

Supreme Champion5 RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	12400	2--	---	
3	24800	22-	---	
4	49600	32-	---	
5	99200	32-	---	
6	198400	32-	---	
7	396800	33-	---	
8	603200	432	---	
9	904800	432	---	
10	1206400	432	---	
11	1508000	442	---	
12	1809600	543	---	
13	2111200	543	---	
14	2412800	543	---	
15	2714400	553	2--	
16	3016000	654	2--	
17	3317600	654	2--	
18	3619200	654	2--	
19	3920800	664	3--	
20	4222400	765	3--	
21	4524000	765	3--	
22	4825600	765	3--	
23	5127200	775	4--	
24	5428800	876	42-	
25	5730400	876	42-	
26	6032000	876	42-	
27	6333600	886	52-	
28	6635200	987	53-	
29	6936800	987	53-	
30	7238400	987	53-	
31	7540000	997	63-	
32	7841600	A98	64-	
33	8143200	A98	64-	
34	8444800	A98	64-	
35	8746400	AA8	742	
36	9048000	BA9	752	

Requisites: HNCL 9
Alignment: LS
HD/level: & 4d75
Weapon Prof.: & 11+level/2
To Hit Table: (none)
Saves: & 3xCust
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

+(Chr bonus) to AC, +HNCL/4 (round down) to AT, DR (HCL/2)/Epic. SR
 HNCL+10+Divine Bonus, +HCL divine bonus to: AC; TH; checks; DC; initiative; saves and SR
 Level 21: Gain a Obsidian Cocoon that delays up to 1008 dmg/hit for 8 segment(s). (Fortitude or Wis 52+Con save for quarter effect)
 Level 23: Every time an enemy succeed(s) on a Dexterity saving throw, If an enemy is below half hit points, they are SEL=8 Truename Dominated (No save)
 Level 26: 4F: Counter a spell as it is cast (BW or Wis 52+Int save to counter to resist)
 Known Powers
 Olivia Rodrigo - All I Want (SL=N): Summon a DL=N-1 NG dishonest human male with 1M: Light or Knock
 Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL Donkeys/Mules.
 As You Are Cloud (SL=11): As You Are/s.
 Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and memorize this spell".
 The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20 Th/dmg/AC/saves and Great Cleave.
 Psi∞ Ultras (SL=14): Sporacle-ize (random SEL 11 status effect, group, no save)
 Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users. Range=Same Multiverse
 Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.
 Living Planet Spell (SL=20): xiunAXGR CCL%.
 Unearthly Defence(SL=20): +1iiAC

The Third Pawn(Worshipper of the Flying Bug)4 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4600	2--	---	---
3	9200	22-	---	---
4	18400	22-	---	---
5	36800	322	---	---
6	73600	322	---	---
7	147200	332	2--	---
8	223800	332	2--	---
9	335700	433	22-	---
10	447600	433	22-	---
11	559500	443	322	---
12	671400	443	322	---
13	783300	544	332	2--
14	895200	544	332	2--
15	1007100	554	433	22-
16	1119000	554	433	22-
17	1230900	655	443	322
18	1342800	655	443	322
19	1454700	665	544	332
20	1566600	665	544	332
21	1678500	766	554	433
22	1790400	766	554	433
23	1902300	776	655	443
24	2014200	776	655	443
25	2126100	877	665	544
26	2238000	877	665	544
27	2349900	887	766	554
28	2461800	887	766	554
29	2573700	988	776	655
30	2685600	988	776	655
31	2797500	998	877	665
32	2909400	998	877	665
33	3021300	A99	887	766
34	3133200	A99	887	766
35	3245100	AA9	988	776
36	3357000	AA9	988	776

Requisites: Luck 15, HNCL 9

Alignment: NE (Overwrite to all other classes)

HD/level: 2d45

Weapon Prof.: 3+level/2

To Hit Table: & 3xM-U0

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets 1X action. Abomination traits (immune shapechange and variants, sustain stats, immune mine effecting, Fire/cold resist 20, true seeing cont., nondetection, blindsight, telepathy range 1000ft)

You may material component your X0.13 (Pinpoint X13) powers and Breaker spells.

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

Level 10: 1X: Summon the Iron Flask of Tuerny the Merciless for just this segment.

Gain "1N: Barbarian Smash the Iron Flask of Tuerny the Merciless."

Known Spells:

Neighborhood Trolly (SL=N): Summon a DL=N Trolly that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.

Star Child (S)(SL=10): You gain a wish 1/reset

Force Veiling (SL=11): Nondetection from all beings of Multiplier xCL/5 or less.

Cunning Mind(SL=12): +(Int bonus) TH

Shangri-La Spell (SL=13): Your summons attack as 2 DL's higher (stacks with earlier versions of this).

The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20

Th/dmg/AC/saves and Great Cleave.

Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).

Dead Zone(SL=16): You can create a zone of dead-magic (MF 0) that does not impede you

Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.

Indissoluble(SL=18): You possess infinite regeneration

Shoggoth RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	7100	2--	---	---
3	14200	22-	---	---
4	28400	22-	---	---
5	56800	322	---	---
6	113600	322	---	---
7	227200	332	2--	---
8	345400	332	2--	---
9	518100	433	22-	---
10	690800	433	22-	---
11	863500	443	322	---
12	1036200	443	322	---
13	1208900	544	332	2--
14	1381600	544	332	2--
15	1554300	554	433	22-
16	1727000	554	433	22-
17	1899700	655	443	322
18	2072400	655	443	322
19	2245100	665	544	332
20	2417800	665	544	332
21	2590500	766	554	433
22	2763200	766	554	433
23	2935900	776	655	443
24	3108600	776	655	443
25	3281300	877	665	544
26	3454000	877	665	544
27	3626700	887	766	554
28	3799400	887	766	554
29	3972100	988	776	655
30	4144800	988	776	655
31	4317500	998	877	665
32	4490200	998	877	665
33	4662900	A99	887	766
34	4835600	A99	887	766
35	5008300	AA9	988	776
36	5181000	AA9	988	776

Requisites: Luck 16, HNCL 18, Race slots 4

Alignment: non-J

HD/level: 1d20

Weapon Prof.: 2+level/2

To Hit Table: 2xCTD0

Saves: & (none)

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Big Bugs get iTechR (Irreducible Technological Resistance) and iaTechR

(Irreducible Anti-Technological Resistance) = 30*level%.

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

You have an additional Unique progression

Level 1:,2:,etc.: +1G action

Level 2: Total HD is 10d12.

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

Level 18: +1 G Action.

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

Level 30: 8M: Counter up to 3 effects targeting allies (No save, HR or XR to resist per effect)

Known Spells:

Disturbed - The Infection (SL=N): The next time your animal companion is dispelled, the source of the dispel is SEL=1 Diseased x(N+1)

Disturbed - The Vengeful One (SL=10): Summon a Unique DL=12 Angel of Death with flying, "Destruct Tech"-branded, and Immune mind-effecting that you comprehend and control

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

Adjuration (S)(SL=12): Can summon a DL=CCL monster and control and understand it

Choose Your Champion (SL=13): You and one enemy can affect each other this round.

Psi∞ Ultras (SL=14): Effect Immunity (1bV to use, immune to an effect for this segment)

Living Dungeon Spell (SL=15): Add your current boxes to your Th.

Transilient Will(SL=16): You always succeed in Will saves (+1 MSave)

Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)

Warmonger Spell (SL=18): 1M: A group gets +WCL QX actions

Custom Bug/ Grand Diety1JG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9700	2--	---
3	19400	22-	---
4	38800	32-	---
5	77600	32-	---
6	155200	32-	---
7	310400	33-	---
8	471900	432	---
9	707850	432	---
10	943800	432	---
11	1179750	442	---
12	1415700	543	---
13	1651650	543	---
14	1887600	543	---
15	2123550	553	2--
16	2359500	654	2--
17	2595450	654	2--
18	2831400	654	2--
19	3067350	664	3--
20	3303300	765	3--
21	3539250	765	3--
22	3775200	765	3--
23	4011150	775	4--
24	4247100	876	42-
25	4483050	876	42-
26	4719000	876	42-
27	4954950	886	52-
28	5190900	987	53-
29	5426850	987	53-
30	5662800	987	53-
31	5898750	997	63-
32	6134700	A98	64-
33	6370650	A98	64-
34	6606600	A98	64-
35	6842550	AA8	742
36	7078500	BA9	752

Requisites: Luck 14, HNCL 9, Race slots 4
Alignment: AW (Overwrite to all other classes)
HD/level: 3d90
Weapon Prof.: 16+level
To Hit Table: Pri
Saves: & Wiz
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Hold G actions. You may use 1S+1V+1X+1G per segment. You may convert 1G -> 1X and 1X->1F.
 +LVL Second Tier Martial Arts Maneuvers. You know all First Tier Maneuvers.
 Level 29: When you steal(s) an item, an enemy's group suffers -631 movement unless protected by HR
 Level 31: Gain a Temporal Swaddle that heals you for 69% of damage you deal while active, permanently
Known Powers
 Yankee Doodle (SL=N): Summon a DL=N-1 Pony mount.
 Five Finger Death Punch - Wrong Side of Heaven (SL=N): Protection from Good & Evil each at xSL and lose/can't gain or have all priest abilities while this is running
 Enneract(SL=11): Travel through the 10th dimension to any alternate multiverse.
 Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)
 Lich Cloud(SL=14): Life Trapping (as per Mirror).
 Slipstream(SL=14): You are unaffected by temporal disturbances
 Cleansing Fire (SL=17): Slay CCL groups of targets (no save)
 Psi∞ Ultra+1(V)'s (SL=17): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)
 Force Levitation (SL=20): Telekinesis Levitation X=X million pounds.
 Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

Tier(Hero Pariah)5 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	10300	2--	---
3	20600	22-	---
4	41200	32-	---
5	82400	32-	---
6	164800	32-	---
7	329600	33-	---
8	501000	432	---
9	751500	432	---
10	1002000	432	---
11	1252500	442	---
12	1503000	543	---
13	1753500	543	---
14	2004000	543	---
15	2254500	553	2--
16	2505000	654	2--
17	2755500	654	2--
18	3006000	654	2--
19	3256500	664	3--
20	3507000	765	3--
21	3757500	765	3--
22	4008000	765	3--
23	4258500	775	4--
24	4509000	876	42-
25	4759500	876	42-
26	5010000	876	42-
27	5260500	886	52-
28	5511000	987	53-
29	5761500	987	53-
30	6012000	987	53-
31	6262500	997	63-
32	6513000	A98	64-
33	6763500	A98	64-
34	7014000	A98	64-
35	7264500	AA8	742
36	7515000	BA9	752

Requisites: Int 35, HNCL 18

Alignment: any

HD/level: & 4d25

Weapon Prof.: & 12+level/2

To Hit Table: & 2xPsi

Saves: & 3xM-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets 1X action per level. May convert 2X's→1RX action for your 'pick one' abilities.

Gets Int bonus to Master Lich Concordant spell progression. Concordant SLs are 10 higher than non-Concordant SLs, so you need to use your bonus 11th's to get bonus 1st's here. As usual, you need to spend a feat for every SL past SL 9 (i.e. one feat plus another feat for every Lich SL) in order to qualify for the stat bonus.

Level 3: Every time a group enter(s) or exit(s) stealth, If an enemy's group is standing on difficult terrain then they are SEL=1 Lycanthropy (No save, WR or PR to resist)

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: Gain a Phantom Veil that grants immunity to the next status effect inflicted, for 1 day

Level 9: Total HD is (462+level)d12.

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

Level 31: 15D, Spend 7 Str: After rolling a natural 20, your group gains SEL=9 Object for 6 round(s)

Level 37: Get one X48 (Innovator48) pick, but the pick must match a group from the emulated class (If the look at the X48 chart, you'll notice the X48 picks have a group listed with each of them). I didn't include the X48 powers list here, but it's in the [PC6] section.

Known Powers

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

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

Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.

Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2

Hero Cloud(SL=14): Immune to Elements.

Living Planet Spell (SL=14): Gain an extra retaliatory attack for every time you are injured.

Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).

Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)

Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

Transloporal(SL=20): You can travel freely in timelines (loop travel)

Exponential Acter RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	8200	2--	---
3	16400	22-	---
4	32800	32-	---
5	65600	32-	---
6	131200	32-	---
7	262400	33-	---
8	398900	432	---
9	598350	432	---
10	797800	432	---
11	997250	442	---
12	1196700	543	---
13	1396150	543	---
14	1595600	543	---
15	1795050	553	2--
16	1994500	654	2--
17	2193950	654	2--
18	2393400	654	2--
19	2592850	664	3--
20	2792300	765	3--
21	2991750	765	3--
22	3191200	765	3--
23	3390650	775	4--
24	3590100	876	42-
25	3789550	876	42-
26	3989000	876	42-
27	4188450	886	52-
28	4387900	987	53-
29	4587350	987	53-
30	4786800	987	53-
31	4986250	997	63-
32	5185700	A98	64-
33	5385150	A98	64-
34	5584600	A98	64-
35	5784050	AA8	742
36	5983500	BA9	752

Requisites: Wis 34, HNCL 18

Alignment: any S

HD/level: & +4d50

Weapon Prof.: & 17+level/2

To Hit Table: 3xMon

Saves: & Psi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Additional To Hit & +level*2

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

Alternatively, you can convert 1H to 1X.

+1 extra Nonweapon Prof per level.

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

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

Level 9 ¶: Gets +HNCL to CCL.

Known Powers

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

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

Darksteel Colossus (SL=11): Summon a DL XI indestructible Golem with overhit and "If this is killed, you reset this spell slot".

Force Gloomy Aura (SL=11): CL dmg cold aura with fear effect, radius=CL ft.

Pink Sockception (SL=14): Target is Stepping out of Prolapsing themselves plus

Going down their deeper hole continuously permanently.

Time Dilation(SL=14): Can use 2X actions per segment (if you have them)

Psi∞ Ultra+1(V)'s (SL=17): Loop Incurred (group, RSW save for 10 idmg)

Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg.

Target cannot take actions.

Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Evil Villian RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	5800	2--	---
3	11600	22-	---
4	23200	32-	---
5	46400	32-	---
6	92800	32-	---
7	185600	33-	---
8	282200	432	---
9	423300	432	---
10	564400	432	---
11	705500	442	---
12	846600	543	---
13	987700	543	---
14	1128800	543	---
15	1269900	553	2--
16	1411000	654	2--
17	1552100	654	2--
18	1693200	654	2--
19	1834300	664	3--
20	1975400	765	3--
21	2116500	765	3--
22	2257600	765	3--
23	2398700	775	4--
24	2539800	876	42-
25	2680900	876	42-
26	2822000	876	42-
27	2963100	886	52-
28	3104200	987	53-
29	3245300	987	53-
30	3386400	987	53-
31	3527500	997	63-
32	3668600	A98	64-
33	3809700	A98	64-
34	3950800	A98	64-
35	4091900	AA8	742
36	4233000	BA9	752

Requisites: Int 32, HNCL 9
Alignment: LG
HD/level: & 3e45
Weapon Prof.: & 13+level/2
To Hit Table: (none)
Saves: & 3xCTD0
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Additional Saves & ++level
 Level 1;2;,etc.: +1 summon slot for Animals, Eelementals, or Bugs.
 Level 4: You gain(s) +16 melee dmg each turn for CL hours, stacking until the effect ends
 Known Powers
 Toby Keith/Willie Nelson - Beer For My Horses (SL=N): Wishoid for a Country
 Music Sampler spell of SL=N-1
 Little Miss Muffet (SL=N): Summon a DL=N-1 spider insect and one target gets SEL=2 Fear.
 Force Gloomy Aura (SL=11): CL dmg cold aura with fear effect, radius=CL ft.
 Oh, Did Your Mommy Get That for You (SL=11): Loot the Room (no resist).
 Underhanded(SL=14): You sneak attack (Backstab) with every hit, even while in melee
 Pugnacious(SL=14): DR(all types) is doubled
 Infinite Rage (SL=17): Earthquake CCL groups, each group takes CCL^2 Bdmg (Boxes of dmg, each "Box" is 100 dmg)
 Night's Reach (SL=17): Natural Set CCL targets (no save)
 Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.
 Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.

Chaos Pariah(Anti-Sentinel) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	5700	2--	---
3	11400	22-	---
4	22800	32-	---
5	45600	32-	---
6	91200	32-	---
7	182400	33-	---
8	277300	432	---
9	415950	432	---
10	554600	432	---
11	693250	442	---
12	831900	543	---
13	970550	543	---
14	1109200	543	---
15	1247850	553	2--
16	1386500	654	2--
17	1525150	654	2--
18	1663800	654	2--
19	1802450	664	3--
20	1941100	765	3--
21	2079750	765	3--
22	2218400	765	3--
23	2357050	775	4--
24	2495700	876	42-
25	2634350	876	42-
26	2773000	876	42-
27	2911650	886	52-
28	3050300	987	53-
29	3188950	987	53-
30	3327600	987	53-
31	3466250	997	63-
32	3604900	A98	64-
33	3743550	A98	64-
34	3882200	A98	64-
35	4020850	AA8	742
36	4159500	BA9	752

Requisites: Str 33, HNCL 18

Alignment: CN

HD/level: 4d35

Weapon Prof.: 5+level/2

To Hit Table: 2xFtr0

Saves: & 2xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You are immune to any mental based effect that would make you lose control of your character (Domination, Charm, Ego Domination, Enslaved, Robot, etc.)

+LVL*2 Str, Dex, and Con.

Divine Senses (Ex): The senses of a ascended deity are HCL times superior to that of the base creature.

Duplicate F=20 of Custom2 or ArchCustom2 picks

Level 1;6;11;ect: 1X, 1/d: Continuous Dust of Dissappearance (You, floor, and group)

Level 1: Effective caster level is 6.

Level 6: +1X action.

Level 9: When all enemies critically hit(s) an enemy, -120 hp to an enemy. PPD save for half effect (-60). On failed save, also becomes SEL=1 Enraged

Known Powers

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

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

Force Sense (SL=11): ESP for the force CCL miles and if light or dark.

The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).

Force Lightning (SL=14): 5^CCL force lightning dmg (no resist). May divide by 10,000 to make into idmg.

Underhanded(SL=14): You sneak attack (Backstab) with every hit, even while in melee

Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.

Range=Same Multiverse

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.

Metallic Avangion5 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4500	2--	---	---
3	9000	22-	---	---
4	18000	22-	---	---
5	36000	322	---	---
6	72000	322	---	---
7	144000	332	2--	---
8	218900	332	2--	---
9	328350	433	22-	---
10	437800	433	22-	---
11	547250	443	322	---
12	656700	443	322	---
13	766150	544	332	2--
14	875600	544	332	2--
15	985050	554	433	22-
16	1094500	554	433	22-
17	1203950	655	443	322
18	1313400	655	443	322
19	1422850	665	544	332
20	1532300	665	544	332
21	1641750	766	554	433
22	1751200	766	554	433
23	1860650	776	655	443
24	1970100	776	655	443
25	2079550	877	665	544
26	2189000	877	665	544
27	2298450	887	766	554
28	2407900	887	766	554
29	2517350	988	776	655
30	2626800	988	776	655
31	2736250	998	877	665
32	2845700	998	877	665
33	2955150	A99	887	766
34	3064600	A99	887	766
35	3174050	AA9	988	776
36	3283500	AA9	988	776

Requisites: Cml 32, HNCL 18

Alignment: non-G

HD/level: 1e10

Weapon Prof.: 3+level

To Hit Table: Pri

Saves: & always +0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets a Rogue Ability -like chart. It gets 60 "Concordant" points per level; these are not Rogue points.

Gets Extra-Barbarian Str, Dex, and Con; bonus = +(Stat-16)*5/2

Gets a free Shangri-La racial adjective as shown below. Gets 1X action per round.

You stop aging mentally and physically, and are immune to aging.

Gets Ultra Barbarian Str, Dex, Con; bonus = +(stat-22)*4. Ultra Barbarian Str, Dex, and Con are applied to all of your classes.

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

Known Spells:

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

Goodberry Golem

Greater Critical(SL=10): Your critical threat range is trebled

Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.

Squamous(SL=12): Your divine natural armor bonus is trebled

A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.

Which of You Burns Brightest? (SL=14): Pay X SL's: CCL*X*10 Vile Furnace dmg to one enemy and each of their summons.

Shangri-La Spell (SL=15): CCL % chance to Between to the Warehouse.

Multidimensional (S)(SL=16): You can exist in two places at once

Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.

Living Planet Spell (SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to).

Orange Unbreakable Acter3 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5200	2--	---	---
3	10400	22-	---	---
4	20800	22-	---	---
5	41600	322	---	---
6	83200	322	---	---
7	166400	332	2--	---
8	253000	332	2--	---
9	379500	433	22-	---
10	506000	433	22-	---
11	632500	443	322	---
12	759000	443	322	---
13	885500	544	332	2--
14	1012000	544	332	2--
15	1138500	554	433	22-
16	1265000	554	433	22-
17	1391500	655	443	322
18	1518000	655	443	322
19	1644500	665	544	332
20	1771000	665	544	332
21	1897500	766	554	433
22	2024000	766	554	433
23	2150500	776	655	443
24	2277000	776	655	443
25	2403500	877	665	544
26	2530000	877	665	544
27	2656500	887	766	554
28	2783000	887	766	554
29	2909500	988	776	655
30	3036000	988	776	655
31	3162500	998	877	665
32	3289000	998	877	665
33	3415500	A99	887	766
34	3542000	A99	887	766
35	3668500	AA9	988	776
36	3795000	AA9	988	776

Requisites: Cml 36, HNCL 27

Alignment: LG

HD/level: 2d30

Weapon Prof.: 19+level

To Hit Table: & 3xRog

Saves: & 2xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Overwrite HD/level with & 12d2

50 "Concordant" points per level for the Rogue-like chart.

Gets +1G action per round.

Gets 1X action. Abomination traits (immune shapechange and variants, sustain stats, immune mine effecting, Fire/cold resist 20, true seeing cont., nondetection, blindsight, telepathy range 1000ft)

Level 1:,2:,etc.: +1 minor X24 power, that actually works with this class (technically this frequency would be called X38, as it's affecting a x2 class). I included the X24 (X38) powers on the next page.

Level 1:,2:,etc.: +1 ihp.

Level 2: Effective caster level is 10.

Level 4: Total HD is 21d12.

Level 9:,19:,29:,ect: 1X, 1/d: ++20 TH.

Level 10: 1X, square root your AC (round up): Add absolute symbols to your AC.

(ex. AC 10,000 = |AC| 100 = ||AC|| 10 = |||AC||| 3).

Level 18: +1 G Action.

Level 1,11,21,ect: 1X, 1/d: Dominate (1 group, no save, no MR)

Known Spells:

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

Morals and Dogma (SL=10): Create a [x3] PC Special of "Automatic Divine

Intervention even for non-Priests".

Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2

Perfect Weapon Specialization(SL=12): Always deal maximum damage with selected weapon

Living Dungeon Spell (SL=13): Add your current boxes to your saves.

Warmonger Spell (SL=14): 1M: A group gets +WL isaves

Shangri-La Spell (SL=15): Pixilate a creature (no save, XR to resist)

Cosmic Inspiration (S)(SL=16): 1X: Duplicate a 0th-4th level Divine3 spell

All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).

Omnispective(SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to)

The Best God(Pinpoint 0.77) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	7900	2--	---
3	15800	22-	---
4	31600	32-	---
5	63200	32-	---
6	126400	32-	---
7	252800	33-	---
8	384300	432	---
9	576450	432	---
10	768600	432	---
11	960750	442	---
12	1152900	543	---
13	1345050	543	---
14	1537200	543	---
15	1729350	553	2--
16	1921500	654	2--
17	2113650	654	2--
18	2305800	654	2--
19	2497950	664	3--
20	2690100	765	3--
21	2882250	765	3--
22	3074400	765	3--
23	3266550	775	4--
24	3458700	876	42-
25	3650850	876	42-
26	3843000	876	42-
27	4035150	886	52-
28	4227300	987	53-
29	4419450	987	53-
30	4611600	987	53-
31	4803750	997	63-
32	4995900	A98	64-
33	5188050	A98	64-
34	5380200	A98	64-
35	5572350	AA8	742
36	5764500	BA9	752

Requisites: Con 36, HNCL 18

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

HD/level: 3e75

Weapon Prof.: 12+level/2

To Hit Table: Pri

Saves: & 3xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Overwrite HD/level with & 1d20

You have an additional Lich progression

Level 1: Schemes you cast from this class are No Resistance.

Level 2: 6, 10, ect: 1X, 1/d: iKnock.

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

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

Level 4: Sustain all Stats. Hold Life.

Level 18: You may convert 2KG -> 1KQG. You may convert 2scrG -> 1 IscrG. (scrG = Script Godly)

Level 22: 10H: Disrupt a sustained or concentration-based effect (Spell or Sanity 49+Wis save to nullify)

Known Powers

Summon Horse N (SL=N): Summon a DL=SL+1 Horse or $(11-SL)^2$ DL=SL Donkeys/Mules.

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

Vehicle mount, Summon a DL=N Slut1

The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).

Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.

Force Electronic Communication (SL=14): Telepathy with all intelligent items in room. Immune Ego. Transfer E to S freely.

Reshape (SL=14): Modify a magic item so it does a chosen spell effect of lower SL than the one it currently does (so a Wand of Fireballs could be made into a Wand of Web).

Red Honden (SL=17): Spend an unspend GGL pick: Pixelate one target (no save)

Infinite Rage (SL=17): Earthquake CCL groups, each group takes CCL^2 Bdmg (Boxes of dmg, each "Box" is 100 dmg)

Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.

Living Planet Spell (SL=20): Exceptional Con bonuses work for this class (even if it says it doesn't).

Sun False Kryptonian(Pinpoint 0.32) RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	9100	2--	---	
3	18200	22-	---	
4	36400	32-	---	
5	72800	32-	---	
6	145600	32-	---	
7	291200	33-	---	
8	442700	432	---	
9	664050	432	---	
10	885400	432	---	
11	1106750	442	---	
12	1328100	543	---	
13	1549450	543	---	
14	1770800	543	---	
15	1992150	553	2--	
16	2213500	654	2--	
17	2434850	654	2--	
18	2656200	654	2--	
19	2877550	664	3--	
20	3098900	765	3--	
21	3320250	765	3--	
22	3541600	765	3--	
23	3762950	775	4--	
24	3984300	876	42-	
25	4205650	876	42-	
26	4427000	876	42-	
27	4648350	886	52-	
28	4869700	987	53-	
29	5091050	987	53-	
30	5312400	987	53-	
31	5533750	997	63-	
32	5755100	A98	64-	
33	5976450	A98	64-	
34	6197800	A98	64-	
35	6419150	AA8	742	
36	6640500	BA9	752	

Requisites: Int 33, HNCL 18, Race slots 4

Alignment: LW

HD/level: 1d80

Weapon Prof.: 7+level

To Hit Table: 3xFtr0

Saves: & Rog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You may replace the base number of attacks you get with each weapon with CCL/1.

Level 2: Awakened Sweep: An ally gain(s) +9 hp if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 8: Total HD is 361d12.

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

Known Powers

Brightflame N (SL=N): Deal 10*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target.

Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL Donkeys/Mules.

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

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

Counter-strike(SL=14): Gain an extra retaliatory attack for every time you are injured [Aligned] Messiah(SL=14): Same aligned beings will not attack you

Black Honden (SL=17): Target will have his next CCL effects Countered (no save)

White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets

Force Levitation (SL=20): Telekinesis Levitation X=X million pounds.

Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent

Munchkin(Anti-Pariah)0 RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	Requisites: Int 35, HNCL 18
2	9300	2--	---	Alignment: LS
3	18600	22-	---	HD/level: 4d25
4	37200	32-	---	Weapon Prof.: 6+level
5	74400	32-	---	To Hit Table: Pri
6	148800	32-	---	Saves: & 3xWiz
7	297600	33-	---	Reference: RDM
8	452400	432	---	Groups: Concordant(x2)
9	678600	432	---	Complexity: CF=1
10	904800	432	---	
11	1131000	442	---	When you material component a spell through your staff (taking the usual +1V action), you do xLVL effect instead of x2.
12	1357200	543	---	Immune to ability score damage, disease, normal/para/quasi elements, poison.
13	1583400	543	---	Level 1: The Munchkin gains ranger, druid, thief, monk, barbarian, psionist, and paladin abilities equal to his level.
14	1809600	543	---	Level 2: Soulbound Haloing: 1attack(s): Counter a spell as it is cast (No save, RR to resist to resist)
15	2035800	553	2--	Level 5:,8:,11:,ect: 1bX, 1/d: One target rerolls a attack, save, or check.
16	2262000	654	2--	Level 9: When all allies is/are counterspelled, Weaken(s) 1 enemies: -126 saves (No save, XR or NR to resist). Each failed save increases the penalty by 50%
17	2488200	654	2--	Level 16: 3A, ML/natural reset: Counter a spell as it is cast (No save to resist)
18	2714400	654	2--	Level 17: Gain a Empathic Halo that heals you for 39% of damage you deal while active, for CL minutes
19	2940600	664	3--	Level 31: 14D, Spend 3 Con: When an ally falls, your group gains SEL=6 Group No Target for 4 round(s)
20	3166800	765	3--	Known Powers
21	3393000	765	3--	Sing a Song of Sixpence (SL=N): Spend 6*N gp: Summon x(4) x[1] and x(20) x[1] DL=N-1 flying black birds that can affect [NPC]s.
22	3619200	775	4--	Jamey Johnson - In Color (SL=N): Metallic, Chromatic, or Prismatic effect to one target by N colors. See Color Mage for details
23	3845400	876	42-	Step out of It Cloud (SL=11): Step out of manifesting any Grand or less Cloud.
24	4071600	876	42-	Slaughter to Prevail - Baba Yaga (SL=11): Spend 13,000 gp: Summon a DL=13 Unique Hag Wizard Avatar named Baba Yaga and her hut.
25	4297800	876	42-	Broken Ambitions (SL=14): (1bM to use) Counterspell, the target his next 4A worth of actions.
26	4524000	876	42-	Doppelganger(SL=14): Shapechange into individuals, duplicating their innate/racial powers
27	4750200	886	52-	Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).
28	4976400	987	53-	Black Honden (SL=17): Target will have his next CCL effects Countered (no save)
29	5202600	987	53-	Living Planet Spell (SL=20): xiunAXGR CCL%.
30	5428800	987	53-	Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.
31	5655000	997	63-	
32	5881200	A98	64-	
33	6107400	A98	64-	
34	6333600	A98	64-	
35	6559800	AA8	742	
36	6786000	BA9	752	

Arch- Bug(Anti-Shadow)1JG RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4800	2--	---	---
3	9600	22-	---	---
4	19200	22-	---	---
5	38400	322	---	---
6	76800	322	---	---
7	153600	332	2--	---
8	233500	332	2--	---
9	350250	433	22-	---
10	467000	433	22-	---
11	583750	443	322	---
12	700500	443	322	---
13	817250	544	332	2--
14	934000	544	332	2--
15	1050750	554	433	22-
16	1167500	554	433	22-
17	1284250	655	443	322
18	1401000	655	443	322
19	1517750	665	544	332
20	1634500	665	544	332
21	1751250	766	554	433
22	1868000	766	554	433
23	1984750	776	655	443
24	2101500	776	655	443
25	2218250	877	665	544
26	2335000	877	665	544
27	2451750	887	766	554
28	2568500	887	766	554
29	2685250	988	776	655
30	2802000	988	776	655
31	2918750	998	877	665
32	3035500	998	877	665
33	3152250	A99	887	766
34	3269000	A99	887	766
35	3385750	AA9	988	776
36	3502500	AA9	988	776

Requisites: Chr 33, HNCL 18

Alignment: non-J

HD/level: 3d80

Weapon Prof.: 6+level

To Hit Table: 3xPsi

Saves: & Pri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

See [Q45] for Psi45 rules and powers. P45P's=(Str+Dex+Con+Int+Wis+Chr).

Cannot choose powers from the Lifeform Control, Magical, and Power Control Schools.

Spells are resisted using GR or iXR (treated as XR)

You get an X action.

1X, 100xN Worship Points: Cast a Dark Lord or Warlord Spell of CSL N.

Level 1: Munchkins are not affected by encumbrance.

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

Known Spells:

The Rum Diary (SL=N): One group is SL^4 alcohol dmg plus enamored (fort save for 1/2).

Fire Baptism(SL=10): Gain a cumulative +1 to AC against the same target

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

Shangri-La Spell (SL=12): Rewrite a creature out of time (no save, XR to resist)

Shangri-La Spell (SL=13): Lower Multiplier a creature (no save, XR to resist)

Unearthly Weapon Specialization(SL=14): Your critical hit damage becomes your base damage

Living Dungeon Spell (SL=15): Add your current boxes to your Th.

Introductions Are in Order (SL=16): Summon a DL CCL creature you control and understand (+1 slot).

Night's Reach (SL=17): Natural Set CCL targets (no save)

Absolute(SL=18): ++N on all rolls = sum of opponents' concordant levels in the room.

Wizard(Anti-Legend)1JG RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	8900	2--	---	---
3	17800	22-	---	---
4	35600	22-	---	---
5	71200	322	---	---
6	142400	322	---	---
7	284800	332	2--	---
8	432900	332	2--	---
9	649350	433	22-	---
10	865800	433	22-	---
11	1082250	443	322	---
12	1298700	443	322	---
13	1515150	544	332	2--
14	1731600	544	332	2--
15	1948050	554	433	22-
16	2164500	554	433	22-
17	2380950	655	443	322
18	2597400	655	443	322
19	2813850	665	544	332
20	3030300	665	544	332
21	3246750	766	554	433
22	3463200	766	554	433
23	3679650	776	655	443
24	3896100	776	655	443
25	4112550	877	665	544
26	4329000	877	665	544
27	4545450	887	766	554
28	4761900	887	766	554
29	4978350	988	776	655
30	5194800	988	776	655
31	5411250	998	877	665
32	5627700	998	877	665
33	5844150	A99	887	766
34	6060600	A99	887	766
35	6277050	AA9	988	776
36	6493500	AA9	988	776

Requisites: Cml 34, HNCL 18

Alignment: any W

HD/level: 2d65

Weapon Prof.: 7+level

To Hit Table: 2xM-U0

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Overwrite HD/level with & 1d20

+1 Feat per level.

0: Redirect damage you're taking to your Worship Point total instead of your hp total.

Divine Senses (Ex): The senses of a ascended deity are HCL times superior to that of the base creature.

Level 1;4;7;ect: 1X, 1/d: ++2TH and dmg(+2dmg dice) for 10rds.

Level 4: You may convert 2G -> 1 of any action type you have or specifically need to use an ability.

Level 15: Dimensional Mastery: Choose one: A. Lady's Frown, B. Immune Matter,

C. 0, Choose an enemy: +X to divine aura and ability scores. X = the chosen

opponent's HD, D. Immune Destruction (any multiplier), E. You can enter/leave and

navigate the plane of time freely, F. Immune Magic (any multiplier).

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 31: Your X0.13 Ultra+2 (W) powers give no XR.

Level 32: Each time all allies block(s) or parry an attack, Dispel all magical effects on

an enemy (Will 86+Wis to nullify, XR or HR to resist) On failure, target is silenced

for 1 round

Known Spells:

YG - Scared Money (SL=N): Spend 100*Ngp and N Chr: +N*1000gp at the end of

the run.

Progenitus (SL=10): Summon a DL X Unique 5 headed Hydra with "no target, can't

be damaged, can't be enchanted, attacks are No Resistance branded, and If this is

killed, you reset this spell slot "(same slot, +1 slot).

Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.

Blightsteel Colossus (SL=12): Summon a DL XII indestructible Golem with overhit,

"all dmg this deals is permanent (non-ignorable)", and "If this is killed, you reset this

spell slot".

Shangri-La Spell (SL=13): Lower Multiplier a creature (no save, XR to resist)

Drench the Soil in Their Blood (SL=14): Double number of attacks for you and

subordinates you control this segment.

Shangri-La Spell (SL=15): Your summons attack as 2 DL's higher (stacks with

earlier versions of this).

Shangri-La Spell (SL=16): Immune Demigod Twilighting.

Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously

Warmonger Spell (SL=18): 1M: A group gets +1 iiTH,

Peace Villian4 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	16800	2--	---
3	33600	22-	---
4	67200	32-	---
5	134400	32-	---
6	268800	32-	---
7	537600	33-	---
8	817200	432	---
9	1225800	432	---
10	1634400	432	---
11	2043000	442	---
12	2451600	543	---
13	2860200	543	---
14	3268800	543	---
15	3677400	553	2--
16	4086000	654	2--
17	4494600	654	2--
18	4903200	654	2--
19	5311800	664	3--
20	5720400	765	3--
21	6129000	765	3--
22	6537600	765	3--
23	6946200	775	4--
24	7354800	876	42-
25	7763400	876	42-
26	8172000	876	42-
27	8580600	886	52-
28	8989200	987	53-
29	9397800	987	53-
30	9806400	987	53-
31	10215000	997	63-
32	10623600	A98	64-
33	11032200	A98	64-
34	11440800	A98	64-
35	11849400	AA8	742
36	12258000	BA9	752

Requisites: Int 35, HNCL 18

Alignment: C any

HD/level: & ++3d90

Weapon Prof.: & 9+level/2

To Hit Table: (none)

Saves: & 2xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Does not get any Con bonus at all on it's Hit Dice, and Con bonuses cannot be bought for this class in any way.

Gets +1RX action per round. (This can be used in addition to a normal X action in a segment.)

Level 5: Your X0.13 Super powers give no XR.

Level 7: Every time all enemies detect(s) good or evil, If your group is standing on difficult terrain then they are SEL=6 Immune (can't drop) Healing (No save, RR or HR to resist)

Level 11: 2Z, Spend 6 Int: While within 20 feet of you, your group has SEL=3 Flying for 4 round(s)

Level 21: Gain a Warding Ward that heals you for 48% of damage you deal while active, for 1 segment

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

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

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

Known Powers

The Farmer in the Dell (SL=N): Can only be cast on segment 2. Each segment, revive a monster as a DL=N-segment number (min DL 1, max 8 revives, same slot).

Brightflame N (SL=N): Deal 10*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target.

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

Force Sense (SL=11): ESP for the force CCL miles and if light or dark.

I Am What Nightmares are Made of (SL=14): Dual Natured between here and Plane of Nightmares. xER CCL%.

Psi∞ Ultras (SL=14): Random Multiverseport (one target, 1d(CCL-3) multiverses in a random direction, no save)

Sway of the Stars (SL=17): Everyone's hp total in the room is set to 70. The current half-segment ends.

Night's Reach (SL=17): Natural Set CCL targets (no save)

Transloporal(SL=20): You can travel freely in timelines (loop travel)

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Second Planetar(Hero Shadow)2 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5900	2--	---	---
3	11800	22-	---	---
4	23600	22-	---	---
5	47200	322	---	---
6	94400	322	---	---
7	188800	332	2--	---
8	287000	332	2--	---
9	430500	433	22-	---
10	574000	433	22-	---
11	717500	443	322	---
12	861000	443	322	---
13	1004500	544	332	2--
14	1148000	544	332	2--
15	1291500	554	433	22-
16	1435000	554	433	22-
17	1578500	655	443	322
18	1722000	655	443	322
19	1865500	665	544	332
20	2009000	665	544	332
21	2152500	766	554	433
22	2296000	766	554	433
23	2439500	776	655	443
24	2583000	776	655	443
25	2726500	877	665	544
26	2870000	877	665	544
27	3013500	887	766	554
28	3157000	887	766	554
29	3300500	988	776	655
30	3444000	988	776	655
31	3587500	998	877	665
32	3731000	998	877	665
33	3874500	A99	887	766
34	4018000	A99	887	766
35	4161500	AA9	988	776
36	4305000	AA9	988	776

Requisites: HNCL 18

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

HD/level: 4d40

Weapon Prof.: 11+level

To Hit Table: 2xM-U0

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Can manipulate an object of any TechF. Gets an X action

1G, 700*LVL Worship Points: Create an "Avatar" of yourself. It's a copy of yourself that can be used for other things. (You can treat it like the "copy of yourself from the chalkboard" power if you wish.)

Level 1: 1C, Spend 2 Wis, 3/segment: An ally gain(s) SEL=1 The City's Blessing for 1 segment(s)

Level 2: 1X: Summon and dominate (no resistance) any one creature you used your "Trap the Soul" ability on.

Level 4: Effective caster level is 21.

Level 6: Allies within 30 feet gain +5 melee dmg

Known Spells:

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

R&D's Secret Lair (SL=10): Ignore all non-DM ban/banhammered effects.

May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).

Shangri-La Spell (SL=12): Rewrite a creature out of time (no save, XR to resist)

A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.

Living Planet Spell (SL=14): Add you current hp to your AC. (Dragon Armoring).

Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).

Perfect Defence(SL=16): iAC CCL

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users. Range=Same Multiverse

Absolute(SL=18): ++N on all rolls = sum of opponents' concordant levels in the room.

Hero2 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	6200	2--	---	---
3	12400	22-	---	---
4	24800	22-	---	---
5	49600	322	---	---
6	99200	322	---	---
7	198400	332	2--	---
8	301600	332	2--	---
9	452400	433	22-	---
10	603200	433	22-	---
11	754000	443	322	---
12	904800	443	322	---
13	1055600	544	332	2--
14	1206400	544	332	2--
15	1357200	554	433	22-
16	1508000	554	433	22-
17	1658800	655	443	322
18	1809600	655	443	322
19	1960400	665	544	332
20	2111200	665	544	332
21	2262000	766	554	433
22	2412800	766	554	433
23	2563600	776	655	443
24	2714400	776	655	443
25	2865200	877	665	544
26	3016000	877	665	544
27	3166800	887	766	554
28	3317600	887	766	554
29	3468400	988	776	655
30	3619200	988	776	655
31	3770000	998	877	665
32	3920800	998	877	665
33	4071600	A99	887	766
34	4222400	A99	887	766
35	4373200	AA9	988	776
36	4524000	AA9	988	776

Requisites: Int 33, HNCL 9

Alignment: T any

HD/level: $\frac{1}{2}2d100$

Weapon Prof.: 8+level/2

To Hit Table: always +0

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets 1X action per level. May convert 2X's→1RX action for your 'pick one' abilities.

+2*level Str and Cml.

Level 9: You may convert 7G -> 1RG or 1Q∞G.

Level 24: 3X, 3/lifetime: Counter an action targeting an ally's group (Reflex or Reflex 83+Wis save for half effect)

Known Spells:

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

Expert Strike(SL=10): Gain a cumulative +1 to attacks against the same target

Force Hovering (SL=11): Telekinesis Levitation X=X*1000 pounds.

Vanguard Will(SL=12): Allies within in your group can use your will saving throw

My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.

Psi∞ Ultras (SL=14): Temporally Incursed (group, RSW save for 2 idmg)

Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.

Transilient Will(SL=16): You always succeed in Will saves (+1 MSave)

Red Honden (SL=17): Spend an unspend GGL pick: Pixelate one target (no save)

Living Planet Spell (SL=18): You can be in CCL groups at the same time.

Enchantment/Charm Concordant of Tyr5 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	7900	2--	---
3	15800	22-	---
4	31600	32-	---
5	63200	32-	---
6	126400	32-	---
7	252800	33-	---
8	384300	432	---
9	576450	432	---
10	768600	432	---
11	960750	442	---
12	1152900	543	---
13	1345050	543	---
14	1537200	543	---
15	1729350	553	2--
16	1921500	654	2--
17	2113650	654	2--
18	2305800	654	2--
19	2497950	664	3--
20	2690100	765	3--
21	2882250	765	3--
22	3074400	765	3--
23	3266550	775	4--
24	3458700	876	42-
25	3650850	876	42-
26	3843000	876	42-
27	4035150	886	52-
28	4227300	987	53-
29	4419450	987	53-
30	4611600	987	53-
31	4803750	997	63-
32	4995900	A98	64-
33	5188050	A98	64-
34	5380200	A98	64-
35	5572350	AA8	742
36	5764500	BA9	752

Requisites: Chr 35, HNCL 18

Alignment: LE

HD/level: & ¼4d100

Weapon Prof.: & 20+level

To Hit Table: & 2xFtr0

Saves: & Cust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Can use 2P+1V+1X or 2M+1V+1X (but not 1P+1M+1V+1X) per segment if desired.

Immune to all Elements and Eelements of any E / EE factor.

Immune to all Elements and Eelements of any E / EE factor.

Level 1,2,etc.: +1 psionic frequency this class can pick from.

Level 2: +2*lvl or better weapon needed to hit.

Level 2: 1attack(s): Cancel a unique or X/G action before it resolves (PP 15+Con to delay 1 segment, HR or PR to resist)

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

Level 19: 10E, Spend 12 summon(s): When an ally falls, an ally gains SEL=9

Raptured for 2 round(s)

Known Powers

Olivia Rodrigo - Drivers License (SL=N): Summon a non-living mount of DL=N+1 with Mtg Defender. You lose and can't have any animal companions

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

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

Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)

Hyperostosis(SL=14): +HNCL*2 AC

Force Speed (SL=14): +CCL RV actions.

Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).

Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.

Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.

Living Planet Spell (SL=20): xiunAXGR CCL%.

The Fourth Blue Sentinel(Arch Myojin) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	7200	2--	---
3	14400	22-	---
4	28800	32-	---
5	57600	32-	---
6	115200	32-	---
7	230400	33-	---
8	350300	432	---
9	525450	432	---
10	700600	432	---
11	875750	442	---
12	1050900	543	---
13	1226050	543	---
14	1401200	543	---
15	1576350	553	2--
16	1751500	654	2--
17	1926650	654	2--
18	2101800	654	2--
19	2276950	664	3--
20	2452100	765	3--
21	2627250	765	3--
22	2802400	765	3--
23	2977550	775	4--
24	3152700	876	42-
25	3327850	876	42-
26	3503000	876	42-
27	3678150	886	52-
28	3853300	987	53-
29	4028450	987	53-
30	4203600	987	53-
31	4378750	997	63-
32	4553900	A98	64-
33	4729050	A98	64-
34	4904200	A98	64-
35	5079350	AA8	742
36	5254500	BA9	752

Requisites: Str 35, HNCL 18

Alignment: AN

HD/level: 4d40

Weapon Prof.: 10+level/2

To Hit Table: 3xPri

Saves: & Mon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

1M: commune, dream, ethereal jaunt, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues, or limited wish.

Unique Rogue-like table

Level 1: +6*LVL to armor class; TH; checks (ability checks, caster level checks, skill checks, turning checks); damage; DC's (for any special abilities, spell-like abilities, spells); initiative; saves, SR and turn resistance.

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

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

Level 13: 3W, Spend 2 Int, ML/week: If healed, your group also gains SEL=6 Dense for 4 round(s)

Level 31: Gain a Force Cocoon that delays up to 1163 dmg/hit for 1 minute(s). (Str 139+Str save to negate)

Known Powers

The Farmer in the Dell (SL=N): Can only be cast on segment 2. Each segment, revive a monster as a DL=N-segment number (min DL 1, max 8 revives, same slot).

[Status Name] Bolt (SL=SEL): Do this Status Effect to one target (Spell save: 0)

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

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

Psi∞ Ultras (SL=14): Sporacle-ize (random SEL 11 status effect, group, no save)

Psi∞ Ultras (SL=14): Flash Summon Ultra (summon a DL XVI monster, it attacks once now, then disappears)

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg.

Target cannot take actions.

Translooporal(SL=20): You can travel freely in timelines (loop travel)

Unearthly Defence(SL=20): +1iiAC

Grand Pasta Diety RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9600	2--	---
3	19200	22-	---
4	38400	32-	---
5	76800	32-	---
6	153600	32-	---
7	307200	33-	---
8	467000	432	---
9	700500	432	---
10	934000	432	---
11	1167500	442	---
12	1401000	543	---
13	1634500	543	---
14	1868000	543	---
15	2101500	553	2--
16	2335000	654	2--
17	2568500	654	2--
18	2802000	654	2--
19	3035500	664	3--
20	3269000	765	3--
21	3502500	765	3--
22	3736000	765	3--
23	3969500	775	4--
24	4203000	876	42-
25	4436500	876	42-
26	4670000	876	42-
27	4903500	886	52-
28	5137000	987	53-
29	5370500	987	53-
30	5604000	987	53-
31	5837500	997	63-
32	6071000	A98	64-
33	6304500	A98	64-
34	6538000	A98	64-
35	6771500	AA8	742
36	7005000	BA9	752

Requisites: Chr 35, HNCL 18

Alignment: LG

HD/level: & 4d55

Weapon Prof.: & 5+level/2

To Hit Table: & 2xCTD0

Saves: & (none)

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = 20*level%.

Level 2;8;14;ect: 1X, 1/d: iFreedom.

Level 4: Continuous Clairvoyance

Level 17: Gain a Void Prism that reduces all forced movement by half unless resisted with (Will or Fortitude 102+Str save to nullify), for 1 segment

Level 18: 2attack(s): Counter and remove an ongoing effect from a target (RSW or Reflex 77+Wis save to absorb)

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

Known Powers

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

AFI - Single Second (SL=N): 1bM: Delay a SEL=N negative status effect by N segments

It that Betrays (SL=11): Summon a DL XI Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects" and "All sacrificed items/effects come under your control".

Darksteel Colossus (SL=11): Summon a DL XI indestructible Golem with overhit and "If this is killed, you reset this spell slot".

Shangri-La Spell (SL=14): Immune Xviming

All Shall Smolder in My Wake (SL=14): Destroy one target item, dispel an effect, and earthquake the room.

Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)

Night's Reach (SL=17): Natural Set CCL targets (no save)

Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)

Metempiric Toughness(SL=20): +1 iihp

The Second Greatest Shoggoth1 RDM.

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	11500	2--	---	---
3	23000	22-	---	---
4	46000	22-	---	---
5	92000	322	---	---
6	184000	322	---	---
7	368000	332	2--	---
8	559400	332	2--	---
9	839100	433	22-	---
10	1118800	433	22-	---
11	1398500	443	322	---
12	1678200	443	322	---
13	1957900	544	332	2--
14	2237600	544	332	2--
15	2517300	554	433	22-
16	2797000	554	433	22-
17	3076700	655	443	322
18	3356400	655	443	322
19	3636100	665	544	332
20	3915800	665	544	332
21	4195500	766	554	433
22	4475200	766	554	433
23	4754900	776	655	443
24	5034600	776	655	443
25	5314300	877	665	544
26	5594000	877	665	544
27	5873700	887	766	554
28	6153400	887	766	554
29	6433100	988	776	655
30	6712800	988	776	655
31	6992500	998	877	665
32	7272200	998	877	665
33	7551900	A99	887	766
34	7831600	A99	887	766
35	8111300	AA9	988	776
36	8391000	AA9	988	776

Requisites: Chr 35, HNCL 27

Alignment: CE

HD/level: 3d80

Weapon Prof.: 10+level

To Hit Table: 2xPri

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Warlord spells

Super Barb Str and Dex [bonus = (Con-18)*3]. Gets an X action.

Pick another Concordant(x2) class you know. The class chosen cannot be Custom group, or itself have subclasses (e.g. Custom Concordant2). You get 1 instance of that class per level of Concordant Compounder class.

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

Level 1;4;7;.ect: 1bX, 1/d: One target may not have his AC lowered.

Level 1;2;.etc.: +2 arms. Counts as set of arms.

Level 1: Continuous Undetectable Alignment and Disguise Self.

Level 2: Whenever an ally turn(s) or rebuke(s) undead, Drain 10 resistances per round from an enemy for 1 rounds (No save, IR or GR to resist)

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

Level 6: 2H: Reflect a hostile ability back to its source (BW or RSW 25+Chr save for tenth effect or to avoid reflection)

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

Level 30: Whenever a creature create(s) or destroy(s) a mental barrier, Drain 1485 spell slots from all enemies in 20 feet (No save, MR or XR to resist)

Known Spells:

Five Finger Death Punch - Wrong Side of Heaven (SL=N): Protection from Good & Evil each at xSL and lose/can't gain or have all priest abilities while this is running

Kozilek, Butcher of Truth (SL=10): Summon a DL X Unique Eldrazi with "When you cast this, gain +4SL's, When this creature attacks, defending creature sacrifices 4 items/effects, and If this is killed, artificial reset your spell progression"(+1 slot).

Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.

Evenhanded(SL=12): Your unarmed attacks deal maximum damage

Nature Demands an Offering (SL=13): Put a summon, item, and spell effect into an enemy's inventory hidden.

Living Planet Spell (SL=14): Pick a single spell from any Concordant class. You may cast that spell as if it was on this spell list.

Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).

Invincibility(SL=16): You can make a Fortitude save to avoid damage from any source. The DC = dmg.

Force Control Pain (SL=17): iDT 50-CCL.

Infinite [Ability Score](SL=18): +CCL iChr (+CCL*25 Chr if not using [X] section)

Instantaneous Arch- Pawn Slayer RD.

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	Requisites: Int 34, HNCL 18
2	9300	2--	---	Alignment: CW
3	18600	22-	---	HD/level: 1d40
4	37200	32-	---	Weapon Prof.: 17+level/2
5	74400	32-	---	To Hit Table: 2xMon
6	148800	32-	---	Saves: & 2xM-U0
7	297600	33-	---	Reference: RDM
8	452400	432	---	Groups: Concordant(x2)
9	678600	432	---	Complexity: CF=1
10	904800	432	---	Know Dark Lord2 spells
11	1131000	442	---	+2*level Str and Cml.
12	1357200	543	---	Gets +LVL X actions per round
13	1583400	543	---	Level 1,2,etc.: Spend 4 Weapon proficiencies: +1 instance of exceptional HNCL.
14	1809600	543	---	Level 2: +16 insight bonus to: AC, To hit, ability checks, CL checks, skill checks, turning checks, DC's for spells/abilities, initiative, saves, and SR.
15	2035800	553	2--	Level 6,12,18,ect: 1X, 1/d: True Resurrection.
16	2262000	654	2--	Level 9,19,29,ect: 1X, 1/d: Holy Word (all in sight you choose, affects all alignments, no save)
17	2488200	654	2--	Level 16: An ally's group surge(s) with +65 max hp for a single action
18	2714400	654	2--	Level 24: 5X, 3/lifetime: Counter an action targeting an ally (Fortitude or Spell 109+Int save to absorb)
19	2940600	664	3--	Known Powers
20	3166800	765	3--	Wolfgang Amadeus Mozart - Requiem (SL=N): Wishoid for a Catholic Priest spell of SL=N-1 or less if a group was slain this rd
21	3393000	765	3--	Five Finger Death Punch - The Tragic Truth (SL=N): You are SEL=1 Drunk.
22	3619200	765	3--	Summon N DL=N-1 Demons with "1F, 1/reset: This creature's controller is SEL=3 Skinned and SEL=7 Escapes"
23	3845400	775	4--	Psi∞ Supers (SL=11): Disjunct (one item/effect is disjunct)
24	4071600	876	42-	Psi∞ Supers (SL=11): Random Timeport (one target, 1dCCL timelines in random direction, no save)
25	4297800	876	42-	Apostasy(SL=14): You are unaffected by alignment based effects
26	4524000	876	42-	Approach My Molten Realm (SL=14): x2 dmg from all sources in the room this rd.
27	4750200	886	52-	Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.
28	4976400	987	53-	Demigod Cloud(SL=17): +1 G action.
29	5202600	987	53-	Force Resonate (SL=20): Earthquake Range=X*CCL miles.
30	5428800	987	53-	Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)
31	5655000	997	63-	
32	5881200	A98	64-	
33	6107400	A98	64-	
34	6333600	A98	64-	
35	6559800	AA8	742	
36	6786000	BA9	752	

Clerical Afarian0 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	13800	2--	---	---
3	27600	22-	---	---
4	55200	22-	---	---
5	110400	322	---	---
6	220800	322	---	---
7	441600	332	2--	---
8	671300	332	2--	---
9	1006950	433	22-	---
10	1342600	433	22-	---
11	1678250	443	322	---
12	2013900	443	322	---
13	2349550	544	332	2--
14	2685200	544	332	2--
15	3020850	554	433	22-
16	3356500	554	433	22-
17	3692150	655	443	322
18	4027800	655	443	322
19	4363450	665	544	332
20	4699100	665	544	332
21	5034750	766	554	433
22	5370400	766	554	433
23	5706050	776	655	443
24	6041700	776	655	443
25	6377350	877	665	544
26	6713000	877	665	544
27	7048650	887	766	554
28	7384300	887	766	554
29	7719950	988	776	655
30	8055600	988	776	655
31	8391250	998	877	665
32	8726900	998	877	665
33	9062550	A99	887	766
34	9398200	A99	887	766
35	9733850	AA9	988	776
36	10069500	AA9	988	776

Requisites: Int 35, HNCL 18

Alignment: LE

HD/level: & 2d95

Weapon Prof.: & 12+level

To Hit Table: Ftr0

Saves: & (none)

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Severe Allergy to Kryptonite (this would count as an SN=8 Unusual Material in the Collective; Cost x800000; Weight same; No combat adjustments)

+1 extra Kit per level.

Level 1;2;etc.: +1 ihp.

Level 1: +9V actions (effectively x10 movement rate.)

Level 1: Regenerate 10*LVL/s.

Level 10: Whenever a creature restore(s) hp to another creature, Drain 255 spell slots from all enemies in 20 feet (No save, MR or NR to resist)

Level 21: Gain a Chaos Buffer that grants immunity to the next status effect inflicted, for 1 minute

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)

Level 32: 4A, 3/natural reset: Counter up to 3 effects targeting allies (No save, IR or CR to resist per effect)

Known Spells:

Sing a Song of Sixpence (SL=N): Spend 6*N gp: Summon x(4) x[1] and x(20) x[1] DL=N-1 flying black birds that can affect [NPC]s.

Automatic Metamagic Capacity (S)(SL=10): Gain a free spell level of metamagic

Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)

Nothing Can Stop Me Now (SL=12): DR CCL*10/-

Evil Comes to Fruition (SL=13): Summon CCL*7 DL 0 Plants or 10 DL III Beasts.

Warmonger Spell (SL=14): 1M: A group gets +WCL iAC

B.F.M.* (SL=15): 1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).

Rectify(SL=16): Anyone slain by you is completely erased from ever existing

Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)

Neutronium Body(SL=18): +482 Str, iDR1500/-, +635 armor bonus, -96 Dex, overlaps other "body" powers.

Indigo Peace Tier7P0 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	6300	2--	---	---
3	12600	22-	---	---
4	25200	22-	---	---
5	50400	322	---	---
6	100800	322	---	---
7	201600	332	2--	---
8	306500	332	2--	---
9	459750	433	22-	---
10	613000	433	22-	---
11	766250	443	322	---
12	919500	443	322	---
13	1072750	544	332	2--
14	1226000	544	332	2--
15	1379250	554	433	22-
16	1532500	554	433	22-
17	1685750	655	443	322
18	1839000	655	443	322
19	1992250	665	544	332
20	2145500	665	544	332
21	2298750	766	554	433
22	2452000	766	554	433
23	2605250	776	655	443
24	2758500	776	655	443
25	2911750	877	665	544
26	3065000	877	665	544
27	3218250	887	766	554
28	3371500	887	766	554
29	3524750	988	776	655
30	3678000	988	776	655
31	3831250	998	877	665
32	3984500	998	877	665
33	4137750	A99	887	766
34	4291000	A99	887	766
35	4444250	AA9	988	776
36	4597500	AA9	988	776

Requisites: Wis 35, HNCL 18

Alignment: NW

HD/level: 4d25

Weapon Prof.: 2+level/2

To Hit Table: Cust

Saves: & Ftr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You can leave your Followers "at home" instead of having them travel with you. If you have more Followers than available slots, the extras must be left at home.

Immunity to Fire. Low light vision. Rock Catching. Vulnerability to Cold.

Overwrite HD/level with & 1d160

Level 1:,2:,etc.: +1 head.

Level 4: Can trade 10000 hp into 1 ihp (as many times as you like).

Level 4: Total HD is 21d12.

Level 15: Dimensional Mastery: Choose one: A. Lady's Frown, B. Immune Matter,

C. 0, Choose an enemy: +X to divine aura and ability scores. X = the chosen

opponent's HD, D. Immune Destruction (any multiplier), E. You can enter/leave and

navigate the plane of time freely, F. Immune Magic (any multiplier).

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

Level 16: When an ally takes damage, they gain +57 ranged dmg, plus +1 for every 10 damage taken (rounded up)

Known Spells:

Disturbed - Avarice (SL=N): Slay a target made of an unusual material of SN=N+1

Automatic Writing(SL=10): Any spells you witness are automatically added to your spellbook

Slaughter to Prevail - Baba Yaga (SL=11): Spend 13,000 gp: Summon a DL=13

Unique Hag Wizard Avatar named Baba Yaga and her hut.

Wolfgang Amadeus Mozart - Jupiter (SL=12): Cast a Demigod0 Chr based spell

Evil Comes to Fruition (SL=13): Summon CCL*7 DL 0 Plants or 10 DL III Beasts.

Inner Eye(SL=14): You always use the best possible dice roll (Lady's Smile)

Shangri-La Spell (SL=15): 1X: For this segment, you are immune Demigod

Twilighting.

Your Inescapable Doom (SL=16): Each monster's side of the rd, one target with the lowest hp takes CCL*10*"number of rds this effect has been active" doom dmg.

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves

Spawn(Pinpoint 0.39) RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	4800	2--	---	
3	9600	22-	---	
4	19200	32-	---	
5	38400	32-	---	
6	76800	32-	---	
7	153600	33-	---	
8	233500	432	---	
9	350250	432	---	
10	467000	432	---	
11	583750	442	---	
12	700500	543	---	
13	817250	543	---	
14	934000	543	---	
15	1050750	553	2--	
16	1167500	654	2--	
17	1284250	654	2--	
18	1401000	654	2--	
19	1517750	664	3--	
20	1634500	765	3--	
21	1751250	765	3--	
22	1868000	765	3--	
23	1984750	775	4--	
24	2101500	876	42-	
25	2218250	876	42-	
26	2335000	876	42-	
27	2451750	886	52-	
28	2568500	987	53-	
29	2685250	987	53-	
30	2802000	987	53-	
31	2918750	997	63-	
32	3035500	A98	64-	
33	3152250	A98	64-	
34	3269000	A98	64-	
35	3385750	AA8	742	
36	3502500	BA9	752	

Requisites: Chr 32, HNCL 9

Alignment: AW

HD/level: & 4d45

Weapon Prof.: & 6+level/2

To Hit Table: & 3xRog

Saves: & 2xM-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You know all skills and have LVL+3 ranks in all skills.

Level 7: Immune Breath Weapons.

Known Powers

Disintegrate N (SL=N): Deals 10*N fire dmg to target. If target drops, Slain+no remains.

[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)

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

Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.

Shroud of Death(SL=14): Anyone attacking you must save versus death

Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Con

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.

Range=Same Multiverse

Living Dungeon Spell (SL=17): Your attacks can hit every target within a given "Room" slot.

Transcendental Nullification(SL=20): Pick an N<=9. Immune to Nth level

Concordant effects

Living Planet Spell (SL=20): Exceptional Con bonuses work for this class (even if it says it doesn't).

Conjuration/Summoning Master Kryptonian(Pinpoint 0.98) RI

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9600	2--	---
3	19200	22-	---
4	38400	32-	---
5	76800	32-	---
6	153600	32-	---
7	307200	33-	---
8	467000	432	---
9	700500	432	---
10	934000	432	---
11	1167500	442	---
12	1401000	543	---
13	1634500	543	---
14	1868000	543	---
15	2101500	553	2--
16	2335000	654	2--
17	2568500	654	2--
18	2802000	654	2--
19	3035500	664	3--
20	3269000	765	3--
21	3502500	765	3--
22	3736000	765	3--
23	3969500	775	4--
24	4203000	876	42-
25	4436500	876	42-
26	4670000	876	42-
27	4903500	886	52-
28	5137000	987	53-
29	5370500	987	53-
30	5604000	987	53-
31	5837500	997	63-
32	6071000	A98	64-
33	6304500	A98	64-
34	6538000	A98	64-
35	6771500	AA8	742
36	7005000	BA9	752

Requisites: Dex 34, HNCL 18

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

HD/level: & 1d45

Weapon Prof.: & 17+level/2

To Hit Table: 2xPri

Saves: & 3xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You stop aging mentally and physically.

You may convert 8F to one 1X and 2X to 1RX.

Specialized in Status Effects (aka "[C] section effects") school. Opposite to everything else except Abjuration and Invocation (which it's Normal to).

You are completely disembodied; your real body is elsewhere (presumably on your home plane). Attacks against what appears to be your "physical body" are usually quite useless. You may pass through objects at will, since you aren't really here. You may still pick up items, but cannot wear them unless you teleport them back to your real body. You cannot physically attack.

Level 2:,5:,8:,ect: +1 to Backstab multiplier.

Level 26: An ally gain(s) +76 melee dmg each turn for 1 day, stacking until the effect ends

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

Level 9¶: 1X, Lose a concordant spell: Target may cast that spell using your CCL as if it was on their concordant progression.

Known Powers

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

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

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

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

Numinous(SL=14): Anti-magic aura that does not impede your own magic

Living Planet Spell (SL=14): Pick a single spell from any Concordant class. You may cast that spell as if it was on this spell list.

Living Dungeon Spell (SL=17): Your attacks can hit every target within a given "Room" slot.

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

Metempiric Toughness(SL=20): +1 iihp

Numbers False Elemental RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	7700	2--	---	---
3	15400	22-	---	---
4	30800	22-	---	---
5	61600	322	---	---
6	123200	322	---	---
7	246400	332	2--	---
8	374600	332	2--	---
9	561900	433	22-	---
10	749200	433	22-	---
11	936500	443	322	---
12	1123800	443	322	---
13	1311100	544	332	2--
14	1498400	544	332	2--
15	1685700	554	433	22-
16	1873000	554	433	22-
17	2060300	655	443	322
18	2247600	655	443	322
19	2434900	665	544	332
20	2622200	665	544	332
21	2809500	766	554	433
22	2996800	766	554	433
23	3184100	776	655	443
24	3371400	776	655	443
25	3558700	877	665	544
26	3746000	877	665	544
27	3933300	887	766	554
28	4120600	887	766	554
29	4307900	988	776	655
30	4495200	988	776	655
31	4682500	998	877	665
32	4869800	998	877	665
33	5057100	A99	887	766
34	5244400	A99	887	766
35	5431700	AA9	988	776
36	5619000	AA9	988	776

Requisites: Con 33, HNCL 18, Race slots 3
Alignment: any S
HD/level: 2d45(no con bonus)
Weapon Prof.: 1+level
To Hit Table: 2xM-U0
Saves: & (none)
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Gets LVL levels of Exceptionalness in Str, and up to 36 levels of Exceptionalness in Con. If you care, the 36th level of Exceptionalness in Con, which has no name, is bonus = (Con-82)*19. If your Con is exactly equal to 144, you're better off with the 33rd level of Exceptionalness in Con, which gives you a +1190 bonus.
 Gets Extra-Barbarian Str, Dex, and Con; bonus = +(Stat-16)*5/2
 Con bonus for iHD is (Con score)/25, round down. Levels of Exceptional Con reduce the divisor by 1 each (Exceptional Con divides by 24, Barbarian Con divides by 23, etc.). If you get to a zero divisor (7 levels beyond Uber Barb Con), it becomes iiHD 1d0 dividing by 25 again (starting with the 25th level of Exceptional Con).
 Know Shadow5 spells
 Level 9: Gain a volatile Phantom Envelope that explodes with Loop damage when struck, dealing 20% back to the attacker
 Level 26: An ally's group gains +21LZ action(s) for 5 round(s)
 Level 27: +1G action. DR 500/-. You have all choices from Dimensional Mastery.
 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
Known Spells:
 Kanye West - All of the Lights (SL=N): MultiPrismatic ray for N colors
 Horizons (SL=10): Create a [x3] Enemy Special of "All enemy effects with finite rage can't affect PC's" that can be ignored with a DC=(10+Int bonus) concentration skill check each segment. Once failed, it can't be further ignored.
 Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.
 Superior Critical Multiplier(SL=12): Your critical multiplier is quadrupled
 A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.
 Shangri-La Spell (SL=14): Immune Xviming
 Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).
 Sophism(SL=16): You can make a Will save vs. an opponent's level to avoid any type of assault
 Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.
 Living Planet Spell (SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to).

Master Shadow RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	8500	2--	---	
3	17000	22-	---	
4	34000	32-	---	
5	68000	32-	---	
6	136000	32-	---	
7	272000	33-	---	
8	413500	432	---	
9	620250	432	---	
10	827000	432	---	
11	1033750	442	---	
12	1240500	543	---	
13	1447250	543	---	
14	1654000	543	---	
15	1860750	553	2--	
16	2067500	654	2--	
17	2274250	654	2--	
18	2481000	654	2--	
19	2687750	664	3--	
20	2894500	765	3--	
21	3101250	765	3--	
22	3308000	765	3--	
23	3514750	775	4--	
24	3721500	876	42-	
25	3928250	876	42-	
26	4135000	876	42-	
27	4341750	886	52-	
28	4548500	987	53-	
29	4755250	987	53-	
30	4962000	987	53-	
31	5168750	997	63-	
32	5375500	A98	64-	
33	5582250	A98	64-	
34	5789000	A98	64-	
35	5995750	AA8	742	
36	6202500	BA9	752	

Requisites: Luck 18, HNCL 18

Alignment: TN (Overwrite to all other classes)

HD/level: & 3d50

Weapon Prof.: & 13+level/2

To Hit Table: Cust

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Super Barb Str and Dex [bonus = (Con-18)*3]. Gets an X action.

Level 1: The Munchkin character automatically knows everything about any monster that attacks it. This includes what type of weapons to use, what special precautions to take, and the weaknesses of the monster.

Level 2: 1X: Pick one: Annihilate, Destructed, Incurse, or As You Are (one group, no save).

Level 2: Whenever an ally a divine entity is/are invoked, Drain 16 resistances from all enemies in 20 feet (No save, WR to resist)

Level 4: 0, 1/s: CCL*4d1000 divine fire dmg to everything within 50miles*CCL.

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

Level 16: Each time a group take(s) damage from a hated foe, Dispel effects on an enemy, bypassing NR resistance if their HD ≥ 80

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

Known Powers

[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)

If god wanted you up there I am sure he would have miracled your ass up there by now (SL=N): Miracle SL=N.

Psi∞ Supers (SL=11): Reroll die (1bV to use, reroll a die roll you just made)

The Iron Guardian Stirrs (SL=11): Summon a DL VIII Golem (+1slot).

Psi∞ Ultras (SL=14): Sporacle-ize (random SEL 11 status effect, group, no save)

Ignite the Cloneforge! (SL=14): Duplicate an item/effect from an enemy.

Sway of the Stars (SL=17): Everyone's hp total in the room is set to 70. The current half-segment ends.

Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).

Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)

Translooporal(SL=20): You can travel freely in timelines (loop travel)

Super Shadow1JG RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4800	2--	---	---
3	9600	22-	---	---
4	19200	22-	---	---
5	38400	322	---	---
6	76800	322	---	---
7	153600	332	2--	---
8	233500	332	2--	---
9	350250	433	22-	---
10	467000	433	22-	---
11	583750	443	322	---
12	700500	443	322	---
13	817250	544	332	2--
14	934000	544	332	2--
15	1050750	554	433	22-
16	1167500	554	433	22-
17	1284250	655	443	322
18	1401000	655	443	322
19	1517750	665	544	332
20	1634500	665	544	332
21	1751250	766	554	433
22	1868000	766	554	433
23	1984750	776	655	443
24	2101500	776	655	443
25	2218250	877	665	544
26	2335000	877	665	544
27	2451750	887	766	554
28	2568500	887	766	554
29	2685250	988	776	655
30	2802000	988	776	655
31	2918750	998	877	665
32	3035500	998	877	665
33	3152250	A99	887	766
34	3269000	A99	887	766
35	3385750	AA9	988	776
36	3502500	AA9	988	776

Requisites: Con 33, HNCL 18

Alignment: TS

HD/level: & 2e35

Weapon Prof.: & 17+level/2

To Hit Table: CTD0

Saves: & 2xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets one X action per round. You know Cartographer2 Improved spells (possibly to use inside of your room slots). You cast Living Dungeon spells SL1 through 9 with X actions.

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

x10^(LVL) Max Press / Weight Allowance

Counts as Human with 1 for 1 trading. Gets an X action.

Level 2,7,12,ect: 1X, 1/d: Between.

Known Spells:

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

THETAN TRANSCENDANCE (SL=10): Ignore body of followers requirement and +9HNCL for False God class.

Psi∞ Supers (SL=11): Telekinetic Damage (group, CCLd4 idmg, no save)

Divine Sorcery(SL=12): You can cast twice as many spells per day (non-Concordant)

Rotted Ones, Lay Siege (SL=13): Summon CCL DL II Zombies for each enemy (one group). Each attacks that enemy.

Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Str

Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).

Edifying Presence(SL=16): Your presence forces an alignment change (save)

Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)

Warmonger Spell (SL=18): +WL to WCL for 4th level Warmonger spells

The Fourth Istari(Worshipper of the Flying Dragon)2 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	----	----
2	6300	2--	----	----
3	12600	22-	----	----
4	25200	22-	----	----
5	50400	322	----	----
6	100800	322	----	----
7	201600	332	2--	----
8	306500	332	2--	----
9	459750	433	22-	----
10	613000	433	22-	----
11	766250	443	322	----
12	919500	443	322	----
13	1072750	544	332	2--
14	1226000	544	332	2--
15	1379250	554	433	22-
16	1532500	554	433	22-
17	1685750	655	443	322
18	1839000	655	443	322
19	1992250	665	544	332
20	2145500	665	544	332
21	2298750	766	554	433
22	2452000	766	554	433
23	2605250	776	655	443
24	2758500	776	655	443
25	2911750	877	665	544
26	3065000	877	665	544
27	3218250	887	766	554
28	3371500	887	766	554
29	3524750	988	776	655
30	3678000	988	776	655
31	3831250	998	877	665
32	3984500	998	877	665
33	4137750	A99	887	766
34	4291000	A99	887	766
35	4444250	AA9	988	776
36	4597500	AA9	988	776

Requisites: Luck 16, HNCL 18

Alignment: non-E

HD/level: 3d95

Weapon Prof.: 1+level

To Hit Table: & M-U0

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Bug spells

In addition to your normal summon slots, you have LVL Followers slots. Each slot can hold up to 100 Followers.

Level 1;2;etc.: +1 Limb.

Level 2: Whenever an ally block(s) or parry an attack, Drain 28 hp from all enemies in 20 feet (No save, WR or RR to resist)

Level 3: 1V: Choose one – greater magic weapon, shield, or fly.

Level 10: 1X: Summon the Iron Flask of Tuerny the Merciless for just this segment.

Gain “1N: Barbarian Smash the Iron Flask of Tuerny the Merciless.”

Known Spells:

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

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

Cats Fall(SL=10): You can fall from any distance without injury

I Bask in Your Silent Awe (SL=11): Enemies can only cast 1 spell each rd.

Superior Summoning(SL=12): Hit Dice of summoned creatures increases by 50%

Tooth, Claw, and Tail (SL=13): Destroy/dispel/slay up to 3 target items,spell effects, or creatures.

Numinous(SL=14): Anti-magic aura that does not impede your own magic

Behold the Power of Destruction (SL=15): Destroy/disjunct all items, effects,

summons target controls.

Enchanted Damage Induction(SL=16): You are only affected by a weapons enchantment bonus

Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)

Omnific Toughness(SL=18): +CCL ihp

Dual-Classed Elemental(Anti-Ender)1JG RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	8300	2--	---	---
3	16600	22-	---	---
4	33200	22-	---	---
5	66400	322	---	---
6	132800	322	---	---
7	265600	332	2--	---
8	403800	332	2--	---
9	605700	433	22-	---
10	807600	433	22-	---
11	1009500	443	322	---
12	1211400	443	322	---
13	1413300	544	332	2--
14	1615200	544	332	2--
15	1817100	554	433	22-
16	2019000	554	433	22-
17	2220900	655	443	322
18	2422800	655	443	322
19	2624700	665	544	332
20	2826600	665	544	332
21	3028500	766	554	433
22	3230400	766	554	433
23	3432300	776	655	443
24	3634200	776	655	443
25	3836100	877	665	544
26	4038000	877	665	544
27	4239900	887	766	554
28	4441800	887	766	554
29	4643700	988	776	655
30	4845600	988	776	655
31	5047500	998	877	665
32	5249400	998	877	665
33	5451300	A99	887	766
34	5653200	A99	887	766
35	5855100	AA9	988	776
36	6057000	AA9	988	776

Requisites: Luck 16, HNCL 18

Alignment: non-L

HD/level: 4d30

Weapon Prof.: 19+level/2

To Hit Table: Psi

Saves: & 3xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

0, 1/s: Choose Black Death's Axe, Bow, or Sword and summon/dismiss that item.

This class gets Imm0 spells at full LVL, but you must spend 10*LVL Worship Points whenever you cast a Imm0 spell. Exception: The "Shape Reality" powers require this cost for each F action the power uses. Imm0 spells are generally resisted using GR.

Severe Allergy to Kryptonite (this would count as an SN=8 Unusual Material in the Collective; Cost x800000; Weight same; No combat adjustments)

Know Dark Lord2 spells

Level 1: Requires HNCL 18+(Sentinel level), max of HNCL 27 at Sentinel level 9. Considered x2 Being.

Level 1: Immune Force and 0, LVL/d: ++20 TH.

Level 3;6;9;ect: 1bX, 1/d: iDimensional Anchor.

Level 8: Each time a group is/are counterspelled, Dispel effects on an enemy's group (No save)

Level 27: 10Z, Spend 2 familiar(s): An ally's group get(s) SEL=2 Damped Restraint for 3 minute(s)

Level 28: 11B, ML/turn: Cancel a unique or X/G action before it resolves (No save, NR or WR to resist)

Known Spells:

Disturbed - Serpentine (SL=N): Summon a DL=N-1 LN Succubus Demon

Ulamog, the Ceaseless Hunger (SL=10): Summon a [x2] Unique DL X eldrazi with "When cast, annihilate 2 items/creatures/effects" and "When this attacks a target, that target loses 20 Int".

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

Adamantine Body(SL=12): Your body turns to living adamantine; +40 Str; DR 20/-; +20 AC; -8 Dex

Choose Your Champion (SL=13): You and one enemy can affect each other this round.

Legend Cloud(SL=14): All your clouds have no save (incl. Scarab/Pro).

Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).

Dead Zone(SL=16): You can create a zone of dead-magic (MF 0) that does not impede you

Seeing Winds (SL=17): Capital F Fix and Natural Reset one target

Indissoluble(SL=18): You possess infinite regeneration

The Final Kryptonian(Anti-Planetar) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9600	2--	---
3	19200	22-	---
4	38400	32-	---
5	76800	32-	---
6	153600	32-	---
7	307200	33-	---
8	467000	432	---
9	700500	432	---
10	934000	432	---
11	1167500	442	---
12	1401000	543	---
13	1634500	543	---
14	1868000	543	---
15	2101500	553	2--
16	2335000	654	2--
17	2568500	654	2--
18	2802000	654	2--
19	3035500	664	3--
20	3269000	765	3--
21	3502500	765	3--
22	3736000	765	3--
23	3969500	775	4--
24	4203000	876	42-
25	4436500	876	42-
26	4670000	876	42-
27	4903500	886	52-
28	5137000	987	53-
29	5370500	987	53-
30	5604000	987	53-
31	5837500	997	63-
32	6071000	A98	64-
33	6304500	A98	64-
34	6538000	A98	64-
35	6771500	AA8	742
36	7005000	BA9	752

Requisites: Wis 34, HNCL 18

Alignment: C any

HD/level: & 3d80

Weapon Prof.: & 6+level/2

To Hit Table: Mon

Saves: & (none)

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Immunity to Fire. Low light vision. Rock Catching. Vulnerability to Cold.

You may convert 8F to one 1X and 2X to 1RX.

You stop aging mentally and physically.

Level 1: +9V actions (effectively x10 movement rate.)

Level 2,7,12,ect: 1X, 1/d: Backstab or Dex-based rogue abilities lvl*30' away.

Level 16: An ally gains +5LX action(s) for 2 round(s)

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

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

Known Powers

Public Broadcasting (SL=N): A person's next spell of SL=N affects a group.

Kanye West - Niggas in Paris (SL=N): Spend 1000*N gp: You are N % Real. See

Brown Originator mini for more details

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

Psi∞ Supers (SL=11): Telekinetic Damage (group, CCLd4 idmg, no save)

Counter-strike(SL=14): Gain an extra retaliatory attack for every time you are injured

Psi∞ Ultras (SL=14): Sporacle-ize (random SEL 11 status effect, group, no save)

Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or celement.

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.

Range=Same Multiverse

Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.

Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.

Evil X(Anti-Myojin)0 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	7400	2--	---	---
3	14800	22-	---	---
4	29600	22-	---	---
5	59200	322	---	---
6	118400	322	---	---
7	236800	332	2--	---
8	360000	332	2--	---
9	540000	433	22-	---
10	720000	433	22-	---
11	900000	443	322	---
12	1080000	443	322	---
13	1260000	544	332	2--
14	1440000	544	332	2--
15	1620000	554	433	22-
16	1800000	554	433	22-
17	1980000	655	443	322
18	2160000	655	443	322
19	2340000	665	544	332
20	2520000	665	544	332
21	2700000	766	554	433
22	2880000	766	554	433
23	3060000	776	655	443
24	3240000	776	655	443
25	3420000	877	665	544
26	3600000	877	665	544
27	3780000	887	766	554
28	3960000	887	766	554
29	4140000	988	776	655
30	4320000	988	776	655
31	4500000	998	877	665
32	4680000	998	877	665
33	4860000	A99	887	766
34	5040000	A99	887	766
35	5220000	AA9	988	776
36	5400000	AA9	988	776

Requisites: Chr 34, HNCL 18

Alignment: AW

HD/level: & 3d40

Weapon Prof.: & 10+level

To Hit Table: & 3xPsi

Saves: & War

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Gets 1X action. Immune Hostile Environments. Immune cold, electricity and mind effecting.

Gets +LVL X actions per round

Overwrite HD/level with 2m0 (normal Con bonus squared)

Level 1: You fly at CCL c (CCL times the speed of light).

Level 1: 1F,1/day: Discern Location (person or object) across planes that moves with the person or object (no resistance).

Level 4: 1X: Pick one: Down a Deeper Hole, Vulnerable PC party, Immune (can't drop) Conscious, or Capital X Xvimmed (one group, no save).

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

Level 31: Knighthood Drive: 8D, Spend 8 summon(s): When an ally falls, an ally gains SEL=1 Sanctuary for 1 minute(s)

Known Spells:

Neighborhood Trolly (SL=N): Summon a DL=N Trolly that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.

Kozilek, the Great Distortion (SL=10): Summon a [x2] Unique DL X eldrazi with "Must be attacked by more than 1 creature" and "When cast, +7 SL's" and "Sacrifice a spell slot of SL=X: Counter a spell of that SL".

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

Superior Combat Casting(SL=12): You cast all spells as spell-like abilities (they use InnR)

Living Dungeon Spell (SL=13): Add your current boxes to your AC.

Psi∞ Ultras (SL=14): Effect Immunity (1bV to use, immune to an effect for this segment)

Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.

Superluminal(SL=16): You can move at the speed of light

Psi∞ Ultra+1(V)'s (SL=17): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)

Neverending Torment (SL=18): For 1 round, each segment, Banhammer an effect as a 0 action.

The Best Uber Afterliver Slayer RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	6200	2--	---
3	12400	22-	---
4	24800	32-	---
5	49600	32-	---
6	99200	32-	---
7	198400	33-	---
8	301600	432	---
9	452400	432	---
10	603200	432	---
11	754000	442	---
12	904800	543	---
13	1055600	543	---
14	1206400	543	---
15	1357200	553	2--
16	1508000	654	2--
17	1658800	654	2--
18	1809600	654	2--
19	1960400	664	3--
20	2111200	765	3--
21	2262000	765	3--
22	2412800	765	3--
23	2563600	775	4--
24	2714400	876	42-
25	2865200	876	42-
26	3016000	876	42-
27	3166800	886	52-
28	3317600	987	53-
29	3468400	987	53-
30	3619200	987	53-
31	3770000	997	63-
32	3920800	A98	64-
33	4071600	A98	64-
34	4222400	A98	64-
35	4373200	AA8	742
36	4524000	BA9	752

Requisites: Wis 33, HNCL 18

Alignment: non-T

HD/level: & 1d20

Weapon Prof.: & 16+level

To Hit Table: 2xM-U0

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Additional To Hit & +level

Can use 2P actions per segment.

DR 40/+0 (Monsters cannot use HD to overcome this)

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

Level 16: Each time an ally critically hit(s) an enemy, Dispel 4 random magical effect(s) on your group, and suppress all other effects for 4 round(s)

Level 28: You gain(s) +24 melee dmg each turn for 1 hour, stacking until the effect ends

Known Powers

Murder of Crows N (SL=N): Flock of carnivorous crows attack one target (material component for two), target takes SL^4 dmg and Capital S skinned, Flock flies off afterwards.

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

Force Gloomy Aura (SL=11): CL dmg cold aura with fear effect, radius=CL ft.

Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2

Legend Cloud(SL=14): All your clouds have no save (incl. Scarab/Pro).

The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20

Th/dmg/AC/saves and Great Cleave.

Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)

All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).

Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Orange Legend/ Grand Avangion RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	6400	2--	---
3	12800	22-	---
4	25600	32-	---
5	51200	32-	---
6	102400	32-	---
7	204800	33-	---
8	311300	432	---
9	466950	432	---
10	622600	432	---
11	778250	442	---
12	933900	543	---
13	1089550	543	---
14	1245200	543	---
15	1400850	553	2--
16	1556500	654	2--
17	1712150	654	2--
18	1867800	654	2--
19	2023450	664	3--
20	2179100	765	3--
21	2334750	765	3--
22	2490400	765	3--
23	2646050	775	4--
24	2801700	876	42-
25	2957350	876	42-
26	3113000	876	42-
27	3268650	886	52-
28	3424300	987	53-
29	3579950	987	53-
30	3735600	987	53-
31	3891250	997	63-
32	4046900	A98	64-
33	4202550	A98	64-
34	4358200	A98	64-
35	4513850	AA8	742
36	4669500	BA9	752

Requisites: Int 33, HNCL 9

Alignment: AN

HD/level: 4e15

Weapon Prof.: 16+level/2

To Hit Table: 3xCTD0

Saves: & 2xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Number of Attacks with Light-Sabers = CCL/1.

Level 5: Total HD is 91d12.

Level 30: Whenever a creature spend(s) or regain(s) psionic focus, Drain 450 hp per round from an enemy for 1 rounds (No save)

Known Powers

Yankee Doodle (SL=N): Summon a DL=N-1 Pony mount.

Killswitch Engage - The End of Heartache (SL=N): Summon a DL=N being unique to your character of opposite gender

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

Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.

Drench the Soil in Their Blood (SL=14): Double number of attacks for you and subordinates you control this segment.

Which of You Burns Brightest? (SL=14): Pay X SL's: CCL*X*10 Vile Furnace dmg to one enemy and each of their summons.

All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).

Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)

Metempiric Toughness(SL=20): +1 iihp

Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

Infinite Letter Lord1JG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	8400	2--	---
3	16800	22-	---
4	33600	32-	---
5	67200	32-	---
6	134400	32-	---
7	268800	33-	---
8	408600	432	---
9	612900	432	---
10	817200	432	---
11	1021500	442	---
12	1225800	543	---
13	1430100	543	---
14	1634400	543	---
15	1838700	553	2--
16	2043000	654	2--
17	2247300	654	2--
18	2451600	654	2--
19	2655900	664	3--
20	2860200	765	3--
21	3064500	765	3--
22	3268800	765	3--
23	3473100	775	4--
24	3677400	876	42-
25	3881700	876	42-
26	4086000	876	42-
27	4290300	886	52-
28	4494600	987	53-
29	4698900	987	53-
30	4903200	987	53-
31	5107500	997	63-
32	5311800	A98	64-
33	5516100	A98	64-
34	5720400	A98	64-
35	5924700	AA8	742
36	6129000	BA9	752

Requisites: Cml 32, HNCL 9

Alignment: any S

HD/level: & 1d55

Weapon Prof.: & 3+level

To Hit Table: Mon

Saves: & 2xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Can use 3S+1V (without 1X) per segment if desired.

Gets +1G action per round.

Level 31: 5D, Spend 8 animal companion(s): An ally gain(s) SEL=8 Gone for 7 round(s)

Level 360: 122KE, Spend 1 familiar(s): An ally is/are affected by SEL=1 Partial Cover for 16 minute(s)

Known Powers

Here We Go 'Round the Mulberry Bush (SL=N): Can only be cast 1/d. One group gets 4 SEL=N-2 positive status effects for the day.

Jamey Johnson - In Color (SL=N): Metallic, Chromatic, or Prismatic effect to one target by N colors. See Color Mage for details

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

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

Spirited Away(SL=14): You are saved from destruction (Avoid Fate once per day)

The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20

Th/dmg/AC/saves and Great Cleave.

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users. Range=Same Multiverse

Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg.

Target cannot take actions.

Metempiric Toughness(SL=20): +1 iihp

Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent

Concordant(Arch Divine)1 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	5000	2--	---
3	10000	22-	---
4	20000	32-	---
5	40000	32-	---
6	80000	32-	---
7	160000	33-	---
8	243200	432	---
9	364800	432	---
10	486400	432	---
11	608000	442	---
12	729600	543	---
13	851200	543	---
14	972800	543	---
15	1094400	553	2--
16	1216000	654	2--
17	1337600	654	2--
18	1459200	654	2--
19	1580800	664	3--
20	1702400	765	3--
21	1824000	765	3--
22	1945600	765	3--
23	2067200	775	4--
24	2188800	876	42-
25	2310400	876	42-
26	2432000	876	42-
27	2553600	886	52-
28	2675200	987	53-
29	2796800	987	53-
30	2918400	987	53-
31	3040000	997	63-
32	3161600	A98	64-
33	3283200	A98	64-
34	3404800	A98	64-
35	3526400	AA8	742
36	3648000	BA9	752

Requisites: Wis 33, HNCL 18

Alignment: NS

HD/level: 1d30

Weapon Prof.: 20+level

To Hit Table: Rog

Saves: & 3xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You have an additional Lich progression

1G, 700*LVL Worship Points: Create an "Avatar" of yourself. It's a copy of yourself that can be used for other things. (You can treat it like the "copy of yourself from the chalkboard" power if you wish.)

Barbarian Int, Wis, and Chr.

Gets 1 rank of Exceptionalness in every ability score that had a requirement in the original class.

Level 4: Continuous Clairvoyance

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

Known Powers

Pyotr Ilyich Tchaikovsky - The Nutcracker (SL=N): You animate a humanoid shaped object into a DL=N-1 Construct with 1M: Cast a priest war sphere spell of SL=N-1

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

The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).

I Bask in Your Silent Awe (SL=11): Enemies can only cast 1 spell each rd.

Psi∞ Ultras (SL=14): Temporally Incursed (group, RSW save for 2 idmg)

Anaretic(SL=14): Your attacks are Mordenkainen's Disjunction branded

Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)

Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).

Force Levitation (SL=20): Telekinesis Levitation X=X million pounds.

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Brain in a Master Villian RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	3600	2--	---
3	7200	22-	---
4	14400	32-	---
5	28800	32-	---
6	57600	32-	---
7	115200	33-	---
8	175200	432	---
9	262800	432	---
10	350400	432	---
11	438000	442	---
12	525600	543	---
13	613200	543	---
14	700800	543	---
15	788400	553	2--
16	876000	654	2--
17	963600	654	2--
18	1051200	654	2--
19	1138800	664	3--
20	1226400	765	3--
21	1314000	765	3--
22	1401600	765	3--
23	1489200	775	4--
24	1576800	876	42-
25	1664400	876	42-
26	1752000	876	42-
27	1839600	886	52-
28	1927200	987	53-
29	2014800	987	53-
30	2102400	987	53-
31	2190000	997	63-
32	2277600	A98	64-
33	2365200	A98	64-
34	2452800	A98	64-
35	2540400	AA8	742
36	2628000	BA9	752

Requisites: Wis 34, HNCL 18
Alignment: CS
HD/level: ††4d25(no con bonus)
Weapon Prof.: 2+level/2
To Hit Table: 2xWar
Saves: & Psi
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

All of your effects are undispellable and all of your items are indestructible.
 Undead-type immunities (Fear, ESP, Telepathy, Mind attacks, etc.)
 Can use 2M+1V+1X per segment if desired.
 Level 2;5;8;ect: 0,1/d: +cha bonus TH, ++lvl dmg(+lvl dmg dice) for 1s.
 Level 5: 1X: Cast a sorcerer spell of SL=10 or less at CL=50.
 Level 7: 1X, 1/d: Name a DL X+level deep DL summon you know as a player. You get that summon.
 Level 15: Dimensional Mastery: Choose one: A. Lady's Frown, B. Immune Matter, C. 0, Choose an enemy: +X to divine aura and ability scores. X = the chosen opponent's HD, D. Immune Destruction (any multiplier), E. You can enter/leave and navigate the plane of time freely, F. Immune Magic (any multiplier).
 Known Powers
 Pyotr Ilyich Tchaikovsky - The Nutcracker (SL=N): You animate a humanoid shaped object into a DL=N-1 Construct with 1M: Cast a priest war sphere spell of SL=N-1
 Killswitch Engage - The End of Heartache (SL=N): Summon a DL=N being unique to your character of opposite gender
 Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.
 Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and memorize this spell".
 Psi∞ Ultras (SL=14): Sporacle-ize (random SEL 11 status effect, group, no save)
 The Fate of the Flammable (SL=14): CCL*60 Furnace dmg (one target) or CCL*30 Furnace dmg(one group).
 Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)
 Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or eelement.
 Psi∞ Ultra+2(W)'s (SL=20): Pixilate (group, RSW save for 100 idmg)
 Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Vampire RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	9600	2--	---	---
3	19200	22-	---	---
4	38400	22-	---	---
5	76800	322	---	---
6	153600	322	---	---
7	307200	332	2--	---
8	467000	332	2--	---
9	700500	433	22-	---
10	934000	433	22-	---
11	1167500	443	322	---
12	1401000	443	322	---
13	1634500	544	332	2--
14	1868000	544	332	2--
15	2101500	554	433	22-
16	2335000	554	433	22-
17	2568500	655	443	322
18	2802000	655	443	322
19	3035500	665	544	332
20	3269000	665	544	332
21	3502500	766	554	433
22	3736000	766	554	433
23	3969500	776	655	443
24	4203000	776	655	443
25	4436500	877	665	544
26	4670000	877	665	544
27	4903500	887	766	554
28	5137000	887	766	554
29	5370500	988	776	655
30	5604000	988	776	655
31	5837500	998	877	665
32	6071000	998	877	665
33	6304500	A99	887	766
34	6538000	A99	887	766
35	6771500	AA9	988	776
36	7005000	AA9	988	776

Requisites: Wis 34, HNCL 18

Alignment: non-N

HD/level: 3d75

Weapon Prof.: 11+level/2

To Hit Table: Wiz

Saves: & Ftr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets Barb Str, Extreme Barb Dex [bonus = (Stat-30)*6], and Barb Int.

1M: commune, dream, ethereal jaunt, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues, or limited wish.

Additional To Hit & +level*3

Level 1: You are a sentient dungeon. Your DL is your CCL. You have CCL "Room" slots. They count as rooms. In each slot, you can store up to CCL*10million gp and up to CCL groups of beings (swallowed, summoned, created or otherwise), and up to CCL Traps/Tricks/Specials.

Level 2: Immune local terrain.

Level 15: Every time a group become(s) enraged, If an enemy's group is below half hit points, they are SEL=5 On the Spectrum (No save, PR or XR to resist)

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

Level 32: You gain(s) +82 to hit if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Known Spells:

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

Star Child (S)(SL=10): You gain a wish 1/reset

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

Nothing Can Stop Me Now (SL=12): DR CCL*10/-

Shangri-La Spell (SL=13): Your summons attack as 2 DL's higher (stacks with earlier versions of this).

Psi∞ Ultras (SL=14): Temporally Incursed (group, RSW save for 2 idmg)

Living Dungeon Spell (SL=15): Add your current boxes to your melee dmg.

Dead Zone(SL=16): You can create a zone of dead-magic (MF 0) that does not impede you

Psi∞ Ultra+1(V)'s (SL=17): Random Omniverseport (one target, 1d(CCL-8)

Omniverses in a random direction, no save)

Living Planet Spell (SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to).

High SL Diety Slayer RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	Requisites: Con 35, HNCL 18
2	11700	2--	---	Alignment: L any
3	23400	22-	---	HD/level: 4e50
4	46800	32-	---	Weapon Prof.: 16+level/2
5	93600	32-	---	To Hit Table: 3xCust
6	187200	32-	---	Saves: & always +0
7	374400	33-	---	Reference: RDM
8	569100	432	---	Groups: Concordant(x2)
9	853650	432	---	Complexity: CF=1
10	1138200	432	---	Can use 2P actions per segment.
11	1422750	442	---	You may "material component" psionic powers from any of your x1 or x2 classes, by spending 1V action. You get free material componenting when using powers from the Brain in a Box class, and if you spend 1V, you get double material componenting.
12	1707300	543	---	Gets +1X action. Gets +LVL E actions.
13	1991850	543	---	Enemies need a +LVL*2 weapon to hit you. To ignore this restriction, monsters divide their HD by your LVL*2+2, not the usual 4.
14	2276400	543	---	Level 3: Ability to re-roll unfavorable rolls (only once per roll). This applies to hit point gains, damage rolls, 'to-hit' rolls, everything.
15	2560950	553	2--	Level 4: 1G, 3/day: Reflect a hostile ability back to its source (Fortitude or RSW 18+Wis save to absorb or to avoid reflection)
16	2845500	654	2--	Level 21: Gain a Sanctified Buffer that deflects ranged attacks unless the attacker passes (No save, GR to resist), for CL turns
17	3130050	654	2--	Level 23: 4P, Spend 16 subordinate(s): While within 20 feet of you, an ally has SEL=9 Indestructible for 1 round(s)
18	3414600	654	2--	Level 32: Silent Technique: An ally gains +24IS action(s) for 1 minute(s)
19	3699150	664	3--	Level 144: When all allies complete(s) a prayer or blessing, your group suffers -468 max hp unless protected by CR
20	3983700	765	3--	Known Powers
21	4268250	765	3--	Aurelia's Fury N (SL=N): Deal 10*(N-2) fire dmg among any number of targets.
22	4552800	765	3--	Those targets can't act the following segment
23	4837350	775	4--	Disturbed - Remnants (SL=N): Can only be cast 1/reset. The next Disturbed spell you cast of SL=N-1 goes off in segment 11-N of next rd
24	5121900	876	42-	Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)
25	5406450	876	42-	Darksteel Colossus (SL=11): Summon a DL XI indestructible Golem with overhit and "If this is killed, you reset this spell slot".
26	5691000	876	42-	Legend Cloud(SL=14): All your clouds have no save (incl. Scarab/Pro).
27	5975550	886	52-	Warmonger Spell (SL=14): 1M: A group gets +WL iTH
28	6260100	987	53-	Force Control Pain (SL=17): iDT 50-CCL.
29	6544650	987	53-	White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets
30	6829200	987	53-	Uncarthly Defence(SL=20): +1iiAC
31	7113750	997	63-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
32	7398300	A98	64-	
33	7682850	A98	64-	
34	7967400	A98	64-	
35	8251950	AA8	742	
36	8536500	BA9	752	

Ill-Omen Munchkin(Arch Wizard)2 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	8900	2--	---	---
3	17800	22-	---	---
4	35600	22-	---	---
5	71200	322	---	---
6	142400	322	---	---
7	284800	332	2--	---
8	432900	332	2--	---
9	649350	433	22-	---
10	865800	433	22-	---
11	1082250	443	322	---
12	1298700	443	322	---
13	1515150	544	332	2--
14	1731600	544	332	2--
15	1948050	554	433	22-
16	2164500	554	433	22-
17	2380950	655	443	322
18	2597400	655	443	322
19	2813850	665	544	332
20	3030300	665	544	332
21	3246750	766	554	433
22	3463200	766	554	433
23	3679650	776	655	443
24	3896100	776	655	443
25	4112550	877	665	544
26	4329000	877	665	544
27	4545450	887	766	554
28	4761900	887	766	554
29	4978350	988	776	655
30	5194800	988	776	655
31	5411250	998	877	665
32	5627700	998	877	665
33	5844150	A99	887	766
34	6060600	A99	887	766
35	6277050	AA9	988	776
36	6493500	AA9	988	776

Requisites: Wis 37, HNCL 27

Alignment: NE

HD/level: 4d50

Weapon Prof.: 20+level/2

To Hit Table: (none)

Saves: & always +0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets Wis bonus to spell progression, but remember the "7th's" here are actually "17th's". (CSL=7 is equal to SL=17)

1G, 700*LVL Worship Points: Create an "Avatar" of yourself. It's a copy of yourself that can be used for other things. (You can treat it like the "copy of yourself from the chalkboard" power if you wish.)

Level 1;2;etc.: +1 summon slot for Animals, Eelements, or Bugs.

Level 1: Munchkins are not affected by encumbrance.

Level 1;2;etc.: +1G action

Level 4: 0, 1/s: CCL*4d1000 divine fire dmg to everything within 50miles*CCL.

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

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

Level 11: 4Z, Spend 4 Wis: When an ally takes damage, they gain SEL=7 On the Mound for 2 round(s)

Level 20: Allies within 30 feet gain +47 saves

Level 24: 5X, NP/lifetime: Counter an action targeting an ally's group (No save, GR or RR to resist)

Known Spells:

Washing of the Water (SL=N): Remove all negative status effects on you of SEL=N.

Dark Depths (SL=10): 10F, Pay 30SL's, dispel this effect: Summon a DL XX flying indestructable Avatar creature.

Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.

Mime Ability(SL=12): You can copy one x0-x2 ability used against you per reset

Evil Comes to Fruition (SL=13): Summon CCL*7 DL 0 Plants or 10 DL III Beasts.

Ignite the Cloneforge! (SL=14): Duplicate an item/effect from an enemy.

Living Dungeon Spell (SL=15): Add your current boxes to your Th.

Plots That Span Centuries (SL=16): The next Scheme you cast, cast 3 different schemes instead other than this scheme.

Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously

Endless Swarm (SL=18): For 1 round, each segment, double the number of your summons (they're in the same summon slot as the original)

Istari RDM

Level	KXP	Spells			
		ABC	DEF	GHI	
1	0	2--	---	---	Requisites: Dex 37, HNCL 18
2	11300	2--	---	---	Alignment: JS
3	22600	22-	---	---	HD/level: & ‡1d10
4	45200	22-	---	---	Weapon Prof.: & 16+level/2
5	90400	322	---	---	To Hit Table: & always +0
6	180800	322	---	---	Saves: & 3xCTD0
7	361600	332	2--	---	Reference: RDM
8	549700	332	2--	---	Groups: Concordant(x2)
9	824550	433	22-	---	Complexity: CF=1
10	1099400	433	22-	---	Gets one X action per round. You know Cartographer2 Improved spells (possibly to use inside of your room slots). You cast Living Dungeon spells SL1 through 9 with X actions.
11	1374250	443	322	---	Level 1: Quadruple specialized (6 half-plusses plus two slots of "buffering" for off-handedness) in every weapon.
12	1649100	443	322	---	Level 1;2;,etc.: 2X (Advanced) Fighter Pick.
13	1923950	544	332	2--	Level 1: 1X: Trap the Soul (1 creature, no save, no XR).
14	2198800	544	332	2--	Level 2: If melee attacked, opponent must make a Str check(DC381) or Stuck to you and can't use that limb.
15	2473650	554	433	22-	Level 15: Dimensional Mastery: Choose one: A. Lady's Frown, B. Immune Matter, C. 0, Choose an enemy: +X to divine aura and ability scores. X = the chosen opponent's HD, D. Immune Destruction (any multiplier), E. You can enter/leave and navigate the plane of time freely, F. Immune Magic (any multiplier).
16	2748500	554	433	22-	Level 28: 75 ally(ies) gain(s) +100 saves
17	3023350	655	443	322	Level 29: When you attack(s) with advantage, -486 dmg to all nearby enemies (No save)
18	3298200	655	443	322	Level 288: 138LP, Spend 2 Int: You is/are affected by SEL=9 Mental Fury for 10 minute(s)
19	3573050	665	544	332	Level 360: Gain a Spectral Barrier that heals you for 468% of damage you deal while active, for CL segments
20	3847900	665	544	332	Known Spells:
21	4122750	766	554	433	Blue Oyster Cult - Godzilla (SL=N): Summon a DL=N Unique Reptile that breathes E=N Nuclear Radiation (dmg=current rhps).
22	4397600	766	554	433	Brave New World (SL=10): Create a pocket demi-plane.
23	4672450	776	655	443	Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and memorize this spell".
24	4947300	776	655	443	Shangri-La Spell (SL=12): Rewrite a creature out of time (no save, XR to resist)
25	5222150	877	665	544	A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.
26	5497000	877	665	544	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Con
27	5771850	887	766	554	Living Dungeon Spell (SL=15): Add your current boxes to your Th.
28	6046700	887	766	554	Transversal(SL=16): You can attack any target you can perceive
29	6321550	988	776	655	Cleansing Fire (SL=17): Slay CCL groups of targets (no save)
30	6596400	988	776	655	Absolute(SL=18): ++N on all rolls = sum of opponents' concordant levels in the room.
31	6871250	998	877	665	
32	7146100	998	877	665	
33	7420950	A99	887	766	
34	7695800	A99	887	766	
35	7970650	AA9	988	776	
36	8245500	AA9	988	776	

Beast Lich4 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5500	2--	---	---
3	11000	22-	---	---
4	22000	22-	---	---
5	44000	322	---	---
6	88000	322	---	---
7	176000	332	2--	---
8	267600	332	2--	---
9	401400	433	22-	---
10	535200	433	22-	---
11	669000	443	322	---
12	802800	443	322	---
13	936600	544	332	2--
14	1070400	544	332	2--
15	1204200	554	433	22-
16	1338000	554	433	22-
17	1471800	655	443	322
18	1605600	655	443	322
19	1739400	665	544	332
20	1873200	665	544	332
21	2007000	766	554	433
22	2140800	766	554	433
23	2274600	776	655	443
24	2408400	776	655	443
25	2542200	877	665	544
26	2676000	877	665	544
27	2809800	887	766	554
28	2943600	887	766	554
29	3077400	988	776	655
30	3211200	988	776	655
31	3345000	998	877	665
32	3478800	998	877	665
33	3612600	A99	887	766
34	3746400	A99	887	766
35	3880200	AA9	988	776
36	4014000	AA9	988	776

Requisites: Con 32, HNCL 9
Alignment: non-T
HD/level: & +++4d85
Weapon Prof.: & 8+level
To Hit Table: & Pri
Saves: & Wiz
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

You know all skills and have LVL+3 ranks in all skills.
 Integrated Class Features (Var.): Ascended Deities gain class features of any 3rd edition class equal to half their Hit Dice. Ascended Deity's with both Hit Dice and Class Levels do not count their levels for the purposes of determining these integrated class features, only their Hit Dice.
 Level 7: Total HD is 261d12.
 Level 13: Your X0.13 Ultra powers give no XR.
 Known Spells:
 Immune [Status Name] (SL=SEL): You are immune to this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).
 Motorhead - 1916 (SL=10): Summon "Plenty" of DL=1 Soldiers in one slot
 Psi∞ Supers (SL=11): Telekinetic Damage (group, CCLd4 idmg, no save)
 All in Good Time (SL=12): +1 X action. You may not cast Schemes next rd.
 My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.
 Sanctity(SL=14): Your turning affects any being
 Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.
 Equilibrium(SL=16): All ability scores match your highest ability score (among the basic 6 stats)
 Seeing Winds (SL=17): Capital F Fix and Natural Reset one target
 Omnific Toughness(SL=18): +CCL ihp

Dark Munchkin(Arch Divine) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9500	2--	---
3	19000	22-	---
4	38000	32-	---
5	76000	32-	---
6	152000	32-	---
7	304000	33-	---
8	462100	432	---
9	693150	432	---
10	924200	432	---
11	1155250	442	---
12	1386300	543	---
13	1617350	543	---
14	1848400	543	---
15	2079450	553	2--
16	2310500	654	2--
17	2541550	654	2--
18	2772600	654	2--
19	3003650	664	3--
20	3234700	765	3--
21	3465750	765	3--
22	3696800	765	3--
23	3927850	775	4--
24	4158900	876	42-
25	4389950	876	42-
26	4621000	876	42-
27	4852050	886	52-
28	5083100	987	53-
29	5314150	987	53-
30	5545200	987	53-
31	5776250	997	63-
32	6007300	A98	64-
33	6238350	A98	64-
34	6469400	A98	64-
35	6700450	AA8	742
36	6931500	BA9	752

Requisites: Chr 36, HNCL 18

Alignment: AS

HD/level: & 2d55+34

Weapon Prof.: & 9+level

To Hit Table: 2xPsi

Saves: & 3xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

+LVL*2 Str, Dex, and Con.

50 "Concordant" points per level for the Rogue-like chart.

Gets Mega Barb Str [bonus = (Str-20)*7/2] and Barb Con.

Level 1: You fly at CCL c (CCL times the speed of light). You can enter a Star and either [1] Spelljam to another Star or Crystal Sphere (as if you were an Iconian Gateway), or [2] Time Travel (as if you were an Undead Robotic Chicken).

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

Level 6: Whenever a creature turn(s) or rebuke(s) undead, Drain 201 psi points from all enemies in 20 feet (No save)

Level 8: You may affect +level-7 groups with your 'pick one' abilities.

Level 22: 4H: Silence a target mid-cast, preventing the ability (No save, NR or NR to resist)

Level 30: 8M: Counter a spell as it is cast (Will 165+Str save to nullify to resist)

Level 38: Get a "Level 1:" pick from any x2 Concordant class. I generally don't "paragraph symbol" x2 class "Level:" 's, but the DM will tell you if you chose something not in the spirit of what I intended.

Known Powers

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

Motorhead - The Game (SL=N): 1bM: Counter a SL=N spell/power/innate effect. It's source gains "Each segment, pay (SL*segment number) worth of A actions or suffer a random SEL=SL negative status effect (duplicates stack) until end of rd. If source dies, Rotate Truename once and incinerate remains.

Psi∞ Supers (SL=11): Random Timeport (one target, 1dCCL timelines in random direction, no save)

The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).

Karmic [Effect](SL=14): An effect you do causes damage direct to experience points

Warmonger Spell (SL=14): 1M: A group gets +WL isaves

Beacon of Tomorrows (SL=17): (cast 1/d, but you can pick this more than once) Take another segment after the current one.

Green Honden (SL=17): For 1 turn, each segment, copy one of your summons (it's in the same summon slot as the original)

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell
Force Levitation (SL=20): Telekinesis Levitation X=X million pounds.

Thirteen Letter Breaker RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	11900	2--	---
3	23800	22-	---
4	47600	32-	---
5	95200	32-	---
6	190400	32-	---
7	380800	33-	---
8	578900	432	---
9	868350	432	---
10	1157800	432	---
11	1447250	442	---
12	1736700	543	---
13	2026150	543	---
14	2315600	543	---
15	2605050	553	2--
16	2894500	654	2--
17	3183950	654	2--
18	3473400	654	2--
19	3762850	664	3--
20	4052300	765	3--
21	4341750	765	3--
22	4631200	765	3--
23	4920650	775	4--
24	5210100	876	42-
25	5499550	876	42-
26	5789000	876	42-
27	6078450	886	52-
28	6367900	987	53-
29	6657350	987	53-
30	6946800	987	53-
31	7236250	997	63-
32	7525700	A98	64-
33	7815150	A98	64-
34	8104600	A98	64-
35	8394050	AA8	742
36	8683500	BA9	752

Requisites: Dex 34, HNCL 18

Alignment: JS

HD/level: & 1d75

Weapon Prof.: & 17+level

To Hit Table: & always +0

Saves: & 3xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

1X, 1/s, Eat a slain or helpless group of creatures: They are Erased from the chalkboard; you gain one of their abilities permanently (this will be similar to how Uncommoner3 works).

Level 1: Gain a Obsidian Cradle that deals 3% of melee attackers dmg of type Mist, for CL turns

Level 13: +1 G action.

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

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

Level 25: 6V, Spend 6 Int, ML/artifical reset: When an ally falls, you gains SEL=6 Dense for 1 minute(s)

Known Powers

The Farmer in the Dell (SL=N): Can only be cast on segment 2. Each segment, revive a monster as a DL=N-segment number (min DL 1, max 8 revives, same slot).

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

It that Betrays (SL=11): Summon a DL XI Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects" and "All sacrificed items/effects come under your control".

Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)

Lord of Perfection(SL=14): You gain the Paragon Template

Hyperostosis(SL=14): +HNCL*2 AC

Force Control Pain (SL=17): iDT 50-CCL.

All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).

Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent

The Second Greatest Supreme Elemental RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	8300	2--	---	---
3	16600	22-	---	---
4	33200	22-	---	---
5	66400	322	---	---
6	132800	322	---	---
7	265600	332	2--	---
8	403800	332	2--	---
9	605700	433	22-	---
10	807600	433	22-	---
11	1009500	443	322	---
12	1211400	443	322	---
13	1413300	544	332	2--
14	1615200	544	332	2--
15	1817100	554	433	22-
16	2019000	554	433	22-
17	2220900	655	443	322
18	2422800	655	443	322
19	2624700	665	544	332
20	2826600	665	544	332
21	3028500	766	554	433
22	3230400	766	554	433
23	3432300	776	655	443
24	3634200	776	655	443
25	3836100	877	665	544
26	4038000	877	665	544
27	4239900	887	766	554
28	4441800	887	766	554
29	4643700	988	776	655
30	4845600	988	776	655
31	5047500	998	877	665
32	5249400	998	877	665
33	5451300	A99	887	766
34	5653200	A99	887	766
35	5855100	AA9	988	776
36	6057000	AA9	988	776

Requisites: Cml 33, HNCL 18

Alignment: A any

HD/level: 2d60

Weapon Prof.: 10+level

To Hit Table: 3xPri

Saves: & War

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Has access to X0.13 (Pinpoint X13) and Breaker spells. PSP pool = LVL iPSPs.

Brain a Box PSP pool = LVL iPSPs (where an iPSP is an infinite number of normal PSPs, but no more than 100*LVL PSPs at a time can be spent on powers with variable costs).

DR 40/+0 (Monsters cannot use HD to overcome this)

Level 1: 1X: Create a "crimson" light-saber. It is a size M weapon, weightless, damage CCLd20 and has a crit range of 15+ for x(4+CCL); ++CCL TH/xCCL dmg. It is disintegration branded. You may lend it out.

Level 31: Gain a Arcane Barrier that grants immunity to the next status effect inflicted, for CL segments

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)

Known Spells:

Dr. Dre - Nuthin' But a G Thang (SL=N): Summon up to CL/3 (max 2) different unique DL=N-1 named humans from among: Snoop Dogg (Pimp1), Dr. Dre (Charm Crafter)

* Mass Mass Cureall (SL=10): Curealls up to 100 groups of creatures. (Yes, this can be reversed.)

Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)

Fortuity (S)(SL=12): You gain a +1 Luck Bonus on all rolls

My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.

Divine Inspiration (S)(SL=14): 1X: Duplicate a 0th-2nd level Divine3 spell

Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.

Shangri-La Spell (SL=16): Immune Demigod Twilighting.

Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).

Transcendental Inspiration (S)(SL=18): 1X or ½G: Duplicate a 0th-6th level Divine3 spell

Ender(Hero Afterliver) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	10200	2--	---
3	20400	22-	---
4	40800	32-	---
5	81600	32-	---
6	163200	32-	---
7	326400	33-	---
8	496200	432	---
9	744300	432	---
10	992400	432	---
11	1240500	442	---
12	1488600	543	---
13	1736700	543	---
14	1984800	543	---
15	2232900	553	2--
16	2481000	654	2--
17	2729100	654	2--
18	2977200	654	2--
19	3225300	664	3--
20	3473400	765	3--
21	3721500	765	3--
22	3969600	765	3--
23	4217700	775	4--
24	4465800	876	42-
25	4713900	876	42-
26	4962000	876	42-
27	5210100	886	52-
28	5458200	987	53-
29	5706300	987	53-
30	5954400	987	53-
31	6202500	997	63-
32	6450600	A98	64-
33	6698700	A98	64-
34	6946800	A98	64-
35	7194900	AA8	742
36	7443000	BA9	752

Requisites: Con 37, HNCL 27

Alignment: LS

HD/level: & 4d20

Weapon Prof.: & 7+level

To Hit Table: 3xCTD0

Saves: & CTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Your brain cannot be put on a plate.

Super Barb Str and Con [bonus = (Con-18)*3]. Gets an X action.

Immune to Turn Undead. Not particularly vulnerable to anything that affects

Vampires (Holy Water, Sunlight, etc.)

Gets Super-Barbarian Str, Con, and Int bonus.

Level 1: All Munchkins know a language called the Munchkins' Can.

Level 2: 1attack(s): Silence a target mid-cast, preventing the ability (Reflex 17+Str to delay 1 segment, GR or WR to resist)

Level 3: 1S: Stun wave 480ft radius. Will save, DC=85.

Level 4;9;14;ect: xDR 3/-

Level 10: An Ally'S Group gain(s) +90 to hit

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

Level 13: When an ally is/are affected by wild magic, -56 max hp to all nearby enemies (No save)

Level 20: 9G, ML/day: Reflect a hostile ability back to its source (Reflex or BW 40+Wis save to reflect or to avoid reflection)

Known Powers

The Muffin Man (SL=N): Each segment this rd for N segments, create an Mtg food item, max N of them (1M, spend 2 SLs, sacrifice this: Cure 30hp).

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

Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.

As You Are Cloud (SL=11): As You Are/s.

Slipstream(SL=14): You are unaffected by temporal disturbances

Warmonger Spell (SL=14): 1M: A group gets +WCL idmg

Cleansing Fire (SL=17): Slay CCL groups of targets (no save)

Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)

Metempiric Toughness(SL=20): +1 iihp

Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

Elemental Hero Shoggoth RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	4500	2--	---
3	9000	22-	---
4	18000	32-	---
5	36000	32-	---
6	72000	32-	---
7	144000	33-	---
8	218900	432	---
9	328350	432	---
10	437800	432	---
11	547250	442	---
12	656700	543	---
13	766150	543	---
14	875600	543	---
15	985050	553	2--
16	1094500	654	2--
17	1203950	654	2--
18	1313400	654	2--
19	1422850	664	3--
20	1532300	765	3--
21	1641750	765	3--
22	1751200	765	3--
23	1860650	775	4--
24	1970100	876	42-
25	2079550	876	42-
26	2189000	876	42-
27	2298450	886	52-
28	2407900	987	53-
29	2517350	987	53-
30	2626800	987	53-
31	2736250	997	63-
32	2845700	A98	64-
33	2955150	A98	64-
34	3064600	A98	64-
35	3174050	AA8	742
36	3283500	BA9	752

Requisites: Wis 33, HNCL 9

Alignment: LN

HD/level: 2d45

Weapon Prof.: 17+level/2

To Hit Table: 2xM-U0

Saves: & 3xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You know all skills and have LVL+3 ranks in all skills.

Immune to ability score damage, disease, normal/para/quasi elements, poison.

Level 1;2;etc.: +1% Realness (multiplies all of your effects by xx(1+LVL/10)).

Level 1: Dragon Cleave Epic Feat (can Cleave an infinite number of times).

Known Powers

Dr. Dre - Nuthin' But a G Thang (SL=N): Summon up to CL/3 (max 2) different

unique DL=N-1 named humans from among: Snoop Dogg (Pimp1), Dr. Dre (Charm Crafter)

[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)

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

Psi∞ Supers (SL=11): Random Timeport (one target, 1dCCL timelines in random direction, no save)

Pugnacious(SL=14): DR(all types) is doubled

Approach My Molten Realm (SL=14): x2 dmg from all sources in the room this rd.

Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).

Infinite Rage (SL=17): Earthquake CCL groups, each group takes CCL^2 Bdmg (Boxes of dmg, each "Box" is 100 dmg)

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Unearthly Defence(SL=20): +1iiAC

Immortal/ Legendary Concordant RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	7500	2--	---	---
3	15000	22-	---	---
4	30000	22-	---	---
5	60000	322	---	---
6	120000	322	---	---
7	240000	332	2--	---
8	364800	332	2--	---
9	547200	433	22-	---
10	729600	433	22-	---
11	912000	443	322	---
12	1094400	443	322	---
13	1276800	544	332	2--
14	1459200	544	332	2--
15	1641600	554	433	22-
16	1824000	554	433	22-
17	2006400	655	443	322
18	2188800	655	443	322
19	2371200	665	544	332
20	2553600	665	544	332
21	2736000	766	554	433
22	2918400	766	554	433
23	3100800	776	655	443
24	3283200	776	655	443
25	3465600	877	665	544
26	3648000	877	665	544
27	3830400	887	766	554
28	4012800	887	766	554
29	4195200	988	776	655
30	4377600	988	776	655
31	4560000	998	877	665
32	4742400	998	877	665
33	4924800	A99	887	766
34	5107200	A99	887	766
35	5289600	AA9	988	776
36	5472000	AA9	988	776

Requisites: Dex 34, HNCL 18, Race slots 4

Alignment: CN

HD/level: & 1d35

Weapon Prof.: & 16+level/2

To Hit Table: Cust

Saves: & 3xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

+(Lich level) or better weapon needed to hit you.

Gets Barb Con, Extra Barb Int, Extra Barb Wis, Extra Barb Chr.

Level 2,5,8,ect: +15*lvl to all rogue abilities.

Level 2,4,6,ect: Choose a Plane. Immune environment of the chosen plane.

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

Level 17: When a group lose(s) concentration, -22 saves to your group (No save). Each failed save increases the penalty by 50%

Level 24: When you takes damage, they gain +84 ranged dmg, plus +1 for every 10 damage taken (rounded up)

Known Spells:

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

Epic Potency (S)(SL=10): Your damage increases by +2

Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2

Weapon Breaking(SL=12): Weapons that strike you, but do not injure you, shatter

Evil Comes to Fruition (SL=13): Summon CCL*7 DL 0 Plants or 10 DL III Beasts.

Warmonger Spell (SL=14): 1M: A group gets +WCL iAC

Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.

Ultimate Weapon Focus(SL=16): +CCL iTH

Night's Reach (SL=17): Natural Set CCL targets (no save)

Eternal Dominion (SL=18): For 1 round, each segment, Fork an effect as a 0 action.

The Greatest Acter4 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9100	2--	---
3	18200	22-	---
4	36400	32-	---
5	72800	32-	---
6	145600	32-	---
7	291200	33-	---
8	442700	432	---
9	664050	432	---
10	885400	432	---
11	1106750	442	---
12	1328100	543	---
13	1549450	543	---
14	1770800	543	---
15	1992150	553	2--
16	2213500	654	2--
17	2434850	654	2--
18	2656200	654	2--
19	2877550	664	3--
20	3098900	765	3--
21	3320250	765	3--
22	3541600	765	3--
23	3762950	775	4--
24	3984300	876	42-
25	4205650	876	42-
26	4427000	876	42-
27	4648350	886	52-
28	4869700	987	53-
29	5091050	987	53-
30	5312400	987	53-
31	5533750	997	63-
32	5755100	A98	64-
33	5976450	A98	64-
34	6197800	A98	64-
35	6419150	AA8	742
36	6640500	BA9	752

Requisites: Luck 17, HNCL 18

Alignment: CG

HD/level: & 4d65

Weapon Prof.: & 4+level

To Hit Table: 2xWar

Saves: & Mon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

See [Q45] for Psi45 rules and powers. P45P's=(Str+Dex+Con+Int+Wis+Chr).

Cannot choose powers from the Lifeform Control, Magical, and Power Control Schools.

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

Level 3: 13: 23: ect: 1X, 1/d: Cure 1d4 ihp (6 targets)

Level 4: Effective caster level is 21.

Level 15: Gain a volatile Runic Shroud that explodes with The Nothing damage when struck, dealing 65% back to the attacker

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

Level 27: 10Z, Spend 15 skill pt(s): An ally's group is/are affected by SEL=15 Valorous for 1 minute(s)

Known Powers

Here We Go 'Round the Mulberry Bush (SL=N): Can only be cast 1/d. One group gets 4 SEL=N-2 positive status effects for the day.

Disturbed - Conflict (SL=N): You gain N ranger species enemys that must be spent on the same type of enemy

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

Shangri-La Spell (SL=11): You know your way to Shangri-La and can navigate people to it.

Shangri-La Spell (SL=14): 1 group gets Betweened to a DL=CCL/2 Shangri-La Dungeon (no save, XR to resist)

Molymorph(SL=14): You are immune to the attacks of any form you assume

Life's Web (SL=17): Summon CCL*7 DL=7+CCL/7 monsters (you can comprehend them if over DL X)

Living Dungeon Spell (SL=17): You ignore other people's resistances.

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Omnific Inspiration (S)(SL=20): 1X or ½G: Duplicate a 0th-8th level Divine3 spell

Red Master God0 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9900	2--	---
3	19800	22-	---
4	39600	32-	---
5	79200	32-	---
6	158400	32-	---
7	316800	33-	---
8	481600	432	---
9	722400	432	---
10	963200	432	---
11	1204000	442	---
12	1444800	543	---
13	1685600	543	---
14	1926400	543	---
15	2167200	553	2--
16	2408000	654	2--
17	2648800	654	2--
18	2889600	654	2--
19	3130400	664	3--
20	3371200	765	3--
21	3612000	765	3--
22	3852800	765	3--
23	4093600	775	4--
24	4334400	876	42-
25	4575200	876	42-
26	4816000	876	42-
27	5056800	886	52-
28	5297600	987	53-
29	5538400	987	53-
30	5779200	987	53-
31	6020000	997	63-
32	6260800	A98	64-
33	6501600	A98	64-
34	6742400	A98	64-
35	6983200	AA8	742
36	7224000	BA9	752

Requisites: Str 36, HNCL 18

Alignment: AW

HD/level: & 3d50

Weapon Prof.: & 18+level

To Hit Table: Wiz

Saves: & 3xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

1X, 100xN Worship Points: Cast a Dark Lord or Warlord Spell of CSL N.

Gets Extra Barb Str and Dex [bonus = (Stat-16)*5/2], and Super Barb Con [bonus = (Con-18)*3].

Level 1,2,etc.: +1 Epic Feat.

Level 1,2,etc.: Pick a concordant spell. It's X action costs go to M, M go to 1/2 M, 1/2 M go to V. CF=6: V go to 0 (free) actions. Free actions are limited to LVL/r in this way. CF=7: 0 (free) go to 1N (no action at all). Limited to 1/half segment this way.

Level 2: 1X: Pick one: Annihilate, Destructed, Incurse, or As You Are (one group, no save).

Level 3: Gain a Gravitic Carapace that deals 13% of melee attackers dmg of type Adamantite, until end of combat

Level 4: Pick up to LVL concordant spells You may N-ary material component them, using 1Z+1V+1QV+1QQV+1QQQV+...

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

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

Level 27: Gain a Entropy Shroud that reflects spells targeting you back to the caster for 1 round(s)

Known Powers

Kanye West - Gold Digger (SL=N): Spend 1000*N gp: Summon a DL=N+2 human female

Kanye West - Jesus Walks (SL=N): One target can walk on nonsolid materials of SN=N and gets DivineR CL*N%

Slaughter to Prevail - Baba Yaga (SL=11): Spend 13,000 gp: Summon a DL=13 Unique Hag Wizard Avatar named Baba Yaga and her hut.

Enneract(SL=11): Travel through the 10th dimension to any alternate multiverse.

Talismanic Effect(SL=14): Channel effects through artifacts

Shangri-La Spell (SL=14): Switch two creatures Truenames or Multipliers (no save, XR to resist)

Night's Reach (SL=17): Natural Set CCL targets (no save)

Force Control Pain (SL=17): iDT 50-CCL.

Transcendental Nullification(SL=20): Pick an N<=9. Immune to Nth level Concordant effects

Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)

Brain Shadow of Tyr Slayer RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	6200	2--	---	---
3	12400	22-	---	---
4	24800	22-	---	---
5	49600	322	---	---
6	99200	322	---	---
7	198400	332	2--	---
8	301600	332	2--	---
9	452400	433	22-	---
10	603200	433	22-	---
11	754000	443	322	---
12	904800	443	322	---
13	1055600	544	332	2--
14	1206400	544	332	2--
15	1357200	554	433	22-
16	1508000	554	433	22-
17	1658800	655	443	322
18	1809600	655	443	322
19	1960400	665	544	332
20	2111200	665	544	332
21	2262000	766	554	433
22	2412800	766	554	433
23	2563600	776	655	443
24	2714400	776	655	443
25	2865200	877	665	544
26	3016000	877	665	544
27	3166800	887	766	554
28	3317600	887	766	554
29	3468400	988	776	655
30	3619200	988	776	655
31	3770000	998	877	665
32	3920800	998	877	665
33	4071600	A99	887	766
34	4222400	A99	887	766
35	4373200	AA9	988	776
36	4524000	AA9	988	776

Requisites: Str 32, HNCL 9

Alignment: non-T

HD/level: & 3d50

Weapon Prof.: & 20+level

To Hit Table: Mon

Saves: & 3xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Has access to X0.13 (Pinpoint X13) and Breaker spells. PSP pool = LVL iPSPs.

Level 1:,2:,etc.: +1 minor X24 power, that actually works with this class (technically this frequency would be called X38, as it's affecting a x2 class). I included the X24 (X38) powers on the next page.

Level 3: Gain a Gravitic Bastion that deals 2% of melee attackers dmg of type Flesh, while concentrating

Known Spells:

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

Soothsayer(SL=10): You always hear the truth

Force Throw (SL=11): Knockback CCL/2 miles.

Legendary Companion(SL=12): Animal Companion gains Legendary Animal template

Evil Comes to Fruition (SL=13): Summon CCL*7 DL 0 Plants or 10 DL III Beasts.

Warmonger Spell (SL=14): 1M: A group gets +WCL idmg

Shangri-La Spell (SL=15): 1X: For this segment, you are immune Demigod

Twilighting.

Transattack Period(SL=16): Your attacks double each round

Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.

Omnific Architect(SL=18): Creation times for items you create is instantaneous

Master Avangion5 RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	7900	2--	---	
3	15800	22-	---	
4	31600	32-	---	
5	63200	32-	---	
6	126400	32-	---	
7	252800	33-	---	
8	384300	432	---	
9	576450	432	---	
10	768600	432	---	
11	960750	442	---	
12	1152900	543	---	
13	1345050	543	---	
14	1537200	543	---	
15	1729350	553	2--	
16	1921500	654	2--	
17	2113650	654	2--	
18	2305800	654	2--	
19	2497950	664	3--	
20	2690100	765	3--	
21	2882250	765	3--	
22	3074400	765	3--	
23	3266550	775	4--	
24	3458700	876	42-	
25	3650850	876	42-	
26	3843000	876	42-	
27	4035150	886	52-	
28	4227300	987	53-	
29	4419450	987	53-	
30	4611600	987	53-	
31	4803750	997	63-	
32	4995900	A98	64-	
33	5188050	A98	64-	
34	5380200	A98	64-	
35	5572350	AA8	742	
36	5764500	BA9	752	

Requisites: HNCL 18
Alignment: AW
HD/level: & 3d95
Weapon Prof.: & 12+level/2
To Hit Table: 3xFtr0
Saves: & Ftr0
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Know Warlord spells
 Has access to following swords. (on next page):
 1/d: For each Follower (either with you or at home), gain L^2 Worship Points, where L is his level.
 1G, $70*N$ Worship Points: Pawn a target who has xN defensive multiplier; he becomes one of your Followers. He gains the Pawn or Spawn class if he has the requisites.
 Level 1: Gain a Force Cocoon that delays up to 50 dmg/hit for 4 segment(s). (Wis 15+Chr for quarter effect, IR or GR to resist)
 Level 5: Berserker Grapple: Gain a Void Bloom that heals you for 20% of damage you deal while active, until end of combat
 Level 9: Total HD is $(462+level)d12$.
 Known Powers
 Nicoli Rimsky Korsakov - Flight of the Bumblebee (SL=N): Can only be cast 1/reset.
 Wishoid for a Creeping Doom spell of SL=N+1
 Picture-Picture (SL=N): Clerical Miracle N.
 Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project. You do not have a Multiplier.
 Your Will Is Not Your Own (SL=11): Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.
 Chimerical(SL=14): You can shapechange into two creatures simultaneously
 Pugnacious(SL=14): DR(all types) is doubled
 Psi ∞ Ultra+1(V)'s (SL=17): Random Omniverseport (one target, 1d(CCL-8) Omniverses in a random direction, no save)
 Demigod Cloud(SL=17): +1 G action.
 Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.
 Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.

The First Concordant5 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	7600	2--	---
3	15200	22-	---
4	30400	32-	---
5	60800	32-	---
6	121600	32-	---
7	243200	33-	---
8	369700	432	---
9	554550	432	---
10	739400	432	---
11	924250	442	---
12	1109100	543	---
13	1293950	543	---
14	1478800	543	---
15	1663650	553	2--
16	1848500	654	2--
17	2033350	654	2--
18	2218200	654	2--
19	2403050	664	3--
20	2587900	765	3--
21	2772750	765	3--
22	2957600	765	3--
23	3142450	775	4--
24	3327300	876	42-
25	3512150	876	42-
26	3697000	876	42-
27	3881850	886	52-
28	4066700	987	53-
29	4251550	987	53-
30	4436400	987	53-
31	4621250	997	63-
32	4806100	A98	64-
33	4990950	A98	64-
34	5175800	A98	64-
35	5360650	AA8	742
36	5545500	BA9	752

Requisites: Luck 17, HNCL 18, Race slots 1

Alignment: TE

HD/level: & 3d50

Weapon Prof.: & 5+level

To Hit Table: 3xWiz

Saves: & Wiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets Extra-Barbarian Str, Dex, and Con; bonus = +(Stat-16)*5/2

You have an additional ArchVillain progression

Level 1: You are a sentient dungeon. Your DL is your CCL. You have CCL "Room" slots. They count as rooms. In each slot, you can store up to CCL*10million gp and up to CCL groups of beings (swallowed, summoned, created or otherwise), and up to CCL Traps/Tricks/Specials.

Level 2;4;6;ect: Choose a Plane. Immune environment of the chosen plane.

Level 5: Ability to summon a horde of 100-400 first level Munchkins. This summoning takes 24 hours

Level 7;17;27;ect: 1X, 1/d: Sunburst (all in sight you choose, no save, 40th caster level)

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 22: You surge(s) with +95 max hp for a single action

Level 31: Gain a Runic Cradle that reduces all forced movement by half unless resisted with (No save, NR to resist), for 1 minute

Known Powers

Disturbed - The Curse (SL=N): Wishoid for a Self-Destructor spell of SL=N-1

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

Force Sense (SL=11): ESP for the force CCL miles and if light or dark.

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

Distorting Wake (SL=14): Dispel CCL effects.

Doppelganger(SL=14): Shapechange into individuals, duplicating their innate/racial powers

Demigod Cloud(SL=17): +1 G action.

Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg.

Target cannot take actions.

Omnific Inspiration (S)(SL=20): 1X or 1/2G: Duplicate a 0th-8th level Divine3 spell

Living Planet Spell (SL=20): Exceptional Con bonuses work for this class (even if it says it doesn't).

Elemental RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	5900	2--	---
3	11800	22-	---
4	23600	32-	---
5	47200	32-	---
6	94400	32-	---
7	188800	33-	---
8	287000	432	---
9	430500	432	---
10	574000	432	---
11	717500	442	---
12	861000	543	---
13	1004500	543	---
14	1148000	543	---
15	1291500	553	2--
16	1435000	654	2--
17	1578500	654	2--
18	1722000	654	2--
19	1865500	664	3--
20	2009000	765	3--
21	2152500	765	3--
22	2296000	765	3--
23	2439500	775	4--
24	2583000	876	42-
25	2726500	876	42-
26	2870000	876	42-
27	3013500	886	52-
28	3157000	987	53-
29	3300500	987	53-
30	3444000	987	53-
31	3587500	997	63-
32	3731000	A98	64-
33	3874500	A98	64-
34	4018000	A98	64-
35	4161500	AA8	742
36	4305000	BA9	752

Requisites: HNCL 18
Alignment: AG
HD/level: ++++ $\frac{1}{3}$ 3d15
Weapon Prof.: 2+level
To Hit Table: 2xPsi
Saves: & Mon
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Gets an X action.
 You have an additional Unique progression
 Level N (every level): +1 Limb
 You may roll 1d100 to hit like the Anti-Barbarian100 class. Automatically hits (succeeds) on a natural 90-100. Automatically misses on a 01-09. Critical ranges for weapons are 4 times listed values (so 20+/x2 becomes 80+/x2, and 16+/x4 becomes 64+/x4).
 Level 2:,7:,12:,ect: 1X, 1/d: Backstab or Dex-based rogue abilities lvl*30' away.
 Level 4: You know all skills and have max ranks in each.
 Level 24: 3X, 3/lifetime: Counter an action targeting an ally's group (Reflex or Reflex 83+Wis save for half effect)
 Level 360: Gain a Mirror Carapace that deals 1404% of melee attackers dmg of type Composite, until you die
 Known Powers
 Nicoli Rimsky Korsakov - Flight of the Bumblebee (SL=N): Can only be cast 1/reset.
 Wishoid for a Creeping Doom spell of SL=N+1
 Slipknot - Killpop (SL=N): Summon twin DL=N LG and CE Humans of opposite gender to you. If either are slain, you are slain
 Hypnox* (SL=11): Summon a DL XI flying nightmare horror and all enemys' progressions become spent.
 Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project.
 You do not have a Multiplier.
 Force Speed (SL=14): +CCL RV actions.
 Doppelganger(SL=14): Shapechange into individuals, duplicating their innate/racial powers
 Force Control Pain (SL=17): iDT 50-CCL.
 Psi ∞ Ultra+1(V)'s (SL=17): Sporacle-ize-ize (random SEL 14 status effect, group, no save)
 Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.
 Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.

Plant Hero Slayer RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	13900	2--	---	---
3	27800	22-	---	---
4	55600	22-	---	---
5	111200	322	---	---
6	222400	322	---	---
7	444800	332	2--	---
8	676100	332	2--	---
9	1014150	433	22-	---
10	1352200	433	22-	---
11	1690250	443	322	---
12	2028300	443	322	---
13	2366350	544	332	2--
14	2704400	544	332	2--
15	3042450	554	433	22-
16	3380500	554	433	22-
17	3718550	655	443	322
18	4056600	655	443	322
19	4394650	665	544	332
20	4732700	665	544	332
21	5070750	766	554	433
22	5408800	766	554	433
23	5746850	776	655	443
24	6084900	776	655	443
25	6422950	877	665	544
26	6761000	877	665	544
27	7099050	887	766	554
28	7437100	887	766	554
29	7775150	988	776	655
30	8113200	988	776	655
31	8451250	998	877	665
32	8789300	998	877	665
33	9127350	A99	887	766
34	9465400	A99	887	766
35	9803450	AA9	988	776
36	10141500	AA9	988	776

Requisites: HNCL 27, Race slots 3

Alignment: JG

HD/level: 2d80

Weapon Prof.: 11+level/2

To Hit Table: 3xWiz

Saves: & Rog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Blue Bugbear spells

xLVL Personalty score for purposes of Ego.

Your X0.13 (Pinpoint X13) and Breaker spells are resisted using GR.

You may roll 1d100 to hit like the Anti-Barbarian100 class. Automatically hits (succeeds) on a natural 90-100. Automatically misses on a 01-09. Critical ranges for weapons are 4 times listed values (so 20+/x2 becomes 80+/x2, and 16+/x4 becomes 64+/x4).

Level 1;2;...etc::: Get a level=HNCL pick in a 5th edition class.

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

Level 6: 2H: Silence a target mid-cast, preventing the ability (Int 36+Wis save to counter)

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 19: 10E, Spend 13 animal companion(s): A random ally gets SEL=7 Raised Fully for 8 round(s)

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

Level 25: When a creature enter(s) or exit(s) stealth, your group suffers -150 max hp unless protected by WR

Level 29: Gain a Frosted Cocoon that delays up to 986 dmg/hit for 6 segment(s). (No save, PR to resist)

Level 72: 11D, Spend 4 animal companion(s): When an ally falls, an ally's group gains SEL=9 Insist for 2 minute(s)

Known Spells:

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

The Call of Cthulhu (SL=10): Summon a DL=XV Cthulhu Avatar you comprehend and control.

Your Will Is Not Your Own (SL=11): Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.

Abnormality (S)(SL=12): +2 arms, +2 legs, +2 wings, or +1 head

Rotted Ones, Lay Siege (SL=13): Summon CCL DL II Zombies for each enemy (one group). Each attacks that enemy.

Psi∞ Ultras (SL=14): Effect Immunity (1bV to use, immune to an effect for this segment)

Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable Eldrazi with "protection from colored spells, When this creature attacks, defending creature sacrifices 6 items/effects, When cast you get +1RM action, and If this is killed, reset your spell progression"(+1 slot).

Enchanted Damage Induction(SL=16): You are only affected by a weapons enchantment bonus

Sway of the Stars (SL=17): Everyone's hp total in the room is set to 70. The current half-segment ends.

Plant Immortal0 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	10300	2--	---
3	20600	22-	---
4	41200	32-	---
5	82400	32-	---
6	164800	32-	---
7	329600	33-	---
8	501000	432	---
9	751500	432	---
10	1002000	432	---
11	1252500	442	---
12	1503000	543	---
13	1753500	543	---
14	2004000	543	---
15	2254500	553	2--
16	2505000	654	2--
17	2755500	654	2--
18	3006000	654	2--
19	3256500	664	3--
20	3507000	765	3--
21	3757500	765	3--
22	4008000	765	3--
23	4258500	775	4--
24	4509000	876	42-
25	4759500	876	42-
26	5010000	876	42-
27	5260500	886	52-
28	5511000	987	53-
29	5761500	987	53-
30	6012000	987	53-
31	6262500	997	63-
32	6513000	A98	64-
33	6763500	A98	64-
34	7014000	A98	64-
35	7264500	AA8	742
36	7515000	BA9	752

Requisites: Str 35, HNCL 18

Alignment: JE

HD/level: & ++2d50

Weapon Prof.: & 3+level/2

To Hit Table: 3xWar

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Super Barb Str and Con [bonus = (Con-18)*3]. Gets an X action.

Level 1: For a potion, can make duration permanent or x2 effect.

Level 1;2;,etc.: +2 arms. Counts as set of arms.

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

Level 3: 1E: Lend an E action to a creature or item.

Level 10: 2F: Counter up to 3 effects targeting allies (Reflex 30+Int to counter, WR or XR to resist per effect)

Level 17: Miraculous Ascension: When an ally levitate(s) or move(s) an object with the mind, Lingering effect: -362 to dmg on an enemy's group, stacking each round they remain affected. XR reduces the buildup

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

Level 22: 4H: Counter an action targeting your group (Str 133+Int save for tenth effect)

Known Powers

Josh Turner - Long Black Train (SL=N): Summon a DL=N-1 LE Long Black Train mount with "Put out of Misery brand" and, if DL>3, "1V and spend a GGL pick: Planeshift

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

Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.

Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.

Warmonger Spell (SL=14): 1M: A group gets +WCL iAC

Karmic [Effect](SL=14): An effect you do causes damage direct to experience points

Living Dungeon Spell (SL=17): Your attacks can hit every target within a given "Room" slot.

Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).

Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.

Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

Anti- Wizard1 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	8300	2--	---
3	16600	22-	---
4	33200	32-	---
5	66400	32-	---
6	132800	32-	---
7	265600	33-	---
8	403800	432	---
9	605700	432	---
10	807600	432	---
11	1009500	442	---
12	1211400	543	---
13	1413300	543	---
14	1615200	543	---
15	1817100	553	2--
16	2019000	654	2--
17	2220900	654	2--
18	2422800	654	2--
19	2624700	664	3--
20	2826600	765	3--
21	3028500	765	3--
22	3230400	765	3--
23	3432300	775	4--
24	3634200	876	42-
25	3836100	876	42-
26	4038000	876	42-
27	4239900	886	52-
28	4441800	987	53-
29	4643700	987	53-
30	4845600	987	53-
31	5047500	997	63-
32	5249400	A98	64-
33	5451300	A98	64-
34	5653200	A98	64-
35	5855100	AA8	742
36	6057000	BA9	752

Requisites: Str 35, HNCL 18

Alignment: AN (Overwrite to all other classes)

HD/level: 1d10

Weapon Prof.: 5+level

To Hit Table: 2xCTD0

Saves: & 3xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Immune to all Elements and Eelements of any E / EE factor.

1/d: Followers that were with you for the past day gain +2 levels and +1 DL if you were adventuring, or +1 level and +1/2 DL if you were not adventuring. Followers at home gain a level only 1% of the time.

Level 3: 1X: Choose a target. You may "1N: Between" as long as that is your chosen target. You may only have one such target at a time and can choose a different target.

Level 3: 1V: Choose one – greater magic weapon, shield, or fly.

Level 3: Every time a group meditate(s) or enter(s) a trance state, If an enemy is below half hit points, they are SEL=1 Prone (Reflex 25+Str for half effect, MR or XR to resist)

Level 4: Can trade 10000 hp into 1 ihp (as many times as you like).

Level 10: Whenever all allies spend(s) or regain(s) psionic focus, Prevent healing and drain 365 hp from your group for 1 rounds (No save, GR to resist)

Level 16: Each time you use(s) a combat maneuver, Dispel all magical effects on your group (Fortitude or Wis 97+Str save to reflect) On failure, target is silenced for 1 round

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

Level 29: When you become(s) enraged, -189 movement to an enemy (Will 24+Chr for half effect, GR or XR to resist). Each failed save increases the penalty by 50%

Known Powers

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

Vehicle mount, Summon a DL=N Slut1

Disturbed - God of the Mind (SL=N): Wishoid for a Chronomancy spell of SL=N-1

Psi∞ Supers (SL=11): Random Timeport (one target, 1dCCL timelines in random direction, no save)

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

Spirited Away(SL=14): You are saved from destruction (Avoid Fate once per day)

Talismanic Effect(SL=14): Channel effects through artifacts

Cleansing Fire (SL=17): Slay CCL groups of targets (no save)

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.

Range=Same Multiverse

Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.

Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.

Afarian/ Grand Overlord0 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	8200	2--	---	---
3	16400	22-	---	---
4	32800	22-	---	---
5	65600	322	---	---
6	131200	322	---	---
7	262400	332	2--	---
8	398900	332	2--	---
9	598350	433	22-	---
10	797800	433	22-	---
11	997250	443	322	---
12	1196700	443	322	---
13	1396150	544	332	2--
14	1595600	544	332	2--
15	1795050	554	433	22-
16	1994500	554	433	22-
17	2193950	655	443	322
18	2393400	655	443	322
19	2592850	665	544	332
20	2792300	665	544	332
21	2991750	766	554	433
22	3191200	766	554	433
23	3390650	776	655	443
24	3590100	776	655	443
25	3789550	877	665	544
26	3989000	877	665	544
27	4188450	887	766	554
28	4387900	887	766	554
29	4587350	988	776	655
30	4786800	988	776	655
31	4986250	998	877	665
32	5185700	998	877	665
33	5385150	A99	887	766
34	5584600	A99	887	766
35	5784050	AA9	988	776
36	5983500	AA9	988	776

Requisites: Dex 34, HNCL 18
Alignment: any G
HD/level: & 4d45(no con bonus)
Weapon Prof.: & 18+level
To Hit Table: Wiz
Saves: & 3xPri
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Know Blue Bugbear spells
 Gets Barbarian Wis and Con bonus.
 Con bonus for iHD is (Con score)/25, round down. Levels of Exceptional Con reduce the divisor by 1 each (Exceptional Con divides by 24, Barbarian Con divides by 23, etc.). If you get to a zero divisor (7 levels beyond Uber Barb Con), it becomes iiHD 1d0 dividing by 25 again (starting with the 25th level of Exceptional Con).
 Level 1: x2hp for x1 Multiplier classes.
 Level 1: Gain a Spectral Nimbus that deals 2% of melee attackers dmg of type Adamantite, for 1 segment
 Level 2: 1attack(s): Cancel a unique or X/G action before it resolves (Str 18+Str save to reflect)
 Level 4: Effective caster level is 21.
 Level 18: Whenever all creatures sense(s) a rival monster nearby, Drain 891 resistances from all enemies in 20 feet (No save, RR or IR to resist)
 Known Spells:
 Kanye West - Gold Digger (SL=N): Spend 1000*N gp: Summon a DL=N+2 human female
 Franz Joseph Haydn - The Creation (SL=10): On segment 1, cast SL=9 Psi3 Genesis. On segment 2, cast SL=6 Conjure Animals in the plane from segment 1. On segment 3, you are SEL=8 Gone to the plane from segment 1
 Force Echo (SL=11): Earthquake Range=X*CL ft.
 True Strike(SL=12): You gain a +20 attack bonus with one weapon
 Tooth, Claw, and Tail (SL=13): Destroy/dispel/slay up to 3 target items,spell effects, or creatures.
 Force Illusions (SL=14): Mirage Arcana the whole room.
 Behold the Power of Destruction (SL=15): Destroy/disjunct all items, effects, summons target controls.
 Shangri-La Spell (SL=16): Pixilate a group (no save, XR to resist)
 Living Dungeon Spell (SL=17): You ignore other people's resistances.
 Absolute(SL=18): ++N on all rolls = sum of opponents' concordant levels in the room.

False Spaghetti Monster(Pinpoint 0.81)1 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	6600	2--	---	---
3	13200	22-	---	---
4	26400	22-	---	---
5	52800	322	---	---
6	105600	322	---	---
7	211200	332	2--	---
8	321100	332	2--	---
9	481650	433	22-	---
10	642200	433	22-	---
11	802750	443	322	---
12	963300	443	322	---
13	1123850	544	332	2--
14	1284400	544	332	2--
15	1444950	554	433	22-
16	1605500	554	433	22-
17	1766050	655	443	322
18	1926600	655	443	322
19	2087150	665	544	332
20	2247700	665	544	332
21	2408250	766	554	433
22	2568800	766	554	433
23	2729350	776	655	443
24	2889900	776	655	443
25	3050450	877	665	544
26	3211000	877	665	544
27	3371550	887	766	554
28	3532100	887	766	554
29	3692650	988	776	655
30	3853200	988	776	655
31	4013750	998	877	665
32	4174300	998	877	665
33	4334850	A99	887	766
34	4495400	A99	887	766
35	4655950	AA9	988	776
36	4816500	AA9	988	776

Requisites: Luck 16, HNCL 18

Alignment: AG

HD/level: 1d100

Weapon Prof.: 14+level

To Hit Table: 3xCTD0

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets 2X actions per round.

Overwrite HD/level with 2m0 (normal Con bonus squared)

You may N-ary material component spells, using 1Z+1V+1QV+1QQV+1QQQV+...

Level 2: Allies within 30 feet gain +5 saves

Level 3: 1E: Lend an E action to a creature or item.

Level 4: Pick up to LVL concordant spells You may N-ary material component

them, using 1Z+1V+1QV+1QQV+1QQQV+...

Level 5:,8:,11:,ect: 1bX, 1/d: One target rerolls a attack, save, or check.

Known Spells:

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

SEL=2 Fear.

Humpty Dumpty (SL=10): One target takes terminal velocity falling dmg (20d6) and

if they take enough or more dmg, they are SEL=12 Broken.

Force Hovering (SL=11): Telekinesis Levitation X=X*1000 pounds.

Shangri-La Spell (SL=12): Your summons attack as 2 DL's higher (stacks with

earlier versions of this).

Living Dungeon Spell (SL=13): Add your current boxes to your saves.

Warmonger Spell (SL=14): 1M: A group gets +WL X actions

Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.

Transversal(SL=16): You can attack any target you can perceive

Seeing Winds (SL=17): Capital F Fix and Natural Reset one target

Enduring Ideal (SL=18): For 1 round, each segment, cast a SL 0-16 Priest spell as a 0

action.

Uber Champion RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	10200	2--	---
3	20400	22-	---
4	40800	32-	---
5	81600	32-	---
6	163200	32-	---
7	326400	33-	---
8	496200	432	---
9	744300	432	---
10	992400	432	---
11	1240500	442	---
12	1488600	543	---
13	1736700	543	---
14	1984800	543	---
15	2232900	553	2--
16	2481000	654	2--
17	2729100	654	2--
18	2977200	654	2--
19	3225300	664	3--
20	3473400	765	3--
21	3721500	765	3--
22	3969600	765	3--
23	4217700	775	4--
24	4465800	876	42-
25	4713900	876	42-
26	4962000	876	42-
27	5210100	886	52-
28	5458200	987	53-
29	5706300	987	53-
30	5954400	987	53-
31	6202500	997	63-
32	6450600	A98	64-
33	6698700	A98	64-
34	6946800	A98	64-
35	7194900	AA8	742
36	7443000	BA9	752

Requisites: Chr 35, HNCL 18

Alignment: CG (Overwrite to all other classes)

HD/level: & 1d90

Weapon Prof.: & 17+level

To Hit Table: & 2xPsi

Saves: & Wiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Dark Lord2 spells

Know Bug spells

1V, N Worship Points: True Resurrection on N targets in one group (usually on your Followers)

Level 1;2;etc.: +2 tentacles. Counts as set of arms. 4d6dmg + 1 WIS dmg +cure 5hp.

Level 1: 1X: Wish.

Level 5: 2S, Spend 2 psp(s), 3/hour: After rolling a natural 20, you gains SEL=2 Displaced for 1 round(s)

Level 9: If your Dex is at least 40, when you parry an attack, you may reflect the attack twice onto its owner (double the damage they would have dealt).

Level 28: Each time all enemies inflict(s) psychic damage, Remove 1 highest-level effect and suppress 3 lesser effects on your group. No save

Level 29: 5W, Spend 2 animal companion(s), NP/week: After rolling a natural 20, an ally gains SEL=4 Super Barbarian Stat for 1 minute(s)

Known Powers

[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)

Disturbed - The Curse (SL=N): Wishoid for a Self-Destructor spell of SL=N-1

Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.

Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)

Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Str

Pugnacious(SL=14): DR(all types) is doubled

Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)

Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).

Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Grand Kryptonian(Worshipper of the Flying Shoggoth)3 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5700	2--	---	---
3	11400	22-	---	---
4	22800	22-	---	---
5	45600	322	---	---
6	91200	322	---	---
7	182400	332	2--	---
8	277300	332	2--	---
9	415950	433	22-	---
10	554600	433	22-	---
11	693250	443	322	---
12	831900	443	322	---
13	970550	544	332	2--
14	1109200	544	332	2--
15	1247850	554	433	22-
16	1386500	554	433	22-
17	1525150	655	443	322
18	1663800	655	443	322
19	1802450	665	544	332
20	1941100	665	544	332
21	2079750	766	554	433
22	2218400	766	554	433
23	2357050	776	655	443
24	2495700	776	655	443
25	2634350	877	665	544
26	2773000	877	665	544
27	2911650	887	766	554
28	3050300	887	766	554
29	3188950	988	776	655
30	3327600	988	776	655
31	3466250	998	877	665
32	3604900	998	877	665
33	3743550	A99	887	766
34	3882200	A99	887	766
35	4020850	AA9	988	776
36	4159500	AA9	988	776

Requisites: Con 32, HNCL 9

Alignment: TS

HD/level: & 2d40

Weapon Prof.: & 17+level

To Hit Table: 3xPsi

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Villain spells

Gets Barb Str, Extreme Barb Dex [bonus = (Stat-30)*6], and Barb Int.

Level 4: Effective caster level is 21.

Level 6: 2H: Counter up to 3 effects targeting allies (Reflex 13+Dex save for quarter effect per effect)

Known Spells:

Public Broadcasting (SL=N): A person's next spell of SL=N affects a group.

Brave New World (SL=10): Create a pocket demi-plane.

Psi∞ Supers (SL=11): Random Timeport (one target, 1dCCL timelines in random direction, no save)

Shangri-La Spell (SL=12): Your summons attack as 2 DL's higher (stacks with earlier versions of this).

Choose Your Champion (SL=13): You and one enemy can affect each other this round.

Warmonger Spell (SL=14): 1M: A group gets +WCL iAC

Living Dungeon Spell (SL=15): Add your current boxes to your Th.

Living Planet Spell (SL=16): Add you current hp to your dmg. (Dragon Lancing).

Cleansing Fire (SL=17): Slay CCL groups of targets (no save)

Endless Swarm (SL=18): For 1 round, each segment, double the number of your summons (they're in the same summon slot as the original)

Second Elemental1JG RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5000	2--	---	---
3	10000	22-	---	---
4	20000	22-	---	---
5	40000	322	---	---
6	80000	322	---	---
7	160000	332	2--	---
8	243200	332	2--	---
9	364800	433	22-	---
10	486400	433	22-	---
11	608000	443	322	---
12	729600	443	322	---
13	851200	544	332	2--
14	972800	544	332	2--
15	1094400	554	433	22-
16	1216000	554	433	22-
17	1337600	655	443	322
18	1459200	655	443	322
19	1580800	665	544	332
20	1702400	665	544	332
21	1824000	766	554	433
22	1945600	766	554	433
23	2067200	776	655	443
24	2188800	776	655	443
25	2310400	877	665	544
26	2432000	877	665	544
27	2553600	887	766	554
28	2675200	887	766	554
29	2796800	988	776	655
30	2918400	988	776	655
31	3040000	998	877	665
32	3161600	998	877	665
33	3283200	A99	887	766
34	3404800	A99	887	766
35	3526400	AA9	988	776
36	3648000	AA9	988	776

Requisites: Chr 33, HNCL 9

Alignment: AE

HD/level: & 2e35

Weapon Prof.: & 9+level

To Hit Table: 2xFtr0

Saves: & Pri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Counts as Human with 1 for 1 trading. Gets an X action.

Know Epic Wizard3 (CSL=SL-10) spells

See [Q45] for Psi45 rules and powers. P45P's=(Str+Dex+Con+Int+Wis+Chr).

Cannot choose powers from the Lifeform Control, Magical, and Power Control Schools.

Level 20: +38 hp and +96 ranged dmg to an ally's group

Known Spells:

Alan Jackson - Small Town Southern Man (SL=N): Summon a DL=N-1 LG human Common Man

It (SL=10): Summon a DL=X Clown Avatar classed in Pennywise the Clown.

Darksteel Colossus (SL=11): Summon a DL XI indestructible Golem with overhit and "If this is killed, you reset this spell slot".

Vanguard Fortitude(SL=12): Allies within in your group can use your fortitude saving throw

Rotted Ones, Lay Siege (SL=13): Summon CCL DL II Zombies for each enemy (one group). Each attacks that enemy.

Sanctity(SL=14): Your turning affects any being

Shangri-La Spell (SL=15): Pixilate a creature (no save, XR to resist)

Transilient Reflexes(SL=16): You always succeed in Reflex saves (+1 PSave)

White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets

Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves

Epic Lord(Worshipper of the Flying Afarian)1JG RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	8100	2--	---	
3	16200	22-	---	
4	32400	32-	---	
5	64800	32-	---	
6	129600	32-	---	
7	259200	33-	---	
8	394000	432	---	
9	591000	432	---	
10	788000	432	---	
11	985000	442	---	
12	1182000	543	---	
13	1379000	543	---	
14	1576000	543	---	
15	1773000	553	2--	
16	1970000	654	2--	
17	2167000	654	2--	
18	2364000	654	2--	
19	2561000	664	3--	
20	2758000	765	3--	
21	2955000	765	3--	
22	3152000	765	3--	
23	3349000	775	4--	
24	3546000	876	42-	
25	3743000	876	42-	
26	3940000	876	42-	
27	4137000	886	52-	
28	4334000	987	53-	
29	4531000	987	53-	
30	4728000	987	53-	
31	4925000	997	63-	
32	5122000	A98	64-	
33	5319000	A98	64-	
34	5516000	A98	64-	
35	5713000	AA8	742	
36	5910000	BA9	752	

Requisites: Str 34, HNCL 18

Alignment: LS

HD/level: & 4d95

Weapon Prof.: & 4+level/2

To Hit Table: 3xM-U0

Saves: & 2xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Can move through solid objects made of any element as if it was air.

Level 1;2;,etc.: +1% Realness (multiplies all of your effects by xx(1+LVL/10)).

Level 1: 1X: Create a "crimson" light-saber. It is a size M weapon, weightless, damage CCLd20 and has a crit range of 15+ for x(4+CCL); ++CCL TH/xCCL dmg. It is disintegration branded. You may lend it out.

Level 1: All Munchkins know a language called the Munchkins' Can.

Level 23: 8P, Spend 6 animal companion(s): Your group is/are affected by SEL=2 Inertial Barriered for 5 round(s)

Level 324: 121hhW, Spend 10 Con, 3/week: While within 20 feet of you, an ally has SEL=9 Save Point for 5 minute(s)

Known Powers

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.

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

Force Gloomy Aura (SL=11): CL dmg cold aura with fear effect, radius=CL ft.

Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.

Farseeing (SL=14): Remote viewing forwards and backwards through time.

Psi∞ Ultras (SL=14): Sporacle-ize (random SEL 11 status effect, group, no save)

Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg.

Target cannot take actions.

Infinite Rage (SL=17): Earthquake CCL groups, each group takes CCL^2 Bdmg (Boxes of dmg, each "Box" is 100 dmg)

Transcendental Nullification(SL=20): Pick an N<=9. Immune to Nth level

Concordant effects

Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

Scarlet Big Divine(Worshipper of the Flying Munchkin) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	6900	2--	---
3	13800	22-	---
4	27600	32-	---
5	55200	32-	---
6	110400	32-	---
7	220800	33-	---
8	335700	432	---
9	503550	432	---
10	671400	432	---
11	839250	442	---
12	1007100	543	---
13	1174950	543	---
14	1342800	543	---
15	1510650	553	2--
16	1678500	654	2--
17	1846350	654	2--
18	2014200	654	2--
19	2182050	664	3--
20	2349900	765	3--
21	2517750	765	3--
22	2685600	765	3--
23	2853450	775	4--
24	3021300	876	42-
25	3189150	876	42-
26	3357000	876	42-
27	3524850	886	52-
28	3692700	987	53-
29	3860550	987	53-
30	4028400	987	53-
31	4196250	997	63-
32	4364100	A98	64-
33	4531950	A98	64-
34	4699800	A98	64-
35	4867650	AA8	742
36	5035500	BA9	752

Requisites: Luck 14, HNCL 9

Alignment: TS

HD/level: 3d60

Weapon Prof.: 19+level

To Hit Table: 3xMon

Saves: & 2xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Bug spells

Ultra Barbarian Str, and Cml. [Bonus = (Stat-22)*4]

You may replace the base number of attacks you get with each weapon with CCL/1.

Level 6: You surge(s) with +1 melee dmg for a single action

Known Powers

X While Y (SL=N): Choose an action with "ing" at the end of it and a negative status effect of SEL=SL; You may take that action while under that status effect.

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

May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).

Force Gloomy Aura (SL=11): CL dmg cold aura with fear effect, radius=CL ft.

Spirited Away(SL=14): You are saved from destruction (Avoid Fate once per day)

Eelemental Summon X (SL=14): Summon CCL DL X Eelementals

Seeing Winds (SL=17): Capital F Fix and Natural Reset one target

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.

Range=Same Multiverse

Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves

Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.

Munchkin/ Legendary Sentinel2 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	7400	2--	---	---
3	14800	22-	---	---
4	29600	22-	---	---
5	59200	322	---	---
6	118400	322	---	---
7	236800	332	2--	---
8	360000	332	2--	---
9	540000	433	22-	---
10	720000	433	22-	---
11	900000	443	322	---
12	1080000	443	322	---
13	1260000	544	332	2--
14	1440000	544	332	2--
15	1620000	554	433	22-
16	1800000	554	433	22-
17	1980000	655	443	322
18	2160000	655	443	322
19	2340000	665	544	332
20	2520000	665	544	332
21	2700000	766	554	433
22	2880000	766	554	433
23	3060000	776	655	443
24	3240000	776	655	443
25	3420000	877	665	544
26	3600000	877	665	544
27	3780000	887	766	554
28	3960000	887	766	554
29	4140000	988	776	655
30	4320000	988	776	655
31	4500000	998	877	665
32	4680000	998	877	665
33	4860000	A99	887	766
34	5040000	A99	887	766
35	5220000	AA9	988	776
36	5400000	AA9	988	776

Requisites: Wis 35, HNCL 18
Alignment: non-N
HD/level: & ++++3e50
Weapon Prof.: & 14+level
To Hit Table: 2xWiz
Saves: & Wiz
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Shadow5 Rogue-like table
 Know Bug spells
 Gets Ultra Barbarian Str, Dex, Con; bonus = +(stat-22)*4. Ultra Barbarian Str, Dex, and Con are applied to all of your classes.
 Gets Massive Barb Int [bonus = (Stat-26)*5].
 Level 1: Quadruple specialized (6 half-plusses plus two slots of "buffering" for off-handedness) in every weapon.
 Level 1: +1 X action.
 Level 7:,12:,17:,ect: 1X, 1/d: iImprisonment.
 Level 15: Every time all allies enter(s) an antimagic field, Each failed save by an enemy increases the severity of SEL=4 Dominated (Physically) (No save)
 Level 18: Support characters gain +59 to hit
 Known Spells:
 Kanye West - Jesus Walks (SL=N): One target can walk on nonsolid materials of SN=N and gets DivineR CL*N%
 Disturbed - Never Again (SL=10): The next time your race would be subject to Genocide as spell, it gets Capital O Objected
 Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)
 Perfect Weapon Specialization(SL=12): Always deal maximum damage with selected weapon
 Shangri-La Spell (SL=13): Lower Multiplier a creature (no save, XR to resist)
 Apostasy(SL=14): You are unaffected by alignment based effects
 Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
 Perfect Defence(SL=16): iAC CCL
 Psi∞ Ultra+1(V)'s (SL=17): Sporacle-ize-ize (random SEL 14 status effect, group, no save)
 Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves

False Hero Slayer RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	7700	2--	---	---
3	15400	22-	---	---
4	30800	22-	---	---
5	61600	322	---	---
6	123200	322	---	---
7	246400	332	2--	---
8	374600	332	2--	---
9	561900	433	22-	---
10	749200	433	22-	---
11	936500	443	322	---
12	1123800	443	322	---
13	1311100	544	332	2--
14	1498400	544	332	2--
15	1685700	554	433	22-
16	1873000	554	433	22-
17	2060300	655	443	322
18	2247600	655	443	322
19	2434900	665	544	332
20	2622200	665	544	332
21	2809500	766	554	433
22	2996800	766	554	433
23	3184100	776	655	443
24	3371400	776	655	443
25	3558700	877	665	544
26	3746000	877	665	544
27	3933300	887	766	554
28	4120600	887	766	554
29	4307900	988	776	655
30	4495200	988	776	655
31	4682500	998	877	665
32	4869800	998	877	665
33	5057100	A99	887	766
34	5244400	A99	887	766
35	5431700	AA9	988	776
36	5619000	AA9	988	776

Requisites: Luck 16, HNCL 18

Alignment: CN

HD/level: & 3e50

Weapon Prof.: & 5+level

To Hit Table: always +0

Saves: & 3xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You may convert 2M to 1IM (Instantaneous Mental).

Wind breath: Mouth's P: Gust of Wind at xLVL effect

You get an X action.

Level 1: Divine electricity shield 100%*CCL dmg back.

Level 4: You may convert 2G -> 1 of any action type you have or specifically need to use an ability.

Level 5: 2S, Spend 1 sl(s), 3/hour: A random ally gets SEL=1 Exceptional Stat for 2 round(s)

Level 9: Can use 3P actions per segment.

Level 468: 167KE, Spend 3 familiar(s): After rolling a natural 20, an ally gains

SEL=7 Protection from Death for 4 round(s)

Known Spells:

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

SEL=2 Fear.

Expert Strike(SL=10): Gain a cumulative +1 to attacks against the same target

Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.

Shangri-La Spell (SL=12): Summon a DL 9+CCL Shangri-La creature.

My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.

Legend Cloud(SL=14): All your clouds have no save (incl. Scarab/Pro).

Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).

Enchanted Damage Induction(SL=16): You are only affected by a weapons enchantment bonus

Demigod Cloud(SL=17): +1 G action.

Neutronium Body(SL=18): +482 Str, iDR1500/-, +635 armor bonus, -96 Dex,

overlaps other "body" powers.

Breaker RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	8800	2--	---
3	17600	22-	---
4	35200	32-	---
5	70400	32-	---
6	140800	32-	---
7	281600	33-	---
8	428100	432	---
9	642150	432	---
10	856200	432	---
11	1070250	442	---
12	1284300	543	---
13	1498350	543	---
14	1712400	543	---
15	1926450	553	2--
16	2140500	654	2--
17	2354550	654	2--
18	2568600	654	2--
19	2782650	664	3--
20	2996700	765	3--
21	3210750	765	3--
22	3424800	765	3--
23	3638850	775	4--
24	3852900	876	42-
25	4066950	876	42-
26	4281000	876	42-
27	4495050	886	52-
28	4709100	987	53-
29	4923150	987	53-
30	5137200	987	53-
31	5351250	997	63-
32	5565300	A98	64-
33	5779350	A98	64-
34	5993400	A98	64-
35	6207450	AA8	742
36	6421500	BA9	752

Requisites: Chr 36, HNCL 18

Alignment: JN

HD/level: 1d45

Weapon Prof.: 12+level/2

To Hit Table: & Cust

Saves: & always +0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

x10^(LVL) Max Press / Weight Allowance

Level 1:,2:,etc.: +1 proficiency of any type.

Level 5: You may apply a free "Stepping out of it" to any of the 'pick one' abilities.(no crapped)

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

Level 10: Whenever all allies disarm(s) a trap, Drain 410 actions and inflict a penalty for 1 rounds (Wis or Horror 38+Dex save to counter)

Level 13: Your X0.13 Ultra powers give no XR.

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

Motivated for 2 round(s)

Level 23: 12P, Spend 18 psp(s): You gain(s) 7 stackable instance(s) of SEL=9

Shapechanged lasting 8 segment(s)

Known Powers

If god wanted you up there I am sure he would have miracled your ass up there by now (SL=N): Miracle SL=N.

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

Shangri-La Spell (SL=11): Erase a creature's True Name (no save, XR to resist)

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

Shangri-La Spell (SL=14): Switch two creatures Truenames or Multipliers (no save, XR to resist)

Lord of Perfection(SL=14): You gain the Paragon Template

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)

Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves

Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.

Blue Acter Slayer RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	5600	2--	---
3	11200	22-	---
4	22400	32-	---
5	44800	32-	---
6	89600	32-	---
7	179200	33-	---
8	272400	432	---
9	408600	432	---
10	544800	432	---
11	681000	442	---
12	817200	543	---
13	953400	543	---
14	1089600	543	---
15	1225800	553	2--
16	1362000	654	2--
17	1498200	654	2--
18	1634400	654	2--
19	1770600	664	3--
20	1906800	765	3--
21	2043000	765	3--
22	2179200	765	3--
23	2315400	775	4--
24	2451600	876	42-
25	2587800	876	42-
26	2724000	876	42-
27	2860200	886	52-
28	2996400	987	53-
29	3132600	987	53-
30	3268800	987	53-
31	3405000	997	63-
32	3541200	A98	64-
33	3677400	A98	64-
34	3813600	A98	64-
35	3949800	AA8	742
36	4086000	BA9	752

Requisites: Wis 34, HNCL 18

Alignment: any E

HD/level: 3d15

Weapon Prof.: 10+level/2

To Hit Table: Rog

Saves: & 2xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You have an additional Villain progression

Gets a Rogue Ability -like chart. It gets 60 "Concordant" points per level; these are not Rogue points.

Additional To Hit & +level*2

You have an additional SuperHero progression

Level 1: Munchkins are not affected by encumbrance.

Level 12: Thoughtcarver Mindlock: Each time you create(s) or destroy(s) a mental barrier, Remove all beneficial effects from your group (Con or RSW 78+Wis save for half effect)

Level 15: Mnemonic Stream: Every time a group succeed(s) on a Strength saving throw, If an enemy is below half hit points, they are SEL=10 Impaired (No save)

Level 31: Your X0.13 Ultra+2 (W) powers give no XR.

Known Powers

Anything You Want, You Got It (SL=N): Wishoid N.

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

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

Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.

[Total] Ability Score(SL=14): Add your opponents ability score to your own

Living Planet Spell (SL=14): Pick a single spell from any Concordant class. You may cast that spell as if it was on this spell list.

Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)

Sway of the Stars (SL=17): Everyone's hp total in the room is set to 70. The current half-segment ends.

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.

False Vampire(Anti-Immortal)1 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	9900	2--	---	---
3	19800	22-	---	---
4	39600	22-	---	---
5	79200	322	---	---
6	158400	322	---	---
7	316800	332	2--	---
8	481600	332	2--	---
9	722400	433	22-	---
10	963200	433	22-	---
11	1204000	443	322	---
12	1444800	443	322	---
13	1685600	544	332	2--
14	1926400	544	332	2--
15	2167200	554	433	22-
16	2408000	554	433	22-
17	2648800	655	443	322
18	2889600	655	443	322
19	3130400	665	544	332
20	3371200	665	544	332
21	3612000	766	554	433
22	3852800	766	554	433
23	4093600	776	655	443
24	4334400	776	655	443
25	4575200	877	665	544
26	4816000	877	665	544
27	5056800	887	766	554
28	5297600	887	766	554
29	5538400	988	776	655
30	5779200	988	776	655
31	6020000	998	877	665
32	6260800	998	877	665
33	6501600	A99	887	766
34	6742400	A99	887	766
35	6983200	AA9	988	776
36	7224000	AA9	988	776

Requisites: Con 36, HNCL 27

Alignment: LS (Overwrite to all other classes)

HD/level: & 4d70

Weapon Prof.: & 1+level/2

To Hit Table: Wiz

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

1V, N Worship Points: True Resurrection on N targets in one group (usually on your Followers)

Can manipulate an object of any TechF. Gets an X action

Level 1;2;.etc.: +1 GGL pick.

Level 1: Immune Magic, Gravity, Fast Heal 1500, and DR 1500/-

Level 1: Munchkins can't be fumbled, tripped, slept, or cantripped.

Level 1: You have a bite attack (CCLd20, 20-CCL crit range, on crit, swallow whole).

Level 3: Immune mind-effecting.

Level 8: 3X, ML/lifetime: Reflect a hostile ability back to its source (No save, GR to resist or to avoid reflection)

Level 17: When a group is/are counterspelled, Weaken(s) 1 enemies: -221 hp (RSW 48+Str save to nullify). Each failed save increases the penalty by 50%

Level 18: Whenever a group restore(s) hp to another creature, Prevent healing and drain 369 resistances from an enemy for 1 rounds (Con or Int 61+Dex save for quarter effect)

Level 38: Get a "Level 1:" pick from any x2 Concordant class. I generally don't "paragraph symbol" x2 class "Level:" 's, but the DM will tell you if you chose something not in the spirit of what I intended.

Known Spells:

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

THETAN TRANCENDANCE (SL=10): Ignore body of followers requirement and +9HNCL for False God class.

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

Enter the Infinite (SL=12): Enter the Infinite (SL=12): Reset one of your progressions minus one spell. You have no max number of maintains until your next turn.

Shangri-La Spell (SL=13): Between to Shangri-La.

Shangri-La Spell (SL=14): Your summons attack as 2 DL's higher (stacks with earlier versions of this).

Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.

Invincibility(SL=16): You can make a Fortitude save to avoid damage from any source. The DC = dmg.

Green Honden (SL=17): For 1 turn, each segment, copy one of your summons (it's in the same summon slot as the original)

Living Planet Spell (SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to).

Indigo Wizard0 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	8000	2--	---	---
3	16000	22-	---	---
4	32000	22-	---	---
5	64000	322	---	---
6	128000	322	---	---
7	256000	332	2--	---
8	389200	332	2--	---
9	583800	433	22-	---
10	778400	433	22-	---
11	973000	443	322	---
12	1167600	443	322	---
13	1362200	544	332	2--
14	1556800	544	332	2--
15	1751400	554	433	22-
16	1946000	554	433	22-
17	2140600	655	443	322
18	2335200	655	443	322
19	2529800	665	544	332
20	2724400	665	544	332
21	2919000	766	554	433
22	3113600	766	554	433
23	3308200	776	655	443
24	3502800	776	655	443
25	3697400	877	665	544
26	3892000	877	665	544
27	4086600	887	766	554
28	4281200	887	766	554
29	4475800	988	776	655
30	4670400	988	776	655
31	4865000	998	877	665
32	5059600	998	877	665
33	5254200	A99	887	766
34	5448800	A99	887	766
35	5643400	AA9	988	776
36	5838000	AA9	988	776

Requisites: Dex 35, HNCL 18, Race slots 4

Alignment: LN

HD/level: 4d85

Weapon Prof.: 17+level/2

To Hit Table: & always +0

Saves: & Wiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Spawn spells

Level 4: All your X0.13 (Pinpoint X13) and Breaker spells cost 0 actions (limit = CCL/r).

Level 7,12,17,ect: 1X, 1/d: iImprisonment.

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 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)

Level 9¶: 1X, Lose a concordant spell: Target may cast that spell using your CCL as if it was on their concordant progression.

Known Spells:

The Muffin Man (SL=N): Each segment this rd for N segments, create an Mtg food item, max N of them (1M, spend 2 SLs, sacrifice this: Cure 30hp).

Franz Joseph Haydn - The Creation (SL=10): On segment 1, cast SL=9 Psi3 Genesis. On segment 2, cast SL=6 Conjure Animals in the plane from segment 1. On segment 3, you are SEL=8 Gone to the plane from segment 1

Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.

Iron Body(SL=12): Your manifestation turns to iron; +26 Str; DR 10/-; +10 AC; -5 Dex

Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL's.

Chimerical(SL=14): You can shapechange into two creatures simultaneously

Shangri-La Spell (SL=15): Pixilate a creature (no save, XR to resist)

Transmortality(SL=16): You cannot be permanently destroyed

White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets

Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves

Uber Planetar(Anti-Diety)3 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	7200	2--	---
3	14400	22-	---
4	28800	32-	---
5	57600	32-	---
6	115200	32-	---
7	230400	33-	---
8	350300	432	---
9	525450	432	---
10	700600	432	---
11	875750	442	---
12	1050900	543	---
13	1226050	543	---
14	1401200	543	---
15	1576350	553	2--
16	1751500	654	2--
17	1926650	654	2--
18	2101800	654	2--
19	2276950	664	3--
20	2452100	765	3--
21	2627250	765	3--
22	2802400	765	3--
23	2977550	775	4--
24	3152700	876	42-
25	3327850	876	42-
26	3503000	876	42-
27	3678150	886	52-
28	3853300	987	53-
29	4028450	987	53-
30	4203600	987	53-
31	4378750	997	63-
32	4553900	A98	64-
33	4729050	A98	64-
34	4904200	A98	64-
35	5079350	AA8	742
36	5254500	BA9	752

Requisites: Str 32, HNCL 18
Alignment: JN
HD/level: & 3d55
Weapon Prof.: & 20+level/2
To Hit Table: 3xFtr0
Saves: & 3xPsi
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Heat vision: Both Eye's M: Deal CCL^2 boxes of dmg (1 box = 100 dmg) to one object (can be living)
 +6 HD at first level (e.g. & ++++++1d20)
 Additional To Hit & +level*2
 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)
 Level 22: Your X0.13 Ultra+1 (V) powers give no XR.
 Known Powers
 Brightflame N (SL=N): Deal 10*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target.
 Sledgehammer (SL=N): Summon a DL N Sledgehammer Golem.
 Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.
 I Bask in Your Silent Awe (SL=11): Enemies can only cast 1 spell each rd.
 Talismanic Effect(SL=14): Channel effects through artifacts
 Living Planet Spell (SL=14): Add you current hp to your AC. (Dragon Armoring).
 Life's Web (SL=17): Summon CCL*7 DL=7+CCL/7 monsters (you can comprehend them if over DL X)
 Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).
 Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves
 Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent

Dragon RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	13300	2--	---	---
3	26600	22-	---	---
4	53200	22-	---	---
5	106400	322	---	---
6	212800	322	---	---
7	425600	332	2--	---
8	647000	332	2--	---
9	970500	433	22-	---
10	1294000	433	22-	---
11	1617500	443	322	---
12	1941000	443	322	---
13	2264500	544	332	2--
14	2588000	544	332	2--
15	2911500	554	433	22-
16	3235000	554	433	22-
17	3558500	655	443	322
18	3882000	655	443	322
19	4205500	665	544	332
20	4529000	665	544	332
21	4852500	766	554	433
22	5176000	766	554	433
23	5499500	776	655	443
24	5823000	776	655	443
25	6146500	877	665	544
26	6470000	877	665	544
27	6793500	887	766	554
28	7117000	887	766	554
29	7440500	988	776	655
30	7764000	988	776	655
31	8087500	998	877	665
32	8411000	998	877	665
33	8734500	A99	887	766
34	9058000	A99	887	766
35	9381500	AA9	988	776
36	9705000	AA9	988	776

Requisites: HNCL 27

Alignment: LW

HD/level: & 4e100

Weapon Prof.: & 18+level

To Hit Table: 3xFtr0

Saves: & 3xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You get an X action.

Overwrite HD/level with & 12d2

Gets Extra Barb Str and Dex [bonus = (Stat-16)*5/2], and Super Barb Con [bonus = (Con-18)*3].

Immune to slain and Capital S Slain, except from Vorpal.

Level 1;2;etc.: +1 Size Class.

Level 1: 1X: Trap the Soul (1 creature, no save, no XR).

Level 1;2;etc.: +1 Epic Kit.

Level 5: Miraculous Ascension: 2S, Spend 1 rogue pt(s), ML/hour: While within 20 feet of you, you has SEL=1 Blessed for 1 round(s)

Level 6: +1X action.

Level 8: Effective caster level is 361.

Level 14: 6M: Counter an action targeting an ally (No save, PR or TechR 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

Known Spells:

Kanye West - Stronger (SL=N): When you drop from an enemy affecting you this segment and don't die, +N Str next rd

Combat Mastery(SL=10): Trade any amount of BAB to AC

Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)

Enter the Infinite (SL=12): Enter the Infinite (SL=12): Reset one of your progressions minus one spell. You have no max number of maintains until your next turn.

Emrakul, the Promised End (SL=13): Summon a [x2] flying Unique DL XIII eldrazi

with overhit, no target, "-1SL per different school/sphere spell cast this fight" and "When cast, dominate a target for 1segment (no save). Then they get +1F action".

Shroud of Death(SL=14): Anyone attacking you must save versus death

Living Dungeon Spell (SL=15): Add your current boxes to your Th.

Enchanted Damage Induction(SL=16): You are only affected by a weapons enchantment bonus

Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously

Omnipersonal(SL=18): When you are damaged, all opponents in your group also suffer your damage.

Thought Spawn(Worshipper of the Flying X)1 RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	9500	2--	---	
3	19000	22-	---	
4	38000	32-	---	
5	76000	32-	---	
6	152000	32-	---	
7	304000	33-	---	
8	462100	432	---	
9	693150	432	---	
10	924200	432	---	
11	1155250	442	---	
12	1386300	543	---	
13	1617350	543	---	
14	1848400	543	---	
15	2079450	553	2--	
16	2310500	654	2--	
17	2541550	654	2--	
18	2772600	654	2--	
19	3003650	664	3--	
20	3234700	765	3--	
21	3465750	765	3--	
22	3696800	765	3--	
23	3927850	775	4--	
24	4158900	876	42-	
25	4389950	876	42-	
26	4621000	876	42-	
27	4852050	886	52-	
28	5083100	987	53-	
29	5314150	987	53-	
30	5545200	987	53-	
31	5776250	997	63-	
32	6007300	A98	64-	
33	6238350	A98	64-	
34	6469400	A98	64-	
35	6700450	AA8	742	
36	6931500	BA9	752	

Requisites: Str 35, HNCL 27, Race slots 4

Alignment: JE

HD/level: & 4d40

Weapon Prof.: & 7+level

To Hit Table: & 2xFtr0

Saves: & (none)

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Immune to slain and Capital S Slain, except from Vorpal.

Gets Giga Barb Con [bonus = (Con-28)*11/2], Barb Wis, and Barb Chr.

Immune Ego from Intelligent Items (any multiplier, can't be ignored)

Gets Mega Barb Str [bonus = (Str-20)*7/2] and Barb Con.

Level 1;2;etc.: 2X (Advanced) Fighter Pick.

Level 1: Gain a Force Cocoon that delays up to 14 dmg/hit for 2 segment(s). (Dex

10+Con save for tenth effect)

Level 4: Fear Aura. Will save, DC=85.

Level 9: Awe power Erases Truename instead of Charms.

Level 15: 5D, Spend 12 Wis: You gain(s) SEL=9 Lady's Smile for 5 segment(s)

Level 18: +1G action. Divine Senses = same universe. DR 160/-. All movement rates

change to c(speed of light). Choose one more from Dimensional Mastery from level

15. When targeted with an attack or spell, you have a base 50% chance of avoiding

the attack.

Level 27: 10Z, Spend 15 skill pt(s): An ally's group is/are affected by SEL=15

Valorous for 1 minute(s)

Level 32: Silent Technique: An ally gains +24IS action(s) for 1 minute(s)

Known Powers

Sing a Song of Sixpence (SL=N): Spend 6*N gp: Summon x(4) x[1] and x(20) x[1]

DL=N-1 flying black birds that can affect [NPC]s.

The Rum Diary (SL=N): One group is SL^4 alcohol dmg plus enamored (fort save for 1/2).

Force Sense (SL=11): ESP for the force CCL miles and if light or dark.

Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)

Legendary [Ability Score](SL=14): Single ability score doubled

Warmonger Spell (SL=14): 1M: A group gets +WL X actions

Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down,

dispels it or creates an action bubble)

Psi∞ Ultra+1(V)'s (SL=17): Random Omniverseport (one target, 1d(CCL-8)

Omniverses in a random direction, no save)

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.

Overt Legend4 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5400	2--	---	---
3	10800	22-	---	---
4	21600	22-	---	---
5	43200	322	---	---
6	86400	322	---	---
7	172800	332	2--	---
8	262700	332	2--	---
9	394050	433	22-	---
10	525400	433	22-	---
11	656750	443	322	---
12	788100	443	322	---
13	919450	544	332	2--
14	1050800	544	332	2--
15	1182150	554	433	22-
16	1313500	554	433	22-
17	1444850	655	443	322
18	1576200	655	443	322
19	1707550	665	544	332
20	1838900	665	544	332
21	1970250	766	554	433
22	2101600	766	554	433
23	2232950	776	655	443
24	2364300	776	655	443
25	2495650	877	665	544
26	2627000	877	665	544
27	2758350	887	766	554
28	2889700	887	766	554
29	3021050	988	776	655
30	3152400	988	776	655
31	3283750	998	877	665
32	3415100	998	877	665
33	3546450	A99	887	766
34	3677800	A99	887	766
35	3809150	AA9	988	776
36	3940500	AA9	988	776

Requisites: Dex 32, HNCL 9

Alignment: AN

HD/level: & ‡3d35

Weapon Prof.: & 19+level

To Hit Table: 3xPri

Saves: & always +0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Alternatively, you can convert 1H to 1X.

Know Spawn spells

Spells are resisted using GR or iXR (treated as XR)

Level 7: Every time a creature detect(s) good or evil, All enemies within 20 feet are SEL=3 Exhausted/Fatigued (No save)

Known Spells:

Disturbed - Conflict (SL=N): You gain N ranger species enemys that must be spent on the same type of enemy

Franz Joseph Haydn - The Creation (SL=10): On segment 1, cast SL=9 Psi3 Genesis.

On segment 2, cast SL=6 Conjure Animals in the plane from segment 1. On segment 3, you are SEL=8 Gone to the plane from segment 1

Psi∞ Supers (SL=11): Reroll die (1bV to use, reroll a die roll you just made)

Adamantine Body(SL=12): Your body turns to living adamantine; +40 Str; DR 20/-; +20 AC; -8 Dex

Shangri-La Spell (SL=13): Lower Multiplier a creature (no save, XR to resist)

Pink Sockception (SL=14): Target is Stepping out of Prolapsing themselves plus

Going down their deeper hole continuously permanently.

B.F.M.* (SL=15): 1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-

Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).

Greater Dominance(SL=16): Foes with less than 1/3 your hit die automatically fail their saves

Seeing Winds (SL=17): Capital F Fix and Natural Reset one target

Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves

Acter RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	7600	2--	---
3	15200	22-	---
4	30400	32-	---
5	60800	32-	---
6	121600	32-	---
7	243200	33-	---
8	369700	432	---
9	554550	432	---
10	739400	432	---
11	924250	442	---
12	1109100	543	---
13	1293950	543	---
14	1478800	543	---
15	1663650	553	2--
16	1848500	654	2--
17	2033350	654	2--
18	2218200	654	2--
19	2403050	664	3--
20	2587900	765	3--
21	2772750	765	3--
22	2957600	765	3--
23	3142450	775	4--
24	3327300	876	42-
25	3512150	876	42-
26	3697000	876	42-
27	3881850	886	52-
28	4066700	987	53-
29	4251550	987	53-
30	4436400	987	53-
31	4621250	997	63-
32	4806100	A98	64-
33	4990950	A98	64-
34	5175800	A98	64-
35	5360650	AA8	742
36	5545500	BA9	752

Requisites: Wis 32, HNCL 9

Alignment: any E

HD/level: & 4d20

Weapon Prof.: & 17+level/2

To Hit Table: Cust

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets an X action.

Integrated Class Features (Var.): Ascended Deities gain class features of any 3rd edition class equal to half their Hit Dice. Ascended Deity's with both Hit Dice and Class Levels do not count their levels for the purposes of determining these integrated class features, only their Hit Dice.

Level 5: Gain a Arcane Cocoon that delays up to 5 dmg/hit for 1 segment(s). (Int or Int 37+Wis save for half effect)

Level 31: 9D, Spend 1 Int: A random ally gets SEL=8 Permanency Blah for 3 round(s)

Known Powers

The Muffin Man (SL=N): Each segment this rd for N segments, create an Mtg food item, max N of them (1M, spend 2 SLs, sacrifice this: Cure 30hp).

If god wanted you up there I am sure he would have miracled your ass up there by now (SL=N): Miracle SL=N.

Force Throw (SL=11): Knockback CCL/2 miles.

Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.

Warmonger Spell (SL=14): 1M: A group gets +WCL ihp

Psi∞ Ultras (SL=14): Temporally Incursed (group, RSW save for 2 idmg)

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Red Honden (SL=17): Spend an unspend GGL pick: Pixelate one target (no save)

Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)

Divination Epic Tier(Hero Pariah)0 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	6500	2--	---
3	13000	22-	---
4	26000	32-	---
5	52000	32-	---
6	104000	32-	---
7	208000	33-	---
8	316200	432	---
9	474300	432	---
10	632400	432	---
11	790500	442	---
12	948600	543	---
13	1106700	543	---
14	1264800	543	---
15	1422900	553	2--
16	1581000	654	2--
17	1739100	654	2--
18	1897200	654	2--
19	2055300	664	3--
20	2213400	765	3--
21	2371500	765	3--
22	2529600	765	3--
23	2687700	775	4--
24	2845800	876	42-
25	3003900	876	42-
26	3162000	876	42-
27	3320100	886	52-
28	3478200	987	53-
29	3636300	987	53-
30	3794400	987	53-
31	3952500	997	63-
32	4110600	A98	64-
33	4268700	A98	64-
34	4426800	A98	64-
35	4584900	AA8	742
36	4743000	BA9	752

Requisites: Chr 32, HNCL 18, Race slots 4

Alignment: AW

HD/level: & +1d90

Weapon Prof.: & 18+level

To Hit Table: 3xWiz

Saves: & Mon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets +2X actions per round.

Gets Mega Barb Str [bonus = (Str-20)*7/2] and Barb Con.

Has access to following swords. (on next page):

Know Epic Wizard3 (CSL=SL-10) spells

Level 21: When a creature take(s) damage, -137 AC to your group (BW or Int 86+Con save for quarter effect). Each failed save increases the penalty by 50%

Known Powers

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

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

Avatar with +1IF

Josh Turner - Long Black Train (SL=N): Summon a DL=N-1 LE Long Black Train mount with "Put out of Misery brand" and, if DL>3, "1V and spend a GGL pick: Planeshift

Planeshift

Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)

The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).

Unearthly Weapon Specialization(SL=14): Your critical hit damage becomes your base damage

Divine Inspiration (S)(SL=14): 1X: Duplicate a 0th-2nd level Divine3 spell

Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)

Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)

Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

Omnific Inspiration (S)(SL=20): 1X or ½G: Duplicate a 0th-8th level Divine3 spell

Divine RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	----	----
2	6300	2--	----	----
3	12600	22-	----	----
4	25200	22-	----	----
5	50400	322	----	----
6	100800	322	----	----
7	201600	332	2--	----
8	306500	332	2--	----
9	459750	433	22-	----
10	613000	433	22-	----
11	766250	443	322	----
12	919500	443	322	----
13	1072750	544	332	2--
14	1226000	544	332	2--
15	1379250	554	433	22-
16	1532500	554	433	22-
17	1685750	655	443	322
18	1839000	655	443	322
19	1992250	665	544	332
20	2145500	665	544	332
21	2298750	766	554	433
22	2452000	766	554	433
23	2605250	776	655	443
24	2758500	776	655	443
25	2911750	877	665	544
26	3065000	877	665	544
27	3218250	887	766	554
28	3371500	887	766	554
29	3524750	988	776	655
30	3678000	988	776	655
31	3831250	998	877	665
32	3984500	998	877	665
33	4137750	A99	887	766
34	4291000	A99	887	766
35	4444250	AA9	988	776
36	4597500	AA9	988	776

Requisites: Luck 15, HNCL 9

Alignment: AE

HD/level: & 2d100

Weapon Prof.: & 7+level/2

To Hit Table: 3xCTD0

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Super Barb Str and Dex [bonus = (Con-18)*3]. Gets an X action.

Know Planetar (Angelic) spells

Level 1: All Munchkins know a language called the Munchkins' Can.

Known Spells:

Disturbed - Conflict (SL=N): You gain N ranger species enemys that must be spent on the same type of enemy

Epic Potency (S)(SL=10): Your damage increases by +2

Force Veiling (SL=11): Nondectection from all beings of Multiplier xCL/5 or less.

I Delight in Your Convulsions (SL=12): CCL*30 Vile Grave dmg (one group). You heal (above max) all dmg dealt.

Shangri-La Spell (SL=13): Your summons attack as 2 DL's higher (stacks with earlier versions of this).

Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s

Shangri-La Spell (SL=15): Pixilate a creature (no save, XR to resist)

Living Planet Spell (SL=16): All ability scores match your highest ability score (among the basic 6 stats).

Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg. Target cannot take actions.

Living Planet Spell (SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to).

Dual-Classed Middle-Earth Kryptonian4 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	6700	2--	---
3	13400	22-	---
4	26800	32-	---
5	53600	32-	---
6	107200	32-	---
7	214400	33-	---
8	325900	432	---
9	488850	432	---
10	651800	432	---
11	814750	442	---
12	977700	543	---
13	1140650	543	---
14	1303600	543	---
15	1466550	553	2--
16	1629500	654	2--
17	1792450	654	2--
18	1955400	654	2--
19	2118350	664	3--
20	2281300	765	3--
21	2444250	765	3--
22	2607200	765	3--
23	2770150	775	4--
24	2933100	876	42-
25	3096050	876	42-
26	3259000	876	42-
27	3421950	886	52-
28	3584900	987	53-
29	3747850	987	53-
30	3910800	987	53-
31	4073750	997	63-
32	4236700	A98	64-
33	4399650	A98	64-
34	4562600	A98	64-
35	4725550	AA8	742
36	4888500	BA9	752

Requisites: Str 36, HNCL 18, Race slots 1

Alignment: JN

HD/level: ++1e30

Weapon Prof.: 15+level/2

To Hit Table: & 2xCust

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Spells are resisted using GR or iXR (treated as XR)

Level 1: Continuous Shield of Law (+40 AC/Saves, iSR25, slow shield).

Level 1: For a potion, can make duration permanent or x2 effect.

Level 4: 1X: Pick one: Down a Deeper Hole, Vulnerable PC party, Immune (can't drop) Conscious, or Capital X Xvimmed (one group, no save).

Level 5: 1X: Trap the Soul (1 group, no save, no XR).

Level 9: Immune all natural and magical elements. DR 60/-. Divine Senses range = same plane. All movement speeds are increased 10x. You know all skills. Immune Destruction(same multiplier or less).

Level 9: 3V, Spend 12 psp(s), NP/artificial reset: When an ally falls, an ally's group gains SEL=6 Ultra Barbarian Stat for 3 segment(s)

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

Known Powers

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

Disturbed - The Light (SL=N): Cure a SEL=N-1 status effect to gain a SEL=N positive status effect

Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)

Psi∞ Supers (SL=11): Reroll die (1bV to use, reroll a die roll you just made)

Hero Cloud(SL=14): Immune to Elements.

Distorting Wake (SL=14): Dispel CCL effects.

Green Honden (SL=17): For 1 turn, each segment, copy one of your summons (it's in the same summon slot as the original)

Force Control Pain (SL=17): iDT 50-CCL.

Psi∞ Ultra+2(W)'s (SL=20): Pixilate (group, RSW save for 100 idmg)

Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.

Unbreakable Myojin Slayer RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	9200	2--	---	---
3	18400	22-	---	---
4	36800	22-	---	---
5	73600	322	---	---
6	147200	322	---	---
7	294400	332	2--	---
8	447500	332	2--	---
9	671250	433	22-	---
10	895000	433	22-	---
11	1118750	443	322	---
12	1342500	443	322	---
13	1566250	544	332	2--
14	1790000	544	332	2--
15	2013750	554	433	22-
16	2237500	554	433	22-
17	2461250	655	443	322
18	2685000	655	443	322
19	2908750	665	544	332
20	3132500	665	544	332
21	3356250	766	554	433
22	3580000	766	554	433
23	3803750	776	655	443
24	4027500	776	655	443
25	4251250	877	665	544
26	4475000	877	665	544
27	4698750	887	766	554
28	4922500	887	766	554
29	5146250	988	776	655
30	5370000	988	776	655
31	5593750	998	877	665
32	5817500	998	877	665
33	6041250	A99	887	766
34	6265000	A99	887	766
35	6488750	AA9	988	776
36	6712500	AA9	988	776

Requisites: Str 36, HNCL 18

Alignment: non-A

HD/level: 1d65

Weapon Prof.: 14+level/2

To Hit Table: 2xMon

Saves: & Cust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

1G, 70*N Worship Points: Pawn a target who has xN defensive multiplier; he becomes one of your Followers. He gains the Pawn or Spawn class if he has the requisites.

Level 1: Whenever one of your tentacles is severed, it becomes a DL=10+CCL astral worm/akrisha.

Level 1,2,;etc.: +1CML in another class.

Level 5,10,15,;ect: 1X, 1/d: iForcecage.

Level 9: Your Axe, Bow and Sword are Cascade Ram branded.

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

Level 10: 2F: Counter a spell as it is cast (Spell 72+Wis for tenth effect, MR or MR to resist to resist)

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

Level 22: Heavenbound Revelation: 7H: Reflect a hostile ability back to its source (No save, CR to resist or to avoid reflection)

Level 9: 1X, Lose a concordant spell: Target may cast that spell using your CCL as if it was on their concordant progression.

Known Spells:

Kanye West - Gold Digger (SL=N): Spend 1000*N gp: Summon a DL=N+2 human female

Dread Cacodemon* (SL=10): Summon a DL X demon. Slay all creatures in 1 group (no save), and a group of your summons can't act this segment.

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

Perfect Disarm(SL=12): Successful attacks deal damage and a disarm attempt

My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.

Perfect Critical Multiplier(SL=14): Your critical multiplier is quintupled

B.F.M.* (SL=15): 1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).

Ultimate Weapon Specialization(SL=16): Number of attacks/limb=TH/5

Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.

Cosmic Nullification(SL=18): Pick an N<=6. Immune to Nth level Concordant effects

White Acter RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	5500	2--	---	
3	11000	22-	---	
4	22000	32-	---	
5	44000	32-	---	
6	88000	32-	---	
7	176000	33-	---	
8	267600	432	---	
9	401400	432	---	
10	535200	432	---	
11	669000	442	---	
12	802800	543	---	
13	936600	543	---	
14	1070400	543	---	
15	1204200	553	2--	
16	1338000	654	2--	
17	1471800	654	2--	
18	1605600	654	2--	
19	1739400	664	3--	
20	1873200	765	3--	
21	2007000	765	3--	
22	2140800	765	3--	
23	2274600	775	4--	
24	2408400	876	42-	
25	2542200	876	42-	
26	2676000	876	42-	
27	2809800	886	52-	
28	2943600	987	53-	
29	3077400	987	53-	
30	3211200	987	53-	
31	3345000	997	63-	
32	3478800	A98	64-	
33	3612600	A98	64-	
34	3746400	A98	64-	
35	3880200	AA8	742	
36	4014000	BA9	752	

Requisites: Chr 33, HNCL 18

Alignment: non-A

HD/level: & 4d30

Weapon Prof.: & 8+level

To Hit Table: War

Saves: & Psi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

+(Lich level)*2 or better weapon needed to hit you. This cannot be ignored.

Overwrite HD/level with & 1d20

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

Level 4: Pick up to LVL concordant spells You may N-ary material component them, using 1Z+1V+1QV+1QQV+1QQQV+...

Level 5: Effective caster level is 91.

Level 14: Whenever an ally regenerate(s) or heals naturally, Drain 539% of psi points from an enemy (Reflex 47+Int save to absorb)

Known Powers

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

Vehicle mount, Summon a DL=N Slut1

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

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

Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.

Psi∞ Ultras (SL=14): Effect Immunity (1bV to use, immune to an effect for this segment)

Perfect Critical Multiplier(SL=14): Your critical multiplier is quintupled

Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Metempiric Toughness(SL=20): +1 iihp

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Munchkin(Pinpoint 0.61) Slayer RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9500	2--	---
3	19000	22-	---
4	38000	32-	---
5	76000	32-	---
6	152000	32-	---
7	304000	33-	---
8	462100	432	---
9	693150	432	---
10	924200	432	---
11	1155250	442	---
12	1386300	543	---
13	1617350	543	---
14	1848400	543	---
15	2079450	553	2--
16	2310500	654	2--
17	2541550	654	2--
18	2772600	654	2--
19	3003650	664	3--
20	3234700	765	3--
21	3465750	765	3--
22	3696800	765	3--
23	3927850	775	4--
24	4158900	876	42-
25	4389950	876	42-
26	4621000	876	42-
27	4852050	886	52-
28	5083100	987	53-
29	5314150	987	53-
30	5545200	987	53-
31	5776250	997	63-
32	6007300	A98	64-
33	6238350	A98	64-
34	6469400	A98	64-
35	6700450	AA8	742
36	6931500	BA9	752

Requisites: HNCL 18

Alignment: TE

HD/level: 4d90

Weapon Prof.: 16+level

To Hit Table: & M-U0

Saves: & M-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Shadow5 Rogue-like table

Maven (Ex): Maximum skill ranks for each skill they know.

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

Level 16: When an ally takes damage, they gain +57 ranged dmg, plus +1 for every 10 damage taken (rounded up)

Level 23: Gain a Solar Cocoon that delays up to 909 dmg/hit for 1 minute(s). (No save)

Known Powers

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

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

Kanye West - Stronger (SL=N): When you drop from an enemy affecting you this segment and don't die, +N Str next rd

Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.

Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)

Numinous(SL=14): Anti-magic aura that does not impede your own magic

Divine Inspiration (S)(SL=14): 1X: Duplicate a 0th-2nd level Divine3 spell

Green Honden (SL=17): For 1 turn, each segment, copy one of your summons (it's in the same summon slot as the original)

Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)

Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Tier RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5400	2--	---	---
3	10800	22-	---	---
4	21600	22-	---	---
5	43200	322	---	---
6	86400	322	---	---
7	172800	332	2--	---
8	262700	332	2--	---
9	394050	433	22-	---
10	525400	433	22-	---
11	656750	443	322	---
12	788100	443	322	---
13	919450	544	332	2--
14	1050800	544	332	2--
15	1182150	554	433	22-
16	1313500	554	433	22-
17	1444850	655	443	322
18	1576200	655	443	322
19	1707550	665	544	332
20	1838900	665	544	332
21	1970250	766	554	433
22	2101600	766	554	433
23	2232950	776	655	443
24	2364300	776	655	443
25	2495650	877	665	544
26	2627000	877	665	544
27	2758350	887	766	554
28	2889700	887	766	554
29	3021050	988	776	655
30	3152400	988	776	655
31	3283750	998	877	665
32	3415100	998	877	665
33	3546450	A99	887	766
34	3677800	A99	887	766
35	3809150	AA9	988	776
36	3940500	AA9	988	776

Requisites: Luck 17, HNCL 18

Alignment: AS

HD/level: & 2d50

Weapon Prof.: & 17+level

To Hit Table: 3xCTD0

Saves: & Pri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

+1 extra Nonweapon Prof per level.

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

Your X0.13 (Pinpoint X13) and Breaker spells are resisted using GR.

Level 1:,2:,etc.: +1 "Level:" pick from any other class in a group that matches the emulated class.

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

Level 7: 1X, 1/d: Name a DL X+level deep DL summon you know as a player. You get that summon.

Level 13: Your X0.13 Ultra powers give no XR.

Level 15: 3D, Spend 6 summon(s): An ally's group gain(s) SEL=1 Blessed for 5 round(s)

Known Spells:

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

Kozilek, the Great Distortion (SL=10): Summon a [x2] Unique DL X eldrazi with

"Must be attacked by more than 1 creature" and "When cast, +7 SL's" and "Sacrifice a spell slot of SL=X: Counter a spell of that SL".

Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.

Iatric [Effect](SL=12): The effect heals rather than injures (borrow an X action to cast this)

Tooth, Claw, and Tail (SL=13): Destroy/dispel/slay up to 3 target items,spell effects, or creatures.

Legend Cloud(SL=14): All your clouds have no save (incl. Scarab/Pro).

Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.

Dead Zone(SL=16): You can create a zone of dead-magic (MF 0) that does not impede you

Psi∞ Ultra+1(V)'s (SL=17): Random Omniverseport (one target, 1d(CCL-8)

Omniverses in a random direction, no save)

Transcendental Inspiration (S)(SL=18): 1X or ½G: Duplicate a 0th-6th level Divine3 spell

Red Hero Elemental(Worshipper of the Flying Bug)3 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5900	2--	---	---
3	11800	22-	---	---
4	23600	22-	---	---
5	47200	322	---	---
6	94400	322	---	---
7	188800	332	2--	---
8	287000	332	2--	---
9	430500	433	22-	---
10	574000	433	22-	---
11	717500	443	322	---
12	861000	443	322	---
13	1004500	544	332	2--
14	1148000	544	332	2--
15	1291500	554	433	22-
16	1435000	554	433	22-
17	1578500	655	443	322
18	1722000	655	443	322
19	1865500	665	544	332
20	2009000	665	544	332
21	2152500	766	554	433
22	2296000	766	554	433
23	2439500	776	655	443
24	2583000	776	655	443
25	2726500	877	665	544
26	2870000	877	665	544
27	3013500	887	766	554
28	3157000	887	766	554
29	3300500	988	776	655
30	3444000	988	776	655
31	3587500	998	877	665
32	3731000	998	877	665
33	3874500	A99	887	766
34	4018000	A99	887	766
35	4161500	AA9	988	776
36	4305000	AA9	988	776

Requisites: Con 34, HNCL 18

Alignment: non-T

HD/level: & 4d55

Weapon Prof.: & 13+level/2

To Hit Table: Wiz

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

In addition to your normal summon slots, you have LVL Followers slots. Each slot can hold up to 100 Followers. You can leave your Followers "at home" instead of having them travel with you. If you have more Followers than available slots, the extras must be left at home.

Has access to Villain spells and MTG Spells/Archenemy Schemes.

Level 3: Immune all elements of E=lvl.

Level 6: Effective caster level is 157.

Level 18: You may "project" (copy) your Cml onto Dex, Con, Int, and Wis.

Level 26: An ally's group gains +13LZ action(s) for 1 minute(s)

Level 27: Your exceptional Cml bonus "projects" onto any stat that your Cml is projected onto.

Known Spells:

Young Scooter - Bag it Up (SL=N): Create a brick of Crack Cocaine (N doses, Regen SL hp/s; +SL*2 Dex; -SL*2 Chr).

R&D's Secret Lair (SL=10): Ignore all non-DM ban/banhammered effects.

Force Beast Language (SL=11): Speak with and mentally dominate target monster.

Spiritual Ancestry(SL=12): Gain the traits of any Outsider sub-type

My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.

Sanctity(SL=14): Your turning affects any being

Living Dungeon Spell (SL=15): Add your current boxes to your Th.

Transattack Period(SL=16): Your attacks double each round

All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).

Omnipersonal(SL=18): When you are damaged, all opponents in your group also suffer your damage.

Travelers Super Elemental RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	5400	2--	---
3	10800	22-	---
4	21600	32-	---
5	43200	32-	---
6	86400	32-	---
7	172800	33-	---
8	262700	432	---
9	394050	432	---
10	525400	432	---
11	656750	442	---
12	788100	543	---
13	919450	543	---
14	1050800	543	---
15	1182150	553	2--
16	1313500	654	2--
17	1444850	654	2--
18	1576200	654	2--
19	1707550	664	3--
20	1838900	765	3--
21	1970250	765	3--
22	2101600	765	3--
23	2232950	775	4--
24	2364300	876	42-
25	2495650	876	42-
26	2627000	876	42-
27	2758350	886	52-
28	2889700	987	53-
29	3021050	987	53-
30	3152400	987	53-
31	3283750	997	63-
32	3415100	A98	64-
33	3546450	A98	64-
34	3677800	A98	64-
35	3809150	AA8	742
36	3940500	BA9	752

Requisites: Dex 34, HNCL 9

Alignment: C any

HD/level: 3d30

Weapon Prof.: 5+level/2

To Hit Table: 2xCust

Saves: & 2xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You have an additional Legend progression

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

Level 18: You may convert 2KG -> 1KQG. You may convert 2scrG -> 1 IscrG. (scrG = Script Godly)

Level 18: You may "project" (copy) your Cml onto Dex, Con, Int, and Wis.

Known Powers

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

Disintegrate N (SL=N): Deals 10*N fire dmg to target. If target drops, Slain+no remains.

Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.

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

You do not have a Multiplier.

Lich Cloud(SL=14): Life Trapping (as per Mirror).

Shangri-La Spell (SL=14): Immune Xviming

Psi∞ Ultra+1(V)'s (SL=17): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)

All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).

Force Enhancement (SL=20): Choose one: +X ihp, ith, idmg, iAC, or isaves.

Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

God RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9800	2--	---
3	19600	22-	---
4	39200	32-	---
5	78400	32-	---
6	156800	32-	---
7	313600	33-	---
8	476700	432	---
9	715050	432	---
10	953400	432	---
11	1191750	442	---
12	1430100	543	---
13	1668450	543	---
14	1906800	543	---
15	2145150	553	2--
16	2383500	654	2--
17	2621850	654	2--
18	2860200	654	2--
19	3098550	664	3--
20	3336900	765	3--
21	3575250	765	3--
22	3813600	765	3--
23	4051950	775	4--
24	4290300	876	42-
25	4528650	876	42-
26	4767000	876	42-
27	5005350	886	52-
28	5243700	987	53-
29	5482050	987	53-
30	5720400	987	53-
31	5958750	997	63-
32	6197100	A98	64-
33	6435450	A98	64-
34	6673800	A98	64-
35	6912150	AA8	742
36	7150500	BA9	752

Requisites: HNCL 18

Alignment: TG

HD/level: 1d55

Weapon Prof.: 9+level

To Hit Table: 3xRog

Saves: & 3xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You have an additional Unique progression

Level 3;6;9;ect: 1X, 1/d: Extend duration of a gate by +1day.

Level 13: +1 G action.

Level 14: Whenever a creature is/are counterspelled, Drain 35 points of Con from an enemy's group (Wis or Chr 81+Wis save for half effect)

Level 24: Iron Technique: 100 ally(ies) gain(s) +35 saves

Level 31: Knighthood Drive: 8D, Spend 8 summon(s): When an ally falls, an ally gains SEL=1 Sanctuary for 1 minute(s)

Known Powers

Alan Jackson - Small Town Southern Man (SL=N): Summon a DL=N-1 LG human Common Man

Disturbed - Serpentine (SL=N): Summon a DL=N-1 LN Succubus Demon

Slaughter to Prevail - Baba Yaga (SL=11): Spend 13,000 gp: Summon a DL=13

Unique Hag Wizard Avatar named Baba Yaga and her hut.

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

The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20

Th/dmg/AC/saves and Great Cleave.

Psi∞ Ultras (SL=14): Flash Summon Ultra (summon a DL XVI monster, it attacks once now, then disappears)

Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.

Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously

Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.

Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.

Luck Spawn RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	12500	2--	---	---
3	25000	22-	---	---
4	50000	22-	---	---
5	100000	322	---	---
6	200000	322	---	---
7	400000	332	2--	---
8	608000	332	2--	---
9	912000	433	22-	---
10	1216000	433	22-	---
11	1520000	443	322	---
12	1824000	443	322	---
13	2128000	544	332	2--
14	2432000	544	332	2--
15	2736000	554	433	22-
16	3040000	554	433	22-
17	3344000	655	443	322
18	3648000	655	443	322
19	3952000	665	544	332
20	4256000	665	544	332
21	4560000	766	554	433
22	4864000	766	554	433
23	5168000	776	655	443
24	5472000	776	655	443
25	5776000	877	665	544
26	6080000	877	665	544
27	6384000	887	766	554
28	6688000	887	766	554
29	6992000	988	776	655
30	7296000	988	776	655
31	7600000	998	877	665
32	7904000	998	877	665
33	8208000	A99	887	766
34	8512000	A99	887	766
35	8816000	AA9	988	776
36	9120000	AA9	988	776

Requisites: HNCL 27

Alignment: non-E

HD/level: 1d35

Weapon Prof.: 13+level

To Hit Table: & 3xWiz

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You have an additional Villain progression

Specialized in Status Effects (aka "[C] section effects") school. Opposite to everything else except Abjuration and Invocation (which it's Normal to).

Additional To Hit & +level*2

Level 1: 1X, Gaze at a group: Awe power: Charm (no save, XR to resist)

Level 3: Total HD is 15d12.

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

Level 11: 4Z, Spend 2 animal companion(s): Your group get(s) SEL=7 Escape for 2 minute(s)

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 20: 9G, 3/day: Counter a spell as it is cast (Con or Sanity 111+Chr save to absorb to resist)

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

Level 30: Whenever a creature create(s) or destroy(s) a mental barrier, Drain 1485 spell slots from all enemies in 20 feet (No save, MR or XR to resist)

Known Spells:

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

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

Automatic Metamagic Capacity (S)(SL=10): Gain a free spell level of metamagic

Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and memorize this spell".

Mercurial(SL=12): You cumulatively gain one extra attack per P action

Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL's.

Force Illusions (SL=14): Mirage Arcana the whole room.

Living Dungeon Spell (SL=15): Add your current boxes to your melee dmg.

Orichalcum Body(SL=16): +232 Str, iDR100/-, +152 armor bonus, -46 Dex, overlaps other "body" powers.

Seeing Winds (SL=17): Capital F Fix and Natural Reset one target

Indissoluble(SL=18): You possess infinite regeneration

Alteration Custom Dragon RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	7400	2--	---	---
3	14800	22-	---	---
4	29600	22-	---	---
5	59200	322	---	---
6	118400	322	---	---
7	236800	332	2--	---
8	360000	332	2--	---
9	540000	433	22-	---
10	720000	433	22-	---
11	900000	443	322	---
12	1080000	443	322	---
13	1260000	544	332	2--
14	1440000	544	332	2--
15	1620000	554	433	22-
16	1800000	554	433	22-
17	1980000	655	443	322
18	2160000	655	443	322
19	2340000	665	544	332
20	2520000	665	544	332
21	2700000	766	554	433
22	2880000	766	554	433
23	3060000	776	655	443
24	3240000	776	655	443
25	3420000	877	665	544
26	3600000	877	665	544
27	3780000	887	766	554
28	3960000	887	766	554
29	4140000	988	776	655
30	4320000	988	776	655
31	4500000	998	877	665
32	4680000	998	877	665
33	4860000	A99	887	766
34	5040000	A99	887	766
35	5220000	AA9	988	776
36	5400000	AA9	988	776

Requisites: Luck 16, HNCL 18

Alignment: LE

HD/level: & 1d15

Weapon Prof.: & 9+level/2

To Hit Table: 2xWiz

Saves: & Cust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets your LVL in SL's of Lich spells.

Get free Desert Eagle with unlimited .50 AE ammunition. (d30, 18+/x5)

When someone attacks you, they use natural die rolls only. ++'s to hit, iTH, Lady's Smile, choosing better of two rolls, all 1's are 2's, etc. do not function against you when rolling to hit.

Know Shoggoth spells

Level 1: Continuous Shield of Law (+40 AC/Saves, iSR25, slow shield).

Level 1: 1C, Spend 10 animal companion(s), 3/segment: If healed, you also gains SEL=1 Bound Wounds for 2 segment(s)

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 29: 5W, Spend 8 Dex, NP/week: When you takes damage, they gain SEL=11 Continuous Blah for 7 round(s)

Level 30: 8M: Cancel a unique or X/G action before it resolves (Reflex 182+Chr to negate, MR or GR to resist)

Known Spells:

Josh Turner - Long Black Train (SL=N): Summon a DL=N-1 LE Long Black Train mount with "Put out of Misery brand" and, if DL>3, "1V and spend a GGL pick: Planeshift

Ace of Spades (SL=10): 1 target gains +1ihp or takes 1idmg (no save).

Force Gloomy Aura (SL=11): CL dmg cold aura with fear effect, radius=CL ft.

Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.

Shangri-La Spell (SL=13): Lower Multiplier a creature (no save, XR to resist)

Time Stretch (SL=14): +2 Q∞M actions this segment

B.F.M.* (SL=15): 1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).

Cosmic Inspiration (S)(SL=16): 1X: Duplicate a 0th-4th level Divine3 spell

White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets

Warmonger Spell (SL=18): 1M: A group gets +1 iiTH,

Infinite Istari RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9400	2--	---
3	18800	22-	---
4	37600	32-	---
5	75200	32-	---
6	150400	32-	---
7	300800	33-	---
8	457300	432	---
9	685950	432	---
10	914600	432	---
11	1143250	442	---
12	1371900	543	---
13	1600550	543	---
14	1829200	543	---
15	2057850	553	2--
16	2286500	654	2--
17	2515150	654	2--
18	2743800	654	2--
19	2972450	664	3--
20	3201100	765	3--
21	3429750	765	3--
22	3658400	765	3--
23	3887050	775	4--
24	4115700	876	42-
25	4344350	876	42-
26	4573000	876	42-
27	4801650	886	52-
28	5030300	987	53-
29	5258950	987	53-
30	5487600	987	53-
31	5716250	997	63-
32	5944900	A98	64-
33	6173550	A98	64-
34	6402200	A98	64-
35	6630850	AA8	742
36	6859500	BA9	752

Requisites: Str 34, HNCL 18

Alignment: NE

HD/level: ++4d40

Weapon Prof.: 6+level/2

To Hit Table: 3xPsi

Saves: & always +0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Pick another Concordant(x2) class you know. The class chosen cannot be Custom group, or itself have subclasses (e.g. Custom Concordant2). You get 1 instance of that class per level of Concordant Compounder class.

Gets 1X action. Abomination traits (immune shapechange and variants, sustain stats, immune mine effecting, Fire/cold resist 20, true seeing cont., nondetection, blindsight, telepathy range 1000ft)

+1 extra Kit per level.

Immune to all Elements and Elements of any E / EE factor.

Level 1: 1C, Spend 17 subordinate(s), 3/segment: If healed, your group also gains SEL=1 Bound Wounds for 1 segment(s)

Level 1;4;7;ect: 1X, 1/d: ++2TH and dmg(+2dmg dice) for 10rds.

Level 1: Brutal Posture: Gain a Force Bubble that reflects spells targeting you back to the caster for 1 segment(s)

Level 4: Each time all enemies turn(s) or rebuke(s) undead, Dispel the last 2 magical effects on an enemy. No save allowed

Level 22: 4H: Cancel a unique or X/G action before it resolves (No save, PR to resist)

Level 24: Support characters gain +516 ranged dmg

Known Powers

Dr. Dre - Nuthin' But a G Thang (SL=N): Summon up to CL/3 (max 2) different

unique DL=N-1 named humans from among: Snoop Dogg (Pimp1), Dr. Dre (Charm Crafter)

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

Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.

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

Force Electronic Communication (SL=14): Telepathy with all intelligent items in room. Immune Ego. Transfer E to S freely.

Lord of the Skull(SL=14): You gain the Demilich Template

Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

Overt Blue Pariah(Pinpoint 0.10)0 RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	6300	2--	---	
3	12600	22-	---	
4	25200	32-	---	
5	50400	32-	---	
6	100800	32-	---	
7	201600	33-	---	
8	306500	432	---	
9	459750	432	---	
10	613000	432	---	
11	766250	442	---	
12	919500	543	---	
13	1072750	543	---	
14	1226000	543	---	
15	1379250	553	2--	
16	1532500	654	2--	
17	1685750	654	2--	
18	1839000	654	2--	
19	1992250	664	3--	
20	2145500	765	3--	
21	2298750	765	3--	
22	2452000	765	3--	
23	2605250	775	4--	
24	2758500	876	42-	
25	2911750	876	42-	
26	3065000	876	42-	
27	3218250	886	52-	
28	3371500	987	53-	
29	3524750	987	53-	
30	3678000	987	53-	
31	3831250	997	63-	
32	3984500	A98	64-	
33	4137750	A98	64-	
34	4291000	A98	64-	
35	4444250	AA8	742	
36	4597500	BA9	752	

Requisites: Con 33, HNCL 18

Alignment: CS

HD/level: 1d40

Weapon Prof.: 14+level

To Hit Table: Mon

Saves: & (none)

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You may N-ary material component spells, using 1Z+1V+1QV+1QQV+1QQQV+...

Portfolio's: You have access to 2 Sentinel Spheres as per Sentinel class.

Additional To Hit & +level

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

Level 20: 9G, ML/day: Disrupt a sustained or concentration-based effect (Will or BW 122+Chr save to counter)

Known Powers

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

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

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

As You Are Cloud (SL=11): As You Are/s.

Force Beast Language (SL=11): Speak with and mentally dominate target monster.

Sanctity(SL=14): Your turning affects any being

Living Planet Spell (SL=14): Pick a single spell from any Concordant class. You may cast that spell as if it was on this spell list.

Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)

Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)

Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)

Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves

Acter(Hero Lich)2 RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	3600	2--	---	
3	7200	22-	---	
4	14400	32-	---	
5	28800	32-	---	
6	57600	32-	---	
7	115200	33-	---	
8	175200	432	---	
9	262800	432	---	
10	350400	432	---	
11	438000	442	---	
12	525600	543	---	
13	613200	543	---	
14	700800	543	---	
15	788400	553	2--	
16	876000	654	2--	
17	963600	654	2--	
18	1051200	654	2--	
19	1138800	664	3--	
20	1226400	765	3--	
21	1314000	765	3--	
22	1401600	765	3--	
23	1489200	775	4--	
24	1576800	876	42-	
25	1664400	876	42-	
26	1752000	876	42-	
27	1839600	886	52-	
28	1927200	987	53-	
29	2014800	987	53-	
30	2102400	987	53-	
31	2190000	997	63-	
32	2277600	A98	64-	
33	2365200	A98	64-	
34	2452800	A98	64-	
35	2540400	AA8	742	
36	2628000	BA9	752	

Requisites: HNCL 18, Race slots 4

Alignment: LN

HD/level: 1d60

Weapon Prof.: 17+level/2

To Hit Table: 2xWiz

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

1/d: For each Follower (either with you or at home), gain L² Worship Points, where L is his level.

If you have Psi2 powers, you may "Material Component" them for 1V action.

Gets X21 powers. X21 powers that modify CL, ML, level, or XP cannot be applied to the G-Acter0 class. The powers that give Bonus to Mirrored XP cannot apply the bonus to the G-Acter0 class (you have to spend it elsewhere).

Can use 2M actions per segment.

Level 5: 1X: Trap the Soul (1 group, no save, no XR).

Known Powers

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

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

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

Force Sense (SL=11): ESP for the force CCL miles and if light or dark.

Slaughter to Prevail - Baba Yaga (SL=11): Spend 13,000 gp: Summon a DL=13

Unique Hag Wizard Avatar named Baba Yaga and her hut.

Warmonger Spell (SL=14): 1M: A group gets +WCL Q∞P actions (infinitely quick P actions)

Alter Reality(SL=14): 0: Wish

Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)

White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets

Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.

Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

Unbreakable Immortal/ Legendary Lich Slayer RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	15300	2--	---	---
3	30600	22-	---	---
4	61200	22-	---	---
5	122400	322	---	---
6	244800	322	---	---
7	489600	332	2--	---
8	744200	332	2--	---
9	1116300	433	22-	---
10	1488400	433	22-	---
11	1860500	443	322	---
12	2232600	443	322	---
13	2604700	544	332	2--
14	2976800	544	332	2--
15	3348900	554	433	22-
16	3721000	554	433	22-
17	4093100	655	443	322
18	4465200	655	443	322
19	4837300	665	544	332
20	5209400	665	544	332
21	5581500	766	554	433
22	5953600	766	554	433
23	6325700	776	655	443
24	6697800	776	655	443
25	7069900	877	665	544
26	7442000	877	665	544
27	7814100	887	766	554
28	8186200	887	766	554
29	8558300	988	776	655
30	8930400	988	776	655
31	9302500	998	877	665
32	9674600	998	877	665
33	10046700	A99	887	766
34	10418800	A99	887	766
35	10790900	AA9	988	776
36	11163000	AA9	988	776

Requisites: HNCL 27

Alignment: LG

HD/level: 2d100

Weapon Prof.: 13+level

To Hit Table: (none)

Saves: & CTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Additional Saves & +level*3

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

Know Lich spells

See [Q45] for Psi45 rules and powers. P45P's=(Str+Dex+Con+Int+Wis+Chr).

Cannot choose powers from the Lifeform Control, Magical, and Power Control Schools.

Level 1;2;etc.: +1CML in another class.

Level 5: If Slain, all targets within 100miles*CCL take 2000d6 bludgeoning dmg, 1400d6 fire dmg, 200 Str Dex and Con dmg, and Disintegrated(fortitude DC135)

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

Level 14: Awakened Sweep: Whenever an ally use(s) a combat maneuver, Drain 140 spell slots from up to 1 enemies (Wis 11+Str for half effect, NR or RR to resist)

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

Level 15: 2D, Spend 4 Chr: After rolling a natural 20, an ally's group gains SEL=7 Raised Fully for 9 segment(s)

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

Level 21: When a creature hear(s) their kind invoked or named, Lingering effect: -153 to max hp on an enemy, stacking each round they remain affected. XR reduces the buildup

Level 28: An ally gains +4KE action(s) for 3 round(s)

Known Spells:

Rachmaninov - The Isle of the Dead (SL=N): One target is Xvim-ed N levels deep

Superior Quivering Palm(SL=10): Use the quivering palm attack once per round

Force Sense (SL=11): ESP for the force CCL miles and if light or dark.

Spell Abatement(SL=12): You ignore the effects of a non-Concordant spell the first time it is used upon you

Emrakul, the Promised End (SL=13): Summon a [x2] flying Unique DL XIII eldrazi with overhit, no target, "-1SL per different school/sphere spell cast this fight" and "When cast, dominate a target for 1segment (no save). Then they get +1F action".

The Dead Shall Serve (SL=14): Revive a slain subordinate for each enemy (one group). All are in same slot(+1slot).

Living Dungeon Spell (SL=15): Add your current boxes to your melee dmg.

Interdimensional(SL=16): You have a 75% chance of avoiding any attack or spell

Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.

Range=Same Multiverse

Warmonger Spell (SL=18): 1M: A group gets +1 iidmg.

The First Supreme Immortal(Hero Immortal)3 RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	
2	6500	2--	---	
3	13000	22-	---	
4	26000	32-	---	
5	52000	32-	---	
6	104000	32-	---	
7	208000	33-	---	
8	316200	432	---	
9	474300	432	---	
10	632400	432	---	
11	790500	442	---	
12	948600	543	---	
13	1106700	543	---	
14	1264800	543	---	
15	1422900	553	2--	
16	1581000	654	2--	
17	1739100	654	2--	
18	1897200	654	2--	
19	2055300	664	3--	
20	2213400	765	3--	
21	2371500	765	3--	
22	2529600	765	3--	
23	2687700	775	4--	
24	2845800	876	42-	
25	3003900	876	42-	
26	3162000	876	42-	
27	3320100	886	52-	
28	3478200	987	53-	
29	3636300	987	53-	
30	3794400	987	53-	
31	3952500	997	63-	
32	4110600	A98	64-	
33	4268700	A98	64-	
34	4426800	A98	64-	
35	4584900	AA8	742	
36	4743000	BA9	752	

Requisites: Con 34, HNCL 18

Alignment: non-T

HD/level: 2d85

Weapon Prof.: 11+level/2

To Hit Table: Rog

Saves: & 2xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets 1 rank of Exceptionalness in every ability score that had a requirement in the original class.

Level 1;2;etc.: +1 psionic frequency this class can pick from.

Level 1: The Munchkin character automatically knows everything about any monster that attacks it. This includes what type of weapons to use, what special precautions to take, and the weaknesses of the monster.

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

Level 37: Get one X48 (Innovator48) pick, but the pick must match a group from the emulated class (If the look at the X48 chart, you'll notice the X48 picks have a group listed with each of them). I didn't include the X48 powers list here, but it's in the [PC6] section.

Known Powers

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

Public Broadcasting (SL=N): A person's next spell of SL=N affects a group.

Step out of It Cloud (SL=11): Step out of manifesting any Grand or less Cloud.

Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.

[Aligned] Messiah(SL=14): Same aligned beings will not attack you

Force Lightning (SL=14): 5^CCL force lightning dmg (no resist). May divide by 10,000 to make into idmg.

Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously

Green Honden (SL=17): For 1 turn, each segment, copy one of your summons (it's in the same summon slot as the original)

Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)

Force Levitation (SL=20): Telekinesis Levitation X=X million pounds.

Anti- Acter(Hero Legend)1JG RDM

Level	KXP	Psionics		Requisites: Luck 18, HNCL 27 Alignment: any S HD/level: & 3d25 Weapon Prof.: & 8+level/2 To Hit Table: Wiz Saves: & Psi Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	9100	2--	---	
3	18200	22-	---	
4	36400	32-	---	
5	72800	32-	---	
6	145600	32-	---	
7	291200	33-	---	
8	442700	432	---	
9	664050	432	---	
10	885400	432	---	Gets Mega Barb Str [bonus = (Str-20)*7/2] and Barb Con.
11	1106750	442	---	Gets 30 Concordant Rogue points per level. The Rogue chart given uses Concordant Rogue points. These can instead be used as 2 normal Rogue points each.
12	1328100	543	---	+(Chr bonus) to AC, +HNCL/4 (round down) to AT, DR (HCL/2)/Epic. SR
13	1549450	543	---	HNCL+10+Divine Bonus, +HCL divine bonus to: AC; TH; checks; DC; initiative; saves and SR
14	1770800	543	---	
15	1992150	553	2--	Gets Psi7 powers: Each level, get 1 Super, 2 Grand, 3 Major, or 4 Minor.
16	2213500	654	2--	Level 1: troll-like regen 40, fasthealing 50.
17	2434850	654	2--	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
18	2656200	654	2--	Gravity damage
19	2877550	664	3--	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
20	3098900	765	3--	Level 7;17;27;ect: 1X, 1/d: Sunburst (all in sight you choose, no save, 40th caster level)
21	3320250	765	3--	
22	3541600	765	3--	Level 9;19;29;ect: 1X, 1/d: Holy Word (all in sight you choose, affects all alignments, no save)
23	3762950	775	4--	Level 18: You may convert 2KG -> 1KQG. You may convert 2scrG -> 1 IscrG. (scrG = Script Godly)
24	3984300	876	42-	
25	4205650	876	42-	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%
26	4427000	876	42-	
27	4648350	886	52-	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)
28	4869700	987	53-	Known Powers
29	5091050	987	53-	
30	5312400	987	53-	The Farmer in the Dell (SL=N): Can only be cast on segment 2. Each segment, revive a monster as a DL=N-segment number (min DL 1, max 8 revives, same slot).
31	5533750	997	63-	Jimi Hendrix - The National Anthem (SL=N): One group rolls a morale check at xN DC and if failed won't attack or special at you
32	5755100	A98	64-	Psi∞ Supers (SL=11): Enhance (1bM to use, add your CCL to the CCL of an effect for this segment)
33	5976450	A98	64-	
34	6197800	A98	64-	Slaughter to Prevail - Baba Yaga (SL=11): Spend 13,000 gp: Summon a DL=13
35	6419150	AA8	742	Unique Hag Wizard Avatar named Baba Yaga and her hut.
36	6640500	BA9	752	Legend Cloud(SL=14): All your clouds have no save (incl. Scarab/Pro). Hero Cloud(SL=14): Immune to Elements. Force Control Pain (SL=17): iDT 50-CCL. Living Dungeon Spell (SL=17): You ignore other people's resistances. Living Planet Spell (SL=20): xiunAXGR CCL%. Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.

Pasta Immortal(Worshipper of the Flying Lord) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9000	2--	---
3	18000	22-	---
4	36000	32-	---
5	72000	32-	---
6	144000	32-	---
7	288000	33-	---
8	437800	432	---
9	656700	432	---
10	875600	432	---
11	1094500	442	---
12	1313400	543	---
13	1532300	543	---
14	1751200	543	---
15	1970100	553	2--
16	2189000	654	2--
17	2407900	654	2--
18	2626800	654	2--
19	2845700	664	3--
20	3064600	765	3--
21	3283500	765	3--
22	3502400	765	3--
23	3721300	775	4--
24	3940200	876	42-
25	4159100	876	42-
26	4378000	876	42-
27	4596900	886	52-
28	4815800	987	53-
29	5034700	987	53-
30	5253600	987	53-
31	5472500	997	63-
32	5691400	A98	64-
33	5910300	A98	64-
34	6129200	A98	64-
35	6348100	AA8	742
36	6567000	BA9	752

Requisites: Chr 34, HNCL 18

Alignment: NE

HD/level: 1d70

Weapon Prof.: 5+level/2

To Hit Table: 3xRog

Saves: & 2xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You may "material component" psionic powers from any of your x1 or x2 classes, by spending 1V action. You get free material componenting when using powers from the Brain in a Box class, and if you spend 1V, you get double material componenting.

You have an additional ArchVillain progression

You may material component your X0.13 (Pinpoint X13) powers and Breaker spells.

Level 4: Each time an ally take(s) psychic damage, Dispel all magical effects in a 20-ft radius (No save, GR to resist)

Level 12: Each time an ally take(s) damage from a hated foe, Dispel all magical effects in a 20-ft radius (Fortitude or RSW 28+Int save to negate)

Level 26: Anomalous Envelope: Whenever you steal(s) an item, Drain 156 points of resistances from your group (Reflex 146+Dex for tenth effect, NR or PR to resist)

Known Powers

Kanye West - Otis (SL=N): You get +10*N% gp when selling items at the end of a run. You are Dimensional Anchored.

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

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

Psi∞ Supers (SL=11): Telekinetic Damage (group, CCLd4 idmg, no save)

Spirited Away(SL=14): You are saved from destruction (Avoid Fate once per day)

Redivivus(SL=14): You can revive your opponents greatest enemy

Green Honden (SL=17): For 1 turn, each segment, copy one of your summons (it's in the same summon slot as the original)

Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg.

Target cannot take actions.

Omnific Weapon Specialization(SL=20): +1iidmg

Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.

High SL Overlord/ Legendary Villian Slayer RDM

Level	KXP	Spells			
		ABC	DEF	GHI	
1	0	2--	---	---	Requisites: Con 35, HNCL 27, Race slots 2
2	8400	2--	---	---	Alignment: AW
3	16800	22-	---	---	HD/level: 1d20
4	33600	22-	---	---	Weapon Prof.: 4+level
5	67200	322	---	---	To Hit Table: War
6	134400	322	---	---	Saves: & CTD0
7	268800	332	2--	---	Reference: RDM
8	408600	332	2--	---	Groups: Concordant(x2)
9	612900	433	22-	---	Complexity: CF=1
10	817200	433	22-	---	Fly at CCL*24" (A) move rate. Immune to falling damage, telekinesis, and gravity effects.
11	1021500	443	322	---	Count as Human, King. Severe Allergy to arrows.
12	1225800	443	322	---	You have an additional Lich progression
13	1430100	544	332	2--	Level 3: Every time an enemy cast(s) a spell, Each failed save by your group increases the severity of SEL=1 Enraged (No save, TechR to resist)
14	1634400	544	332	2--	Level 4: All your X0.13 (Pinpoint X13) and Breaker spells cost 0 actions (limit = CCL/r).
15	1838700	554	433	22-	Level 5: Awe power Imprisons instead of Charms.
16	2043000	554	433	22-	Level 7: Can trade 10000 Infini Boxes into one iiBox of the same type.
17	2247300	655	443	322	Level 10: 2F: Silence a target mid-cast, preventing the ability (Horror or Fortitude 43+Con save for half effect)
18	2451600	655	443	322	Level 18: An ally's group gain(s) +68 melee dmg each turn for 1 day, stacking until the effect ends
19	2655900	665	544	332	Level 28: An ally's group gain(s) +24 hp each turn for 1 day, stacking until the effect ends
20	2860200	665	544	332	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
21	3064500	766	554	433	Known Spells:
22	3268800	766	554	433	Wolfgang Amadeus Mozart - Requiem (SL=N): Wishoid for a Catholic Priest spell of SL=N-1 or less if a group was slain this rd
23	3473100	776	655	443	Legendary Archer(SL=10): Opponents cannot deflect your missiles
24	3677400	776	655	443	Force Echo (SL=11): Earthquake Range=X*CL ft.
25	3881700	877	665	544	X-Ray Vision(SL=12): See through solid objects
26	4086000	877	665	544	My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.
27	4290300	887	766	554	Shangri-La Spell (SL=14): Immune Xviming
28	4494600	887	766	554	Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
29	4698900	988	776	655	Living Planet Spell (SL=16): You can attack any target you can perceive.
30	4903200	988	776	655	Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.
31	5107500	998	877	665	Range=Same Multiverse
32	5311800	998	877	665	Omnific Toughness(SL=18): +CCL ihp
33	5516100	A99	887	766	
34	5720400	A99	887	766	
35	5924700	AA9	988	776	
36	6129000	AA9	988	776	

Dark Lord(Worshipper of the Flying Elemental)1 RDM

Level	KXP	Spells			
		ABC	DEF	GHI	
1	0	2--	---	---	Requisites: Wis 36, HNCL 27
2	11100	2--	---	---	Alignment: LE
3	22200	22-	---	---	HD/level: & 1d35
4	44400	22-	---	---	Weapon Prof.: & 10+level
5	88800	322	---	---	To Hit Table: & 2xFtr0
6	177600	322	---	---	Saves: & 3xM-U0
7	355200	332	2--	---	Reference: RDM
8	540000	332	2--	---	Groups: Concordant(x2)
9	810000	433	22-	---	Complexity: CF=1
10	1080000	433	22-	---	Know Dark Lord2 spells
11	1350000	443	322	---	Can use 2M+1V+1X per segment if desired.
12	1620000	443	322	---	Fly at 30" (AA).
13	1890000	544	332	2--	Sustain all stats and actions. Immune to paralysis, hold, stun, summoning sickness, and similar effects. Immune to charm, domination, ego domination, and similar effects.
14	2160000	544	332	2--	Level 1;2;etc.: +1 Epic Kit.
15	2430000	554	433	22-	Level 2: 1X: Pick one: Annihilate, Destructed, Incurse, or As You Are (one group, no save).
16	2700000	554	433	22-	Level 4: All your X0.13 (Pinpoint X13) and Breaker spells cost 0 actions (limit = CCL/r).
17	2970000	655	443	322	Level 5: If your Dex is at least 20, when you parry an attack, you may reflect the attack back onto its owner.
18	3240000	655	443	322	Level 16: +68 melee dmg and +35 max hp to you
19	3510000	665	544	332	Level 25: Gain a Empathic Cocoon that delays up to 700 dmg/hit for 4 segment(s).
20	3780000	665	544	332	(PP 56+Dex to delay 1 segment, CR or NR to resist)
21	4050000	766	554	433	Level 30: 8M: Counter up to 3 effects targeting allies (BW 28+Con save to negate per effect)
22	4320000	766	554	433	Level 31: Your X0.13 Ultra+2 (W) powers give no XR.
23	4590000	776	655	443	Known Spells:
24	4860000	776	655	443	Killswitch Engage - The End of Heartache (SL=N): Summon a DL=N being unique to your character of opposite gender
25	5130000	877	665	544	Hurt (SL=10): Target is Retired (no resistance).
26	5400000	877	665	544	Enneract(SL=11): Travel through the 10th dimension to any alternate multiverse.
27	5670000	887	766	554	Perfect Weapon Specialization(SL=12): Always deal maximum damage with selected weapon
28	5940000	887	766	554	Choose Your Champion (SL=13): You and one enemy can affect each other this round.
29	6210000	988	776	655	Warmonger Spell (SL=14): 1M: A group gets +WCL Q∞P actions (infinitely quick P actions)
30	6480000	988	776	655	B.F.M.* (SL=15): 1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).
31	6750000	998	877	665	Ultimate Weapon Focus(SL=16): +CCL iTH
32	7020000	998	877	665	Black Honden (SL=17): Target will have his next CCL effects Countered (no save)
33	7290000	A99	887	766	Omnipersonal(SL=18): When you are damaged, all opponents in your group also suffer your damage.
34	7560000	A99	887	766	
35	7830000	AA9	988	776	
36	8100000	AA9	988	776	

Abjuration Acter RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	----	----
2	8300	2--	----	----
3	16600	22-	----	----
4	33200	22-	----	----
5	66400	322	----	----
6	132800	322	----	----
7	265600	332	2--	----
8	403800	332	2--	----
9	605700	433	22-	----
10	807600	433	22-	----
11	1009500	443	322	----
12	1211400	443	322	----
13	1413300	544	332	2--
14	1615200	544	332	2--
15	1817100	554	433	22-
16	2019000	554	433	22-
17	2220900	655	443	322
18	2422800	655	443	322
19	2624700	665	544	332
20	2826600	665	544	332
21	3028500	766	554	433
22	3230400	766	554	433
23	3432300	776	655	443
24	3634200	776	655	443
25	3836100	877	665	544
26	4038000	877	665	544
27	4239900	887	766	554
28	4441800	887	766	554
29	4643700	988	776	655
30	4845600	988	776	655
31	5047500	998	877	665
32	5249400	998	877	665
33	5451300	A99	887	766
34	5653200	A99	887	766
35	5855100	AA9	988	776
36	6057000	AA9	988	776

Requisites: Dex 35, HNCL 18

Alignment: JN

HD/level: & 1d30

Weapon Prof.: & 7+level/2

To Hit Table: War

Saves: & 2xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Gets 1 rank of Exceptionalness in every ability score that had a requirement in the original class.

Level 1: All Munchkins know a language called the Munchkins' Can.

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

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

Tensor's Transformation for 6 round(s)

Level 22: Whenever all creatures provok(es) an attack of opportunity, Drain 77 spell slots from up to 1 enemies (No save)

Level 25: When you link(s) mind(s) with another creature, Weaken(s) 2 enemies: -194 saves (No save, HR or PR to resist). Each failed save increases the penalty by 50%

Known Spells:

Disturbed - Serpentine (SL=N): Summon a DL=N-1 LN Succubus Demon

Nine Inch Nails - Hurt (SL=10): One target is SEL=12 Wasted(high).

Force Throw (SL=11): Knockback CCL/2 miles.

Force Field (S)(SL=12): You are protected by 50 hit point force field (re-raises every segment)

Shangri-La Spell (SL=13): Immune Concordant Twilighting.

Villain Cloud (SL=14): Your clouds cannot be resisted.

Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).

Edifying Presence(SL=16): Your presence forces an alignment change (save)

Infinite Rage (SL=17): Earthquake CCL groups, each group takes CCL^2 Bdmg (Boxes of dmg, each "Box" is 100 dmg)

Warmonger Spell (SL=18): 1M: A group gets +1 iihp.

Overlord(Pinpoint 0.29) RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	6000	2--	---	---
3	12000	22-	---	---
4	24000	22-	---	---
5	48000	322	---	---
6	96000	322	---	---
7	192000	332	2--	---
8	291900	332	2--	---
9	437850	433	22-	---
10	583800	433	22-	---
11	729750	443	322	---
12	875700	443	322	---
13	1021650	544	332	2--
14	1167600	544	332	2--
15	1313550	554	433	22-
16	1459500	554	433	22-
17	1605450	655	443	322
18	1751400	655	443	322
19	1897350	665	544	332
20	2043300	665	544	332
21	2189250	766	554	433
22	2335200	766	554	433
23	2481150	776	655	443
24	2627100	776	655	443
25	2773050	877	665	544
26	2919000	877	665	544
27	3064950	887	766	554
28	3210900	887	766	554
29	3356850	988	776	655
30	3502800	988	776	655
31	3648750	998	877	665
32	3794700	998	877	665
33	3940650	A99	887	766
34	4086600	A99	887	766
35	4232550	AA9	988	776
36	4378500	AA9	988	776

Requisites: Int 33, HNCL 9
Alignment: NG (Overwrite to all other classes)
HD/level: 2d95
Weapon Prof.: 1+level
To Hit Table: & 2xM-U0
Saves: & 2xRog
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Gets +1X action per round.
 Level 792: Gain a Solar Buffer that forces attackers to succeed on (Int 2188+Int for quarter effect, PR or RR to resist) or deal half damage for 1 round
 Known Spells:
 Never Scared - Bonecrusher (SL=N): Resist fear xN and +N size categories
 Disturbed - Down with the Sickness (SL=10): Peel the Onion one target and polymorph it into a child version of itself (no save).
 I Know All, I See All (SL=11): +1OppF only for monster's side of combat.
 Squamous(SL=12): Your divine natural armor bonus is trebled
 Shangri-La Spell (SL=13): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
 Redivivus(SL=14): You can revive your opponents greatest enemy
 Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable Eldrazi with "protection from colored spells, When this creature attacks, defending creature sacrifices 6 items/effects, When cast you get +1RM action, and If this is killed, reset your spell progression"(+1 slot).
 Sophism(SL=16): You can make a Will save vs. an opponent's level to avoid any type of assault
 All I See is Burning (SL=17): Within sight, all enemies take CCL^CCL colorless fire damage (No resistance).
 Infinite [Ability Score](SL=18): +CCL iChr (+CCL*25 Chr if not using [X] section)