

Anti- Concordant Slayer RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2--	---	---	---	---	---	---	---	---
2	7500	2--	---	---	---	---	---	---	---	---
3	22500	22-	---	---	---	---	---	---	---	---
4	45000	22-	---	---	---	---	---	---	---	---
5	75000	322	---	---	---	---	---	---	---	---
6	112500	322	---	---	---	---	---	---	---	---
7	150000	332	2--	---	---	---	---	---	---	---
8	225000	332	2--	---	---	---	---	---	---	---
9	300000	433	22-	---	---	---	---	---	---	---
10	375000	433	22-	---	---	---	---	---	---	---
11	450000	443	322	---	---	---	---	---	---	---
12	525000	443	322	---	---	---	---	---	---	---
13	600000	544	332	2--	---	---	---	---	---	---
14	675000	544	332	2--	---	---	---	---	---	---
15	750000	554	433	22-	---	---	---	---	---	---
16	825000	554	433	22-	---	---	---	---	---	---
17	900000	655	443	322	---	---	---	---	---	---
18	975000	655	443	322	---	---	---	---	---	---
19	1050000	665	544	332	---	---	---	---	---	---
20	1125000	665	544	332	---	---	---	---	---	---
21	1200000	766	554	433	---	---	---	---	---	---
22	1275000	766	554	433	---	---	---	---	---	---
23	1350000	776	655	443	---	---	---	---	---	---
24	1425000	776	655	443	---	---	---	---	---	---
25	1500000	877	665	544	---	---	---	---	---	---
26	1575000	877	665	544	---	---	---	---	---	---
27	1650000	887	766	554	---	---	---	---	---	---
28	1725000	887	766	554	---	---	---	---	---	---
29	1800000	988	776	655	---	---	---	---	---	---
30	1875000	988	776	655	---	---	---	---	---	---
31	1950000	998	877	665	---	---	---	---	---	---
32	2025000	998	877	665	---	---	---	---	---	---
33	2100000	A99	887	766	---	---	---	---	---	---
34	2175000	A99	887	766	---	---	---	---	---	---
35	2250000	AA9	988	776	---	---	---	---	---	---
36	2325000	AA9	988	776	---	---	---	---	---	---

Requisites: HNCL 18

Alignment: AG

HD/level: 1d55

Weapon Prof.: 10+level/2

To Hit Table: Ftr0

Saves: & 3xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Legend spells

Barbarian Int, Wis, and Chr.

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

Level 1;2;etc::: +1 Size Class.

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

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

Known Spells:

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

Brave New World (SL=10): Create a pocket demi-plane.

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

Extra Level (S)(SL=12): You gain an extra class level (non-Concordant)

Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL's.

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

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

Astro [Effect](SL=16): One of your effects have a CCL% chance to erase the being from history

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

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

False Immortal Slayer RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	13000	2--	---
3	39000	22-	---
4	78000	32-	---
5	130000	32-	---
6	195000	32-	---
7	260000	33-	---
8	390000	432	---
9	520000	432	---
10	650000	432	---
11	780000	442	---
12	910000	543	---
13	1040000	543	---
14	1170000	543	---
15	1300000	553	2--
16	1430000	654	2--
17	1560000	654	2--
18	1690000	654	2--
19	1820000	664	3--
20	1950000	765	3--
21	2080000	765	3--
22	2210000	765	3--
23	2340000	775	4--
24	2470000	876	42-
25	2600000	876	42-
26	2730000	876	42-
27	2860000	886	52-
28	2990000	987	53-
29	3120000	987	53-
30	3250000	987	53-
31	3380000	997	63-
32	3510000	A98	64-
33	3640000	A98	64-
34	3770000	A98	64-
35	3900000	AA8	742
36	4030000	BA9	752

Requisites: Dex 35, HNCL 27

Alignment: LW

HD/level: 2d100

Weapon Prof.: 4+level

To Hit Table: Ftr0

Saves: & 2xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

You have an additional Hero progression

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

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

Level 1: Continuous Undetectable Alignment and Disguise Self.

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

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

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

Level 14: +50 ranged dmg and +26 to hit to an ally

Level 15: Gain a volatile Frosted Envelope that explodes with Holy damage when struck, dealing 15% back to the attacker

Level 28: Each time all allies detect(s) thoughts or mental presence, Remove 1 highest-level effect and suppress 3 lesser effects on an enemy. No save

Level 29: Gain a Frosted Cocoon that delays up to 725 dmg/hit for 9 segment(s). (Fortitude or Fortitude 53+Str save to delay 1 segment)

Known Powers

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

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

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

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

Soniferous (S)(SL=14): You double the power of any single magic item you use

Apostasy(SL=14): You are unaffected by alignment based effects

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

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

Omniverses in a random direction, no save)

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

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Anti- Uber Overlord(Anti-Diety) RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	11200	2--	---
3	33600	22-	---
4	67200	32-	---
5	112000	32-	---
6	168000	32-	---
7	224000	33-	---
8	336000	432	---
9	448000	432	---
10	560000	432	---
11	672000	442	---
12	784000	543	---
13	896000	543	---
14	1008000	543	---
15	1120000	553	2--
16	1232000	654	2--
17	1344000	654	2--
18	1456000	654	2--
19	1568000	664	3--
20	1680000	765	3--
21	1792000	765	3--
22	1904000	765	3--
23	2016000	775	4--
24	2128000	876	42-
25	2240000	876	42-
26	2352000	876	42-
27	2464000	886	52-
28	2576000	987	53-
29	2688000	987	53-
30	2800000	987	53-
31	2912000	997	63-
32	3024000	A98	64-
33	3136000	A98	64-
34	3248000	A98	64-
35	3360000	AA8	742
36	3472000	BA9	752

Requisites: Wis 37, HNCL 18

Alignment: T any

HD/level: & 2d100

Weapon Prof.: & 13+level/2

To Hit Table: 3xWiz

Saves: & 3xM-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

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

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

Level 1: Immune Magic, Gravity, Fast Heal 1500, and DR 1500/-

Level 1: 1X: Trap the Soul (1 creature, no save, no XR).

Level 1: Divine electricity shield 100%*CCL dmg back.

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

Level 13: +1 G action.

Level 17: 3C, Spend 2 Con, ML/segment: While within 20 feet of you, you has SEL=1 Sanctuary for 4 round(s)

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

Level 23: 6P, Spend 10 rogue pt(s): An ally's group is/are affected by SEL=1 Funied for 7 segment(s)

Known Powers

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

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

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

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

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

Elemental Summon X (SL=14): Summon CCL DL X Eelementals

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

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

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

Concordant effects

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

Indigo G- Pawn5 RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	—	—	—	—	—	—	—
2	10000	2	—	—	—	—	—	—	—
3	30000	2	2	—	—	—	—	—	—
4	60000	2	2	—	—	—	—	—	—
5	100000	3	2	2	—	—	—	—	—
6	150000	3	2	2	—	—	—	—	—
7	200000	3	3	2	—	—	—	—	—
8	300000	3	3	2	—	—	—	—	—
9	400000	4	3	2	—	—	—	—	—
10	500000	4	3	2	—	—	—	—	—
11	600000	4	4	3	2	—	—	—	—
12	700000	4	4	3	2	—	—	—	—
13	800000	5	4	3	2	—	—	—	—
14	900000	5	4	3	2	—	—	—	—
15	1000000	5	5	4	3	2	—	—	—
16	1100000	5	5	4	3	2	—	—	—
17	1200000	6	5	4	3	2	—	—	—
18	1300000	6	5	4	3	2	—	—	—
19	1400000	6	6	5	4	3	2	—	—
20	1500000	6	6	5	4	3	2	—	—
21	1600000	7	6	5	4	3	—	—	—
22	1700000	7	6	5	4	3	—	—	—
23	1800000	7	7	6	5	4	3	—	—
24	1900000	7	7	6	5	4	3	—	—
25	2000000	8	7	6	5	4	4	—	—
26	2100000	8	7	6	5	4	4	—	—
27	2200000	8	8	7	6	5	5	—	—
28	2300000	8	8	7	6	5	5	—	—
29	2400000	9	8	7	6	5	5	—	—
30	2500000	9	8	7	6	5	5	—	—
31	2600000	9	9	8	7	6	5	—	—
32	2700000	9	9	8	7	6	5	—	—
33	2800000	A	9	8	7	6	6	—	—
34	2900000	A	9	8	7	6	6	—	—
35	3000000	AA	9	8	8	7	6	6	—
36	3100000	AA	9	8	8	7	6	6	—

Requisites: Luck 17, HNCL 18, Race slots 4

Alignment: J any

HD/level: 4d65

Weapon Prof.: 14+level/2

To Hit Table: Wiz

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

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

Level 1:6:11:,ect: ++10 to tracking checks.

Level 3: +80 elemental mastery bonus to AC, Th, ability checks, DC's, initiative and saves.

Level 7: Can trade 10000 Infini Boxes into one iiBox of the same type.

Level 15: 3D, Spend 5 Chr: An ally's group get(s) SEL=6 Charged for 1 minute(s)

Level 18: Whenever a group identify(ies) a spell or magical effect, Drain 513% of psi points from an enemy's group (No save)

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

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

Known Spells:

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 A Legend in My Time (SL=10): Cast a CSL = 1 Legend Spell.

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

Shapechange(SL=12): You can shapechange at will

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

Broken Ambitions (SL=14): (1bM to use) Counterspell, the target his next 4A worth of actions.

Into the Earthen Maw (SL=15): Incuse 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

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

Omnipersonal(SL=18): When you are damaged, all opponents in your group also suffer your damage.

Planetary in a Box1JG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	10100	2--	---
3	30300	22-	---
4	60600	32-	---
5	101000	32-	---
6	151500	32-	---
7	202000	33-	---
8	303000	432	---
9	404000	432	---
10	505000	432	---
11	606000	442	---
12	707000	543	---
13	808000	543	---
14	909000	543	---
15	1010000	553	2--
16	1111000	654	2--
17	1212000	654	2--
18	1313000	654	2--
19	1414000	664	3--
20	1515000	765	3--
21	1616000	765	3--
22	1717000	765	3--
23	1818000	775	4--
24	1919000	876	42-
25	2020000	876	42-
26	2121000	876	42-
27	2222000	886	52-
28	2323000	987	53-
29	2424000	987	53-
30	2525000	987	53-
31	2626000	997	63-
32	2727000	A98	64-
33	2828000	A98	64-
34	2929000	A98	64-
35	3030000	AA8	742
36	3131000	BA9	752

Requisites: Cml 36, HNCL 27

Alignment: L any

HD/level: 3d90

Weapon Prof.: 1+level/2

To Hit Table: 2xPsi

Saves: & 2xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Additional To Hit & +level*3

Additional Saves & +level*3

You get an X action.

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

Level 1;2;etc::: +1 Follower, treat this as a level=LVL*3 Priest.

Level 2: Whenever all creatures inflict(s) psychic damage, Drain 63 hp from all enemies in 20 feet (No save)

Level 2: Immune Gravity and 0, LVL/d: ++20 to one saving throw.

Level 5: 1X: Trap the Soul (1 group, no save, no XR).

Level 7: Effective caster level is 261.

Level 19: Every time all enemies bless(es) an area or object, An enemy's group must succeed on a (No save) or become SEL=1 Immovable/Stopped at the start of its next turn

Level 21: Gain a Force Veil that heals you for 42% of damage you deal while active, for CL resets

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

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

Known Powers

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

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

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

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

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

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

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

Psi∞ Ultra+1(V)'s (SL=17): Random Omniverseport (one target, 1d(CCL-8) Omnipresses in a random direction, no save)

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

Unearthly Defence(SL=20): +1iiAC

Violet Munchkin0 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	5600	2--	---
3	16800	22-	---
4	33600	32-	---
5	56000	32-	---
6	84000	32-	---
7	112000	33-	---
8	168000	432	---
9	224000	432	---
10	280000	432	---
11	336000	442	---
12	392000	543	---
13	448000	543	---
14	504000	543	---
15	560000	553	2--
16	616000	654	2--
17	672000	654	2--
18	728000	654	2--
19	784000	664	3--
20	840000	765	3--
21	896000	765	3--
22	952000	765	3--
23	1008000	775	4--
24	1064000	876	42-
25	1120000	876	42-
26	1176000	876	42-
27	1232000	886	52-
28	1288000	987	53-
29	1344000	987	53-
30	1400000	987	53-
31	1456000	997	63-
32	1512000	A98	64-
33	1568000	A98	64-
34	1624000	A98	64-
35	1680000	AA8	742
36	1736000	BA9	752

Requisites: Dex 34, HNCL 18

Alignment: any E

HD/level: 4d20

Weapon Prof.: 1+level/2

To Hit Table: 3xWar

Saves: & Ftr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

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

Gets 2X actions per round.

You are immune to Tricks, Specials, and Terrain Features of your multiplier or less.

Hold Plane.

You have Overhit.

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: Total HD is 6d12.

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

Level 3:,6:,9:,etc: 1X, 1/d: Extend duration of a gate by +1day.

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)

Known Powers

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

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

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

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

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

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.

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

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

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

Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.

Prismatic Munchkin(ArchLegend)5 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	4700	2	—	—	—	—
3	14100	2	2	—	—	—
4	28200	2	2	—	—	—
5	47000	3	2	—	—	—
6	70500	3	2	—	—	—
7	94000	3	3	2	—	—
8	141000	3	3	2	—	—
9	188000	4	3	2	—	—
10	235000	4	3	2	—	—
11	282000	4	4	3	2	—
12	329000	4	4	3	2	—
13	376000	5	4	3	2	—
14	423000	5	4	3	2	—
15	470000	5	5	4	3	2
16	517000	5	5	4	3	2
17	564000	6	5	4	3	2
18	611000	6	5	4	3	2
19	658000	6	6	5	4	3
20	705000	6	6	5	4	3
21	752000	7	6	5	4	3
22	799000	7	6	5	4	3
23	846000	7	7	6	5	4
24	893000	7	7	6	5	4
25	940000	8	7	6	5	4
26	987000	8	7	6	5	4
27	1034000	8	8	7	6	5
28	1081000	8	8	7	6	5
29	1128000	9	8	7	6	5
30	1175000	9	8	7	6	5
31	1222000	9	9	8	7	6
32	1269000	9	9	8	7	6
33	1316000	A	9	8	7	6
34	1363000	A	9	8	7	6
35	1410000	AA	9	9	8	7
36	1457000	AA	9	9	8	7

Requisites: Chr 33, HNCL 18

Alignment: JN

HD/level: & 1d10

Weapon Prof.: & 12+level/2

To Hit Table: 3xM-U0

Saves: & 2xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

X-ray vision through anything except lead.

Additional To Hit & +level

Duplicate F=20 of Custom2 or ArchCustom2 picks

Resist Prismatic.

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

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

Level 3: Every time an ally become(s) invisible, If an enemy is standing on difficult terrain then they are SEL=1 Enraged (No save, WR or GR to resist)

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

Known Spells:

Operator Manipulation (SL=N): Change one mathematical operator on a spell/psi power/item to a different symbol for this segment. + or - = SL 2, * or / = SL 5, ^ or √ = SL 8, ^ or √ = SL 11.

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

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).

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

Shangri-La Spell (SL=13): Immune Concordant Twilighting.

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

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).

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

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

Omniverses in a random direction, no save)

Indissoluble(SL=18): You possess infinite regeneration

Prismatic EnderMTG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	6600	2--	---
3	19800	22-	---
4	39600	32-	---
5	66000	32-	---
6	99000	32-	---
7	132000	33-	---
8	198000	432	---
9	264000	432	---
10	330000	432	---
11	396000	442	---
12	462000	543	---
13	528000	543	---
14	594000	543	---
15	660000	553	2--
16	726000	654	2--
17	792000	654	2--
18	858000	654	2--
19	924000	664	3--
20	990000	765	3--
21	1056000	765	3--
22	1122000	765	3--
23	1188000	775	4--
24	1254000	876	42-
25	1320000	876	42-
26	1386000	876	42-
27	1452000	886	52-
28	1518000	987	53-
29	1584000	987	53-
30	1650000	987	53-
31	1716000	997	63-
32	1782000	A98	64-
33	1848000	A98	64-
34	1914000	A98	64-
35	1980000	AA8	742
36	2046000	BA9	752

Requisites: Luck 14, HNCL 9

Alignment: TN

HD/level: 4d50

Weapon Prof.: 17+level

To Hit Table: 3xMon

Saves: & 3xM-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

+2*level Str and Cml.

Speed (Ex): All movement speeds tripled.

Additional Saves & +level

Resist Prismatic.

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

Known Powers

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

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

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

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

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

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

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

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

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

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

Concordant effects

Orange Clerical X RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	6400	2--	---
3	19200	22-	---
4	38400	32-	---
5	64000	32-	---
6	96000	32-	---
7	128000	33-	---
8	192000	432	---
9	256000	432	---
10	320000	432	---
11	384000	442	---
12	448000	543	---
13	512000	543	---
14	576000	543	---
15	640000	553	2--
16	704000	654	2--
17	768000	654	2--
18	832000	654	2--
19	896000	664	3--
20	960000	765	3--
21	1024000	765	3--
22	1088000	765	3--
23	1152000	775	4--
24	1216000	876	42-
25	1280000	876	42-
26	1344000	876	42-
27	1408000	886	52-
28	1472000	987	53-
29	1536000	987	53-
30	1600000	987	53-
31	1664000	997	63-
32	1728000	A98	64-
33	1792000	A98	64-
34	1856000	A98	64-
35	1920000	AA8	742
36	1984000	BA9	752

Requisites: HNCL 18

Alignment: non-L

HD/level: & +2d85

Weapon Prof.: & 17+level

To Hit Table: CTD0

Saves: & 2xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You have an additional Spawn progression

iAaAR +7*LVL% (this is iRMPIWEaRaMaPaLaWaER, you can track of each separately if you have other sources)

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

Maven (Ex): Maximum skill ranks for each skill they know.

Immune Acid.

Level 2: Whenever an enemy become(s) enraged, Drain 46 points of Dex from an enemy (No save)

Known Powers

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

Disturbed - The Animal (SL=N): You gain a free Lycanthrope status racial adjective of divisor = N/10 while this is running

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

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

Broken Ambitions (SL=14): (1bM to use) Counterspell, the target his next 4A worth of actions.

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

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

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

Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

Unearthly Defence(SL=20): +1iAC

Shadow7M RDM

Level	KXP	Spells					A	B	C
		A	B	C	D	E			
1	0	2	---	---	---	---			
2	10800	2	---	---	---	---			
3	32400	2	2	---	---	---			
4	64800	2	2	---	---	---			
5	108000	3	2	2	---	---			
6	162000	3	2	2	---	---			
7	216000	3	3	2	2	---			
8	324000	3	3	2	2	---			
9	432000	4	3	3	2	2			
10	540000	4	3	3	2	2			
11	648000	4	4	3	2	2			
12	756000	4	4	3	2	2			
13	864000	5	4	3	3	2			
14	972000	5	4	3	3	2			
15	1080000	5	5	4	3	3			
16	1188000	5	5	4	3	3			
17	1296000	6	5	4	3	2			
18	1404000	6	5	4	3	2			
19	1512000	6	6	5	4	3			
20	1620000	6	6	5	4	3			
21	1728000	7	6	5	5	4			
22	1836000	7	6	5	5	4			
23	1944000	7	7	6	5	4			
24	2052000	7	7	6	5	4			
25	2160000	8	7	6	5	5			
26	2268000	8	7	6	5	5			
27	2376000	8	8	7	6	5			
28	2484000	8	8	7	6	5			
29	2592000	9	8	7	6	5			
30	2700000	9	8	7	6	5			
31	2808000	9	9	8	7	6			
32	2916000	9	9	8	7	6			
33	3024000	A	9	8	8	7			
34	3132000	A	9	8	8	7			
35	3240000	AA	9	9	8	7			
36	3348000	AA	9	9	8	7			

Requisites: Con 35, HNCL 18, Race slots 4

Alignment: JE

HD/level: 4d85

Weapon Prof.: 12+level

To Hit Table: 2xWiz

Saves: & Wiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

When you material component a spell through your staff (taking the usual +1V action), you do xLVL effect instead of x2.

Level 1: 1C, Spend 1 max hp(s), ML/segment: If healed, an ally's group also gains SEL=1 Sanctuary for 2 segment(s)

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.

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

Level 19: 10E, Spend 16 hp(s): You gain(s) SEL=7 Escape for 5 round(s)

Level 26: Awakened Sweep: 7F: Cancel a unique or X/G action before it resolves (Will or Terror 130+Int save to reflect)

Known Spells:

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

Pre-emptive Strike(SL=10): You can make one attack in segment 0 (before segment 1)

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

X-Ray Vision(SL=12): See through solid objects

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

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

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

Polymath(SL=16): Your non-Concordant class levels can be changed at will (you can shift XP around)

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

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

Bug5 RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	—	—	—	—	—	—	—
2	6000	2	—	—	—	—	—	—	—
3	18000	2	2	—	—	—	—	—	—
4	36000	2	2	—	—	—	—	—	—
5	60000	3	2	2	—	—	—	—	—
6	90000	3	2	2	—	—	—	—	—
7	120000	3	3	2	—	—	—	—	—
8	180000	3	3	2	—	—	—	—	—
9	240000	4	3	2	2	—	—	—	—
10	300000	4	3	2	2	—	—	—	—
11	360000	4	4	3	2	2	—	—	—
12	420000	4	4	3	2	2	—	—	—
13	480000	5	4	3	3	2	—	—	—
14	540000	5	4	3	3	2	—	—	—
15	600000	5	5	4	3	3	2	—	—
16	660000	5	5	4	3	3	2	—	—
17	720000	6	5	4	4	3	3	2	—
18	780000	6	5	4	4	3	3	2	—
19	840000	6	6	5	4	4	3	3	2
20	900000	6	6	5	4	4	3	3	2
21	960000	7	6	5	5	4	3	3	3
22	1020000	7	6	5	5	4	3	3	3
23	1080000	7	7	6	5	5	4	4	3
24	1140000	7	7	6	5	5	4	4	3
25	1200000	8	7	6	6	5	5	4	4
26	1260000	8	7	6	6	5	4	4	4
27	1320000	8	8	7	6	6	5	5	4
28	1380000	8	8	7	6	6	5	5	4
29	1440000	9	8	7	7	6	5	5	4
30	1500000	9	8	8	7	6	5	5	4
31	1560000	9	9	8	7	7	6	5	4
32	1620000	9	9	8	7	7	6	5	4
33	1680000	A	9	8	8	7	6	6	5
34	1740000	A	9	8	8	7	6	6	5
35	1800000	AA	9	9	8	7	7	6	5
36	1860000	AA	9	9	8	7	7	6	5

Requisites: Dex 33, HNCL 9

Alignment: any

HD/level: 4d60

Weapon Prof.: 18+level

To Hit Table: & 3xMon

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets 1X action per round.

1/d: For each Follower (either with you or at home), gain L^2 Worship Points, where L is his level.

+1 extra Kit per level.

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

Level 1: 1H or 1X, 1/r: High X Frequency Sample, see table on following page. You may "remember" powers, and put them in "Ultra" (U) slots.

Known Spells:

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

Brave New World (SL=10): Create a pocket demi-plane.

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

[Energy] Absorption(SL=12): One type of energy heals you

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

The Dead Shall Serve (SL=14): Revive a slain subordinate for each enemy (one group). All are in same slot(+1slot).

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

Ultimate Weapon Specialization(SL=16): Number of attacks/limb=TH/5

Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)

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 Concordant7P5 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	7800	2	—	—	—	—
3	23400	22	—	—	—	—
4	46800	22	—	—	—	—
5	78000	322	—	—	—	—
6	117000	322	—	—	—	—
7	156000	332	2	—	—	—
8	234000	332	2	—	—	—
9	312000	433	22	—	—	—
10	390000	433	22	—	—	—
11	468000	443	322	—	—	—
12	546000	443	322	—	—	—
13	624000	544	332	2	—	—
14	702000	544	332	2	—	—
15	780000	554	433	22	—	—
16	858000	554	433	22	—	—
17	936000	655	443	322	—	—
18	1014000	655	443	322	—	—
19	1092000	665	544	332	—	—
20	1170000	665	544	332	—	—
21	1248000	766	554	433	—	—
22	1326000	766	554	433	—	—
23	1404000	776	655	443	—	—
24	1482000	776	655	443	—	—
25	1560000	877	665	544	—	—
26	1638000	877	665	544	—	—
27	1716000	887	766	554	—	—
28	1794000	887	766	554	—	—
29	1872000	988	776	655	—	—
30	1950000	988	776	655	—	—
31	2028000	998	877	665	—	—
32	2106000	998	877	665	—	—
33	2184000	A99	887	766	—	—
34	2262000	A99	887	766	—	—
35	2340000	AA9	988	776	—	—
36	2418000	AA9	988	776	—	—

Requisites: Wis 36, HNCL 18

Alignment: non-C

HD/level: 4d70

Weapon Prof.: 1+level/2

To Hit Table: Pri

Saves: & 2xM-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Freeze breath: Mouth's P: Rapidly cool something (it's temperature in Kelvin is divided by LVL+1 per segment). Can alternatively deal CCL cold dmg to a group. You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).

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

Level 1: Immune Magic, Gravity, Fast Heal 1500, and DR 1500/-

Level 3;6;9;ect: 1X, 1/d: Extend duration of a gate by +1day.

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

Level 13: When all creatures attack(s) with advantage, Lingering effect: -264 to max hp on an enemy's group, stacking each round they remain affected. XR reduces the buildup

Level 18: +482 Str, -96Dex, +635 natural AC.

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

Known Spells:

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

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

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

[Energy] Absorption(SL=12): One type of energy heals you

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

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

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

Orichalcum Body(SL=16): +232 Str, iDR100/-, +152 armor bonus, -46 Dex, overlaps other "body" powers.

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

Omnipresent(SL=18): You can be in CCL groups at the same time

Lord RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	11400	2	--	---	---	---	---	---	---	---
3	34200	2	2	--	---	---	---	---	---	---
4	68400	2	2	--	---	---	---	---	---	---
5	114000	3	2	2	--	---	---	---	---	---
6	171000	3	2	2	--	---	---	---	---	---
7	228000	3	3	2	2	--	---	---	---	---
8	342000	3	3	2	2	--	---	---	---	---
9	456000	4	3	3	2	2	--	---	---	---
10	570000	4	3	3	2	2	--	---	---	---
11	684000	4	4	3	2	2	--	---	---	---
12	798000	4	4	3	2	2	--	---	---	---
13	912000	5	4	3	3	2	2	--	---	---
14	1026000	5	4	3	3	2	2	--	---	---
15	1140000	5	5	4	3	3	2	2	--	---
16	1254000	5	5	4	3	3	2	2	--	---
17	1368000	6	5	5	4	3	2	2	--	---
18	1482000	6	5	5	4	3	2	2	--	---
19	1596000	6	6	5	4	3	2	2	--	---
20	1710000	6	6	5	4	3	2	2	--	---
21	1824000	7	6	6	5	4	3	2	--	---
22	1938000	7	6	6	5	4	3	2	--	---
23	2052000	7	7	6	5	4	3	2	--	---
24	2166000	7	7	6	5	4	3	2	--	---
25	2280000	8	7	6	5	4	3	2	--	---
26	2394000	8	7	6	5	4	3	2	--	---
27	2508000	8	8	7	6	5	4	3	2	--
28	2622000	8	8	7	6	5	4	3	2	--
29	2736000	9	8	7	6	5	4	3	2	--
30	2850000	9	8	7	6	5	4	3	2	--
31	2964000	9	9	8	7	6	5	4	3	2
32	3078000	9	9	8	7	6	5	4	3	2
33	3192000	A	9	8	8	7	6	5	4	3
34	3306000	A	9	8	8	7	6	5	4	3
35	3420000	AA	9	9	8	7	6	5	4	3
36	3534000	AA	9	9	8	7	6	5	4	3

Requisites: Chr 36, HNCL 27

Alignment: non-E

HD/level: 3d20

Weapon Prof.: 8+level/2

To Hit Table: & 3xPri

Saves: & 2xPsi

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.

Heat vision: Both Eye's M: Deal CCL^2 boxes of dmg (1 box = 100 dmg) to one object (can be living)

Level 1: Continuous Undetectable Alignment and Disguise Self.

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 3;8;13:,ect: 1X, 1/d: Become Intangible (immune matter) for 20+lvl rds.

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

Level 6;12;18:,ect: 1X, 1/d: True Resurrection.

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

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

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

Level 27: Every time all enemies is/are not detected during an action, An enemy's group must succeed on a (PPD 23+Str save for quarter effect) or become SEL=1 Lycanthropy at the start of its next turn

Known Spells:

Olivia Rodrigo - All I Want (SL=N): Summon a DL=N-1 NG dishonest human male with 1M: Light or Knock

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).

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

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

Shangri-La Spell (SL=13): Between to Shangri-La.

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

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.

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

Living Planet Spell (SL=18): You ignore other people's immunities and resistances.

Beast Unique Spirit0 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	8900	2--	---
3	26700	22-	---
4	53400	32-	---
5	89000	32-	---
6	133500	32-	---
7	178000	33-	---
8	267000	432	---
9	356000	432	---
10	445000	432	---
11	534000	442	---
12	623000	543	---
13	712000	543	---
14	801000	543	---
15	890000	553	2--
16	979000	654	2--
17	1068000	654	2--
18	1157000	654	2--
19	1246000	664	3--
20	1335000	765	3--
21	1424000	765	3--
22	1513000	765	3--
23	1602000	775	4--
24	1691000	876	42-
25	1780000	876	42-
26	1869000	876	42-
27	1958000	886	52-
28	2047000	987	53-
29	2136000	987	53-
30	2225000	987	53-
31	2314000	997	63-
32	2403000	A98	64-
33	2492000	A98	64-
34	2581000	A98	64-
35	2670000	AA8	742
36	2759000	BA9	752

Requisites: HNCL 18

Alignment: L any (Overwrite to all other classes)

HD/level: & 1d75

Weapon Prof.: & 9+level

To Hit Table: 3xFtr0

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.

+1 instance of material componenting to a spell/psi power/rogue ability by spending an extra 1V action.

You have Overhit.

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

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

Level 16: Each time an ally steal(s) an item, Dispel effects on an enemy's group (No save)

Level 32: You gain(s) +90 saves each turn for 1 day, stacking until the effect ends

Known Powers

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

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

Living Dungeon Spell (SL=11): up to CCL levels of exceptional Con.

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

Chimerical(SL=14): You can shapechange into two creatures simultaneously

Shangri-La Spell (SL=14): Your summons attack as 2 DL's higher (stacks with earlier versions of this).

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

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

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

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

Green Custom Kryptonian7P RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	7600	2	—	—	—	—
3	22800	2	2	—	—	—
4	45600	2	2	—	—	—
5	76000	3	2	2	—	—
6	114000	3	2	2	—	—
7	152000	3	3	2	—	—
8	228000	3	3	2	—	—
9	304000	4	3	2	—	—
10	380000	4	3	2	—	—
11	456000	4	4	3	2	—
12	532000	4	4	3	2	—
13	608000	5	4	3	2	—
14	684000	5	4	3	2	—
15	760000	5	5	4	3	2
16	836000	5	5	4	3	2
17	912000	6	5	4	3	2
18	988000	6	5	4	3	2
19	1064000	6	6	5	4	3
20	1140000	6	6	5	4	3
21	1216000	7	6	5	4	3
22	1292000	7	6	5	4	3
23	1368000	7	7	6	5	4
24	1444000	7	7	6	5	4
25	1520000	8	7	6	5	4
26	1596000	8	7	6	5	4
27	1672000	8	8	7	6	5
28	1748000	8	8	7	6	5
29	1824000	9	8	7	6	5
30	1900000	9	8	7	6	5
31	1976000	9	9	8	7	6
32	2052000	9	9	8	7	6
33	2128000	A	9	8	7	6
34	2204000	A	9	8	7	6
35	2280000	AA	9	9	8	7
36	2356000	AA	9	9	8	7

Requisites: Cml 34, HNCL 18

Alignment: CN

HD/level: & 3d90

Weapon Prof.: & 1+level

To Hit Table: Psi

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Need not sleep, eat, or drink, breathe, or age.

Know X-7, X7, X14, or X21 (Super=1, Ultra=4, V=7) powers

Gets Barbarian Str, Dex, and Con.

Gets Massive Barb Int [bonus = (Stat-26)*5].

Specialization, MTG Green School.

Level 5: You may apply a free “Stepping out of it” to any of the ‘pick one’ abilities.(no crapped)

Level 5: Gain a volatile Mind Matrix that explodes with Anti-Magic damage when struck, dealing 10% back to the attacker

Level 18: 2attack(s): Counter and remove an ongoing effect from a target (Sanity 69+Chr for quarter effect, CR or GR to resist)

Known Spells:

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

Avada Kedavra (Killing Curse) (SL=10): Slay a target no resist.

Shangri-La Spell (SL=11): Your summons attack as 2 DL’s higher.

Decteract(SL=12): Travel through the 11th dimension to any omniverse.

Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL’s.

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

Behold The Power of Destruction (SL=15): Destroy/disjunct all items, effects, summons target controls.

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

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

Omniverses in a random direction, no save)

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

PlanetaryMMTG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	2	2	2	2
2	7100	2	2	2	2	2
3	21300	2	2	2	2	2
4	42600	2	2	2	2	2
5	71000	3	2	2	2	2
6	106500	3	2	2	2	2
7	142000	3	3	2	2	2
8	213000	3	3	2	2	2
9	284000	4	3	2	2	2
10	355000	4	3	2	2	2
11	426000	4	4	3	2	2
12	497000	4	4	3	2	2
13	568000	5	4	3	2	2
14	639000	5	4	3	2	2
15	710000	5	5	4	3	2
16	781000	5	5	4	3	2
17	852000	6	5	4	3	2
18	923000	6	5	4	3	2
19	994000	6	6	5	4	3
20	1065000	6	6	5	4	3
21	1136000	7	6	5	4	3
22	1207000	7	6	5	4	3
23	1278000	7	7	6	5	4
24	1349000	7	7	6	5	4
25	1420000	8	7	6	5	4
26	1491000	8	7	6	5	4
27	1562000	8	8	7	6	5
28	1633000	8	8	7	6	5
29	1704000	9	8	7	6	5
30	1775000	9	8	7	6	5
31	1846000	9	9	8	7	6
32	1917000	9	9	8	7	6
33	1988000	A	9	8	7	6
34	2059000	A	9	8	7	6
35	2130000	AA	9	9	8	7
36	2201000	AA	9	9	8	7

Requisites: Con 33, HNCL 18

Alignment: LN

HD/level: & 4e55

Weapon Prof.: & 13+level

To Hit Table: 3xMon

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets an X action per round.

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.

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

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

Level 5: 2S, Spend 13 Con, ML/hour: While within 20 feet of you, an ally has SEL=2 Invisible for 4 segment(s)

Known Spells:

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

Combat Mastery(SL=10): Trade any amount of BAB to AC

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

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

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”.

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

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

Digesto(SL=16): Assimilate a helpless target: Gain all the better stats, HD, and abilities between both.

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

Warmonger Spell (SL=18): 1M: A group gets +1 iihp.

Peace Lord(Pinpoint 0.48) Slayer RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	7000	2--	---
3	21000	22-	---
4	42000	32-	---
5	70000	32-	---
6	105000	32-	---
7	140000	33-	---
8	210000	432	---
9	280000	432	---
10	350000	432	---
11	420000	442	---
12	490000	543	---
13	560000	543	---
14	630000	543	---
15	700000	553	2--
16	770000	654	2--
17	840000	654	2--
18	910000	654	2--
19	980000	664	3--
20	1050000	765	3--
21	1120000	765	3--
22	1190000	765	3--
23	1260000	775	4--
24	1330000	876	42-
25	1400000	876	42-
26	1470000	876	42-
27	1540000	886	52-
28	1610000	987	53-
29	1680000	987	53-
30	1750000	987	53-
31	1820000	997	63-
32	1890000	A98	64-
33	1960000	A98	64-
34	2030000	A98	64-
35	2100000	AA8	742
36	2170000	BA9	752

Requisites: Str 33, HNCL 18

Alignment: LW

HD/level: ++3d70

Weapon Prof.: 13+level

To Hit Table: & Cust

Saves: & Mon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets +1X action per round.

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

Level 4: Each time an ally is/are bloodied, Remove all beneficial effects from your group (No save, WR to resist)

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

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

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).

Known Powers

X Surely Have M Words for Y (SL=N): Choose an ally, and a target; ally gives a SL^2-word command to target.

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).

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

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".

Time Stretch (SL=14): +2 QoM actions this segment

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

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

Omniverses in a random direction, no save)

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): Pixilate (group, RSW save for 100 idmg)

Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.

Unbreakable Concordant3 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	8700	2--	---
3	26100	22-	---
4	52200	32-	---
5	87000	32-	---
6	130500	32-	---
7	174000	33-	---
8	261000	432	---
9	348000	432	---
10	435000	432	---
11	522000	442	---
12	609000	543	---
13	696000	543	---
14	783000	543	---
15	870000	553	2--
16	957000	654	2--
17	1044000	654	2--
18	1131000	654	2--
19	1218000	664	3--
20	1305000	765	3--
21	1392000	765	3--
22	1479000	765	3--
23	1566000	775	4--
24	1653000	876	42-
25	1740000	876	42-
26	1827000	876	42-
27	1914000	886	52-
28	2001000	987	53-
29	2088000	987	53-
30	2175000	987	53-
31	2262000	997	63-
32	2349000	A98	64-
33	2436000	A98	64-
34	2523000	A98	64-
35	2610000	AA8	742
36	2697000	BA9	752

Requisites: Dex 35, HNCL 18

Alignment: any W

HD/level: & 2d40

Weapon Prof.: & 19+level

To Hit Table: 2xMon

Saves: & 3xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Additional To Hit & +level*2

You have +1 Feat.

Level 1: Munchkins get a holy avenger (or unholy, their choice) at first level.

Level 3: Every time a group enter(s) or exit(s) stealth, An enemy's group is afflicted with both Grief and Morale (No save, HR or NR to resist)

Level 3: Continuous ESP with no ears burning.

Level 4: iDT 1 and ixDR 1.

Level 6:,12:,18:,ect: 1X, 1/d: True Resurrection.

Level 9: Effective caster level is 462+level.

Level 16: 7A, 3/natural reset: Silence a target mid-cast, preventing the ability (No save, CR or WR to resist)

Level 32: Each time a group enter(s) an antimagic field, Dispel all magical effects on your group (No save, IR to resist) On failure, target is silenced for 1 round

Known Powers

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

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

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

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

Worldpurge (SL=14): All summons and elementals in the room are unsummoned.

Worldpurge (SL=14): All summons and elementals in the room are unsummoned.

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

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

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

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

KryptonianJG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	8800	2	—	—	—	—
3	26400	2	2	—	—	—
4	52800	2	2	—	—	—
5	88000	3	2	2	—	—
6	132000	3	2	2	—	—
7	176000	3	3	2	—	—
8	264000	3	3	2	—	—
9	352000	4	3	2	—	—
10	440000	4	3	2	—	—
11	528000	4	4	3	2	—
12	616000	4	4	3	2	—
13	704000	5	4	3	2	—
14	792000	5	4	3	2	—
15	880000	5	5	4	3	2
16	968000	5	5	4	3	2
17	1056000	6	5	4	3	2
18	1144000	6	5	4	3	2
19	1232000	6	6	5	4	3
20	1320000	6	6	5	4	3
21	1408000	7	6	5	4	3
22	1496000	7	6	5	4	3
23	1584000	7	7	6	5	4
24	1672000	7	7	6	5	4
25	1760000	8	7	6	5	4
26	1848000	8	7	6	5	4
27	1936000	8	8	7	6	5
28	2024000	8	8	7	6	5
29	2112000	9	8	7	6	5
30	2200000	9	8	7	6	5
31	2288000	9	9	8	7	6
32	2376000	9	9	8	7	6
33	2464000	A	9	8	7	6
34	2552000	A	9	8	7	6
35	2640000	AA	9	9	8	7
36	2728000	AA	9	9	8	7

Requisites: Wis 33, HNCL 18

Alignment: T any

HD/level: & 3e50

Weapon Prof.: & 13+level

To Hit Table: (none)

Saves: & War

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets Exceptional Str, Dex, Con, and Int.

1V, N Worship Points: True Resurrection on N targets in one group (usually on your Followers)

X-ray vision through anything except lead.

Gets +1X action per round.

Level 6: 2H: Disrupt a sustained or concentration-based effect (No save, IR or HR to resist)

Level 28: 13B, ML/turn: Counter up to 3 effects targeting allies (No save, PR to resist per effect)

Level 9 ¶: Gets +HNCL to CCL.

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)

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

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

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”.

Time Stretch (SL=14): +2 QoM actions this segment

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

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

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

Warmonger Spell (SL=18): 1M: A group gets +WL% xXR (infinite XR)

The Final Evil Overlord(Worshiper of the Flying God) Slayer F

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	7900	2	—	—	—	—
3	23700	22	—	—	—	—
4	47400	22	—	—	—	—
5	79000	322	—	—	—	—
6	118500	322	—	—	—	—
7	158000	332	2	—	—	—
8	237000	332	2	—	—	—
9	316000	433	22	—	—	—
10	395000	433	22	—	—	—
11	474000	443	322	—	—	—
12	553000	443	322	—	—	—
13	632000	544	332	2	—	—
14	711000	544	332	2	—	—
15	790000	554	433	22	—	—
16	869000	554	433	22	—	—
17	948000	655	443	322	—	—
18	1027000	655	443	322	—	—
19	1106000	665	544	332	—	—
20	1185000	665	544	332	—	—
21	1264000	766	554	433	—	—
22	1343000	766	554	433	—	—
23	1422000	776	655	443	—	—
24	1501000	776	655	443	—	—
25	1580000	877	665	544	—	—
26	1659000	877	665	544	—	—
27	1738000	887	766	554	—	—
28	1817000	887	766	554	—	—
29	1896000	988	776	655	—	—
30	1975000	988	776	655	—	—
31	2054000	998	877	665	—	—
32	2133000	998	877	665	—	—
33	2212000	A99	887	766	—	—
34	2291000	A99	887	766	—	—
35	2370000	AA9	988	776	—	—
36	2449000	AA9	988	776	—	—

Requisites: Wis 32, HNCL 18

Alignment: LG

HD/level: 3d20

Weapon Prof.: 6+level/2

To Hit Table: CTD0

Saves: & Wiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Maven (Ex): Maximum skill ranks for each skill they know.

Know Unbreakable (Invigorator) spells

Shadow5 Rogue-like table

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

+1 slowS action.

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

Level 2: Whenever an enemy become(s) enraged, Drain 46 points of Dex from an enemy (No save)

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:

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

Morals and Dogma (SL=10): Create a [x3] PC Special of "Automatic Divine Intervention even for non-Priests".

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

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

Shangri-La Spell (SL=13): Between to Shangri-La.

Elemental Summon X (SL=14): Summon CCL DL X Eelementals

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

Ultimate Weapon Specialization(SL=16): Number of attacks/limb=TH/5

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

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

Exponential Bugbear7P RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	57500	2	—	—	—	—
3	172500	22	—	—	—	—
4	345000	22	—	—	—	—
5	575000	322	—	—	—	—
6	862500	322	—	—	—	—
7	1150000	332	2	—	—	—
8	1725000	332	2	—	—	—
9	2300000	433	22	—	—	—
10	2875000	433	22	—	—	—
11	3450000	443	322	—	—	—
12	4025000	443	322	—	—	—
13	4600000	544	332	2	—	—
14	5175000	544	332	2	—	—
15	5750000	554	433	22	—	—
16	6325000	554	433	22	—	—
17	6900000	655	443	322	—	—
18	7475000	655	443	322	—	—
19	8050000	665	544	332	—	—
20	8625000	665	544	332	—	—
21	9200000	766	554	433	—	—
22	9775000	766	554	433	—	—
23	10350000	776	655	443	—	—
24	10925000	776	655	443	—	—
25	11500000	877	665	544	—	—
26	12075000	877	665	544	—	—
27	12650000	887	766	554	—	—
28	13225000	887	766	554	—	—
29	13800000	988	776	655	—	—
30	14375000	988	776	655	—	—
31	14950000	998	877	665	—	—
32	15525000	998	877	665	—	—
33	16100000	A99	887	766	—	—
34	16675000	A99	887	766	—	—
35	17250000	AA9	988	776	—	—
36	17825000	AA9	988	776	—	—

Requisites: Con 35, HNCL 18

Alignment: NS

HD/level: 1d45

Weapon Prof.: 13+level

To Hit Table: 2xMon

Saves: & 2xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Bug spells

Gets your LVL in SL's of Lich spells.

Advance one math operator up one step (CF=3: + to *;CF=5: * to ^;CF=7: ^ to ^^)

Level 1: When all allies connect(s) to a psionic network, Applies -18 hp to an enemy's group. This ability ignores RR if target is below 50% HP

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

Level 2: Total HD is 10d12.

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

Level 4: You know all skills and have max ranks in each.

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

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

Level 31: Every time all allies take(s) damage, While within 30 feet of you, your group is continually SEL=10 Gibbed (No save) each turn

Known Spells:

Figure of Destiny N (SL=N): Summon a DL N Kithkin. At SL=2, it's a Kithkin Spirit. At SL=5, it's a Kithkin Spirit Warrior. At SL=8, it's a flying Kithkin Spirit Warrior

Avatar with +1IF

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

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

Mercurial(SL=12): You cumulatively gain one extra attack per P action

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

Broken Ambitions (SL=14): (1bM to use) Counterspell, the target his next 4A worth of actions.

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).

Transmortality(SL=16): You cannot be permanently destroyed

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

Omnific Toughness(SL=18): +CCL ihp

Shoggoth RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9900	2--	---
3	29700	22-	---
4	59400	32-	---
5	99000	32-	---
6	148500	32-	---
7	198000	33-	---
8	297000	432	---
9	396000	432	---
10	495000	432	---
11	594000	442	---
12	693000	543	---
13	792000	543	---
14	891000	543	---
15	990000	553	2--
16	1089000	654	2--
17	1188000	654	2--
18	1287000	654	2--
19	1386000	664	3--
20	1485000	765	3--
21	1584000	765	3--
22	1683000	765	3--
23	1782000	775	4--
24	1881000	876	42-
25	1980000	876	42-
26	2079000	876	42-
27	2178000	886	52-
28	2277000	987	53-
29	2376000	987	53-
30	2475000	987	53-
31	2574000	997	63-
32	2673000	A98	64-
33	2772000	A98	64-
34	2871000	A98	64-
35	2970000	AA8	742
36	3069000	BA9	752

Requisites: Str 37, HNCL 27

Alignment: LW

HD/level: 2d60

Weapon Prof.: 2+level

To Hit Table: 3xFtr0

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Gets your LVL in SL's of Lich spells.

Barbarian Int, Wis, and Chr.

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.

Level 1: x2 Comprehensibility Depth with Summons.

Level 1: You have a bite attack (CCLd20, 20-CCL crit range, on crit, swallow whole).

Level 1: The Munchkin gains ranger, druid, thief, monk, barbarian, psionicist, and paladin abilities equal to his level.

Level 1: The Munchkin gains ranger, druid, thief, monk, barbarian, psionicist, and paladin abilities equal to his level.

Level 4: Sustain all Stats. Hold Life.

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

Level 12: +1G action.

Level 21: When all enemies connect(s) to a psionic network, Weaken(s) 1 enemies: - 305 hp (No save). Each failed save increases the penalty by 50%

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

Known Powers

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

Kanye West - Otis (SL=N): You get +10*N% gp when selling items at the end of a run. You are Dimensional Anchored.

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

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

Warmonger Spell (SL=14): 1M: A group gets +WCL QoP actions (infinitely quick P actions)

[Total] Ability Score(SL=14): Add your opponents ability score to your own

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

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

Omnific Weapon Specialization(SL=20): +1iidmg

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

G- Spaghetti Monster RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	8500	2--	---
3	25500	22-	---
4	51000	32-	---
5	85000	32-	---
6	127500	32-	---
7	170000	33-	---
8	255000	432	---
9	340000	432	---
10	425000	432	---
11	510000	442	---
12	595000	543	---
13	680000	543	---
14	765000	543	---
15	850000	553	2--
16	935000	654	2--
17	1020000	654	2--
18	1105000	654	2--
19	1190000	664	3--
20	1275000	765	3--
21	1360000	765	3--
22	1445000	765	3--
23	1530000	775	4--
24	1615000	876	42-
25	1700000	876	42-
26	1785000	876	42-
27	1870000	886	52-
28	1955000	987	53-
29	2040000	987	53-
30	2125000	987	53-
31	2210000	997	63-
32	2295000	A98	64-
33	2380000	A98	64-
34	2465000	A98	64-
35	2550000	AA8	742
36	2635000	BA9	752

Requisites: Int 35, HNCL 18

Alignment: C any

HD/level: $\frac{1}{2}2d25$

Weapon Prof.: 6+level/2

To Hit Table: (none)

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Avangion2 spells

Level 1: SR 70, DR 60/+12, immune electricity and variants.

Level 2: Effective caster level is 10.

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

Satiated for 1 round(s)

Level 7: Imune Crits, Dimension Door at will, immune any planar environment, and

0: ++level to a roll or +level CL and 5*level damage.

Level 9: 0, 1/r: Unlimited Wish.

Level 17: Miraculous Ascension: Gain a Entropy Bastion that grants immunity to the next status effect inflicted, indefinitely

Level 23: Every time a group succeed(s) on a saving throw against magic, An enemy's group is afflicted with both Gravity (Zero/High) and Vulnerable Innates (No save, MR to resist)

Known Powers

This Old Man (SL=N): Can only be cast on segment 1. Each segment this rd, one target gets a SEL=N-1 offensive status effect and SEL=1 Silenced.

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.

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.

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

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

Cosmic Consciousness(SL=14): You sense everything (immune Dust, Mirage Arcana, Displacement, etc.)

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

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

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

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

The Second Planetar RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	---	---	---	---
2	7000	2	---	---	---	---
3	21000	22	---	---	---	---
4	42000	22	---	---	---	---
5	70000	32	2	---	---	---
6	105000	32	2	---	---	---
7	140000	33	2	2	---	---
8	210000	33	2	2	---	---
9	280000	43	3	22	---	---
10	350000	43	3	22	---	---
11	420000	44	3	22	---	---
12	490000	44	3	22	---	---
13	560000	54	4	33	2	2
14	630000	54	4	33	2	2
15	700000	55	4	33	22	2
16	770000	55	4	33	22	2
17	840000	65	5	44	32	2
18	910000	65	5	44	32	2
19	980000	66	5	44	33	2
20	1050000	66	5	44	33	2
21	1120000	76	6	55	44	33
22	1190000	76	6	55	44	33
23	1260000	77	6	55	44	33
24	1330000	77	6	55	44	33
25	1400000	87	7	66	54	44
26	1470000	87	7	66	54	44
27	1540000	88	7	66	55	44
28	1610000	88	7	66	55	44
29	1680000	98	8	77	65	55
30	1750000	98	8	77	65	55
31	1820000	99	8	77	66	55
32	1890000	99	8	77	66	55
33	1960000	A9	9	88	76	66
34	2030000	A9	9	88	76	66
35	2100000	AA	9	98	77	66
36	2170000	AA	9	98	77	66

Requisites: Con 32, HNCL 9

Alignment: AE

HD/level: 2d85

Weapon Prof.: 16+level/2

To Hit Table: War

Saves: & Rog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Speed (Ex): All movement speeds tripled.

+1 S action only usable in segment 2.

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

Known Spells:

Disturbed - Old Friend (SL=N): Summon a DL=N-1 LG human rogue named Dexter Morgan with Mtg Deathtouch and SEL=1 Insane Schizoid

Improved Spellcasting (S)(SL=10): Gain two new spell slots (any non-Concordant SL you have)

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

You do not have a Multiplier.

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

I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.

Time Stretch (SL=14): +2 QoM actions this segment

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

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

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

Warmonger Spell (SL=18): 1M: A group gets +WL% xXR (infinite XR)

Black Myojin/ GrandSpawn RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	10400	2--	---
3	31200	22-	---
4	62400	32-	---
5	104000	32-	---
6	156000	32-	---
7	208000	33-	---
8	312000	432	---
9	416000	432	---
10	520000	432	---
11	624000	442	---
12	728000	543	---
13	832000	543	---
14	936000	543	---
15	1040000	553	2--
16	1144000	654	2--
17	1248000	654	2--
18	1352000	654	2--
19	1456000	664	3--
20	1560000	765	3--
21	1664000	765	3--
22	1768000	765	3--
23	1872000	775	4--
24	1976000	876	42-
25	2080000	876	42-
26	2184000	876	42-
27	2288000	886	52-
28	2392000	987	53-
29	2496000	987	53-
30	2600000	987	53-
31	2704000	997	63-
32	2808000	A98	64-
33	2912000	A98	64-
34	3016000	A98	64-
35	3120000	AA8	742
36	3224000	BA9	752

Requisites: HNCL 18

Alignment: any N

HD/level: 4d55

Weapon Prof.: 20+level/2

To Hit Table: Pri

Saves: & War

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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.

Know Blue Bugbear spells

+(Lich level)*2 or better weapon needed to hit you. This cannot be ignored.

Specialization, MTG Black School

Level 4: All your X0.13 (Pinpoint X13) and Breaker spells cost 0 actions (limit = CCL/r).

Level 5: Total HD is 91d12.

Level 21: Gain a Blood Ward that heals you for 9% of damage you deal while active, permanently

Level 576: When all creatures hear(s) their kind invoked or named, -3024 movement to all nearby enemies (No save, TechR to resist)

Known Powers

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).

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

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

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

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.

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

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): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)

Unearthly Defence(SL=20): +1iiAC

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Immortal0 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	---	---	---	---
2	4700	2	---	---	---	---
3	14100	22	---	---	---	---
4	28200	22	---	---	---	---
5	47000	32	2	---	---	---
6	70500	32	2	---	---	---
7	94000	33	2	2	---	---
8	141000	33	2	2	---	---
9	188000	43	3	22	---	---
10	235000	43	3	22	---	---
11	282000	44	3	32	2	---
12	329000	44	3	32	2	---
13	376000	54	4	33	2	2
14	423000	54	4	33	2	2
15	470000	55	4	33	22	2
16	517000	55	4	33	22	2
17	564000	65	5	44	32	2
18	611000	65	5	44	32	2
19	658000	66	5	54	33	2
20	705000	66	5	54	33	2
21	752000	76	6	55	43	3
22	799000	76	6	55	43	3
23	846000	77	6	55	44	3
24	893000	77	6	55	44	3
25	940000	87	7	66	54	4
26	987000	87	7	66	54	4
27	1034000	88	7	66	55	4
28	1081000	88	7	66	55	4
29	1128000	98	8	77	66	5
30	1175000	98	8	77	65	5
31	1222000	99	8	77	65	5
32	1269000	99	8	77	65	5
33	1316000	A9	9	88	76	6
34	1363000	A9	9	88	76	6
35	1410000	AA	9	98	77	6
36	1457000	AA	9	98	77	6

Requisites: Wis 33, HNCL 9

Alignment: LE

HD/level: 3d45

Weapon Prof.: 4+level

To Hit Table: 2xRog

Saves: & War

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Angelic spells are resisted using XR or HR (Holy Resistance).

You have Overhit.

Level 30: 8M: Cancel a unique or X/G action before it resolves (Int 105+Int to absorb, WR or NR to resist)

Known Spells:

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

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.

Feed the Machine (SL=12): Slay CCL*2 Subordinates(one target) or CCL Subordinates (one group)

Shangri-La Spell (SL=13): Between to Shangri-La.

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.

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

Omega [Effect](SL=16): One of your effects causes permanent hp damage

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 iiTH,

Red Hero Spaghetti Monster(Anti-Lich)0 RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	—	—	—	—	—	—	—	—
2	13600	2	—	—	—	—	—	—	—	—
3	40800	2	2	—	—	—	—	—	—	—
4	81600	2	2	—	—	—	—	—	—	—
5	136000	3	2	2	—	—	—	—	—	—
6	204000	3	2	2	—	—	—	—	—	—
7	272000	3	3	2	—	—	—	—	—	—
8	408000	3	3	2	—	—	—	—	—	—
9	544000	4	3	3	2	—	—	—	—	—
10	680000	4	3	3	2	—	—	—	—	—
11	816000	4	4	3	2	—	—	—	—	—
12	952000	4	4	3	2	—	—	—	—	—
13	1088000	5	4	3	3	2	—	—	—	—
14	1224000	5	4	3	3	2	—	—	—	—
15	1360000	5	5	4	3	3	2	—	—	—
16	1496000	5	5	4	3	3	2	—	—	—
17	1632000	6	5	4	3	3	2	—	—	—
18	1768000	6	5	4	3	3	2	—	—	—
19	1904000	6	6	5	4	3	3	2	—	—
20	2040000	6	6	5	4	3	3	2	—	—
21	2176000	7	6	5	5	4	3	3	2	—
22	2312000	7	6	5	5	4	3	3	2	—
23	2448000	7	7	6	5	5	4	3	3	2
24	2584000	7	7	6	5	5	4	3	3	2
25	2720000	8	7	6	6	5	5	4	3	3
26	2856000	8	7	6	6	5	4	3	3	2
27	2992000	8	8	7	6	6	5	5	4	3
28	3128000	8	8	7	6	6	5	5	4	3
29	3264000	9	8	7	7	6	6	5	5	4
30	3400000	9	8	8	7	6	6	5	5	4
31	3536000	9	9	8	7	7	6	6	5	5
32	3672000	9	9	8	7	7	6	6	5	5
33	3808000	A	9	8	8	7	6	6	5	5
34	3944000	A	9	8	8	7	6	6	5	5
35	4080000	AA	9	9	8	7	7	6	5	5
36	4216000	AA	9	9	8	7	7	6	5	5

Requisites: Con 36, HNCL 18

Alignment: NG

HD/level: 4d25

Weapon Prof.: 19+level/2

To Hit Table: 2xPri

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Gets Extra Barb Str, Extra Barb Con, Barb Wis, and Barb Chr.

Specialization, MTG Red School

You have Overhit.

Level 1: +30 Str, +20 Con, +2 size Categories.

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

Level 16: 3A, 3/natural reset: Counter and remove an ongoing effect from a target (Horror 30+Wis save to delay 1 segment)

Level 17: 3C, Spend 1 Dex, ML/segment: If healed, an ally also gains SEL=7 Escape for 5 round(s)

Level 22: 10H: Counter a spell as it is cast (No save, PR to resist to resist)

Level 23: Gain a Entropy Shell that deflects ranged attacks unless the attacker passes (Horror 80+Con to delay 1 segment, NR or MR to resist), for CL minutes

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

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 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).

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

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

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

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

Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for spells.

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

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)

Akashic [Effect](SL=18): One of your effects does a Lower Multiplier by 1 per hit

Epic Concordant/ Legendary Breaker0 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9500	2--	---
3	28500	22-	---
4	57000	32-	---
5	95000	32-	---
6	142500	32-	---
7	190000	33-	---
8	285000	432	---
9	380000	432	---
10	475000	432	---
11	570000	442	---
12	665000	543	---
13	760000	543	---
14	855000	543	---
15	950000	553	2--
16	1045000	654	2--
17	1140000	654	2--
18	1235000	654	2--
19	1330000	664	3--
20	1425000	765	3--
21	1520000	765	3--
22	1615000	765	3--
23	1710000	775	4--
24	1805000	876	42-
25	1900000	876	42-
26	1995000	876	42-
27	2090000	886	52-
28	2185000	987	53-
29	2280000	987	53-
30	2375000	987	53-
31	2470000	997	63-
32	2565000	A98	64-
33	2660000	A98	64-
34	2755000	A98	64-
35	2850000	AA8	742
36	2945000	BA9	752

Requisites: Int 37, HNCL 18

Alignment: LN

HD/level: & 4d50

Weapon Prof.: & 5+level/2

To Hit Table: 3xPsi

Saves: & 3xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Super Barbarian Stat [bonus = (Stat-18)*3]

You have Overhit.

Level 1:,2:,etc:: +5 Str and Dex. You can't trade these away.

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

Level 3: Faithful Echo: Gain a Reflective Cocoon that delays up to 78 dmg/hit for 4 segment(s). (No save, IR or WR to resist)

Level 3: Immune mind-effecting.

Level 4: iDT 1 and ixDR 1.

Level 5:,10:,15:,etc: 1X, 1/d: iForcecage.

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 21: When all enemies lose(s) concentration, Debuff: -32 dmg to your group, (Fortitude 44+Dex save to negate), effect spreads to adjacent foes if failed

Level 30: Swordmaster's Riposte: Whenever you manifest(s) a psionic power, Drain 645 psi points per round from your group for 1 rounds (Horror 17+Int save to counter)

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.

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

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

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

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

Villain Cloud (SL=14): Your clouds cannot be resisted.

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

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 Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.

Divine1 RDM

Level	KXP	Psionics		Requisites: Wis 35, HNCL 18
		SUV	WXY	
1	0	2--	---	Alignment: non-G HD/level: +2e70 Weapon Prof.: 5+level To Hit Table: 2xFtr0 Saves: & War Reference: RDM Groups: Concordant(x2) Complexity: CF=1
2	9100	2--	---	
3	27300	22-	---	
4	54600	32-	---	
5	91000	32-	---	
6	136500	32-	---	
7	182000	33-	---	
8	273000	432	---	
9	364000	432	---	
10	455000	432	---	Need not sleep, eat, or drink, breathe, or age. You have +1 Secondary Skill and no XP doubling past level 36.
11	546000	442	---	Level 2: 1attack(s): Cancel a unique or X/G action before it resolves (Str 18+Str save to reflect)
12	637000	543	---	Level 3;6;9;ect: 1bX, 1/d: Redirect all damage from one target to you for lvl rds.
13	728000	543	---	Level 3;6;9;ect: 1bX, 1/d: iDimensional Anchor.
14	819000	543	---	Level 4: +15 melee dmg and +6 melee dmg to an ally
15	910000	553	2--	Level 4: You know all skills and have max ranks in each.
16	1001000	654	2--	Level 9: You are Stepping Out of Artificial Resets Continuously permanently.
17	1092000	654	2--	Level 26: An ally gain(s) +72 max hp each turn until you die, stacking until the effect ends
18	1183000	654	2--	Level 27: Every time all enemies is/are not detected during an action, An enemy's group must succeed on a (PPD 23+Str save for quarter effect) or become SEL=1 Lycanthropy at the start of its next turn
19	1274000	664	3--	Known Powers
20	1365000	765	3--	Summon Horse N (SL=N): Summon a DL=SL+1 Horse or $(11-SL)^2$ DL=SL Donkeys/Mules.
21	1456000	765	3--	Stampede N (SL=N): Stampede of Horses attack one target (material component for two), target takes SL^4 dmg and Capital T trampled.
22	1547000	765	3--	I Know All, I See All (SL=11): +1OppF only for monster's side of combat.
23	1638000	775	4--	Force Shield (SL=11): +CCL*5 AC or Wall of Force CCL*100 ft.
24	1729000	876	42-	Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for spells.
25	1820000	876	42-	Elusion(SL=14): You can make a Reflex save against an attack roll (TH + d20 result) to avoid it.
26	1911000	876	42-	Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.
27	2002000	886	52-	Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)
28	2093000	987	53-	Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.
29	2184000	987	53-	Omnific Weapon Specialization(SL=20): +1iidmg
30	2275000	987	53-	
31	2366000	997	63-	
32	2457000	A98	64-	
33	2548000	A98	64-	
34	2639000	A98	64-	
35	2730000	AA8	742	
36	2821000	BA9	752	

The Second Overlord(Worshiper of the Flying Myojin)MTG R

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	7600	2-- ---
3	22800	22- ---
4	45600	32- ---
5	76000	32- ---
6	114000	32- ---
7	152000	33- ---
8	228000	432 ---
9	304000	432 ---
10	380000	432 ---
11	456000	442 ---
12	532000	543 ---
13	608000	543 ---
14	684000	543 ---
15	760000	553 2--
16	836000	654 2--
17	912000	654 2--
18	988000	654 2--
19	1064000	664 3--
20	1140000	765 3--
21	1216000	765 3--
22	1292000	765 3--
23	1368000	775 4--
24	1444000	876 42-
25	1520000	876 42-
26	1596000	876 42-
27	1672000	886 52-
28	1748000	987 53-
29	1824000	987 53-
30	1900000	987 53-
31	1976000	997 63-
32	2052000	A98 64-
33	2128000	A98 64-
34	2204000	A98 64-
35	2280000	AA8 742
36	2356000	BA9 752

Requisites: Luck 16, HNCL 18

Alignment: non-G

HD/level: 4d10

Weapon Prof.: 15+level

To Hit Table: & 3xWiz

Saves: & 2xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

iAaAR +7*LVL% (this is iRMPIWEaRaMaPaIaWaER, you can track of each separately if you have other sources)

+1 S action only usable in segment 2.

Level 5: Awe power Imprisons instead of Charms.

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

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

Known Powers

Rachmaninov - The Isle of the Dead (SL=N): One target is Xvim-ed N levels deep

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

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 +25*WCL set Str

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

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

Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)

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

Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves

"The" Unique Legend3 RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	12500	2-- ---
3	37500	22- ---
4	75000	32- ---
5	125000	32- ---
6	187500	32- ---
7	250000	33- ---
8	375000	432 ---
9	500000	432 ---
10	625000	432 ---
11	750000	442 ---
12	875000	543 ---
13	1000000	543 ---
14	1125000	543 ---
15	1250000	553 2--
16	1375000	654 2--
17	1500000	654 2--
18	1625000	654 2--
19	1750000	664 3--
20	1875000	765 3--
21	2000000	765 3--
22	2125000	765 3--
23	2250000	775 4--
24	2375000	876 42-
25	2500000	876 42-
26	2625000	876 42-
27	2750000	886 52-
28	2875000	987 53-
29	3000000	987 53-
30	3125000	987 53-
31	3250000	997 63-
32	3375000	A98 64-
33	3500000	A98 64-
34	3625000	A98 64-
35	3750000	AA8 742
36	3875000	BA9 752

Requisites: Luck 17, HNCL 18
Alignment: non-L
HD/level: 1e35
Weapon Prof.: 6+level/2
To Hit Table: & (none)
Saves: & Psi
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Gets an X action.
Free Chosen One racial adjective.
You have +1 Feat.
Level 6: Your group gain(s) +20 ranged dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%
Level 7:,17:,27:,ect: 1X, 1/d: Sunburst (all in sight you choose, no save, 40th caster level)
Level 7: 4P, Spend 10 familiar(s): An ally's group gain(s) SEL=6 Contingency for 1 round(s)
Level 7: 1X, 1/d: Name a DL X+level deep DL summon you know as a player. You get that summon.
Level 9: When an enemy become(s) enraged, an enemy suffers -180 hp unless protected by TechR
Level 20: Each time all enemies use(s) a magical item or scroll, Dispel all effects on an enemy's group (No save, XR or WR to resist) If resisted, a random effect is reflected back at the source
Level 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 29: Gain a volatile Entropy Skin that explodes with Anti-Godly damage when struck, dealing 40% back to the attacker
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)
Brightflame N (SL=N): Deal 10*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target.
Enneract(SL=11): Travel through the 10th dimension to any alternate multiverse.
Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.
Pink Sockception (SL=14): Target is Stepping out of Prolapsing themselves plus Going down their deeper hole continuously permanently.
Psi∞ Ultras (SL=14): Random Multiverseport (one target, 1d(CCL-3) multiverses in a random direction, no save)
Living Dungeon Spell (SL=17): Your attacks can hit every target within a given "Room" slot.
Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)
Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.
Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.

Dual-Classed Unbreakable God/ Legendary LordMTG RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	—	—	—	—	—	—	—
2	10400	2	—	—	—	—	—	—	—
3	31200	2	2	—	—	—	—	—	—
4	62400	2	2	—	—	—	—	—	—
5	104000	3	2	2	—	—	—	—	—
6	156000	3	2	2	—	—	—	—	—
7	208000	3	3	2	2	—	—	—	—
8	312000	3	3	2	2	—	—	—	—
9	416000	4	3	3	2	2	—	—	—
10	520000	4	3	3	2	2	—	—	—
11	624000	4	4	3	3	2	2	—	—
12	728000	4	4	3	3	2	2	—	—
13	832000	5	4	3	3	2	2	—	—
14	936000	5	4	3	3	2	2	—	—
15	1040000	5	5	4	3	3	2	2	—
16	1144000	5	5	4	3	3	2	2	—
17	1248000	6	5	4	4	3	3	2	2
18	1352000	6	5	5	4	3	3	2	2
19	1456000	6	6	5	4	3	3	2	2
20	1560000	6	6	5	4	4	3	3	2
21	1664000	7	6	6	5	4	3	3	2
22	1768000	7	6	6	5	4	3	3	2
23	1872000	7	7	6	5	5	4	3	2
24	1976000	7	7	6	5	5	4	3	2
25	2080000	8	7	6	6	5	4	4	2
26	2184000	8	7	6	6	5	4	4	2
27	2288000	8	8	7	6	6	5	4	2
28	2392000	8	8	7	6	6	5	4	2
29	2496000	9	8	7	7	6	5	5	2
30	2600000	9	8	7	7	6	5	5	2
31	2704000	9	9	8	7	7	6	5	2
32	2808000	9	9	8	7	7	6	5	2
33	2912000	A	9	8	8	7	7	6	6
34	3016000	A	9	8	8	7	7	6	6
35	3120000	AA	9	9	8	7	7	6	6
36	3224000	AA	9	9	8	7	7	6	6

Requisites: HNCL 18, Race slots 4

Alignment: AW

HD/level: & 1d25

Weapon Prof.: & 8+level

To Hit Table: 2xM-U0

Saves: & 3xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You may convert 2M to 1IM (Instantaneous Mental).

You treat your HNCL as a stat that you may raise with stat points.

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

Level 1: Opponents suffer -2*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. (no save)

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 2: You gain(s) +3 melee dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

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

Level 7: Imune Crits, Dimension Door at will, immune any planar environment, and 0: ++level to a roll or +level CL and 5*level damage.

Level 20: Your group surge(s) with +36 hp for a single action

Level 23: Every time a creature become(s) enraged, If an enemy's group is standing on difficult terrain then they are SEL=10 Impaired (Chr 11+Con for quarter effect, IR or GR to resist)

Level 28: Breaker's Uplift: 4B, 3/turn: Counter a spell as it is cast (No save, TechR or XR to resist to resist)

Known Spells:

Kanye West - Niggas in Paris (SL=N): Spend 1000*N gp: You are N % Real. See Brown Originator mini for more details

Ace of Spades (SL=10): 1 target gains +1ihp or takes 1idmg (no save).

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

Force Field (S)(SL=12): You are protected by 50 hit point force field (re-raises every segment)

Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.

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

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).

Transversal(SL=16): You can attack any target you can perceive

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

Enduring Ideal (SL=18): For 1 round, each segment, cast a SL 0-16 Priest spell as a 0 action.

The Worst War Villain RDM

Level	KXP	Psionics		Requisites: Cml 34, HNCL 18 Alignment: non-W HD/level: & 4d80 Weapon Prof.: & 7+level To Hit Table: M-U0 Saves: & M-U0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	9500	2--	---	
3	28500	22-	---	
4	57000	32-	---	
5	95000	32-	---	
6	142500	32-	---	
7	190000	33-	---	
8	285000	432	---	
9	380000	432	---	
10	475000	432	---	Gets Barbarian Str, Dex, and Con.
11	570000	442	---	Gets a free Shangri-La racial adjective as shown below. Gets 1X action per round.
12	665000	543	---	You stop aging mentally and physically, and are immune to aging.
13	760000	543	---	Severe Allergy to Kryptonite (this would count as an SN=8 Unusual Material in the Collective; Cost x800000; Weight same; No combat adjustments)
14	855000	543	---	Free Vanilla racial adjective that you must take.
15	950000	553	2--	Level 1: All Munchkins know a language called the Munchkins' Can.
16	1045000	654	2--	Level 1: Continuous Shield of Law (+40 AC/Saves, iSR25, slow shield).
17	1140000	654	2--	Level 2: You may convert 2G -> 1 IG (Instantaneous Godly Action). Instantaneous actions cannot be responded to except by J actions (or better).
18	1235000	654	2--	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).
19	1330000	664	3--	
20	1425000	765	3--	Level 17: When all allies take(s) damage, an enemy's group suffers -102 to hit unless protected by MR
21	1520000	765	3--	
22	1615000	765	3--	Level 540: Each time an enemy attack(s) with advantage, Dispel effects on an enemy's group, bypassing HR resistance if their HD \geq 2700
23	1710000	775	4--	Known Powers
24	1805000	876	42-	Disturbed - Conflict (SL=N): You gain N ranger species enemys that must be spent on the same type of enemy
25	1900000	876	42-	Disturbed - The Animal (SL=N): You gain a free Lycanthrope status racial adjective of divisor = N/10 while this is running
26	1995000	876	42-	Force Hovering (SL=11): Telekinesis Levitation X=X*1000 pounds.
27	2090000	886	52-	Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL 2
28	2185000	987	53-	Karmic [Effect](SL=14): An effect you do causes damage direct to experience points
29	2280000	987	53-	Living Planet Spell (SL=14): Add you current hp to your saves. (Inverse Dragon Armoring).
30	2375000	987	53-	All I See is Burning (SL=17): Within sight, all enemies take CCL 2 CCL colorless fire damage (No resistance).
31	2470000	997	63-	Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)
32	2565000	A98	64-	Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.
33	2660000	A98	64-	Omnific Weapon Specialization(SL=20): +1iidmg
34	2755000	A98	64-	
35	2850000	AA8	742	
36	2945000	BA9	752	

"The" Supreme Pariah RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	—	—	—	—	—	—	—
2	5400	2	—	—	—	—	—	—	—
3	16200	22	—	—	—	—	—	—	—
4	32400	22	—	—	—	—	—	—	—
5	54000	322	—	—	—	—	—	—	—
6	81000	322	—	—	—	—	—	—	—
7	108000	332	2	—	—	—	—	—	—
8	162000	332	2	—	—	—	—	—	—
9	216000	433	22	—	—	—	—	—	—
10	270000	433	22	—	—	—	—	—	—
11	324000	443	322	—	—	—	—	—	—
12	378000	443	322	—	—	—	—	—	—
13	432000	544	332	2	—	—	—	—	—
14	486000	544	332	2	—	—	—	—	—
15	540000	554	433	22	—	—	—	—	—
16	594000	554	433	22	—	—	—	—	—
17	648000	655	443	322	—	—	—	—	—
18	702000	655	443	322	—	—	—	—	—
19	756000	665	544	332	—	—	—	—	—
20	810000	665	544	332	—	—	—	—	—
21	864000	766	554	433	—	—	—	—	—
22	918000	766	554	433	—	—	—	—	—
23	972000	776	655	443	—	—	—	—	—
24	1026000	776	655	443	—	—	—	—	—
25	1080000	877	665	544	—	—	—	—	—
26	1134000	877	665	544	—	—	—	—	—
27	1188000	887	766	554	—	—	—	—	—
28	1242000	887	766	554	—	—	—	—	—
29	1296000	988	776	655	—	—	—	—	—
30	1350000	988	776	655	—	—	—	—	—
31	1404000	998	877	665	—	—	—	—	—
32	1458000	998	877	665	—	—	—	—	—
33	1512000	A99	887	766	—	—	—	—	—
34	1566000	A99	887	766	—	—	—	—	—
35	1620000	AA9	988	776	—	—	—	—	—
36	1674000	AA9	988	776	—	—	—	—	—

Requisites: Cml 33, HNCL 18

Alignment: any N

HD/level: +++++3d30

Weapon Prof.: 3+level

To Hit Table: 2xWar

Saves: & Ftr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Unique Rogue-like table

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.

Immune to Turn Undead. Not particularly vulnerable to anything that affects Vampires (Holy Water, Sunlight, etc.)

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

Free Chosen One racial adjective.

Level 1: No off-hand penalties for fighting with multiple weapons.

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

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

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.

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".

Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1slot).

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.

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

Transilient Reflexes(SL=16): You always succeed in Reflex saves (+1 PSave)

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

Warmonger Spell (SL=18): 1M: A group gets +1 iihp.

Prismatic Master Hero5 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	6700	2	—	—	—	—
3	20100	22	—	—	—	—
4	40200	22	—	—	—	—
5	67000	322	—	—	—	—
6	100500	322	—	—	—	—
7	134000	332	2	—	—	—
8	201000	332	2	—	—	—
9	268000	433	22	—	—	—
10	335000	433	22	—	—	—
11	402000	443	322	—	—	—
12	469000	443	322	—	—	—
13	536000	544	332	2	—	—
14	603000	544	332	2	—	—
15	670000	554	433	22	—	—
16	737000	554	433	22	—	—
17	804000	655	443	322	—	—
18	871000	655	443	322	—	—
19	938000	665	544	332	—	—
20	1005000	665	544	332	—	—
21	1072000	766	554	433	—	—
22	1139000	766	554	433	—	—
23	1206000	776	655	443	—	—
24	1273000	776	655	443	—	—
25	1340000	877	665	544	—	—
26	1407000	877	665	544	—	—
27	1474000	887	766	554	—	—
28	1541000	887	766	554	—	—
29	1608000	988	776	655	—	—
30	1675000	988	776	655	—	—
31	1742000	998	877	665	—	—
32	1809000	998	877	665	—	—
33	1876000	A99	887	766	—	—
34	1943000	A99	887	766	—	—
35	2010000	AA9	988	776	—	—
36	2077000	AA9	988	776	—	—

Requisites: Con 36, HNCL 18

Alignment: CG

HD/level: 1d70

Weapon Prof.: 13+level/2

To Hit Table: (none)

Saves: & 2xCTD0

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 2X actions per round.

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

Resist Prismatic.

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

Level 1: You have a bite attack (CCLd20, 20-CCL crit range, on crit, swallow whole).

Level 1;6;11;etc: ++10 to tracking checks.

Level 1;2;etc:: +1 Follower, treat this as a level=LVL*3 Priest.

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

Level 2;5;8;etc: +15*lvl to all rogue abilities.

Level 2: Immune local terrain.

Level 19: Every time all enemies take(s) damage from a hated foe, An enemy is SEL=11 Baked for 1 rounds (BW 17+Con for tenth effect, MR or XR 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

Epic Shield Focus(SL=10): Your shield protects yourself and one adjacent ally Psiō Supers (SL=11): Disjunct (one item/effect is disjuncted)

Warmonger Spell (SL=12): 1M: A group gets +WCL Q∞V actions (infinitely quick V actions)

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

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

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

Astro [Effect](SL=16): One of your effects have a CCL% chance to erase the being from history

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

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).

Big Avangion(Pinpoint 0.22)MTG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	4700	2--	---
3	14100	22-	---
4	28200	32-	---
5	47000	32-	---
6	70500	32-	---
7	94000	33-	---
8	141000	432	---
9	188000	432	---
10	235000	432	---
11	282000	442	---
12	329000	543	---
13	376000	543	---
14	423000	543	---
15	470000	553	2--
16	517000	654	2--
17	564000	654	2--
18	611000	654	2--
19	658000	664	3--
20	705000	765	3--
21	752000	765	3--
22	799000	765	3--
23	846000	775	4--
24	893000	876	42-
25	940000	876	42-
26	987000	876	42-
27	1034000	886	52-
28	1081000	987	53-
29	1128000	987	53-
30	1175000	987	53-
31	1222000	997	63-
32	1269000	A98	64-
33	1316000	A98	64-
34	1363000	A98	64-
35	1410000	AA8	742
36	1457000	BA9	752

Requisites: Str 34, HNCL 18

Alignment: CE

HD/level: 4d15

Weapon Prof.: 3+level/2

To Hit Table: Ftr0

Saves: & 3xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Additional Saves & +level*3

Gets +2X actions per round.

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

Level 1: 1H or 1X, 1/r: High X Frequency Sample, see table on following page. You may "remember" powers, and put them in "Ultra" (U) slots.

Level 9: Effective caster level is 462+level.

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

Known Powers

Metallica - And Justice for All (SL=N): 1bM, Spend 100*N gold pieces: Auto-parry N^2 attacks and pick pockets/reverse pick pockets for each attack parried.

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

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

Force Shield (SL=11): +CCL*5 AC or Wall of Force CCL*100 ft.

Redivivus(SL=14): You can revive your opponents greatest enemy

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

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

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

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

Force Resonate (SL=20): Earthquake Range=X*CCL miles.

farian RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	--	---	---	---
2	7700	2	--	---	---	---
3	23100	22	--	---	---	---
4	46200	22	--	---	---	---
5	77000	32	2	--	---	---
6	115500	32	2	--	---	---
7	154000	33	2	--	---	---
8	231000	33	2	--	---	---
9	308000	43	3	22	--	---
10	385000	43	3	22	--	---
11	462000	44	3	32	2	--
12	539000	44	3	32	2	--
13	616000	54	4	33	2	--
14	693000	54	4	33	2	--
15	770000	55	4	33	22	--
16	847000	55	4	33	22	--
17	924000	65	5	44	3	32
18	1001000	65	5	44	3	32
19	1078000	66	5	54	3	32
20	1155000	66	5	54	33	2
21	1232000	76	6	55	4	33
22	1309000	76	6	55	4	33
23	1386000	77	6	55	44	3
24	1463000	77	6	55	44	3
25	1540000	87	7	66	5	44
26	1617000	87	7	66	5	44
27	1694000	88	7	66	55	4
28	1771000	88	7	66	55	4
29	1848000	98	8	77	65	5
30	1925000	98	8	77	65	5
31	2002000	99	8	77	66	5
32	2079000	99	8	77	66	5
33	2156000	A9	9	88	76	6
34	2233000	A9	9	88	76	6
35	2310000	AA	9	98	77	6
36	2387000	AA	9	98	77	6

Requisites: Wis 35, HNCL 18

Alignment: JE

HD/level: 4d50

Weapon Prof.: 3+level/2

To Hit Table: 2xMon

Saves: & 2xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Spawn spells

Level 1: Immune Magic, Gravity, Fast Heal 1500, and DR 1500/-

Level 1,2,etc::: +1CML in another class.

Level 6: An ally's group gain(s) +5 ranged dmg if below 50% hp, doubled if below 10%, tripled if below 5%, and multiplied by 5 if at or below 1%

Level 23: Cruciform Call: Gain a Ethereal Mantle that forces attackers to succeed on (Spell 104+Dex for tenth effect, RR or TechR to resist) or deal half damage for 1 day

Level 31: 13D, Spend 3 psp(s): When an ally falls, your group gains SEL=4

Improved Invisibility for 6 round(s)

Known Spells:

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

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.

Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project. You do not have a Multiplier.

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

Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1slot).

Alter Reality(SL=14): 0: Wish

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

Transmortality(SL=16): You cannot be permanently destroyed

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

Akashic [Effect](SL=18): One of your effects does a Lower Multiplier by 1 per hit

0X (Advanced) Super Spaghetti Monster of TyrMTG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2--	---	---	---	---
2	13300	2--	---	---	---	---
3	39900	22-	---	---	---	---
4	79800	22-	---	---	---	---
5	133000	322	---	---	---	---
6	199500	322	---	---	---	---
7	266000	332	2--	---	---	---
8	399000	332	2--	---	---	---
9	532000	433	22-	---	---	---
10	665000	433	22-	---	---	---
11	798000	443	322	---	---	---
12	931000	443	322	---	---	---
13	1064000	544	332	2--	---	---
14	1197000	544	332	2--	---	---
15	1330000	554	433	22-	---	---
16	1463000	554	433	22-	---	---
17	1596000	655	443	322	---	---
18	1729000	655	443	322	---	---
19	1862000	665	544	332	---	---
20	1995000	665	544	332	---	---
21	2128000	766	554	433	---	---
22	2261000	766	554	433	---	---
23	2394000	776	655	443	---	---
24	2527000	776	655	443	---	---
25	2660000	877	665	544	---	---
26	2793000	877	665	544	---	---
27	2926000	887	766	554	---	---
28	3059000	887	766	554	---	---
29	3192000	988	776	655	---	---
30	3325000	988	776	655	---	---
31	3458000	998	877	665	---	---
32	3591000	998	877	665	---	---
33	3724000	A99	887	766	---	---
34	3857000	A99	887	766	---	---
35	3990000	AA9	988	776	---	---
36	4123000	AA9	988	776	---	---

Requisites: Con 35, HNCL 18

Alignment: AW

HD/level: & +++1d95

Weapon Prof.: & 15+level/2

To Hit Table: & 3xCust

Saves: & 2xM-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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. Gets an X action.

Overwrite HD/level with & 1d20

Uber Barbarian Str and Con [bonus=(stat-46)*10]

+1 S action

Level 1: 1bX, LVL/d: Choose a phrase of one or two words. You Sustain whatever that phrase is with respect to your character. Collective acronyms count as a single word each (e.g. "HNCL" counts as one word). You must put the word "my" in front of it. (Examples: True Name, Max hp, Stats, Actions, Class slots, Race slots, etc.).

Level 1: 1X, Gaze at a group: Awe power: Charm (no save, XR to resist)

Level 9: Gain a Crystalline Bastion that heals you for 9% of damage you deal while active, permanently

Level 17: Gain a Warding Carapace that reduces all forced movement by half unless resisted with (No save, MR or CR to resist), until end of combat

Level 22: 10H: Cancel a unique or X/G action before it resolves (No save, GR or RR to resist)

Level 756: Each time all allies critically hit(s) an enemy, Dispel effects on your group, bypassing HR resistance if their HD \geq 3780

Known Spells:

This Old Man (SL=N): Can only be cast on segment 1. Each segment this rd, one target gets a SEL=N-1 offensive status effect and SEL=1 Silenced.

Villain Number One (SL=10): Cast a CSL=1 Villain spell.

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

Divine Champion(SL=12): Borrow an ability from another deity (must be willing)

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

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).

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

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

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

Undying Flames (SL=18): For 1 round, each segment, Capital S Slay one target (no resistance)

Blue Second Divine(Anti-God)JG RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	5400	2	--	---	---	---	---	---	---	---
3	16200	2	2	--	---	---	---	---	---	---
4	32400	2	2	--	---	---	---	---	---	---
5	54000	3	2	2	--	---	---	---	---	---
6	81000	3	2	2	--	---	---	---	---	---
7	108000	3	3	2	2	--	---	---	---	---
8	162000	3	3	2	2	--	---	---	---	---
9	216000	4	3	3	2	2	--	---	---	---
10	270000	4	3	3	2	2	--	---	---	---
11	324000	4	4	3	2	2	--	---	---	---
12	378000	4	4	3	2	2	--	---	---	---
13	432000	5	4	3	3	2	2	--	---	---
14	486000	5	4	3	3	2	2	--	---	---
15	540000	5	5	4	3	3	2	2	--	---
16	594000	5	5	4	3	3	2	2	--	---
17	648000	6	5	4	4	3	3	2	2	---
18	702000	6	5	5	4	3	3	2	2	---
19	756000	6	6	5	4	4	3	3	2	---
20	810000	6	6	5	4	4	3	3	2	---
21	864000	7	6	6	5	4	3	3	2	---
22	918000	7	6	6	5	4	3	3	2	---
23	972000	7	7	6	5	5	4	4	3	3
24	1026000	7	7	6	5	5	4	4	3	3
25	1080000	8	7	7	6	5	5	4	4	3
26	1134000	8	7	7	6	5	5	4	4	3
27	1188000	8	8	7	7	6	5	5	4	3
28	1242000	8	8	7	7	6	5	5	4	3
29	1296000	9	8	8	7	7	6	5	5	4
30	1350000	9	8	8	7	7	6	5	5	4
31	1404000	9	9	8	7	7	6	5	5	4
32	1458000	9	9	8	7	7	6	5	5	4
33	1512000	A	9	9	8	7	7	6	5	4
34	1566000	A	9	9	8	7	7	6	5	4
35	1620000	AA	9	9	8	8	7	7	6	5
36	1674000	AA	9	9	8	8	7	7	6	5

Requisites: Wis 32, HNCL 9

Alignment: JN

HD/level: 2d70

Weapon Prof.: 17+level

To Hit Table: 2xPri

Saves: & 3xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Additional Saves & +level*3

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

Specialization, MTG Blue School

Level 18: 0, 1/r: Change which 2 Sentinel Spheres you have access to.

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)

Daniel Tiger's Neighborhood (SL=10): You are Retired and your character slot is replaced by a baby Tiger classed in Mister Rodgers at +1 level.

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)"

Spiritual Ancestry(SL=12): Gain the traits of any Outsider sub-type

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

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

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

Polymath(SL=16): Your non-Concordant class levels can be changed at will (you can shift XP around)

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

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

EnderMTG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	7500	2	—	—	—	—
3	22500	2	2	—	—	—
4	45000	2	2	—	—	—
5	75000	3	2	2	—	—
6	112500	3	2	2	—	—
7	150000	3	3	2	—	—
8	225000	3	3	2	—	—
9	300000	4	3	2	—	—
10	375000	4	3	2	—	—
11	450000	4	4	3	2	—
12	525000	4	4	3	2	—
13	600000	5	4	3	2	—
14	675000	5	4	3	2	—
15	750000	5	5	4	3	2
16	825000	5	5	4	3	2
17	900000	6	5	4	3	2
18	975000	6	5	4	3	2
19	1050000	6	6	5	4	3
20	1125000	6	6	5	4	3
21	1200000	7	6	5	4	3
22	1275000	7	6	5	4	3
23	1350000	7	7	6	5	4
24	1425000	7	7	6	5	4
25	1500000	8	7	6	5	4
26	1575000	8	7	6	5	4
27	1650000	8	8	7	6	5
28	1725000	8	8	7	6	5
29	1800000	9	8	7	6	5
30	1875000	9	8	7	6	5
31	1950000	9	9	8	7	6
32	2025000	9	9	8	7	6
33	2100000	A	9	8	7	6
34	2175000	A	9	8	7	6
35	2250000	AA	9	9	8	7
36	2325000	AA	9	9	8	7

Requisites: Cml 33, HNCL 9

Alignment: any E

HD/level: & 4e95

Weapon Prof.: & 12+level

To Hit Table: 3xCTD0

Saves: & Ftr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Fly at $8^{(LVL+1)}$ (If you're curious: 1"=2.45 mph; 122 million" = speed of light; LVL=8 is about 1.1 c)

Level 1: You may "project" (copy) your Cml onto one other ability score.

Level 2: If melee attacked, opponent must make a Str check(DC381) or Stuck to you and can't use that limb.

Level 10: Whenever an enemy a blasphemous act is/are committed, Drain 350 saving throws and inflict a penalty for 1 rounds (No save, HR to resist)

Known Spells:

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.

"Any" Action Haste (SL=10): CL "Any" action haste (party).

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

My Wish Is Your Command (SL=12): Cast a non-summon spell from a target's memorization.

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

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).

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

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

Enduring Ideal (SL=18): For 1 round, each segment, cast a SL 0-16 Priest spell as a 0 action.

Red Second Munchkin(Pinpoint 0.44) RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	6800	2-- ---
3	20400	22- ---
4	40800	32- ---
5	68000	32- ---
6	102000	32- ---
7	136000	33- ---
8	204000	432 ---
9	272000	432 ---
10	340000	432 ---
11	408000	442 ---
12	476000	543 ---
13	544000	543 ---
14	612000	543 ---
15	680000	553 2--
16	748000	654 2--
17	816000	654 2--
18	884000	654 2--
19	952000	664 3--
20	1020000	765 3--
21	1088000	765 3--
22	1156000	765 3--
23	1224000	775 4--
24	1292000	876 42-
25	1360000	876 42-
26	1428000	876 42-
27	1496000	886 52-
28	1564000	987 53-
29	1632000	987 53-
30	1700000	987 53-
31	1768000	997 63-
32	1836000	A98 64-
33	1904000	A98 64-
34	1972000	A98 64-
35	2040000	AA8 742
36	2108000	BA9 752

Requisites: Int 34, HNCL 18

Alignment: any W

HD/level: & +2d10

Weapon Prof.: & 1+level/2

To Hit Table: Rog

Saves: & CTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Specialization, MTG Red School

Level 1:,2:,etc::: +5 Str and Dex. You can't trade these away.

Level 18: Support characters gain +180 saves

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

Level 28: You surge(s) with +13 ranged dmg for a single action

Known Powers

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
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

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

Shangri-La Spell (SL=11): Your summons attack as 2 DL's higher.

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

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.

Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)

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

Force Resonate (SL=20): Earthquake Range=X*CCL miles.

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

The Second Spirit(ArchSpirit)MTG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	--	---	---	---
2	3600	2	--	---	---	---
3	10800	2	2	--	---	---
4	21600	2	2	--	---	---
5	36000	3	2	2	--	---
6	54000	3	2	2	--	---
7	72000	3	3	2	--	---
8	108000	3	3	2	--	---
9	144000	4	3	3	2	--
10	180000	4	3	3	2	--
11	216000	4	4	3	2	--
12	252000	4	4	3	2	--
13	288000	5	4	3	3	2
14	324000	5	4	3	3	2
15	360000	5	5	4	3	2
16	396000	5	5	4	3	2
17	432000	6	5	4	3	2
18	468000	6	5	4	3	2
19	504000	6	6	5	4	3
20	540000	6	6	5	4	3
21	576000	7	6	5	4	3
22	612000	7	6	5	4	3
23	648000	7	7	6	5	4
24	684000	7	7	6	5	4
25	720000	8	7	6	5	4
26	756000	8	7	6	5	4
27	792000	8	8	7	6	5
28	828000	8	8	7	6	5
29	864000	9	8	7	6	5
30	900000	9	8	7	6	5
31	936000	9	9	8	7	6
32	972000	9	9	8	7	6
33	1008000	A	9	8	8	7
34	1044000	A	9	8	8	7
35	1080000	AA	9	9	8	7
36	1116000	AA	9	9	8	7

Requisites: Dex 33, HNCL 9

Alignment: non-W

HD/level: 2d30

Weapon Prof.: 2+level/2

To Hit Table: Pri

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

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

+1 S action only usable in segment 2.

Level 1: 1X: Trap the Soul (1 creature, no save, no XR).

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

Known Spells:

Olivia Rodrigo - All I Want (SL=N): Summon a DL=N-1 NG dishonest human male with 1M: Light or Knock

Disturbed - Down with the Sickness (SL=10): Peel the Onion one target and polymorph it into a child version of itself (no save).

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

Mortal Flesh Is Weak (SL=12): Set one target's hp to lowest among enemies in room.

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

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

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

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

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

Peace Actor1 RDM

Level	KXP	Spells
		ABC DEF GHI
1	0	2-- ----
2	10100	2-- ----
3	30300	22- ----
4	60600	22- ----
5	101000	322 ----
6	151500	322 ----
7	202000	332 2-- ----
8	303000	332 2-- ----
9	404000	433 22- ----
10	505000	433 22- ----
11	606000	443 322 ---
12	707000	443 322 ---
13	808000	544 332 2--
14	909000	544 332 2--
15	1010000	554 433 22-
16	1111000	554 433 22-
17	1212000	655 443 322
18	1313000	655 443 322
19	1414000	665 544 332
20	1515000	665 544 332
21	1616000	766 554 433
22	1717000	766 554 433
23	1818000	776 655 443
24	1919000	776 655 443
25	2020000	877 665 544
26	2121000	877 665 544
27	2222000	887 766 554
28	2323000	887 766 554
29	2424000	988 776 655
30	2525000	988 776 655
31	2626000	998 877 665
32	2727000	998 877 665
33	2828000	A99 887 766
34	2929000	A99 887 766
35	3030000	AA9 988 776
36	3131000	AA9 988 776

Requisites: Con 32, HNCL 18

Alignment: JS

HD/level: 3d90

Weapon Prof.: 5+level

To Hit Table: & M-U0

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets +1X action. Gets +LVL E actions.

0: Switch elemental composition of yourself to another element or a mix of up to LVL elements.

Know Shadow5 spells

Know Warlord spells

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

Level 24: Thoughtcarver Mindlock: Allies within 30 feet gain +60 ranged dmg

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

Known Spells:

Metallica - And Justice for All (SL=N): 1bM, Spend 100*N gold pieces: Auto-parry N^2 attacks and pick pockets/reverse pick pockets for each attack parried.

"Any" Action Haste (SL=10): CL "Any" action haste (party).

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

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

Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.

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

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

Interdimensional(SL=16): You have a 75% chance of avoiding any attack or spell

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

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).

Divine5 RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	—	—	—	—	—	—	—
2	4800	2	—	—	—	—	—	—	—
3	14400	22	—	—	—	—	—	—	—
4	28800	22	—	—	—	—	—	—	—
5	48000	32	2	—	—	—	—	—	—
6	72000	32	2	—	—	—	—	—	—
7	96000	33	2	—	—	—	—	—	—
8	144000	33	2	—	—	—	—	—	—
9	192000	43	3	22	—	—	—	—	—
10	240000	43	3	22	—	—	—	—	—
11	288000	44	3	32	—	—	—	—	—
12	336000	44	3	32	—	—	—	—	—
13	384000	54	4	33	2	—	—	—	—
14	432000	54	4	33	2	—	—	—	—
15	480000	55	4	33	22	—	—	—	—
16	528000	55	4	33	22	—	—	—	—
17	576000	65	5	44	32	—	—	—	—
18	624000	65	5	44	32	—	—	—	—
19	672000	66	5	54	33	—	—	—	—
20	720000	66	5	54	33	—	—	—	—
21	768000	76	6	55	43	—	—	—	—
22	816000	76	6	55	43	—	—	—	—
23	864000	77	6	55	44	—	—	—	—
24	912000	77	6	55	44	—	—	—	—
25	960000	87	7	66	54	—	—	—	—
26	1008000	87	7	66	54	—	—	—	—
27	1056000	88	7	66	55	—	—	—	—
28	1104000	88	7	66	55	—	—	—	—
29	1152000	98	8	77	65	—	—	—	—
30	1200000	98	8	77	65	—	—	—	—
31	1248000	99	8	77	66	—	—	—	—
32	1296000	99	8	77	66	—	—	—	—
33	1344000	A9	9	88	76	—	—	—	—
34	1392000	A9	9	88	76	—	—	—	—
35	1440000	AA	9	98	77	—	—	—	—
36	1488000	AA	9	98	77	—	—	—	—

Requisites: HNCL 18

Alignment: T any

HD/level: & 1d25

Weapon Prof.: & 13+level

To Hit Table: CTD0

Saves: & Cust

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)

Additional Saves & +level*3

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

Level 1: and N/3 (first and every third level): Choose a concordant class. You may cast spells from that class as though they were on your progression.

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

Level 15: Gain a Runic Shell that deflects ranged attacks unless the attacker passes (No save, GR to resist), for CL turns

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

Known Spells:

Rachmaninov - The Isle of the Dead (SL=N): One target is Xvim-ed N levels deep
Disturbed - Divide (SL=10): You are immune to SEL=8 Combined, SEL=7 Lost, and SEL=10 Broken

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

Blood Strike(SL=12): You can expend hit points to increase damage
(max=CCL*CCL)

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 +WL isaves

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

Twilighting.

Shangri-La Spell (SL=16): Pixilate a group (no save, XR to resist)

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

Range=Same Multiverse

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).

Infinite Evil Istari Slayer RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	6300	2	—	—	—	—
3	18900	22	—	—	—	—
4	37800	22	—	—	—	—
5	63000	32	2	—	—	—
6	94500	32	2	—	—	—
7	126000	33	2	—	—	—
8	189000	33	2	—	—	—
9	252000	43	3	22	—	—
10	315000	43	3	22	—	—
11	378000	44	3	32	—	—
12	441000	44	3	32	—	—
13	504000	54	4	33	2	—
14	567000	54	4	33	2	—
15	630000	55	4	33	22	—
16	693000	55	4	33	22	—
17	756000	65	5	44	32	—
18	819000	65	5	44	32	—
19	882000	66	5	54	33	—
20	945000	66	5	54	33	—
21	1008000	76	6	55	43	—
22	1071000	76	6	55	43	—
23	1134000	77	6	55	44	—
24	1197000	77	6	55	44	—
25	1260000	87	7	66	54	—
26	1323000	87	7	66	54	—
27	1386000	88	7	66	55	—
28	1449000	88	7	66	55	—
29	1512000	98	8	77	65	—
30	1575000	98	8	77	65	—
31	1638000	99	8	77	66	—
32	1701000	99	8	77	66	—
33	1764000	A9	88	77	66	—
34	1827000	A9	88	77	66	—
35	1890000	AA	98	88	77	6
36	1953000	AA	98	88	77	6

Requisites: Int 34, HNCL 9

Alignment: LS

HD/level: & ++2d95

Weapon Prof.: & 19+level

To Hit Table: 3xM-U0

Saves: & 2xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

When you material component a spell through your staff (taking the usual +1V action), you do xLVL effect instead of x2.

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

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

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: +16 insight bonus to: AC, To hit, ability checks, CL checks, skill checks, turning checks, DC's for spells/abilities, initiative, saves, and SR.

Level 3: 1X, 1 attack that hits: Target becomes your clone, gains "Cloned" race adjective (no save, XR to resist). You share any of your clones' memories and may use any abilities they have. You have a closed psi link to any of your clones.

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

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

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)"

Divine Champion(SL=12): Borrow an ability from another deity (must be willing)

Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.

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

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

Interdimensional(SL=16): You have a 75% chance of avoiding any attack or spell

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

Enduring Ideal (SL=18): For 1 round, each segment, cast a SL 0-16 Priest spell as a 0 action.

The Greatest Custom Champion Slayer RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	6600	2	--	---	---	---	---	---	---	---
3	19800	2	2	--	---	---	---	---	---	---
4	39600	2	2	--	---	---	---	---	---	---
5	66000	3	2	2	--	---	---	---	---	---
6	99000	3	2	2	--	---	---	---	---	---
7	132000	3	3	2	2	--	---	---	---	---
8	198000	3	3	2	2	--	---	---	---	---
9	264000	4	3	3	2	2	--	---	---	---
10	330000	4	3	3	2	2	--	---	---	---
11	396000	4	4	3	2	2	--	---	---	---
12	462000	4	4	3	2	2	--	---	---	---
13	528000	5	4	3	3	2	2	--	---	---
14	594000	5	4	3	3	2	2	--	---	---
15	660000	5	5	4	3	3	2	2	--	---
16	726000	5	5	4	3	3	2	2	--	---
17	792000	6	5	5	4	3	3	2	2	2
18	858000	6	5	5	4	3	3	2	2	2
19	924000	6	6	5	5	4	3	3	2	2
20	990000	6	6	5	5	4	3	3	2	2
21	1056000	7	6	6	5	5	4	3	3	2
22	1122000	7	6	6	5	5	4	3	3	2
23	1188000	7	7	6	5	5	4	3	3	2
24	1254000	7	7	6	5	5	4	3	3	2
25	1320000	8	7	7	6	5	5	4	3	2
26	1386000	8	7	7	6	5	5	4	3	2
27	1452000	8	8	7	7	6	5	5	4	3
28	1518000	8	8	7	7	6	5	5	4	3
29	1584000	9	8	8	7	7	6	5	5	4
30	1650000	9	8	8	7	7	6	5	5	4
31	1716000	9	9	8	8	7	7	6	5	5
32	1782000	9	9	8	8	7	7	6	5	5
33	1848000	A	9	9	8	8	7	7	6	5
34	1914000	A	9	9	8	8	7	7	6	5
35	1980000	AA	9	9	8	8	7	7	6	5
36	2046000	AA	9	9	8	8	7	7	6	5

Requisites: Int 33, HNCL 18

Alignment: AE (Overwrite to all other classes)

HD/level: 1d15(no con bonus)

Weapon Prof.: 20+level/2

To Hit Table: 2xWiz

Saves: & 3xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Fly at 30" (AA).

Free Paragon racial adjective.

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

Level 1: Munchkins can't be fumbled, tripped, slept, or cantripped.

Level 7: 1X, 1/d: Name a DL X+level deep DL summon you know as a player. You get that summon.

Level 16: An ally surge(s) with +42 AC for a single action

Level 17: Gain a Mirror Matrix that deals 17% of melee attackers dmg of type Chromatic, while concentrating

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).

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

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

Saviour(SL=12): You can take damage for any or all allies in your presence

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

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).

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

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

Omnific Toughness(SL=18): +CCL ihp

Metallic Arch- Breaker(ArchKryptonian)0 RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	9500	2	--	---	---	---	---	---	---	---
3	28500	2	2	--	---	---	---	---	---	---
4	57000	2	2	--	---	---	---	---	---	---
5	95000	3	2	2	--	---	---	---	---	---
6	142500	3	2	2	--	---	---	---	---	---
7	190000	3	3	2	2	--	---	---	---	---
8	285000	3	3	2	2	--	---	---	---	---
9	380000	4	3	3	2	2	--	---	---	---
10	475000	4	3	3	2	2	--	---	---	---
11	570000	4	4	3	2	2	--	---	---	---
12	665000	4	4	3	2	2	--	---	---	---
13	760000	5	4	3	3	2	2	--	---	---
14	855000	5	4	3	3	2	2	--	---	---
15	950000	5	5	4	3	3	2	--	---	---
16	1045000	5	5	4	3	3	2	--	---	---
17	1140000	6	5	4	3	3	2	--	---	---
18	1235000	6	5	4	3	3	2	--	---	---
19	1330000	6	6	5	4	3	3	2	--	---
20	1425000	6	6	5	4	3	3	2	--	---
21	1520000	7	6	5	5	4	3	3	2	--
22	1615000	7	6	5	5	4	3	3	2	--
23	1710000	7	7	6	5	5	4	3	3	2
24	1805000	7	7	6	5	5	4	3	3	2
25	1900000	8	7	6	5	5	4	3	3	2
26	1995000	8	7	6	5	5	4	3	3	2
27	2090000	8	8	7	6	5	5	4	3	2
28	2185000	8	8	7	6	5	5	4	3	2
29	2280000	9	8	7	7	6	5	5	4	3
30	2375000	9	8	7	7	6	5	5	4	3
31	2470000	9	9	8	7	7	6	5	5	4
32	2565000	9	9	8	7	7	6	5	5	4
33	2660000	A	9	8	8	7	7	6	5	5
34	2755000	A	9	8	8	7	7	6	5	5
35	2850000	AA	9	9	8	8	7	7	6	5
36	2945000	AA	9	9	8	8	7	7	6	5

Requisites: Str 35, HNCL 18, Race slots 1

Alignment: CN

HD/level: & 3d20

Weapon Prof.: & 9+level

To Hit Table: 2xPsi

Saves: & 3xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Resist Metallic.

You have Overhit.

Level 1: Can use any bag, sack, or backpack as an infinite portable hole.

Level 1: Can combine ACs from different sources.

Level 3: Immune mind-affecting.

Level 27: Every time a creature take(s) damage from a hated foe, An enemy must succeed on a (Dex 69+Dex to nullify, WR or WR to resist) or become SEL=10 Jinxed at the start of its next turn

Level 32: Each time an ally meditate(s) or enter(s) a trance state, Dispel all effects on your group (Str 160+Con to absorb, PR or XR to resist) If resisted, a random effect is reflected back at the source

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

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).

Cunning Soul(SL=12): +(Int bonus) saves

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

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

Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.

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

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

Infinite Immortal(Anti-Pariah)JG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	11500	2	—	—	—	—
3	34500	2	2	—	—	—
4	69000	2	2	—	—	—
5	115000	3	2	—	—	—
6	172500	3	2	—	—	—
7	230000	3	3	2	—	—
8	345000	3	3	2	—	—
9	460000	4	3	2	—	—
10	575000	4	3	2	—	—
11	690000	4	4	3	2	—
12	805000	4	4	3	2	—
13	920000	5	4	3	2	—
14	1035000	5	4	3	2	—
15	1150000	5	5	4	3	2
16	1265000	5	5	4	3	2
17	1380000	6	5	4	3	2
18	1495000	6	5	4	3	2
19	1610000	6	6	5	4	3
20	1725000	6	6	5	4	3
21	1840000	7	6	5	4	3
22	1955000	7	6	5	4	3
23	2070000	7	7	6	5	4
24	2185000	7	7	6	5	4
25	2300000	8	7	6	5	4
26	2415000	8	7	6	5	4
27	2530000	8	8	7	6	5
28	2645000	8	8	7	6	5
29	2760000	9	8	7	6	5
30	2875000	9	8	7	6	5
31	2990000	9	9	8	7	6
32	3105000	9	9	8	7	6
33	3220000	A	9	8	7	6
34	3335000	A	9	8	7	6
35	3450000	AA	9	9	8	7
36	3565000	AA	9	9	8	7

Requisites: Dex 35, HNCL 27, Race slots 2

Alignment: AS (Overwrite to all other classes)

HD/level: & $\frac{1}{2}1d70$

Weapon Prof.: & 1+level

To Hit Table: & 2xCTD0

Saves: & 3xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets an X action. Gets all Extra Barbarian Exceptional stats.(-16/*2.5)

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

Ultra Barbarian Str, Dex, and Con. [Bonus = (Stat-22)*4]

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

Level 1: Whenever one of your tentacles is severed, it becomes a DL=10+CCL astral worm/akrisha.

Level 1: Fly 10*lvl"

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

Level 5: Total HD is 91d12.

Level 16: 7A, 3/natural reset: Silence a target mid-cast, preventing the ability (No save, CR or WR to resist)

Level 24: Your group surge(s) with +46 hp for a single action

Level 25: Gain a Reality Cocoon that reduces all forced movement by half unless resisted with (No save, RR or RR to resist), until end of combat

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

Known Spells:

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

Robert Schumann - Symphonic Studies (SL=10): Create CL disembodied flying hands that can hold weapons. They use your actions to act

Force Beast Language (SL=11): Speak with and mentally dominate target monster.

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

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

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

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

Orichalcum Body(SL=16): +232 Str, iDR100/-, +152 armor bonus, -46 Dex, overlaps other "body" powers.

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

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

Dragon/ Legendary Ender RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	5500	2--	---
3	16500	22-	---
4	33000	32-	---
5	55000	32-	---
6	82500	32-	---
7	110000	33-	---
8	165000	432	---
9	220000	432	---
10	275000	432	---
11	330000	442	---
12	385000	543	---
13	440000	543	---
14	495000	543	---
15	550000	553	2--
16	605000	654	2--
17	660000	654	2--
18	715000	654	2--
19	770000	664	3--
20	825000	765	3--
21	880000	765	3--
22	935000	765	3--
23	990000	775	4--
24	1045000	876	42-
25	1100000	876	42-
26	1155000	876	42-
27	1210000	886	52-
28	1265000	987	53-
29	1320000	987	53-
30	1375000	987	53-
31	1430000	997	63-
32	1485000	A98	64-
33	1540000	A98	64-
34	1595000	A98	64-
35	1650000	AA8	742
36	1705000	BA9	752

Requisites: Dex 36, HNCL 27

Alignment: AE

HD/level: 2d15

Weapon Prof.: 6+level

To Hit Table: & Pri

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

+1 extra Nonweapon Prof per level.

X-ray vision through anything except lead.

You defend as a x3 multiplier being.

Gets Massive Barb Int [bonus = (Stat-26)*5].

Level 1: Immune Magic, Gravity, Fast Heal 1500, and DR 1500/-

Level 1: 1C, Spend 10 Wis, 3/segment: When an ally falls, your group gains SEL=1

Modified for 4 segment(s)

Level 1: troll-like regen 40, fasthealing 50.

Level 3,8,13,ect: 1X,1/d: Ship in a bottle.(no save, XR to resist)

Level 5: If your Dex is at least 20, when you parry an attack, you may reflect the attack back onto its owner.

Level 9: Your Axe, Bow and Sword are Cascade Ram branded.

Level 20: Each time an enemy become(s) invisible, Dispel all magical effects on an enemy's group (RSW 58+Str save for quarter effect) On failure, target is silenced for 1 round

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.

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

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

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

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).

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

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

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): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)

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

Uber Champion(Pinpoint 0.90)JG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	12800	2--	---
3	38400	22-	---
4	76800	32-	---
5	128000	32-	---
6	192000	32-	---
7	256000	33-	---
8	384000	432	---
9	512000	432	---
10	640000	432	---
11	768000	442	---
12	896000	543	---
13	1024000	543	---
14	1152000	543	---
15	1280000	553	2--
16	1408000	654	2--
17	1536000	654	2--
18	1664000	654	2--
19	1792000	664	3--
20	1920000	765	3--
21	2048000	765	3--
22	2176000	765	3--
23	2304000	775	4--
24	2432000	876	42-
25	2560000	876	42-
26	2688000	876	42-
27	2816000	886	52-
28	2944000	987	53-
29	3072000	987	53-
30	3200000	987	53-
31	3328000	997	63-
32	3456000	A98	64-
33	3584000	A98	64-
34	3712000	A98	64-
35	3840000	AA8	742
36	3968000	BA9	752

Requisites: Luck 17, HNCL 18

Alignment: NG

HD/level: 1d95

Weapon Prof.: 18+level/2

To Hit Table: Wiz

Saves: & Psi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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).

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

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

Know Hero spells

Level 5: 2S, Spend 2 psp(s), 3/hour: After rolling a natural 20, you gains SEL=2 Displaced for 1 round(s)

Level 11: Every time all enemies create(s) or destroy(s) a mental barrier, If your group is below half hit points, they are SEL=7 Lost (No save, IR to resist)

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

Level 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 25: When you identify(ies) a spell or magical effect, Inflicts to hit (-188) on your group (No save). Stacks with each failed save

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

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

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

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

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

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

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

Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

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

War Immortal RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	5400	2-- ---
3	16200	22- ---
4	32400	32- ---
5	54000	32- ---
6	81000	32- ---
7	108000	33- ---
8	162000	432 ---
9	216000	432 ---
10	270000	432 ---
11	324000	442 ---
12	378000	543 ---
13	432000	543 ---
14	486000	543 ---
15	540000	553 2--
16	594000	654 2--
17	648000	654 2--
18	702000	654 2--
19	756000	664 3--
20	810000	765 3--
21	864000	765 3--
22	918000	765 3--
23	972000	775 4--
24	1026000	876 42-
25	1080000	876 42-
26	1134000	876 42-
27	1188000	886 52-
28	1242000	987 53-
29	1296000	987 53-
30	1350000	987 53-
31	1404000	997 63-
32	1458000	A98 64-
33	1512000	A98 64-
34	1566000	A98 64-
35	1620000	AA8 742
36	1674000	BA9 752

Requisites: Chr 33, HNCL 9

Alignment: non-T

HD/level: & +++2d20

Weapon Prof.: & 20+level

To Hit Table: Ftr0

Saves: & 3xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You may replace the base number of attacks you get with each weapon with CCL/1. Gets Extra Barb Str, Extra Barb Con, Barb Wis, and Barb Chr.

Level 4:,10:,16:,ect: 1X, 1/d: May shut off portals within 5*level ft.

Level 29: Gain a Mirror Shell that reflects spells targeting you back to the caster for 1 minute(s)

Known Powers

Kanye West - Stronger (SL=N): When you drop from an enemy affecting you this segment and don't die, +N Str next rd

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

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

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

Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s

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

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

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

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Omnific Weapon Specialization(SL=20): +1iidmg

Prismatic Lord RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	5600	2-- ---
3	16800	22- ---
4	33600	32- ---
5	56000	32- ---
6	84000	32- ---
7	112000	33- ---
8	168000	432 ---
9	224000	432 ---
10	280000	432 ---
11	336000	442 ---
12	392000	543 ---
13	448000	543 ---
14	504000	543 ---
15	560000	553 2--
16	616000	654 2--
17	672000	654 2--
18	728000	654 2--
19	784000	664 3--
20	840000	765 3--
21	896000	765 3--
22	952000	765 3--
23	1008000	775 4--
24	1064000	876 42-
25	1120000	876 42-
26	1176000	876 42-
27	1232000	886 52-
28	1288000	987 53-
29	1344000	987 53-
30	1400000	987 53-
31	1456000	997 63-
32	1512000	A98 64-
33	1568000	A98 64-
34	1624000	A98 64-
35	1680000	AA8 742
36	1736000	BA9 752

Requisites: Int 33, HNCL 18, Race slots 4

Alignment: LG

HD/level: & 4d55

Weapon Prof.: & 3+level/2

To Hit Table: 3xCust

Saves: & Cust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Duplicate F=20 of Custom2 or ArchCustom2 picks

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

You count as an Intelligent Item for effects that refer to Intelligent Items.

Resist Prismatic.

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

Known Powers

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

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

Shangri-La Spell (SL=11): Immune to the level limits set by the Multiverse Project. You do not have a Multiplier.

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

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

Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s

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

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

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

Concordant effects

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

The Best Second Shadow5 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	--	---	---	---
2	8500	2	--	---	---	---
3	25500	22	--	---	---	---
4	51000	22	--	---	---	---
5	85000	32	2	--	---	---
6	127500	32	2	--	---	---
7	170000	33	2	--	---	---
8	255000	33	2	--	---	---
9	340000	43	3	22	--	---
10	425000	43	3	22	--	---
11	510000	44	3	22	--	---
12	595000	44	3	22	--	---
13	680000	54	4	33	22	--
14	765000	54	4	33	22	--
15	850000	55	4	33	22	--
16	935000	55	4	33	22	--
17	1020000	65	5	44	32	22
18	1105000	65	5	44	32	22
19	1190000	66	5	44	33	22
20	1275000	66	5	44	33	22
21	1360000	76	6	55	44	33
22	1445000	76	6	55	44	33
23	1530000	77	6	55	44	33
24	1615000	77	6	55	44	33
25	1700000	87	7	66	55	44
26	1785000	87	7	66	54	44
27	1870000	88	7	66	55	44
28	1955000	88	7	66	55	44
29	2040000	98	8	77	65	55
30	2125000	98	8	77	65	55
31	2210000	99	8	77	66	55
32	2295000	99	8	77	66	55
33	2380000	A9	9	88	76	66
34	2465000	A9	9	88	76	66
35	2550000	AA	9	98	77	66
36	2635000	AA	9	98	77	66

Requisites: Cml 33, HNCL 18

Alignment: CS

HD/level: & 4d50

Weapon Prof.: & 9+level

To Hit Table: 2xPsi

Saves: & 2xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets one X action per round. You cast Living Planet spells SL2 through 8 with X actions and SL10 with G actions.

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

Free Of Legend racial adjective.

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

Level 1;6;11;ect: ++10 to tracking checks.

Level 24: Each time you link(s) mind(s) with another creature, Dispel effects on your group, bypassing WR resistance if their HD \geq 120

Level 31: Every time you successfully pick(s) a lock, While within 30 feet of you, an enemy is continually SEL=6 Ego-Dominated (Wis or Wis 124+Con save for tenth effect) each turn

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

Disturbed - Down with the Sickness (SL=10): Peel the Onion one target and polymorph it into a child version of itself (no save).

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

Shapechange(SL=12): You can shapechange at will

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

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

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

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

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

Warmonger Spell (SL=18): 1M: A group gets +WL% xXR (infinite XR)

Spirit in a Box1JG RDM

Level	KXP	Spells										
		A	B	C	D	E	F	G	H	I	J	K
1	0	2	—	—	—	—	—	—	—	—	—	—
2	11800	2	—	—	—	—	—	—	—	—	—	—
3	35400	2	2	—	—	—	—	—	—	—	—	—
4	70800	2	2	—	—	—	—	—	—	—	—	—
5	118000	3	2	2	—	—	—	—	—	—	—	—
6	177000	3	2	2	—	—	—	—	—	—	—	—
7	236000	3	3	2	—	—	—	—	—	—	—	—
8	354000	3	3	2	—	—	—	—	—	—	—	—
9	472000	4	3	2	—	—	—	—	—	—	—	—
10	590000	4	3	2	—	—	—	—	—	—	—	—
11	708000	4	4	3	2	—	—	—	—	—	—	—
12	826000	4	4	3	2	—	—	—	—	—	—	—
13	944000	5	4	3	2	—	—	—	—	—	—	—
14	1062000	5	4	3	2	—	—	—	—	—	—	—
15	1180000	5	5	4	3	2	—	—	—	—	—	—
16	1298000	5	5	4	3	2	—	—	—	—	—	—
17	1416000	6	5	4	3	2	—	—	—	—	—	—
18	1534000	6	5	4	3	2	—	—	—	—	—	—
19	1652000	6	6	5	4	3	—	—	—	—	—	—
20	1770000	6	6	5	4	3	—	—	—	—	—	—
21	1888000	7	6	5	4	3	—	—	—	—	—	—
22	2006000	7	6	5	4	3	—	—	—	—	—	—
23	2124000	7	7	6	5	4	—	—	—	—	—	—
24	2242000	7	7	6	5	4	—	—	—	—	—	—
25	2360000	8	7	6	5	4	—	—	—	—	—	—
26	2478000	8	7	6	5	4	—	—	—	—	—	—
27	2596000	8	8	7	6	5	—	—	—	—	—	—
28	2714000	8	8	7	6	5	—	—	—	—	—	—
29	2832000	9	8	7	6	5	—	—	—	—	—	—
30	2950000	9	8	7	6	5	—	—	—	—	—	—
31	3068000	9	9	8	7	6	—	—	—	—	—	—
32	3186000	9	9	8	7	6	—	—	—	—	—	—
33	3304000	A	9	8	7	6	—	—	—	—	—	—
34	3422000	A	9	8	7	6	—	—	—	—	—	—
35	3540000	AA	9	9	8	7	6	—	—	—	—	—
36	3658000	AA	9	9	8	7	6	—	—	—	—	—

Requisites: Con 36, HNCL 18

Alignment: NG

HD/level: & ++2d85

Weapon Prof.: & 15+level

To Hit Table: 2xPsi

Saves: & Mon

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.

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

Level 1: +30 natural AC, +20 insight AC.

Level 2: Starquartz Body: ++level or better weapon to hit, xMPIRR LVL*%.

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: Insanity Aura. Will save, DC=85.

Level 3: 1X, 1 attack that hits: Target becomes your clone, gains “Cloned” race adjective (no save, XR to resist). You share any of your clones’ memories and may use any abilities they have. You have a closed psi link to any of your clones.

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

Level 23: 8P, Spend 8 familiar(s): While within 20 feet of you, an ally has SEL=10 Extreme Barbarian Stat for 4 round(s)

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

Level 29: Hallucinogenic Zone: Gain a Ethereal Bubble that deflects ranged attacks unless the attacker passes (No save), for CL segments

Known Spells:

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

Adele - When We Were Young (SL=10): Reverse age one group CL/5 age catagories and has a SEL=9 Save Point (DM copies your PC's status as a backup. 1/reset: Switch your current status with your backup. This affects AC, stats, hp and status effects. Can only have one "save point" at one time)

Step out of It Cloud (SL=11): Step out of manifesting any Grand or less Cloud.

Heavenly Soul(SL=12): +(Chr bonus) saves

Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1slot).

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

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

Anti-Matter [Effect](SL=16): One of your effects can do antimatter based damage; or +1d100 antimatter dmg / physical attack

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

Undying Flames (SL=18): For 1 round, each segment, Capital S Slay one target (no resistance)

Champion7P RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	10200	2-- ---
3	30600	22- ---
4	61200	32- ---
5	102000	32- ---
6	153000	32- ---
7	204000	33- ---
8	306000	432 ---
9	408000	432 ---
10	510000	432 ---
11	612000	442 ---
12	714000	543 ---
13	816000	543 ---
14	918000	543 ---
15	1020000	553 2--
16	1122000	654 2--
17	1224000	654 2--
18	1326000	654 2--
19	1428000	664 3--
20	1530000	765 3--
21	1632000	765 3--
22	1734000	765 3--
23	1836000	775 4--
24	1938000	876 42-
25	2040000	876 42-
26	2142000	876 42-
27	2244000	886 52-
28	2346000	987 53-
29	2448000	987 53-
30	2550000	987 53-
31	2652000	997 63-
32	2754000	A98 64-
33	2856000	A98 64-
34	2958000	A98 64-
35	3060000	AA8 742
36	3162000	BA9 752

Requisites: Dex 34, HNCL 18

Alignment: C any

HD/level: 4d15

Weapon Prof.: 17+level/2

To Hit Table: & 3xWiz

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Can use 2P actions per segment.

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

Level 3: 1E: Lend an E action to a creature or item.

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

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

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 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

Known Powers

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

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

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

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

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

Cosmic Toughness(SL=14): Hit Die become d100s (all classes)

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

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

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

Force Resonate (SL=20): Earthquake Range=X*CCL miles.

Black Uber Overlord1JG RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	7800	2	--	---	---	---	---	---	---	---
3	23400	2	2	--	---	---	---	---	---	---
4	46800	2	2	--	---	---	---	---	---	---
5	78000	3	2	2	--	---	---	---	---	---
6	117000	3	2	2	--	---	---	---	---	---
7	156000	3	3	2	--	---	---	---	---	---
8	234000	3	3	2	--	---	---	---	---	---
9	312000	4	3	3	2	--	---	---	---	---
10	390000	4	3	3	2	--	---	---	---	---
11	468000	4	4	3	2	--	---	---	---	---
12	546000	4	4	3	2	--	---	---	---	---
13	624000	5	4	3	3	2	--	---	---	---
14	702000	5	4	3	3	2	--	---	---	---
15	780000	5	5	4	3	3	2	--	---	---
16	858000	5	5	4	3	3	2	--	---	---
17	936000	6	5	4	3	3	2	--	---	---
18	1014000	6	5	4	3	3	2	--	---	---
19	1092000	6	6	5	4	3	3	2	--	---
20	1170000	6	6	5	4	3	3	2	--	---
21	1248000	7	6	5	5	4	3	3	2	--
22	1326000	7	6	5	5	4	3	3	2	--
23	1404000	7	7	6	5	5	4	3	3	2
24	1482000	7	7	6	5	5	4	3	3	2
25	1560000	8	7	6	5	5	4	3	3	2
26	1638000	8	7	6	5	5	4	3	3	2
27	1716000	8	8	7	6	5	5	4	3	2
28	1794000	8	8	7	6	5	5	4	3	2
29	1872000	9	8	7	6	5	5	4	3	2
30	1950000	9	8	7	6	5	5	4	3	2
31	2028000	9	9	8	7	6	5	5	4	3
32	2106000	9	9	8	7	6	5	5	4	3
33	2184000	A	9	8	8	7	6	5	5	4
34	2262000	A	9	8	8	7	6	5	5	4
35	2340000	AA	9	9	8	7	6	5	5	4
36	2418000	AA	9	9	8	7	6	5	5	4

Requisites: HNCL 18

Alignment: LG

HD/level: & 3d15

Weapon Prof.: & 10+level

To Hit Table: 2xFtr0

Saves: & 2xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Duplicate F=20 of Custom2 or ArchCustom2 picks

Additional To Hit & ++level

Specialization, MTG Black School

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

Level 1: Total HD is 6d12.

Level 2: 1Z,1/half segment: Turn on or turn off a x1 Enemy Special of Capital S Slow aura.

Level 3: Effective caster level is 15.

Level 13: Gain a Mirror Carapace that forces attackers to succeed on (Will or Reflex 41+Int save for half effect) or deal half damage for CL minutes

Level 24: 9X, NP/lifetime: Counter an action targeting you (Sanity 82+Chr for half effect, CR or HR to resist)

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

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

Perfect Disarm(SL=12): Successful attacks deal damage and a disarm attempt

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

Dominance(SL=14): Foes with less than 1/4 your HNCL automatically fail their saves

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

Living Planet Spell (SL=16): All ability scores match your highest ability score (among the basic 6 stats).

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

Exponential Big Afterliver3 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	--	---	---	---
2	56100	2	--	---	---	---
3	168300	22	--	---	---	---
4	336600	22	--	---	---	---
5	561000	32	2	--	---	---
6	841500	32	2	--	---	---
7	1122000	33	2	--	---	---
8	1683000	33	2	--	---	---
9	2244000	43	3	22	--	---
10	2805000	43	3	22	--	---
11	3366000	44	3	22	--	---
12	3927000	44	3	22	--	---
13	4488000	54	4	33	22	--
14	5049000	54	4	33	22	--
15	5610000	55	4	33	22	--
16	6171000	55	4	33	22	--
17	6732000	65	5	44	32	22
18	7293000	65	5	44	32	22
19	7854000	66	5	44	33	22
20	8415000	66	5	44	33	22
21	8976000	76	6	55	44	33
22	9537000	76	6	55	44	33
23	10098000	77	6	55	44	33
24	10659000	77	6	55	44	33
25	11220000	87	7	66	55	44
26	11781000	87	7	66	54	44
27	12342000	88	7	66	55	44
28	12903000	88	7	66	55	44
29	13464000	98	8	77	65	55
30	14025000	98	8	77	65	55
31	14586000	99	8	77	66	55
32	15147000	99	8	77	66	55
33	15708000	A9	88	77	66	55
34	16269000	A9	88	77	66	55
35	16830000	AA	98	88	77	66
36	17391000	AA	98	88	77	66

Requisites: Str 34, HNCL 18

Alignment: AN

HD/level: 1d15

Weapon Prof.: 11+level

To Hit Table: 2xM-U0

Saves: & 3xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Overwrite HD/level with & 6d2

Advance one math operator up one step (CF=3: + to *;CF=5: * to ^;CF=7: ^ to ^^)

You have +1 Feat.

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

Level 6: Effective caster level is 157.

Level 19: Gain a Sanctified Bubble that deflects ranged attacks unless the attacker passes (No save, PR to resist), until end of combat

Level 30: Whenever you use(s) a magical item or scroll, Drain 120 actions per round from your group for 1 rounds (Fortitude 150+Dex save to negate)

Known Spells:

Disturbed - Midlife Crisis (SL=N): Wishoid for a Illusionary Psi -17 power of SL=N-1 (powers can be disbeliefed using this spell's DC)

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

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

Extra Level (S)(SL=12): You gain an extra class level (non-Concordant)

Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.

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

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

Anti-Matter [Effect](SL=16): One of your effects can do antimatter based damage; or +1d100 antimatter dmg / physical attack

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

Living Planet Spell (SL=18): Your attacks are felt by all enemies in your group (Cascade Ram).

Master Lich7P3 RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	3900	2-- ---
3	11700	22- ---
4	23400	32- ---
5	39000	32- ---
6	58500	32- ---
7	78000	33- ---
8	117000	432 ---
9	156000	432 ---
10	195000	432 ---
11	234000	442 ---
12	273000	543 ---
13	312000	543 ---
14	351000	543 ---
15	390000	553 2--
16	429000	654 2--
17	468000	654 2--
18	507000	654 2--
19	546000	664 3--
20	585000	765 3--
21	624000	765 3--
22	663000	765 3--
23	702000	775 4--
24	741000	876 42-
25	780000	876 42-
26	819000	876 42-
27	858000	886 52-
28	897000	987 53-
29	936000	987 53-
30	975000	987 53-
31	1014000	997 63-
32	1053000	A98 64-
33	1092000	A98 64-
34	1131000	A98 64-
35	1170000	AA8 742
36	1209000	BA9 752

Requisites: Wis 32, HNCL 18

Alignment: AW

HD/level: & 2e10

Weapon Prof.: & 9+level

To Hit Table: 2xRog

Saves: & 2xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

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

All of your effects are undispellable and all of your items are indestructible.

You have +1 Feat.

Level 4: Can trade 10000 AC into 1 iAC , 10000 iAC into 1 iiAC, ect (as many times as you like).

Level 5: Total HD is 91d12.

Known Powers

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

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

Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and rememorize this spell".

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).

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

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

Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)

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

Omnific Weapon Specialization(SL=20): +1iidmg

Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL CCL or lower.

"The" Myojin(Anti-Diety) Slayer RDM

Level	KXP	Spells										
		A	B	C	D	E	F	G	H	I	J	K
1	0	2	—	—	—	—	—	—	—	—	—	—
2	11600	2	—	—	—	—	—	—	—	—	—	—
3	34800	22	—	—	—	—	—	—	—	—	—	—
4	69600	22	—	—	—	—	—	—	—	—	—	—
5	116000	32	2	—	—	—	—	—	—	—	—	—
6	174000	32	2	—	—	—	—	—	—	—	—	—
7	232000	33	2	—	—	—	—	—	—	—	—	—
8	348000	33	2	—	—	—	—	—	—	—	—	—
9	464000	43	3	22	—	—	—	—	—	—	—	—
10	580000	43	3	22	—	—	—	—	—	—	—	—
11	696000	44	3	32	—	—	—	—	—	—	—	—
12	812000	44	3	32	—	—	—	—	—	—	—	—
13	928000	54	4	33	2	—	—	—	—	—	—	—
14	1044000	54	4	33	2	—	—	—	—	—	—	—
15	1160000	55	4	33	22	—	—	—	—	—	—	—
16	1276000	55	4	33	22	—	—	—	—	—	—	—
17	1392000	65	5	44	32	—	—	—	—	—	—	—
18	1508000	65	5	44	32	—	—	—	—	—	—	—
19	1624000	66	5	54	33	—	—	—	—	—	—	—
20	1740000	66	5	54	33	—	—	—	—	—	—	—
21	1856000	76	6	55	43	—	—	—	—	—	—	—
22	1972000	76	6	55	43	—	—	—	—	—	—	—
23	2088000	77	6	55	44	—	—	—	—	—	—	—
24	2204000	77	6	55	44	—	—	—	—	—	—	—
25	2320000	87	7	66	54	—	—	—	—	—	—	—
26	2436000	87	7	66	54	—	—	—	—	—	—	—
27	2552000	88	7	76	55	—	—	—	—	—	—	—
28	2668000	88	7	76	55	—	—	—	—	—	—	—
29	2784000	98	8	77	65	—	—	—	—	—	—	—
30	2900000	98	8	77	65	—	—	—	—	—	—	—
31	3016000	99	8	87	66	—	—	—	—	—	—	—
32	3132000	99	8	87	66	—	—	—	—	—	—	—
33	3248000	A9	9	88	76	—	—	—	—	—	—	—
34	3364000	A9	9	88	76	—	—	—	—	—	—	—
35	3480000	AA	9	98	77	—	—	—	—	—	—	—
36	3596000	AA	9	98	77	—	—	—	—	—	—	—

Requisites: HNCL 18

Alignment: any G

HD/level: & 2d85

Weapon Prof.: & 16+level/2

To Hit Table: CTD0

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Unbreakable (Invigorator) spells

Free Chosen One racial adjective.

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

Level 1: Continuous Shield of Law (+40 AC/Saves, iSR25, slow shield).

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

Level 2:5:8:ect: 1bX, 1/d: One target gets a save when no save.

Level 3: Every time all creatures sense(s) their territory is/are threatened, Your group must succeed on a (No save, IR to resist) or become SEL=1 Enraged at the start of its next turn

Level 7: Imune Crits, Dimension Door at will, immune any planar environment, and 0: ++level to a roll or +level CL and 5*level damage.

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 21: 10S, Spend 11 max hp(s), 3/hour: If healed, an ally also gains SEL=5 Motivated for 2 round(s)

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

Known Spells:

This Old Man (SL=N): Can only be cast on segment 1. Each segment this rd, one target gets a SEL=N-1 offensive status effect and SEL=1 Silenced.

"Any" Action Haste (SL=10): CL "Any" action haste (party).

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

You do not have a Multiplier.

Extra Level (S)(SL=12): You gain an extra class level (non-Concordant)

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

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

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

Transilient Reflexes(SL=16): You always succeed in Reflex saves (+1 PSave)

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

Omnipersonal(SL=18): When you are damaged, all opponents in your group also suffer your damage.

Avangion RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	4300	2-- ---
3	12900	22- ---
4	25800	32- ---
5	43000	32- ---
6	64500	32- ---
7	86000	33- ---
8	129000	432 ---
9	172000	432 ---
10	215000	432 ---
11	258000	442 ---
12	301000	543 ---
13	344000	543 ---
14	387000	543 ---
15	430000	553 2--
16	473000	654 2--
17	516000	654 2--
18	559000	654 2--
19	602000	664 3--
20	645000	765 3--
21	688000	765 3--
22	731000	765 3--
23	774000	775 4--
24	817000	876 42-
25	860000	876 42-
26	903000	876 42-
27	946000	886 52-
28	989000	987 53-
29	1032000	987 53-
30	1075000	987 53-
31	1118000	997 63-
32	1161000	A98 64-
33	1204000	A98 64-
34	1247000	A98 64-
35	1290000	AA8 742
36	1333000	BA9 752

Requisites: HNCL 18

Alignment: any

HD/level: 3d10

Weapon Prof.: 7+level/2

To Hit Table: always +0

Saves: & 3xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

When you material component a spell through your staff (taking the usual +1V action), you do xLVL effect instead of x2.

1/d: For each Follower (either with you or at home), gain L^2 Worship Points, where L is his level.

Angelic spells are resisted using XR or HR (Holy Resistance).

Level 3: +80 elemental mastery bonus to AC, Th, ability checks, DC's, initiative and saves.

Level 23: 8P, Spend 8 familiar(s): While within 20 feet of you, an ally has SEL=10 Extreme Barbarian Stat for 4 round(s)

Known Powers

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

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

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".

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".

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

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

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

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

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Omnific Inspiration (S)(SL=20): 1X or $\frac{1}{2}G$: Duplicate a 0th-8th level Divine3 spell

Acter/ Legendary Divine1JG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	12600	2--	---
3	37800	22-	---
4	75600	32-	---
5	126000	32-	---
6	189000	32-	---
7	252000	33-	---
8	378000	432	---
9	504000	432	---
10	630000	432	---
11	756000	442	---
12	882000	543	---
13	1008000	543	---
14	1134000	543	---
15	1260000	553	2--
16	1386000	654	2--
17	1512000	654	2--
18	1638000	654	2--
19	1764000	664	3--
20	1890000	765	3--
21	2016000	765	3--
22	2142000	765	3--
23	2268000	775	4--
24	2394000	876	42-
25	2520000	876	42-
26	2646000	876	42-
27	2772000	886	52-
28	2898000	987	53-
29	3024000	987	53-
30	3150000	987	53-
31	3276000	997	63-
32	3402000	A98	64-
33	3528000	A98	64-
34	3654000	A98	64-
35	3780000	AA8	742
36	3906000	BA9	752

Requisites: Wis 33, HNCL 18

Alignment: JN

HD/level: & 4d90

Weapon Prof.: & 2+level

To Hit Table: 3xM-U0

Saves: & 3xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Overwrite HD/level with & 1d80

Know Dark Lord2 spells

Know X-7, X7, X14, or X21 (Super=1, Ultra=4, V=7) powers

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

Level 1: x2hp for x1 Multiplier classes.

Level 15: Every time all allies a blasphemous act is/are committed, An enemy's group is afflicted with both Drained PF and Prone (No save, XR to resist)

Level 15: Every time a group turn(s) or rebuke(s) undead, An enemy is SEL=11

Suppressed for 1 rounds (No save, PR or WR to resist)

Level 31: Every time a group climb(s) or traverse(s) difficult terrain, Your group must succeed on a (No save, GR or NR to resist) or become SEL=17 Babalitity at the start of its next turn

Known Powers

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

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

Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and rememorize this spell".

Shangri-La Spell (SL=11): Your summons attack as 2 DL's higher.

Redivivus(SL=14): You can revive your opponents greatest enemy

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

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

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

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

Blue Unique Munchkin RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2--	---	---	---	---	---	---	---	---
2	6100	2--	---	---	---	---	---	---	---	---
3	18300	22-	---	---	---	---	---	---	---	---
4	36600	22-	---	---	---	---	---	---	---	---
5	61000	322	---	---	---	---	---	---	---	---
6	91500	322	---	---	---	---	---	---	---	---
7	122000	332	2--	---	---	---	---	---	---	---
8	183000	332	2--	---	---	---	---	---	---	---
9	244000	433	22-	---	---	---	---	---	---	---
10	305000	433	22-	---	---	---	---	---	---	---
11	366000	443	322	---	---	---	---	---	---	---
12	427000	443	322	---	---	---	---	---	---	---
13	488000	544	332	2--	---	---	---	---	---	---
14	549000	544	332	2--	---	---	---	---	---	---
15	610000	554	433	22-	---	---	---	---	---	---
16	671000	554	433	22-	---	---	---	---	---	---
17	732000	655	443	322	---	---	---	---	---	---
18	793000	655	443	322	---	---	---	---	---	---
19	854000	665	544	332	---	---	---	---	---	---
20	915000	665	544	332	---	---	---	---	---	---
21	976000	766	554	433	---	---	---	---	---	---
22	1037000	766	554	433	---	---	---	---	---	---
23	1098000	776	655	443	---	---	---	---	---	---
24	1159000	776	655	443	---	---	---	---	---	---
25	1220000	877	665	544	---	---	---	---	---	---
26	1281000	877	665	544	---	---	---	---	---	---
27	1342000	887	766	554	---	---	---	---	---	---
28	1403000	887	766	554	---	---	---	---	---	---
29	1464000	988	776	655	---	---	---	---	---	---
30	1525000	988	776	655	---	---	---	---	---	---
31	1586000	998	877	665	---	---	---	---	---	---
32	1647000	998	877	665	---	---	---	---	---	---
33	1708000	A99	887	766	---	---	---	---	---	---
34	1769000	A99	887	766	---	---	---	---	---	---
35	1830000	AA9	988	776	---	---	---	---	---	---
36	1891000	AA9	988	776	---	---	---	---	---	---

Requisites: HNCL 9

Alignment: L any

HD/level: 2d40

Weapon Prof.: 8+level/2

To Hit Table: Psi

Saves: & Pri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Immortal0 spells at CSL=7

Know Dark Lord2 spells

You have an additional ArchVillain progression

Specialization, MTG Blue School

Level 27: 10Z, Spend 10 sl(s): Your group gain(s) 117 stackable instance(s) of SEL=12 Capital I Invigorated lasting 1 minute(s)

Known Spells:

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

Villain Number One (SL=10): Cast a CSL=1 Villain spell.

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

Distant Gaze(SL=12): Your gaze can expel targets from the plane

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

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

Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.

Interdimensional(SL=16): You have a 75% chance of avoiding any attack or spell

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

Warmonger Spell (SL=18): 1M: A group gets +WL Q∞M actions (infinitely quick M actions)

Middle-Earth Shadow7P RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	11000	2--	---
3	33000	22-	---
4	66000	32-	---
5	110000	32-	---
6	165000	32-	---
7	220000	33-	---
8	330000	432	---
9	440000	432	---
10	550000	432	---
11	660000	442	---
12	770000	543	---
13	880000	543	---
14	990000	543	---
15	1100000	553	2--
16	1210000	654	2--
17	1320000	654	2--
18	1430000	654	2--
19	1540000	664	3--
20	1650000	765	3--
21	1760000	765	3--
22	1870000	765	3--
23	1980000	775	4--
24	2090000	876	42-
25	2200000	876	42-
26	2310000	876	42-
27	2420000	886	52-
28	2530000	987	53-
29	2640000	987	53-
30	2750000	987	53-
31	2860000	997	63-
32	2970000	A98	64-
33	3080000	A98	64-
34	3190000	A98	64-
35	3300000	AA8	742
36	3410000	BA9	752

Requisites: Luck 17, HNCL 27

Alignment: any W (Overwrite to all other classes)

HD/level: & 3e55

Weapon Prof.: & 14+level/2

To Hit Table: Psi

Saves: & Psi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Divide the cost of weapons by (2*LVL). Applies to non-magical, magical, weapon adjectives, and unusual materials for weapons.

Gets Super Bar Con, Int, and Wis bonus. Gets Super Bar Int bonus to psionic progression.

Know Warlord spells

Know Avangion2 spells

Level 1: Regenerate 10*LVL/s.

Level 1: For a potion, can make duration permanent or x2 effect.

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: 1C, Spend 10 sl(s), 3/segment: If healed, an ally's group also gains SEL=1 Partial Cover for 4 segment(s)

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

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

Level 32: 8A, ML/natural reset: Cancel a unique or X/G action before it resolves (Will 18+Con save for tenth effect)

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).

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

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

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

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

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.

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

Force Resonate (SL=20): Earthquake Range=X*CCL miles.

Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

Immortal RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	--	---	---	---
2	5300	2	--	---	---	---
3	15900	2	2	--	---	---
4	31800	2	2	--	---	---
5	53000	3	2	2	--	---
6	79500	3	2	2	--	---
7	106000	3	3	2	--	---
8	159000	3	3	2	--	---
9	212000	4	3	3	2	--
10	265000	4	3	3	2	--
11	318000	4	4	3	2	--
12	371000	4	4	3	2	--
13	424000	5	4	3	3	2
14	477000	5	4	3	3	2
15	530000	5	5	4	3	3
16	583000	5	5	4	3	3
17	636000	6	5	4	3	3
18	689000	6	5	4	3	3
19	742000	6	6	5	4	3
20	795000	6	6	5	4	3
21	848000	7	6	5	4	3
22	901000	7	6	5	4	3
23	954000	7	7	6	5	4
24	1007000	7	7	6	5	4
25	1060000	8	7	6	5	4
26	1113000	8	7	6	5	4
27	1166000	8	8	7	6	5
28	1219000	8	8	7	6	5
29	1272000	9	8	7	6	5
30	1325000	9	8	7	6	5
31	1378000	9	9	8	7	6
32	1431000	9	9	8	7	6
33	1484000	A	9	8	7	6
34	1537000	A	9	8	7	6
35	1590000	AA	9	9	8	7
36	1643000	AA	9	9	8	7

Requisites: Cml 33, HNCL 18

Alignment: AS

HD/level: 3d10

Weapon Prof.: 7+level/2

To Hit Table: Ftr0

Saves: & always +0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Lich spells

PSP's = (Str+Dex+Int+Chr) *level.

Level 2: Effective caster level is 10.

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

Level 648: Gain a Vital Ward that heals you for 357% of damage you deal while active, while concentrating

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

Ether Goer(SL=10): You can become ethereal at will

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

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.

Perfect Critical Multiplier(SL=14): Your critical multiplier is quintupled

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

My Crushing Masterstroke (SL=16): Gain control of all enemies items/spell effect/summons in the room this segment.

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

Warmonger Spell (SL=18): 1M: A group gets +WL QoM actions (infinitely quick M actions)

Tier7P1 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	---	---	---	---
2	7700	2	---	---	---	---
3	23100	22	---	---	---	---
4	46200	22	---	---	---	---
5	77000	32	2	---	---	---
6	115500	32	2	---	---	---
7	154000	33	2	2	---	---
8	231000	33	2	2	---	---
9	308000	43	3	22	---	---
10	385000	43	3	22	---	---
11	462000	44	3	22	---	---
12	539000	44	3	32	---	---
13	616000	54	4	33	2	2
14	693000	54	4	33	2	2
15	770000	55	4	33	22	2
16	847000	55	4	33	22	2
17	924000	65	5	44	3	32
18	1001000	65	5	44	3	32
19	1078000	66	5	54	4	33
20	1155000	66	5	54	4	33
21	1232000	76	6	55	4	33
22	1309000	76	6	55	4	33
23	1386000	77	6	55	44	3
24	1463000	77	6	55	44	3
25	1540000	87	7	66	54	4
26	1617000	87	7	66	54	4
27	1694000	88	7	76	55	4
28	1771000	88	7	76	55	4
29	1848000	98	8	77	65	5
30	1925000	98	8	77	65	5
31	2002000	99	8	77	66	5
32	2079000	99	8	77	66	5
33	2156000	A9	9	88	76	6
34	2233000	A9	9	88	76	6
35	2310000	AA	9	98	77	6
36	2387000	AA	9	98	77	6

Requisites: Str 32, HNCL 18

Alignment: non-W

HD/level: & 2d95

Weapon Prof.: & 11+level/2

To Hit Table: 2xMon

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

See [Q∞] for rules and powers. iPSP = (Int+Wis+Chr)/3*(Level)

Gets 2H actions per round.

See [Q∞] for rules and powers. iPSP = (Int+Wis+Chr)/3*(Level)

Gets Exceptional Str, Dex, Con, and Int.

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

Level 1: 1H or 1X, 1/r: High X Frequency Sample, see table on following page. You may "remember" powers, and put them in "Ultra" (U) slots.

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

Known Spells:

Disturbed - The Light (SL=N): Cure a SEL=N-1 status effect to gain a SEL=N positive status effect

Disturbed - Ten Thousand Fists (SL=10): As an additional cost to cast this spell, Capital P Plenty of subordinates you control must spend their P action. All x1 or less beings within sight of you are Capital S Stunned (XR to resist).

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

Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.

Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.

Villain Cloud (SL=14): Your clouds cannot be resisted.

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

My Crushing Masterstroke (SL=16): Gain control of all enemies items/spell effect/summons in the room this segment.

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

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

Arch-Champion4 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	---	---	---	---
2	6200	2	---	---	---	---
3	18600	22	---	---	---	---
4	37200	22	---	---	---	---
5	62000	32	2	---	---	---
6	93000	32	2	---	---	---
7	124000	33	2	2	---	---
8	186000	33	2	2	---	---
9	248000	43	3	22	---	---
10	310000	43	3	22	---	---
11	372000	44	3	22	---	---
12	434000	44	3	22	---	---
13	496000	54	4	33	2	2
14	558000	54	4	33	2	2
15	620000	55	4	33	22	2
16	682000	55	4	33	22	2
17	744000	65	5	44	3	22
18	806000	65	5	44	3	22
19	868000	66	5	54	3	32
20	930000	66	5	54	3	32
21	992000	76	6	55	4	33
22	1054000	76	6	55	4	33
23	1116000	77	6	55	44	
24	1178000	77	6	55	44	
25	1240000	87	7	66	5	44
26	1302000	87	7	66	5	44
27	1364000	88	7	66	5	54
28	1426000	88	7	66	5	54
29	1488000	98	8	77	6	55
30	1550000	98	8	77	6	55
31	1612000	99	8	77	6	65
32	1674000	99	8	77	6	65
33	1736000	A9	9	88	7	66
34	1798000	A9	9	88	7	66
35	1860000	AA	9	98	8	77
36	1922000	AA	9	98	8	77

Requisites: Chr 33, HNCL 18

Alignment: TN

HD/level: 4d30

Weapon Prof.: 8+level/2

To Hit Table: 3xCust

Saves: & M-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know X-7, X7, X14, or X21 (Super=1, Ultra=4, V=7) powers

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

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

Level N (every level): +1 Limb

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

Level 28: When an ally takes damage, they gain +27 saves, plus +1 for every 10 damage taken (rounded up)

Known Spells:

Disturbed - God of the Mind (SL=N): Wishoid for a Chronomancy spell of SL=N-1

Improved Toughness (S)(SL=10): You gain an additional hit point per hit die

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

Regeneration(SL=12): You gain regeneration HNCL/2/s

Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL's.

Sanctity(SL=14): Your turning affects any being

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

Living Planet Spell (SL=16): You can attack any target you can perceive.

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

Oblivion(SL=18): The effects of your non-Concordant spells and abilities are permanent

Custom Planetar5 RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	---	---	---	---	---	---	---	---
2	6600	2	---	---	---	---	---	---	---	---
3	19800	22	---	---	---	---	---	---	---	---
4	39600	22	---	---	---	---	---	---	---	---
5	66000	32	2	---	---	---	---	---	---	---
6	99000	32	2	---	---	---	---	---	---	---
7	132000	33	2	2	---	---	---	---	---	---
8	198000	33	2	2	---	---	---	---	---	---
9	264000	43	3	22	---	---	---	---	---	---
10	330000	43	3	22	---	---	---	---	---	---
11	396000	44	3	22	---	---	---	---	---	---
12	462000	44	3	22	---	---	---	---	---	---
13	528000	54	4	33	2	2	---	---	---	---
14	594000	54	4	33	2	2	---	---	---	---
15	660000	55	4	33	22	---	---	---	---	---
16	726000	55	4	33	22	---	---	---	---	---
17	792000	65	5	44	3	22	---	---	---	---
18	858000	65	5	44	3	22	---	---	---	---
19	924000	66	5	44	33	2	2	---	---	---
20	990000	66	5	44	33	2	2	---	---	---
21	1056000	76	6	55	4	33	2	2	---	---
22	1122000	76	6	55	4	33	2	2	---	---
23	1188000	77	6	55	44	3	2	2	---	---
24	1254000	77	6	55	44	3	2	2	---	---
25	1320000	87	7	66	54	4	3	2	2	---
26	1386000	87	7	66	54	4	3	2	2	---
27	1452000	88	7	66	55	4	3	2	2	---
28	1518000	88	7	66	55	4	3	2	2	---
29	1584000	98	8	77	65	5	4	3	2	---
30	1650000	98	8	77	65	5	4	3	2	---
31	1716000	99	8	77	66	5	4	3	2	---
32	1782000	99	8	77	66	5	4	3	2	---
33	1848000	A9	8	88	76	5	4	3	2	---
34	1914000	A9	8	88	76	5	4	3	2	---
35	1980000	AA	9	98	77	6	5	4	3	2
36	2046000	AA	9	98	77	6	5	4	3	2

Requisites: Chr 34, HNCL 18

Alignment: L any

HD/level: 4e40

Weapon Prof.: 12+level/2

To Hit Table: 2xWiz

Saves: & always +0

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.

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

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

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

Level 1;2;etc::: +1 Follower, treat this as a level=LVL*3 Priest.

Level 1: SR 10+HD.

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 29: Trickster's Escape: 5W, Spend 1 psp(s), 3/week: An ally's group is/are affected by SEL=7 Ancillary Barbarian Stat for 5 round(s)

Known Spells:

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.

Disturbed - Down with the Sickness (SL=10): Peel the Onion one target and polymorph it into a child version of itself (no save).

Force Shield (SL=11): +CCL*5 AC or Wall of Force CCL*100 ft.

Iatric [Effect](SL=12): The effect heals rather than injures (borrow an X action to cast this)

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

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

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).

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)

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

Spirit(Worshiper of the Flying Breaker)2 RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	5000	2-- ---
3	15000	22- ---
4	30000	32- ---
5	50000	32- ---
6	75000	32- ---
7	100000	33- ---
8	150000	432 ---
9	200000	432 ---
10	250000	432 ---
11	300000	442 ---
12	350000	543 ---
13	400000	543 ---
14	450000	543 ---
15	500000	553 2--
16	550000	654 2--
17	600000	654 2--
18	650000	654 2--
19	700000	664 3--
20	750000	765 3--
21	800000	765 3--
22	850000	765 3--
23	900000	775 4--
24	950000	876 42-
25	1000000	876 42-
26	1050000	876 42-
27	1100000	886 52-
28	1150000	987 53-
29	1200000	987 53-
30	1250000	987 53-
31	1300000	997 63-
32	1350000	A98 64-
33	1400000	A98 64-
34	1450000	A98 64-
35	1500000	AA8 742
36	1550000	BA9 752

Requisites: Luck 14, HNCL 18

Alignment: non-J

HD/level: & 4d40

Weapon Prof.: & 15+level/2

To Hit Table: 2xRog

Saves: & 2xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

You stop aging mentally, physically, and spiritually.

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

You have +1 Kit.

Level 1: You have a bite attack (CCLd20, 20-CCL crit range, on crit, swallow whole).

Known Powers

Olivia Rodrigo - Brutal (SL=N): Psi1 Psionic Blast a group. Shift the d100 roll by +/- 10*N

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).

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

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

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

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

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

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

Unearthly Defence(SL=20): +1iiAC

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

Immortal7MMTG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	8900	2--	---
3	26700	22-	---
4	53400	32-	---
5	89000	32-	---
6	133500	32-	---
7	178000	33-	---
8	267000	432	---
9	356000	432	---
10	445000	432	---
11	534000	442	---
12	623000	543	---
13	712000	543	---
14	801000	543	---
15	890000	553	2--
16	979000	654	2--
17	1068000	654	2--
18	1157000	654	2--
19	1246000	664	3--
20	1335000	765	3--
21	1424000	765	3--
22	1513000	765	3--
23	1602000	775	4--
24	1691000	876	42-
25	1780000	876	42-
26	1869000	876	42-
27	1958000	886	52-
28	2047000	987	53-
29	2136000	987	53-
30	2225000	987	53-
31	2314000	997	63-
32	2403000	A98	64-
33	2492000	A98	64-
34	2581000	A98	64-
35	2670000	AA8	742
36	2759000	BA9	752

Requisites: Str 33, HNCL 18

Alignment: TN

HD/level: 2d80

Weapon Prof.: 11+level

To Hit Table: 2xFtr0

Saves: & 2xWar

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)

Level 5: You may apply a free "Stepping out of it" to any of the 'pick one' abilities.(no crapped)

Level 5: If your Dex is at least 20, when you parry an attack, you may reflect the attack back onto its owner.

Level 16: When you takes damage, they gain +2 max hp, plus +1 for every 10 damage taken (rounded up)

Level 26: Swordmaster's Riposte: 8F: Disrupt a sustained or concentration-based effect (Dex 65+Dex for half effect, TechR or CR to resist)

Known Powers

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

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

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

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

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

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

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)

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

Concordant effects

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

Exponential Concordant of Tyr2 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	59400	2--	---
3	178200	22-	---
4	356400	32-	---
5	594000	32-	---
6	891000	32-	---
7	1188000	33-	---
8	1782000	432	---
9	2376000	432	---
10	2970000	432	---
11	3564000	442	---
12	4158000	543	---
13	4752000	543	---
14	5346000	543	---
15	5940000	553	2--
16	6534000	654	2--
17	7128000	654	2--
18	7722000	654	2--
19	8316000	664	3--
20	8910000	765	3--
21	9504000	765	3--
22	10098000	765	3--
23	10692000	775	4--
24	11286000	876	42-
25	11880000	876	42-
26	12474000	876	42-
27	13068000	886	52-
28	13662000	987	53-
29	14256000	987	53-
30	14850000	987	53-
31	15444000	997	63-
32	16038000	A98	64-
33	16632000	A98	64-
34	17226000	A98	64-
35	17820000	AA8	742
36	18414000	BA9	752

Requisites: Chr 35, HNCL 18

Alignment: L any

HD/level: & 3d15

Weapon Prof.: & 13+level

To Hit Table: 3xWar

Saves: & 3xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Get free Desert Eagle with unlimited .50 AE ammunition. (d30, 18+/x5)

Advance one math operator up one step (CF=3: + to *;CF=5: * to ^;CF=7: ^ to ^^)

You have +1 Kit.

Level 1: +1 GGL pick.

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

Level 1: DR 15*LVL/cursed and +3*LVL.

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

Level 6: 2H: Counter a spell as it is cast (PPD or Terror 23+Int save to delay 1 segment to resist)

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

Level 31: 9D, Spend 5 Int: An ally gain(s) SEL=1 The City's Blessing for 1 minute(s) Known Powers

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

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

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

You do not have a Multiplier.

My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.

[Total] Ability Score(SL=14): Add your opponents ability score to your own

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

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

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

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

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

Maldev Hero Bugbear0 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	--	---	---	---
2	8700	2	--	---	---	---
3	26100	22	--	---	---	---
4	52200	22	--	---	---	---
5	87000	32	2	--	---	---
6	130500	32	2	--	---	---
7	174000	33	2	--	---	---
8	261000	33	2	--	---	---
9	348000	43	3	22	--	---
10	435000	43	3	22	--	---
11	522000	44	3	32	2	--
12	609000	44	3	32	2	--
13	696000	54	4	33	2	--
14	783000	54	4	33	2	--
15	870000	55	4	33	2	--
16	957000	55	4	33	2	--
17	1044000	65	5	44	3	22
18	1131000	65	5	44	3	22
19	1218000	66	5	54	3	32
20	1305000	66	5	54	3	32
21	1392000	76	6	55	4	43
22	1479000	76	6	55	4	43
23	1566000	77	6	55	4	43
24	1653000	77	6	55	4	43
25	1740000	87	7	66	5	54
26	1827000	87	7	66	5	54
27	1914000	88	7	66	5	54
28	2001000	88	7	66	5	54
29	2088000	98	8	77	6	55
30	2175000	98	8	77	6	55
31	2262000	99	8	77	6	65
32	2349000	99	8	77	6	65
33	2436000	A9	9	88	7	66
34	2523000	A9	9	88	7	66
35	2610000	AA	9	98	7	76
36	2697000	AA	9	98	7	76

Requisites: Int 33, HNCL 18, Race slots 2

Alignment: AS

HD/level: & 4d85

Weapon Prof.: & 5+level/2

To Hit Table: 2xPri

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Get exceptional HNCL bonus to spell progression.

Grant Spells (Su): Ascended Deities can grant spells of any level.

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.

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

You have Overhit.

Level 22: Chanted Vow: An ally's group gains +26JH action(s) for 6 round(s)

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

Known Spells:

Disturbed - God of the Mind (SL=N): Wishoid for a Chronomancy spell of SL=N-1

Avada Kedavra (Killing Curse) (SL=10): Slay a target no resist.

Force Shield (SL=11): +CCL*5 AC or Wall of Force CCL*100 ft.

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

Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.

Elemental Summon X (SL=14): Summon CCL DL X Eelements

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

Living Planet Spell (SL=16): Add you current hp to your dmg. (Dragon Lancing).

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

Warmonger Spell (SL=18): 1M: A group gets +WL% xXR (infinite XR)

The Best Second Divine7M5 RDM

Level	KXP	Spells
		ABC DEF GHI
1	0	2-- ----
2	15100	2-- ----
3	45300	22- ----
4	90600	22- ----
5	151000	322 ----
6	226500	322 ----
7	302000	332 2-- ----
8	453000	332 2-- ----
9	604000	433 22- ----
10	755000	433 22- ----
11	906000	443 322 ---
12	1057000	443 322 ---
13	1208000	544 332 2--
14	1359000	544 332 2--
15	1510000	554 433 22-
16	1661000	554 433 22-
17	1812000	655 443 322
18	1963000	655 443 322
19	2114000	665 544 332
20	2265000	665 544 332
21	2416000	766 554 433
22	2567000	766 554 433
23	2718000	776 655 443
24	2869000	776 655 443
25	3020000	877 665 544
26	3171000	877 665 544
27	3322000	887 766 554
28	3473000	887 766 554
29	3624000	988 776 655
30	3775000	988 776 655
31	3926000	998 877 665
32	4077000	998 877 665
33	4228000	A99 887 766
34	4379000	A99 887 766
35	4530000	AA9 988 776
36	4681000	AA9 988 776

Requisites: Dex 35, HNCL 18

Alignment: NS

HD/level: +2d65

Weapon Prof.: 12+level

To Hit Table: 2xRog

Saves: & 2xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

If you have a Priest progression, add (Super) Str bonus to it. This is in addition to any other bonuses you may have (e.g. you might end up with Wis and Str bonus).

You may material component your X0.13 (Pinpoint X13) powers and Breaker spells. Free Of Legend racial adjective.

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

Level 1;6;11;ect: +1 Mount slot and +1DL to all mounts.

Level 1;2;etc:: +1CML in another class.

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

Level 10: 2F: Counter up to 3 effects targeting allies (No save, NR to resist per effect)

Level 19: Every time all creatures become(s) invisible, Each time your group fails a

save, they suffer an additional instance of SEL=13 Hampered (Terror 65+Con to negate, PR or CR to resist)

Level 26: 9F: Counter and remove an ongoing effect from a target (No save, TechR to resist)

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

Level 432: Whenever an enemy turn(s) or rebuke(s) undead, Drain 6480% of psi points from an enemy's group. Each failed save (Horror 1387+Wis to nullify, PR or CR to resist) doubles the % drained

Known Spells:

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

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

Psiō Supers (SL=11): Disjunct (one item/effect is disjuncted)

Shangri-La Spell (SL=12): +CCL Comprehensibility Depth for Summoned creatures.

Shangri-La Spell (SL=13): Immune Concordant Twilighting.

Warmonger Spell (SL=14): 1M: A group gets +WCL QoP actions (infinitely quick P actions)

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

Transcendental Toughness(SL=16): Hit Die become d1000s (all classes)

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

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

farian5 RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	8500	2	--	---	---	---	---	---	---	---
3	25500	2	2	--	---	---	---	---	---	---
4	51000	2	2	--	---	---	---	---	---	---
5	85000	3	2	2	--	---	---	---	---	---
6	127500	3	2	2	--	---	---	---	---	---
7	170000	3	3	2	--	---	---	---	---	---
8	255000	3	3	2	--	---	---	---	---	---
9	340000	4	3	3	2	--	---	---	---	---
10	425000	4	3	3	2	--	---	---	---	---
11	510000	4	4	3	2	2	--	---	---	---
12	595000	4	4	3	2	2	--	---	---	---
13	680000	5	4	3	3	2	2	--	---	---
14	765000	5	4	3	3	2	2	--	---	---
15	850000	5	5	4	3	3	2	2	--	---
16	935000	5	5	4	3	3	2	2	--	---
17	1020000	6	5	4	4	3	3	2	2	---
18	1105000	6	5	5	4	3	3	2	2	---
19	1190000	6	6	5	4	4	3	3	2	---
20	1275000	6	6	5	4	4	3	3	2	---
21	1360000	7	6	6	5	4	4	3	3	2
22	1445000	7	6	6	5	4	4	3	3	2
23	1530000	7	7	6	5	5	4	4	3	2
24	1615000	7	7	6	5	5	4	4	3	2
25	1700000	8	7	7	6	5	5	4	4	3
26	1785000	8	7	7	6	5	5	4	4	3
27	1870000	8	8	7	7	6	5	5	4	3
28	1955000	8	8	7	7	6	5	5	4	3
29	2040000	9	8	8	7	7	6	5	5	4
30	2125000	9	8	8	7	7	6	5	5	4
31	2210000	9	9	8	7	7	6	5	5	4
32	2295000	9	9	8	7	7	6	5	5	4
33	2380000	A	9	9	8	7	7	6	5	4
34	2465000	A	9	9	8	7	7	6	5	4
35	2550000	AA	9	9	8	7	7	6	5	4
36	2635000	AA	9	9	8	7	7	6	5	4

Requisites: HNCL 27

Alignment: AG

HD/level: 3d40

Weapon Prof.: 11+level

To Hit Table: Pri

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Freeze breath: Mouth's P: Rapidly cool something (it's temperature in Kelvin is divided by LVL+1 per segment). Can alternatively deal CCL cold dmg to a group. You may replace the base number of attacks you get with each weapon with CCL/1.

Know Bug spells

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

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

Level 1: No off-hand penalties for fighting with multiple weapons.

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

Level 4: 1G, 3/day: Reflect a hostile ability back to its source (RSW or RSW 12+Wis save to absorb or to avoid reflection)

Level 4: Total HD is 21d12.

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

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

Level 29: Gain a Temporal Mantle that reflects spells targeting you back to the caster for 3 round(s)

Known Spells:

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

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

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

Shangri-La Spell (SL=12): Summon a DL 9+CCL Shangri-La creature.

Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.

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

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

Living Planet Spell (SL=16): All ability scores match your highest ability score (among the basic 6 stats).

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

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)

Arcane Bugbear RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	10500	2--	---
3	31500	22-	---
4	63000	32-	---
5	105000	32-	---
6	157500	32-	---
7	210000	33-	---
8	315000	432	---
9	420000	432	---
10	525000	432	---
11	630000	442	---
12	735000	543	---
13	840000	543	---
14	945000	543	---
15	1050000	553	2--
16	1155000	654	2--
17	1260000	654	2--
18	1365000	654	2--
19	1470000	664	3--
20	1575000	765	3--
21	1680000	765	3--
22	1785000	765	3--
23	1890000	775	4--
24	1995000	876	42-
25	2100000	876	42-
26	2205000	876	42-
27	2310000	886	52-
28	2415000	987	53-
29	2520000	987	53-
30	2625000	987	53-
31	2730000	997	63-
32	2835000	A98	64-
33	2940000	A98	64-
34	3045000	A98	64-
35	3150000	AA8	742
36	3255000	BA9	752

Requisites: Int 37, HNCL 27

Alignment: TS

HD/level: 3d25

Weapon Prof.: 2+level

To Hit Table: 2xFtr0

Saves: & Rog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You have an additional Avangion2 progression

Immune to Turn Undead. Not particularly vulnerable to anything that affects Vampires (Holy Water, Sunlight, etc.)

0, 1/s: Choose Black Death's Axe, Bow, or Sword and summon/dismiss that item. Have access to minor schools/spheres written in the collective that share a group with this class.

Level 1: For a potion, can make duration permanent or x2 effect.

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

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

Level 10: 1X, square root your AC (round up): Add absolute symbols to your AC. (ex. AC 10,000 = $|AC| = 100 = ||AC|| = 10 = |||AC||| = 3$).

Level 11: Gain a Frosted Envelope that deals 22% of melee attackers dmg of type Positive Energy, permanently

Level 20: 21 ally(ies) gain(s) +12 saves

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

Level 23: 6P, Spend 3 hp(s): When an ally's group takes damage, they gain SEL=9 Object for 1 minute(s)

Known Powers

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

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

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

Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and rememorize this spell".

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

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

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

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): Exceptional Con bonuses work for this class (even if it says it doesn't).

The Final Bugbear of TyrMTG RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	--	---	---	---	---	---	---
2	5800	2	--	---	---	---	---	---	---
3	17400	2	2	--	---	---	---	---	---
4	34800	2	2	--	---	---	---	---	---
5	58000	3	2	2	--	---	---	---	---
6	87000	3	2	2	--	---	---	---	---
7	116000	3	3	2	2	--	---	---	---
8	174000	3	3	2	2	--	---	---	---
9	232000	4	3	3	2	2	--	---	---
10	290000	4	3	3	2	2	--	---	---
11	348000	4	4	3	2	2	--	---	---
12	406000	4	4	3	2	2	--	---	---
13	464000	5	4	3	3	2	2	--	---
14	522000	5	4	3	3	2	2	--	---
15	580000	5	5	4	3	3	2	2	--
16	638000	5	5	4	3	3	2	2	--
17	696000	6	5	4	4	3	2	2	--
18	754000	6	5	4	4	3	2	2	--
19	812000	6	6	5	4	3	3	2	--
20	870000	6	6	5	4	3	3	2	--
21	928000	7	6	6	5	4	3	3	2
22	986000	7	6	6	5	4	3	3	2
23	1044000	7	7	6	5	5	4	4	3
24	1102000	7	7	6	5	5	4	4	3
25	1160000	8	7	6	6	5	4	4	3
26	1218000	8	7	6	6	5	4	4	3
27	1276000	8	8	7	6	6	5	4	3
28	1334000	8	8	7	6	6	5	4	3
29	1392000	9	8	8	7	6	6	5	4
30	1450000	9	8	8	7	6	6	5	4
31	1508000	9	9	8	7	6	6	5	4
32	1566000	9	9	8	7	6	6	5	4
33	1624000	A	9	8	8	7	6	6	5
34	1682000	A	9	8	8	7	6	6	5
35	1740000	AA	9	9	8	7	7	6	5
36	1798000	AA	9	9	8	7	7	6	5

Requisites: Chr 34, HNCL 9

Alignment: CG

HD/level: & 3e15

Weapon Prof.: & 9+level

To Hit Table: 3xWar

Saves: & 2xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

+1 slowS action.

Level 9:,19:,29:,ect: 1X, 1/d: Holy Word (all in sight you choose, affects all alignments, no save)

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 20: 9G, ML/day: Disrupt a sustained or concentration-based effect (Horror 15+Str for quarter effect, WR or PR to resist)

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)

Motorhead - 1916 (SL=10): Summon "Plenty" of DL=1 Soldiers in one slot

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".

Seeking Shot(SL=12): You can make one shot per round that is guaranteed to hit 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".

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

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

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

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

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

Shadow(Worshiper of the Flying Spaghetti Monster) Slayer RD

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	7400	2-- ---
3	22200	22- ---
4	44400	32- ---
5	74000	32- ---
6	111000	32- ---
7	148000	33- ---
8	222000	432 ---
9	296000	432 ---
10	370000	432 ---
11	444000	442 ---
12	518000	543 ---
13	592000	543 ---
14	666000	543 ---
15	740000	553 2--
16	814000	654 2--
17	888000	654 2--
18	962000	654 2--
19	1036000	664 3--
20	1110000	765 3--
21	1184000	765 3--
22	1258000	765 3--
23	1332000	775 4--
24	1406000	876 42-
25	1480000	876 42-
26	1554000	876 42-
27	1628000	886 52-
28	1702000	987 53-
29	1776000	987 53-
30	1850000	987 53-
31	1924000	997 63-
32	1998000	A98 64-
33	2072000	A98 64-
34	2146000	A98 64-
35	2220000	AA8 742
36	2294000	BA9 752

Requisites: Luck 14, HNCL 9

Alignment: TS

HD/level: 2d100

Weapon Prof.: 10+level/2

To Hit Table: 3xCust

Saves: & M-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Duplicate F=20 of Custom2 or ArchCustom2 picks

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

Level 16: 5A, ML/natural reset: Disrupt a sustained or concentration-based effect (RSW or Wis 22+Chr save to delay 1 segment)

Known Powers

Five Finger Death Punch - Under and Over It (SL=N): You get credit for stories of one target of DL=N that you Legend Lored

Disturbed - The Light (SL=N): Cure a SEL=N-1 status effect to gain a SEL=N positive status effect

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

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

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

Farseeing (SL=14): Remote viewing forwards and backwards through time.

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.

Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

Metempiric Toughness(SL=20): +1 iihp

Metallic Bugbear(HeroChampion)JG RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	—	—	—	—	—	—	—
2	7900	2	—	—	—	—	—	—	—
3	23700	2	2	—	—	—	—	—	—
4	47400	2	2	—	—	—	—	—	—
5	79000	3	2	2	—	—	—	—	—
6	118500	3	2	2	—	—	—	—	—
7	158000	3	3	2	—	—	—	—	—
8	237000	3	3	2	—	—	—	—	—
9	316000	4	3	3	2	—	—	—	—
10	395000	4	3	3	2	—	—	—	—
11	474000	4	4	3	2	—	—	—	—
12	553000	4	4	3	2	—	—	—	—
13	632000	5	4	3	3	2	—	—	—
14	711000	5	4	3	3	2	—	—	—
15	790000	5	5	4	3	3	2	—	—
16	869000	5	5	4	3	3	2	—	—
17	948000	6	5	4	4	3	2	—	—
18	1027000	6	5	4	4	3	2	—	—
19	1106000	6	6	5	4	3	3	2	—
20	1185000	6	6	5	4	4	3	3	2
21	1264000	7	6	6	5	4	3	3	2
22	1343000	7	6	6	5	4	3	3	2
23	1422000	7	7	6	5	5	4	4	3
24	1501000	7	7	6	5	5	4	4	3
25	1580000	8	7	6	6	5	4	4	3
26	1659000	8	7	6	6	5	4	4	3
27	1738000	8	8	7	6	6	5	4	3
28	1817000	8	8	7	6	6	5	4	3
29	1896000	9	8	7	7	6	5	5	4
30	1975000	9	8	7	7	6	5	5	4
31	2054000	9	9	8	7	7	6	5	5
32	2133000	9	9	8	7	7	6	5	5
33	2212000	A	9	8	8	7	6	6	5
34	2291000	A	9	8	8	7	6	6	5
35	2370000	AA	9	9	8	7	7	6	5
36	2449000	AA	9	9	8	7	7	6	5

Requisites: Con 35, HNCL 27

Alignment: CN

HD/level: 1d75

Weapon Prof.: 4+level

To Hit Table: Cust

Saves: & Pri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

+1 extra Kit per level.

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 Warlord spells

Gets an X action per round.

Resist Metallic.

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

Level 4: Sustain all Stats. Hold Life.

Level 6: +1X action.

Level 9: When an enemy hear(s) their kind invoked or named, -120 max hp to your group (PPD 23+Chr save to counter). Each failed save increases the penalty by 50%

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

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

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

Known Spells:

Hell's Angels: The Strange and Terrible Saga of the Outlaw Motorcycle Gangs (SL=N): Duplicate a Psi-6G or E power of SL=N.

Disturbed - Divide (SL=10): You are immune to SEL=8 Combined, SEL=7 Lost, and SEL=10 Broken

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

Iron Body(SL=12): Your manifestation turns to iron; +26 Str; DR 10/-; +10 AC; -5 Dex

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

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

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).

My Crushing Masterstroke (SL=16): Gain control of all enemies items/spell effect/summons in the room this segment.

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

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

Uber Shoggoth3 RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	--	---	---	---	---	---	---
2	6800	2	--	---	---	---	---	---	---
3	20400	2	2	--	---	---	---	---	---
4	40800	2	2	--	---	---	---	---	---
5	68000	3	2	2	--	---	---	---	---
6	102000	3	2	2	--	---	---	---	---
7	136000	3	3	2	2	--	---	---	---
8	204000	3	3	2	2	--	---	---	---
9	272000	4	3	3	2	2	--	---	---
10	340000	4	3	3	2	2	--	---	---
11	408000	4	4	3	2	2	--	---	---
12	476000	4	4	3	2	2	--	---	---
13	544000	5	4	3	3	2	2	--	---
14	612000	5	4	3	3	2	2	--	---
15	680000	5	5	4	3	3	2	--	---
16	748000	5	5	4	3	3	2	--	---
17	816000	6	5	4	4	3	3	2	2
18	884000	6	5	5	4	3	3	2	2
19	952000	6	6	5	4	3	3	2	2
20	1020000	6	6	5	4	3	3	2	2
21	1088000	7	6	6	5	4	3	3	3
22	1156000	7	6	6	5	4	3	3	3
23	1224000	7	7	6	5	5	4	4	3
24	1292000	7	7	6	5	5	4	4	3
25	1360000	8	7	7	6	5	5	4	4
26	1428000	8	7	7	6	5	5	4	4
27	1496000	8	8	7	7	6	5	5	4
28	1564000	8	8	7	7	6	5	5	4
29	1632000	9	8	8	7	7	6	5	5
30	1700000	9	8	8	7	7	6	5	5
31	1768000	9	9	8	8	7	7	6	5
32	1836000	9	9	8	8	7	7	6	5
33	1904000	A	9	9	8	8	7	7	6
34	1972000	A	9	9	8	8	7	7	6
35	2040000	AA	9	9	8	8	7	7	6
36	2108000	AA	9	9	8	8	7	7	6

Requisites: Str 33, HNCL 18

Alignment: non-G

HD/level: 1d80

Weapon Prof.: 5+level/2

To Hit Table: 2xWiz

Saves: & 3xRog

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.

You may convert 2M to 1IM (Instantaneous Mental).

Sphere robe (-1 SL) in Elemental sphere.

You have +1 Feat.

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

Level 25: Brutal Posture: Gain a Crystalline Envelope that deflects ranged attacks unless the attacker passes (Will 67+Con save to negate), for 1 round

Known Spells:

Disturbed - Old Friend (SL=N): Summon a DL=N-1 LG human rogue named Dexter Morgan with Mtg Deathtouch and SEL=1 Insane Schizoid

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”.

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

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).

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

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

Astro [Effect](SL=16): One of your effects have a CCL% chance to erase the being from history

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

Enduring Ideal (SL=18): For 1 round, each segment, cast a SL 0-16 Priest spell as a 0 action.

War Shoggoth0 RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	6500	2-- ---
3	19500	22- ---
4	39000	32- ---
5	65000	32- ---
6	97500	32- ---
7	130000	33- ---
8	195000	432 ---
9	260000	432 ---
10	325000	432 ---
11	390000	442 ---
12	455000	543 ---
13	520000	543 ---
14	585000	543 ---
15	650000	553 2--
16	715000	654 2--
17	780000	654 2--
18	845000	654 2--
19	910000	664 3--
20	975000	765 3--
21	1040000	765 3--
22	1105000	765 3--
23	1170000	775 4--
24	1235000	876 42-
25	1300000	876 42-
26	1365000	876 42-
27	1430000	886 52-
28	1495000	987 53-
29	1560000	987 53-
30	1625000	987 53-
31	1690000	997 63-
32	1755000	A98 64-
33	1820000	A98 64-
34	1885000	A98 64-
35	1950000	AA8 742
36	2015000	BA9 752

Requisites: Wis 34, HNCL 18

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

HD/level: & +‡‡1d20

Weapon Prof.: & 6+level

To Hit Table: 3xWiz

Saves: & 3xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Immune to Turn Undead. Not particularly vulnerable to anything that affects Vampires (Holy Water, Sunlight, etc.)

Speed (Ex): All movement speeds tripled.

Gets Massive Barb Int [bonus = (Stat-26)*5].

Gets (Unbreakable level) U actions. 1U -> 1X 2U -> 1H or 1Y 3U -> 1G 1U -> Add "Q", "unc", "dead" to an action 2U -> Add "I" or "R" to an action

You have Overhit.

Level 5: Total HD is 91d12.

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 9: When all enemies succeed(s) on a Wisdom saving throw, Applies -165 hp to an enemy's group. This ability ignores RR if target is below 50% HP

Level 30: You gain(s) +140 max hp each turn for CL hours, stacking until the effect ends

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

Wilhelm Richard Wagner - Ride of the Valkyries (SL=N): Summon CL DL=N-1 angel Valkyrie1Gs. You may use any of them as a mount

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

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

Sanctity(SL=14): Your turning affects any being

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

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

Target cannot take actions.

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

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

Force Resonate (SL=20): Earthquake Range=X*CCL miles.

Peace Bugbear in a Box Slayer RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9100	2--	---
3	27300	22-	---
4	54600	32-	---
5	91000	32-	---
6	136500	32-	---
7	182000	33-	---
8	273000	432	---
9	364000	432	---
10	455000	432	---
11	546000	442	---
12	637000	543	---
13	728000	543	---
14	819000	543	---
15	910000	553	2--
16	1001000	654	2--
17	1092000	654	2--
18	1183000	654	2--
19	1274000	664	3--
20	1365000	765	3--
21	1456000	765	3--
22	1547000	765	3--
23	1638000	775	4--
24	1729000	876	42-
25	1820000	876	42-
26	1911000	876	42-
27	2002000	886	52-
28	2093000	987	53-
29	2184000	987	53-
30	2275000	987	53-
31	2366000	997	63-
32	2457000	A98	64-
33	2548000	A98	64-
34	2639000	A98	64-
35	2730000	AA8	742
36	2821000	BA9	752

Requisites: Cml 36, HNCL 27

Alignment: non-T

HD/level: 3d40

Weapon Prof.: 16+level

To Hit Table: Ftr0

Saves: & Pri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

If you have a Wizard progression, add (Super) Wis bonus to it. This is in addition to any other bonuses you may have (i.e. you might end up with Wis bonus twice, or Wis and Int bonus).

Gets +2X actions per round.

Know Immortal0 spells at CSL=7

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

Level 2: 1attack(s): Counter a spell as it is cast (No save, WR to resist to resist)

Level 2: 1Z,1/half segment: Turn on or turn off a x1 Enemy Special of Capital S Slow aura.

Level 3: Total HD is 15d12.

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

Level 9: Effective caster level is 462+level.

Level 13: +1 G action.

Level 16: Each time all creatures succeed(s) on a saving throw against magic, Dispel all magical effects on an enemy's group (No save, CR to resist) On failure, target is silenced for 1 round

Level 18: +1 G Action.

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

Known Powers

Disturbed - The Light (SL=N): Cure a SEL=N-1 status effect to gain a SEL=N positive status effect

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).

Psiō Supers (SL=11): Disjunct (one item/effect is disjuncted)

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

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

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

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

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

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

Omnific Weapon Specialization(SL=20): +1iidmg

The Fourth BreakerJG RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	6900	2-- ---
3	20700	22- ---
4	41400	32- ---
5	69000	32- ---
6	103500	32- ---
7	138000	33- ---
8	207000	432 ---
9	276000	432 ---
10	345000	432 ---
11	414000	442 ---
12	483000	543 ---
13	552000	543 ---
14	621000	543 ---
15	690000	553 2--
16	759000	654 2--
17	828000	654 2--
18	897000	654 2--
19	966000	664 3--
20	1035000	765 3--
21	1104000	765 3--
22	1173000	765 3--
23	1242000	775 4--
24	1311000	876 42-
25	1380000	876 42-
26	1449000	876 42-
27	1518000	886 52-
28	1587000	987 53-
29	1656000	987 53-
30	1725000	987 53-
31	1794000	997 63-
32	1863000	A98 64-
33	1932000	A98 64-
34	2001000	A98 64-
35	2070000	AA8 742
36	2139000	BA9 752

Requisites: Dex 34, HNCL 9

Alignment: LN

HD/level: 1d80

Weapon Prof.: 16+level

To Hit Table: & 2xCTD0

Saves: & 3xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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.)

+1 S action only usable in segment 4.

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

Level 4: Total HD is 21d12.

Level 10: Awakened Sweep: 2F: Counter an action, but suffer x2 effect on failure (No save, TechR to resist)

Known Powers

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

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

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

Broken Ambitions (SL=14): (1bM to use) Counterspell, the target his next 4A worth of actions.

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

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

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

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

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

Concordant effects

Dark God/ Legendary ElementalMTG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	---	---	---	---
2	3700	2	---	---	---	---
3	11100	22	---	---	---	---
4	22200	22	---	---	---	---
5	37000	322	---	---	---	---
6	55500	322	---	---	---	---
7	74000	332	2	---	---	---
8	111000	332	2	---	---	---
9	148000	433	22	---	---	---
10	185000	433	22	---	---	---
11	222000	443	322	---	---	---
12	259000	443	322	---	---	---
13	296000	544	332	2	---	---
14	333000	544	332	2	---	---
15	370000	554	433	22	---	---
16	407000	554	433	22	---	---
17	444000	655	443	322	---	---
18	481000	655	443	322	---	---
19	518000	665	544	332	---	---
20	555000	665	544	332	---	---
21	592000	766	554	433	---	---
22	629000	766	554	433	---	---
23	666000	776	655	443	---	---
24	703000	776	655	443	---	---
25	740000	877	665	544	---	---
26	777000	877	665	544	---	---
27	814000	887	766	554	---	---
28	851000	887	766	554	---	---
29	888000	988	776	655	---	---
30	925000	988	776	655	---	---
31	962000	998	877	665	---	---
32	999000	998	877	665	---	---
33	1036000	A99	887	766	---	---
34	1073000	A99	887	766	---	---
35	1110000	AA9	988	776	---	---
36	1147000	AA9	988	776	---	---

Requisites: Dex 33, HNCL 18

Alignment: LE

HD/level: & 2d35

Weapon Prof.: & 1+level/2

To Hit Table: & 2xPri

Saves: & 2xM-U0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

x10^(LVL) Max Press / Weight Allowance

Additional To Hit & ++level

Overwrite HD/level with & 12d2

X-ray vision through anything except lead.

Level 1: DR 2*CCL/epic, lawful and mindless.

Level 1: +30 natural AC, +20 insight AC.

Known Spells:

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

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

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

Eternal Freedom(SL=12): You are immune to spells and effects which impede movement

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

Quivering Skin(SL=14): Anyone touching you suffers the effects of the Quivering Palm

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

Living Planet Spell (SL=16): Add you current hp to your to hit. (Inverse Dragon Lancing).

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

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

Ender RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	12400	2	--	---	---	---	---	---	---	---
3	37200	2	2	--	---	---	---	---	---	---
4	74400	2	2	--	---	---	---	---	---	---
5	124000	3	2	2	--	---	---	---	---	---
6	186000	3	2	2	--	---	---	---	---	---
7	248000	3	3	2	2	--	---	---	---	---
8	372000	3	3	2	2	--	---	---	---	---
9	496000	4	3	3	2	2	--	---	---	---
10	620000	4	3	3	2	2	--	---	---	---
11	744000	4	4	3	2	2	--	---	---	---
12	868000	4	4	3	2	2	--	---	---	---
13	992000	5	4	3	3	2	2	--	---	---
14	1116000	5	4	3	3	2	2	--	---	---
15	1240000	5	5	4	3	3	2	2	--	---
16	1364000	5	5	4	3	3	2	2	--	---
17	1488000	6	5	4	4	3	3	2	2	--
18	1612000	6	5	5	4	3	3	2	2	--
19	1736000	6	6	5	4	3	3	2	2	--
20	1860000	6	6	5	4	4	3	3	2	--
21	1984000	7	6	6	5	4	3	3	2	--
22	2108000	7	6	6	5	4	4	3	3	2
23	2232000	7	7	6	5	5	4	4	3	3
24	2356000	7	7	6	5	5	4	4	3	3
25	2480000	8	7	7	6	5	5	4	4	3
26	2604000	8	7	7	6	5	5	4	4	3
27	2728000	8	8	7	7	6	5	5	4	3
28	2852000	8	8	7	7	6	5	5	4	3
29	2976000	9	8	8	7	7	6	5	5	4
30	3100000	9	8	8	7	7	6	5	5	4
31	3224000	9	9	8	8	7	7	6	5	5
32	3348000	9	9	8	8	7	7	6	5	5
33	3472000	A	9	9	8	8	7	7	6	5
34	3596000	A	9	9	8	8	7	7	6	5
35	3720000	AA	9	9	8	8	7	7	6	5
36	3844000	AA	9	9	8	8	7	7	6	5

Requisites: Chr 35, HNCL 18

Alignment: non-S

HD/level: & +++2e80

Weapon Prof.: & 19+level

To Hit Table: M-U0

Saves: & 3xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Barbarian Int, Wis, and Chr.

If you have a Priest progression, add (Super) Str bonus to it. This is in addition to any other bonuses you may have (e.g. you might end up with Wis and Str bonus).

Gets +1X action per round.

Sphere robe (-1 SL) in Elemental sphere.

Level 9:,19:,29:,ect: 1X, 1/d: Holy Word (all in sight you choose, affects all alignments, no save)

Level 12: 6B, 3/turn: Counter and remove an ongoing effect from a target (No save, PR to resist)

Level 14: 6M: Counter up to 3 effects targeting allies (Will 18+Int to negate, MR or NR to resist per effect)

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

Level 23: Gain a Runic Envelope that reflects spells targeting you back to the caster for 5 round(s)

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:

Olivia Rodrigo - All I Want (SL=N): Summon a DL=N-1 NG dishonest human male with 1M: Light or Knock

"Any" Action Haste (SL=10): CL "Any" action haste (party).

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

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.

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

Lord of the Skull(SL=14): You gain the Demilich Template

Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.

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

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

Omnipresent(SL=18): You can be in CCL groups at the same time

Blue War Lich5 RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	9700	2-- ---
3	29100	22- ---
4	58200	32- ---
5	97000	32- ---
6	145500	32- ---
7	194000	33- ---
8	291000	432 ---
9	388000	432 ---
10	485000	432 ---
11	582000	442 ---
12	679000	543 ---
13	776000	543 ---
14	873000	543 ---
15	970000	553 2--
16	1067000	654 2--
17	1164000	654 2--
18	1261000	654 2--
19	1358000	664 3--
20	1455000	765 3--
21	1552000	765 3--
22	1649000	765 3--
23	1746000	775 4--
24	1843000	876 42-
25	1940000	876 42-
26	2037000	876 42-
27	2134000	886 52-
28	2231000	987 53-
29	2328000	987 53-
30	2425000	987 53-
31	2522000	997 63-
32	2619000	A98 64-
33	2716000	A98 64-
34	2813000	A98 64-
35	2910000	AA8 742
36	3007000	BA9 752

Requisites: Cml 34, HNCL 18

Alignment: L any

HD/level: +++++2d90

Weapon Prof.: 18+level

To Hit Table: 3xCust

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

Unique Rogue-like table

Gets +1X action per round.

You have an additional SuperHero progression

Specialization, MTG Blue School

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

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

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

Level 4: Fear Aura. Will save, DC=85.

Level 6:12:18:,ect: 1X, 1/d: True Resurrection.

Level 24: Each time you link(s) mind(s) with another creature, Dispel effects on your group, bypassing WR resistance if their HD≥ 120

Known Powers

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

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

Living Dungeon Spell (SL=11): +up to CCL levels of exceptional Con.

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

The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20 Th/dmg/AC/saves and Great Cleave.

Time Stretch (SL=14): +2 QoM actions this segment

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

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

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

Anti- Master Avangion/ GrandWizard RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	3400	2	--	---	---	---	---	---	---	---
3	10200	2	2	--	---	---	---	---	---	---
4	20400	2	2	--	---	---	---	---	---	---
5	34000	3	2	2	--	---	---	---	---	---
6	51000	3	2	2	--	---	---	---	---	---
7	68000	3	3	2	2	--	---	---	---	---
8	102000	3	3	2	2	--	---	---	---	---
9	136000	4	3	3	2	2	--	---	---	---
10	170000	4	3	3	2	2	--	---	---	---
11	204000	4	4	3	2	2	--	---	---	---
12	238000	4	4	3	2	2	--	---	---	---
13	272000	5	4	3	3	2	2	--	---	---
14	306000	5	4	3	3	2	2	--	---	---
15	340000	5	5	4	3	3	2	2	--	---
16	374000	5	5	4	3	3	2	2	--	---
17	408000	6	5	4	4	3	2	2	--	---
18	442000	6	5	4	4	3	2	2	--	---
19	476000	6	6	5	4	3	3	2	--	---
20	510000	6	6	5	4	3	3	2	--	---
21	544000	7	6	5	5	4	3	3	2	--
22	578000	7	6	5	5	4	3	3	2	--
23	612000	7	7	6	5	5	4	4	3	--
24	646000	7	7	6	5	5	4	4	3	--
25	680000	8	7	6	6	5	5	4	4	--
26	714000	8	7	7	6	5	5	4	4	--
27	748000	8	8	7	6	6	5	5	4	--
28	782000	8	8	7	6	6	5	5	4	--
29	816000	9	8	8	7	6	6	5	5	--
30	850000	9	8	8	7	6	6	5	5	--
31	884000	9	9	8	7	7	6	6	5	--
32	918000	9	9	8	7	7	6	6	5	--
33	952000	A	9	9	8	8	7	6	6	--
34	986000	A	9	9	8	8	7	6	6	--
35	1020000	AA	9	9	8	8	7	6	6	--
36	1054000	AA	9	9	8	8	7	6	6	--

Requisites: Con 32, HNCL 9

Alignment: NS

HD/level: 2d40

Weapon Prof.: 2+level

To Hit Table: & 2xPri

Saves: & Cust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Unaging.

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

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

Level 4: Fear Aura. Will save, DC=85.

Level 5: Time/Reality Stability. (...I exist outside the confines of time and space...)

Known Spells:

Olivia Rodrigo - Brutal (SL=N): Psi1 Psionic Blast a group. Shift the d100 roll by +/- 10*N

Adele - When We Were Young (SL=10): Reverse age one group CL/5 age categories and has a SEL=9 Save Point (DM copies your PC's status as a backup. 1/reset:

Switch your current status with your backup. This affects AC, stats, hp and status effects. Can only have one "save point" at one time)

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

Telluric Effect(SL=12): The effect damage is multiplied each time same target is struck

Shangri-La Spell (SL=13): Immune Concordant Twilighting.

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

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

Perfect Defence(SL=16): iAC CCL

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

Transcendental Inspiration (S)(SL=18): 1X or 1/2G: Duplicate a 0th-6th level Divine3 spell

The Worst Shadow7P RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	8100	2	--	---	---	---	---	---	---	---
3	24300	2	2	--	---	---	---	---	---	---
4	48600	2	2	--	---	---	---	---	---	---
5	81000	3	2	2	--	---	---	---	---	---
6	121500	3	2	2	--	---	---	---	---	---
7	162000	3	3	2	--	---	---	---	---	---
8	243000	3	3	2	--	---	---	---	---	---
9	324000	4	3	3	2	--	---	---	---	---
10	405000	4	3	3	2	--	---	---	---	---
11	486000	4	4	3	2	--	---	---	---	---
12	567000	4	4	3	2	--	---	---	---	---
13	648000	5	4	3	3	2	--	---	---	---
14	729000	5	4	3	3	2	--	---	---	---
15	810000	5	5	4	3	3	2	--	---	---
16	891000	5	5	4	3	3	2	--	---	---
17	972000	6	5	5	4	3	3	2	2	2
18	1053000	6	5	5	4	3	3	2	2	2
19	1134000	6	6	5	5	4	3	3	2	2
20	1215000	6	6	5	5	4	3	3	2	2
21	1296000	7	6	6	5	5	4	3	3	2
22	1377000	7	6	6	5	5	4	3	3	2
23	1458000	7	7	6	5	5	4	3	3	2
24	1539000	7	7	6	5	5	4	3	3	2
25	1620000	8	7	7	6	5	5	4	3	3
26	1701000	8	7	7	6	5	5	4	3	3
27	1782000	8	8	7	7	6	5	5	4	3
28	1863000	8	8	7	7	6	5	5	4	3
29	1944000	9	8	8	7	7	6	5	5	4
30	2025000	9	8	8	7	7	6	5	5	4
31	2106000	9	9	8	8	7	7	6	5	5
32	2187000	9	9	8	8	7	7	6	5	5
33	2268000	A	9	9	8	8	7	7	6	5
34	2349000	A	9	9	8	8	7	7	6	5
35	2430000	AA	9	9	8	8	7	7	6	5
36	2511000	AA	9	9	8	8	7	7	6	5

Requisites: HNCL 18, Race slots 1

Alignment: CE

HD/level: 4d10

Weapon Prof.: 11+level/2

To Hit Table: Rog

Saves: & 3xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Overwrite HD/level with & 1d160

You stop aging mentally and physically.

Free Vanilla racial adjective that you must take.

Level 1: Opponents suffer -2*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. (no save)

Level 1:,2:,etc:: +1 Q^(LVL) M action. (At level 1 you get 1 QM, at level 2 you get 1 QQM, ...)

Level 1:,2:,etc:: +1 Size Class.

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

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

Level 26: Heavenbound Revelation: 12F: Reflect a hostile ability back to its source (No save, MR to resist or to avoid reflection)

Known Spells:

[Status Name] Shield (SL=SEL): Whenever someone hits you with a melee attack, they suffer that Status Effect unless they make a save vs. Spell.

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

My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.

Shangri-La Spell (SL=12): Summon a DL 9+CCL Shangri-La creature.

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

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

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

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

Divine RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	--	---	---	---	---	---	---	---
2	11400	2	--	---	---	---	---	---	---	---
3	34200	2	2	--	---	---	---	---	---	---
4	68400	2	2	--	---	---	---	---	---	---
5	114000	3	2	2	--	---	---	---	---	---
6	171000	3	2	2	--	---	---	---	---	---
7	228000	3	3	2	2	--	---	---	---	---
8	342000	3	3	2	2	--	---	---	---	---
9	456000	4	3	3	2	2	--	---	---	---
10	570000	4	3	3	2	2	--	---	---	---
11	684000	4	4	3	2	2	--	---	---	---
12	798000	4	4	3	2	2	--	---	---	---
13	912000	5	4	3	3	2	2	--	---	---
14	1026000	5	4	3	3	2	2	--	---	---
15	1140000	5	5	4	3	3	2	2	--	---
16	1254000	5	5	4	3	3	2	2	--	---
17	1368000	6	5	4	3	3	2	2	--	---
18	1482000	6	5	4	3	3	2	2	--	---
19	1596000	6	6	5	4	3	3	2	--	---
20	1710000	6	6	5	4	3	3	2	--	---
21	1824000	7	6	5	5	4	3	3	2	--
22	1938000	7	6	5	5	4	3	3	2	--
23	2052000	7	7	6	5	5	4	3	3	2
24	2166000	7	7	6	5	5	4	3	3	2
25	2280000	8	7	6	5	5	4	3	3	2
26	2394000	8	7	6	5	5	4	3	3	2
27	2508000	8	8	7	6	5	5	4	3	2
28	2622000	8	8	7	6	5	5	4	3	2
29	2736000	9	8	7	6	5	5	4	3	2
30	2850000	9	8	7	6	5	5	4	3	2
31	2964000	9	9	8	7	6	5	5	4	3
32	3078000	9	9	8	7	6	5	5	4	3
33	3192000	A	9	8	8	7	6	5	5	4
34	3306000	A	9	8	8	7	6	5	5	4
35	3420000	AA	9	9	8	7	6	5	5	4
36	3534000	AA	9	9	8	7	6	5	5	4

Requisites: Str 35, HNCL 18

Alignment: CN

HD/level: 2d35

Weapon Prof.: 1+level/2

To Hit Table: Wiz

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Shadow5 spells

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

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

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 22: 4H: Silence a target mid-cast, preventing the ability (No save)

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

Level 720: Support characters gain +5940 saves

Known Spells:

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

Ether Goer(SL=10): You can become ethereal at will

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

[Energy] Absorption(SL=12): One type of energy heals you

I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.

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

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

Transilient Reflexes(SL=16): You always succeed in Reflex saves (+1 PSave)

Cleansing Fire (SL=17): Slay CCL groups of targets (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).

Highlander Concordant(Anti-Acter) RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	5300	2-- ---
3	15900	22- ---
4	31800	32- ---
5	53000	32- ---
6	79500	32- ---
7	106000	33- ---
8	159000	432 ---
9	212000	432 ---
10	265000	432 ---
11	318000	442 ---
12	371000	543 ---
13	424000	543 ---
14	477000	543 ---
15	530000	553 2--
16	583000	654 2--
17	636000	654 2--
18	689000	654 2--
19	742000	664 3--
20	795000	765 3--
21	848000	765 3--
22	901000	765 3--
23	954000	775 4--
24	1007000	876 42-
25	1060000	876 42-
26	1113000	876 42-
27	1166000	886 52-
28	1219000	987 53-
29	1272000	987 53-
30	1325000	987 53-
31	1378000	997 63-
32	1431000	A98 64-
33	1484000	A98 64-
34	1537000	A98 64-
35	1590000	AA8 742
36	1643000	BA9 752

Requisites: HNCL 18

Alignment: NS

HD/level: 2d45

Weapon Prof.: 7+level/2

To Hit Table: 3xRog

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

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

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

Additional Saves & +level

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

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

Known Powers

Metallica - And Justice for All (SL=N): 1bM, Spend 100*N gold pieces: Auto-parry N^2 attacks and pick pockets/reverse pick pockets for each attack parried.

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

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

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

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

[Total] Ability Score(SL=14): Add your opponents ability score to your own

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

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

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

Omnific Weapon Specialization(SL=20): +1iidmg

Exponential Pariah(ArchWizard)JG RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	—	—	—	—	—	—	—	—
2	60700	2	—	—	—	—	—	—	—	—
3	182100	2	2	—	—	—	—	—	—	—
4	364200	2	2	—	—	—	—	—	—	—
5	607000	3	2	2	—	—	—	—	—	—
6	910500	3	2	2	—	—	—	—	—	—
7	1214000	3	3	2	—	—	—	—	—	—
8	1821000	3	3	2	—	—	—	—	—	—
9	2428000	4	3	3	2	—	—	—	—	—
10	3035000	4	3	3	2	—	—	—	—	—
11	3642000	4	4	3	2	—	—	—	—	—
12	4249000	4	4	3	2	—	—	—	—	—
13	4856000	5	4	3	3	2	—	—	—	—
14	5463000	5	4	3	3	2	—	—	—	—
15	6070000	5	5	4	3	3	2	—	—	—
16	6677000	5	5	4	3	3	2	—	—	—
17	7284000	6	5	4	4	3	2	—	—	—
18	7891000	6	5	5	4	3	2	—	—	—
19	8498000	6	6	5	4	3	2	—	—	—
20	9105000	6	6	5	4	4	3	2	—	—
21	9712000	7	6	6	5	4	3	3	—	—
22	10319000	7	6	6	5	4	3	3	—	—
23	10926000	7	7	6	5	5	4	4	—	—
24	11533000	7	7	6	5	5	4	4	—	—
25	12140000	8	7	6	6	5	4	4	—	—
26	12747000	8	7	6	6	5	4	4	—	—
27	13354000	8	8	7	6	6	5	5	—	—
28	13961000	8	8	7	6	6	5	5	—	—
29	14568000	9	8	8	7	6	6	5	5	—
30	15175000	9	8	8	7	6	6	5	5	—
31	15782000	9	9	8	7	7	6	6	5	—
32	16389000	9	9	8	7	7	6	6	5	—
33	16996000	A	9	9	8	8	7	6	6	—
34	17603000	A	9	9	8	8	7	6	6	—
35	18210000	AA	9	9	8	8	7	6	6	—
36	18817000	AA	9	9	8	8	7	6	6	—

Requisites: Str 35, HNCL 18

Alignment: TG

HD/level: 3e30

Weapon Prof.: 11+level/2

To Hit Table: 3xMon

Saves: & 3xWiz

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Clerical Elemental2 spells

Can use 2P actions per segment.

xLVL Personality score for purposes of Ego.

Advance one math operator up one step (CF=3: + to *;CF=5: * to ^;CF=7: ^ to ^^)

Level 1: and N/3 (first and every third level): Choose a concordant class. You may cast spells from that class as though they were on your progression.

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

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

Level 9: 0, 1/r: Unlimited Wish.

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

Level 28: 2 ally(ies) gain(s) +86 AC

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 Spells:

Hell's Angels: The Strange and Terrible Saga of the Outlaw Motorcycle Gangs (SL=N): Duplicate a Psi-6G or E power of SL=N.

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

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

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

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

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).

Transcendental Toughness(SL=16): Hit Die become d1000s (all classes)

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

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).

Dark Immortal MTG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	10900	2	—	—	—	—
3	32700	22	—	—	—	—
4	65400	22	—	—	—	—
5	109000	322	—	—	—	—
6	163500	322	—	—	—	—
7	218000	332	2	—	—	—
8	327000	332	2	—	—	—
9	436000	433	22	—	—	—
10	545000	433	22	—	—	—
11	654000	443	322	—	—	—
12	763000	443	322	—	—	—
13	872000	544	332	2	—	—
14	981000	544	332	2	—	—
15	1090000	554	433	22	—	—
16	1199000	554	433	22	—	—
17	1308000	655	443	322	—	—
18	1417000	655	443	322	—	—
19	1526000	665	544	332	—	—
20	1635000	665	544	332	—	—
21	1744000	766	554	433	—	—
22	1853000	766	554	433	—	—
23	1962000	776	655	443	—	—
24	2071000	776	655	443	—	—
25	2180000	877	665	544	—	—
26	2289000	877	665	544	—	—
27	2398000	887	766	554	—	—
28	2507000	887	766	554	—	—
29	2616000	988	776	655	—	—
30	2725000	988	776	655	—	—
31	2834000	998	877	665	—	—
32	2943000	998	877	665	—	—
33	3052000	A99	887	766	—	—
34	3161000	A99	887	766	—	—
35	3270000	AA9	988	776	—	—
36	3379000	AA9	988	776	—	—

Requisites: Luck 17, HNCL 18

Alignment: TN

HD/level: & +++++2d90

Weapon Prof.: & 14+level/2

To Hit Table: CTD0

Saves: & 2xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

See [Q ∞] for rules and powers. iPSP = (Int+Wis+Chr)/3*(Level)

Level 1: +30 natural AC, +20 insight AC.

Level 13: When you enter(s) or exit(s) stealth, Debuff: -85 max hp to an enemy, (Dex 44+Int save for half effect), effect spreads to adjacent foes if failed

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

Level 21: Gain a Frosted Tangle that heals you for 35% of damage you deal while active, until you die

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 Spells:

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

Motorhead - 1916 (SL=10): Summon "Plenty" of DL=1 Soldiers in one slot

Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.

Mercurial(SL=12): You cumulatively gain one extra attack per P action

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

Force Illusions (SL=14): Mirage Arcana the whole room.

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).

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

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

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

Peace Villian(Pinpoint 0.16) RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	---	---	---	---
2	6000	2	---	---	---	---
3	18000	22	---	---	---	---
4	36000	22	---	---	---	---
5	60000	32	2	---	---	---
6	90000	32	2	---	---	---
7	120000	33	2	2	---	---
8	180000	33	2	2	---	---
9	240000	43	3	22	---	---
10	300000	43	3	22	---	---
11	360000	44	3	22	---	---
12	420000	44	3	32	---	---
13	480000	54	4	33	2	2
14	540000	54	4	33	2	2
15	600000	55	4	33	22	2
16	660000	55	4	33	22	2
17	720000	65	5	44	3	22
18	780000	65	5	44	3	32
19	840000	66	5	54	3	32
20	900000	66	5	54	3	32
21	960000	76	6	55	4	33
22	1020000	76	6	55	4	33
23	1080000	77	6	55	44	3
24	1140000	77	6	55	44	3
25	1200000	87	7	66	5	44
26	1260000	87	7	66	5	44
27	1320000	88	7	66	5	54
28	1380000	88	7	66	5	54
29	1440000	98	8	77	6	65
30	1500000	98	8	77	6	65
31	1560000	99	8	77	6	65
32	1620000	99	8	77	6	65
33	1680000	A9	9	88	7	66
34	1740000	A9	9	88	7	66
35	1800000	AA	9	98	7	76
36	1860000	AA	9	98	7	76

Requisites: Str 33, HNCL 18

Alignment: AN

HD/level: & 3e35

Weapon Prof.: & 5+level

To Hit Table: 2xWiz

Saves: & 3xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

You may N-ary material component spells, using 1Z+1V+1QV+1QQV+1QQQV+...

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).

Level 2: Blooddipped Drop: 1attack(s): Counter a spell as it is cast (No save, CR to resist to resist)

Level 2: Starquartz Body: ++level or better weapon to hit, xMPIRR LVL*%.

Level 8: Total HD is 361d12.

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

Known Spells:

Disturbed - Old Friend (SL=N): Summon a DL=N-1 LG human rogue named Dexter Morgan with Mtg Deathtouch and SEL=1 Insane Schizoid

Ace of Spades (SL=10): 1 target gains +1ihp or takes 1idmg (no save).

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

Know Naught but Fire (SL=12): CCL*"each opponent's memorized SL's" Furnace dmg to each target (one group).

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

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

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

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

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

Cosmic Nullification(SL=18): Pick an N<=6. Immune to Nth level Concordant effects

Spirit RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	7800	2-- ---
3	23400	22- ---
4	46800	32- ---
5	78000	32- ---
6	117000	32- ---
7	156000	33- ---
8	234000	432 ---
9	312000	432 ---
10	390000	432 ---
11	468000	442 ---
12	546000	543 ---
13	624000	543 ---
14	702000	543 ---
15	780000	553 2--
16	858000	654 2--
17	936000	654 2--
18	1014000	654 2--
19	1092000	664 3--
20	1170000	765 3--
21	1248000	765 3--
22	1326000	765 3--
23	1404000	775 4--
24	1482000	876 42-
25	1560000	876 42-
26	1638000	876 42-
27	1716000	886 52-
28	1794000	987 53-
29	1872000	987 53-
30	1950000	987 53-
31	2028000	997 63-
32	2106000	A98 64-
33	2184000	A98 64-
34	2262000	A98 64-
35	2340000	AA8 742
36	2418000	BA9 752

Requisites: HNCL 18, Race slots 1

Alignment: CG

HD/level: 1d10

Weapon Prof.: 19+level/2

To Hit Table: Wiz

Saves: & 2xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Know Avangion2 spells

Level 1;2;etc:: +1 Rogue level 27 pick.

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

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

Level 6: Can trade 10000 Boxes into one StunBox of the same type.

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

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

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

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

Known Powers

Kanye West - Niggas in Paris (SL=N): Spend 1000*N gp: You are N % Real. See Brown Originator mini for more details

Olivia Rodrigo - All I Want (SL=N): Summon a DL=N-1 NG dishonest human male with 1M: Light or Knock

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

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

The Fate of the Flammable (SL=14): CCL*60 Furnace dmg (one target) or CCL*30 Furnace dmg(one group).

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

Night's Reach (SL=17): Natural Set CCL 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)

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

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

Green Avangion(Anti-Overlord)3 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	9300	2--	---
3	27900	22-	---
4	55800	32-	---
5	93000	32-	---
6	139500	32-	---
7	186000	33-	---
8	279000	432	---
9	372000	432	---
10	465000	432	---
11	558000	442	---
12	651000	543	---
13	744000	543	---
14	837000	543	---
15	930000	553	2--
16	1023000	654	2--
17	1116000	654	2--
18	1209000	654	2--
19	1302000	664	3--
20	1395000	765	3--
21	1488000	765	3--
22	1581000	765	3--
23	1674000	775	4--
24	1767000	876	42-
25	1860000	876	42-
26	1953000	876	42-
27	2046000	886	52-
28	2139000	987	53-
29	2232000	987	53-
30	2325000	987	53-
31	2418000	997	63-
32	2511000	A98	64-
33	2604000	A98	64-
34	2697000	A98	64-
35	2790000	AA8	742
36	2883000	BA9	752

Requisites: Con 34, HNCL 18
Alignment: TN
HD/level: & ++4d35
Weapon Prof.: & 11+level/2
To Hit Table: Pri
Saves: & 3xRog
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Overwrite HD/level with & 6d2

Specialization, MTG Green School.

You have +1 Feat.

Level 1: +1 X action.

Level 9: When an enemy attack(s) with advantage, -133 saves to all nearby enemies (BW or Spell 25+Con save to nullify)

Level 19: Every time an ally connect(s) to a psionic network, Each time your group fails a save, they suffer an additional instance of SEL=1 Reduced/Diminished (No save)

Level 25: 4V, Spend 5 max hp(s), ML/artifical reset: After rolling a natural 20, you gains SEL=9 Giga Barbarian Stat for 4 round(s)

Known Powers

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

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

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

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

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

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

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

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

Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell

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

Peace Lord1JG RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	8400	2-- ---
3	25200	22- ---
4	50400	32- ---
5	84000	32- ---
6	126000	32- ---
7	168000	33- ---
8	252000	432 ---
9	336000	432 ---
10	420000	432 ---
11	504000	442 ---
12	588000	543 ---
13	672000	543 ---
14	756000	543 ---
15	840000	553 2--
16	924000	654 2--
17	1008000	654 2--
18	1092000	654 2--
19	1176000	664 3--
20	1260000	765 3--
21	1344000	765 3--
22	1428000	765 3--
23	1512000	775 4--
24	1596000	876 42-
25	1680000	876 42-
26	1764000	876 42-
27	1848000	886 52-
28	1932000	987 53-
29	2016000	987 53-
30	2100000	987 53-
31	2184000	997 63-
32	2268000	A98 64-
33	2352000	A98 64-
34	2436000	A98 64-
35	2520000	AA8 742
36	2604000	BA9 752

Requisites: Str 34, HNCL 18

Alignment: AN

HD/level: 1d55

Weapon Prof.: 9+level/2

To Hit Table: & M-U0

Saves: & 3xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Has access to following swords. (on next page):

Exceptional Int and Wis, Barbarian Chr.

Know Blue Bugbear spells

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).

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

Level 1: +1 X action.

Level 1,6,11,ect: ++10 to tracking checks.

Level 3: Every time all enemies sense(s) their territory is/are threatened, An enemy's group must succeed on a (No save, HR to resist) or become SEL=2 Blind at the start of its next turn

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 10: Whenever an enemy steal(s) an item, Drain 465 psi points from all enemies in 20 feet (No save, NR or NR to resist)

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

Known Powers

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

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

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

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

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

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

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

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

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.

White Dragon3 RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2--	---	---	---	---
2	10800	2--	---	---	---	---
3	32400	22-	---	---	---	---
4	64800	22-	---	---	---	---
5	108000	322	---	---	---	---
6	162000	322	---	---	---	---
7	216000	332	2--	---	---	---
8	324000	332	2--	---	---	---
9	432000	433	22-	---	---	---
10	540000	433	22-	---	---	---
11	648000	443	322	---	---	---
12	756000	443	322	---	---	---
13	864000	544	332	2--	---	---
14	972000	544	332	2--	---	---
15	1080000	554	433	22-	---	---
16	1188000	554	433	22-	---	---
17	1296000	655	443	322	---	---
18	1404000	655	443	322	---	---
19	1512000	665	544	332	---	---
20	1620000	665	544	332	---	---
21	1728000	766	554	433	---	---
22	1836000	766	554	433	---	---
23	1944000	776	655	443	---	---
24	2052000	776	655	443	---	---
25	2160000	877	665	544	---	---
26	2268000	877	665	544	---	---
27	2376000	887	766	554	---	---
28	2484000	887	766	554	---	---
29	2592000	988	776	655	---	---
30	2700000	988	776	655	---	---
31	2808000	998	877	665	---	---
32	2916000	998	877	665	---	---
33	3024000	A99	887	766	---	---
34	3132000	A99	887	766	---	---
35	3240000	AA9	988	776	---	---
36	3348000	AA9	988	776	---	---

Requisites: Str 34, HNCL 18

Alignment: AW

HD/level: & 3e95

Weapon Prof.: & 3+level

To Hit Table: War

Saves: & 2xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

When you material component a spell through your staff (taking the usual +1V action), you do xLVL effect instead of x2.

Gets +1G action per round.

When this class is taken, choose a x1 multiplier class you have. This class exactly duplicates that class except for what's noted. Since you get to apply your (amplified) Mirrored XP to this class, this class will frequently be much higher level than the original class. Please note this class has double the XP chart of the original (so you're effectively getting only "times 5" mirroring if you apply it all here).

Specialization, MTG White School

You have +1 Feat.

Level 1: Regenerate 10*LVL/s.

Level 1: troll-like regen 40, fasthealing 50.

Level 5: When all creatures cast(s) a spell, -15 AC to all nearby enemies (Reflex 27+Chr to nullify, HR or GR to resist)

Level 7: Gain a Force Skin that deals 16% of melee attackers dmg of type Magma, indefinitely

Level 23: Every time all enemies drop(s) an enemy to 0 hp, All enemies within 20 feet are SEL=3 Wounded (as in the weapon effect) (BW 107+Dex to nullify, TechR or PR to resist)

Level 26: 6F: Counter an action, but suffer x2 effect on failure (Spell 109+Chr to reflect, GR or MR to resist)

Known Spells:

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"

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

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

[Energy] Absorption(SL=12): One type of energy heals you

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

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

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

Transcendental Toughness(SL=16): Hit Die become d1000s (all classes)

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

Range=Same Multiverse

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)

Acter/ GrandLord Slayer RDM

Level	KXP	Psionics		Requisites: Cml 36, HNCL 27
		SUV	WXY	
1	0	2--	---	Alignment: JS HD/level: & 1d70 Weapon Prof.: & 16+level/2 To Hit Table: 3xCust Saves: & 2xPsi Reference: RDM Groups: Concordant(x2) Complexity: CF=1
2	11600	2--	---	
3	34800	22-	---	
4	69600	32-	---	
5	116000	32-	---	
6	174000	32-	---	
7	232000	33-	---	
8	348000	432	---	
9	464000	432	---	
10	580000	432	---	Know Unbreakable (Invigorator) spells DR 40/+0 (Monsters cannot use HD to overcome this)
11	696000	442	---	You may replace the base number of attacks you get with each weapon with CCL/1. You have one free species enemy similar to Slayer mini-class.
12	812000	543	---	Level 1;2;etc:: +1 Q^(LVL) M action. (At level 1 you get 1 QM, at level 2 you get 1 QQM, ...)
13	928000	543	---	Level 1: 1C, Spend 1 Int, 3/segment: After rolling a natural 20, an ally gains SEL=1 The City's Blessing for 1 segment(s)
14	1044000	543	---	Level 1: You may "project" (copy) your Cml onto one other ability score.
15	1160000	553	2--	Level 2;5;8;etc: 1bX, 1/d: One target gets a save when no save.
16	1276000	654	2--	Level 5: Gain a Ethereal Cloak that heals you for 23% of damage you deal while active, for 1 hour
17	1392000	654	2--	Level 11: Every time you hear(s) their kind invoked or named, If an enemy's group is standing on difficult terrain then they are SEL=1 Haunted (No save, RR or PR to resist)
18	1508000	654	2--	Level 15: Throatcut Ploy: Every time an ally inflict(s) psychic damage, An enemy's group is SEL=5 Embalmed for 1 rounds (No save, RR to resist)
19	1624000	664	3--	Level 23: 8P, Spend 8 familiar(s): While within 20 feet of you, an ally has SEL=10 Extreme Barbarian Stat for 4 round(s)
20	1740000	765	3--	Level 25: Gain a Empathic Cocoon that delays up to 25 dmg/hit for 6 round(s). (No save, MR or NR to resist)
21	1856000	765	3--	Known Powers
22	1972000	765	3--	Five Finger Death Punch - I Apologize (SL=N): Wishoid for a Rock Music Sampler spell of SL=(N*2)/3
23	2088000	775	4--	Sledgehammer (SL=N): Summon a DL N Sledgehammer Golem.
24	2204000	876	42-	Force Hovering (SL=11): Telekinesis Levitation X=X*1000 pounds.
25	2320000	876	42-	Force Echo (SL=11): Earthquake Range=X*CL ft.
26	2436000	876	42-	Approach My Molten Realm (SL=14): x2 dmg from all sources in the room this rd.
27	2552000	886	52-	Dominance(SL=14): Foes with less than 1/4 your HNCL automatically fail their saves
28	2668000	987	53-	Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.
29	2784000	987	53-	Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.
30	2900000	987	53-	Range=Same Multiverse
31	3016000	997	63-	Translooporal(SL=20): You can travel freely in timelines (loop travel)
32	3132000	A98	64-	Transcendental Nullification(SL=20): Pick an N<=9. Immune to Nth level
33	3248000	A98	64-	Concordant effects
34	3364000	A98	64-	
35	3480000	AA8	742	
36	3596000	BA9	752	

Maldev Diety1JG RDM

Level	KXP	Spells							
		A	B	C	D	E	F	G	I
1	0	2	--	---	---	---	---	---	---
2	7700	2	--	---	---	---	---	---	---
3	23100	2	2	--	---	---	---	---	---
4	46200	2	2	--	---	---	---	---	---
5	77000	3	2	2	--	---	---	---	---
6	115500	3	2	2	--	---	---	---	---
7	154000	3	3	2	--	---	---	---	---
8	231000	3	3	2	--	---	---	---	---
9	308000	4	3	3	2	--	---	---	---
10	385000	4	3	3	2	--	---	---	---
11	462000	4	4	3	2	--	---	---	---
12	539000	4	4	3	2	--	---	---	---
13	616000	5	4	3	3	2	--	---	---
14	693000	5	4	3	3	2	--	---	---
15	770000	5	5	4	3	3	2	--	---
16	847000	5	5	4	3	3	2	--	---
17	924000	6	5	4	3	3	2	--	---
18	1001000	6	5	5	4	3	3	2	--
19	1078000	6	6	5	4	4	3	3	2
20	1155000	6	6	5	4	4	3	3	2
21	1232000	7	6	6	5	4	4	3	3
22	1309000	7	6	6	5	4	4	3	3
23	1386000	7	7	6	5	5	4	4	3
24	1463000	7	7	6	5	5	4	4	3
25	1540000	8	7	7	6	5	5	4	4
26	1617000	8	7	7	6	6	5	4	4
27	1694000	8	8	7	7	6	5	5	4
28	1771000	8	8	7	7	6	5	5	4
29	1848000	9	8	8	7	7	6	5	5
30	1925000	9	8	8	7	7	6	5	5
31	2002000	9	9	8	8	7	7	6	5
32	2079000	9	9	8	8	7	7	6	5
33	2156000	A	9	9	8	8	7	7	6
34	2233000	A	9	9	8	8	7	7	6
35	2310000	AA	9	9	8	8	7	7	6
36	2387000	AA	9	9	8	8	7	7	6

Requisites: Int 35, HNCL 27

Alignment: any N

HD/level: 4d60

Weapon Prof.: 9+level/2

To Hit Table: 2xPsi

Saves: & 3xMon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets +1H action per round.

This class has access to Divine3 spells. You may convert 6 SL0's for 1 SL2, 6 SL2's for 1 SL4, 6 SL4's for 1 SL6(36 SL2's), 6 SL6's for 1 SL8(216 SL2's), 6 SL 8's for 1 SL10(1296 SL2's).

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

Level N (every level): +1 Limb

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

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

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 2:4;6;ect.: +1CML in another class.

Level 3: Insanity Aura. Will save, DC=85.

Level 5: You may apply a free "Stepping out of it" to any of the 'pick one' abilities.(no crapped)

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

Level 7: Every time a creature detect(s) good or evil, All enemies within 20 feet are SEL=3 Exhausted/Fatigued (No save)

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

Known Spells:

Kanye West - Niggas in Paris (SL=N): Spend 1000*N gp: You are N % Real. See Brown Originator mini for more details

Ether Goer(SL=10): You can become ethereal at will

Living Dungeon Spell (SL=11): +up to CCL levels of exceptional Con.

[Energy] Immunity(SL=12): You are immune to one type of energy

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

Worldpurge (SL=14): All summons and elementals in the room are unsummoned.

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

Living Planet Spell (SL=16): All ability scores match your highest ability score (among the basic 6 stats).

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

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

0X (Advanced) Second AvangionJG RDM

Level	KXP	Spells				
		A	B	C	D	E
1	0	2	—	—	—	—
2	6200	2	—	—	—	—
3	18600	22	—	—	—	—
4	37200	22	—	—	—	—
5	62000	32	2	—	—	—
6	93000	32	2	—	—	—
7	124000	33	2	—	—	—
8	186000	33	2	—	—	—
9	248000	43	3	22	—	—
10	310000	43	3	22	—	—
11	372000	44	3	22	—	—
12	434000	44	3	22	—	—
13	496000	54	4	33	2	—
14	558000	54	4	33	2	—
15	620000	55	4	33	22	—
16	682000	55	4	33	22	—
17	744000	65	5	44	3	22
18	806000	65	5	44	32	—
19	868000	66	5	54	33	—
20	930000	66	5	54	33	—
21	992000	76	6	55	44	—
22	1054000	76	6	55	44	—
23	1116000	77	6	55	44	—
24	1178000	77	6	55	44	—
25	1240000	87	7	66	54	—
26	1302000	87	7	66	54	—
27	1364000	88	7	66	55	—
28	1426000	88	7	66	55	—
29	1488000	98	8	77	65	—
30	1550000	98	8	77	65	—
31	1612000	99	8	77	66	—
32	1674000	99	8	77	66	—
33	1736000	A9	9	88	76	—
34	1798000	A9	9	88	76	—
35	1860000	AA	9	98	77	—
36	1922000	AA	9	98	77	—

Requisites: Dex 35, HNCL 18

Alignment: any E

HD/level: & 2d75

Weapon Prof.: & 4+level/2

To Hit Table: 2xWar

Saves: & 3xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets Extra Barb Str, Extra Barb Con, Barb Wis, and Barb Chr.

Gets +1H action per round.

+1 S action

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

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

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

Level 3:,6:,9:,ect: 1bX, 1/d: Redirect all damage from one target to you for lvl rds.

Level 18: +482 Str, -96Dex, +635 natural AC.

Known Spells:

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

The Mother of All X (SL=10): Choose an item: hang an “i” onto one ability on that item that refers to TH, dmg, AC, saves.

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

Mime Spell(SL=12): You can copy any non-Concordant spell used against you per reset

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”.

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

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

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

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

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

Divine RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	10700	2--	---
3	32100	22-	---
4	64200	32-	---
5	107000	32-	---
6	160500	32-	---
7	214000	33-	---
8	321000	432	---
9	428000	432	---
10	535000	432	---
11	642000	442	---
12	749000	543	---
13	856000	543	---
14	963000	543	---
15	1070000	553	2--
16	1177000	654	2--
17	1284000	654	2--
18	1391000	654	2--
19	1498000	664	3--
20	1605000	765	3--
21	1712000	765	3--
22	1819000	765	3--
23	1926000	775	4--
24	2033000	876	42-
25	2140000	876	42-
26	2247000	876	42-
27	2354000	886	52-
28	2461000	987	53-
29	2568000	987	53-
30	2675000	987	53-
31	2782000	997	63-
32	2889000	A98	64-
33	2996000	A98	64-
34	3103000	A98	64-
35	3210000	AA8	742
36	3317000	BA9	752

Requisites: Cml 35, HNCL 18

Alignment: J any

HD/level: & 1d80

Weapon Prof.: & 9+level/2

To Hit Table: Mon

Saves: & (none)

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You are immune to Tricks, Specials, and Terrain Features of your multiplier or less.
Gets Barbarian Str, Dex, and Con.

Fly at $8^{(LVL+1)}$ (If you're curious: 1"=2.45 mph; 122 million" = speed of light;
LVL=8 is about 1.1 c)

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

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

Level 4: 1G, 3/day: Reflect a hostile ability back to its source (RSW or RSW 12+Wis
save to absorb or to avoid reflection)

Level 7: Gain a Reality Prism that deflects ranged attacks unless the attacker passes
(No save, IR or WR to resist), for CL resets

Level 24: Thoughtcarver Mindlock: Allies within 30 feet gain +60 ranged dmg

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

Level 324: 106OppC, Spend 3 max hp(s), ML/segment: An ally gain(s) SEL=6
Planar Displaced for 8 minute(s)

Known Powers

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.

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

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

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

Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for
spells.

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

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

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

Omniverses in a random direction, no save)

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

Living Planet Spell (SL=20): Weapons branded with CCL [C] section effects of SEL
CCL or lower.

Violet Big X RDM

Level	KXP	Spells								
		A	B	C	D	E	F	G	H	I
1	0	2	—	—	—	—	—	—	—	—
2	4700	2	—	—	—	—	—	—	—	—
3	14100	22	—	—	—	—	—	—	—	—
4	28200	22	—	—	—	—	—	—	—	—
5	47000	32	2	—	—	—	—	—	—	—
6	70500	32	2	—	—	—	—	—	—	—
7	94000	33	2	—	—	—	—	—	—	—
8	141000	33	2	—	—	—	—	—	—	—
9	188000	43	3	22	—	—	—	—	—	—
10	235000	43	3	22	—	—	—	—	—	—
11	282000	44	3	32	—	—	—	—	—	—
12	329000	44	3	32	—	—	—	—	—	—
13	376000	54	4	33	2	—	—	—	—	—
14	423000	54	4	33	2	—	—	—	—	—
15	470000	55	4	33	22	—	—	—	—	—
16	517000	55	4	33	22	—	—	—	—	—
17	564000	65	5	44	32	—	—	—	—	—
18	611000	65	5	44	32	—	—	—	—	—
19	658000	66	5	54	33	—	—	—	—	—
20	705000	66	5	54	33	—	—	—	—	—
21	752000	76	6	55	44	—	—	—	—	—
22	799000	76	6	55	44	—	—	—	—	—
23	846000	77	6	55	44	—	—	—	—	—
24	893000	77	6	55	44	—	—	—	—	—
25	940000	87	7	66	54	—	—	—	—	—
26	987000	87	7	66	54	—	—	—	—	—
27	1034000	88	7	66	55	—	—	—	—	—
28	1081000	88	7	66	55	—	—	—	—	—
29	1128000	98	8	77	66	—	—	—	—	—
30	1175000	98	8	77	66	—	—	—	—	—
31	1222000	99	8	87	66	—	—	—	—	—
32	1269000	99	8	87	66	—	—	—	—	—
33	1316000	A9	9	88	76	—	—	—	—	—
34	1363000	A9	9	88	76	—	—	—	—	—
35	1410000	AA	9	98	77	—	—	—	—	—
36	1457000	AA	9	98	77	—	—	—	—	—

Requisites: Str 35, HNCL 18

Alignment: LW

HD/level: +2d25

Weapon Prof.: 10+level

To Hit Table: 2xWar

Saves: & always +0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

1V, N Worship Points: True Resurrection on N targets in one group (usually on your Followers)

+LVL Second Tier Martial Arts Maneuvers. You know all First Tier Maneuvers. Gets +1H action per round.

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

Hold Plane.

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

Level 1:,2:,etc::: +1 Size Class.

Level 1: Immune Age, Disease, Poison.

Level 1: When all allies meditate(s) or enter(s) a trance state, Inflicts max hp (-10) on an enemy (No save, IR to resist). Stacks with each failed save

Level 5: 2S, Spend 17 Str, NP/hour: When an ally takes damage, they gain SEL=1

Armored for 2 round(s)

Known Spells:

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

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.

Force Shield (SL=11): +CCL*5 AC or Wall of Force CCL*100 ft.

I Delight in Your Convulsions (SL=12): CCL*30 Vile Grave dmg (one group). You heal (above max) all dmg dealt.

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

Elusion(SL=14): You can make a Reflex save against an attack roll (TH + d20 result) to avoid it.

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).

Perfect Defence(SL=16): iAC CCL

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

Living Planet Spell (SL=18): You ignore other people's immunities and resistances.