450 | +10 lim ML |
| 11 | 6675 | +11 lim ML |
| 12 | 8900 | +12 lim ML |
| 13 | 11125 | +13 lim ML |
| 14 | 13350 | +14 lim ML |
| 15 | 15575 | +15 lim ML |
| 16 | 17800 | +16 lim ML |
| 17 | 20025 | +17 lim ML |
| 18 | 22250 | +18 lim ML |
| 19 | 24475 | +19 lim ML |
| 20 | 26700 | +20 lim ML |
| 21 | 28925 | +21 lim ML |
| 22 | 31150 | +22 lim ML |
| 23 | 33375 | +23 lim ML |
| 24 | 35600 | +24 lim ML |
| 25 | 37825 | +25 lim ML |
| 26 | 40050 | +26 lim ML |
| 27 | 42275 | +27 lim ML |
| 28 | 44500 | +28 lim ML |
| 29 | 46725 | +29 lim ML |
| 30 | 48950 | +30 lim ML |
| 31 | 51175 | +31 lim ML |
| 32 | 53400 | +32 lim ML |
| 33 | 55625 | +33 lim ML |
| 34 | 57850 | +34 lim ML |
| 35 | 60075 | +35 lim ML |
| 36 | 62300 | +36 lim ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

You get the bonus P,V actions based on high Dex used in earlier versions of the Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 for +1P (so at Dex 22 you can have either +2V or +1P).

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).

Immune Acid.

Level 1: +1 to number of summons (same group)

Level 3: Every time an ally succeed(s) on a Strength saving throw, If your group is standing on difficult terrain then they are SEL=3 Laced (No save, HR to resist)

Level 10: set TH 110

Level 10: Merge Rogue chart up to LVL=10

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

Level 10: +4 set Coordination (TH)

Level 10: +4 set Knowledge (prof.)

Level 10: +1 ability score point

Level 11: -1 to HNCL, Luck

Level 11: 1M, 1/d: True Resurrection

Level 11: +2 AT; you don't get AT from armor

Level 12: +14400 goodberries

Level 13: +5070 smurfberries

Level 13: +10 AC

Level 13: Immune to a [C] section effect and it's Capital version

Level 18: 2attack(s): Cancel a unique or X/G action before it resolves (No save, TechR to resist)

Level 25: 7V, Spend 3 Int, 3/artificial reset: An ally gain(s) SEL=7 Avoid Fate for 5 round(s)

Level 31: 10D, Spend 7 Dex: If healed, your group also gains SEL=1 Modified for 1 minute(s)

White Status4 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 19.8 | (none) |
| 3 | 39.6 | (none) |
| 4 | 79.2 | (none) |
| 5 | 158.4 | (none) |
| 6 | 316.8 | (none) |
| 7 | 633.6 | (none) |
| 8 | 1267.2 | (none) |
| 9 | 2475 | (none) |
| 10 | 4950 | (none) |
| 11 | 7425 | (none) |
| 12 | 9900 | (none) |
| 13 | 12375 | (none) |
| 14 | 14850 | (none) |
| 15 | 17325 | (none) |
| 16 | 19800 | (none) |
| 17 | 22275 | (none) |
| 18 | 24750 | (none) |
| 19 | 27225 | (none) |
| 20 | 29700 | (none) |
| 21 | 32175 | (none) |
| 22 | 34650 | (none) |
| 23 | 37125 | (none) |
| 24 | 39600 | (none) |
| 25 | 42075 | (none) |
| 26 | 44550 | (none) |
| 27 | 47025 | (none) |
| 28 | 49500 | (none) |
| 29 | 51975 | (none) |
| 30 | 54450 | (none) |
| 31 | 56925 | (none) |
| 32 | 59400 | (none) |
| 33 | 61875 | (none) |
| 34 | 64350 | (none) |
| 35 | 66825 | (none) |
| 36 | 69300 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Double your Personality score.

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

You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of the Collective (you can alternatively use Reason+Wis+Presence if you want).

+2 Kit slots.

Specialization, MTG White School

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

Level 1: set AC 30

Level 1: Race XP div. starts reducing at level 4

Level 2: 1attack(s): Counter up to 3 effects targeting allies (Chr 19+Chr for quarter effect, PR or XR to resist per effect)

Level 5: 2S, Spend 1 summon(s), 3/hour: An ally's group gain(s) 20 stackable instance(s) of SEL=4 Improved Invisibility lasting 2 round(s)

Level 5: 2S, Spend 16 psp(s), 3/hour: After rolling a natural 20, your group gains SEL=3 Extra Barbarian Stat for 1 round(s)

Level 7: 4P, Spend 15 animal companion(s): When an ally's group takes damage, they gain SEL=6 Charged for 2 round(s)

Level 10: +1 to hit

Level 10: -1 to HNCL, Luck

Level 10: Area effect spell hits +1 group

Level 12: +1 wear location

Level 12: Each time an ally hear(s) their kind invoked or named, Dispel all magical effects on an enemy (No save, RR to resist) On failure, target is silenced for 1 round

Level 12: +1 per die w/ damaging spells

Level 13: +1 professional wrestling maneuver

Level 13: Turn Undead at CL=13 (or +1 to existing CL)

Level 13: +3 distributed among save categories

Level 13: +1 Edition Number to this class

Level 13: +1/3 Size Class

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

Grand XP0 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 34.8 | (none) |
| 3 | 69.6 | (none) |
| 4 | 139.2 | (none) |
| 5 | 278.4 | (none) |
| 6 | 556.8 | (none) |
| 7 | 1113.6 | (none) |
| 8 | 2227.2 | (none) |
| 9 | 4350 | (none) |
| 10 | 8700 | (none) |
| 11 | 13050 | (none) |
| 12 | 17400 | (none) |
| 13 | 21750 | (none) |
| 14 | 26100 | (none) |
| 15 | 30450 | (none) |
| 16 | 34800 | (none) |
| 17 | 39150 | (none) |
| 18 | 43500 | (none) |
| 19 | 47850 | (none) |
| 20 | 52200 | (none) |
| 21 | 56550 | (none) |
| 22 | 60900 | (none) |
| 23 | 65250 | (none) |
| 24 | 69600 | (none) |
| 25 | 73950 | (none) |
| 26 | 78300 | (none) |
| 27 | 82650 | (none) |
| 28 | 87000 | (none) |
| 29 | 91350 | (none) |
| 30 | 95700 | (none) |
| 31 | 100050 | (none) |
| 32 | 104400 | (none) |
| 33 | 108750 | (none) |
| 34 | 113100 | (none) |
| 35 | 117450 | (none) |
| 36 | 121800 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Sustain hp and immune to Vile and Permanent dmg.

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

This class gives +1 rank of Exceptional Chr which stacks on top on what you already have (unless the source says it can't be improved).

You have the Cleave feat.

You have Overhit.

Level 1: 10% to one oBlahR

Level 1: Invisibility (+4 AC)

Level 1: 1 species resistance

Level 1: +2 set Chr; +10% Money *

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

Level 5: Gain a Arcane Ward that deflects ranged attacks unless the attacker passes (No save, RR or HR to resist), for CL turns

Level 10: 2F: Counter an action, but suffer x2 effect on failure (Horror 34+Int save for half effect)

Level 10: set dmg 200 per missile attack

Level 12: 1P: Destroy a x0 or x1 magic item.

Level 12: +1 B Action /r

Level 13: +4 set Fitness (hp bonus)

Level 13: Gain a Arcane Ward that reflects spells targeting you back to the caster for 1 round(s)

Level 13: CL=(13 or HNCL); know 13 schools(555 442)

Level 14: +1 tentacle

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

Level 30: Whenever you a sacred relic is/are touched or desecrated, Drain 135 psi points per round from your group for 1 rounds (No save, RR or TechR to resist)

Level 31: 14D, Spend 5 Str: You gain(s) 131 stackable instance(s) of SEL=5 Hold Life lasting 1 minute(s)

Grand Prerequisite SavesJG RDM

| Level | KXP | Spells | Requisites: |
|-------|--------|--------|--|
| 1 | 0 | (none) | Alignment: any |
| 2 | 46.4 | (none) | HD/level: |
| 3 | 92.8 | (none) | Weapon Prof.: 0+level/0 |
| 4 | 185.6 | (none) | To Hit Table: (none) |
| 5 | 371.2 | (none) | Saves: (none) |
| 6 | 742.4 | (none) | Reference: RDM |
| 7 | 1484.8 | (none) | Groups: Mini |
| 8 | 2969.6 | (none) | Complexity: CF=1 |
| 9 | 5800 | (none) | |
| 10 | 11600 | (none) | Sustain Str. |
| 11 | 17400 | (none) | Sustain Wis, San (Sanity). |
| 12 | 23200 | (none) | You may trade in 4 picks here to make a school/sphere ½M to cast. Material |
| 13 | 29000 | (none) | componenting still costs 1V though. |
| 14 | 34800 | (none) | You have the Cleave feat. |
| 15 | 40600 | (none) | Level 1: Immune to 2 specific effects |
| 16 | 46400 | (none) | Level 1: 10% to one oBlahR |
| 17 | 52200 | (none) | Level 11: Gain a Sanctified Wreath that heals you for 12% of damage you deal while |
| 18 | 58000 | (none) | active, until end of combat |
| 19 | 63800 | (none) | Level 11: Turn Undead at CL=11 (or +1 to existing CL) |
| 20 | 69600 | (none) | Level 12: +2 damage per die with spells or psi |
| 21 | 75400 | (none) | Level 13: AC 15 |
| 22 | 81200 | (none) | Level 13: AC 15 |
| 23 | 87000 | (none) | Level 15: Gain a Stormbound Web that grants immunity to the next status effect |
| 24 | 92800 | (none) | inflicted, for CL segments |
| 25 | 98600 | (none) | Level 15: Gain a Blood Nimbus that reflects spells targeting you back to the caster for |
| 26 | 104400 | (none) | 5 round(s) |
| 27 | 110200 | (none) | Level 19: 10E, Spend 2 familiar(s): After rolling a natural 20, you gains SEL=12 |
| 28 | 116000 | (none) | Capital I Invigorated for 5 round(s) |
| 29 | 121800 | (none) | Level 21: Gain a Frosted Nimbus that reflects spells targeting you back to the caster |
| 30 | 127600 | (none) | for 1 minute(s) |
| 31 | 133400 | (none) | Level 21: Psalmic Blessing: When all creatures sense(s) a rival monster nearby, |
| 32 | 139200 | (none) | Debuff: -368 AC to your group, (No save, PR or PR to resist), effect spreads to |
| 33 | 145000 | (none) | adjacent foes if failed |
| 34 | 150800 | (none) | Level 23: 12P, Spend 6 Int: When an ally falls, an ally gains SEL=5 Hold Life for 8 |
| 35 | 156600 | (none) | round(s) |
| 36 | 162400 | (none) | Level 24: Your Group gain(s) +232 hp |
| | | | Level 27: Every time a creature use(s) a disguise or false identity, Each time an |
| | | | enemy fails a save, they suffer an additional instance of SEL=12 Helpless (PPD or |
| | | | BW 77+Int save for tenth effect) |
| | | | 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 |
| | | | Level 32: Each time a group is/are counterspelled, Dispel all magical effects in a 20-ft |
| | | | radius (BW or Str 36+Dex save for quarter effect) |
| | | | Level 792: An ally gains +317KD action(s) for 14 minute(s) |

Saving ThrowsMTG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 24.6 | (none) |
| 3 | 49.2 | (none) |
| 4 | 98.4 | (none) |
| 5 | 196.8 | (none) |
| 6 | 393.6 | (none) |
| 7 | 787.2 | (none) |
| 8 | 1574.4 | (none) |
| 9 | 3075 | (none) |
| 10 | 6150 | (none) |
| 11 | 9225 | (none) |
| 12 | 12300 | (none) |
| 13 | 15375 | (none) |
| 14 | 18450 | (none) |
| 15 | 21525 | (none) |
| 16 | 24600 | (none) |
| 17 | 27675 | (none) |
| 18 | 30750 | (none) |
| 19 | 33825 | (none) |
| 20 | 36900 | (none) |
| 21 | 39975 | (none) |
| 22 | 43050 | (none) |
| 23 | 46125 | (none) |
| 24 | 49200 | (none) |
| 25 | 52275 | (none) |
| 26 | 55350 | (none) |
| 27 | 58425 | (none) |
| 28 | 61500 | (none) |
| 29 | 64575 | (none) |
| 30 | 67650 | (none) |
| 31 | 70725 | (none) |
| 32 | 73800 | (none) |
| 33 | 76875 | (none) |
| 34 | 79950 | (none) |
| 35 | 83025 | (none) |
| 36 | 86100 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

This class gives +1 rank of Exceptional Con which stacks on top on what you already have (unless the source says it can't be improved).

With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg.

This autohits and removes him from your group.

This class gives +1 rank of Exceptional Int which stacks on top on what you already have (unless the source says it can't be improved).

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

Level 1: ++1 damage (this adds +1 base die of damage)

Level 1: Immune to a [C] section effect and it's Capital version

Level 6: Support characters gain +111 to hit

Level 10: ++1 saves

Level 10: +1 Class sheet / reset

Level 10: One Level 10 Rogue ability, 20 rogue points

Level 11: Mr. Fix-It: 1M, 1/d: Mend.

Level 11: x1.1 damage

Level 12: Custom2 picks (Max F=6)

Level 12: +1 tentacle

Level 12: +12 SLs

Level 13: +15% irreducible among **

Level 13: +4 set Muscle (dmg); *

Level 13: One "held/sustained" stat

Level 15: Gain a Entropy Wrap that reflects spells targeting you back to the caster for 3 round(s)

Level 18: 2attack(s): Cancel a unique or X/G action before it resolves (No save, TechR to resist)

Level 29: Gain a Solar Swaddle that deflects ranged attacks unless the attacker passes (No save), for 1 round

Level 29: 5W, Spend 11 rogue pt(s), 3/week: An ally gain(s) SEL=9 Freedom for 4 round(s)

Infinite Saving Throws Immuner RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 33.2 | (none) | |
| 3 | 66.4 | (none) | |
| 4 | 132.8 | (none) | |
| 5 | 265.6 | (none) | |
| 6 | 531.2 | (none) | |
| 7 | 1062.4 | (none) | |
| 8 | 2124.8 | (none) | |
| 9 | 4150 | (none) | |
| 10 | 8300 | (none) | Sustain hp and immune to Vile and Permanent dmg. |
| 11 | 12450 | (none) | Sustain hp and immune to Vile and Permanent dmg. |
| 12 | 16600 | (none) | Sustain Str. |
| 13 | 20750 | (none) | Has "never enough" of choose one: To Hit, melee dmg, ranged dmg, AC, saves, Rogue points, Psi points, or SL's. |
| 14 | 24900 | (none) | Level 1: +50 leeches |
| 15 | 29050 | (none) | Level 5: 2S, Spend 9 skill pt(s), NP/hour: You gain(s) SEL=1 Satiated for 1 round(s) |
| 16 | 33200 | (none) | Level 7: 4P, Spend 8 subordinate(s): While within 20 feet of you, your group has SEL=1 Bound Wounds for 1 round(s) |
| 17 | 37350 | (none) | Level 10: Set Str = 30 |
| 18 | 41500 | (none) | Level 10: +5% money (incl. sold items) |
| 19 | 45650 | (none) | Level 10: Merge Rogue chart up to LVL=10 |
| 20 | 49800 | (none) | Level 11: Set Int = 32 |
| 21 | 53950 | (none) | Level 12: ++1 to hit |
| 22 | 58100 | (none) | Level 13: +30 saving throws that you distribute |
| 23 | 62250 | (none) | Level 13: CL=(13 or HNCL); PSPs = ½ of normal Psionicist(442 -) |
| 24 | 66400 | (none) | Level 14: +1 LVL with Omens |
| 25 | 70550 | (none) | Level 16: Each time a group is/are in a lair, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy. No save |
| 26 | 74700 | (none) | Level 16: 3A, 3/natural reset: Counter and remove an ongoing effect from a target (Horror 30+Wis save to delay 1 segment) |
| 27 | 78850 | (none) | Level 19: Gain a Frosted Skin that forces attackers to succeed on (No save) or deal half damage for 1 day |
| 28 | 83000 | (none) | Level 23: Gain a Runic Envelope that reflects spells targeting you back to the caster for 5 round(s) |
| 29 | 87150 | (none) | Level 24: 36 ally(ies) gain(s) +20 AC |
| 30 | 91300 | (none) | Level 28: An ally surge(s) with +7 melee dmg for a single action |
| 31 | 95450 | (none) | Level 32: 8A, ML/natural reset: Cancel a unique or X/G action before it resolves (Will 18+Con save for tenth effect) |
| 32 | 99600 | (none) | |
| 33 | 103750 | (none) | |
| 34 | 107900 | (none) | |
| 35 | 112050 | (none) | |
| 36 | 116200 | (none) | |

The Second Status Picks3 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 37.4 | (none) | |
| 3 | 74.8 | (none) | |
| 4 | 149.6 | (none) | |
| 5 | 299.2 | (none) | |
| 6 | 598.4 | (none) | |
| 7 | 1196.8 | (none) | |
| 8 | 2393.6 | (none) | |
| 9 | 4675 | (none) | |
| 10 | 9350 | (none) | You get the bonus P,V actions based on high Dex used in earlier versions of the |
| 11 | 14025 | (none) | Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 |
| 12 | 18700 | (none) | for +1P (so at Dex 22 you can have either +2V or +1P). |
| 13 | 23375 | (none) | Double your Personality score. |
| 14 | 28050 | (none) | Sustain Int, Logic. |
| 15 | 32725 | (none) | You may take both forms of this Mini-class. Each still costs 1 Mini-class slot. |
| 16 | 37400 | (none) | +1 S action only usable in segment 2. |
| 17 | 42075 | (none) | You have +1 Feat. |
| 18 | 46750 | (none) | Level 1: -1/3 Size Class |
| 19 | 51425 | (none) | Level 4: Allies within 30 feet gain +10 ranged dmg |
| 20 | 56100 | (none) | Level 6: Relentless Rend: An ally's group gain(s) +21 saves if below 50% hp, |
| 21 | 60775 | (none) | doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1% |
| 22 | 65450 | (none) | Level 7: Every time all enemies cast(s) a spell, While within 30 feet of you, an enemy |
| 23 | 70125 | (none) | is continually SEL=2 Fascinated (Chr or Horror 50+Wis save to negate) each turn |
| 24 | 74800 | (none) | Level 10: Set Int = 30 |
| 25 | 79475 | (none) | Level 10: Your summons have +1 defensive DL |
| 26 | 84150 | (none) | Level 12: An Ally'S Group gain(s) +114 AC |
| 27 | 88825 | (none) | Level 12: set dmg 288 per missile attack |
| 28 | 93500 | (none) | Level 13: +20% irreducible among * |
| 29 | 98175 | (none) | Level 13: +1 attack per P action with one weapon |
| 30 | 102850 | (none) | Level 14: +x(level+1) max hp |
| 31 | 107525 | (none) | Level 17: 3C, Spend 3 max hp(s), NP/segment: An ally is/are affected by SEL=3 |
| 32 | 112200 | (none) | Flying for 4 round(s) |
| 33 | 116875 | (none) | Level 18: Whenever all creatures sense(s) a rival monster nearby, Drain 891 |
| 34 | 121550 | (none) | resistances from all enemies in 20 feet (No save, RR or IR to resist) |
| 35 | 126225 | (none) | Level 19: 10E, Spend 2 familiar(s): After rolling a natural 20, you gains SEL=12 |
| 36 | 130900 | (none) | Capital I Invigorated for 5 round(s) |
| | | | Level 27: 10Z, Spend 5 Int: After rolling a natural 20, an ally's group gains SEL=6 |
| | | | Contingency for 1 round(s) |
| | | | Level 28: You gain(s) +222 melee dmg |
| | | | Level 29: When all creatures is/are affected by wild magic, an enemy's group suffers - |
| | | | 290 hp unless protected by GR |
| | | | Level 29: Gain a Chaos Envelope that reflects spells targeting you back to the caster |
| | | | for 5 round(s) |

Indigo Monster Saves Immuner5 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | +1 ML |
| 2 | 41.2 | +2 ML |
| 3 | 82.4 | +3 ML |
| 4 | 164.8 | +4 ML |
| 5 | 329.6 | +5 ML |
| 6 | 659.2 | +6 ML |
| 7 | 1318.4 | +7 ML |
| 8 | 2636.8 | +8 ML |
| 9 | 5150 | +9 ML |
| 10 | 10300 | +10 ML |
| 11 | 15450 | +11 ML |
| 12 | 20600 | +12 ML |
| 13 | 25750 | +13 ML |
| 14 | 30900 | +14 ML |
| 15 | 36050 | +15 ML |
| 16 | 41200 | +16 ML |
| 17 | 46350 | +17 ML |
| 18 | 51500 | +18 ML |
| 19 | 56650 | +19 ML |
| 20 | 61800 | +20 ML |
| 21 | 66950 | +21 ML |
| 22 | 72100 | +22 ML |
| 23 | 77250 | +23 ML |
| 24 | 82400 | +24 ML |
| 25 | 87550 | +25 ML |
| 26 | 92700 | +26 ML |
| 27 | 97850 | +27 ML |
| 28 | 103000 | +28 ML |
| 29 | 108150 | +29 ML |
| 30 | 113300 | +30 ML |
| 31 | 118450 | +31 ML |
| 32 | 123600 | +32 ML |
| 33 | 128750 | +33 ML |
| 34 | 133900 | +34 ML |
| 35 | 139050 | +35 ML |
| 36 | 144200 | +36 ML |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action.

With an attack, you can Throw a Size M target Str*10', doing (Str)d6 falling dmg. This autohits and removes him from your group.

You may take both forms of this Mini-class. Each still costs 1 Mini-class slot.

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

Immune Insanity.

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

Level 1: Resist two elements or one element

Level 2: Whenever all creatures spend(s) or regain(s) psionic focus, Drain 94 hp and inflict a penalty for 1 rounds (Dex 21+Chr to delay 1 segment, HR or NR to resist)

Level 3: Gain a Chaos Husk that reduces all forced movement by half unless resisted with (Str or Chr 23+Str save to delay 1 segment), for 1 turn

Level 5: Gain a Crystalline Matrix that deflects ranged attacks unless the attacker passes (PPD 17+Wis save to reflect), for 1 hour

Level 6: 2H: Reflect a hostile ability back to its source (No save or to avoid reflection)

Level 7: Noosphere Rupture: 4P, Spend 6 Dex: You gain(s) SEL=1 The City's Blessing for 1 round(s)

Level 9: When a creature succeed(s) on a saving throw against magic, -66 hp to an enemy's group. Int save for half effect (-33). On failed save, also becomes SEL=1 Drunk

Level 10: 40 rogue points

Level 10: +1 Class sheet / reset

Level 13: +5070 smurfberries

Level 14: +10 AC

Level 15: Gain a Entropy Cocoon that delays up to 23 dmg/hit for 1 round(s). (Con 50+Int to nullify, MR or NR to resist)

Level 19: Gain a Reflective Buffer that deals 75% of melee attackers dmg of type Plasma, for CL minutes

Level 19: 10E, Spend 10 animal companion(s): When an ally falls, your group gains SEL=5 Mega Barbarian Stat for 3 round(s)

Level 22: 7H: Cancel a unique or X/G action before it resolves (Will 106+Wis to negate, GR or WR to resist)

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

Level 26: 8F: Intercept a summoning or planar effect (Con or Terror 141+Wis save to negate)

Level 576: When you takes damage, they gain +260 max hp, plus +1 for every 10 damage taken (rounded up)

Maldev Absolute Armor Class Picks RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 36.4 | (none) | |
| 3 | 72.8 | (none) | |
| 4 | 145.6 | (none) | |
| 5 | 291.2 | (none) | |
| 6 | 582.4 | (none) | |
| 7 | 1164.8 | (none) | |
| 8 | 2329.6 | (none) | |
| 9 | 4550 | (none) | |
| 10 | 9100 | (none) | Automatically make Wis checks and Will saves. |
| 11 | 13650 | (none) | Can apply a free "Crude Neutronium" weapon adjective to one weapon. |
| 12 | 18200 | (none) | Level 1: +1 limited ML * |
| 13 | 22750 | (none) | Level 1: When an enemy use(s) a magical item or scroll, Inflicts to hit (-11) on your group (No save). Stacks with each failed save |
| 14 | 27300 | (none) | Level 1: -1 per physical attack |
| 15 | 31850 | (none) | Level 1: 0, 1/reset: When jobs are posted on the board, you can get more detail on one of them before committing to it. |
| 16 | 36400 | (none) | Level 1: CL=(1 or HNCL); know 1 school(2-- --- -) |
| 17 | 40950 | (none) | Level 1: 1C, Spend 1 max hp(s), ML/segment: If healed, an ally's group also gains SEL=1 Sanctuary for 2 segment(s) |
| 18 | 45500 | (none) | Level 6: 2H: Counter a spell as it is cast (Will or Terror 31+Con save to negate to resist) |
| 19 | 50050 | (none) | Level 7: Gain a Reality Wreath that grants immunity to the next status effect inflicted, for CL minutes |
| 20 | 54600 | (none) | Level 10: +1 ability score point |
| 21 | 59150 | (none) | Level 12: set AC 140 |
| 22 | 63700 | (none) | Level 14: +2 set Str; +2 more Str FPOW * |
| 23 | 68250 | (none) | Level 14: +1 damage per die (with spells / psi) |
| 24 | 72800 | (none) | Level 17: Gain a Mirror Matrix that deals 17% of melee attackers dmg of type Chromatic, while concentrating |
| 25 | 77350 | (none) | Level 17: 3C, Spend 1 psp(s), 3/segment: After rolling a natural 20, you gains SEL=1 Satiated for 4 segment(s) |
| 26 | 81900 | (none) | Level 24: 4 ally(ies) gain(s) +9 melee dmg |
| 27 | 86450 | (none) | Level 26: An ally gain(s) +11 to hit each turn for 1 reset, stacking until the effect ends |
| 28 | 91000 | (none) | Level 31: 10D, Spend 7 Dex: If healed, your group also gains SEL=1 Modified for 1 minute(s) |
| 29 | 95550 | (none) | Level 792: Whenever an enemy restore(s) hp to another creature, Drain 29,304 resistances from all enemies in 20 feet (RSW 3524+Str save to counter) |
| 30 | 100100 | (none) | |
| 31 | 104650 | (none) | |
| 32 | 109200 | (none) | |
| 33 | 113750 | (none) | |
| 34 | 118300 | (none) | |
| 35 | 122850 | (none) | |
| 36 | 127400 | (none) | |

The Greatest Set Saving Throws SpecializationJG RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|--|
| 1 | 0 | (none) | |
| 2 | 26.8 | (none) | |
| 3 | 53.6 | (none) | |
| 4 | 107.2 | (none) | |
| 5 | 214.4 | (none) | |
| 6 | 428.8 | (none) | |
| 7 | 857.6 | (none) | |
| 8 | 1715.2 | (none) | |
| 9 | 3350 | (none) | |
| 10 | 6700 | (none) | This class gives +1 rank of Exceptional Str which stacks on top on what you already |
| 11 | 10050 | (none) | have (unless the source says it can't be improved). |
| 12 | 13400 | (none) | You get the bonus M actions based on high Int+Wis+Chr used in earlier versions of |
| 13 | 16750 | (none) | the Collective (you can alternatively use Reason+Wis+Presence if you want). |
| 14 | 20100 | (none) | Sustain Str. |
| 15 | 23450 | (none) | Free Paragon racial adjective. |
| 16 | 26800 | (none) | Level 1: When all creatures enter(s) an antimagic field, Inflicts movement (-10) on an |
| 17 | 30150 | (none) | enemy (No save). Stacks with each failed save |
| 18 | 33500 | (none) | Level 3: 2E, Spend 5 Int: When you takes damage, they gain SEL=1 Sanctuary for 9 |
| 19 | 36850 | (none) | segment(s) |
| 20 | 40200 | (none) | Level 10: Level 10 Custom5 pick |
| 21 | 43550 | (none) | Level 11: +2 set Str; +2 more Str FPOW * |
| 22 | 46900 | (none) | Level 11: xx1.02 XP for the whole party |
| 23 | 50250 | (none) | Level 12: +1 A' action /r (3A' -> 1QZ) |
| 24 | 53600 | (none) | Level 12: +1 feat (can go beyond limit with this) |
| 25 | 56950 | (none) | Level 12: CL=(12 or HNCL); know 12 schools(444 441 ---) |
| 26 | 60300 | (none) | Level 13: Gets two picks from Custom Mini9.1 |
| 27 | 63650 | (none) | Level 13: 1M, 1/d: True Resurrection |
| 28 | 67000 | (none) | Level 13: +1 instance of tactical movement. Double movement rate. |
| 29 | 70350 | (none) | Level 15: Cruciform Call: 6D, Spend 19 sl(s): A random ally gets SEL=3 Euphoria |
| 30 | 73700 | (none) | for 5 round(s) |
| 31 | 77050 | (none) | Level 15: Gain a Phantom Barrier that forces attackers to succeed on (No save) or |
| 32 | 80400 | (none) | deal half damage for CL minutes |
| 33 | 83750 | (none) | Level 15: Gain a volatile Blood Nimbus that explodes with Thorn damage when |
| 34 | 87100 | (none) | struck, dealing 50% back to the attacker |
| 35 | 90450 | (none) | Level 22: Whenever a group identify(ies) a spell or magical effect, Drain 506 points |
| 36 | 93800 | (none) | of Wis from an enemy's group (Horror 23+Dex for quarter effect, NR or TechR to |

resist)
 Level 23: 12P, Spend 9 Wis: When an ally falls, an ally gains SEL=5 Hold Life for 9
 round(s)
 Level 24: Your group gain(s) +3 ranged dmg each turn for CL hours, stacking until
 the effect ends
 Level 32: Each time you hear(s) their kind invoked or named, Dispel all effects on an
 enemy's group (No save, IR or WR to resist) If resisted, a random effect is reflected
 back at the source

The Worst NPCDesigned Saves1 RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 19.6 | (none) |
| 3 | 39.2 | (none) |
| 4 | 78.4 | (none) |
| 5 | 156.8 | (none) |
| 6 | 313.6 | (none) |
| 7 | 627.2 | (none) |
| 8 | 1254.4 | (none) |
| 9 | 2450 | (none) |
| 10 | 4900 | (none) |
| 11 | 7350 | (none) |
| 12 | 9800 | (none) |
| 13 | 12250 | (none) |
| 14 | 14700 | (none) |
| 15 | 17150 | (none) |
| 16 | 19600 | (none) |
| 17 | 22050 | (none) |
| 18 | 24500 | (none) |
| 19 | 26950 | (none) |
| 20 | 29400 | (none) |
| 21 | 31850 | (none) |
| 22 | 34300 | (none) |
| 23 | 36750 | (none) |
| 24 | 39200 | (none) |
| 25 | 41650 | (none) |
| 26 | 44100 | (none) |
| 27 | 46550 | (none) |
| 28 | 49000 | (none) |
| 29 | 51450 | (none) |
| 30 | 53900 | (none) |
| 31 | 56350 | (none) |
| 32 | 58800 | (none) |
| 33 | 61250 | (none) |
| 34 | 63700 | (none) |
| 35 | 66150 | (none) |
| 36 | 68600 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

Get +1d+0 hit dice in each class.

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

+1 summon slot.

You can Turn Undead using the level of this Mini class. If you can already Turn Undead, you can do it as 1V action.

Free Vanilla racial adjective that you must take.

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

Level 1: +4 set Efficiency (TH)

Level 1: Your spells/psi shift blahR by -25%

Level 1: Everyone has --1 saves vs. your effects

Level 1: +20% irreducible among *

Level 1: 25% of one BlahR Evasion

Level 1: 2 charges of 1s immunity

Level 5: Gain a Sanctified Bloom that reflects spells targeting you back to the caster for 7 segment(s)

Level 10: 2F: Silence a target mid-cast, preventing the ability (No save)

Level 10: +2710 gp per reset

Level 11: +5 proficiencies

Level 12: +1 Race Ability (÷1)

Level 12: +1 per die w/ damaging spells

Level 13: Regenerate LVL hp/m (this is not troll-like), you can regenerate another if touching

Level 13: +3" move rate

Level 14: -1/3 Size Class

Level 14: +1 ability score point

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

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

Improved Free Action for 3 round(s)

Meta- Damage Penalty5 RDM

| Level | KXP | Spells | Requisites: Alignment: any HD/level: Weapon Prof.: 0+level/0 To Hit Table: (none) Saves: (none) Reference: RDM Groups: Mini Complexity: CF=1 |
|-------|--------|--------|---|
| 1 | 0 | (none) | You get the bonus P,V actions based on high Dex used in earlier versions of the Collective. Take N=Dex-14 (this can't be improved), spend N=4 for +1V, spend N=8 for +1P (so at Dex 22 you can have either +2V or +1P). You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check). Level 1: +1 to hit Level 1: +10 gp per reset Level 5: 2S, Spend 16 psp(s), 3/hour: After rolling a natural 20, your group gains SEL=3 Extra Barbarian Stat for 1 round(s) Level 6: You surge(s) with +21 melee dmg for a single action Level 10: 2F: Reflect a hostile ability back to its source (No save, HR or NR to resist or to avoid reflection) Level 10: +1 CL in one class Level 10: +5 proficiencies Level 11: xx1.02 XP for the whole party Level 11: +10 AC Level 12: Area effect spell hits +1 group Level 12: When you takes damage, they gain +12 to hit, plus +1 for every 10 damage taken (rounded up) Level 13: Set Int = 36 Level 14: +100 max hp Level 17: Gain a Spectral Nimbus that heals you for 34% of damage you deal while active, for CL rounds Level 17: Gain a Crystalline Fold that reduces all forced movement by half unless resisted with (No save, WR to resist), until you die Level 22: +8 max hp and +48 max hp to your group Level 30: 8M: Cancel a unique or X/G action before it resolves (Reflex 25+Int to counter, CR or MR to resist) Level 360: Each time all allies charge(s) into melee, Dispel all magical effects on your group (No save) On failure, target is silenced for 1 round Rogue Abilities: Level 1: Vaulting Passwall, Base 45, Bonus Dex-12, Penalty Dex-16 Level 1: Attack (+1 TH per 10% made this segment), Base 5, Bonus Dex-12, Penalty Dex-15 Level 4: Contortion Elasticity Become Liquid-Form, Base 10, Bonus Dex-10, Penalty Dex-14 Level 6: Invisibility Improved Invisibility Dust of Disappearance, Base 20, Bonus Int-12, Penalty Int-14 Level 6: any 4th level (or lower) Bard ability, Base -, Bonus -, Penalty - Level 18: All die rolls within 240' are min (50%) or max (50%) (duration 1s per 10% made), Base 50, Bonus Dex-25, Penalty Dex-50 |
| 2 | 30.4 | (none) | |
| 3 | 60.8 | (none) | |
| 4 | 121.6 | (none) | |
| 5 | 243.2 | (none) | |
| 6 | 486.4 | (none) | |
| 7 | 972.8 | (none) | |
| 8 | 1945.6 | (none) | |
| 9 | 3800 | (none) | |
| 10 | 7600 | (none) | |
| 11 | 11400 | (none) | |
| 12 | 15200 | (none) | |
| 13 | 19000 | (none) | |
| 14 | 22800 | (none) | |
| 15 | 26600 | (none) | |
| 16 | 30400 | (none) | |
| 17 | 34200 | (none) | |
| 18 | 38000 | (none) | |
| 19 | 41800 | (none) | |
| 20 | 45600 | (none) | |
| 21 | 49400 | (none) | |
| 22 | 53200 | (none) | |
| 23 | 57000 | (none) | |
| 24 | 60800 | (none) | |
| 25 | 64600 | (none) | |
| 26 | 68400 | (none) | |
| 27 | 72200 | (none) | |
| 28 | 76000 | (none) | |
| 29 | 79800 | (none) | |
| 30 | 83600 | (none) | |
| 31 | 87400 | (none) | |
| 32 | 91200 | (none) | |
| 33 | 95000 | (none) | |
| 34 | 98800 | (none) | |
| 35 | 102600 | (none) | |
| 36 | 106400 | (none) | |

Prerequisite Saves ImmunerMTG RDM

| Level | KXP | Spells |
|-------|--------|--------|
| 1 | 0 | (none) |
| 2 | 29.4 | (none) |
| 3 | 58.8 | (none) |
| 4 | 117.6 | (none) |
| 5 | 235.2 | (none) |
| 6 | 470.4 | (none) |
| 7 | 940.8 | (none) |
| 8 | 1881.6 | (none) |
| 9 | 3675 | (none) |
| 10 | 7350 | (none) |
| 11 | 11025 | (none) |
| 12 | 14700 | (none) |
| 13 | 18375 | (none) |
| 14 | 22050 | (none) |
| 15 | 25725 | (none) |
| 16 | 29400 | (none) |
| 17 | 33075 | (none) |
| 18 | 36750 | (none) |
| 19 | 40425 | (none) |
| 20 | 44100 | (none) |
| 21 | 47775 | (none) |
| 22 | 51450 | (none) |
| 23 | 55125 | (none) |
| 24 | 58800 | (none) |
| 25 | 62475 | (none) |
| 26 | 66150 | (none) |
| 27 | 69825 | (none) |
| 28 | 73500 | (none) |
| 29 | 77175 | (none) |
| 30 | 80850 | (none) |
| 31 | 84525 | (none) |
| 32 | 88200 | (none) |
| 33 | 91875 | (none) |
| 34 | 95550 | (none) |
| 35 | 99225 | (none) |
| 36 | 102900 | (none) |

Requisites:

Alignment: any

HD/level:

Weapon Prof.: 0+level/0

To Hit Table: (none)

Saves: (none)

Reference: RDM

Groups: Mini

Complexity: CF=1

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

Level 1: +4 set Presence (prog. bonus); *

Level 2: 1attack(s): Counter an action targeting you (No save)

Level 6: Anomalous Envelope: 2H: Counter a spell as it is cast (Chr 35+Chr save for quarter effect to resist)

Level 10: +100 eels

Level 10: set dmg 500 per melee attack

Level 11: 6Z, Spend 11 sl(s): After rolling a natural 20, an ally gains SEL=1 Partial Cover for 1 round(s)

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

Level 11: iStatusR 55%

Level 12: +0.2 in mixed race abilities

Level 12: ++1 to hit

Level 12: +4 set Health (Fort saves); *

Level 13: +11 weapon needed to hit you

Level 13: +5 damage (with weapons)

Level 14: +1 A' action /r (3A' -> 1QZ)

Level 16: 3A, ML/natural reset: Reflect a hostile ability back to its source (BW or Con 65+Int save to delay 1 segment or to avoid reflection)

Level 16: Psi- Collapse: 4A, 3/natural reset: Disrupt a sustained or concentration-based effect (No save, TechR to resist)

Level 19: Gain a Reality Carapace that grants immunity to the next status effect inflicted, for CL hours

Level 792: Gain a Mycelial Ward that deals 3762% of melee attackers dmg of type Slag, permanently