

# Unique Sentinel of Tyr RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	655	---	---
2	2000	655	---	---
3	6000	665	5--	---
4	12000	665	5--	---
5	20000	766	55-	---
6	30000	766	55-	---
7	40000	776	655	---
8	60000	776	655	---
9	80000	877	665	5--
10	100000	877	665	5--
11	120000	887	766	55-
12	140000	887	766	55-
13	160000	988	776	655
14	180000	988	776	655
15	200000	998	877	665
16	220000	998	877	665
17	240000	A99	887	766
18	260000	A99	887	766
19	280000	AA9	988	776
20	300000	AA9	988	776
21	320000	BAA	998	877
22	340000	BAA	998	877
23	360000	BBA	A99	887
24	380000	BBA	A99	887
25	400000	CBB	AA9	988
26	420000	CBB	AA9	988
27	440000	CCB	BAA	998
28	460000	CCB	BAA	998
29	480000	DCC	BBA	A99
30	500000	DCC	BBA	A99
31	520000	DDC	CBB	AA9
32	540000	DDC	CBB	AA9
33	560000	EDD	CCB	BAA
34	580000	EDD	CCB	BAA
35	600000	EED	DCC	BBA
36	620000	EED	DCC	BBA

**Requisites:** Chr 112, HNCL 36

**Alignment:** CE

**HD/level:** +++13d85

**Weapon Prof.:** 7+level/2

**To Hit Table:** 2xRog

**Saves:** & always +0

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=5

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.

Immune to turn undead.

Level 1: 1X: Wish.

Level 9: Gets 1X action per round.

Known Spells:

Anything You Want, You Got It (SL=N): Wishoid N.

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

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

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

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

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

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

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

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

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

# Dragon Middle-Earth Elemental of Tyr0 RDM

Level	KXP	Psionics		Requisites:
		SUV	WXY	Con 35, HNCL 36
1	0	2--	---	Alignment: CN
2	4600	2--	---	HD/level: ††2d20
3	13800	22-	---	Weapon Prof.: 19+level
4	27600	32-	---	To Hit Table: 2xRog
5	46000	32-	---	Saves: & Psi
6	69000	32-	---	Reference: RDM
7	92000	33-	---	Groups: Concordant(x2)
8	138000	432	---	Complexity: CF=1
9	184000	432	---	
10	230000	432	---	Immune to ability score damage, disease, normal/para/quasi elements, poison.
11	276000	442	---	Gets +1G action per round.
12	322000	543	---	Choose one - Flying at LVL*3" (D) and immune to breath weapons OR Specialized in Dragon magic (Dracomancy).
13	368000	543	---	You have Overhit.
14	414000	543	---	Level 1:,2:,etc.: +1 summon slot for Animals, Eeementals, or Bugs.
15	460000	553	2--	Level 4: 1X: Pick one: Down a Deeper Hole, Vulnerable PC party, Immune (can't drop) Conscious, or Capital X Xvimmed (one group, no save).
16	506000	654	2--	Level 5:,10:,15:,ect: 1X, 1/d: iForcecage.
17	552000	654	2--	Level 9: Total HD is (462+level)d12.
18	598000	654	2--	Level 9: Your Axe, Bow and Sword are Cascade Ram branded.
19	644000	664	3--	Level 18: Your Axe, Bow and Sword are Dragon Lancing branded.
20	690000	765	3--	Known Powers
21	736000	765	3--	Dutch Oven(SL=N): One target nauseated, takes SL^2 dmg and entangled for 1segment.
22	782000	765	3--	Figure of Destiny N (SL=N): Summon a DL N Kithkin. At SL=2, it's a Kithkin Spirit.
23	828000	775	4--	At SL=5, it's a Kithkin Spirit Warrior. At SL=8, it's a flying Kithkin Spirit Warrior
24	874000	876	42-	Avatar with +1IF
25	920000	876	42-	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
26	966000	876	42-	Psi∞ Supers (SL=11): Reroll die (1bV to use, reroll a die roll you just made)
27	1012000	886	52-	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Str
28	1058000	987	53-	Divine Inspiration (S)(SL=14): 1X: Duplicate a 0th-2nd level Divine3 spell
29	1104000	987	53-	Cleansing Fire (SL=17): Slay CCL groups of targets (no save)
30	1150000	987	53-	Sway of the Stars (SL=17): Everyone's hp total in the room is set to 70. The current half-segment ends.
31	1196000	997	63-	Omnific Weapon Specialization(SL=20): +1iidmg
32	1242000	A98	64-	Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.
33	1288000	A98	64-	
34	1334000	A98	64-	
35	1380000	AA8	742	
36	1426000	BA9	752	

# Blue Shadow/ GrandDragon RDM

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

**Requisites:** Wis 55, HNCL 45  
**Alignment:** CS (Overwrite to all other classes)  
**HD/level:** & 8d55+95  
**Weapon Prof.:** & 1+level  
**To Hit Table:** 2xWar  
**Saves:** & 3xFtr0  
**Reference:** RDM  
**Groups:** Concordant(x2)  
**Complexity:** CF=2

Immune Ego from Intelligent Items (any multiplier, can't be ignored)  
 You are completely disembodied; your real body is elsewhere (presumably on your home plane). Attacks against what appears to be your "physical body" are usually quite useless. You may pass through objects at will, since you aren't really here. You may still pick up items, but cannot wear them unless you teleport them back to your real body. You cannot physically attack.  
 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.  
 See [Q45] for Psi45 rules and powers. P45P's=(Str+Dex+Con+Int+Wis+Chr). Cannot choose powers from the Lifeform Control, Magical, and Power Control Schools.  
 Specialization, MTG Blue School  
 Level 1;2;.etc.: +1G action  
 Level 3: Can trade 10000 AC into 1 iAC (as many times as you like)  
 Level 4: You may convert 2G -> 1 of any action type you have or specifically need to use an ability.  
 Level 5: Your X0.13 Super powers give no XR.  
 Level 6: You may convert 4G -> 1JG. You may convert 2 IG -> 1 IQG.  
 Level 22: Your X0.13 Ultra+1 (V) powers give no XR.  
 Known Powers  
 Public Broadcasting (SL=N): A person's next spell of SL=N affects a group.  
 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.  
 Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.  
 May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).  
 Force Speed (SL=14): +CCL RV actions.  
 Living Planet Spell (SL=14): Add you current hp to your AC. (Dragon Armoring).  
 Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.  
 Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or element.  
 Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent  
 Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent

# Uber Vampire(Worshiper of the Flying Tier) RDM

Level	KXP	Spells			Requisites:
		ABC	DEF	GHI	Luck 18, HNCL 45
1	0	2--	---	---	Alignment: TG
2	4100	2--	---	---	HD/level: 4d25
3	12300	22-	---	---	Weapon Prof.: 2+level
4	24600	22-	---	---	To Hit Table: 2xPri
5	41000	322	---	---	Saves: & 3xWiz
6	61500	322	---	---	Reference: RDM
7	82000	332	2--	---	Groups: Concordant(x2)
8	123000	332	2--	---	Complexity: CF=1
9	164000	433	22-	---	
10	205000	433	22-	---	Super hearing: Detect Noise (as Rogue ability) 200*LVL%; Can "hear" radio frequencies.
11	246000	443	322	---	You may convert 8F to one 1X and 2X to 1RX.
12	287000	443	322	---	Level 1: Continuous Undetectable Alignment and Disguise Self.
13	328000	544	332	2--	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.
14	369000	544	332	2--	Level 1:,2:,etc.: +1 "Level:" pick from any other class in a group that matches the emulated class.
15	410000	554	433	22-	Level 1:,2:,etc.: 2X (Advanced) Fighter Pick.
16	451000	554	433	22-	Level 1: The Munchkin gains ranger, druid, thief, monk, barbarian, psionicist, and paladin abilities equal to his level.
17	492000	655	443	322	Level 2:,5:,8:,ect: +1 to Backstab multiplier.
18	533000	655	443	322	Level 3:,13:,23:,ect: 1X,1/d: Summon a DL 10+lvl monster and +1 slot.
19	574000	665	544	332	Level 4:,9:,14:,ect: xDR 3/-
20	615000	665	544	332	Level 4: You may convert 2G -> 1 of any action type you have or specifically need to use an ability.
21	656000	766	554	433	Known Spells:
22	697000	766	554	433	Live-Action Puppet (SL=N): Summon CL DL=N Animated Hand Puppets.
23	738000	776	655	443	A Legend in My Time (SL=10): Cast a CSL = 1 Legend Spell.
24	779000	776	655	443	I Bask in Your Silent Awe (SL=11): Enemies can only cast 1 spell each rd.
25	820000	877	665	544	Force Field (S)(SL=12): You are protected by 50 hit point force field (re-raises every segment)
26	861000	877	665	544	Choose Your Champion (SL=13): You and one enemy can affect each other this round.
27	902000	887	766	554	The Fate of the Flammable (SL=14): CCL*60 Furnace dmg (one target) or CCL*30 Furnace dmg(one group).
28	943000	887	766	554	Shangri-La Spell (SL=15): Pixilate a creature (no save, XR to resist)
29	984000	988	776	655	Sophism(SL=16): You can make a Will save vs. an opponent's level to avoid any type of assault
30	1025000	988	776	655	Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg. Target cannot take actions.
31	1066000	998	877	665	Omnipersonal(SL=18): When you are damaged, all opponents in your group also suffer your damage.
32	1107000	998	877	665	
33	1148000	A99	887	766	
34	1189000	A99	887	766	
35	1230000	AA9	988	776	
36	1271000	AA9	988	776	

# Pawn of Tyr RDM

Level	KXP	Spells			Requisites: Int 34, HNCL 36
		ABC	DEF	GHI	
1	0	2--	---	---	HD/level: 3d100
2	5600	2--	---	---	Weapon Prof.: 2+level/2
3	16800	22-	---	---	To Hit Table: War
4	33600	22-	---	---	Saves: & 2xCTD0
5	56000	322	---	---	Reference: RDM
6	84000	322	---	---	Groups: Concordant(x2)
7	112000	332	2--	---	Complexity: CF=1
8	168000	332	2--	---	
9	224000	433	22-	---	
10	280000	433	22-	---	Gets +2X actions per round.
11	336000	443	322	---	You may "material component" psionic powers from any of your x1 or x2 classes, by spending 1V action. You get free material componenting when using powers from the Brain in a Box class, and if you spend 1V, you get double material componenting.
12	392000	443	322	---	Gets free Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack feats.
13	448000	544	332	2--	All of your effects are undispellable and all of your items are indestructible.
14	504000	544	332	2--	Level 1:,2:,etc.: +2 Str, Dex, Con, Int, Wis, and Chr. You can't trade these stats away.
15	560000	554	433	22-	Level 1:,6:,11:,ect: +1 Mount slot and +1DL to all mounts.
16	616000	554	433	22-	Level 5: Ability to summon a horde of 100-400 first level Munchkins. This summoning takes 24 hours
17	672000	655	443	322	Level 5:,8:,11:,ect: 1bX, 1/d: One target rerolls a attack, save, or check.
18	728000	655	443	322	Level 22: Your X0.13 Ultra+1 (V) powers give no XR.
19	784000	665	544	332	Known Spells:
20	840000	665	544	332	Roughing up the Suspect(SL=N): Target takes SL^2 dmg and can't take physical actions.
21	896000	766	554	433	Greater Critical Multiplier(SL=10): Your critical multiplier is trebled
22	952000	766	554	433	My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.
23	1008000	776	655	443	Vanguard Fortitude(SL=12): Allies within in your group can use your fortitude saving throw
24	1064000	776	655	443	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".
25	1120000	877	665	544	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Dex
26	1176000	877	665	544	Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.
27	1232000	887	766	554	Edifying Presence(SL=16): Your presence forces an alignment change (save)
28	1288000	887	766	554	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.
29	1344000	988	776	655	Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves
30	1400000	988	776	655	
31	1456000	998	877	665	
32	1512000	998	877	665	
33	1568000	A99	887	766	
34	1624000	A99	887	766	
35	1680000	AA9	988	776	
36	1736000	AA9	988	776	

# Epic Planetar RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	433	---	---
2	1500	433	---	---
3	4500	443	3--	---
4	9000	443	3--	---
5	15000	544	33-	---
6	22500	544	33-	---
7	30000	554	433	---
8	45000	554	433	---
9	60000	655	443	3--
10	75000	655	443	3--
11	90000	665	544	33-
12	105000	665	544	33-
13	120000	766	554	433
14	135000	766	554	433
15	150000	776	655	443
16	165000	776	655	443
17	180000	877	665	544
18	195000	877	665	544
19	210000	887	766	554
20	225000	887	766	554
21	240000	988	776	655
22	255000	988	776	655
23	270000	998	877	665
24	285000	998	877	665
25	300000	A99	887	766
26	315000	A99	887	766
27	330000	AA9	988	776
28	345000	AA9	988	776
29	360000	BAA	998	877
30	375000	BAA	998	877
31	390000	BBA	A99	887
32	405000	BBA	A99	887
33	420000	CBB	AA9	988
34	435000	CBB	AA9	988
35	450000	CCB	BAA	998
36	465000	CCB	BAA	998

**Requisites:** HNCL 45  
**Alignment:** LN  
**HD/level:** 4e55  
**Weapon Prof.:** 20+level/2  
**To Hit Table:** always +0  
**Saves:** & CTD0  
**Reference:** RDM  
**Groups:** Concordant(x2)  
**Complexity:** CF=5

Gets Wis bonus to spell progression, but remember the "7th's" here are actually "17th's". (CSL=7 is equal to SL=17)  
 Level 1:,6:,11:,ect: +1 Mount slot and +1DL to all mounts.  
 Level 1:,2:,etc.: +1 GGL pick.  
 Level 1: You have an gravitic heat aura (20ft\*CCL, +CCL Gforces, CCLd1000 heat dmg)  
 Level 3: Effective caster level is 15.  
 Level 4: Effective caster level is 21.  
 Level 6: Can trade 10000 Boxes into one StunBox of the same type.  
 Known Spells:  
 [Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)  
 Quantum Teleportation(SL=10): Ultrawhite Gate.  
 Shangri-La Spell (SL=11): Your summons attack as 2 DL's higher.  
 Lord of Blood(SL=12): You gain the Vampire template  
 Shangri-La Spell (SL=13): Lower Multiplier a creature (no save, XR to resist)  
 Pugnacious(SL=14): DR(all types) is doubled  
 Shangri-La Spell (SL=15): CCL % chance to Between to the Warehouse.  
 Living Planet Spell (SL=16): Add you current hp to your to hit. (Inverse Dragon Lancing).  
 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.

# Elemental RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	22-	---	---
2	2600	322	---	---
3	7800	322	---	---
4	15600	332	2--	---
5	26000	332	2--	---
6	39000	433	22-	---
7	52000	433	22-	---
8	78000	443	322	---
9	104000	443	322	---
10	130000	544	332	2--
11	156000	544	332	2--
12	182000	554	433	22-
13	208000	554	433	22-
14	234000	655	443	322
15	260000	655	443	322
16	286000	665	544	332
17	312000	665	544	332
18	338000	766	554	433
19	364000	766	554	433
20	390000	776	655	443
21	416000	776	655	443
22	442000	877	665	544
23	468000	877	665	544
24	494000	887	766	554
25	520000	887	766	554
26	546000	988	776	655
27	572000	988	776	655
28	598000	998	877	665
29	624000	998	877	665
30	650000	A99	887	766
31	676000	A99	887	766
32	702000	AA9	988	776
33	728000	AA9	988	776
34	754000	BAA	998	877
35	780000	BAA	998	877
36	806000	BBA	A99	887

**Requisites:** Str 98, HNCL 54  
**Alignment:** non-A (Overwrite to all other classes)  
**HD/level:** & 15d50  
**Weapon Prof.:** & 13+level/2  
**To Hit Table:** 3xCTD0  
**Saves:** & 2xM-U0  
**Reference:** RDM  
**Groups:** Concordant(x2)  
**Complexity:** CF=4

50 "Concordant" points per level for the Rogue-like chart.  
 Maven (Ex): Maximum skill ranks for each skill they know.  
 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 1: +1 X action.  
 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 4: 0, 1/s: CCL\*4d1000 divine fire dmg to everything within 50miles\*CCL.  
 Level 5: Effective caster level is 91.  
 Level 6: Have the DM copy your PC's status on the chalkboard to somewhere else as a backup. 1N, 1/reset: Switch your current status with your backup.  
 Level 7: Effective caster level is 261.  
 Level 9: You may convert 7G -> 1RG or 1Q∞G.  
 Level 15: Dimensional Mastery: Choose one: A. Lady's Frown, B. Immune Matter, C. 0, Choose an enemy: +X to divine aura and ability scores. X = the chosen opponent's HD, D. Immune Destruction (any multiplier), E. You can enter/leave and navigate the plane of time freely, F. Immune Magic (any multiplier).  
 Known Spells:  
 Ignore [Status Name] (SL=SEL): You can ignore this status while you are affected by it.  
 The Call of Cthulhu (SL=10): Summon a DL=XV Cthulhu Avatar you comprehend and control.  
 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).  
 Iatric [Effect](SL=12): The effect heals rather than injures (borrow an X action to cast this)  
 I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.  
 Cosmic Consciousness(SL=14): You sense everything (immune Dust, Mirage Arcana, Displacement, etc.)  
 Shangri-La Spell (SL=15): CCL % chance to Between to the Warehouse.  
 Transversal(SL=16): You can attack any target you can perceive  
 Red Honden (SL=17): Spend an unspent GGL pick: Pixelate one target (no save)  
 Warmonger Spell (SL=18): 1M: A group gets +1 iihp.

# Prismatic War Lich(Pinpoint 0.45) RDM

Level	KXP	Spells			Requisites: Luck 20, HNCL 36
		ABC	DEF	GHI	
1	0	22-	---	---	HD/level: & 12d30
2	2600	22-	---	---	Weapon Prof.: & 9+level
3	7800	322	---	---	To Hit Table: 2xCTD0
4	15600	322	---	---	Saves: & Psi
5	26000	332	2--	---	Reference: RDM
6	39000	332	2--	---	Groups: Concordant(x2)
7	52000	433	22-	---	Complexity: CF=3
8	78000	433	22-	---	
9	104000	443	322	---	
10	130000	443	322	---	Immune to ability score damage, disease, normal/para/quasi elements, poison.
11	156000	544	332	2--	Additional Saves & +level*2
12	182000	544	332	2--	Resist Prismatic.
13	208000	554	433	22-	Level 1: DR 15*LVL/cursed and +3*LVL.
14	234000	554	433	22-	Level 1: You always win initiative. You can't be surprised.
15	260000	655	443	322	Level 2: 1X: Pick one: Annihilate, Destructed, Incurse, or As You Are (one group, no save).
16	286000	655	443	322	Level 3: 1V: Choose one – greater magic weapon, shield, or fly.
17	312000	665	544	332	Level 4:,10:,16:,ect: 1X, 1/d: May shut off portals within 5*level ft.
18	338000	665	544	332	Level 18: You may convert 2KG -> 1KQG. You may convert 2scrG -> 1 IscrG. (scrG = Script Godly)
19	364000	766	554	433	Known Spells:
20	390000	766	554	433	Tossed Salad(SL=N): Two targets grouped and paralyzed SL segments.
21	416000	776	655	443	Ace of Spades (SL=10): 1 target gains +1hp or takes 1dmg (no save).
22	442000	776	655	443	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
23	468000	877	665	544	Telluric Effect(SL=12): The effect damage is multiplied each time same target is struck
24	494000	877	665	544	Living Dungeon Spell (SL=13): Add your current boxes to your saves.
25	520000	887	766	554	Lich Cloud(SL=14): Life Trapping (as per Mirror).
26	546000	887	766	554	Shangri-La Spell (SL=15): CCL % chance to Between to the Warehouse.
27	572000	988	776	655	Multidimensional (S)(SL=16): You can exist in two places at once
28	598000	988	776	655	Night's Reach (SL=17): Natural Set CCL targets (no save)
29	624000	998	877	665	Indissoluble(SL=18): You possess infinite regeneration
30	650000	998	877	665	
31	676000	A99	887	766	
32	702000	A99	887	766	
33	728000	AA9	988	776	
34	754000	AA9	988	776	
35	780000	BAA	998	877	
36	806000	BAA	998	877	



# Yellow Istari RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4600	2--	---	---
3	13800	22-	---	---
4	27600	22-	---	---
5	46000	322	---	---
6	69000	322	---	---
7	92000	332	2--	---
8	138000	332	2--	---
9	184000	433	22-	---
10	230000	433	22-	---
11	276000	443	322	---
12	322000	443	322	---
13	368000	544	332	2--
14	414000	544	332	2--
15	460000	554	433	22-
16	506000	554	433	22-
17	552000	655	443	322
18	598000	655	443	322
19	644000	665	544	332
20	690000	665	544	332
21	736000	766	554	433
22	782000	766	554	433
23	828000	776	655	443
24	874000	776	655	443
25	920000	877	665	544
26	966000	877	665	544
27	1012000	887	766	554
28	1058000	887	766	554
29	1104000	988	776	655
30	1150000	988	776	655
31	1196000	998	877	665
32	1242000	998	877	665
33	1288000	A99	887	766
34	1334000	A99	887	766
35	1380000	AA9	988	776
36	1426000	AA9	988	776

**Requisites:** Wis 34, HNCL 36

**Alignment:** LN

**HD/level:** & ‡2d60

**Weapon Prof.:** & 11+level/2

**To Hit Table:** 2xPsi

**Saves:** & War

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=1

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

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

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

Immune Lightning

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

Level 3: 1X: Pick one: Capital F Fold, Loop Incurse, Lower Multiplier, or Truename Erase (one group, no save).

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

Level 5: Total HD is 91d12.

Level 6: Can trade 10000 Boxes into one StunBox of the same type.

Level 13: Your X0.13 Ultra powers give no XR.

Known Spells:

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

Maxed Out (SL=10): +1 ihp, iunER 100%, and 0, expend this spell: Mental Fury.

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

Self Mastery(SL=12): Your body parts can operate independently

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

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

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

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

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

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

# Uber Hero(Worshiper of the Flying Immortal)2 RDM

Level	KXP	Psionics
		SUV WXY
1	0	54- ---
2	1500	54- ---
3	4500	55- ---
4	9000	654 ---
5	15000	654 ---
6	22500	654 ---
7	30000	664 ---
8	45000	765 ---
9	60000	765 ---
10	75000	765 ---
11	90000	775 4--
12	105000	876 4--
13	120000	876 4--
14	135000	876 4--
15	150000	886 5--
16	165000	987 5--
17	180000	987 5--
18	195000	987 5--
19	210000	997 6--
20	225000	A98 64-
21	240000	A98 64-
22	255000	A98 64-
23	270000	AA8 74-
24	285000	BA9 75-
25	300000	BA9 75-
26	315000	BA9 75-
27	330000	BB9 85-
28	345000	CBA 86-
29	360000	CBA 86-
30	375000	CBA 86-
31	390000	CCA 964
32	405000	DCB 974
33	420000	DCB 974
34	435000	DCB 974
35	450000	DDB A75
36	465000	EDC A85

Requisites: Wis 112, HNCL 27

Alignment: AS

HD/level: & 1d90

Weapon Prof.: & 8+level/2

To Hit Table: Mon

Saves: & 3xPsi

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=5

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

You have +1 Kit.

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.: +2 arms. Counts as set of arms.

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).

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

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

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

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

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

Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg. Target cannot take actions.

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

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

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

# Sentinel(Pinpoint 0.55)1 RDM

Level	KXP	Psionics	Requisites:
		SUV WXY	Dex 81, HNCL 45
1	0	44- ---	Alignment: LG
2	2600	54- ---	HD/level: & +++8d45
3	7800	54- ---	Weapon Prof.: & 13+level
4	15600	54- ---	To Hit Table: 2xPri
5	26000	55- ---	Saves: & Wiz
6	39000	654 ---	Reference: RDM
7	52000	654 ---	Groups: Concordant(x2)
8	78000	654 ---	Complexity: CF=3
9	104000	664 ---	
10	130000	765 ---	Gets Ultra Barbarian Str, Dex, Con; bonus = +(stat-22)*4. Ultra Barbarian Str, Dex, and Con are applied to all of your classes.
11	156000	765 ---	1/d: For each Follower (either with you or at home), gain L^2 Worship Points, where L is his level.
12	182000	765 ---	You have +1 Secondary Skill and no XP doubling past level 36.
13	208000	775 4--	Level 1:,2:,etc.: +1M action. You may convert 2M to 1QM; 2 QM to 1 QQM; 2 QQM to 1 QQQM; and so on.
14	234000	876 4--	Level 1:,2:,etc.: Spend 4 Weapon proficiencies: +1 instance of exceptional HNCL.
15	260000	876 4--	Level 1:,2:,etc.: +1 Size Class.
16	286000	876 4--	Level 1: Fly at your full movement rate.
17	312000	886 5--	Level 2: +2*(number of your heads) to listen, spot, and search checks.
18	338000	987 5--	Level 4: 1X: Pick one: Down a Deeper Hole, Vulnerable PC party, Immune (can't drop) Conscious, or Capital X Xvimmed (one group, no save).
19	364000	987 5--	Level 4: 0, 1/s: CCL*4d1000 divine fire dmg to everything within 50miles*CCL.
20	390000	987 5--	Level 7: Total HD is 261d12.
21	416000	997 6--	Level 9: Your Axe, Bow and Sword are Cascade Ram branded.
22	442000	A98 64-	Known Powers
23	468000	A98 64-	Golden Guzzlers (SL=N): The target takes 4^N gold water damage (no resist).
24	494000	A98 64-	Roughing up the Suspect(SL=N): Target takes SL^2 dmg and can't take physical actions.
25	520000	AA8 74-	May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).
26	546000	BA9 75-	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
27	572000	BA9 75-	Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for spells.
28	598000	BA9 75-	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.
29	624000	BB9 85-	Force Control Pain (SL=17): iDT 50-CCL.
30	650000	CBA 86-	Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)
31	676000	CBA 86-	Omnific Inspiration (S)(SL=20): 1X or 1/2G: Duplicate a 0th-8th level Divine3 spell
32	702000	CBA 86-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
33	728000	CCA 964	
34	754000	DCB 974	
35	780000	DCB 974	
36	806000	DCB 974	

# The Greatest Villian RDM

Level	KXP	Psionics		Requisites:
		SUV	WXY	HNCL 36
1	0	33-	---	Alignment: TG
2	2300	43-	---	HD/level: 5d30
3	6900	43-	---	Weapon Prof.: 20+level
4	13800	43-	---	To Hit Table: Ftr0
5	23000	44-	---	Saves: & 3xPri
6	34500	543	---	Reference: RDM
7	46000	543	---	Groups: Concordant(x2)
8	69000	543	---	Complexity: CF=3
9	92000	553	---	
10	115000	654	---	Grant Spells (Su): Ascended Deities can grant spells of any level.
11	138000	654	---	Has access to Villain spells and MTG Spells/Archenemy Schemes.
12	161000	654	---	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
13	184000	664	3--	Duplicate F=20 of Custom2 or ArchCustom2 picks
14	207000	765	3--	Free Paragon racial adjective.
15	230000	765	3--	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.
16	253000	765	3--	Level 5: Total HD is 91d12.
17	276000	775	4--	Level 18: +482 Str, -96Dex, +635 natural AC.
18	299000	876	4--	Level 21: You may convert 11G -> 1WG (A "lent" RG action, but you can't use your G that segment).
19	322000	876	4--	Known Powers
20	345000	876	4--	[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.
21	368000	886	5--	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.
22	391000	987	53-	Hypnox* (SL=11): Summon a DL XI flying nightmare horror and all enemys' progressions become spent.
23	414000	987	53-	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".
24	437000	987	53-	Force Electronic Communication (SL=14): Telepathy with all intelligent items in room. Immune Ego. Transfer E to S freely.
25	460000	997	63-	Underhanded(SL=14): You sneak attack (Backstab) with every hit, even while in melee
26	483000	A98	64-	Red Honden (SL=17): Spend an unspend GGL pick: Pixelate one target (no save)
27	506000	A98	64-	Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.
28	529000	A98	64-	Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.
29	552000	AA8	74-	
30	575000	BA9	75-	
31	598000	BA9	75-	
32	621000	BA9	75-	
33	644000	BB9	853	
34	667000	CBA	863	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
35	690000	CBA	863	
36	713000	CBA	863	

# Chromatic Acter4 RDM

Level	KXP	Spells			Requisites:
		ABC	DEF	GHI	Int 80, HNCL 54
1	0	22-	---	---	Alignment: TG
2	2500	22-	---	---	HD/level: 5d80
3	7500	322	---	---	Weapon Prof.: 14+level/2
4	15000	322	---	---	To Hit Table: 2xPri
5	25000	332	2--	---	Saves: & Pri
6	37500	332	2--	---	Reference: RDM
7	50000	433	22-	---	Groups: Concordant(x2)
8	75000	433	22-	---	Complexity: CF=3
9	100000	443	322	---	
10	125000	443	322	---	Shadow5 Rogue-like table
11	150000	544	332	2--	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).
12	175000	544	332	2--	You may replace the base number of attacks you get with each weapon with CCL/1.
13	200000	554	433	22-	Overwrite HD/level with & 1d20
14	225000	554	433	22-	Resist Chromatic.
15	250000	655	443	322	You have +1 4th edition power (pick A, E, D, or U).
16	275000	655	443	322	Level 1:,2:,etc.: +1M action. You may convert 2M to 1QM; 2 QM to 1 QQM; 2 QQM to 1 QQQM; and so on.
17	300000	665	544	332	Level 1:,2:,etc.: +1 proficiency of any type.
18	325000	665	544	332	Level 1: Immune to cold and fire (spreads).
19	350000	766	554	433	Level 1: +30 Str, +20 Con, +2 size Categories.
20	375000	766	554	433	Level 2: Effective caster level is 10.
21	400000	776	655	443	Level 5: 1X: Trap the Soul (1 group, no save, no XR).
22	425000	776	655	443	Level 7: Can trade 10000 Infini Boxes into one iiBox of the same type.
23	450000	877	665	544	Level 9:,19:,29:,ect: 1X, 1/d: ++20 TH.
24	475000	877	665	544	Known Spells:
25	500000	887	766	554	Donkey Punch(SL=N): You and target grouped. Do one punch at +SL/xSL dmg and critical on 20-SL/x3
26	525000	887	766	554	Soothsayer(SL=10): You always hear the truth
27	550000	988	776	655	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".
28	575000	988	776	655	Seeking Shot(SL=12): You can make one shot per round that is guaranteed to hit
29	600000	998	877	665	My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's
30	625000	998	877	665	back.
31	650000	A99	887	766	Warmonger Spell (SL=14): 1M: A group gets +WL X actions
32	675000	A99	887	766	Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).
33	700000	AA9	988	776	Your Inescapable Doom (SL=16): Each monster's side of the rd, one target with the lowest hp takes CCL*10*"number of rds this effect has been active" doom dmg.
34	725000	AA9	988	776	Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.
35	750000	BAA	998	877	Absolute(SL=18): ++N on all rolls = sum of opponents' concordant levels in the room.
36	775000	BAA	998	877	

# Anti-farian RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	2--	---
2	4200	22-	---
3	12600	32-	---
4	25200	32-	---
5	42000	32-	---
6	63000	33-	---
7	84000	432	---
8	126000	432	---
9	168000	432	---
10	210000	442	---
11	252000	543	---
12	294000	543	---
13	336000	543	---
14	378000	553	2--
15	420000	654	2--
16	462000	654	2--
17	504000	654	2--
18	546000	664	3--
19	588000	765	3--
20	630000	765	3--
21	672000	765	3--
22	714000	775	4--
23	756000	876	42-
24	798000	876	42-
25	840000	876	42-
26	882000	886	52-
27	924000	987	53-
28	966000	987	53-
29	1008000	987	53-
30	1050000	997	63-
31	1092000	A98	64-
32	1134000	A98	64-
33	1176000	A98	64-
34	1218000	AA8	742
35	1260000	BA9	752
36	1302000	BA9	752

**Requisites:** Wis 57, HNCL 54

**Alignment:** AW

**HD/level:** & 7d65

**Weapon Prof.:** & 17+level

**To Hit Table:** 2xCTD0

**Saves:** & 2xPsi

**Reference:** RDM

**Groups:** Concordant(x2)

**Complexity:** CF=2

Additional To Hit & +level

Know Dragon of Tyr2 spells

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)

Gets +LVL X actions per round

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: 6:,11:,ect: +1 Mount slot and +1DL to all mounts.

Level 1: Continuous Shield of Law (+40 AC/Saves, iSR25, slow shield).

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

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

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

Level 7:,12:,17:,ect: 1X, 1/d: iImprisonment.

Known Powers

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

You are Getting on in Years (SL=N): Age a target N age categories (save for each).

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

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

Legendary [Ability Score](SL=14): Single ability score doubled

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

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

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

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

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

# Chromatic Vampire7P RDM

Level	KXP	Psionics		Requisites:	Wis 34, HNCL 27
		SUV	WXY	Alignment:	LE
1	0	2--	---	HD/level:	& 3d30
2	4500	2--	---	Weapon Prof.:	& 1+level
3	13500	22-	---	To Hit Table:	3xFtr0
4	27000	32-	---	Saves:	& 3xCust
5	45000	32-	---	Reference:	RDM
6	67500	32-	---	Groups:	Concordant(x2)
7	90000	33-	---	Complexity:	CF=1
8	135000	432	---		
9	180000	432	---		
10	225000	432	---	Gets (Unbreakable level) U actions. 1U -> 1X 2U -> 1H or 1Y 3U -> 1G 1U -> Add	
11	270000	442	---	"Q", "unc", "dead" to an action 2U -> Add "I" or "R" to an action	
12	315000	543	---	Gets +LVL X actions per round	
13	360000	543	---	+1 Feat per level.	
14	405000	543	---	Resist Chromatic.	
15	450000	553	2--	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.	
16	495000	654	2--	Level 2:,4:,6:,ect: Choose a Plane. Immune environment of the chosen plane.	
17	540000	654	2--	Level 13: +1 G action.	
18	585000	654	2--	Known Powers	
19	630000	664	3--	An*1 Adventures of Max Hardcore (SL=N): Plane Shift N targets to the elemental plane of brown pudding.	
20	675000	765	3--	[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.	
21	720000	765	3--	Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.	
22	765000	765	3--		
23	810000	775	4--	Oh, Did Your Mommy Get That for You (SL=Super): Loot the Room (no resist).	
24	855000	876	42-	Counter-strike(SL=14): Gain an extra retaliatory attack for every time you are injured	
25	900000	876	42-	Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s	
26	945000	876	42-	Red Honden (SL=17): Spend an unspend GGL pick: Pixelate one target (no save)	
27	990000	886	52-	Demigod Cloud(SL=17): +1 G action.	
28	1035000	987	53-	Living Planet Spell (SL=20): Exceptional Con bonuses work for this class (even if it says it doesn't).	
29	1080000	987	53-	Omnific Weapon Specialization(SL=20): +1iidmg	
30	1125000	987	53-		
31	1170000	997	63-		
32	1215000	A98	64-		
33	1260000	A98	64-		
34	1305000	A98	64-		
35	1350000	AA8	742		
36	1395000	BA9	752		

# The Fourth farian RDM

Level	KXP	Psionics
		SUV WXY
1	0	22- ---
2	3100	32- ---
3	9300	32- ---
4	18600	32- ---
5	31000	33- ---
6	46500	432 ---
7	62000	432 ---
8	93000	432 ---
9	124000	442 ---
10	155000	543 ---
11	186000	543 ---
12	217000	543 ---
13	248000	553 2--
14	279000	654 2--
15	310000	654 2--
16	341000	654 2--
17	372000	664 3--
18	403000	765 3--
19	434000	765 3--
20	465000	765 3--
21	496000	775 4--
22	527000	876 42-
23	558000	876 42-
24	589000	876 42-
25	620000	886 52-
26	651000	987 53-
27	682000	987 53-
28	713000	987 53-
29	744000	997 63-
30	775000	A98 64-
31	806000	A98 64-
32	837000	A98 64-
33	868000	AA8 742
34	899000	BA9 752
35	930000	BA9 752
36	961000	BA9 752

**Requisites:** Int 76, HNCL 45  
**Alignment:** JN (Overwrite to all other classes)  
**HD/level:** & 8d90  
**Weapon Prof.:** & 5+level  
**To Hit Table:** 3xMon  
**Saves:** & 3xPri  
**Reference:** RDM  
**Groups:** Concordant(x2)  
**Complexity:** CF=3

Spells are resisted using GR or iXR (treated as XR)  
 Heat vision: Both Eye's M: Deal CCL^2 boxes of dmg (1 box = 100 dmg) to one object (can be living)  
 +1 S action only usable in segment 4.  
 Level 1: 1F,1/day: Discern Location (person or object) across planes that moves with the person or object (no resistance).  
 Level 1: Continuous Shield of Law (+40 AC/Saves, iSR25, slow shield).  
 Level 1:,2:,etc.: Pick a concordant spell. It's X action costs go to M, M go to 1/2 M, 1/2 M go to V. CF=6: V go to 0 (free) actions. Free actions are limited to LVL/r in this way. CF=7: 0 (free) go to 1N (no action at all). Limited to 1/half segment this way.  
 Level 1:,2:,etc.: +1 Follower, treat this as a level=LVL\*3 Priest.  
 Level 1:,2:,etc.: +1 Size Class.  
 Level 1:,2:,etc.: +1 GGL pick.  
 Level 5:,10:,15:,ect: 1X, 1/d: iForceage.  
 Level 12: +1G action.  
 Known Powers  
 Max Faktor (SL=N): Pick MF, PF, PsiF, TechF. Raise or lower it by N.  
 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.  
 Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL\*2 SL's.  
 Force Veiling (SL=11): Nondection from all beings of Multiplier xCL/5 or less.  
 Shangri-La Spell (SL=14): Your summons attack as 2 DL's higher (stacks with earlier versions of this).  
 Warmonger Spell (SL=14): 1M: A group gets +WL isaves  
 Life's Web (SL=17): Summon CCL\*7 DL=7+CCL/7 monsters (you can comprehend them if over DL X)  
 Sway of the Stars (SL=17): Everyone's hp total in the room is set to 70. The current half-segment ends.  
 Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.  
 Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.



# Bug(Pinpoint 0.66) Slayer RDM

Level	KXP	Psionics
		SUV WXY
1	0	43- ---
2	27200	43- ---
3	81600	43- ---
4	163200	44- ---
5	272000	543 ---
6	408000	543 ---
7	544000	543 ---
8	816000	553 ---
9	1088000	654 ---
10	1360000	654 ---
11	1632000	654 ---
12	1904000	664 3--
13	2176000	765 3--
14	2448000	765 3--
15	2720000	765 3--
16	2992000	775 4--
17	3264000	876 4--
18	3536000	876 4--
19	3808000	876 4--
20	4080000	886 5--
21	4352000	987 53-
22	4624000	987 53-
23	4896000	987 53-
24	5168000	997 63-
25	5440000	A98 64-
26	5712000	A98 64-
27	5984000	A98 64-
28	6256000	AA8 74-
29	6528000	BA9 75-
30	6800000	BA9 75-
31	7072000	BA9 75-
32	7344000	BB9 853
33	7616000	CBA 863
34	7888000	CBA 863
35	8160000	CBA 863
36	8432000	CCA 964

**Requisites:** Luck 24, HNCL 36  
**Alignment:** A any (Overwrite to all other classes)  
**HD/level:** 10d90  
**Weapon Prof.:** 6+level/2  
**To Hit Table:** Wiz  
**Saves:** & 2xWiz  
**Reference:** RDM  
**Groups:** Concordant(x2)  
**Complexity:** CF=4

Maven (Ex): Maximum skill ranks for each skill they know.  
 Gets Ultra Barbarian Str, Dex, Con; bonus = +(stat-22)\*4. Ultra Barbarian Str, Dex, and Con are applied to all of your classes.  
 Gets an X action.  
 Gets one X action per round. You cast Living Planet spells SL2 through 8 with X actions and SL10 with G actions.  
 You have one free species enemy similar to Slayer mini-class.  
 Level 1:,2:,etc::: +1 Rogue level 27 pick.  
 Known Powers  
 The One on the Right is on the Left (SL=N): Summon an angel & devil of DL SL-1.  
 Brightflame N (SL=N): Deal 10\*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target.  
 Psi∞ Supers (SL=11): Disjunct (one item/effect is disjunct)  
 May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).  
 Psi∞ Ultras (SL=14): Random Multiverseport (one target, 1d(CCL-3) multiverses in a random direction, no save)  
 Living Planet Spell (SL=14): Add you current hp to your saves. (Inverse Dragon Armoring).  
 Demigod Cloud(SL=17): +1 G action.  
 White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets  
 Omnific Inspiration (S)(SL=20): 1X or ½G: Duplicate a 0th-8th level Divine3 spell  
 Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

# Master Tier RDM

Level	KXP	Psionics	Requisites:
		SUV WXY	Int 113, HNCL 36, Race slots 4
1	0	65- ---	Alignment: TG
2	1700	65- ---	HD/level: 5d75
3	5100	66- ---	Weapon Prof.: 19+level/2
4	10200	765 ---	To Hit Table: 2xWiz
5	17000	765 ---	Saves: & 3xWiz
6	25500	765 ---	Reference: RDM
7	34000	775 ---	Groups: Concordant(x2)
8	51000	876 ---	Complexity: CF=5
9	68000	876 ---	
10	85000	876 ---	Immune to ability score damage, disease, normal/para/quasi elements, poison.
11	102000	886 5--	You may roll 1d100 to hit like the Anti-Barbarian100 class. Automatically hits (succeeds) on a natural 90-100. Automatically misses on a 01-09. Critical ranges for weapons are 4 times listed values (so 20+/x2 becomes 80+/x2, and 16+/x4 becomes 64+/x4).
12	119000	987 5--	Know Immortal0 spells at CSL=7
13	136000	987 5--	Level 1:,2:,etc.: +1M action. You may convert 2M to 1QM; 2 QM to 1 QQM; 2 QQM to 1 QQQM; and so on.
14	153000	987 5--	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.
15	170000	997 6--	Known Powers
16	187000	A98 6--	Stations of the Cross (SL=N): One target suffers a status effect of SEL=N.
17	204000	A98 6--	Figure of Destiny N (SL=N): Summon a DL N Kithkin. At SL=2, it's a Kithkin Spirit.
18	221000	A98 6--	At SL=5, it's a Kithkin Spirit Warrior. At SL=8, it's a flying Kithkin Spirit Warrior
19	238000	AA8 7--	Avatar with +IIF
20	255000	BA9 75-	Step out of It Cloud (SL=11): Step out of manifesting any Grand or less Cloud.
21	272000	BA9 75-	Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.
22	289000	BA9 75-	Ignite the Cloneforge! (SL=14): Duplicate an item/effect from an enemy.
23	306000	BB9 85-	Psi∞ Ultras (SL=14): Random Multiverseport (one target, 1d(CCL-3) multiverses in a random direction, no save)
24	323000	CBA 86-	Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously
25	340000	CBA 86-	Seeing Winds (SL=17): Capital F Fix and Natural Reset one target
26	357000	CBA 86-	Unearthly Defence(SL=20): +1iiAC
27	374000	CCA 96-	Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.
28	391000	DCB 97-	
29	408000	DCB 97-	
30	425000	DCB 97-	
31	442000	DDB A75	
32	459000	EDC A85	
33	476000	EDC A85	
34	493000	EDC A85	
35	510000	EEC B86	
36	527000	FED B96	

# False Champion RDM

Level	KXP	Psionics		Requisites: Str 58, HNCL 54
		SUV	WXY	
1	0	3--	---	HD/level: & 5d70
2	3600	33-	---	Weapon Prof.: & 19+level/2
3	10800	43-	---	To Hit Table: 3xRog
4	21600	43-	---	Saves: & M-U0
5	36000	43-	---	Reference: RDM
6	54000	44-	---	Groups: Concordant(x2)
7	72000	543	---	Complexity: CF=2
8	108000	543	---	
9	144000	543	---	
10	180000	553	---	Knows Sith Lord Powers. Gets PSP's = CCL*1000.
11	216000	654	---	Specialized in Status Effects (aka "[C] section effects") school. Opposite to everything else except Abjuration and Invocation (which it's Normal to).
12	252000	654	---	Immune Ego from Intelligent Items (any multiplier, can't be ignored)
13	288000	654	---	Gets +1H action per round.
14	324000	664	3--	Level 1:,6:,11:,ect: +1 Mount slot and +1DL to all mounts.
15	360000	765	3--	Level 1: Dragon Cleave Epic Feat (can Cleave an infinite number of times).
16	396000	765	3--	Level 1: Requires HNCL 18+(Sentinel level), max of HNCL 27 at Sentinel level 9. Considered x2 Being.
17	432000	765	3--	Level 1: 1F,1/day: Discern Location (person or object) across planes that moves with the person or object (no resistance).
18	468000	775	4--	Level 1:,2:,etc.: +1 head.
19	504000	876	4--	Level 1: Requires HNCL 18+(Sentinel level), max of HNCL 27 at Sentinel level 9. Considered x2 Being.
20	540000	876	4--	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.
21	576000	876	4--	Level 5: Time/Reality Stability. (...I exist outside the confines of time and space...)
22	612000	886	5--	Level 5: Total HD is 91d12.
23	648000	987	53-	Known Powers
24	684000	987	53-	An*1 Adventures of Max Hardcore (SL=N): Plane Shift N targets to the elemental plane of brown pudding.
25	720000	997	63-	Dutch Oven(SL=N): One target nauseated, takes SL^2 dmg and entangled for 1segment.
26	756000	A98	64-	Living Dungeon Spell (SL=11): Duplicate an X4 super or less.
27	792000	A98	64-	Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.
28	828000	A98	64-	Shangri-La Spell (SL=14): Switch two creatures Truenames or Multipliers (no save, XR to resist)
29	864000	AA8	74-	Approach My Molten Realm (SL=14): x2 dmg from all sources in the room this rd.
30	900000	BA9	75-	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.
31	936000	BA9	75-	Red Honden (SL=17): Spend an unspend GGL pick: Pixelate one target (no save)
32	972000	BB9	853	Omnific Inspiration (S)(SL=20): 1X or ½G: Duplicate a 0th-8th level Divine3 spell
33	1008000	CBA	863	Living Planet Spell (SL=20): Exceptional Con bonuses work for this class (even if it says it doesn't).
34	1044000	CBA	863	
35	1080000	CBA	863	
36	1116000	CBA	863	

# Super Champion5 RDM

Level	KXP	Psionics	Requisites:
		SUV WXY	Wis 34, HNCL 27
1	0	2-- ---	Alignment: LG
2	4600	2-- ---	HD/level: +1d90
3	13800	22- ---	Weapon Prof.: 4+level/2
4	27600	32- ---	To Hit Table: (none)
5	46000	32- ---	Saves: & M-U0
6	69000	32- ---	Reference: RDM
7	92000	33- ---	Groups: Concordant(x2)
8	138000	432 ---	Complexity: CF=1
9	184000	432 ---	
10	230000	432 ---	Additional Saves & +level
11	276000	442 ---	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
12	322000	543 ---	Level 1,2,;etc.: +1 GGL pick.
13	368000	543 ---	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.
14	414000	543 ---	Level 3: Can trade 10000 AC into 1 iAC (as many times as you like)
15	460000	553 2--	Level 3: Total HD is 15d12.
16	506000	654 2--	Known Powers
17	552000	654 2--	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).
18	598000	654 2--	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).
19	644000	664 3--	My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.
20	690000	765 3--	I Bask in Your Silent Awe (SL=11): Enemies can only cast 1 spell each rd.
21	736000	765 3--	Shangri-La Spell (SL=14): 1 group gets Betweened to a DL=CCL/2 Shangri-La Dungeon (no save, XR to resist)
22	782000	765 3--	Legendary [Ability Score](SL=14): Single ability score doubled
23	828000	775 4--	Seeing Winds (SL=17): Capital F Fix and Natural Reset one target
24	874000	876 42-	White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets
25	920000	876 42-	Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves
26	966000	876 42-	Living Planet Spell (SL=20): xiunAXGR CCL%.
27	1012000	886 52-	
28	1058000	987 53-	
29	1104000	987 53-	
30	1150000	987 53-	
31	1196000	997 63-	
32	1242000	A98 64-	
33	1288000	A98 64-	
34	1334000	A98 64-	
35	1380000	AA8 742	
36	1426000	BA9 752	